Petit 4

The game of unbridled heroic fantasy!

Version 0.2.27

Introduction

Petit 4 is a medieval-fantasy role-playing game inspired by the fourth edition of the world's most popular roleplaying game, as well as Microlite20 (a minimalist version of the third edition of the world's most popular roleplaying game).

Features of Petit 4

- A game designed for heroic, medieval-fantasy settings.
- Three abilities, five skills, miscellaneous bonuses and a twenty-sided die at the heart of the game mechanics.
- A wide choice of races and classes, from the classic to the exotic.
- An power-based combat system based on class, with no miniatures or grid required.
- A game compatible with adventures and monsters from Fourth Edition.

Why choose Petit 4?

- To introduce new players to roleplaying.
- To create player characters in minutes.
- To play with a system that is easy to manage for the Game Master (who never rolls the dice) and dynamic (thanks to Fate points).
- To have a complete work in a small number of pages (system, bestiary, setting details!)
- To reuse official content thanks to an easy conversion process.

The basics

To start, each player (except the Game Master) creates their own character.

A character is defined by their three innate abilities (Fortitude, Reflex and Will), two physical and one mental. They are used for attacks and defense. These values can be increased by the race you choose, as well as by increasing in level.

After deciding your abilities, choose your character's class, which represents their profession and role in the group. The class grants equipment, as well as one or more skills, which represent the character's know-how.

Finally, races and classes give the character several powers (special martial or magical abilities).

Character creation

To create a character, follow the directions below.

Abilities

Abilities are the main characteristics of your character.

- **Fortitude:** Endurance, strength, or even close combat skills.
- **Reflex:** Dexterity, speed, accuracy in shooting, etc.
- **Will:** Intelligence, charisma, magical power, etc.

Distribute nine points between abilities, without exceeding +5 in any one ability.

Hit points

Hit points, or HP, represent physical health, morale, and energy.

Starting hit points = 10 + (Fortitude x 5)

Races

Dragonborn

Scaly humanoids, distant descendants of dragons.

- **Benefit:** +1 Fortitude.
- *Fire eater* (unique). Contact burst. Fortitude vs. Reflex. Success: 2d6 + Fortitude fire damage. (4d6 at paragon tier, 6d6 at epic tier.)

Dwarf

Stocky, bearded humanoids, expert miners.

- **Benefit:** +1 Fortitude.
- *Second wind* (unique). Minor action. Effect: Regain hit points equal to 10 + Fortitude.

Eladrin

A cousin of the elves, with magical origins.

- **Benefit:** +1 Will.
- *Teleportation* (limited). Minor action. Effect: You teleport anywhere on the battlefield; you gain a +2 surprise bonus to your next attack roll.
- An eladrin choosing a martial class belongs to the primal domain.

Elf

An immortal, elegant and proud people.

- **Benefit:** +1 Reflex.
- *Targeting* (limited). Reaction to a failed ranged attack. Effect: Re-roll the dice with a +2 bonus.

Half elf

Hybrids between humans and elves with the best qualities of both races.

- **Benefit:** Choose an at-will power of a different class from yours; you can use it as a limited power.

Halfling

Little ones: hikers, cooks and jokers.

- **Benefit:** +1 Reflex.
- *Dodge* (limited). Reaction to a failed defense roll. Effect: Re-roll the defense roll with a +2 bonus.

Human

A versatile and promising people: us!

- **Advantage:** Gain an additional skill of your choice.

Tiefling

Sulphurous humanoids, descendants of fiends.

- **Benefit:** +1 Will.
- *Seduction of the soul* (limited). Minor action. Distant. Will vs. Will. Success: The target cannot attack you (continuous effect). Failure: The target cannot attack you on its next turn.

Classes

A character's class determines the domain to which they belong, the skill(s) they have mastered, their equipment and, above all, the powers at their disposal.

A domain describes the source of power for each class.

- **Arcane:** Magic and magical creatures.
- **Divine:** Prayers, knowledge of religions.
- **Martial:** Combat, physical exploits.
- **Primal:** Nature and animals.
- **Psionics:** The power of mind over matter.
- **Shadow:** Evil, lies, demons.

Cleric (divine)

Earthly servant of a god, able to heal soul and body.

Skill: Influence.

Equipment: Heavy one-handed weapon (d8), shield (+5 HP), light armor (+5 HP), holy symbol (d8)

Heroic powers

Sacred flame (at-will). Contact. Will vs. Fortitude. Success: Symbol damage (plus one die against undead creatures). Effect: An ally in sight can spend a Fate point to regain 10 + their Fortitude HP.

Sanctuary (limited). Minor action. Effect: You and your allies gain a +5 defense bonus until your next turn.

Divine punishment (unique). Contact burst. Will vs. Will. Success: Symbol damage (one additional die against undead creatures). Failure: Half damage.

Paragon powers

Regeneration (limited). Distant. Effect: Until the end of the combat, the targeted ally heals 10 HP each round.

Divine halo (unique). Contact area. Will vs. Will. Success: Symbol damage plus two dice (four dice against undead creatures). Effect: The cleric and all allies in sight heal 10 + their Fortitude HP.

Epic powers

Heavenly wrath (unique). Minor action. Effect: Until your next turn, your attacks and those of your allies within range deal 2d8 more damage (3d8 against undead creatures).

Fighter (martial)

A soldier, a mercenary …

Skill: Athletics.

Equipment: Choose one of the following.

- heavy two-handed weapon (1d10), heavy armor (+10 HP)
- heavy one-handed weapon (1d8), shield (+5 HP), heavy armor (+10 HP)
- heavy one-handed weapon (1d8), ranged light weapon (1d6), heavy armor (+10 HP)

Heroic powers

Brutal attack (at-will). Contact. Fortitude vs. Fortitude. Success: Weapon damage; if the target is reduced to 0 HP, perform another *brutal attack*.

Provocation (limited). Contact. Fortitude vs. Will. Success: Weapon damage, and the target must attack you in melee as long as you remain in contact (continuous effect).

Impassable guard (unique). Contact. Fortitude vs. Reflex. Success: Weapon damage plus one die. Effect: Until your next turn, you gain a +10 bonus to defense rolls against basic attacks and martial powers.

Paragon powers

Wave of steel (Limited). Contact burst. Fortitude vs. Fortitude. Success: Weapon damage.

Sparta!! (unique). Minor action. Effect: Until the end of the combat, you gain a +2 bonus to defense rolls per enemy in melee with you.

Epic powers

Riposte of the fencing master (unique). Reaction to a failed defense roll against a contact power. Effect: The attack in question is negated; perform a basic attack against the attacker, with a +5 attack bonus and five additional damage dice.

Paladin (divine)

A believer who took up arms for Good.

Skills: Athletics, Influence.

Equipment: Choose one of the following.

- heavy two-handed weapon (1d10), heavy armor (+10 HP), holy symbol (d10)
- heavy one-handed weapon (1d8), shield (+5 HP), heavy armor (+10 HP), holy symbol (d10)

Heroic powers

Brotherly blade (at-will). Contact. Fortitude vs. Fortitude. Success: Weapon damage, and an ally in contact with you gains a +2 bonus to defense rolls until their next turn.

