

Æquilibrium



Chibo & Nonobird

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About the Authors

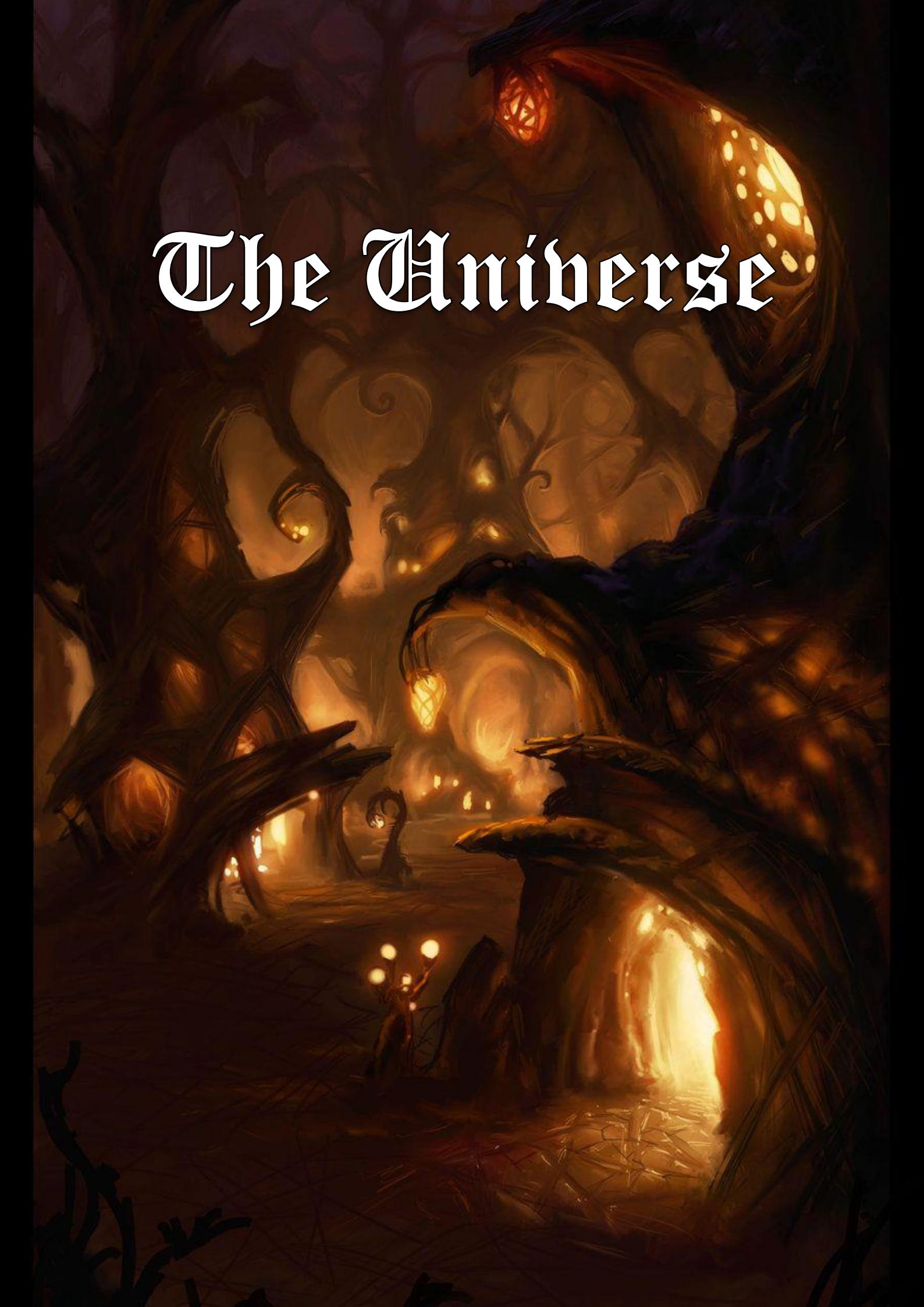
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The Universe



Realms

For some, magic is like a fairy tale; you have to believe in it. For others, it's like science; you have to study hard to understand it. Whichever the case, magic can take one of seven forms: air, earth, fire, water, light, darkness, and spirit. These seven elements are everywhere in this world, from gods and mountains to commoners and flowers. Which one do you choose? Or perhaps, will your god make this choice in your place?

The world is a vast place, composed of many realms, each with its own gods, magical beasts, and lands to travel. In fact, Humans, Elves, and Dwarves, all come from different realms. There are 8 known realms that compose the Equilibrium.

Arbor Vitae

The realm of Fey. A vast plane of forest and lakes, Arbor Vitae is the home of Elves, Orcs, and Trolls, as well as mammals.

Terra

The realm of Subterrans. A rocky plane of mountains and dungeons, Terra is the home of Dwarves.

Domus Animarum

The realm of Eternals. A plane of fog and deep waters, Domus Animarum is the home of Vampires, Liches, Gratias, as well as fish.

Rex Petram

The realm of Reptants. A vast plane of volcanoes, rivers, meadows, and mountains, Rex Petram is the home of Dragons and reptiles.

Abyss

The realm of Demons. A vast plane of canyons and caves, Abyss is the home of Demons.

Fragmenta Cit Caelum

The realm of Airborn. A plane of tall mountains that reach the sky, Fragmenta Cit Caelum is the home of Giants, as well as birds.

Tormentis Aeternum

The realm of Toons. A vast plane of darkness and blood, Tormentis Aeternum is the home of Toons, as well as insects.

Lumen Militia

The realm of Celestials. A plane upon clouds, Lumen Militia is the home of Angels and Saints.

Pantheon

Pagan Deities

Arbor vitae

Other names: The Fey Origin, Mother of All, Tree of Life, The First Being .Arbor Vitae is the manifestation of the Fey Realm; a colossal tree, with branches that obscure the sky and a complex system of roots that covers the ground. It is the origin of all Fey. Little is known about the Tree of Life. Legends have it giving birth the Fey deities. Fey creatures worship it.

I pray to the Mother, to the roots below.
My hearth to sustain, her blessing to bestow.
I pray to the Mother, to the leaves above.
Evergreen her nature, that I so very love.

The Ascended

The Fallen Ones

Terra

Astral System

Terra's astral system is composed of one Sun, commonly referred to as Loki, and three Moons, named Ran, Jord, and Njord.

Loki

Loki's orbit defines the days. Many civilizations have adopted the concept of hours, breaking down a day into 24 of them. Not all cultures seem to like counting though.

Ran

Ran's orbit defines the year, which lasts 400 days. It follows a clockwise orbit from the northern Frostlands that lasts one full year. Regions closest

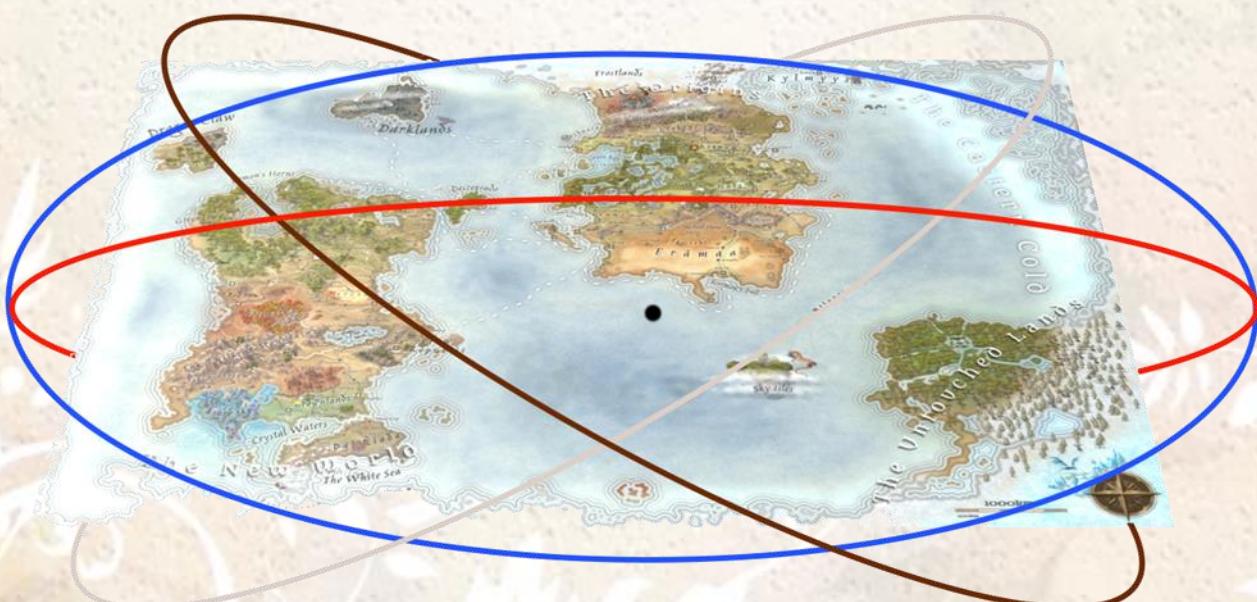
to the moon experience low temperatures and frequent snowfalls, a season known as Winter.

Jord

Jord's orbit is 4 years long and its appearance is connected to geophysical events such as earthquakes.

Njord

Njord's orbit lasts 3 years and is associated with heavy storms and hurricanes.



Modeling



Characters

Creation

Sculpting ideas into tales is a path that leads to a thousand lives. All fantasy creatures deserve a chance at life and all living creatures deserve a chance at fantasy. So, grab a pen and paper because the journey is about to begin. To create your character, follow these steps:

Choose a level

Characters start from level 1 and climb up the ladder toward divinity.

Pick a race

There are many races to choose from. Each one comes with initial ability points and several extra features that illustrate strengths and weaknesses.

Pick your combat skills

In combat, you can utilize your abilities to perform extraordinary feats (Strength), maneuvers (Dexterity), spells (Intelligence), or evocations (Willpower). For each ability point, your character learns 2 combat skills of the associated ability.

Pick your social skills

Social skills take the form of professions and leadership. Your character has a number of profession points equal to their Intelligence score,



and a number of leadership points equal to their Willpower score, plus any racial bonuses that they might receive.

Choose equipment

Now that your character is ready, you need to dress them up! Choose weapons, armor, gems, or herbs that they might carry with them. Each character receives an initial kit associated with their profession.

Backstory time!

Along the process of creating your character, you surely came up with a few ideas about their past, their present, and their future. Think of the town where your character was born and raised, the friends they made in their journeys, or the deity they pray to.

Level-up

Characters start from commoners and street folk and may advance up to living legends that bards sing about. At the end of every adventure, characters find themselves more experienced. This experience is translated into ability points and skills according to their deeds. Each time characters level up, they gain one ability point to an ability of their choice. They also learn 2 skills of the corresponding ability.

Abilities

Each character has five ability scores that represent their most basic attributes, their dominant aspects, and the way they interact with their environment.

Vitality

Vitality measures health and stamina. A character loses vitality from attacks, starvation, or diseases. A character whose vitality drops below 0 points falls unconscious. Check the “Survival” section for more information.

Strength

Strength measures physical power. This ability is important for characters that like to break down doors or engage in hand-to-hand combat.

Dexterity Penalties

Score	Description
0	Somewhat slow, occasionally trips
-1	Significant klutz or very slow to react
-2	Visible paralysis or physical difficulty
-3	Puts great effort to move
-4	Significantly paralyzed
-5	Incapable of moving

Strength is added to weapon damage rolls, making attacks more effective. Furthermore, a creature knows a number of Feats equal to double its strength score. Feats are special abilities or techniques that can be used in combat or other situations.

A creature's strength also determines its carrying capacity, with a creature being able to carry 10kg times its strength score. This means that creatures with high strength can carry more items and equipment than those with lower strength. Strength also determines the maximum armor a creature can wear. All armor equipment parts take a certain amount of strength to be carried, and the total amount of all parts cannot exceed the creature's strength score.

