



DARK NORTH (TM)

RED'S BEING MEAN AGAIN

Updates: Origins Added, Weapon list Updated, Round Stances added, Incidents added. race stat updates, change to goliath attribute, falconkin get boost to AWS score, all classes receive a phrase update, Shield list added,

DT

Red got sick of Avengers threat level encounters for his LvL 5's.

CONTENTS

CREATING A CHARACTER	3	Survivalist	21
HALFLING	3		
RACES	4	THE SCOUT	22
Human	4	CLASS FEATURES	22
Elf	4	FIGHTING SKILLS	23
Dwarf	4	Styles	23
Halfling	4	GREATER FIGHTING SKILLS	23
Gnome	4	Greater Skills	23
Goliath	4	SUBCLASS	24
Half Elf	4	Urban Scout	24
Ratkin	5	Wilderness Scout	24
Awoken	5	Dungeon Scout	25
Satyr	5	RED'S ARMOR REMIX	26
Kobold	5	Armor Properties	26
Ravenkin	5	Armor Class	26
Salamander	5	Armor Points	26
Falconkin	6	Resistances and Weaknesses	26
ORIGINS	7	Armor Properties	27
Farmer	7	Helmets	27
Conscript	7	WEAPONS	28
Mercenary	7		
Knight	7	GAME RULES	33
Noble	7	INITIATIVE POINTS	33
Tradesman	7	INITIATIVE	33
Criminal	7	MOUNTED COMBAT AND COMBAT WITH TAMED CREATURES	33
Outcast	7	TRAINING FEATS, SKILLS, TOOLS AND WEAPONS	33
Educated Professional	7	FOOD & WATER	33
Monk	7	TRAVEL & WEATHER	34
Sailor	8	PROGRESSION & LEVELING	34
Slave	8	INVENTORY MANAGEMENT	34
CLASSES	9	RESISTANCES AND WEAKNESSES	34
THE RUNEKEEPER	10	WEAPON & TOOL DURABILITY	34
The Scholar	11	INJURIES	34
The Cursed	11	DEATH STROKES	34
The Blessed	12	SAVING CHECKS	34
CASTING RUNES	13	DISCOVERING RUNES & LEARNING RUNES	34
Runes	13	TERMS & DEFINITIONS	34
MAN AT ARMS	15		
The Swordsman	17	ATTRIBUTE SCORES	35
The Challenger	17	PHYSICAL SCORES	35
The Polearm Specialist	17	MENTAL SCORES	35
The Axeman	18		
THE OUTLANDER	19		
Rage	20		
Sage	20		

CREATING A CHARACTER

The best thing you can do to make a Character is to talk to your GM and discuss theme, tone and what to expect throughout Game to come. Before you look at Race class stats or rules first decide who your Character is and Answer these questions about your GM's game.

- Where did they come from.
- Why are they here in this place or with the party. (feel free to ask this question to yourself frequently)
- Where do they want to go and how will what they are doing get them there.

RACE

Choosing a race will say less about who your Character is and more about where they are from. When choosing a race pick one based on what best fits this answer and talk with your GM if you choose an exotic race and how that impacts roleplay and how the world will treat this character.

There are several races that you can choose from as an example we will use the Halfling race:

HALFLING

(Small)

Proficiencies As a Halfling you gain proficiency in one of any tool, skill, language or weapon

Languages Common/Country of Origin, Halfling.

Attributes Once per Short Rest you can reroll any d20 check.

Base Scores

STR	DEX	CON	INT	WIS	CHA	AWS
8 (-1)	12 (+1)	10 (0)	8 (-1)	10 (0)	12 (+1)	10 (0)

SIZE

As you can see Halfling has a few things here that would differentiate it from others. First is the Small size. Here are the rules on small Size races and how that affects some info you will want to keep track of:

Small Races

Small races fill a 5ft by 5ft Cube or Hex. They get a Stealth bonus of +1. Their Movement speed is 10ft. Heavy weapons require a STR of 12 or Higher to wield without Disadvantage.

RARITY

Some Races will have Exotic next to their size. This depending on the GM can affect how some other races will treat you and can impact roleplay.

PROFICIANCY

Halflings have a good bit of flexibility so they can choose one of any option of tools, skills, language or weapon.

LANGUAGE

When Common is a language its a good idea to ask your GM whether or not there is a Common language in the area you are from if not then talk with them to determine your Country of Origin Language. Not all Races benefit from a common or popular language if choosing a race without one be sure you are ok with the potential of this impacting roleplay potential and capability.

ATTRIBUTES

Attributes are unique traits that some races are affected by. Not all races have Attributes and not all Attributes are good. For the Halfling they have the benefit of being able to reroll a d20 check every short rest, How lucky!

BASE SCORES

Last are their Base Scores. These are the Scores that will be the base start of your Ability Scores. Each race has natural talent or skill in each Ability but with time, work and different life styles that can change.

You have 15 points to allocate into your Base Scores to make them Ability Scores. One point will raise a base score by one point for example if the Halfling puts one point into STR it will go from a 8 to a 9. After this the Halfling will have 14 points left to allocate where they see fit.

CLASS

There are 4 classes you can choose from those are; Outlander, Scout, Man at Arms and Runekeeper. Each class has a unique set of skills that make it different from the other classes.

- Outlander- a stranger from distant lands with skills and methods alien to those around them.
- Scout- a skilled warrior who uses the environment to beat their opponents and benefits from preparation and caution.
- Man at Arms- a master of weapons having trained long and hard giving their skill with the weapons they know to be far beyond that of those around them.
- Runekeeper- A master of the arcane using materials and language to craft spells to fit any situation.

There is no Archetype to fit any Class only classes to help bring rules and flavor to the Character you bring to the table.

RACES

HUMAN

(Medium)

Proficiencies As a Human you gain one skill proficiency and one tool proficiency of your choice.

Languages Common/Country of Origin, any other language of choice.

Base Scores

PHY	CRD	BLD	KNO	EXP	PRE	AWS	SAN
10 (0)	10 (0)	10 (0)	10 (0)	10 (0)	10 (0)	10 (0)	10 (0)

ELF

(Medium)

Proficiencies As a Elf you gain proficiency with one Martial weapon of your choice, and proficancy in Performance.

Languages One Language of your choice, and Elvish.

Base Scores

PHY	CRD	BLD	KNO	EXP	PRE	AWS	SAN
8 (-1)	12 (+1)	8 (-1)	10 (0)	12 (+1)	10 (0)	10 (0)	10 (0)

DWARF

(Small)

Proficiencies As a Dwarf you gain proficiency in two tool sets of your choice.

Languages Common/Country of Origin, Dwarvish.

Resistances Lesser Resistance to Poison

Base Scores

PHY	CRD	BLD	KNO	EXP	PRE	AWS	SAN
12 (+1)	8 (-1)	12 (+1)	10 (0)	10 (0)	8 (-8)	10 (0)	10 (0)

HALFLING

(Small)

Proficiencies As a Halfling you gain proficiency in one of any tool, skill, language or weapon

Languages Common/Country of Origin, Halfling.

Attributes Once per Short Rest you can reroll any d20 check.

Base Scores

PHY	CRD	BLD	KNO	EXP	PRE	AWS	SAN
8 (-1)	12 (+1)	10 (0)	8 (-1)	10 (0)	12 (+1)	10 (0)	10 (0)

GNAME

(Small)

Proficiencies As a Gnome you gain one proficiency in one tool set, and in Survival.

Languages Common/Country of Origin, Gnomish.

Base Scores

PHY	CRD	BLD	KNO	EXP	PRE	AWS	SAN
7 (-2)	13 (+1)	8 (-1)	11 (0)	11 (0)	10 (0)	10 (0)	10 (0)

GOLIATH

(Large, Exotic)

Proficiencies As a Goliath you gain proficiency in one Simple weapon of your choice, and the Survival skill.

Languages Common/Country of Origin, Giant.

Attributes Once per short rest you may add your Build modifier to your AP for one attack.

Base Scores

PHY	CRD	BLD	KNO	EXP	PRE	AWS	SAN
12 (+1)	10 (0)	14 (+2)	8 (-1)	8 (-1)	8 (-1)	10 (0)	10 (0)

HALF ELF

(Medium, Exotic)

Proficiencies As a Half Elf you gain one Skill proficiency of your choice, and one Weapon proficiency of your choice.

Languages Common/Country of Origin, Elvish

Base Scores

PHY	CRD	BLD	KNO	EXP	PRE	AWS	SAN
9 (-1)	11 (0)	9 (-1)	10 (0)	10 (0)	13 (+1)	10 (0)	10 (0)

RATKIN

(Medium, Exotic)

Proficiencies As a Ratkin you gain Proficiency in Stealth and Survival skill and one Simple weapon of your choice.

Languages Ratspeak.

Attributes If recognized by nonexotic races become hostile unless under unique circumstances, But with exotic races that would normally be hostile to common races are passive towrds you.

Attacks As a Ratkin you have a Bite attack that can be done as a Bonus Action, the Stats are: CRD mod (1d6+ PHY mod) Slashing damage.

Base Scores

PHY	CRD	BLD	KNO	EXP	PRE	AWS	SAN
8 (-1)	13 (+1)	13 (+1)	9 (-1)	9 (-1)	8 (-1)	12 (+1)	10 (0)

AWOKEN

(Size of Race from past life, Exotic)

Proficiencies As a Awoken you get one weapon proficiency of your choice.

Languages One language of your choice. (normally the language you knew in your past life)

Resistances Lesser Resistance to Peircing damage, Immune to Poison Damage, Weakness aganist Bludeoning damage.

Attributes All other races become hostile if you are known as an awoken unless under special circumstances. You cannot heal from any medeical or magical means that would work on other races. You do not require Food or Water.

Base Scores

PHY	CRD	BLD	KNO	EXP	PRE	AWS	SAN
10 (0)	10 (0)	12 (+1)	9 (-1)	9 (-1)	10 (0)	8 (-1)	10 (0)

SATYR

(Medium, Exotic)

Proficiencies As a Satyr you gain one proficiency in an instrument of your choice, and one Skill of your choice.

Languages Fae Speak, and any language of your choice.

Attributes As a Satyr you have a climbing speed of half your movement speed.

Attacks As a Satyr you have a Ram attack that can be done as an Action, the Stats are: PHY mod (1d6+ PHY Mod) Bludeoning damage, If the attack lands then the Attacker rolls a Str Skill check aganist the targets PHY Score on a success they are knocked prone.