Divine light (limited). Contact. Fortitude vs. Reflex. Success: Weapon damage, and blindness (continuous effect).

Sanction of the just (unique). Distant. Will vs. Will. Success: Symbol damage (plus one die against creatures of the shadow domain). Effect: An ally within sight heals 10 + its Fortitude.

Paragon powers

Revenge (limited). Reaction to a failed defense roll against a contact attack. Contact. Effect: Your attacker takes half the damage they inflicted on you.

Purification (unique). Contact. Will vs. Reflex. Success: Symbol damage, and the target cannot use shadow powers (continuous effect). Failure: Half damage.

Epic power

Pacification (unique). Contact burst. Will vs. Will. Success: Symbol damage, and –10 penalty to all attacks (continuous effect).
Failure: Until your next turn, take a –10 penalty to all attack rolls.

Ranger (primal)

Forester, hunter, tracker.

Skills: Athletics, Survival.

Equipment: Two heavy one-handed weapons (d8), ranged heavy weapon (d8), light armor (+5 HP)

Heroic powers

Double strike (at-will). Effect: Perform a basic attack; on a success, perform a second basic attack (with your second weapon, if you are in melee).

Track (limited). Minor action. Effect: Choose a target within sight to be your "prey"; until the end of the combat you do an additional 1d8 damage each time you hit them with an attack.

Death blows (unique). Effect: Make two basic attacks against the same target. If they are both successful, you deal an additional 2d8 damage.

Paragon powers

No mercy (limited). Reaction to a successful attack by an ally against your prey. Effect: Make a basic attack against your prey, with a +2 bonus.

The arrow and the iron (unique). Effect: Perform two basic ranged attacks, then perform two basic melee attacks.

Epic powers

Rain of arrows (unique). Distant burst. Reflex vs. Reflex. Success: Weapon damage plus three dice. Failure: Half damage.

Rogue (martial)

An assassin, a scout, an agile thief.

Skill: Trickery.

Equipment: Light weapon (d6), ranged light weapon (d6), light armor (+5 HP)

Heroic powers

Vicious blow (at-will). Contact. Reflex vs. Fortitude. Success: Weapon damage (plus one die if the target is already damaged).

Acrobatic feint (limited). Reaction to a failed defense roll. Effect: Re-roll the die with a +2 bonus; until your next turn, you get a +2 bonus to defense rolls.

Murder strike (unique). Reaction to a successful attack roll. Effect: 3d6 additional damage, and 2d6 poison damage each turn (continuous effect).

Paragon powers

Counterattack (limited). Reaction to successful melee defense. Effect: Perform a *vicious blow* against your attacker with a +2 attack bonus.

From the shadows (unique). Effect: Perform two *vicious blows*; the target(s) cannot attack you on their next turn.

Epic powers

Master of assassins (unique). Contact. Reflex vs. Will. Success: 5 damage per rogue level. Failure: 2 damage per rogue level.

Sorcerer (shadow)

Spellcaster who has made a pact with the dark powers.

Skill: Influence.

Equipment: Light weapon (d6), wand (d10)

Heroic powers

Occult trait (at-will). Distant. Will vs. Reflex. Success: Wand damage.

Cursed seal (Limited). Distant. Will vs. Will. Success: Wand damage each round, and a –5 penalty to all attack rolls (continuous effect).

Doom fate (unique). Distant. Will vs. Will. Success: Wand damage plus 2d10, and until your next turn attack rolls against the target receive a +5 bonus. Failure: Half damage.

Paragon powers

Shadow jaunt (limited). Minor action. Effect: At the end of your turn, you disappear into shadows. At the start of your next turn, you reappear anywhere on the battlefield.

Ruin of the soul (unique). Distant. Will vs. Will. Success: Double wand damage. Failure: Wand damage.

Epic powers

Hostile transmutation (unique). Contact. Will vs. Will. Success: The target transforms into a toad or other harmless creature (continuous effect). They keep their HP and defenses (but with a –5 penalty) and can no longer attack.

Warmaster (martial)

A troop leader, a future commander.

Skill: Influence.

Equipment: Choose one of the following.

- heavy one-handed weapon (d8), shield (+5 health), light armor (+5 HP)
- heavy one-handed weapon (d8), ranged light weapon (d6), light armor (+5 HP)

Heroic powers

Tactical attack (at-will). Contact. Fortitude vs. Fortitude. Success: Weapon damage, and an ally within earshot gains a +2 bonus to their next attack roll.

Inspiration (limited). Reaction to a successful attack. Effect: An ally gains a Fate point. (This power doesn't work outside of actual combat.)

Weaponmaster's challenge (unique). Minor action. Effect: Until your next turn, you gain a Fate point each time an enemy attacks you, and allies in contact with you gain a +5 defense bonus.

Paragon powers

Rally (limited). Minor action. Effect: You and allies within earshot make a saving throw against all continuous effects that affect you and all gain a +2 bonus to attack rolls until your next turn.

Strategist (unique). Contact. Fortitude vs. Will. Success: Weapon damage plus one die, and each player character receives a Fate point. Failure: The GM receives a Darkness point.

Epic powers

The Art of War (unique). Effect: You and allies within earshot each perform a basic attack; you and each ally can spend a Fate point to perform a second basic attack.

Wizard (arcane)

An elemental spell caster, and a scholar.

Skill: Scholarship.

Equipment: Improvised weapon (d4), wand (d6)

A wizard also knows the ritual *Prestidigitation*, as well as another level 1 ritual of their player's choice. They learn a new ritual at every even level.

Heroic powers

Magic missile (at-will). Distant. Effect: 1d6 damage, with no Will bonus (You fire two projectiles at level 1, three at level 6, four at level 11, five at level 16, six at level 21 and seven at level 26.)

Electric shock (limited). Remote area. Will vs. Reflex. Success: Wand damage, and immobilization (continuous effect).

Fireball (unique). Distant. Will vs. Reflex. Success: Wand damage plus two dice. Failure: Half damage.

Paragon powers

Acid wave (limited). Contact burst. Will vs. Fortitude. Success: Wand damage plus two dice, and the target is pushed back (it is no longer in contact with you, and vice versa). Effect: On a successful persistence roll, the target cannot approach you until your next turn.

Stone skin (unique). Effect: Choose an ally in contact; until the end of the combat, this ally gains a +10 bonus to defense rolls against physical attacks.

Epic powers

Snowstorm (unique). Distant burst. Effect: Until the end of combat, creatures in the area take 4d10 damage each round; ranged attacks from or into the area suffer a –5 penalty.

Character details

Skills

The skills represent the competencies and know-how of the character.

- **Athletics:** Swimming, jumping, climbing, resisting fatigue, etc.
- **Influence:** Convincing, negotiating, bluffing, lying and detecting lies, etc.
- **Scholarship:** Knowledge of history, mysteries of magic, mythologies, legends, etc.
- **Survival:** Survival in a hostile environment, knowledge of animals and plants, camouflage, etc.
- **Trickery:** Lockpicking, pick-pocketing, reaching underworld contacts, etc.

A character either has a skill or they do not. If they do not have it, they receive a +0 bonus on checks using that skill. If they do have it, they receive a +5 bonus on checks using that skill.