A creature whose Strength score falls below 0 is too weak to perform everyday actions, as described in the following table:

Dexterity

Dexterity measures a character's agility, reflexes, and speed. This ability is important for characters that want to sneak without getting caught, or parkour their way through building rooftops.

Dexterity is added to armor and stealth score, making characters harder to hit in combat and allowing them to move quietly and avoid detection. Additionally, a character's dexterity determines the number of maneuvers they know, with the number of maneuvers being equal to double the character's dexterity score. Maneuvers are special techniques or abilities that can be used in combat or other situations.

Finally, a character's dexterity also affects their speed in combat, as they can spend a dexterity point to move an extra 2 meters. This allows characters to move quickly and avoid danger in combat.

A creature whose Dexterity score falls below 0 is too clumsy to perform everyday actions, as described in the following table:

Intelligence

Intelligence measures a character's mental acuity and deduction skills. It is an important skill for characters that want to solve mysteries and get all the answers to their questions.

Strength Penalties

Score	Description
0	Has trouble lifting heavy objects
-1	Has trouble opening jars
-2	Cannot lift even light objects
-3	Knocked off balance easily
-4	Needs help to stand
-5	Incapable of moving

Intelligence is added to profession points, making characters more effective at tasks that require

specialized knowledge or training. Moreover, intelligence determines the number of spells a character knows, with the number of spells being equal to double the character's intelligence score. Spells are powerful magical abilities that can be used in combat, exploration, or other situations. Intelligent characters can learn and master a greater number of spells, giving them an edge in many aspects of the game.

A creature whose Intelligence score falls below 0 cannot process information well, as described in the following table:

Willpower

Willpower measures a character's mental discipline, determination, and self-control. It is important for characters that thrive in teamwork, especially for those that want to lead and encourage their companions.

Willpower is added to ward and leadership score, making characters more effective at resisting mental attacks and inspiring their allies in combat. Additionally, a character's willpower determines the number of evocations they know, with the number of evocations being equal to double the character's willpower score. Evocations are powerful magical abilities that can be used to harm enemies, heal allies, or affect the environment. Characters with high willpower can learn and master a greater number of evocations, making

Survival

Many things are necessary for a creature to survive from day to day. Neglecting their needs for food, water, or sleep will slowly start to take its toll. In addition to the basic needs of food, water, and sleep, creatures also require social interaction, physical activity, and a safe environment to survive and thrive. Without social interaction, creatures can become isolated and experience mental health issues such as depression and anxiety. Neglecting any of these essential needs can gradually erode a creature's ability to function, and eventually lead to its demise. Therefore, it's

Intelligence Penalties

Score	Description
0	Has trouble following trains of thought
-1	Often misuses or mispronounces words
-2	Seems to have no common sense
-3	Rarely notices items or people
-4	Seemingly incapable of thought
-5	Incapable of rational thought

Willpower Penalties

Score	Description
0	Fails to consider options
-1	Seems incapable of making decisions
-2	Very susceptible to manipulation
-3	Will do as told
-4	Will not even defend themselves
-5	Unable to act

them more versatile and effective in many situations.

A creature whose Willpower score falls below 0 cannot process information well, as described in the following table:

crucial to pay attention to all the needs of a creature to ensure its survival and well-being.

Losing Consciousness

Losing Vitality is an easy task; all you need to do is tell your Dwarven friends their ale stinks. As a character's vitality points decrease, they become more vulnerable and may experience negative effects. By maintaining high vitality, characters can increase their chances of success and survival in the game world.

If a creature's vitality reaches 0, it immediately loses consciousness and becomes incapacitated. If it receives another blow while unconscious, it dies. To regain consciousness, the creature needs to somehow regain at least 1 Vitality point. Healing can be achieved in the following ways:

Starvation Effects

1d6 Roll	Effect
1	Exhausted
2	Slowed
3	Enraged
4	Unaware
5	Vulnerable
6	Poisoned (1 Vit/h)

- ❖ The creature rests for 8 hours to regain 1d10 Vitality points.
- ❖ The creature is nursed back to health by first aid or by a healing potion (see the Physician profession).
- ❖ The creature receives a blessing. This can only take effect once per day.

The Physician Profession

Physicians can use their skills to restore a creature's Vitality. Medics can nurse a creature back to health, alchemists can make healing potions and herbalists can make salves. The healer's profession level determines the dice they roll to restore Vitality, according to the following table:

The administration of first aid takes about an hour, during which both the healer and the patient are unaware. In emergencies, a medic can choose to give up efficiency for speed, healing only 1 vitality point within 10 minutes. More than one medic can operate on the same creature simultaneously to divide the administration time needed. The bonus of the highest-level medic is used in this case.

Temporary Vitality Points

Temporary vitality points can provide a shield for a limited period of time. The points are added to

the current total and are the first ones to be lost if the creature receives damage. When the effect that granted the points ends, any excess temporary points that have not been used to absorb damage disappear, and the creature's vitality returns to its actual total. Temporary vitality points do not stack.

Starvation

Most creatures need to eat daily to maintain their health and stamina. Creatures that do not receive the required amount of food and water each day take a point of starvation and along with that, a random effect occurs, determined by a d6. The creature faces the consequences presented in the following table:

Restoring Satiety

The consequences fade each day a creature spends in good health, one per day, starting from the first one it got. If it got the same effect more than once,

Profession Level & Healing Effect

Level	Healing
0	1
1	1d4
2	1d6
3	1d8
4	1d10

it would need as many days as it happened to heal from it.

Insanity

Every time it takes a point of insanity, a random effect occurs, determined by a d8. The creature faces the consequences presented in the next table.

Restoring Sanity

The consequences fade each day a creature spends in good health, one per day, starting from the first one it got. If it got the same effect more than once, it would need as many days as it happened to heal from it.

Sleep Deprivation

A creature can choose to stay awake for several additional hours beyond its normal waking hours (16 for most characters). For each day that a creature does not get a full 8-hour rest, it takes 1 point of sanity damage. Sanity damage from sleep deprivation can only be recovered by sleeping.

Lesser madness caused by lack of sleep takes the form of delirium, fugue, hallucination, or melancholia, while greater madness takes the form of amnesia, catatonia, psychosomatic loss, or schizophrenia.

Conditions

Conditions alter a creature's capabilities in a variety of ways. A condition lasts either until it is countered or for a duration specified by the effect that imposed the condition.

Bleeding: The creature takes the listed amount of bleeding damage at the beginning of its turn.

Blessed: The creature regains 1d10 Vitality and has advantage on healing rolls.

Blinded: The creature is vulnerable and fails perception checks that require sight.

Burning: The creature takes the listed amount of burning damage at the beginning of its turn.

Confused: The creature attacks a random target in range and when you choose to attack, you attack a random target within range.

Covered: Attacks against the creature have disadvantage.

Deafened: The creature is vulnerable and fails perception checks that require hearing.

Enraged: The creature has to target its antagonist with hostile actions.

Exhausted: The creature is vulnerable and slowed.

Fascinated: The creature is vulnerable and has disadvantage on perception checks.

Frightened: The creature is vulnerable while the source of its fear is within sight.

Hasted: The creature moves at double speed.

Hidden: The creature's attacks bypass the target's dexterity bonus.

Immobile: The creature's speed becomes 0, and it can't benefit from any bonus to its speed.

Incapacitated: The creature can't take any actions. Attacks against it deal maximum damage.

Invisible: The creature is hidden. It also has

Insanity Effects

1d8 Roll	Effect
1	Exhausted
2	Slowed
3	Confused
4	Vulnerable
5	Fascinated
6	Frightened
7	Enraged
8	Hasted

advantage on stealth checks.

Panicked: The creature drops anything it holds and flees from the source of its fear.

Poisoned: The creature takes the listed amount of ability damage at the beginning of its turn.

Prone: The creature is vulnerable and must spend 5 movement points to stand up.

Restrained: The creature is vulnerable and immobile.

Slowed: The creature moves at half speed.

Unaware: The creature loses the Dexterity bonus to its armor.

Vulnerable: The creature's attacks have disadvantage. Attacks against it have advantage.

New Section

Creature Size	Size Modifier ¹⁴	Size Modifier to Stealth ⁴	Space	Natural Reach ³	Typical Height/Length ³	Typical Weight ³
Fine	+8	+16	1/2 ft.	0	6" or less	1/8 lb. or less
Diminutive	+4	+12	1 ft.	0	6" to 1 ft.	1/8 lb. - 1 lb.
Tiny	+2	+8	2-1/2 ft.	0	1' to 2 ft.	1-8 lbs.
Small	+1	+4	5 ft.	5 ft.	2' to 4 ft.	8-60 lbs.
Medium	+0	+0	5 ft.	5 ft.	4' to 8 ft.	60-500 lbs.
Large (tall)	-1	-4	10 ft.	10 ft.	8' to 16 ft.	500-4000 lbs.
Huge (tall)	-2	-8	15 ft.	15 ft.	16' to 32 ft.	2-16 tons
Gargantuan (tall)	-4	-12	20 ft.	20 ft.	32' to 64 ft.	16 – 125 tons
Colossal (tall)	-8	-16	30 ft.	30 ft.	64 ft. or more	125 tons or more

Combat Rules

Combat System

Combat Round

Combat revolves around two or more creatures standing off using a turn-based system.

0. Surprise round in case combat begins unexpectedly.
1. All combatants roll initiative (d10 + Dexterity).
2. Combatants act in initiative order (highest to lowest).
3. When everyone has had a turn, the next round begins with the combatant with the highest initiative, until combat ends.

Each round represents 6 seconds in the game world; there are 10 rounds in a minute of combat. A round normally allows each character involved in a combat to act. Each round in its turn, a creature uses its abilities as a pool of energy in order to perform a number of skills.

Surprise Round

A combat may begin by a sudden event. In that case, the single action that triggers combat initiative is resolved before the combat begins. For example, a group of rogues may infiltrate the royal guard disguised as knights. Responding to their leader's signal, all rogues stab the royal member they are supposed to protect. These single attacks compose the surprise round. Right after damage is dealt, all combatants roll initiative, and the combat begins.

Str/Dex Contest

Some attacks require a contest between the attacker and the defendant to succeed. Then, both the attacker and the defender throw 1d10. The attack succeeds if the attackers Str/Dex + 1d10 is more than the defendant's. In some cases, the defendant can choose which stat to use between the two, to defend themselves.

Will Contest

Some attacks require a contest of willpower between the attacker and the defendant to succeed. Then, as above both the attacker and the defender throw 1d10. The attack succeeds if the attackers Will + 1d10 is more than the defendant's Ward Bonus + 1d10.

Skill Categories

Combat skills are divided into four categories, depending on the ability they draw upon. Skills from the same or different categories may be combined to create powerful blows.

- ❖ **Feats** are powerful skills that draw upon Strength, causing heavy wounds on the targets.
- ❖ **Maneuvers** utilize Dexterity in order to wear the opponent down.
- ❖ **Spells** are manifestations of elemental magic, driven by one's Intelligence.
- ❖ **Evocations** rely on sere Willpower to unlock the true potential hidden within.

Skill Types

Combat skills are divided into types, depending on the way they interact with the caster, other skills, and the environment.

- ❖ **Area** skills affect all targets within a specified space.
- ❖ **Aura** skills affect an area that moves along with the target.
- ❖ **Enhancements** are powerful boosts applied on target skills, projectiles, or rays.
- ❖ **Self-skills** can only be applied on the caster.
- ❖ **Projectiles** are thrown at a target within a specified range.
- ❖ **Rays** are target spells that require line of sight.

- ❖ **Target** skills affect a specified mark. Auras and enhancements do not stack; they can only be applied once on the same target.

Skill Range

Combat skills and weapons have a specific range of effect.

- ❖ **Touch:** 1m.
- ❖ **Close:** 2m.
- ❖ **Medium:** 5m.
- ❖ **Long:** 20m.

Damage Type

There are several types of damage, and creatures may be resistant or vulnerable against one or more damage types.