Base Scores

PHY	CRD	BLD	KNO	EXP	PRE	AWS	SAN
9 (-1)	12 (+1)	10 (0)	9 (-1)	8 (-1)	12 (+1)	10 (0)	10 (0)

KOBOLD

(Small or Medium, Exotic)

Proficiencies As a Kobold you gain proficiency in the Stealth skill, and one Simple Weapon of your choice.

Languages Draconic.

Attributes If recognized by nonexotic races become hostile unless under unique circumstances, But with exotic races that would normally be hostile to common races are passive towrds you.

Attacks As a Kobold you have a Bite that can be used as a Bonus Action, the stats are: PHY Mod (1d6+ PHY mod) Peircing damage.

Base Scores

PHY	CRD	BLD	KNO	EXP	PRE	AWS	SAN
7 (-1)	14 (+2)	13 (+1)	9 (-1)	9 (-1)	8 (-1)	12 (+1)	10 (0)

RAVENKIN

*(Small, Exotic)

Proficiencies As a Ravinkin you gain proficiency in the Deception skill, and in the Stealth skill.

Languages Mimicry.

Attributes If recognized by nonexotic races become hostile unless under unique circumstances, But with exotic races that would normally be hostile to common races are passive towrds you.

Base Scores

PHY	CRD	BLD	KNO	EXP	PRE	AWS	SAN
7 (-2)	14 (+2)	8 (-1)	9 (-1)	9 (-1)	13 (+1)	10 (0)	10 (0)

SALAMANDER

(Large, Exotic)

Proficiencies As a Salamander you gain proficiency in one Martial weapon of your choice.

Languages Draconic.

Attributes If recognized by nonexotic races become hostile unless under unique circumstances, But with exotic races that would normally be hostile to common races are passive towrds you. You can use the Fire rune on its own once per Short Rest.

Resistances Immunity to Fire damage, Water deals 1d10 damage for every round you are touching it.

Base Scores

PHY	CRD	BLD	KNO	EXP	PRE	AWS	SAN
12 (+1)	12 (+1)	12 (+1)	8 (-1)	8 (-1)	8 (-1)	8 (-1)	10 (0)

EXOTIC RACES

Exotic Races are rare and should be limited according to the GM's discretion. They are normally disliked by nonexotic races but that doesn't necessarily mean it's that way always, in unique places or culturally diverse places they could be considered more openly if not still with a notion of skepticism. A similar situation should be considered for nonexotic races in places where exotic races are the majority.

Races who become hostile won't automatically seek violence, they will first try to make the unwelcome race leave, this will escalate to calling authorities to have the unwelcome race escorted out of the settlement or imprisoned for the time the party is in the settlement. Only if the situation is escalated past this point will worse imprisonment or violence be sought.

(This should be considered with a measure of precaution, this theme of Predjudice is obviously a measure of racism. While that obviously is wrong fantasy settings have a privilege to approach this subject with a measure of disconnection, be sure to talk to your players of this in your setting and warn them in case of a situation where that might end the fun of the game for those at your table)

RACE SIZES

No matter the size Tiny or Large a Player's Character fills a 5 foot Square or Hex.

Tiny Races

Tiny creatures can fit in any space any other creature can without suffering any difficulties. When attacking creatures Ranged weapons range works as they normally would. Melee weapons have half their range, reach weapons work as 5 ft and weapons without force you to fight in the same space that you are attacking. Weapons wielded by a Tiny Creature must be small enough to be functional, this means the damage goes down by one damage die, for example: 1d12 goes to 1d10, and 1d10 goes down to 1d8, 1d8 to 1d6, 1d6 to 1d4, 1d4 to 1. Tiny Creatures have a Stealth bonus of +2. Their Movement speed is 5ft.

Small Races

Small races fill a 5ft by 5ft Cube or Hex. They get a Stealth bonus of +1. Their Movement speed is 10ft. Heavy weapons require a STR of 12 or Higher to wield without Disadvantage.

Medium Races

Medium races fill a 5ft by 5-10ft area. Their movement speed is 15ft.

Large Races

Large Races fill a 5ft by 10ft area. And suffer a Stealth debuff of -1. their movement speed is 15ft. Their melee attack range gains a additional 5ft.

FALCONKIN

*(Medium, Exotic)

Proficiencies As a Falconkin you gain proficiency in the Acrobatics Skill, and one Simple weapon of your choice.

Languages Giant.

Attributes If recognized by nonexotic races become hostile unless under unique circumstances, But with exotic races that would normally be hostile to common races are passive towards you. You have a Flying speed equal to your movement Speed.

Base Scores

PHY	CRD	BLD	KNO	EXP	PRE	AWS	SAN
10 (0)	13 (+1)	9 (-1)	10 (0)	9 (-1)	9 (-1)	12 (+1)	10 (0)

ORIGINS

FARMER

Gain:

+1 PHS, Proficiency in Nature, Mounts and Carts and one tool of: Woodcarvers, Carpenters or Brewers.

FARMER'S INSIGHT:

When rolling to determine if a food is edible double your proficiency.

CONSCRIPT

Gain:

+1 in BLD or PHS, Proficiency with Shields, Spear, Shortsword, in carpenters tools, cart and in Strength and Endurance.

REGIMENT TRAINING:

Insights can be used to tell combative maneuvers, and you can flank from any positioning away from an enemy in melee range of the same ally. The ally does not gain flanking bonuses.

MERCENARY

Gain:

+1 PRS, Proficiency with any one weapon, cart or vessel, 1 instrument or tool and Intimidation.

OCCUPATIONAL BARTERING:

When bargaining for rewards for jobs double your proficiency bonus for all rolls in the barter.

KNIGHT

Gain:

+1 PRS, Proficiency with Longsword, lance, mount, Endurance and History or Religion,

SQUIRE AVAILABILITY:

In any settlement allied or friendly to your order you can obtain a lvl 1 hireling.

NOBLE

Gain:

+1 PRS, pick 2 of; Deception, Performance, Persuasion and 1 instrument of choice.

NOBILITY:

Your status can be used to access settlement services without cost.

TRADESMAN

Gain:

+1 BLD, Proficiency in any 1 tool, cart or vessel, any 1 skill.

TRADE EXPERT:

Double your prof bonus for any check made involving a tool you are proficient in.

CRIMINAL

Gain:

+1 EXP, +1 AWS, Proficiency with 1 tool, 1 vehicle or the Stealth skill and 1 simple weapon.

JOB SEARCH:

When in a settlement you can find crime work worth at least 1 GP a day

OUTCAST

Gain:

+1 AWS, Proficiency in Survival, Deception, 1 of Mount, Vessel or Cart and 1 ranged weapon.

OUTER CIVIL:

When outside a settlement gain a +1 to all skill checks, but receive a -3 to all skill checks inside a settlement.

EDUCATED PROFESSIONAL

Gain:

+1 KNO, Proficiency in Literature, 1 Knowledge class Skill, 1 tool of; alchemy, calligraphy, surgical, herbalist.

TRAINED PROFESSIONAL:

Double your proficiency when rolling checks involving tools your prof in.

MONK

Gain:

+1 KNO, Proficiency in Religion, History or Literature, 1 tool of; calligraphers or herbalist. 1 weapon of; quarterstaff, club, dagger, mace.

OBSCURE LORE:

When recalling info that is rare or obscure double your prof on rolls.

SAILOR

Gain:

+1 PHS, Proficiency in Survival, vessels, Cartographers tools and the dagger.

NAVIGATOR:

Double Prof when navigating and any Survival check when involving water.

INCIDENTS

FISCAL

You receive: -1 PRE, Proficiency in Exploration, 4d4 GP in equipment.

ON THE RUN

You receive: -1 PHY, Proficiency in Deception and Survival.

MENTAL

You receive: -2 SAN, Proficiency in History and Insight.

RELIGOUS CALLING

You receive: -1 KNO, Expertice in Religion.

SURVIVAL

You receive: -1 AWS, Proficiency in Survival and Exploration.

WANDERLUST

You receive: -1 EXP, Proficiency in Performance and Nature.

REVENGE JUSTICE

You receive: -1 PRE, Proficiency in Insight and Intimidation.

SLAVE

+2 BLD, +1 PHY, Proficiency in 1 weapon of; quarterstaff, scythe or wood axe. Proficiency in 1 tool of; carpenters, mason or sewing.

BLANK SLATE:

Choose 1 archetype you can start training without the use of a ASI.

CLASSES



THE RUNEKEEPER

THE RUNEKEEPER

Level	Proficiency Bonus	Features
1st	+2	Rune Casting, Subclass
2nd	+2	Subclass Ability, Runic Sight
3rd	+2	Quick Cast, Subclass Talent
4th	+2	Ability Score Improvement
5th	+3	Extra IP
6th	+3	Subclass Feature
7th	+3	Mental Score Increase
8th	+3	Ability Score Improvement
9th	+4	Talent Improvement
10th	+4	Subclass Feature
11th	+4	Extra IP
12th	+4	Ability Score Improvement
13th	+5	Mental Score Increase
14th	+5	Subclass Feature
15th	+5	Talent Improvement
16th	+5	Extra IP
17th	+6	Mental Score Increase
18th	+6	Memorized Casting
19th	+6	Ability Score Improvement
20th	+6	Extra IP

CLASS FEATURES

As a keeper, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per runekeeper level

Hit Points at 1st Level: 8 + your Build modifier

Hit Points at Higher Levels: + your Build modifier per runekeeper level after 1st to a minimum of 0

PROFICIENCIES

Armor: No

Weapons: 2 Simple Weapons

Tools: 1 Tool or Instrument of your choice

Languages: Runic

Saving Bonus: Knowlage, Experiance and one other Score of your choice.

Skills: Choose one from; Deception, History,Literature Insight, Intimidation, Investigation, Medicine, Nature, Exploration, Performance, Persuasion, Religion.

SPELLCASTING ABILITY

Spell casting is determined by your Spellcasting modifier, this Modifier is the ability Score of your choice from the Listed: Knowlage, Experiance or Preasance.

RUNEKEEPER MODIFIERS

Spell Range = Your Spellcasting Ability Score x 2 + Proficiency Bonus.

Spell Combo DC = 8 + your proficiency bonus + your Spellcasting modifier

Rune modifier = your proficiency bonus + your Spellcasting modifier

Known Runes = at 1st LvL the amount of runes you can know is 2 + your Knowlage.

Prepared Runes = Proficiency bonus + Knowlage modifier.

Rune Combo Max = Runekeeper LvL + Spellcasting Modifier.