Experience

A character gains a level at the end of each adventure. (Note that a long plot can be divided into several adventures.)

Each level, a character gains +1 to Fortitude, Reflex and Will, and 5 HP.

At 11th level, the character enters the paragon tier. They gain two new class powers and can either increase an ability of their choice by +1 (as well as the normal increase for every new level), gain a new skill, or learn a ritual.

At level 21, a character enters the epic tier. They gain an epic class power and can again increase an ability by +1, gain a new skill or learn a ritual.

Tiers

A level corresponds not only to the power of the characters, but also to the difficulty and the scope of their adventures.

At the heroic tier, the PCs can save a village from a goblin attack, explore a small ancient dungeon, and negotiate with a wealthy merchant. The stakes are local.

At the paragon tier, the group can undertake their first planar adventures, passing through the City of Many Windows, or set out in search of a powerful artifact in order to save a kingdom. The stakes are regional.

Finally, at the epic tier, the PCs can challenge the designs of the gods, stop the invasion of the world by an evil race, or destroy the world themselves. The stakes are universal!

Equipment

An adventurer has the equipment provided by their class. They cannot use any other. They also have survival gear: rations, rope, torches and so on, as well as tools corresponding to their skills.

If a player wants their character to have an item out of the ordinary, they must either obtain it during the game, or spend a Fate point to justify its presence in their backpack.

- **Improvised weapon:** If a character is deprived of their weapon for some reason, they can still attack unarmed, dealing 1d4 damage.
- **Light weapon:** Dagger, club, etc.
- **Heavy one-handed weapon:** Sword, mace, battle ax, etc.
- **Heavy two-handed weapon:** Bastard sword, war hammer, halberd, etc.
- **Ranged improvised weapon:** Anyone can throw stones, chairs, or halflings, dealing 1d4 damage.
- **Light ranged weapon:** Short bow, light crossbow, slingshot, throwing knives, etc.
- **Ranged heavy weapon:** Longbow, heavy crossbow, javelins, etc.
- **Shield:** Buckler, rondache, etc.
- **Light armor:** Leather, mesh shirt, scale armor, etc.
- **Heavy armor:** Breastplate, plate armor, harness, etc.

Wealth

The economy of Petit 4 can be summed up in its four different types of currency, each of which represents a social class.

Copper, the only currency that the vast majority of the poor population will ever use. The poor also depend on barter, the case-by-case exchange of objects and services. Wealth in copper means living in a rented or loaned room, owning rudimentary tools, and spending most of your time securing a living.

Silver is used by merchants, artisans and heroic adventurers. Wealth in silver means owning a small house, having enough to eat and having complete equipment, even if it may not be in very good condition.

Gold is the currency of nobles, merchants and paragon adventurers. With wealth in gold comes a large house, a few servants, abundant provisions, and good quality equipment.

Platinum is the preserve of kings, high priests and archmages, and epic adventurers. Platinum wealth could include a castle, land and people in its service, all financed by annuities.

Diamonds are a rare currency, even on the Outer Planes. A wealth of diamonds could buy a kingdom or an army on the Material Plane.

Purchases

The price of each item and service is determined by the Game Master, on a case-by-case basis. There is no precise list. However, we can evaluate an abstract price for each object or service: an object or service is therefore noted as costing copper, silver, gold, platinum or diamond.

A purchase of a wealth tier lower than a character's wealth is done without thinking about it and without consequence. Those of their tier must be rarer and more thoughtful. To buy above your level, you must have found a substantial treasure and be ready to squander it!

Due to their power and rarity, heroic tier magic items have a default value of gold, paragon tier items platinum, and epic tier items diamond. In other words, epic magic items are difficult for even the most powerful player characters to purchase.

Magic items

Magic items are objects that have acquired supernatural abilities thanks to the ritual *Enchant object*. The tier of the enchanter determines the type of enchantment (heroic, paragon or epic). The *Enchant object* ritual requires a material component that depends on the supernatural ability granted. The component is destroyed during the ritual.

An item can be enchanted a second time by a paragon enchanter (with the same type of enchantment or not), and as many times as desired by an epic enchanter. The material component must come from a different source each time (from another creature, another place and another time).

To learn of and use a magic item's supernatural abilities, a character must attune to it by spending a Fate point to attune to it. This makes the character the item's bearer. Monsters can also attune to magic items, spending Darkness points instead of Fate points. A bearer does not have to be of the same tier as a magic item to use it; a level 1 character can attune to an epic magic item.

Once a character becomes the bearer of a magic item, this attunement remains indefinitely, unless someone else attunes to the magic item and becomes its new bearer.

Heroic enchantments

These enchantments grant the item a consumable ability: once used, the ability is lost. As with any magic item, the bearer must hold the item for the ability to take effect.

Arcanium (consumable). Effect: The bearer recharges one of their item powers. Material component: A magic item or a source of arcanium (extremely rare).

Disappearance (consumable). Effect: The bearer disappears from the battlefield. They reappear when they want to, in a place of their choice that they are familiar with. Material component: A thief's tooth.

Healing (consumable). Effect: The bearer recovers HP equal to their Fortitude (double during a rest). Material component: Water from a holy spring.

Mana (consumable). Effect: The bearer recharges one of their unique class powers. Material component: Water from a fairy spring.

Protection (consumable). Effect: The bearer receives a +5 bonus to all saving throws until their next rest. Material component: Blood, saliva or hair from a legendary monster.

Paragon enchantment

This type of enchantment gives a particular object a supernatural property: it works permanently (or under certain conditions) from the moment the bearer controls the magic object.

Bloody (weapon property). Effect: The weapon inflicts one extra damage die (two extra if it is enchanted a second time, three extra if enchanted a third time). Material component: The hand of a parricide.

Ensorcelled (wand property). Effect: The wand inflicts one extra damage die (two extra if it is enchanted a second time, three extra if enchanted a third time). Material component: A rare arcane grimoire.

Resistant (armor or shield property). Effect: The armor or shield provides resistance to damage equal to twice its bonus (x3 if enchanted a second time, x4 the third time). Material component: Dragonscale.

Sacred (symbol property). Effect: The symbol inflicts one extra damage die (two extra if it is enchanted a second time, three extra if enchanted a third time). Material component: The miter of a dead prelate.

Sharp (weapon property). Effect: The bearer gets a 1d6 bonus to the attack roll each time they attack with the weapon (2d6 if the weapon is enchanted a second time, 3d6 if enchanted a third time). Material component: The hand of a legendary swordsman or archer.

Sweet death (weapon property). Effect: The target falls asleep and loses 1d6 HP (continuous effect) (2d6 if the weapon is enchanted a second time, 3d6 the third time). Material component: Fruit of a cursed tree.

Epic enchantments

Epic enchantments give the item a special power. This power must be activated voluntarily by the bearer for it to take effect. Item powers have - like some class powers - conditions under which they will activate ("Reactions").

These item powers are "unique" and have an entry named Recharge. This specifies what the bearer must do - after the power has been used - so that the power can be activated again. This action cannot be the same one that activated the item.

An item power can never be recharged by the bearer sacrificing Fate points (or the GM sacrificing Darkness points for a monster bearer).