- ❖ **Bludgeoning**, caused by weapons such as hammers and clubs or certain spells, mainly geomancer ones.
- ❖ **Piercing**, caused by weapons such as knives and arrows.
- ❖ **Slashing**, caused by weapons such as swords and axes or certain spells, mainly aerotheurge ones.
- ❖ **Burning**, caused by high temperatures, fire, or certain spells, mainly pyrokinetic ones.
- ❖ **Frost**, caused by low temperatures, ice or certain spells, mainly hydrosophist ones.
- ❖ **Scorching**, caused by intense light, or certain spells, mainly lightweaver ones.
- ❖ **Bleeding**, dealt to a creature at the beginning of its turns until it is stopped, caused by certain weapons or shadowcaster spells.
- ❖ **Sunder**, caused to objects. Yes, each object has its own Vitality and may as well break.

Armor

Armor represents how hard it is to land a solid, damaging blow on a creature. It's the damage reduction applied on each individual attack. Armor is calculated as the sum of the creature's the

individual armor parts plus its Dexterity bonus. Some races also receive a natural armor bonus.

Turn Example

Ron the Human butcher is chasing Grin the Goblin, for throwing his cat into the stew. The two characters are 14m apart. Ron yields a shovel and a kitchen knife. Grin wears some scraps as armor. The stats of the two creatures are the following:

Ron: 40 Vitality, 4 Strength, 3 Dexterity, 2 Intelligence, 2 Willpower.

Grin: 30 Vitality, 1 Strength, 4 Dexterity, 3 Intelligence, 1 Willpower.

- ❖ Both creatures roll for initiative. Bob (8 roll + 3 Dex) = 11, Grin (4 roll + 4 Dex) = 8.
- ❖ Ron starts his turn. He has 4 Str, 3 Dex, 2 Int, 2 Will available, plus the 10m of movement.
- ❖ Ron moves 10m and utilizes 2 Dex to move another 4m and be in touch distance of Grin.
- ❖ Ron performs a finesse attack with the dagger (1Dex), enhanced by a fire orb spell (1 Int).
- ❖ Ron calculates the damage (6 dagger + 3 fire orb) = 9.
- ❖ Grin has an armor of (4 Dex + 1 scraps) = 5, therefore takes (9 - 5) = 4 points of damage.
- ❖ Ron deals a shovel attack (1 Str), enhanced by power attack (1 Str) and overpower (1 Str).
- ❖ Ron calculates the damage (9 shovel + 4 Str) = 13 damage.
- ❖ Grin has an armor of (4 Dex + 1 scraps) = 5, therefore takes (13 - 5) = 8 points of damage.

At this point, Ron still has 1 Str, 1 Int and 2 Will to utilize in his turn. At the end of his turn, all of his ability points will be replenished and ready to use again. Grin has taken a total of 12 points of damage, therefore has (30 - 12) = 18 points of Vitality.

Action Economy

Movement Points

In its turn, each creature has 10 movement points to spend besides its ability points. These points can be utilized to move or perform other kinds of actions. 1 Dexterity point can be exchanged for 2 movement points. The following lists cover some common cases of action economy.

Free Actions

- ❖ Speak.
- ❖ Drop an item.
- ❖ Drop to the ground.

2 Points

- ❖ Reload a crossbow or firearm.
- ❖ Mount a steed.
- ❖ Retrieve a stored item.

4 Points

- ❖ Draw a hidden weapon.
- ❖ Drink a potion.
- ❖ Light a torch.
- ❖ Stand up from prone.
- ❖ Lock or unlock using a key.

Illustration	Name	Damage	Critical	Range
	Bite	2d4 Piercing	1d4 Bleed	Touch
	Claws	1d8 Slicing	1 Bleed	Touch
	Hooves	2d6 Bludgeoning	1d6 Sunder	Touch
	Horns	2d6 Piercing	1d6 Bleed	Touch
	Strike	1d6 Bludgeoning	-	Touch
	Shield	2d4 Bludgeoning	Prone Contest	Touch

Professions

As time goes by, characters learn to master one or more professions. Through their talents, characters can perform certain tasks and advance in their adventure. Their experience manifests into a number of profession points equal to their Intelligence score plus any racial bonus. All professions have three fields, and each field has four levels of mastery: novice, competent, proficient, and expert.

The main professions a character can gain expertise in are explorer, physician, scholar, priest, tailor, blacksmith, engineer, storyteller and cook. Of course, there are other professions for a character to practice. A few common examples are carpenter, cooper, painter, farrier, glazier, potter, saddler, sculptor, bookbinder, miner, and builder.



Races



Humankin

Within the vast tapestry of existence, there exists a collective known as the Humankin—an amalgamation of diverse beings born from the human race. They encompass a multitude of unique creatures, each with their own origins and characteristics, yet all sharing a connection to humanity.

The Humankin stand as a testament to the ever-expanding possibilities of what it means to be human. Among their ranks, one finds the Fey-touched, individuals bestowed with animal traits through the intervention of the Fey Realm. These hybrid beings, whether they choose to roam the world or blend in with humans, bear a fascinating blend of human and fey characteristics, walking a delicate balance between two realms.

Cyborgs, another facet of the Humankin, embody the fusion of man and machine. Through advanced technology and the integration of robotic prosthetics, they transcend the limitations of their organic forms. Retaining their human intellect, these beings exist as a harmonious blend of flesh and metal, pushing the boundaries of physical limitations and unlocking new realms of possibilities.

Demonspawn, too, find their place within the Humankin. Driven by a craving for power, they have forged pacts with otherworldly entities, intertwining their existence with the forces of darkness. Bearing the mark of their infernal alliances, they stand apart from the rest of humanity, embodying a menacing and relentless pursuit of dominance.

Lastly, the Undead, those who have defied death itself, stand as a haunting presence within the Humankin. Having cheated mortality, they exist as skeletal remnants, forever separated from the realm of the living. Bound by curses and bargains, their forms serve as chilling reminders

of the consequences that accompany immortality at a grave cost.

Though diverse in nature, the Humankin share a common thread—a connection to the human race from which they emerged. Born of humanity's aspirations, desires, and choices, they epitomize the infinite possibilities and transformations that can occur within the vast spectrum of existence. Whether through otherworldly intervention, technological advancements, or the pursuit of forbidden power, the Humankin reflect the multifaceted nature of humanity itself.

Humans

Ah, the fascinating tapestry of humanity! Humans, oh how they weave their intricate lives within the tapestry of existence. They dwell in bustling cities, tranquil villages, and perhaps even find solace amidst the whispers of the untamed woods. Among the diverse races that inhabit this world, Humans stand as one of the most organized, guided by a web of strict laws and enriched by an array of traditions that have been passed down through generations.

In physical form, Humans stand at a moderate stature, their frames reaching heights of 1.6 to 1.8 meters, while their weight ranges between 60 and 100 kilograms. Within the finite span of their existence, their average lifespan stretches to around 70 years, a reminder of the fleeting nature of their mortal coil. It is this ephemeral existence that shapes the essence of humanity - a tapestry of lives both short and fierce.



Ah, the spirit of the Human! Unyielding, tenacious, and adaptable in the face of life's ever-changing currents. They embrace the challenges that come their way, battling against adversity with a fire burning within. It is this very

spirit that can manifest in myriad forms—both benevolent and malevolent. The duality of their nature shines through as their unyielding will can be expressed in acts of great kindness and compassion, or alas, wielded as a force of darkness and malevolence. While some among them possess wisdom and enlightenment, many others remain untouched by the pursuit of deeper understanding. As a general rule, the uninitiated masses, and even some of those deemed educated, tend to harbor an aversion towards anything that resides in the realms of darkness or the unknown. Such is the fragile state of their consciousness, for fear often lingers where knowledge is lacking.

Oh, the enigmatic tapestry of humanity, woven with threads of tradition, ambition, and emotion! They traverse the delicate tightrope between light and shadow, seeking meaning and purpose amidst the chaos. Humans, diverse and ever evolving, represent a vibrant mosaic of dreams, hopes, and aspirations, each contributing their unique hue to the canvas of existence.

Ah, the indomitable spirit of the Humans extends to the battlefield, where they display their prowess in the art of combat. Armed with an insatiable thirst for victory, they adapt to the ever-changing tides of warfare, wielding any weapon that falls within their grasp. From the mighty swords that gleam in the sunlight to the swift arrows that pierce the air, Humans embrace a vast array of armaments, harnessing their power to claim victory in the face of adversity.

But it is not just the weapons that define their martial prowess. Humans, resourceful beings that they are, understand the importance of protection on the battlefield. They adorn themselves with an assortment of armor, fashioned from sturdy materials such as steel, leather, and even magical alloys. Clad in their protective shells, they stand resolute, shielded from the onslaught of their foes. Their armor becomes a symbol of their resilience, an embodiment of their unwavering determination.

Yet, it is not solely the physicality of warfare that defines the Humans' battle prowess. They possess a unique ability to adapt their tactics to suit any

situation. Their minds are honed to strategize, to outwit their opponents, and to exploit any advantage that comes their way. Whether through intricate formations on the battlefield or through clever ruses and deceptions, Humans have the uncanny knack for turning the tides of war in their favor.

It is within the crucible of combat that the true essence of the Human spirit is revealed. They fight not just for survival, but for ideals, for honor, and for the protection of those they hold dear. The clash of steel, the thunderous roar of battle cries, and the shimmering of shields become the backdrop for their unyielding determination. In the heat of conflict, they rise above their mortal limitations, tapping into an inner reservoir of strength and courage that sets them apart.

Oh, the spectacle of Human warfare! An intricate dance of skill, bravery, and sheer willpower. With weapons in hand and armor upon their backs, Humans stand as a testament to the untamed spirit that resides within them. Through the ebb and flow of battle, they etch their names in the annals of history, leaving behind a legacy of valor and resilience for generations to come.

Human Stats

Score	Stat
20	Vitality
+2	Strength
+2	Dexterity
+2	Intelligence
+2	Willpower

Special Abilities

Talented: Among the myriad races, Humans are hailed as the unrivaled masters of professions. Endowed with an innate aptitude for honing skills and talents, they possess an inherent drive to excel in their chosen fields. This unique talent bestows upon them a significant advantage, granting Humans an additional +4 Profession points. Whether it be the intricate art of blacksmithing, the delicate precision of alchemy, or the harmonious melodies of bardic performances, Humans possess

an unrivaled capacity to reach the pinnacle of their chosen profession.

Persistence: Ah, the indomitable spirit of the Humans knows no bounds. In moments of dire need or when facing insurmountable challenges, they possess a remarkable ability to tap into the depths of their willpower. Once per day, a Human can harness this innate tenacity and transfer their Willpower points to any other attribute or stat of their choosing.

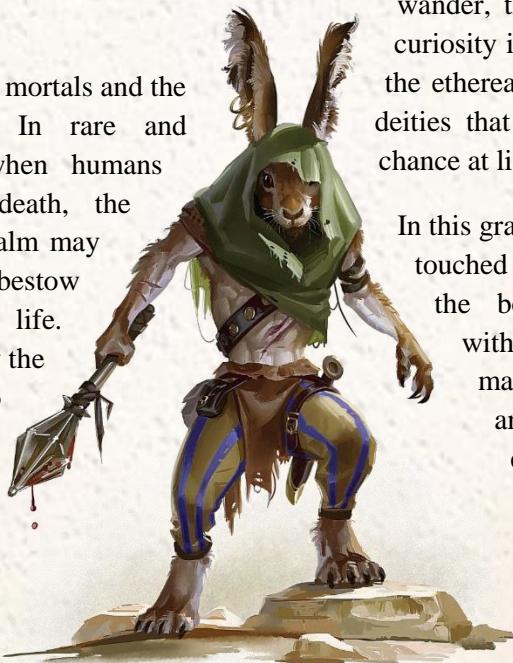
Quick Thinking: Humans have a natural propensity for quick thinking and decisive actions. In critical situations or combat scenarios, they can assess the battlefield and make split-second decisions with remarkable efficiency. This ability grants Humans advantage to their initiative rolls, allowing them to act faster and potentially gain the upper hand in combat.