RUNIC SIGHT

At 2nd LvL, As a Bonus Action you may activate your ability to "See Runes." While runic sight is active you may see and interact with runes that occure naturally throughout the world. You can only see runes that you know and can only interact with runes you have prepared, this does cost one material componant of the rune you interact with. While in combat this Interaction cost a Reaction. The Dice value of the interaction only equates to a 1d4. While in runic sight you are required to make concentration checks when makeing skill checks or when you take damage.

QUICK CASTING

At 3rd level, you can quicken how many runes you write in a combination. A number of times equal to your runekeeper spellcasting ability modifier, you may write two runes in the space of one action. You regain all uses of this feature when you complete a long rest.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Or you may gain a Architype LvL.

EXTRA IP

When you reach 5th, and again at 11th, 16th, and 20th level, you gain an additonal 3 Initiative points to use each Round.

MENTAL SCORE INCREACE

At 7th, 13th and 17th level, choose a mental ability score to increases by 2 or two mental ability scores to increace by 1 to a max of 20.

INSTINCUTAL CASTING

At 18th level, your experience in casting with runes has given you a powerful mastery of a signature combination. You may choose 5 runes from your prepared list, and cast them as a combination as an action once per turn. This combo can be changed durring a long rest.

THE SCHOLAR

PROFICIENCIES

At 1st LvL

Tools: One tool of the following listed: Alchemist supplies, Calligraphers supplies, Cartographers supplies, Painters supplies or a Herbalism kit.

Skills: Gain Proficiency in Literature and choose one from: History, Investigation, Medicine or Persuasion.

At 2nd LvL

Skills: you gain proficiency in two more skills of any choice.

ARCANE RUNE SPECIALIZATION

At 2nd LvL choose one of the Listed;

Elementalist ~ You choose two runes from the element list. These runes always count as prepared for you, and do not count towards your maximum of prepared runes.

Shaper ~ You choose two runes from the shape list.

These runes always count as prepared for you, and do not count towards your maximum of prepared runes.

Battler ~ Choose Physical, Coordination, or Build. You increase your chosen score by 2. You gain proficiency in one martial weapon of your choice, and you gain proficiency in armor. Choose one fighting Skill from the Man At Arms list and choose two styles from that Skill.

Enlightened ~ You gain proficiency in calligraphers supplies. You also can spend one day durring a Long rest to deepen your conection to one rune, this Rune requires no matirials to cast at a basic quality, any matirials used count as one quality grade higher. You can Attune to as many runes as your KNO Mod.(this rune can be changed at a long rest)

SCHOLARS TALENT

At 3rd LvL You gain the ability to create Scrolls. When you take a Long Rest you can spend 1 day to create 1 Scroll. A Scroll can use any rune from your Known Rune list. Any one who can read Runic as a Language can use the scroll, the scroll goes off the readers Int as the Spellcasting modifier.

One Scroll can be a rune combo max of half your combo max. The cost is 1gp in writing materials per rune used in the combo + the material used for each rune in the combo.

At 9th LvL the number of Scrolls you can make increases to 2 per day of Long rest.

At 15th LvL the number of scrolls you can make increases to 3 per day of Long rest

MEMORIZED CAST

At 6th level, you may spend five hours memorizing a rune combination that you can resolve. A rune combination that has been memorized can be cast with

a single action, and you lose the ability to cast the memorized rune combination in this way until you complete a short rest. You may only have one rune combination memorized in this way, but you may take another five hours during a long rest to change the combination you have memorized. At 10th level, you may cast your memorized rune combination twice before needing to complete a short rest.

PERSONALIZED CAST

At 10th level, you choose a rune combination of 4 runes. You may cast this rune combination as an action once on each of your turns. If you later learn other runes, you may change this combination when you gain a level in the runekeeper class.

MASTER OF ALL TRADES

At 14th level, you may choose one Feature form either the Arcane, Cursed or Holy Rune Specialisation. You now benefit from this feature.

THE CURSED

PROFICIENCIES

At 1st LvL

Tools: One tool or instrument of your choice. And one gaming set of your choice.

Skills: Gain Proficiency in Deception and choose two from any skill.

CURSED RUNE SPECIALIZATION

At 1st LvL choose one of the listed;

Deal ~ Choose 4 runes from your known runes list.

These runes do not expend material components when you cast them.

Blood ~ When you cast a rune, you may take 1 damage.

If you do, your blood drawn from this damage replaces the material components of the cast rune. Or doubles the damage dice of the Rune.

Love ~ You choose two runes from the mental list.

These runes always count as prepared for you, and do not count towards your maximum of prepared runes.

Fury ~ Choose Physical, Coordination, or Build. You

increase your chosen score by 2. You gain proficiency in one martial weapon of your choice, and you gain proficiency in armor. Choose one fighting Skill from the Scout list and choose two styles from that Skill.

At 10th LvL choose one of the listed;

Deal ~ When you cast a rune, you may choose to expend twice as many material components. If you do, you double the damage or duration of the rune's effect. Runes cast with no material components benefit from this feature if you choose to expend the materials instead.

Blood ~ When a creature dies within 30 feet of you, you may use your reaction to cast a rune, using their life to fuel the rune. Casting a rune in this way does not require material components.

Love ~ Choose one rune from the mental list. You may cast this rune at no material cost, and can cast this rune as a reaction.

Fury ~ Rune infused weapons can be held for the same duration as your casting duration. When you have a rune effect on a weapon, it lasts up to your spellcasting modifier in rounds.

ELEMENTAL CONNECTION

At LvL 1, You choose one rune from the elemental list. This rune is always prepared for you, and does not count towards your maximum of prepared runes.

UNNATURAL AID

At 2nd level, you are able to empower the rune combinations you cast. When you cast a rune combination, you may use a bonus action to add an additional rune to the combination, or add 1d6 to the damage of the effect of the rune combination.

RUNE BURST

At 3rd LvL, you may cast a Rune Burst once per short rest as a action and gain one tier of Rune Sickness. A Rune Burst can be prepared during a 8hr period during a long rest. The Runic burst can be a rune combo = to your Rune Combo Max.

At 9th LvL the number of Rune bursts you can use increases to 2 per short rest.

At 15th LvL the number of Rune Bursts you can use per short rest increases to 3

IMPROVED QUICK CASTING

At 6th level, you double the amount of uses you gain from Quick Casting, regaining them all when you complete a long rest.

INNATE CASTING

At 6th level, you may spend five hours during a long rest to draw knowledge from beyond your ken. Choose a rune that you do not know. Until you use this feature again, this rune is added to your prepared runes, and does not count towards your maximum of prepared runes. At 14th level, you may choose two runes with this feature.

MASTER OF THE CURSE

At LvL 14 You may choose any feature from the Cursed Rune Specialization that you dont already have.

THE BLESSED

PROFICIENCIES

At 1st LvL

Tools: One of either Caligraphers supplies or Herbalism kit.

Skills: Gain Proficiency in Religion and choose two of: Insight, Medicine, Nature, Persuasion and Performance.

Weapons: 1 Martial Weapon

ENERGY ATTUNEMENT

At 2nd Level, you may add your choice of runes from the following list to your known runes;

- The Radiant Rune
- The Necrotic Rune
- The Earth, Fire, Water and Wind Runes

HOLY RUNE SPECIALIZATION

At 2nd level choose one of the listed;

Priest ~ You may prepare up to half of your prayer casts as a part of a short rest.

Crusader ~ Choose Physical, Coordination, or Build.

You increase your chosen score by 2. You gain proficiency in one martial weapon of your choice, and you gain proficiency in armor. Choose one fighting Skill from the Outlander list and choose two styles from that Skill.

Guru ~ You gain proficiency in Animal Handling and Nature. When you cast a possess rune on yourself, you may choose an animal, and gain one skill from that animal's features and skills.

At LvL 10 choose one of the listed;

Supplication ~ Choose up to as many creatures as your Rune Modifier to heal a hit dice as a reaction on your turn.

Determined Vindication ~ During a short rest, you may declare one type of creature to be your enemy. Add your rune mod to your weapon attack damage bonus.

Shift ~ Choose one Beast that embodies your connection to nature, once per Short rest when you cast a possess rune on yourself you may become that creature until your next short or long rest or until the Beasts HP pool becomes 0.

At LvL 14 Choose a feature from the Blessed subclass that you dont already have.

PRAYER CAST

At 3rd Level, you may spend five hours of a long rest preparing a number of prayer casts equal to your Rune modifier + Proficiency Bonus. A prayer cast combination cannot exceed half your Rune Combo Max. To prepare a prayer cast, you choose runes from the holy list, making rune combinations. Each prayer cast may be used once as an action, taking effect as normal and expending materials as normal. Once you have used a prayer cast, you cannot do so again until you use this feature again as part of a long rest, in which you choose your new prayer casts.

At 9th level, you may select any of your known runes for your prayer casting feature, instead of being restricted to the holy runes list.

At 15th LvL the Prayer cast combo max increases by +2.

CASTING RUNES

Casting Runes can be broken up into three Aspects; Materials, Time, Length

MATERIALS

All runes have a material cost and use them up each use, one Pouch, Vial or Flask can hold ten uses in it each. When you cast a rune the material is used and should be subtracted from the ten uses in its appropriate container.

Materials can be found in higher qualities. The quality tiers go as follows; Basic, Good, Well and Exquisite. Each material quality would double either the damage die value (element), the duration of the spell (action or mental) or the distance the spell could go (shape).

TIME

Each rune in a combo can be added with the time of an Action on a turn in combat, the order of the rune heavily influences the outcome of the rune. This outcome is determined by the DM so it is very important as a player to convey your goals as a player in regards to using runes and casting them, set a clear idea of what you intend and what the DM's ruling will be when you cast your combos.

The base Duration of a spell goes off of your Rune Mod in rounds when a Action or Mental rune is used in a combo. The Conjure and Enchant runes do not follow this rule and have a base duration of one day.

LENGTH

The length is both in regards to the length of your combo and the distance in which you can cast your runes. Your Rune Combo Max is determined by your Runekeeper LvL + Spellcasting Modifier.

The range of your spells at base is 5ft until you add a Shape Rune then the Distance in which you can cast becomes your Rune modifier times ten.

DAMAGE

The Damage of your runes combo is Determined by what type of rune are in the combo. Element Runes Deal 1d6 per rune in the combo, Action Runes deal 1d4 per rune in combo, Shape Runes deal a +1 per rune in combo and Mental Runes deal no damage per rune. As a Runekeeper you can decide if your Spell does damage at all. Talk to your DM about how they think Nondamaging spells work.