Abundance (unique). Reaction to a Survival check. Effect: Shifts the check result one step upward for each tier of the bearer. Recharge: Eat a rare dish for the first time. Material component: The horn of an immortal minotaur.

Achievement (unique). Reaction to an Athletics check. Effect: Shifts the check result one step upwards for each tier of the bearer. Recharge: Spend a scorching first night with someone. Material component: Teardrop from a goddess.

Archimagic (unique). Reaction: The bearer is the target of a Will attack. Effect: Shifts the defense roll result one step upwards for each tier of the bearer. Recharge: Kill a spellcaster of the same or higher level. Material component: A third eye.

Ban (unique). Reaction to a successful Fortitude defense roll. Effect: Teleports the opponent to a distant location. Recharge: Travel across seas or planes. Material component: The gavel of a hanging judge.

Carapace (unique). Reaction: Fortitude defense roll. Effect: Shifts the result one step upwards for each tier of the bearer. Recharge: Immerse the object in the fire for an hour. Material component: A tarrasque claw.

Chance (unique). Reaction to the use of Darkness points. Effect: Darkness points are discarded without effect. Recharge: The player rolls a natural 13 during a roll, save or check. Material component: The key to happiness.

Command (unique). Reaction: An ally's attack is a critical hit. Effect: Recharges one of the unique class powers of the bearer's ally for free. Recharge: Go to war. Material component: The scepter of a conqueror.

Confidence (unique). Reaction to an Influence check. Effect: Shifts the check result one step upwards for each tier of the bearer. Recharge: The bearer drinks until legless. Material component: Vine stock from the Garden of Eden.

Corruption (unique). Effect: The bearer recovers all of their starting Fate points, and the GM recovers their Darkness points. Recharge: The bearer's allies have spent all of their Fate points. Material component: A carnivorous plant with a bewitching scent.

Destiny (unique). Reaction: Successful attack. Effect: The target cannot adjust the results of attacks it makes, for example through the use of Darkness points (continuous effect). Recharge: An ally of the bearer has a near-death experience. Material component: A thread of fate.

Exile (unique). Reaction: Critical hit on a contact attack. Effect: The target is expelled from the battlefield. 3d6 extra damage. Recharge: Shave one's head. Material component: Beardless beard.

Flame (unique). Reaction: Successful attack. Effect: +1 additional damage die per tier; the target catches fire, 1d6 damage per tier each turn (continuous effect). Recharge: Burn an art object of a higher wealth level. Material component: A witch burned at the stake.

Flexibility (unique). Reaction to a fall. Effect: The bearer lands on their feet and suffers only one point of damage. Recharge: Complete one's ablutions. Material component: The nine lives of a cat.

Foreknowledge (unique). Reaction to a Scholarship check. Effect: Shifts the check result one step upwards for each tier of the bearer. Recharge: Recount one's life in detail to strangers. Material component: The eye of a great scholar.

Get thee behind me! (unique). Reaction: Critical hit on a contact attack against a target from another plane. Effect: The target is returned to its original plane and takes 4d6 additional damage. Recharge: Attend a religious funeral. Material component: The keystone of a great enemy temple.

Guard (unique). Effect: All allies in contact with the carrier have a +5 bonus to all defense rolls until their next turn. Recharge: Receive a gift from each ally. Material component: The shield of a savior king.

Ice (unique). Reaction: Successful attack. Effect: The target can no longer use reactions (continuous effect). Recharge: Take a bath in a stretch of frozen water. Material component: The heart of a harpy.

Intangibility (unique). Reaction: Critical success on a defense roll. Effect: Cancels all continuous effects the bearer suffers. Recharge: Succeed on a check or roll that would have killed an ally if it failed. Material component: The soul of an ally.

Invulnerability (unique). Reaction: Critical success on a defense roll. Effect: Immune to damage until the bearer's next turn. Recharge: Bathe in the blood of an epic monster. Material component: A phoenix feather.

Justice (unique). Reaction: Successful attack against a target that belongs to the shadow domain. Effect: The target's HP is halved. Recharge: Execute a murderer. Material component: The ax of a merciless executioner.

Maestro (unique). Reaction: Critical success on Will defense. Effect: Recharges one of the bearer's item powers for free. Recharge: Destroy a magic object. Material component: An arcanium core.

Puissance (unique). Reaction: Critical hit on a Will attack. Effect: Charges one of the bearer's unique class powers for free. Recharge: Compile a collection of esoteric grimoires. Material component: The tear of a god.

Purification (unique). Reaction: Pure water drunk from the object. Effect: The drinker regains all of their hit points. Recharge: Go to confession in a consecrated place. Material component: The last breath of a godly man.

Ram (unique). Reaction: Successful contact attack. Effect: The target is knocked back a distance and takes 2d6 additional damage. Recharge: Headbutt someone stronger than yourself. Material component: The head of a one-eyed dwarf.

Rebound (unique). Reaction to a critical success on a defense roll. Effect: An enemy in contact suffers any continuous effect the bearer is suffering from (continuous effect). Recharge: Take on oneself significant harm done to another, then make amends. Material component: A pair of breeches that has been worn on several pilgrimages.

Regeneration (unique). Reaction: Recovery of HP. Effect: The bearer recovers twice as much HP. Recharge: Consume raw red meat. Material component: A troll's foot.

Resurrection (unique). Reaction: Offering of a higher tier of wealth to a temple of good. Effect: An ally comes back to life. Recharge: Show mercy by permanently sparing the life of an enemy (same level or higher). Material component: The soul of a repentant.

Retaliation (limited). Reaction: Failed defense roll against a contact attack. Effect: The attacker takes the same amount of damage as the bearer took. Recharge: Repay a debt of a higher level of wealth. Material component: A victim of a vendetta.

Sacrifice (unique). Reaction: Saving throw. Effect: Negates all continuous effects suffered by allies (in a contact burst). The bearer suffers a -5 penalty to saving throws until their next rest. Recharge: Give an anonymous gift of a higher level of wealth to a stranger in need. Material component: A martyr's relic.

Soul thief (unique). Reaction: Perform an attack that reduces the target to 0 HP or below. Effect: Gain one Fate point per tier of the target. Recharge: Make an offering of a higher level of wealth to a temple of evil. Material component: The fruit of a cruel breach of trust.

Summon (unique). Reaction: Successful Reflex defense roll. Effect: Teleports the opponent on contact. Recharge: Seduce a member of the opposite sex. Material component: The family jewels of a satyr.

Transience (unique). Reaction to a Trickery check. Effect: Shifts the check result one step upward for each tier of the bearer. Recharge: Sleep in someone's luxurious room. Material component: A royal throne.

Vampire (unique). Reaction: Successful attack. Effect: Recovers HP equal to the damage suffered by the target. Recharge: Sleep underground for a day. Material component: The heart of a virgin in love with the enchanter.

Vorpal (unique). Reaction: Critical hit. Effect: The target loses all of their HP. Recharge: Sacrifice all of one's current Fate points (minimum 1). Material component: A prince's chopping block.

Game system

The game uses a 20-sided die (d20) to resolve actions and 4, 6, 8, 10 and 12-sided dice to calculate the damage.