Fey-Touched

Ah, the enigmatic dance between mortals and the ethereal realm of the Fey. In rare and extraordinary circumstances, when humans teeter on the precipice of death, the whimsical deities of the Fey Realm may be moved by their plight and bestow upon them a second chance at life. These fortunate souls, touched by the divine grace of the Fey, undergo a wondrous transformation, merging their essence with that of the animals that roam the Fey Realm.

Thus, the Fey-touched creatures come into existence, embodying a harmonious blend of human and animal traits. These extraordinary beings bear the marks of their benefactor deity, their very nature infused with the essence of a specific type of animal from the realm of the Fey.

Such a metamorphosis gifts them with a unique array of animalistic characteristics, both physical and mystical, that distinguish them from their purely human counterparts.



Unlike other races that tend to form distinct societies, the Fey-touched creatures chart a different path. Rather than establishing their own communities, they often choose to wander the vast expanses of the world, their hearts yearning for freedom and exploration. Some find solace in the bustling human settlements, skillfully blending into the tapestry of society, their animal traits concealed beneath a veil of normalcy. It is amidst the hustle and bustle of humanity that these extraordinary beings find purpose, their dual nature serving as a bridge between the mortal realm and the enchanting realm of the Fey.

Oh, the allure of the Fey-touched creatures! Their presence adds a touch of mystique and enchantment to the world they traverse. With every step, they embody the delicate balance between humanity and the wild, their animal traits entwined with the depths of their souls. As they wander, they leave traces of wonder and curiosity in their wake, whispering tales of the ethereal Fey Realm and the benevolent deities that bestowed upon them a second chance at life.

In this grand tapestry of existence, the Fey-touched creatures serve as a testament to the boundless possibilities that lie within the realms of fantasy and magic. Their presence sparks awe and curiosity, inviting others to explore the wondrous depths of the Fey and discover the untold tales hidden within the hearts of these unique beings.

Gifted with the ability to wield a myriad of weapons, their dexterity and adaptability know no bounds. From the elegant sweep of a sword to the swift release of an arrow, Fey-touched individuals harness their natural grace and agility to master the art of weaponry. However, it is not just conventional arms that they possess, for their divine transformation also bestows upon them an arsenal of their own—claws that shimmer with mystical

energy and teeth that gleam like shards of moonlight.

In their newfound form, Fey-touched beings have the option to embrace their innate animalistic attributes. Many of these extraordinary creatures, choosing to forego conventional armor, rely instead on the resilience of their natural hide. Their flesh becomes a protective barrier, toughened by the mystical energies coursing through their veins. Whether they possess a leonine mane that shields them from harm, a sleek coat that seems impervious to blades, or scales that glisten with an otherworldly sheen, their primal defense allows them to navigate the world unencumbered by the weight of armor.

Such a choice speaks to the profound connection they maintain with their animalistic lineage. By embracing their natural form, Fey-touched creatures preserve a sense of raw, untamed essence. They become living embodiments of the untethered beauty of the Fey Realm, free to revel in their dual nature without the constraints of metal and plate. It is a testament to their inherent harmony with the natural world, a celebration of their divine metamorphosis and the bond they share with the creatures of the Fey.

The sight of a Fey-touched creature in battle is a majestic one! They dance between the realms of grace and ferocity, their weapons an extension of their ethereal nature. With each strike, they showcase their skill and adaptability, seamlessly transitioning from claw to sword, from fang to arrow. Their opponents find themselves mesmerized by the fluidity of their movements, caught in the bewitching embrace of a being who embodies the convergence of human and animal.

Stats

- ❖ 20 Vitality
- ❖ +1 Strength
- ❖ +3 Dexterity
- ❖ +2 Intelligence

- ❖ +2 Willpower

Special Abilities

Animal Traits: Fey-touched creatures usually have claws, see in the dark or sniff out their prey far better than a common Human. They can choose two of the following characteristics that their animal form possesses.

- ❖ Claws: Gain a claw attack.
- ❖ Teeth: Gain a bite attack.
- ❖ Horns: Gain a horn attack.
- ❖ Hooves: Gain a kick attack.
- ❖ Hide: Gain natural armor +2.
- ❖ Fast: Gain +2 movement speed.
- ❖ Climber: Climb at normal speed.
- ❖ Swimmer: Swim at normal speed.
- ❖ Nocturnal: Gain darkvision.
- ❖ Hunter: Gain a keen sense of smell.

Animal Form: Fey-touched can transform into their animal aspect at will. While in animal form, they use the physical abilities (Vitality, Strength, Dexterity) of the beast and the mental abilities of their own (Intelligence, Willpower). They cannot speak, but they can understand the languages they normally do. They can communicate simple concepts with their kin.

Fey Vulnerability: Fey-touched, like most fey creatures, have vulnerability against cold iron.



Dragonborn

Craving for power is one thing, but serving a dragon is an entirely different matter. The Dragonborn, bound to their deities with unwavering loyalty, are formidable beings who carry out their masters' will without question. Towering in size, they command attention with their imposing stature, evoking a sense of awe and fear among those who stand before them. Preferring to conquer rather than build, Dragonborn ransack and occupy human cities, asserting their dominance over other

races.

War is where the Dragonborn truly thrive, their instincts attuned to conflict. They view all other races as potential slaves, mere pawns in their relentless pursuit of power. Their insatiable greed for dominance is matched only by their unquenchable thirst for gold. The gleam of riches acts as a magnetic force, driving them to seek wealth with relentless fervor.

In battle, Dragonborn wield heavy weapons that leave a trail of blood and excruciating pain. Saw blades, morningstars, and whips become instruments of devastation in their hands. However, it is their own claws and fangs that truly showcase their natural weaponry. With these fearsome appendages, they can rend flesh and shatter armor with ease, leaving their enemies in agony.

To bolster their already formidable defenses, Dragonborn reinforce their scales with metallic plates. These additional layers of protection, shimmering with the hues of precious metals, serve as a testament to their unyielding will and unwavering desire for conquest. Adorned in such armor, they project an image of invincibility, daring only the most formidable opponents to challenge their dominion.

The Dragonborn, driven by their insatiable hunger for power and wealth, leave behind a trail of shattered civilizations in their wake. They embody arrogance, ruthlessness, and an unquenchable thirst for supremacy. The world trembles before their might, and the echoes of their conquests reverberate through the annals of history, serving as a chilling reminder that the Dragonborn are forces to be reckoned with.

Stats

- ❖ 30 Vitality

- ❖ +4 Strength
- ❖ +1 Dexterity
- ❖ +1 Intelligence
- ❖ +1 Willpower

Special Abilities

Fangs: Dragonborn have one bite and two claw attacks, similar to those of a large-sized animal.

Dragon Blood: Dragonborn are linked to a dragon via a blood pact. They gain resistance to the dragon's element.

Natural Armor: Dragonborn have scales that grant a +3 natural armor bonus.

Demonspawn

There are those among the ranks of humanity who, driven by a thirst for power and liberation, willingly delve into the depths of darkness. They form pacts and sign contracts with otherworldly beings, entities that promise them untold power and freedom. These cursed beings, shunned by human society, are known as Demonspawn. Towering above their mortal counterparts, they stand as large-sized creatures, their forms reaching heights of up to 2.2 meters and weighing a formidable 120 kilograms.



The appearance of Demonspawn is as terrifying as their dark origins.

Horns, like twisted talons, protrude from their heads, marking them as creatures of sinister lineage. Some may possess sharp claws, honed for rending flesh, while others bear wings that evoke a haunting beauty. These physical manifestations of their infernal heritage serve as a testament to the depths they have delved into, forever marking them as outcasts from human and other societies.

Forced to walk a solitary path, Demonspawn live lives cloaked in darkness. Cast out from the light

of acceptance, they navigate a world that fears and despises their very existence. Solitude becomes their constant companion as they wander the fringes of society, ever mindful of the darkness that courses through their veins. Their lifespan, shrouded in mystery, is unknown, leaving open the possibility that they may possess a form of immortality, forever cursed to tread the realms of the living.

Magic becomes the lifeblood of the Demonspawn, their abilities rooted in the arcane arts. They draw upon the forbidden and sinister forces that lie beyond mortal comprehension, harnessing magic as their primary means of power. However, these cursed beings are not limited to magic alone, for they possess the freedom to choose any weapon that aligns with their desires. Whether it be a wickedly curved blade, a staff pulsating with dark energy, or a bow whispered with curses, the Demonspawn can wield an array of weapons with lethal proficiency.

While some Demonspawn find armor unnecessary, preferring the freedom of unencumbered movement, they possess the ability to don any type of protective gear. When the need arises, they can don armor of various materials, from hardened steel to enchanted warding plates. Though their physical resilience may be formidable on its own, the wise among them understand the value of additional protection, should they find themselves facing formidable adversaries.

The path of the Demonspawn is one fraught with darkness and isolation. They tread a perilous line between mortal and otherworldly, their souls forever marked by the pacts they have made. Each Demonspawn is a testament to the price one is willing to pay for power, their existence a haunting reminder of the consequences that accompany the pursuit of forbidden knowledge and otherworldly bargains.

Stats

- ❖ 20 Vitality
- ❖ +2 Strength
- ❖ +1 Dexterity

- ❖ +1 Intelligence
- ❖ +4 Willpower

Special Abilities

Dark Aura: Demonspawn emit a dark aura around them. They gain advantage on stealth checks made in the dark.

Darkvision: Demonspawn have darkvision and light sensitivity.

Demon Resistances: Demonspawn are particularly resistant to elemental magic. They have resistance against 3 of the following elements: earth, fire, water, and wind. They have vulnerability against the light.

Silver Tongue: Demonspawn gain two extra profession points, one in chronicler and one in lawyer.

Natural Armor: Demonspawn have hard skin, gaining a +1 natural armor bonus.

Cyborgs

In the realms of advanced cities where robotic prosthetics have become a cornerstone of medical innovation, a new race has emerged—the Cyborgs. Blending human essence with mechanical marvels, these beings exist as a synthesis of flesh and metal. Though their intelligence remains on par with their human origins, their physical forms can vary vastly from their purely organic counterparts. Each Cyborg bears a unique appearance, reflecting the intricate craftsmanship of self-modification or the expertise of skilled artificers who have shaped their beings.

The Cyborgs stand as a testament to the boundless possibilities of melding man and machine. Their lifespan is no longer confined to the limitations of mere mortals. The durability of their engineered components determines the length of their existence, ranging from relatively short if poor-quality parts were employed, to potentially surpassing the human lifespan by a significant margin. The question of whether they can reach

eternity, an uncharted realm of everlasting existence, looms in the realm of speculation. As they continue to push the boundaries of augmentation and advancement, the potential for an existence beyond the confines of time becomes an intriguing possibility.

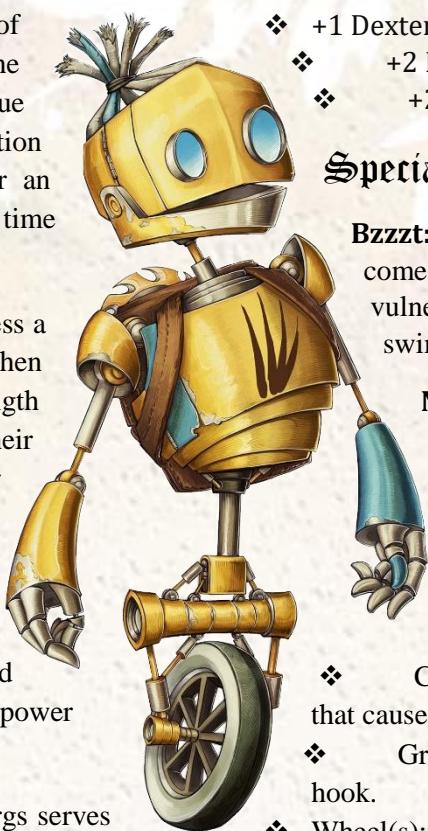
In matters of combat, Cyborgs possess a formidable prowess, particularly when wielding heavy weapons. The strength and endurance granted by their mechanical augmentations allow them to unleash devastating force, wielding massive arms of destruction with relative ease. Finesse weapons, however, may prove less suited to their enhanced forms, as their focus lies in raw power rather than delicate precision.