LEARNING RUNES

Learning Runes after LvL 1 takes time and studying.

- First they must discover the Rune
- Second they must study the 3 aspects of a rune.
- Last you must prepare the rune as part of your prepared runes list.

The Aspects of learning runes are; Spiritual, Scientific and Physical Exposure. To progress each Aspect of study you must make a KNO ability check against a DC of 5 + each successful check for this aspect to a max of 15. After ten successful checks the aspect is mastered, after all three aspects are mastered the spell become a part of your known rune list.

RUNES

ELEMENT

- Fire (fire or charcoal)***
Water (any source of water)*
Earth (any source of earth)
Air (a fan or a feather)
Psionic (petrified eye or brain matter)*
Electricity (copper)
Thunder (hollow stone or a metal tube)
Blood (uncoagulated blood)*
Kinetic (a magnetic substance) used to be force
Acid (water or sulfur)
Cold (distilled water)
Radiant (a symbol of Ziviot)*
Necrotic (a symbol of Sencata)*
Poison (a symbol of Teldavin)

ACTION

- Possess (an image or depiction of the target)***
Push (a sphere of any material)
Pull (rope or string)
Rise (steam)
Drop (rain water)
Change (a coin)*
Amplify (a prism, or a magnifying glass)*
Target (a pointing finger)

SHAPE

- Globe (a sphere of any material)**
Block (a cube of any material)
Rod (a tube or a pole of any material)*
Mist (ash or dust)*
Cone (a cone of material)

MENTAL

Evoke (an egg)
Abjure (a shard of armor)*
Conjure (circle of salt)
Divine (crystal ball or bowl of water)*
Enchant (silk cloth)
Transmute (a geode)

HOLY*

Fire (fire or charcoal)
Water (any source of water)
Psionic (petrified eye or brain matter)
Radiant (a symbol of Ziviot)
Necrotic (a symbol of Sencata)
Blood (uncoagulated blood)
Possess (an image or depiction of the target)
Change (a coin)
Amplify (a prism, or a magnifying glass)
Rod (a tube or a pole of any material)
Mist (ash or dust)
Abjure (a shard of armor)
Divine (crystal ball or bowl of water)

MAN AT ARMS

THE MAN AT ARMS

Level	Proficiency Bonus	Features
1st	+2	Fighting Skills, Second Wind
2nd	+2	Subclass
3rd	+2	Second Fighting Style
4th	+2	Ability Score Improvement
5th	+3	Extra IP
6th	+3	Physical Ability Improvement
7th	+3	Subclass Feature
8th	+3	Ability Score Improvement
9th	+4	Greater Fighting Skill
10th	+4	Subclass Feature
11th	+4	Extra IP
12th	+4	Ability Score Improvement
13th	+5	Class Feature
14th	+5	Physical Ability Improvement
15th	+5	Subclass Feature
16th	+5	Extra IP
17th	+6	Class Feature
18th	+6	Subclass Feature
19th	+6	Physical Ability Improvement
20th	+6	Extra IP

CLASS FEATURES

As a Man At Arms, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per Man At Arms level

Hit Points at 1st Level: 8 + your Build modifier

Hit Points at Higher Levels: + your Build modifier

PROFICIENCIES

Weapons: 3 Simple or Martial weapons of Players choice.

Tools: None

Armor: Yes

Saving Bonus: Physicality, and one Score of Players choice

Skills: Choose two from Acrobatics, Animal Training, Strength, Endurance, History, Insight, Intimidation, Exploration, and Survival

SECOND WIND

Once per Short Rest when you drop to 0 Evasion Points you may heal an amount equal to your BLD modifier. This ability increases a single use at LvLs 3, 6, 12 and 16.

ABILITY SCORE IMPROVEMENT

Increase one score by two points or two scores by one point. Or take a Feat/Archetype.

EXTRA ACTION

At LvLs 5, 11, 16 and 20, you gain one more action to use per turn, or gain 3 more Initiative points to use each round.

PHYSICAL ABILITY IMPROVEMENT

At LvLs 6, 14 and 19, Choose either PHY, CRD or BLD to improve by two points or increase two scores by one point.

FIGHTING SKILLS

At 1st LvL You may choose a Fighting Skill style and out of the four options you may choose 2 of the abilities, at LvL 3 you may choose a new Fighting Skill style and pick 2 new abilities, or take the final 2 skills in your first chosen style.

STYLES

ARCHERY

Gain a +2 to all ranged weapon attack rolls.

~ **Pierce Armor:** Take a -5 to Accuracy and ignore the AP against armored targets and reroll 1s & 2s on the damage die against unarmored targets.

~ **Quick Shot:** As a BA fire a ranged attack at half the weapons range with no bonus to attack damage.

~ **Tactical Dodge:** As a R when an enemy is within 10 ft of you, move half your Movement Speed away from the enemy.

~ **Cover Fire:** As a R when an enemy attacks an ally that you can see, make a ranged attack that deals no damage but imposes Disadvantage on the enemy's attack.

ONE HANDED

Gain +1 to all Attack and Damage rolls when only one weapon is in either of your hands.

~ **Wheeling:** When making a melee attack you can choose to do so without your Proficiency bonus, but instead add Proficiency to the Damage value.

~ **Flourishing:** When you take the attack action you can use your BA to take the dodge action on a successful hit.

~ **Extension:** When an enemy enters your attack range you may use your R to make an attack against them.

~ **Lunging Thrust:** When making an attack action you may use your BA to move 5ft and attack an enemy.

TWO HANDED

When making attacks with a two handed weapon you may reroll 1s and 2s on the damage die.

~ **Bastion:** As an action you may end your movement and cannot move until the start of your next turn, for this duration any creature who enters your attack range will get attacked by you.

~ **Sweeping Attack:** Once on your turn, when you make an attack, you may compare the roll to hit two creatures within your weapon's reach. For each creature that the attack would hit, you may roll damage. This ability increases in an enemy that can be hit at LvLs 4, 6, 8, 10, 12 and 14.

~ **Strong Attacks:** Add your proficiency to two handed weapon attack damage.

~ **Guarded Finish:** Following an attack action you may use your bonus action to bring up a defensive position granting you the bonus of a shield until the start of your next turn.

TWO WEAPON

When attacking with your secondary weapon as a bonus action you can add your attack damage bonuses.

~ **Stronk:** Pick one type of weapon with the heavy or two handed property, and with that one weapon type you can wield it with one hand.

~ **Quick:** If both weapons in each hand have the light property, you can make two attacks as one attack action.

~ **Clutch Counter:** Once per turn make an (CRD)Acrobatics against the enemy's AC, on a success, attacks till the end of your turn have advantage.

~ **Defencive Dueling:** Get a bonus AP off Coordination modifier as a BA until the end of next round.

SHIELDS

You can add your shield's AC bonus to any Coordination saving throw you make against a spell or other harmful effect that targets only you.

~ **Covertrick:** As a bonus action you hide your next attack and gain advantage on your next attack roll.

~ **Mobile Guard:** As a bonus action you can guard an ally within 5ft of you, this grants them the bonus of your shield's AC and AP. Until the start of your next turn you can move your movement speed with them on their turn.

~ **Greater Shield:** The AC and AP bonuses granted by your shield are doubled.

~ **Interpose:** As a reaction when an ally within 5ft is attacked you may move them within 5ft of yourself and take the damage they would take instead.

GREATER FIGHTING SKILLS

At LvL 9 Choose a new Fighting Skill or take two Greater Fighting Skills of a fighting skill you already know.

GREATER SKILLS

ARCHERY

Split the Arrow Make one ranged attack at the cost of 1 IP, every subsequent ranged attack that hits on the same turn ignores AP.

Momentum Slayer Make a ranged attack as a Reaction when an enemy uses their movement, on a hit the creature's speed becomes 0 till the end of the next round.

ONE HANDED

-
-

TWO HANDED

-
-

TWO WEAPON

-
-

SHIELDS

-
-

LvL 13 CLASS FEATURE

-
-

LvL 17 CLASS FEATURE

-
-

SUBCLASSES

THE SWORDSMAN

A Samurai stands on the hill steel drawn and shining, a Soldier stands wielding a heavy beam of metal imposing on enemies around him, small fencing steels shine as the skilled Performer faces down the beast in the ring amid roaring crowds.

PROFICIENCIES

Tools: Choose one Instrument or Artisan Tool.

Skills: Choose one Skill Proficient from the following:

Acrobatics, Sleight of Hand, Stealth, Insight, Intimidation and Performance.

PARRY, RIPOSTE

~ At LvL 2

When an attack that would hit within your CRD mod of your AC you can use your reaction to add your Prof to your AP, if this result causes you to take no damage you may make one attack roll against the same enemy as the same reaction

SUPERIOR SWORDSMANSHIP.

~ At LvL 7

When fighting other swordsmen or creature the DM might deem a sword wielder your CRD mod counts as doubled when using your Parry, Riposte feature.

SUPERIOR SPEED.

~At LvL 10

The class gains one additional reaction per turn.

SUPERIOR ENDURANCE.

~ At LvL 15

Once Per Short rest you may spend one action to heal 1d4+BLD, and reduce 1 point of Exhaustion.

SUPERIOR SWORD.

~ At LvL 18

You may choose one sword to make a sword that counts as a magical weapon.

THE CHALLENGER

PROFICIENCIES

Tools: Choose one Simple melee weapon to gain proficiency in.

Skills: Gain Proficiency in Intimidation.

TARGETED STRIKE

~ At LvL 2

When you hit a creature, choose an ability score and impose a -1d4 to all skill checks and reduce their saving score with that ability score for as many rounds as your class LvL.

TOUGH OPPURTUNIST

~ At LvL 2

When an attack aganist you is a critical, your attacks aganist that creature have Advantage for as many rounds as your BLD Mod.

When you Roll a Nat 1 on any skill or Attack roll you may make a Intimidation check aganist one creature you can see. On a success they are frightened for as many rounds as your BLD Mod.

FRIGHTENING TENACITY

~ At LvL 7

When you are hit with a Melee Attack or are below your Hit Point maximum you may use your reaction or bonus action to roll an Intimidation check to Impose the frightened status and force the creature to move 10ft away from you.

UNSTOPPABLE FORCE

~ At LvL 10

On a successful attack aganist a creature that is frightened of you the damage dice are rolled at double their normal value.