The rules of Petit 4 are intentionally short and relatively abstract. Special cases are managed by the Game Master, because the system is not intended to cover everything. Use your common sense.

Resolution of actions

To know if an action is successful or not, roll a d20, add the appropriate ability and a skill bonus (+5) if applicable:

> d20 + ability + skill

If the result is greater than or equal to the Difficulty Class (DC) set by the Game Master, the action succeeds.

Action	DC
Easy action	10
Difficult action	15
Very difficult action	20
Heroic action	25
Paragon action	40
Epic action	50

In the case of an opposing action, the result must be greater than or equal to the value of the opponent's ability. Monsters never roll the dice. Instead, their abilities set the Difficulty Class for the player characters. For example:

- Fortitude of an orc hero: 19
- Reflex of a giant spider: 16
- Will of a deceitful devil: 32

Critical hits and fumbles

On a natural 1, that is, when the die result is a 1 before any modification, the action backfires, is a critical failure, and the GM earns a Darkness point.

A natural 20 is a critical success, a stunning achievement, and the player earns a Fate point.

Fate and Darkness Points

At the start of an adventure, each player has a number of Fate points equal to 5 plus half their level (rounded down). The GM has a number of Darkness points equal to half the total number of Fate points of all players. We recommend that you represent these points with brightly colored tokens for Fate points and dark tokens for Darkness points.

For example, in a group of four level 1 characters, each player has 5 Fate points and the GM has 10 Darkness points.

During an action (including an attack roll, a defense roll, a saving throw or a persistence roll), after having rolled the d20, a player can spend a Fate point to transform a critical failure into a regular failure, a failure into success or a success into a critical success (this is called shifting the result up a step). Conversely, the GM can spend a Darkness point to turn a critical success into a regular success, a success into a failure, or a failure into a critical failure. The player and the GM can spend several points successively on the same action.

A critical success or critical failure obtained through the use of Fate or Darkness points does not generate Fate or Darkness points. Only a natural 1 or 20 offers this benefit.

During combat, spending a Fate or Darkness point allows a player character or monster (monster here meaning any creature that is not a player character, such as non-player characters) to recharge a limited power. During a rest, a Fate or Darkness point can be used to recharge a unique power or to recover hit points, as explained in the Combat and Powers chapters.

Continuous effects

Continuous effects include poison damage, paralysis, or debuffs to attacks and defenses. They affect their target each round, until the dice decide otherwise.

When a player character is the victim of a continuous effect, they can make a saving throw, representing luck and natural resistance, at the end of each of their turns. The player rolls a d20, without applying a modifier. If the result is 10 or more, the save is successful and the continuous effect ends.

When a monster is the victim of a continuous effect, the player responsible for the effect must make a persistence roll, representing the creature's luck and natural resistance, at the end of each of their turns. The player rolls a d20, without applying a modifier. On a 10 or more, the persistence roll succeeds and the continuing effect continues. Otherwise, the effect ends.

Players are responsible for reminding the GM of the existence and details of the continuous effects they cause with their powers. If they forget, the effect is automatically canceled!

Skill challenges

A skill challenge, as the name suggests, consists of a series of skill checks. The difficulty of these checks is determined by the GM, depending on the nature of the challenge.

If successful, players get a success point. Once the players have three success points, the challenge is complete. In case of failure, players get ... a failure point. (Did you guess?) After three failure points, players lose the challenge.

A critical failure means the situation is worse: not only do players get a failure point, they now take a –2 penalty on all skill checks in the challenge.

A critical success gives two success points.

Group challenges

Usually, only a few characters participate in a challenge: those with the appropriate skill set. However, a challenge is sometimes imposed on the whole group. Then, each character makes a skill roll. If there are more successes than failures, the players get a success point. If there are fewer successes than failures, they get a failure point.

Examples of challenges

- **Athletics:** Climb a cliff or swim across a river.
- **Influence:** Convince a noble to give you help.
- **Scholarship:** Solve a riddle or puzzle.
- **Survival:** Cross an inhospitable region without getting lost.
- **Trickery:** Enter an enemy fortress without being spotted.

Open challenge

An open challenge works just like a challenge, except that the skill to be used is not fixed and the goal to be achieved is less precise than in a normal challenge. It is up to each player to explain which skill they are using and how it helps the group progress towards their goal.

Combat

Combat is divided into abstract units of time called rounds. Each round represents about six seconds, the time it takes for an exchange of blows. Each round, each player character and monster gets a turn.

Course of the fight

To determine the order player characters and monsters act, every player character makes a d20 + Reflex roll to determine their initiative score. The initiative score for each monster is equal to their Reflex value. The Trickery or Survival skills can be applied in dungeon and urban environments or in nature respectively.

The creatures take turns, from the highest to the lowest initiative result. In the event of a tie between one or more player characters and one or more non-player characters, re-roll. This order does not change from round to round.

Game turn

At the start of a player character or monster's turn, they suffer any continuous effects (such as poison damage) that affect them. Then, they can, in the order of their choice:

- perform a single major action, such as attacking, using a power or a skill, giving first aid to a dying person or attempting to flee.
- perform up to two minor actions, such as moving a short distance, standing up from prone, drinking a potion, switching weapons or using a minor power.

At the end of their turn, each player character makes a saving throw for each continuous effect that affects them. On success, the effect is canceled. At the end of each monster's turn, make a persistence roll for each continuous effect that affects them.

Melee attack

When a player character attacks a monster in melee, the player makes a Fortitude attack roll (d20 + Fortitude). If the result is greater than or equal to the Fortitude value of its target, the attack hits and the target loses a number hit points equal to the dice of the weapon used, plus the Fortitude of the character.

Example: Joe, a fighter with +7 Fortitude, attacks a goblin scout, whose Fortitude is 12. He rolls 9 on his attack roll, for a total of 16. The attack succeeds and Joe inflicts 1d8 + 7 points damage.

Melee defense

When a monster attacks a character, the player makes a Fortitude defense roll (d20 + Fortitude). If the result is greater than or equal to the Fortitude value of the monster, the attack misses. If the defense roll fails, the attack hits and the monster deals its damage.

Example: it is now the goblin's turn, who Joe attacks. The player rolls 2 on his defense roll, for a total of 2 + 7 = 9. It is less than the 12 of the goblin, attack succeeds. Joe takes 9 damage.

Ranged attack and defense

A ranged attack works the same as that in melee, except that Fortitude is replaced by Reflex. And the attacker doesn't have to be next to his target, of course.

Powers

Class or racial powers follow the same general principles, although often opposing different abilities. See the Powers chapter for more explanation.

Critical hits and fumbles in combat

When a player gets a critical success on an attack roll or a critical failure on a defense roll, the attack deals double damage in addition to the regular effects.

Fleeing

To flee, a character must succeed on a Reflex + Athletics check against the Reflex values of nearby enemies. If successful, they leave the battlefield like a coward. In case of failure, the character's enemies follow them; the character only moved away from their allies!

Special maneuvers and attacks

During a combat, the players will sometimes have ideas for actions that do not correspond to a simple attack. They are generally of three types:

- the purpose of a maneuver is to offer a strategic advantage to the player character, without necessarily opposing an opponent. They are resolved by a skill check, against a difficulty chosen by the GM.