The hard exterior shell of the Cyborgs serves as a protective layer, rendering the need for additional armor somewhat unnecessary. Crafted from resilient alloys and advanced materials, their shells provide a level of defense that surpasses conventional armors. It is within this impenetrable fortress that they find solace, allowing their internal mechanisms to function without fear of immediate harm.

Within the bustling cities where the Cyborgs dwell, they are both revered and misunderstood. Their existence serves as a testament to the ingenuity and advancements of society, yet their unique appearances can cause unease among those unaccustomed to the melding of man and machine. The Cyborgs, ever-evolving and forging their own path in a world of endless possibilities, embody the fusion of technology and humanity. They challenge the very definition of what it means to be alive, blurring the lines between biological and mechanical, and leaving an indelible mark on the annals of civilization.

Stats

- ❖ 20 Vitality
- ❖ +3 Strength



- ❖ +1 Dexterity
- ❖ +2 Intelligence
- ❖ +2 Willpower

Special Abilities

Bzzzt: Cyborgs short-circuit when they come into contact with water. They are vulnerable to frost damage. They can't swim.

Natural Armor: Cyborgs have skin mostly made of metal, gaining a +2 natural armor bonus.

Machine Parts: Depending on their build, Cyborgs can have 2 of the following skills.

- ❖ Chainsaw: Gain a chainsaw attack that causes 1d12 slashing damage.
- ❖ Grappling hook: Equip a grappling hook.
- ❖ Wheel(s): Gain +3 movement speed.
- ❖ Sonar: Gain darkvision.
- ❖ Goggles: Gain thermosense.
- ❖ Tool Kit: Equip thief's tools.

Undead

In the realm where the boundary between life and death blurs, there exists a chilling phenomenon—a group of humans who have defied mortality itself. By striking dark bargains, they have exchanged their souls for eternal existence, transcending the confines of the living and transforming into the Undead. These once-human entities, now reduced to mere skeletal figures, wander the world as embodiments of eerie tales. Far from the prying eyes of the living, they navigate a path veiled in shadows, their terrifying nature ensuring their exclusion from human societies.

The Undead, resembling living skeletons, bear a haunting appearance that strikes fear into the hearts of those who catch a glimpse. Though their size remains human, their bodies become emaciated, their forms reduced to a skeletal state. These remnants of their former selves stand as

spectral reminders of the eternal torment they have chosen. They are drawn to abandoned structures, be they decrepit castles, dilapidated farms, or foreboding dungeons, seeking solace in these desolate realms away from the living.

Given their chilling nature, the Undead instinctively avoid human settlements. Rarely welcomed among the living, they lurk in the shadows, wary of the fear and revulsion they evoke. Their existence is often relegated to the realm of horror stories, their presence stirring unease and trepidation. Instead, they find comfort in the solitude of forsaken places, where they can dwell undisturbed, far from the watchful eyes of the living.

Should the need arise, the Undead may reluctantly interact with the living. However, they cloak themselves in full clothing or armor, obscuring their skeletal visage from prying eyes. The true face of an Undead remains a mystery, concealed behind layers of fabric and protection. No man, elf, or dwarf has ever beheld the stark countenance of an Undead, as their lack of breathing and skeletal form betray their inhuman nature.

In battle, the Undead favor swords and shields as their weapons of choice. Their skeletal forms possess an eerie grace as they wield their blades with precision and efficiency. Shields become an extension of their spectral defense, aiding them in warding off attacks. Furthermore, their undeath grants them a resistance against piercing assaults, including arrows that would typically find their mark. The resilience of their spectral



existence affords them an advantage in the face of such threats.

The Undead, bound to an existence of perpetual darkness, stand as a testament to the consequences of seeking immortality at any cost. They serve as reminders of the precarious line between life and death, their haunting presence a reflection of the choices made in desperation. Their eternal journey carries them through abandoned domains, forever separated from the living. Enshrouded in mystery, the Undead remain spectral figures, their true faces concealed from mortal eyes, their souls eternally trapped in a realm of shadows.

Stats

- ❖ 40 Vitality
- ❖ +2 Strength
- ❖ +2 Dexterity
- ❖ +2 Intelligence
- ❖ +0 Willpower

Special Abilities

Darkvision: Undead have darkvision but in contrast with popular superstitions, they do not have light sensitivity.

Needs Needn't: The Undead don't need to ingest food or water. They don't become starved or parched. They do not breathe. They are immune to nauseating effects.

Old Ones: Undead were there when history was written. They gain +3 Profession points, in the Scholar profession.

Mental Suffering: Undead are constantly crushed by the weight of their existence, reliving their death a million times over. They have vulnerability against the spirit element.

Sticks n Stones: Undead gain resistance against piercing attacks (including arrows).

Dwarvenkin

Once the only habitats of Terra, Dwarves are the true children of this realm. In fact, they are born from Terra itself, sculpted in the depths of the mountains, the sandhills of the deserts, and the icebergs of the frozen lands.

In contrast with the Elves, Dwarves have no males or females, nor do they form families like the ones that humans are familiar with. They do not need to eat, although they do sometimes consume food and alcohol. Frankly, their cuisine is quite bland, consisting of roots, wafers, and ale. They sleep 8 hours a day, like humans, but they are said to sleep like a log; once a dwarf falls asleep, you have to get violent if you want to wake them up. Prepare to be hit back, twofold.

Dwarves are divided into four subraces, with quite different characteristics. Lethenie, the mine Dwarves, Jötnar, the frost Dwarves, Percians, the desert Dwarves and Gnomes, the hill Dwarves. No, they do not get along with one another.

Lethenie

Information

Lethenie or Lethenae, or “mine” Dwarves, are considered the eldest of their kin. They live in a vast complex of tunnels and dungeons, built in the heart of the Paterna mountains, deep under the surface of Terra. They are divided into casts of different socioeconomic power in accordance with the metal they were sculpted from and which they mine. Lethenie are medium-sized creatures, with a height of 1-1.3m and a weight of more than 120kg. They have a lifespan of 200 to 500 years depending on their caste. Lethenie are grumpy and xenophobic creatures. They dislike everyone coming from another realm, and almost anyone coming from their own. A slight exception can be made for human merchants with coin in their pockets. They harbor an intense hatred for reptants and particularly dragons.



Armament

Lethenie wield axes, picks, pickaxes, hammers, maces, and crossbows. Anything else is weird and wrong. They wear all types of armor and usually carry shields. The heavier, the better.

Stats

Lethenie are stoic. They get:

40 Vitality	+3 Strength	0 Dexterity	+2 Intelligence	+1 Willpower
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Special Abilities

Subterrans: Lethenie have resistance against the earth element and are immune to poison.

Tremorsense: Even though Lethenie have poor eyesight, they can sense the vibrations of the ground in mid-range. They lose this ability in muddy grounds and swamps, or if they get wet.

Castes: The mineral substance of a Dwarf determines their special bond with Mother Terra:

- ❖ Diamond: Resistance to piercing.
- ❖ Sapphire: Forge magical water weapons.
- ❖ Ruby: Forge magical fire weapons.
- ❖ Amber: Forge magical electric weapons.
- ❖ Emerald: Forge magical earth weapons.
- ❖ Titanium: Resistance to bludgeoning.
- ❖ Gold: Goldsense in close range.
- ❖ Silver: Immunity to enchantments.
- ❖ Mercury: Toxic on contact, except to iron.
- ❖ Obsidian: Bleeding shatters upon hit.
- ❖ Copper: Immunity to all diseases.
- ❖ Lead: Poisonous shatters upon hit.
- ❖ Iron: Resistance to slashing.
- ❖ Sulfur: Emit a scent that repels beasts.
- ❖ Coal: Emit an ash cloud for 1 minute.

Jötnar

Information

Jötnar, or “frost” Dwarves, are unique in the Dwarven kin. They are in fact, the only Dwarves made out of the water, instead of earth. Jötnar stand at about 1.2-1.4m in height and weigh about 70kg. They have a lifespan of 150 years. They live in small villages, run by the chieftain, who typically is the strongest warrior. Jötnar are deeply warlike creatures, making their living by plundering coastal villages or merchant ships. It is not uncommon though, to quench their blood thirst by confronting a stronghold or even a sea serpent. Their settlements lie on the northeastern coasts of Terra, where only terra-fying beasts can survive.



Jötnar have little room for emotions, other than honor. The most important thing to them is their legacy. The song that will be sung, the tales that will be told from generation to generation, about the mighty warrior that single-handedly butchered the sea beasts and conquered the human castles. Jötnar do not form friendships or alliances with any other race. Their most common neighbors are humans, whom they view as scaredy-cats, having a hard time taking them seriously. In most encounters, Jötnar burst into laughter, before chasing the human villagers to their deaths. Oddly enough, Jötnar make excellent singers. Songs play an important role in their society, in feasts and war. Having no written records, Jötnar rely on songs to keep their history alive. After each plunder, the warriors have a feast, where they eat cured fish and sing under the starry night sky.

Armament

Jötnar wield longswords, axes, picks, pickaxes, tridents, hammers, maces, clubs, and slings. Anything else is not bloody enough for their taste. Jötnar don't like heavy armor or shields. What are they, wimps?

Stats

Jötnar are strong and sturdy. They get:

30 Vitality +4 Strength +1 Dexterity +1 Intelligence +1 Willpower

Special Abilities

Subterrans: Jötnar have resistance to the water element.

Barbaric Nature: Jötnar can stay conscious for one extra round before fainting.

Children of the Sea: Jötnar are born with one of the following special abilities:

- ❖ **Seaform:** Some Jötnar are excellent swimmers and can stay underwater without breathing.
- ❖ **Ice Spear:** Some Jötnar can cover their arms in ice, turning them into lethal spears.
- ❖ **Sea Mending:** Some Jötnar can coat slashing wounds with ice, gaining resistance.

Percians

Information

Percians, or “desert” Dwarves, are the tallest in their kin. They live in the vast desert of Percia, where the heat and sand make life unbearable for anyone but them. Percians stand at around 1.2-1.5m in height and weigh about 140kg. They have a lifespan of 100 years.

Most of them work as smiths or merchants, while some are employed by the local authorities as guards; the traveling caravans are never safe enough in this vast desert. Sand towns are run by their governor, who is considered by the law to be the absolute authority. However, coin does not recognize kings, and merchant unions hold the true power in the desert. Merchants and caravan leaders take part in a race of power, and it is not unusual for one merchant to order a military attack on another. Percians would do anything for the right price.

Percians worship fire and anyone who can handle the heat earns their respect. This is perhaps the reason why they seem to be fond of the Exsul and their sword dancing. Percians do not worry themselves with nobility and only care about riches. It is therefore difficult for them to behave with the proper respect towards Exsul and Human nobles, who find Percians to be brutes with no culture. This is not entirely true, though. Percians and Gnomes are the only Dwarves who appreciate written history. Books hold a special place in the Percian markets.



Armament

Percians prefer ranged combat and are particularly proficient with javelins, nets, and daggers. For close combat, they prefer swords, chains, and flails. Percians can wear all types of armor and usually carry shields.

Stats

Percians are smart and witty. They get:

30 Vitality +2 Strength +1 Dexterity +2 Intelligence +2 Willpower

Special Abilities

Desert Folk: Percians have resistance to burning damage.

Immovable: Percians cannot be tripped or pushed by creatures or objects less than twice their size. They are not encumbered.