RELENTLESS OPPURTUNIST

~ At LvL 15

When you attack an enemy you may sacrifice your Ability Score bonus in your to hit with an attack, on a hit add 1d8 damage that the creature is considered to have weakness to.

NOTCHED WEAPON

~ At LvL 18

When you hit a creature you may choose to damage your weapon one tier and cause the damage to ignore the creatures AP.

THE POLEARM SPECIALIST

PROFICIENCIES

Tools: Choose Carpenters Tools or Woodcarvers Tools.

Skills: Choose one Skill Proficient from the following: Strength, Endurance, Intimidation and Performance.

ZONE CONTROL

~ At LvL 2

When you take the attack action once per turn ontop of the attack you may take the shove action.

HOLD THE LINE

~ At LvL 2

You may weild a polearm with a shield but your movement is halved while doing so.

SWEET & HOOK

~ At LvL 7

As an attack you may roll contested CRD checks to knock an enemy prone.

BUTT OF THE POLE

~At LvL 10

After an attack you may use a bonus action to make a follow up attack that deals 1d6 Bludgeoning damage

BETTER PRACTICE

~ At LvL 15

Advantage on Shove checks and wielding a Polearm with a Shield no longer imposes half speed.

SUPERIOR POLEARM.

~ At LvL 18

Half of your polearm damage reduces the targets Armor Points until they take time to repair their armor.

THE AXEMAN

PROFICIENCIES

Tools: Choose Leatherworkers tools, Carpenters Tools or Woodcarvers Tools.

Skills: Choose one Skill Proficiency from the following:
Strength, Endurance, Intimidation, Nature and Survival.

MOMENTUS SWING

~ At LvL 2

When using an axe, your attacks deal critical damage on rolls 19 and 20 on a D20. Choose one more Fighting Skill Style from the fighting skill you know.

~ At LvL 7

Attacks with an axe deal crititcal damage whe you roll 18, 19 and 20 on a D20.

~ At LvL 10

Attacks with an axe deal critical damage when you roll 17, 18, 19 and 20 on a D20.

~ At LvL 15

Attacks with an axe deal critical damage when you roll 16, 17, 18, 19 and 20 on a D20.

~ At LvL 18

Attacks with an axe deal critical damage when you roll 15, 16, 17, 18, 19 and 20 on a D20.

HOOKED PARRY

~ At LvL 7

When an enemy makes an attack aganist you, you can as a Reaction roll an attack roll aganist that enemy, on a success you reduce the damage by your weapons damage dice. If the damage is reduced to 0 the enemy's weapon is dropped, if there is no weapon the enemy's next attack is made at Disadvantage.

HEAVY CUT

~ At LvL 10

Attacks deal an additonal Bludeoning damage equal to the amount of your Phisicality modifier.

AXE MASTERY

~ At LvL 15

Double the Proficiancy bonus for all axe weapons.

CRITICAL AXE

~ At LvL 18

On attacks that are critical double skill bonuses for damage as well.

THE ARCHER

more sublasses to follow

THE OUTLANDER

THE OUTLANDER

Level	Proficiency Bonus	Features
1st	+2	Fighting Skills, Tough
2nd	+2	Subclass
3rd	+2	Relentless, Fighting skills
4th	+2	Ability Score Increase
5th	+3	Extra IP
6th	+3	Class
7th	+3	Subclass Feature
8th	+3	Ability Score Increase
9th	+4	Class
10th	+4	Subclass Feature
11th	+4	Extra IP
12th	+4	Ability Score Increase
13th	+5	Class
14th	+5	
15th	+5	Subclass Feature
16th	+5	Extra IP
17th	+6	Class
18th	+6	Subclass Feature
19th	+6	Ability Score Increase
20th	+6	Extra IP

CLASS FEATURES

As a Outlander, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per Outlander level

Hit Points at 1st Level: 8 + your Build modifier

Hit Points at Higher Levels: + your Build modifier

PROFICIENCIES

Armor: Shields

Weapons: 3 Simple and 1 Martial weapons of Players choice.

Tools: One of Leatherworkers tools, Woodcarvers tools, Herbalism kit or Brewers Supplies

Saving Throws: Build, and one Score of Players choice

Skills: Choose two from Strength, Endurance, Acrobatics, Animal Handling, Intimidation, Insight, History, Nature, Stealth and Survival

TOUGH

At LvL 1, When not wearing any armor you gain a natural AP = to the value of your Constitution modifier. This AP counts towards; Fire, Cold, Blood, Poison, and Acid Damage.

RELENTLESS

At LvL 3, Once per turn you can use a Bonus Action using one IP.

DAUNTLESS

At LvL 6, You are Immune to the Frightened condition.

EXPIRIENCED

At LvL 13 take 1 LvL in a Architype

HIGHTENED PHYSICALITY

At LvL 17, Increase one Ability Score by three points even if it goes past 20.

FIGHTING SKILLS

At 1st LvL You may choose a Fighting Skill style and out of the four options you may choose 2 of the abilities, at LvL 3 you may choose a new Fighting Skill style and pick 2 new abilities, or take the final 2 skills in your first chosen style.

STYLES

RANGED

Add your Proficiency bonus to Damage rolls.

~ **Pierce Armor:** Take a - 5 to Accuracy and ignore the AP against armored targets and reroll 1s & 2s on the damage die against unarmored targets.

~ **Quick Shot:** As a BA fire a ranged attack at half the weapons range with no bonus to attack damage.

~ **Tactical Dodge:** As a R when an enemy is within 10 ft of you, move half your Movement Speed away from the enemy.

~ **Heavy Projectile:** When you hit a Creature with a thrown weapon you may roll a shove check aganist that creature.

ONE HANDED

You may forgo your Proficiency bonus to instead double your Physicality Modifier for your attack Accuracy.

~ **Wheeling:** When makeing a melee attack you can choose to do so without your Proficianty bonus, but instead add Proficiency to the Damage value.

~ **Reckless:** When you miss an attack you may make another at the cost of 1 IP. This can be done until you hit a Creature or run out of IP.

~ **Hamfist:** You can weild a One Handed weapon with two hands and add your Proficiency bonus to the Damage.

~ **Lunging Thrust:** When makeing an attack action you may use your BA to move 5ft and attack an enemy.

TWO HANDED

Roll Damage dice with Advantage.

~ **Bastion:** As an A you may end your movement and cannot move until the start of your next turn, for this duration any creature who enters your attack range will get attacked by you.

~ **Sweeping Attack:** Once on your turn, when you make an attack, you may compare the roll to hit two creatures within your weapon's reach. For each creature that the attack would hit, you may roll damage. This ability increases in an enemy that can be hit at LvLs 4, 6, 8, 10, 12 and 14.

~ **Reckless Swings:** Choose 20ft within your attack range and roll to attack with Disadvantage, any creature within the 20ft area that is hit by the attack roll takes damage.

~ **Powered Swing:** When attacking only one creature that is the same size or smaller, you may make a shove check as part of the attack.

TWO WEAPON

Your secondary attack as a Bonus Action only benefits from your Strength Modifier even if its a Coordination based weapon.

~ **Stronk:** Pick one type of weapon with the heavy or two handed property, and with that one weapon type you can weld it with one hand.

~ **Reckless Swings:** As a Bonus Action you can cause your attacks to have Advantage but Enemys have Advantage on their attacks aginst you till your next turn.

~ **Unending Attacks:** After you miss an attack aginst an enemy you gain a +1 to damage on your next attack aginst the same creature. (this skill does stack for each attack missed aginst the same creature)

~ **Momentum:** If your weapon lacks the Light or Finess property add half your Physicality modifier to your Damage to a minimum of +1.

UNARMED

Attacks without weapons deal 1d6+ Unarmed bonus.

~ **Choke Hold:** When Grappling another creature, you may make another Grappel check, if you succeed this check a number of times equal to their Build modifier they are knocked unconscious.

~ **Retaliation:** When hit by an attack you may use your Reaction to make a Unarmed attack.

~ **Ready Stance:** When you take the Dodge action you can choose to end your turn without moving and make two unarmed attacks as part of the dodge..

~ **Improvisor:** When using a Improvised weapon they gain a +1 bonus and are considered a unarmed attack.

GREATER FIGHTING SKILLS

At LvL 9 Choose a new Fighting Skill or take two Greater Fighting Skills of a fighting skill you already know.

GREATER SKILLS

ARCHERY

-
-

ONE HANDED

-
-

TWO HANDED

-
-

TWO WEAPON

-
-

UNARMED

-
-

SUBCLASS

RAGE

PROFICIENCIES

At 2nd LvL

Skills: Gain Proficiency in Intimidation if already proficiant gain Expertise.

FRENZY

Deal 1d4 damage to yourself that ignores AP to enter Frenzy mode. Frenzy lasts as many rounds as your Build modifier.

While in Frenzy you gain additonal IP to use per turn as your Proficiency bonus. You also Deal an additonal ammount of damage as your Proficiency modifier

PAINLESS RAGE

At 7th LvL, when in Frenzy gain 1d4 temporary Hit Points at the start of your turn.

LONGER FRENZY

At 10th LvL, the durration of Frenzy increases a number of rounds = to your Proficiency bonus.

UNFEELING RAGE

At 15th LvL, your temporary Hit Point Die goes up to 1d6.

RAGE DAMAGE

At 18th LvL, while in Frenzy your Attack Damage Bonus ignores AP.

SAGE

PROFICIENCIES

At 2nd LvL

Skills: Gain Proficiency in 1 Mental Skill.

FOCUS

Using a Bonus Action you can enter Focus mode. Focus lasted as many rounds as your Expiriance modifier.

While in Focus attacks aganist Humanoids have Advantage. You can also add your Expiriance modifier to your attack damage. You can also command an ally to make an attack for free using your Reaction.

PEERLESS ADVICE

At 7th LvL, While in Focus you may use your Bonus Action to give an ally advice, this can either grant them Adv on their next d20 roll, or give them 1d4 temporary Hit Points.

LONGER FOCUS

At 10th LvL, the durration of Focus increases a number of rounds = to your Proficiency bonus.

MORE ADVICE

At 15th LvL, Peerless Advice can be used on 2 people per turn.

FOCUSED ATTACKS

At 18th LvL, While in Focus your attacks are treated as magical.

SURVIVALIST

PROFICIENCIES

At 2nd LvL

Skills: Gain Proficiency in Survival if already proficient gain Expertise.

INSTINCT

As a Bonus Action you can enter Instinct mode. Instinct lasts as many rounds as your Build modifier. You can enter Instinct mode a number of time equal to your Survival bonus.