  Here are a few examples: hiding in the shadows (Trickery), climbing on the back of a giant monster (Athletics; gives a +2 bonus on subsequent attacks), remembering a legend about a monster's weaknesses (Scholarship), etc.

- protecting oneself behind a shelter (tree, overturned table, statue, etc.) is a maneuver that does not require a roll. It grants a +1 to +4 bonus to defense rolls, depending on the size of the shelter, but inflicts the same penalty on attack rolls.

- a special attack has a purpose other than injuring an opponent. They are resolved by an opposing roll, the characteristics of which are chosen by the GM.

  Here are a few examples: pushing a monster into a hole (Fortitude vs. Fortitude), ducking an attack (Reflex vs. Reflex), bluffing to make a monster do something stupid (Will vs. Will), etc. A special attack never deals damage.

Hit point management

If a character falls to 0 hit points or below, they are dying and can no longer act or defend themselves. They must succeed on a saving throw each turn to stay alive.

An ally can stabilize a dying ally by applying first aid. No skill check is necessary, success is automatic. It is enough to be next to the dying person and to spend a major action. Once healed, the character is no longer in danger of dying, but remains unconscious until the end of the combat.

If a monster drops to 0 hit points, it is either dead or stunned, at the choice of the player of the character who just attacked it.

Rest

A few minutes' rest after a combat allows you to regain the use of your limited powers, and to spend Fate points to recover unique powers.

During a rest, the character can also spend a Fate point to recover 10 + Fortitude lost hit points. The presence of a cleric or warmaster on the team doubles this amount.

End of adventure

After an adventure, the characters rest for a longer period of time, at least a week, in a safe and comfortable environment. This allows them to regain all of their HP, unique powers, and Fate points.

Powers

Powers represent the special abilities of races and classes.

Presentation

Powers are presented as follows:

Title: The name of the power

(Frequency)

- At-will: This power can be used at will. It is always available.
- Limited: When used, this power is expended. It can be recharged during combat by spending a Fate point, or for free by resting for a few minutes after combat.
- Unique: When used, this power is expended. It can be recharged during a rest by spending a Fate point, or for free at the end of the adventure.

Action

- Minor action: Using this power does not count as an attack. A character can perform a basic attack or use another power in the same turn.
- Reaction: A reaction modifies or adds to another action. It can be used even outside of the character's turn, as long as the conditions are met. It does not count as an action by itself.

If nothing is indicated, the power requires a major action.

Scope

- Contact: This power requires you to physically touch the target, sometimes with a melee weapon.
- Distant: This power works within sight of the character. An invisible target is invalid.
- Distant burst: This power is shaped like a spherical explosion; it can affect up to five targets close together, all within the character's field of view. The Game Master must adjudicate in difficult cases.
- Contact burst: This power affects all visible targets within melee reach of the character.

If nothing is indicated, the power is personal; it only affects the character who uses it.

Vs.

The abilities to oppose when using this power.

If nothing is indicated, the power is automatic, it works without having to roll the dice.

Success: The effect of the power if the roll is successful; most of the time the amount of damage it inflicts on the target.

Miss: The effect of the power if the roll fails.

Effect: The effect of the power regardless of whether the attack/defense roll is successful or unsuccessful.

Burst attacks still describe "the target" in the singular. The effects of a burst attack apply individually to each target hit, regardless of how many there are.

Basic powers

Weapon attacks can be written as powers:

Basic melee attack (at-will). Contact. Fortitude vs. Fortitude. Effect: Weapon damage.

Basic ranged attack (at-will). Distant. Reflex vs. Reflex. Effect: Weapon damage.

Shove (at-will). Contact. Reflex vs. Fortitude. Success: Weapon damage, and the target falls prone. (Getting up from prone takes a minor action.)

Charge (at-will). Distant. Fortitude vs. Reflex. Success: Melee weapon damage +2. Effect: You are now in contact with the target.

Feint (at-will). Contact. Reflex Against Will. Success: Weapon damage, and the next attack roll against that target gains a +2 bonus.

Wrestle (at-will). Contact. Fortitude vs. Fortitude. Success: Unarmed damage, and the target is grabbed until your next turn. (You and the grabbed creature can no longer move and take a –2 penalty when defending against other combatants. The target can only attack you, and vice versa.)

Rituals

Rituals are utilitarian magic formulas that are used outside of combat.

Learning rituals

A wizard automatically gains a universal or arcane ritual at every even level. Other classes can learn universal or domain-specific rituals, at the same cost as for a skill.

It is also possible to receive a ritual formula as a reward or in a treasure, to be taught by a master or to invent one's own rituals. The latter option requires expensive magical research and magical ingredients, with details at the discretion of the Game Master.

You cannot learn a ritual of a higher level than your own.

Performing a ritual

Performing a ritual takes several minutes, and requires complete concentration. It is therefore impossible during combat.

In addition, a ritual requires instruments and components, sometimes rare or expensive ones. Higher level rituals may require assistants, or even significant sacrifices.

Once the ritual is performed, its effects are usually instantaneous or last for a day. Details are at the discretion of the Game Master.

Universal rituals

Transcribe ritual (level 1). Scribes a ritual on a scroll in order to share it.

Enchant object (level 3). Grants a supernatural benefit to an object (see the chapter on Magic items).

Disenchantment (level 5). Destroys an enchantment or other lingering magical effect.

Planar portal (level 15). Opens a passage to another plane.

Arcane rituals

Comprehend languages (level 1). Allows you to understand all languages, unless they are secret, magical, encrypted, etc.

Light (level 1). Spawns a ball of white light at the end of a staff or weapon.

Prestidigitation (level 1). Allows you to perform minor magic tricks (making small objects disappear, producing flame, reading fortunes, pulling a rabbit from a hat, etc.) to amuse onlookers.

Continual flame (level 2). Creates an eternal magical flame.

Detect secret doors (level 2). Detects if there is a secret door within three feet, but doesn't say exactly where.

Magic lock / opening (level 2). Magically opens or locks a door.

Telepathy (level 2). Sends a simple telepathic message to a target within sight.

Bottomless bag (level 3). Creates a canvas bag that can hold an infinite number of items.

Detect lies (level 3). Indicates whether the interlocutor of the caster is lying or not.

Disguise self (level 4). Gives the caster the appearance of a humanoid they know.

Pass through walls (level 4). Opens a magical door allowing the caster to go through a wall.

Water breathing (level 4). Allows the caster and allies to breathe underwater.

Prophecy (level 5). Provides an imprecise vision of the future, to be adjudicated by the Game Master.

Teleport (level 5). Transports the party to a location on the Material Plane that the caster has physically been to within the last seven days.

Create zombie (level 6). Creates a zombie from a corpse.

Circle of protection (level 7). Creates a circle of protection several yards around the caster, which no character or monster from the domain of the caster's choice can enter.

Divine rituals

Cure disease and poison (level 5). Cures poisoning or illness.

Resurrection (level 8). Revives an ally that has been dead for less than a day, with half of their HP and Fate points.

Primal rituals

Animal friendship (level 1). Calls an animal companion of the caster's choice and creates a bond between them.