Talented: Percians practice many different arts. They gain +1 Profession points.

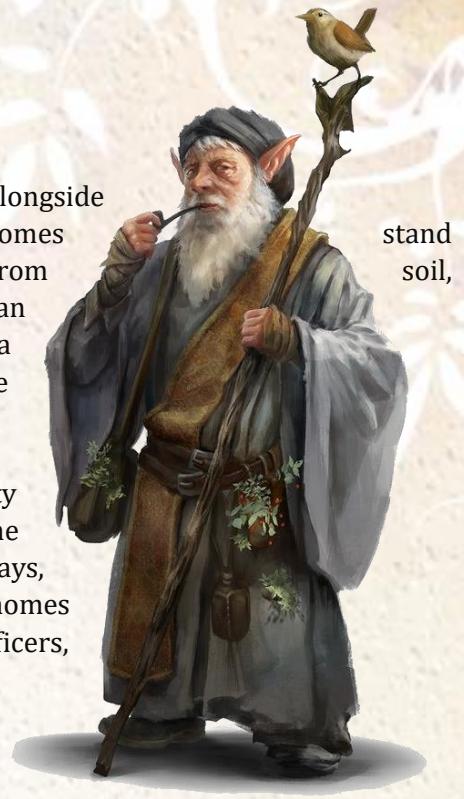
Gnomes

Information

Gnomes, or “hill” Dwarves live in villages and small towns alongside humans. This is unacceptable in the eyes of the other Dwarves. Gnomes stand at about 0.8-1m in height and weigh about 50kg. They are made from something that makes them softer than Lethenie but harder than Humans. No one knows how long the gnomes live; some say a hundred years, and some say a thousand. Gnomes like to keep the mystery on.

Gnomes are quite different from the rest of their kin. They are thirsty for knowledge and will search for it in the books of a library, or the songs of a traveling bard. They can easily adapt to the human ways, living in their cities and following their laws. As a result, Gnomes frequently take roles of high prestige, such as counselors or artificers, working for a local lord or king.

Gnomes are very fragile creatures in their hearts, constantly feeling inferior to their cousins, as well as Humans. They have known mistreatment, and even if they forgive, they certainly do not forget. To make a friend out of a Gnome, proper manners are required. Gnomes appreciate courtesy and civility and are always keen to hear about adventures from places unknown.



Armament

Gnomes wield daggers, canes, short swords, sickles, picks, or similar tools. Armor? Um, no, not really. Perhaps something light, yet fancy? Good leather will do.

Stats

Gnomes are small and dexterous. They get:

30 Vitality	+1 Strength	+3 Dexterity	+3 Intelligence	0 Willpower
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Special Abilities

Subterraneus: Gnomes have resistance against the earth element and are immune to poison.

Mama hide me: Gnomes can camouflage themselves over any stone area, gaining +10 Stealth while standing still.

Talented: Gnomes practice many different arts. They gain +2 Profession points, one of them in the Scholar profession.

Elvenkin

Elves are descendants of Fey. Being born and raised inside trees, those creatures can hear the voice of nature. Elves may seem fragile and naive, as human tales usually proclaim, but they are far from helpless. They are soldiers created to maintain the balance of the realms. They are protectors of nature, hunters of those that dare take more than their share in this world.

Elves are primarily territorial. They are bound to their origin, and urban life does not suit them. An Elf must undertake rituals of extreme pressure to change their nature and sever their roots. Only one cause is worthy of such sacrifice, protecting the notion of Equilibrium, constantly threatened by the greediest creatures ever created: Dragons.

Sylvan

Information

Born out of forest trees, Elves are a part of nature. They worship its trees, work alongside its animals, and serve the notion of Equilibrium. Elves stand at about 1.7-2m and weigh no more than 50kg. they have a lifespan of 300 years.

Sylvan form their societies in large forests: They can communicate with plants and use their Tuning to shape trees into houses and branches into weapons.

Brought into this world to halt the Draconic invasion, Elves harbor an intense hate towards Reptants. Fire magic is forbidden for Sylvan and fire bearers are not welcome in their forests.



Armament

Sylvan are experts in archery. Their favorite weapon is the longbow. In close quarters they prefer to wield staves or spears. Sylvan wear light, leather, or wooden armor, although for most of them, it feels like an unnatural burden.

Stats

Sylvan are wise and agile. They get:

10 Vitality	+1 Strength	+4 Dexterity	+2 Intelligence	+2 Willpower
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Special Abilities

Forest Fey: Sylvan have increased healing abilities while they remain in the forest, but they cannot replenish their vitality outside of it. They have resistance to spirit damage and vulnerability to burning damage. They are immune to enchantment effects.

Wild Stride: Sylvan can pass through difficult forest terrain unhindered.

Animal Friend: Forest animals will not hurt a Sylvan, unless as a result of starvation.

Animal Senses: Elves have a keen sense of hearing, gaining a +5 bonus to Perception.

Exsul

Information

To attain the ability to control fire, a Sylvan can choose to make the Pact of Fire: by drinking a fire Dragon's blood, the Elf unlocks the ability to wield fire. Elves that make the Pact of Fire are no longer welcome within the forest and have their connection to their mother tree lost forever. They are the ones known as Exsul.

Exsul live in great, human-like cities of marble and metal. They practice the art of war and combat. Their mission is to hunt down and kill Dragons. They are more attuned with the other races, especially Humans, with whom they share a deep interest in art.

Armament

Exsul practice the art of sword dancing. They are exceptional wielders of blades, commonly scimitars, and glaves. Exsul usually wear leather or metal armor.

Stats

Exsul are strong and sturdy. They get:

20 Vitality	+2 Strength	+3 Dexterity	+2 Intelligence	+1 Willpower
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Special Abilities

Pact of Fire: Exsul have resistance to burning damage and vulnerability to spirit damage.

Sun's Favor: Exsul gain a +1 Willpower bonus during the day and receive a -1 Willpower penalty during the night.

Thermosense: Exsul can discern creatures by their body heat.

Animal Senses: Elves have a keen sense of hearing, gaining a +5 bonus to Perception.

Talented: Exsul practice many different arts. They gain +1 Profession point.



Nox

Information

Some Elves choose the path of Night. By drowning in a frozen lake under the night sky, they enact the ritual which turns them into creatures of ice and darkness. They are Nox, the Drowned Ones.

Nox lead solitary lives. They can be found in human cities, clocking travelers from the top of a watchtower or the corner of a tavern. Nox are discriminated against by Humans, seen as dark creatures, and treated with mistrust and oftentimes fear.

Armament

Nox usually wield greatswords and carry many concealed knives. Nox wear hide or metal armor.

Stats

Nox are quick and deadly. They get:

10 Vitality	+1 Strength	+4 Dexterity	+3 Intelligence	+1 Willpower
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Special Abilities

Drowned: Nox have resistance to ice damage and vulnerability to burning damage.

Mental Fortitude: Nox are immune to fear.

Darkvision: Nox can see in the dark. However, they are sensitive to light.

Animal Senses: Elves have a keen sense of hearing, gaining a +5 bonus to Perception.

Darkness Unchained: When a Nox loses their self-control, a dark, cold cloud obscures the area and the Elf unlocks its dark magic, sacrificing 2 Life points to gain advantage on dark and ice magic.



Greenkin

The green kin is a big family of Orcs, Trolls, and their smaller cousins, Goblins. Even though they are descendants of the Fey, born from their trees, they paint a picture different from their Elven cousins. Peculiar in their nature, these three do not get along with other races and, most of the time, not even with themselves.

The Green Folk eat and sleep as humans do; well not exactly. They are known to enjoy raw meat and rarely sit down to cook their meals. All three races resemble feral animals in their habits.

Orcs

Information

Orcs are territorial creatures. They live in places that gods have forsaken, hunting Toons that dare approach their mother tree. Orcs stand at about 2-2.5m in height and weigh more than 150kg. They are divided into two categories, the tribal Orcs of the Swamps and the nomadic Orcs of Erämaa. Most races dislike and fear Orcs. Humans usually cut them off, leaving them to wander in the lowest levels of society at best. Elves view them as a disease that makes nature around them wither. Most Fey beasts are aggressive towards Orcs, with the lone exception of the children of Felis, as well as Ha'até.

Armament

Orcs usually wield great, two-handed weapons, with a clear preference for axes, and sometimes swords. For foes they cannot reach, Orcs always carry heavy spears to throw. Orcs tend to prefer leather over metallic armor.

Stats

Orcs are strong and sturdy. They get:

30 Vitality	+4 Strength	0 Dexterity	0 Intelligence	+3 Willpower
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Special Abilities

Spiritvision: Orcs can see all spirits around them. This causes blindness when they are around a large number of souls, particularly humans.

Natural Armor: Orcs have particularly hard skin, gaining a +2 Armor bonus.

Fearless: Orcs are immune to all fear effects.

Nethergrasp: Orcs can grasp spirits and ethereal beings as if they had physical substance. They can attack toons with their bare hands and have resistance against spirit damage.

Tribes: Orcs belong to one of two tribes:

- ❖ **Swamp Orcs:** There is no better home for Toons than the marshlands, vast lands that the sun can hardly reach. Some say that those swamps remind them of their very own realm. Swamp Orcs live in tribes deep inside the marshlands. They are born from Salix trees, which grow in muddy waters. Legends say these Orcs can live for up to a millennium; most of them die in battle far earlier than that though.
- ❖ **Desert Orcs:** Sand keeps its secrets well. In its hidden catacombs Toons lurk until the sun goes out. The nomadic Orcs of Erämaa and Percia are always on the Hunt. They are born from Acacia trees. The Desert Orcs have a lifespan of 200 years.



Trolls

Information

Trolls are creatures swallowed by their wrath. They are divided into two categories, the Trolls of the Swamps, which are solitary, and the tribal Trolls of the Jungle. Prone to violence and blood, these creatures cannot be a part of larger societies. Trolls stand at about 3-4m in height and weigh about 250kg. Their lifespan is unknown, as most of them are clubbed to death by their kin.

Humans usually attack Trolls on sight, as they consider them mindless monsters. Dwarves consider them irrelevant. They do not interact with them. As for the Elves, well, they find them utterly disgusting.

Armament

Trolls usually carry around large clubs or logs; they make excellent back scratchers. Trolls rarely wear armor, and if they do, it's the hide of their -possibly human- prey.

Stats

Trolls are extremely strong. They get:

40 Vitality	+5 Strength	0 Dexterity	0 Intelligence	+1 Willpower
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Special Abilities

Regeneration: Trolls have regenerative abilities, healing 5 life points per round. Trolls wounded for more than half their life points have their regeneration lowered to 1 life point per round. Fire suppresses regeneration for one round.

Natural Armor: Trolls have particularly hard skin, gaining a +2 Armor bonus.

Swamp Trolls: Trolls that live in the swamps lead solitary lives. They are born from Ash trees, which grow in muddy waters. Their lifespan is 350 years. Swamp Trolls are filthy and cannot hide the intense smell of fungi that covers them. They get:

- ❖ Marsh Strider: They can walk in muddy waters without any problem.
- ❖ Light Sensitivity: They are blinded by intense light.
- ❖ Poisonous Skin: Creatures that touch them risk being poisoned.

Jungle Trolls: Jungle Trolls live in tribes. They are born from kapok trees and have a lifespan of 60 years. They are territorial and have short tempers. Jungle Trolls get:

- ❖ Member of the Tribe: They get a +3 Talisman bonus when in groups.
- ❖ Animal Senses: They get a +5 Perception bonus.



Goblins

Information

Goblins are a crafty bunch. They have sticky fingers. Why buy something when you can just steal it for free? Words they live by, also die cause Humans distrust them to the point of killing them on sight. Goblins stand at about 50-80cm in height and weigh about 20kg. They have a lifespan of 30 years.

Goblins travel in gangs of 5 to 20 individuals, one of whom is their Chieftain, usually the tallest, and another who is their Shaman, which can make fire. Shamans can live up to 50 years. They usually camp in abandoned neighborhoods and slums.