While in Instinct you have advantage on Phisicality and Coordination checks. You can also take the Disengage, Hide or Shove action as a Bonus Action. You can use your Phisicality in place if your Coordination for Skill checks and Melee attacks.

At 2nd LvL, over a Short Rest you can craft simple weapons you are proficient with, in any enviroment.

RUB SOME DIRT

At 7th LvL, While in combat you can spend an action to Heal you or allies 1d4 hit points. (This can only be done during Instinct mode.)

MORE INSTINCT

At 10th LvL, the amount of times you can enter Instinct mode increases by your Proficancy bonus.

MORE DIRT

At 15th LvL, your Rub Some Dirt heal die increases to 1d6.

INSTINCT ATTACK

At 18th LvL, while in Instict your attack reduces AP by half the damage delt.

THE SCOUT

THE SCOUT

Level	Proficiency Bonus	Features
1st	+2	Fighting Skill, Skill Expert, Stealthy Nature
2nd	+2	Quick Responder, Subclass, Stealth Kill
3rd	+2	Identifying Search
4th	+2	Ability Score Improvement
5th	+3	Extra IP, Expert
6th	+3	Skill Improvement
7th	+3	Subclass Feature
8th	+3	Ability Score Improvement
9th	+4	Greater Fighting Skill, Expert
10th	+4	Subclass Feature
11th	+4	Extra IP
12th	+4	Ability Score Improvement
13th	+5	Class Feature
14th	+5	Expert
15th	+5	Subclass Feature
16th	+5	Extra IP
17th	+6	Class Feature
18th	+6	Subclass Feature
19th	+6	Ability Score Improvement
20th	+6	Extra IP

CLASS FEATURES

HIT POINTS

Hit Dice: 1d8 per scout level

Hit Points at 1st Level: 8 + your Build modifier

Hit Points at Higher Levels: + your Build modifier per scout level after 1st

PROFICIENCIES

Armor

Weapons: 3 simple weapons, 1 martial weapons

Tools: 2 of any tool or instrument

Saving Throws: Coordination and one other Score of your choice.

Skills: Choose 2 from any skill of your choice

SKILL EXPERT

At LvLs 1, 5, 9 and 14. Choose a new Skill to be proficient in or double the proficiency bonus on 1 skill you are already proficient in.

STEALTHY NATURE

At LvL 1 When wearing Light quality armor double the proficianty bonus on stealth

QUICK RESPONDER

At LvL 2 Taking the; Disingage, Help, Hide, Grapple or Shove Action as a Bonus Action.

STEALTH KILL

At LvL 2 When you succeede an attack with a Light or Finess weapon aganist a Creature who is medium or smaller that is unaware of your preasance is killed instantly. Afterwards you must reroll your Stealth.

IDENTIFYING SEARCH

At LvL 3 When making a check to Track, Find or Identify a Creature you may on a successful check learn, up to as many creatures as your Wisdom Modifier, either their HP, AC, AP, or one ability score of your choice.

Once per Short Rest you may designate one creature you have Identified, that creature takes an extra 1d6 damage from you and you have Advantage on checks to find them again.

ABILITY SCORE IMPROVEMENT

At LvLs 4, 8, 12 and 19, Increase one score by two points or two scores by one point. Or take a Feat.

EXTRA ACTION

At LvLs 5, 11, 16 and 20, you gain one more action to use per turn, or gain 3 more Inititive points to use each round.

SKILL IMPROVEMENT

At LvL 6 Choose 2 of any skill to be proficiant in.

LvL 13 CLASS FEATURE

-

LvL 17 CLASS FEATURE

-

FIGHTING SKILLS

At 1st LvL You may choose a Fighting Skill style and out of the four options you may choose 2 of the abilities.

STYLES

ARCHERY

Gain a +2 to all ranged weapon attack rolls.

~ **Custom Arrows:** As a Bonus Action you can add a potion or other material to the projectile to add its damage or effect to the arrow.

~ **Quick Shot:** As a BA fire a ranged attack at half the weapons range with no bonus to attack damage.

~ **Knife Juggler:** You can throw weapons as a Bonus Action but without the damage ability score bonus.

~ **Cover Fire:** As a R when an enemy attacks an ally that you can see, make a ranged attack that deals no damage but imposes Disadvantage on the enemy's attack.

ONE HANDED

Gain +1 to AC and AP when only one weapon is in either hand.

~ **Ambidextrous:** When one hand is holding nothing you may take one interact with objects action for free every turn. When one hand is holding nothing your climbing and swimming speed are the same as your movement.

~ **Flourishing:** When you take the attack action you can use your BA to take the dodge action on a successful hit.

~ **Grabber:** When an enemy misses an attack against you you can make a Grapple as a Reaction.

~ **Lunging Thrust:** When making an attack action you may use your BA to move 5ft and attack an enemy.

TWO WEAPON

When attacking with your secondary weapon as a BA you can add your attack damage bonuses.

~ **Chink Stabber:** Critical damage ignores AP with Light Weapons.

~ **Quick:** If both weapons in each hand have the light property, you can make two attacks as one attack action.

~ **Clutch Counter:** Once per turn make an (CRD)Acrobatics against the enemy's AC, on a success, attacks till the end of your turn have advantage.

~ **Defencive Dueling:** Get a bonus AP off Coordination modifier.

UNARMED

Attacks without weapons deal 1d6+ Unarmed bonus.

~ **Martial Arts I:** When you succeed an Attack you may make unarmed attacks as a Bonus Action.

~ **Martial Arts II:** When you land an unarmed attack you can use your Reaction to make a Grapple check.

~ **Martial Arts III:** When Grappled you can on your turn as an Action make an Unarmed Attack, on a Hit escape the grapple. When you are Grappling a Creature you may use a Bonus Action to roll another grapple check to knock the creature prone.

~ **Improvisor:** When using a Improvised weapon they gain a +1 bonus and are considered a unarmed attack.

GREATER FIGHTING SKILLS

At LvL 9 Choose a new Fighting Skill or take two Greater Fighting Skills of a fighting skill you already know.

GREATER SKILLS

ARCHERY

Split the Arrow Make one ranged attack at the cost of 1 IP, every subsequent ranged attack that hits on the same turn ignores AP.

Volley Make a Ranged attack at the cost of 5 IP,

Designate a 30ft area and roll one ranged attack roll, any creature in the 30ft area who would be hit by this attack roll takes damage which is rolled individually by each creature.

ONE HANDED

•

•

TWO WEAPON

•

•

UNARMED

•

•

SUBCLASS

URBAN SCOUT

ALLEY FIGHTER

At LvL 2, Once per turn as a when Flanking or your target is Grappled or Restrained, deal an additonal 1d6 per Scout LvL in damage.

As a Bonus Action when attacking Humanoids you can roll either History, Insight or Deception against the enemy's AC, on a successful roll your attacks aganst them have advantage.

CITY SLICK

At LvL 2, As a Reaction or Bonus Action you can roll a (PRE)Deception check to blend in with crowd or flow of people.

BY THE PEOPLE

At LvL 2, If you spend one night in a settlement becoming "Familiar" with it you can Be Attuned to it. While Attuned:

- Any check made to locate a person or place is made at Advantage.
- Stealth checks made in the streets are made at Advantage
- Durring Long Rests in the settelment, you can obtain Goods that can be considered hard or aganst the law to obtain.

MASTER OF DISGUISE

Gain Proficiency a Disguise Kit.

At LvL 7, Using a Disguise Kit and 10 Mins of preperation you may blend in with any Humanoid group. Until you next rest, all Preasance Skill checks have double proficiency on rolls reguarding that group.

LvL 10 SUBCLASS ABILITY

-

LvL 15 SUBCLASS ABILITY

-

LvL 18 SUBCLASS ABILITY

-

WILDERNESS SCOUT

GUERRILLA FIGHTER

At LvL 2, While hidden aganst the targets Awareness Score, your first attack deals an additonal 1d6 per scout LvL in damage.

You may make a Bonus Action Nature check aganst an enemy you can see and learn their Vulnrabilitys and Resistances.

SURVIVALIST

At LvL 2, durring a Long Rest you may Research and prepare for one Terrain listed; Arctic, Coast, Desert, Forrest, Grassland, Mountain, Swamp, Jungle, Subterrain and Ocean. Doing so will cause you to be attuned to that terrain of which you can be attuned to as many as your Wisdom Modifier

While in a terrain you are Attuned to you gain the following benefits:

- Advantage to Track creatures in your terrain.
- For Beasts in your terrain you may make Survival or Nature check to learn their Ability Scores
- while in combat in your terrain you ignore the Difficult Terrain condition unless imposed Magicly.
- In your terrain you can Hide even when only lightly obscured.
- Double your Survival Skill Modifier on Navigation checks.

TRAPPER

At LvL 2 as an Action you can create a 5ft area of trap, this trap can increase by 5sq ft for every subquent action. This traps DC is (10+ your Survival Modifier) As a Bonus Action you can apply an effect to a trap, when an effect is applied more than once the effects DC increases by one.

The Effects:

- Damage: the trap deals a physical damage type of your choice, the traps damage increases by damage value dice for every Bonus Action used on the trap. The damage dice value Increases as follows: 1d4, 1d6, 1d8, 1d10, 1d12.
- Poison: Set Poison on a trap, the DC and effect of the poison used on the trap. (*requires componant of any venom poison type*)
- Grappled: On a fail aganst the Trap DC the effected creature is Grappled
- Restrained: On a fail the aganst the Trap DC the creature is restrained. (*this effect requires there to be at least 10 sq ft of trap area*)
- Bleeding: If a trap deals slashing or peircing damage this effect can be added once, On a failed BLD Save aganst trap DC the creature takes 1 dmg that ignores AP at the start of their turn until the creature or another creature makes a medecine check agance the Trap DC.
- Difficult Terrain: makes the area of the trap Difcuit Terrain.

TERRAIN FIGHTER

At LvL 7, gain advantage aganst creatures in Difficult Terrain

LvL 10 SUBCLASS ABILITY

-

LvL 15 SUBCLASS ABILITY

-

LvL 18 SUBCLASS ABILITY

DUNGEON SCOUT

DIP AND DIVE

At LvL 2, as a Bonus Action you may move into an allys space and make a melee attack.
Once per turn, on a successful attack you can move through that enemys space.

THE QUICK AND THE DEAD

At LvL 2, while hidden you can next round double your Coordination bonus for you IP value.
When in Dungeons your Coordination skill checks have Advantage.