Wolf form (level 5). Transforms the caster into a wolf. They gain the Athletics skill, a +2 Fortitude bonus, and a bite attack that deals 1d6 damage, but can no longer use any weapons or powers.

Eagle form (level 15). Transforms the caster into an eagle. They gain the Trickery skill, a +2 bonus to Reflex and a dive attack dealing 1d6 damage, but can no longer use any weapons or powers. And of course, they can fly.

Bestiary

Here is a bestiary presenting a good number of creatures representative of medieval fantasy.

Combat balance

In general, a fight will be balanced if the player characters face a group of monsters of the same number and level as themselves. For example, four level 1 characters could face four giant spiders (monsters of level 1) without too much difficulty.

If the monsters are more numerous or higher level, the fight becomes more dangerous. Alternatively, if they are fewer or low level, the combat is less perilous.

Minions

For more awesome, but no more dangerous, battles the GM can transform monsters into minions. Minions only have one hit point and deal half the damage of a normal monster, but are four times as numerous. Their abilities and at-will powers do not change but minions never have limited or unique powers.

For example, goblin minions have 1 HP (instead of 22), deal 4 damage (instead of 9) and roam in groups of 16 rather than 4.

Elite

An elite monster is the opposite of a minion. It has more health and is more dangerous than other monsters of its type, ideal for climactic fight.

To create an elite, take a normal monster (usually one or two levels higher than the PCs) and double its HP, without changing its abilities or powers. An elite monster receives a Darkness point at the start of each of its turns. (This point will disappear if it is not used during round. It is not added to the GM's shared pool of Darkness points.) Additionally, an elite monster can perform an additional free attack each turn.

Monsters

Deceptive devil (Divine)

Level 20
Fortitude 30, Reflex 32, Will 34, HP 230

Claw (at-will). Contact. Fortitude vs. Fortitude. 28 unholy damage.

Hellfire (limited). Distant. Reflex vs. Reflex. 35 fire and unholy damage.

Illusion (limited). Distant. Will against Will. The victim can no longer attack (continuous effect). They suffer one illusion attack per round (Will vs. Will, 21 mental damage). The illusion dissipates if the devil attacks the victim or casts another *illusion*.

Infernal aura: Divine domain attack rolls suffer a -4 penalty in the presence of the devil.

Supernatural protection: +10 bonus to defense rolls against non-magical weapons.

Rituals: Regeneration (complete healing in one hour), planar portal, disguise self

White dragon, adult

Level 9
Fortitude 23, Reflex 19, Will 21, HP 113

Bite (at-will). Contact. Fortitude vs. Fortitude. 17 damage, and the victim is grabbed and takes 2d8 damage per round (continuous effects).

Claw (at-will). Contact. Fortitude vs. Fortitude. 12 damage.

Breathe ice (limited). Distant burst. Fortitude vs. Reflex. 21 cold damage, plus immobilization (continuous effect).

Flying: While flying, a creature cannot use or be the target of contact attacks, but it can use its distant attacks and be attacked from a distance.

Each round, the dragon can either *bite*, *claw* twice, or *breathe ice*. It can't *breathe ice* if it has grabbed a creature with its bite.

Elementals (Arcane)

One with magic: When an elemental is injured by an arcane domain attack, it regains 10 HP (20 for a paragon monster, 30 for an epic monster).

Small earth elemental

Level 3
Fortitude 18, Reflex 13, Will 14, HP 48

Slash (at-will). Contact. Fortitude vs. Fortitude. 11 damage.

Three slashes (limited). The elemental makes a *slash* attack against up to three opponents of its choice. The opponents must be in contact with the elemental.

An earth elemental has a vaguely humanoid figure, with three legs and three arms, and features smooth as clay.

Small air elemental

Level 3
Fortitude 14, Reflex 17, Will 14, HP 44

Blow (at-will). Contact. Fortitude vs. Fortitude. 11 damage.

Lightning (limited). Remote area. Reflex vs. Reflex. Effect: 13 electricity damage.

Flying: While flying, a creature cannot use or be the target of contact attacks, but it can use its distant attacks and be attacked from a distance.

An air elemental looks like a large, translucent bird, with two pairs of wings, four light-brown eyes, and a long, dull blue beak.

Small water elemental

Level 3
Fortitude 17, Reflex 14, Will 14, HP 47

Bite (at-will). Contact. Fortitude vs. Fortitude. 11 damage, and the target is swallowed (continuous effect). While swallowed, the target takes 8 acid damage per round. The elemental can only swallow one person at a time.

A water elemental has a tapered shape, punctuated with fins and ending in a large fin. Its wide mouth is lined with rows of teeth.

Small fire elemental

Level 3
Fortitude 13, Reflex 18, Will 14, HP 43

Claw (at-will). Contact. Reflex vs. Reflex. 11 damage, and the target is set alight for 8 fire damage per round (continuous effect).

A fire elemental looks like a six-legged lizard with orange-red scales. When it attacks, it sits upright on its four hind legs.

Factotum

Level 5
Fortitude 18, Reflex 17, Will 16, HP 68

Heavy weapon (at-will). Contact. Fortitude vs. Fortitude. 13 damage.

Might makes right (limited). Contact burst. Strength vs. Will. 16 damage, and the target obeys the orders of the factotum (continuous effect).

Rituals: Planar portal.

Skills: Scholarship.

The factotum is a minor agent of one of the guilds of the City of Many Windows. He wears a large black and white cloak over silver armor and wields a sword of the same metal.

Floating eye (Psionic)

Level 19
Fortitude 31, Reflex 32, Will 30, HP 221

Bite (at-will). Contact. Fortitude vs. Fortitude. 27 damage, and in case of a defense roll critical failure, the victim is grabbed.

Small eyes (10) (at-will). Distant. Fortitude vs. Fortitude. 5 acid, fire, cold or electricity damage per small eye participating in the attack.

Large eye (at-will). Distant. Automatic hit. The target suffers a -2 penalty on all rolls and can no longer use arcane, divine, or primal powers, or use any magic item.

The floating eye can use all of its attacks in the same round.

Giant spider

Level 1
Fortitude 12, Reflex 16, Will 11, HP 22

Bite (at-will). Contact. Fortitude vs. Fortitude. 6 damage, and 6 poison damage per round (continuous effect).

Web throw (limited). Distant. Reflex vs. Reflex. Immobilization (continuous effect). The giant spider gains a +5 attack bonus when it bites an opponent who is immobilized in its web.

Gelatinous cube

Level 5
Fortitude 18, Reflex 18, Will 15, HP 68.

Envelope (at-will). Contact. Fortitude vs. Reflex. The target is grappled and takes 9 acid damage per round (continuous effect).

Goblins

Strength in numbers: As long as goblins outnumber their enemies, they receive a +2 bonus to all defenses.

Scout

Level 1
Fortitude 12, Reflex 14, Will 13, HP 22

Club (at-will). Contact. Fortitude vs. Fortitude. 9 damage.

Sharp flint (at-will). Distant. Reflex vs. Reflex. 6 damage.