Armament

Goblins make their weapons from scrap materials. They usually wield small blades and slings. They also like leather armor. Leather is good. Smelly leather is better!

Stats

Goblins are stro- yeah right! They get:

10 Vitality	+1 Strength	+4 Dexterity	+3 Intelligence	+1 Willpower
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Special Abilities

Filthy yet Healthy: Goblins have immunity against nauseating effects.

Born Acrobats: Even though they are small, goblins are extremely dexterous. They can walk on narrow surfaces without a problem and jump 2m high.

Sticky Fingers: Goblins can't resist a shiny trinket. They get a +3 Stealth bonus.

Talented: Goblins practice many different arts. They gain +2 Profession points, one of them in the Engineer profession.

Ankle Biter: When attacked bare-handed Goblins, as a reaction, bite down on the offending limb, giving them 2d4 piercing damage.

Professions



Explorer

Explorers survive in the wilderness. They can track down animals, set traps or survive in the wild. An explorer's kit contains wire, rope, glue, iron spikes, a shovel, a pick, a sharp knife, a whistle, a compass as well as flint to start a fire. An explorer can gain expertise as a:

- ❖ **Hunter:** Watch out for the wire trap! It is not meant for you.
- ❖ **Trailblazer:** These footprints are fresh, no more than two hours old.
- ❖ **Vagabond:** That wooden thing with the straws on top? Yes, home, that. I don't need one.

Physician

Physicians can treat wounds and enhance recovery. Their kit contains bandages, stitches, salves, splints, a bunch of labeled vials, a flask of pure alcohol as well as a plague mask to protect themselves from diseases. A physician can gain expertise as a:

- ❖ **Alchemist:** I wonder whether dynamite explodes underwater. Let's find out!
- ❖ **Herbalist:** Can you get me the jar with the tea leaves? It's next to the hemlock.
- ❖ **Medic:** How did you manage to dislocate your jaw while yawning?

The exact science of herbology is one that has been studied excessively by most races, but nowhere as fervently as by Sylvan. The science of plants is, after all, in our very nature. But it is my belief that such knowledge should not be hoarded but shared. That is the very reason I write this book in the Common Tongue and not in our beautiful, some would even say superior, language.

I will begin by presenting the Recipes for Curing Products. The level of mastery one has over herbs plays a pivotal role in the recipes one can perform.

As you learn more about the science of herbs and how to mix them, you become a competent herbalist. When that happens, you become capable of mixing more complicated potions and ointments, and powders. Here's a few of the stuff you can brew.

The more you learn, the less you know, is a common wisdom that does not apply in herbology. By learning more about herbology, you become proficient in the art.

An expert can make many more potions and ointments. Here are some.

Medic

Herbalist

Herbs



Angelica



Aonori



Basil



Bay



Borage



Celery



Cinnamon



Clover



Garlic



Ginger

It can be chewed to enhance fire spells. The creature has advantage to burning damage for one minute.



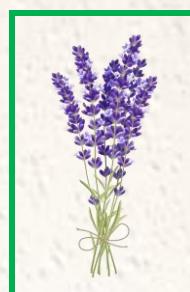
Grains of Paradise



Hemp



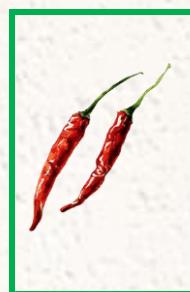
Juniper Berries



Lavender



Lemon Mint



Chili Pepper



Poppy Seeds



Rosemary



Rue



Sage



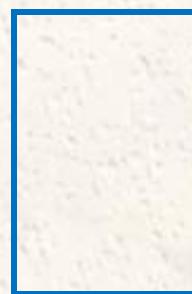
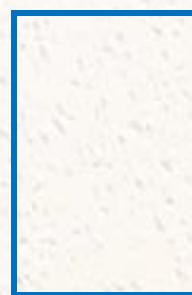
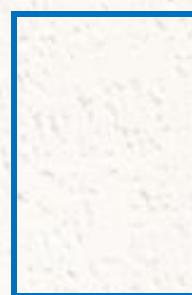
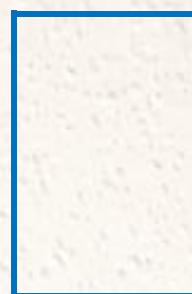
Sesame



Thyme



Yarrow



Potions



Snakeroot Incense

white snakeroot

Heat to release the incense. It restores a creature's consciousness restoring 1 Vitality point.



Aspirin

white willow, clean alcohol, sugar

Painkiller dust. Inhale through the nose to get 1d4 Vitality restored.



Yarrow Paste

yarrow, salt

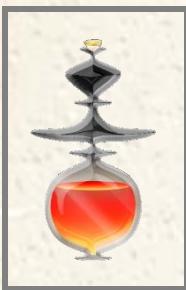
Apply the paste to a wound to stop the bleeding. If consumed, it provides immunity to bleeding effects for 1 minute.



Eucalyptus Aroma

eucalyptus, vodka

Leave the eucalyptus in the alcohol for a week to make an insect repellent.



Lavender Cocktail

lavender, milk, cinnamon

Boil the milk and add the rest. Then drink it. It will give you fire resistance for 1 hour.



Aloe Vera Ointment

aloe vera, sugar, yoghurt

Mix an ointment to heal burns



Paint

henna, colorful ingredients, oil

Mix together to make paint.



Devil's Claw

devil's claw, ginger, reptant oil

Mix well to get a painkiller ointment. It can restore 1d6 Vitality





Morphine

poppy, dragon oil

Mix well to get a painkiller ointment. It can restore 1d8 Vitality.



Painkiller

poppy seed, olive oil, flour

Bake the dough to produce a pill that relieves you of pain (-1 point of disease).



Spirit Incense

garlic, ink, salt, human blood

Wards off Eternals up to level 10 for 1 hour. If you don't know what those Eternals are, turn back now. You're not ready.



Rosemary Ashes

rosemary, lead

Spray the ashes on a creature's face to allow them to speak with the dead. Caution. Lead is poisonous.



Dragon's Breath

chili pepper, scales, alcohol

When consumed, it allows the creature to immediately cast the spell Dragon's Breath.



Kara Spray

kara leaves, chamomile

You chew and then spit it out. It's a sedative.



Rose-Gold Wine

white snakeroot, wine, honey

Restores the mental balance of a creature. (-1 point of insanity, snap out of being frightened or fascinated).



Rue Paste

human blood: type A, rue

Apply the paste on a creature's eyes to grant protection from the basilisk's look and poison.



Careless Incense

lotus, clean alcohol

When breathed in it causes forgetfulness. (+1 point of insanity)



Thyme Aroma

thyme, salt, brandy

It repels Toons



Moonflower

moonflower oil, belum oil, turmeric

Mix well to get a painkiller ointment. It can restore 1d10 Vitality.



Sleep Potion

valerian, bird feathers

It produces a sleeping potion that can last 8 hours.



Sage Incense

sage, soil from a fossil, oil

It can return lost memories.



Paradise Incense

grains of paradise, raven eye

Communicate with the gods. Yes, the eye is necessary.



Holy Ghost Incense

angelica, sulfur dust

Inhale the fumes to enhance spirit spells.



Aonori Paste

aonori, fish scales, sand

Apply the paste to the lips to breathe underwater for 1 hour.



Blessed Thistle Incense

blessed thistle, coal, elven blood

Inhale the fumes to completely cure even the worst of diseases. The process must be repeated for 5 days consecutively. (cure all disease points)



True Vision Incense

basil, olive oil, human soul

Clears off illusions.



Tailor

Tailors can work with cloth, leather, and fur to produce clothing and all kinds of adventuring gear. Their kit contains needles in all sizes, colorful threads, patches, strings, scissors, a thimble as well as glasses to enhance vision. A tailor can gain expertise as a:

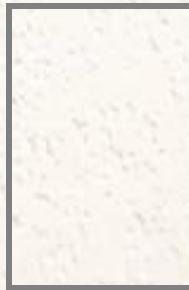
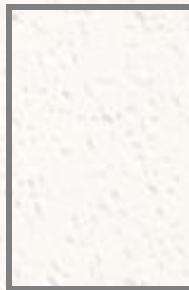
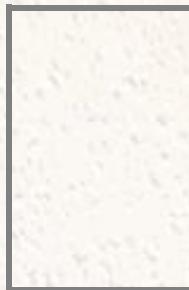
- ❖ **Designer:** You want to enter the ballroom wearing THAT? No, no, no, sit down.
- ❖ **Tanner:** My dream is to make a set of armor out of dragon scales. And some boots too.
- ❖ **Weaver:** Water in the tent, water in the tent, get me my threads, quick!

Clothing



Winter Coat

A warm, comfortable coat made from hide and wool.





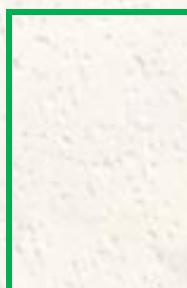
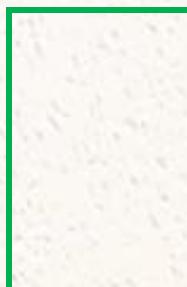
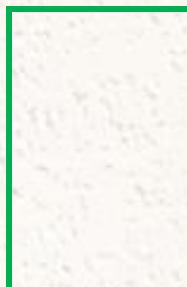
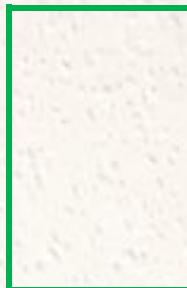
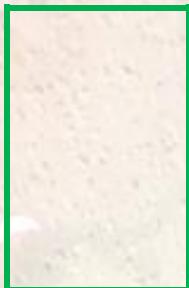
Jester's Coat

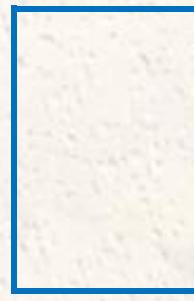
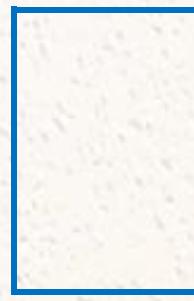
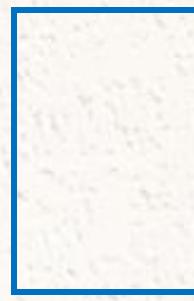
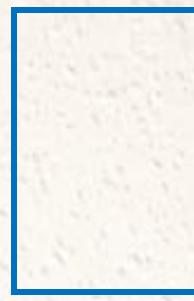
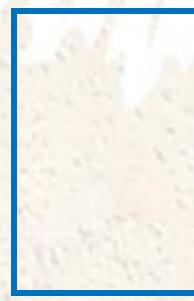
This coat allows the wearer to cast the spell Voice of the Void once per day. The inscription reads “Talk to the stars. Let them talk to you.”



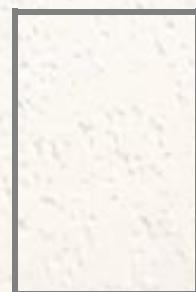
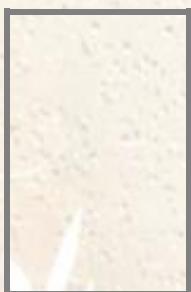
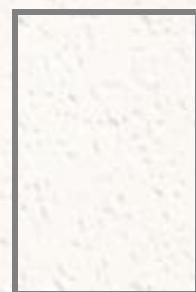
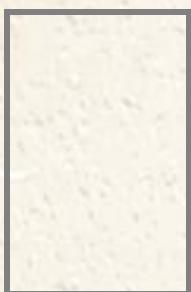
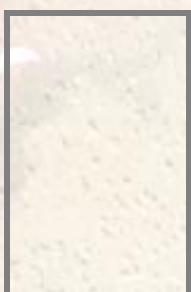
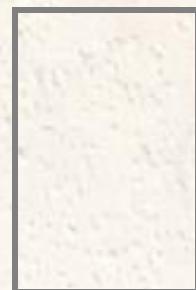
Assassin's Cloak

This cloak allows the wearer to cast the spell Darkness once per day, for 1 minute. It also grants advantage to stealth checks within dark areas.