TRAP EXPERT

At LvL 7, when a trap is located or identified, you may as a reaction choose when it goes off.
When there is a trap that you have located or identified that already exists you may modify the trap in the same manner as the Wilderness Scouts Trapper Skill.

LvL 10 SUBCLASS ABILITY

•

LvL 15 SUBCLASS ABILITY

•

LvL 18 SUBCLASS ABILITY

•

RED'S ARMOR REMIX

ARMOR PROPERTIES

Armor	Armor Points	Armor Properties	Price
Light Padded	0.5	Lesser Resistance against Bludeoning damage, for every piece worn you take 1 budeoning damage less, Lesser Weakness aganst Fire damage.	7 SP
Crude Padded	1	Lesser Resistance against Bludeoning damage, for every piece worn you take 1 budeoning damage less, -1 on Stealth Checks for every peice worn, Lesser Weakness aganst Fire damage.	4 GP
Refined Padded	1.5	Resistance aginst Bludeoning damage, for every piece worn you take 1 budeoning damage less, Lesser Weakness aganst Fire damage.	10 GP
Light Chain	1	Lesser Resistance aginst Slashing damage, -1 on any Stealth check for every piece worn after 2.	8 GP
Crude Chain	1.5	Lesser Resistance aginst Slashing damage, Disadvantage on Stealth, for every piece worn take 1 Slashing damage less.	10 GP
Refined Chain	2	Resistance aginst Slashing damage, Disadvantage on Stealth.	30 GP
Light Plate	1	Lesser Resistance aginst Slashing and Peircing damage, -1 Stealth for every piece worn.	10 GP
Crude Plate	1.5	Lesser Resistance aginst Slashing and Peircing damage, Disadvantage on Stealth, for every piece worn you take 1 slashing damage less.	30 GP
Refined Plate	2	Resistance aginst Slashing and Peircing damage, Disadvantage on Stealth, -1 on Stealth checks for every piece worn. -5 feet of movement for any peice worn on legs.	40 GP
Light Lamalar	1	For every peice of Lamalar worn after 2 pieces add 1 to your AC, lesser Resistance to Slashing damage, Lesser weakness to Bludeoning damage.	10 GP
Crude Lamalar	1.5	For every peice of Lamalar worn after 2 pieces add 1 to your AC, lesser Resistance to Slashing damage, Lesser weakness to Bludeoning damage, -1 on Stealth checks for every piece worn.	15 GP
Refined Lamalar	2	For every peice of Lamalar worn after 2 pieces add 1 to your AC, lesser Resistance to Slashing damage, Lesser weakness to Bludeoning damage, -1 on Stealth checks for every piece worn.	30 GP

ARMOR CLASS

Armor class determans on an attack roll weather the target of said attack is hit. For monster or creature stat blocks the AC is determined by the rules as put down or can be determined by the GM.

For players determinig AC is based off the type of armor you are wearing the most of, or if there is no armor type worn the most of then it goes off the highest potential AC.

ARMOR POINTS

Armor Points represent the dampening protection armor can provide. When you take Slashing, Peircing or Bludeoning damage you reduce the total damage by your total AP value, afterwards apply any other reduction granted by resistances or other properties. You can see the AP value as they are listed in the Armor Properties list.

RESISTANCES AND WEAKNESSES

LESSER WEAKNESS

Lesser Weakness means that when takeing damage of a type you are weak to one extra damage dice is rolled.

WEAKNESS

With normal Weakness the damage value is Doubled when takeing that damage type.

LESSER RESISTANCE

Lesser Resistance reduces the damage you take by your Build Modifier.

RESISTANCE

With normal Resistance when you take damage you are resistant too the damage is halved.

IMMUNITY

When you take damage you are immune to the damage has no effect.

ARMOR CLASS OFF OF ARMOR QUALITY

Ammout	Light	Crude	Refined
1 Peice	17	16	15
2 Pieces	16	15	14
3 Pieces	15	14	13
4 Pieces	14	13	12
5 Pieces	13	12	11
6 Pieces	12	11	10

ARMOR PROPERTIES

Armor	Armor Points	Armor Properties	Price
Light Brigidine	1	(can only be found as a chest piece) Lesser Resistance against Slashing and Bludeoning.	15 GP
Crude Brigidine	1.5	(can only be found as a chest piece) Lesser Resistance against Slashing and Bludeoning.	20 GP
Refined Brigidine	2	(can only be found as a chest piece) Resistance against Slashing and Bludeoning.	30 GP
Light Splint	0.5	Lesser Resistance against Slashing, Lesser Weakness against Peircing.	16 GP
Crude Splint	1	Resistance to Slashing damage, -1 on Stealth checks for every piece worn, Lesser Weakness against Peircing.	20 GP
Refined Splint	1.5	Resistance to Slashing damage, -1 on Stealth checks for every piece worn, Lesser Weakness against Peircing.	35 GP
Light Full Plate	1.5	Disadvantage on Stealth, Resistance against Peircing and Slashing, Lesser Resistance against Bludeoning damage, -1 on Stealth checks for every peice worn.	50 GP
Crude Full Plate	2	Disadvantage on Stealth, Resistance against Peircing and Slashing, Lesser Resistance against Bludeoning damage, -1 on Stealth checks for every peice worn.	100 GP
Refined Full Plate	2.5	Disadvantage on Stealth, Resistance against Peircing and Slashing, Lesser Resistance against Bludeoning damage, -1 on Stealth checks for every peice worn.	150 GP

HELMETS

Armor	Armor Points	Armor Properties	Price
Armet	3	Visored, Aventail optional, +1 AP against Bludeoning	100 GP
Skullcap	1	Aventail optional	40 GP
Houndskull	3	Visored, Aventail optional, +1 AP against Peircing	150 GP
Barbute	2	Visored optional, Aventail optional	70 GP
Sallet	2	Visored optional	60 GP
Kettelhelm	2	+1 AP against Bludeoning	30 GP
Great Helm	4	-3 AWS, Reroll all head injurys if same roll take result, -1 on Physical ability checks	150 GP
Coif	0	+1 AC, +1 AP against Bludeoning	1 GP

VISOR

The Visor property on a helmet impacts the wearer by the following effects:

- 2 on all AWS rolls while Visor is down.
- All Physical Ability Skill checks are made with a -1 on them while Visor is down.
- +1 AP while Visor is down.
- On an injury check you may reroll any result of a head injury, if a head injury is roll again you must take the injury.

AVENTAIL

The Aventail property adds the following effect if on a helmet:

- All Physical Ability Skill checks are made with a -1 on them. (does not stack with visor)
- +1 AP (stacks with visor)
- On an injury check you may reroll any result of a head injury, if a head injury is roll again you must take the injury. (does not stack with visor)

WEAPONS

SIMPLE MELEE WEAPONS

Weapon	Cost	Accuracy/Damage	Damage			Properties
			Dice	Damage Type		
Brass Knuckles	1 GP	CRD/PHY	Unarmed + 1d4	Bludgeoning	Light, *	
Club	2 SP	PHY/PHY	1d4	Bludgeoning	Light	
Dagger	7 SP	CRD/CRD	1d4	Slashing/Peircing	Light	
Greatclub	4 SP	PHY/PHY	1d10	Bludgeoning	Two Handed	
Handaxe	1 GP	CRD/PHY	1d6	Slashing	Light	
Javelin	5 SP	CRD/PHY	1d6	Peircing	Thrown 30/60	
Light Hammer	2 GP	PHY/PHY	1d4	Bludgeoning/Peircing	Light	
Mace	4 GP	PHY/PHY	1d6	Bludgeoning		
Quarterstaff	2 SP	CRD/PHY	1d6	Bludgeoning	Versatile (1d8)	
Scythe	3 GP	CRD/CRD	1d10	Slashing	Two Handed	
Sickle	1 GP	CRD/CRD	1d6	Slashing	Light	
Spear	3 GP	CRD/PHY	1d6	Slashing	Reach	
Woodcutting Axe	3 GP	PHY/PHY	1d8	Slashing	Two Handed	

MARTIAL AXES

Weapon	Cost	Accuracy/Damage	Damage		Properties
			Dice	Type	
Battleaxe	10 GP	Phy/Phy	1d10	Slashing	Versatile (1d12)
Greataxe	30 GP	Phy/Phy	2d6	Slashing	Two Handed
Dannish Axe	20 GP	Phy/Phy	1d10	Slashing	Two Handed, Reach

MARTIAL SWORDS

Weapon	Cost	Accuracy/Damage	Damage		Properties
			Dice	Type	
Bastard Sword	12 GP	Cdn/Phy	1d8	Slashing, Piercing	Versatile (2d4)
Estoc	36 GP	Cdn/Cdn	1d10	Piercing	Light, Two Handed
Falcion	12 GP	Phy/Phy	2d4	Slashing	
Greatsword	50 GP	Cdn/Phy	2d8	Slashing	Heavy, Two Handed
Hook Sword	15 GP ea.	Cdn/Cdn	1d6	Slashing	Light, *
Longsword	20 GP	Cdn/Cdn	1d10	Slashing, Piercing	Two Handed
Rapier	25 GP	Cdn/Cdn	1d8	Piercing	Light
Scimitar	25 GP	Cdn/Phy	1d6	Slashing	
Shortsword	10 GP	Cdn/Phy	1d6	Slashing, Piercing	

MARTIAL POLEARMS

Weapon	Cost	Accuracy/Damage	Damage		Properties
			Dice	Type	
Bardiche	25 GP	Phy/Phy	1d8	Slashing	Heavy, Reach
Billhook	45 GP	Phy/Phy	1d6	Slashing	*
Glave	30 GP	Cdn/Phy	1d10	Slashing	Heavy, Reach
Pike	20 GP	Phy/Cdn	1d10	Piercing	Heavy, Reach *
Halberd	50 GP	Cdn/Phy	1d12	Slashing, Piercing, Bludgeoning	Two Handed
Trident	30 GP	Cdn/Cdn	1d6	Piercing	Versatile (1d8), Thrown (30/60)
Lance	10 GP	Phy/Phy	1d12	Piercing	Reach, *