Skill: Survival

Shaman

Level 2
Fortitude 12, Reflex 15, Will 15, HP 33

Staff (at-will). Contact. Fortitude vs. Fortitude. 10 damage.

Cursed lightning (at-will). Distant. Will against Will. 10 electricity damage, and -2 penalty to attacks (continuous effect).

Like rabbits: While the shaman is alive, when a scout dies, 1d4-2 additional scouts appear the next round.

Skill: Influence, Survival

Chieftain

Level 3
Fortitude 14, Reflex 16, Will 15, HP 44

Primal ax (at-will). Contact. Fortitude vs. Fortitude. 11 damage.

"Get him!" (limit). Distant. Will vs. Fortitude. 4 damage per goblin that can attack the target.

"Save myself!" The chieftain can cancel an attack against him by sacrificing a goblin close to him (the shaman power *like rabbits* does not apply in this case).

Hill giant

Level 7
Fortitude 22, Reflex 18, Will 17, HP 70

Giant club (at-will). Contact. Fortitude against Fortitude. 14 damage.

Rock (limited). Distant. Reflex vs. Reflex. 17 damage.

"If I catch you …": When a character gets a critical failure while attacking the giant in melee, the character is thrown a distance and suffers 10 damage.

Humans

Peasant

Level 0
Fortitude 12, Reflex 12, Will 12, HP 20

Improvised weapon (at-will). Contact. Fortitude vs. Fortitude. 8 damage.

Soldier

Level 1
Fortitude 14, Reflex 13, Will 12, HP 24

Heavy weapon (at-will). Contact. Fortitude vs. Fortitude. 9 damage.

Skill: Athletics

Sergeant

Level 2
Fortitude 15, Reflex 14, Will 13, HP 35

Heavy weapon (at-will). Contact. Fortitude vs. Fortitude. 10 damage.

Daring little guys: As long as the sergeant is alive, the soldiers under their command receive a +2 bonus on attack rolls.

Skill: Athletics

Bodyguard

Level 3
Fortitude 16, Reflex 15, Will 14, HP 46

Heavy weapon (at-will). Contact. Fortitude vs. Fortitude. 11 damage.

Protection: As long as the bodyguard is next to the person they are protecting, that person gains a +2 defense bonus.

Noble

Level 2
Fortitude 14, Reflex 13, Will 15, HP 34

Single weapon (at-will). Contact. Fortitude vs. Fortitude. 10 damage.

To me, guards! (limited): Calls three soldiers and a sergeant, who arrive 1d4 rounds later (in urban areas).

Skill: Influence

Minotaur

Level 10
Fortitude 24, Reflex 22, Will 20, HP 124

Heavy weapon (at-will). Contact. Fortitude vs. Fortitude. 18 damage.

Charge (limited). Contact. Fortitude vs. Reflex. 22 damage, and target must make a saving throw. On a failure, they fall prone.

Orcs

Frenzy: An orc that has taken damage receives a +2 bonus to melee damage.

Warrior

Level 1
Fortitude 16, Reflex 12, Will 11, HP 26

Heavy weapon (at-will). Contact. Fortitude vs. Fortitude. 9 damage.

Hero

Level 4
Fortitude 19, Reflex 15, Will 14, HP 59

Heavy weapon (at-will). Contact. Fortitude against Fortitude. 12 damage.

Bloodthirsty madness: When a hero drops to 0 HP, they make one last attack before dying.

Skill: Athletics

Serpent-man (Psionic)

Level 3
Fortitude 14, Reflex 15, Will 16, HP 44

Bite (at-will). Contact. Fortitude vs. Fortitude. 11 damage, and 8 poison damage per round (continuous effect).

Bewitching darkness (limited). Distant. Will against Will. 13 mental damage, and –4 to ranged attacks (continuous effect).

Rituals: Disguise self.

Skills: Scholarship, Influence.

Troll (Primal)

Level 9
Fortitude 23, Reflex 20, Will 20, HP 113

Claws (at-will). Contact. Fortitude vs. Fortitude. 17 damage, and in case of a defense roll critical failure, a second *claw* attack.

Regeneration: A troll recovers 10 HP per round (without exceeding its starting maximum). A troll left for dead has a good chance of returning to life if it is not stopped from doing so (decapitation, fire, etc.).

Skills: Athletics, Survival

Undead (Shadow)

Not quite dead: When your attack reduces an undead creature to 0 HP or less, if you are a cleric or a paladin the creature is destroyed. Otherwise, you must make a persistence roll; on a failure the creature returns the next round with current HP equal to half of its maximum HP.

Chronophage

Level 6
Fortitude 18, Reflex 16, Will 20, HP 78

Time consuming (at-will). Contact. Fortitude vs. Fortitude. 14 damage. The target makes a saving throw. On a failure, the target is thrown one round into the future. (Specifically, it disappears with a "pop", then reappears in the same place during the chronopage's next turn.)

Temporal dodge: Once the chronophage has stolen a round from a PC, it can spend it to dodge an attack by projecting itself for a moment into the future. It disappears when it should be hit, and reappears right after (in the same game turn).

Ghoul

Level 5
Fortitude 18, Reflex 18, Will 15, HP 35

Claw (at-will). Contact. Fortitude vs. Fortitude. 13 damage, and paralysis (continuous effect).

Bite (at-will). Against a paralyzed opponent only. Contact. Effect: 16 damage.

Specter

Level 7
Fortitude 17, Reflex 18, Will 22, HP 90

Energy absorption (at-will). Contact. Will vs. Will. 15 damage and –1 on all rolls and checks (continuous effect). The specter heals 15 HP (this healing can exceed the specter's maximum HP; when the specter's current HP reaches 150 HP it leaves the combat).

Intangible: Damage from weapons and martial powers must be validated with a successful persistence roll or have no effect.

Skeleton

Level 1
Fortitude 14, Reflex 14, Will 11, HP 24

Heavy weapon (at-will). Contact. Fortitude vs. Fortitude. 9 damage.

More than bones: +5 defense bonus against slashing and piercing weapons.

Resistant: If the skeleton would take electricity, fire, or cold damage, make a persistence roll. On a success, the skeleton takes the damage. On a failure, the damage is negated.

Zombie

Level 3
Fortitude 17, Reflex 13, Will 15, HP 47

Claw (at-will). Contact. Fortitude vs. Fortitude. 11 damage, and in case of a defense critical failure, 13 additional damage due to a bite.

Contamination: A person killed by a zombie turns into a zombie themselves the next round.

Creating a monster

- Choose a name.
- Choose the level of the monster, and its domain (if any).
- **Abilities:** Set Fortitude, Reflex, and Will to 10 + level. Divide a further 6 points between Fortitude, Reflex and Will.
- **HP:** Level x 10 + Fortitude.
- **Powers:** Invent the powers of the monster. (Damage is equal to 8 + level for normal attacks, 75% of that for continuous damage and 125% of that for limited attacks)
- Choose skills and rituals (if any).

Convert a classic monster from Fourth Edition

- Keep name, level, Fortitude, Reflex, Will and hit points.
- Choose the attack ability from the three.
- Change the value of the attack ability to the value of the classic monster's attack bonus +10.
- Adapt powers (ie take average damage, convert range, choose defense characteristics, simplify side effects).

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