MARTIAL WEAPONS

Weapon	Cost	Damage			
		Accuracy/Damage	Dice	Damage Type	Properties
Maul	30 GP	Phy/Phy	2d8	Bludgeoning	Heavy, *
Morningstar	25 GP	Phy/Phy	1d8	Bludgeoning, Piercing	
Flail	24 GP	Cdn/Phy	2d4	Bludgeoning	*
Taiaha	15 GP	Cdn/Cdn	1d8	Bludgeoning	Light
Tonfa	5 GP	Cdn/Cdn	1d4	Bludgeoning	Light, *
Kanabo	15 GP	Phy/Phy	2d6	Bludgeoning	Heavy
Warhammer	35 GP	Cdn/Phy	1d8	Bludgeoning	Versatile(1d10)
Whip	15 GP	Cdn/Cdn	1d4	Slashing	Reach

SHIELDS

Shield type	Cost	AC/AP	Damage		
			Properties	Type	
Basic	5 GP	1/1	None	+1	Unarmed
Tower	20 GP	2/0	Place down to grant self and others behind half cover.	None	
Buckler	10 GP	0/1	When hit by a weapon roll a 1d6 and reduce the damage received by amount.	+1d4	Unarmed
Weaponized	25 GP	1/1	Choose a Damage type the shield would deal from: Bludgeoning, Piercing or Slashing	1d6 of chosen damage type	

Bows

Type	Accuracy/Damage	Pound Range
Shortbow	CRD/CRD	20-50lb
Recurve	PHY/CRD	20-100lb
Longbow	PHY/CRD	20-180lb
Compound	PHY/CRD	20-180lb
Yumi	PHY/CRD	20-100lb
Great Bow	PHY/CRD	100-180lb

BOW POUNDAGE, RANGE & DAMAGE

Pound Range	Damage	Effective-Maximum Range
20-30 lb.	1d4	30-165 ft.
40-50 lb.	1d6	80-275 ft.
60-70 lb.	1d8	120-385 ft.
80-100 lb.	1d10	200-550 ft.
110-180 lb.	1d10	450-1000 ft.

CROSSBOWS AND MISC RANGED WEAPONS

Type	Accuracy/Damage	Range	Damage	Properties
Hand Draw	CRD/CRD	80-275 ft.	1d6 Peircing	Loading 1 IP
Crossbow				
One Hand Draw	CRD/CRD	30-165 ft.	1d4 Peircing	Loading 1 IP
Crossbow				
Lever Draw	CRD/CRD	120-385 ft.	1d8 Peircing	Loading 2 IP
Crossbow				
Pully Draw	CRD/CRD	200-550 ft.	1d10 Peircing	Loading 3 IP
Crossbow				
Great Crossbow	CRD/CRD	120-400 ft.	1D12 Peircing	Loading 4 IP
Atlatl	PHY/PHY	30-60 ft. *	1d6 Peircing	
Sling	CRD/CRD	80-130 ft	1d4 Bludeoning	
Great Sling	CRD/CRD	300-1500 ft.	1d8 Bludeoning	
Blowgun	CRD/CRD	30-80 ft.	1 Peircing	

*Atlatl- For each point above 10 in the Str Score increase the range by 10 ft.

GAME RULES

INITIATIVE POINTS

Initiative Points or IP determines how much you can do on your turn. You can determine how much IP you have by adding Five to your Coordination modifier. For example, if your Coordination modifier is a +3 then your IP is 8 points per round.

INITIATIVE POINT ACTION COST

Initiative Points cost different amounts depending on the type of action you are taking. A full Action costs 3 IP, a Bonus Action costs 2 IP and using gear in your backpack, swapping the weapon you are wielding, movement and interacting with the environment all costs 1 IP. Reactions can be used once per Round, Reactions can be used after an activating event or if no triggering event is listed for the Reaction ability then it can be used at any moment so long as the reaction is unused in the round.

INITIATIVE

Initiative is the order that Players and Creatures take their turn in Combat. Initiative is Rolled at the end of every Round. A Round is one full circulation of everyone on the Initiative order. When rolling Initiative you determine how much IP you will use for your turn in the coming round. For every IP used you would roll 1d4. For example If you are using 6 IP you would roll 6d4, the total would become your Initiative placement number.

ROUND STANCES

At the beginning of a round of Initiative when the count of IP used for the round you would choose a Stance. Each stance grants a benefit dependant on how you want your turn to go.

The Stances go as Follows:

ATTACK STANCE

For every point of unrolled IP gain a +1 to all attack rolls for the round.

MOVE STANCE

For every point of unrolled IP gain an additional 5ft of movement to use on your turn.

POWER STANCE

For every point of unrolled IP gain a +1 to all Damage rolls for the round.

NEUTRAL STANCE

For every point of unrolled IP adds a +1 to any d20 dice roll.

AVOIDANCE STANCE

For every point of unrolled IP adds a +1

_MOUNTED COMBAT AND COMBAT WITH TAMED CREATURES

When in combat mounted on a creature or when a creature who is tamed trained or a Familiar, they will go on the same turn as its rider or Commander. When using IP as with any tamed creature it will take 1 IP to command or control the creature, afterwards the creature will go on the same turn as the rider or the one issuing the command. For melee attacks while mounted on a creature you gain a damage bonus of 1d6 of the same damage type, for every full movement of IP used by the mount that is moving. If there are multiple commanders in one round for a tamed creature it will follow through on any command it can in the initiative order so long as it has enough IP to do so.

TRAINING FEATS, SKILLS, TOOLS AND WEAPONS

Time can be spent to learn new skills. For Improving ability scores it takes sixty days worth of training to improve any ability score, this can be done only 2 times per character. Training Feats, Tools, Skills, and Weapons it will usually take Thirty days to Gain proficiency. For Feats, Tools, Skills and Weapons you would need a Teacher or a book that can teach you those skills, Players cannot train each other more than 5 days of progress.

FOOD & WATER

Most Races require food and water, with these rules you can track the impact of hunger and thirst as you go on these perilous trips. When in settlements this rule may not be necessary but can still be used in situations the GM deems worth tracking, otherwise its best to keep the Food and Water Points maxed out and have players reduce their coin value by their daily cost of living.

FOOD

Food is tracked by Food Points or FP. FP is determined by a total value of 190 - the players Physical Ability Score. Every Day at either a Short Rest or at Dawn roll a 1d6 and reduce your current FP by that amount. When eating food you would roll the dice value of the food type and raise your FP by that amount. When your FP decreases a certain amount you can suffer effects that can impact your ability as an Adventurer.

HUNGER EFFECTS

Food Point amount	Effect
150	Disadvantage at Skill Checks
120	Movement Speed Requires 2 IP
90	Disadvantage on Attack rolls and Saving Throws
60	Max HP is Halved
30	Speed is Reduced to 0
0	Death

WATER

Water is tracked by Water Points or WP. WP is determined by $9 + \text{your Build Modifier}$. Same as Hunger everyday at either a Short Rest or at Dawn you would roll 1d6 and reduce the current WP by the rolled amount. WP can be recovered by drinking water, this is tracked by volume of water. For Example:

- 1 Gallon = 48 WP
- 1 Quart = 12 WP
- 1 Pint = 6 WP
- 1 Cup = 3 WP

TRAVEL & WEATHER

PROGRESSION & LEVELING

INVENTORY MANAGEMENT

RESISTANCES AND WEAKNESSES

LESSER WEAKNESS

Lesser Weakness means that when taking damage of a type you are weak to one extra damage dice is rolled.

WEAKNESS

With normal Weakness the damage value is doubled when taking that damage type.

LESSER RESISTANCE

Lesser Resistance reduces the damage you take by your Constitution Modifier.

RESISTANCE

With normal Resistance when you take damage you are resistant to the damage is halved.

IMMUNITY

When you take damage you are immune to the damage has no effect.

WEAPON & TOOL DURABILITY

Weapons and tools can wear down decreasing their effectiveness. When Using a weapon or tool when a D20 check is made using it if you roll on the dice a 3 or lower the Weapon or Tools durability. Weapons and Tools can be as well made as granting the a +5 at most, when worn down to a point as -5 the weapon or tool becomes broken and unusable. Weapons and tools can be obtained at any quality level as the GM determines. The qualities are from best to worst are;
+5,+4,+3,+2,+1,0,-1,-2,-3,-4,B. B stands for Broken as once it reaches the point of -5 it instead becomes unusable.

Repairing damage

When paying someone to repair a weapon for each quality it is repaired cost half the weapons base cost. If using tool profiancy the tools will need to be available and a knowlage check of 10+ amount of qualitys being repaired.

INJURIES

DEATH STROKES

When you reach 0 Hit Points you fall into a mode called Death Strokes. When in Death Strokes or DS you remain active and can act, your turn remains the same and you can freely move. If you take damage you automatically mark off a DS, after four are marked you Die. When you mark a DS you also must make a Injury Check.

SAVING CHECKS

When a roll is made against you that applies an effect or an ability calls for a Saving check to be made associated with one of the attribute scores the offender will roll a d20 roll against the attribute score if the roll is lower than the attribute score the check fails, if the roll is higher than the attribute score then the check succeeds.

DISCOVERING RUNES & LEARNING RUNES

Runes Can be Discovered by either finding the rune in another keepers Books or notes, or finding the rune in runes or a past civilization. If your GM allows you can also research the rune to Discover it.

Learning Runes after LvL 1 takes time and studying.

First they must discover the Rune Second they must study the 3 aspects of a rune. Last you must prepare the rune as part of your prepared runes list. The Aspects of learning runes are; Spiritual, Scientific and Physical Exposure. To progress each Aspect of study you must make a Int ability check against a DC of 5 + each successful check for this aspect to a max of 15. After ten successful checks the aspect is mastered, after all three aspects are mastered the spell become a part of your known rune list.

TERMS & DEFINITIONS

Round: A Round is the Period of Initiative where every participating member of initiative has at least 1 turn in which they use the IP they prepared at the rolling stage of the round.

Modifier: A modifier is a value that impacts the relevant D20 roll, these modifiers can be any value of positive or negative representing the Characters skill at the requisite Modifier and Skill check.

Encumberance When Encumbered your movement Speed is Halved and any checks off of Physical Attributes are made at disadvantage and saving checks against you half the DC of your Physical Attribute Scores.

Armor Points A Number value given from armor that reduces the amount of damage you take from Slashing Piercing and Bludgeoning damage.

ATTRIBUTE SCORES



TRIBUTE SCORES REPRESENT YOUR CHARACTERS natural and learned ability to interact with the world and their resistance to influences from the world. Attribute Scores are broken up into 2 Categories Physical Scores and Mental Scores.

PHYSICAL SCORES

PHYSICALITY

COORDINATION

BUILD

AWARENESS

MENTAL SCORES

KNOWLEDGE

EXPERIENCE

PRESERVATION

SANITY