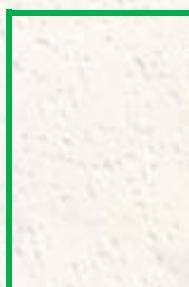
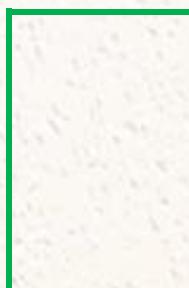
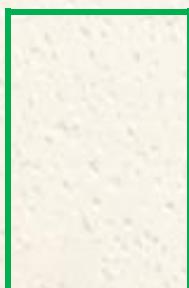
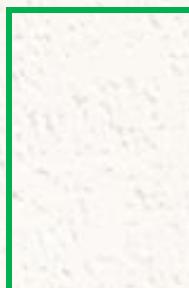
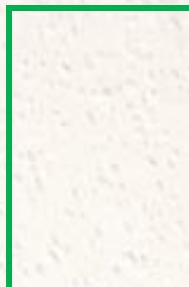
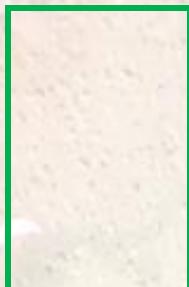
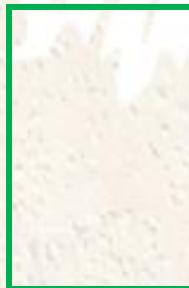
Footwear





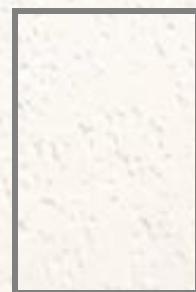
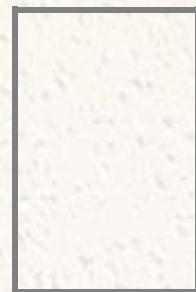
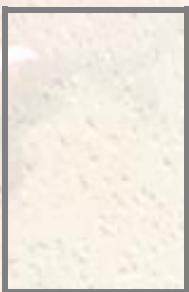
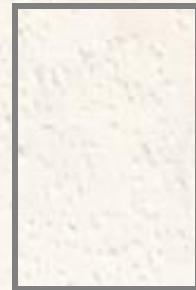
Fey Boots

These enchanted boots allow the wearer to cast the spell Glide once per day. They also grant advantage to stealth checks in forested areas.





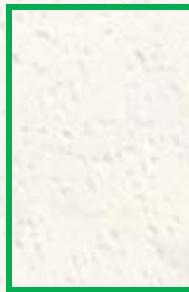
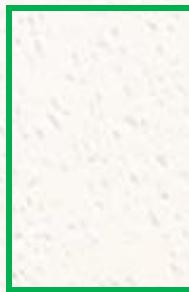
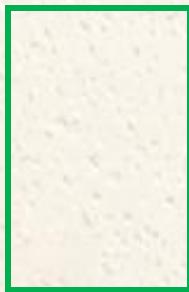
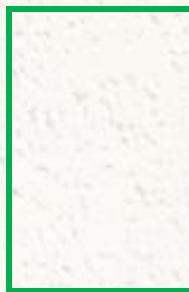
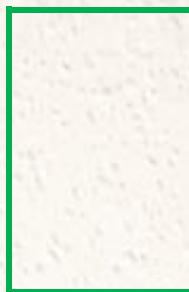
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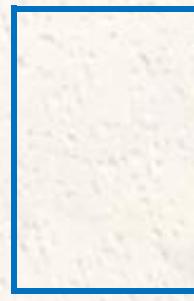
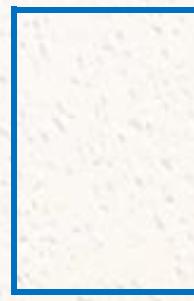
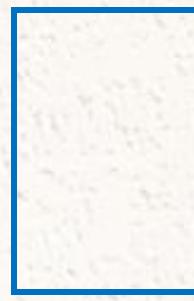
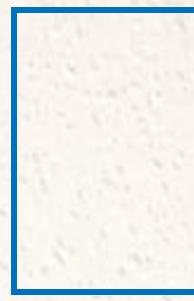
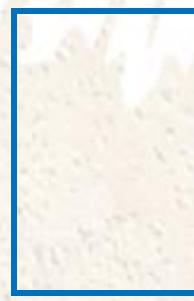




Wraps of the Restless

Once per day, by unwrapping the Wraps of the Restless, the wearer can cast the spell Sandstorm. The spell lasts for 1 minute





Smith

Blacksmiths can work with metal to craft weapons, armor, and all kinds of tools. Their kit contains a small anvil, an iron pot, a hammer, pliers, straps, nails, a whetstone, gloves as well as coal and flint to start a fire. A blacksmith can gain expertise as a:

- ❖ **Armorer:** No, no, no spikes on the armor, stop asking for spikes on your armor!
- ❖ **Weaponsmith:** Spikes on your mace? It's called a morningstar you know.
- ❖ **Toolsmith:** Really small spikes? Do you mean nails? Yeah, I got nails.

Blacksmith

Armor



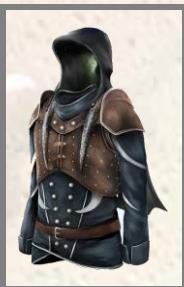
Leather Chest Armor

A common and cheap piece of armor. It will grant the wearer a +1 armor bonus.



Boar Hide Chest Armor

A warm armor made of boar hide and fox fur. The wearer gets a +2 armor bonus.



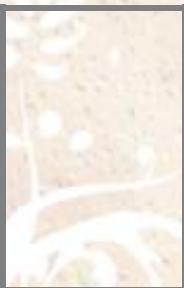
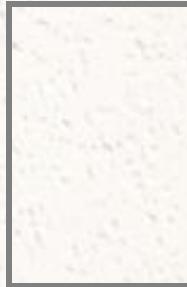
Brass Breastplate

A beautiful, ceremonial armor made of brass. It is not going to protect against heavy blows. The wearer gets a +1 armor bonus.



Steel Breastplate

This steel plate might be heavy but will certainly protect against most attacks. The wearer gets a +4 armor bonus.





Moldy Wooden Shield

This shield has been in one-too-many fights. It will grant the wielder a +1 armor bonus.





Titanium Plate

A plate made of Lithine titanium; this armor will protect at all costs. The wearer gets a + 6 armor bonus.



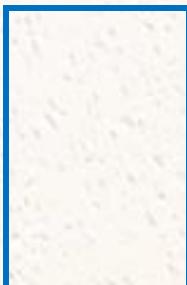
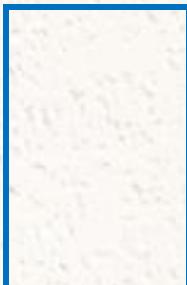
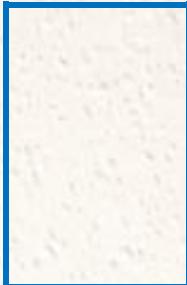
Titanium Helmet

This helmet is made of Lithine titanium. The wearer gets a + 2 armor bonus.

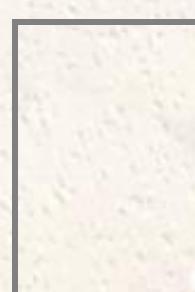
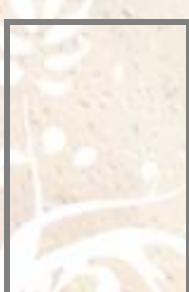
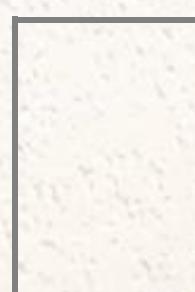
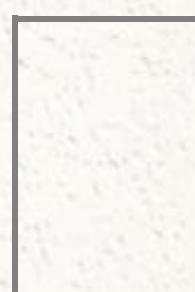
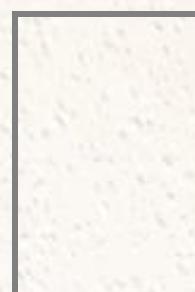
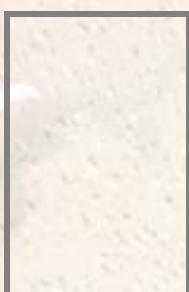
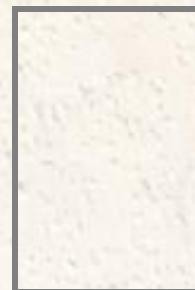


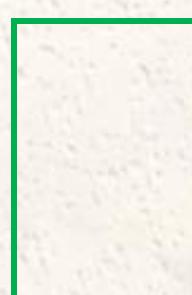
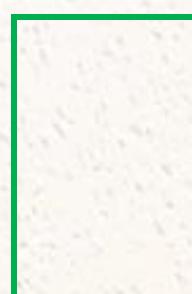
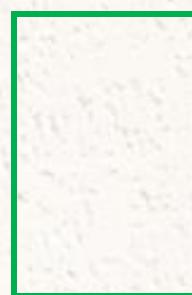
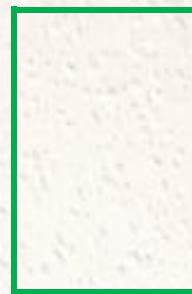
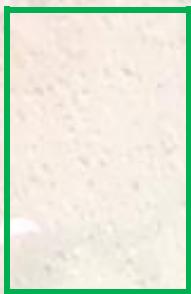
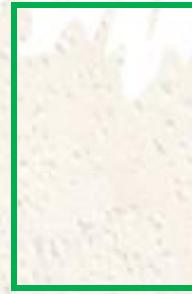
Dragon Turtle Set

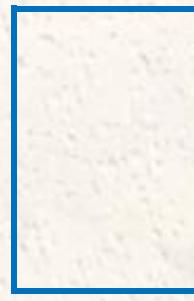
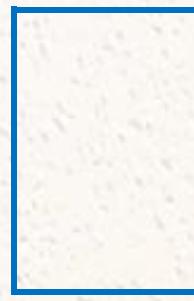
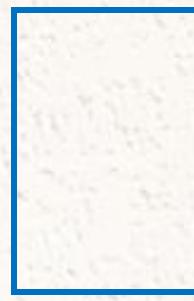
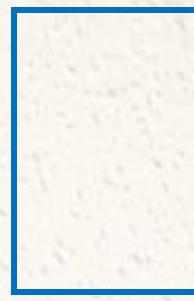
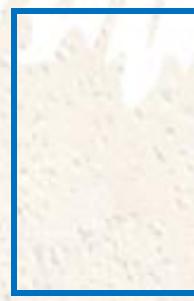
This armor must be worn as a set. It is stronger than most metals, granting +11 armor bonus, but it also slows the wearer.

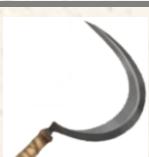


Weapons

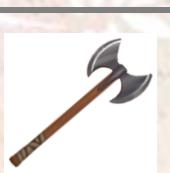
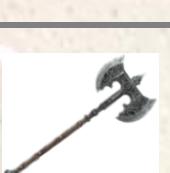
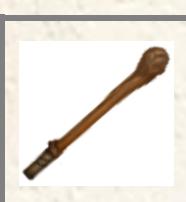






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	Name: Gauntlet Damage: 2d6 Bludgeoning Critical: 1d4 Sunder	Rarity: Common Type: Natural Range: Touch
	Name: Knife Damage: 2d4 Piercing Critical: 1 Bleed	Rarity: Common Type: Blade Range: Touch
	Name: Machete Damage: 1d10 Slashing Critical: 1d4 Bleed	Rarity: Common Type: Blade Range: Touch
	Name: Sickle Damage: 1d8 Slashing Critical: 1d4 Bleed	Rarity: Common Type: Blade Range: Touch
	Name: Scizore Damage: 1d12 Slashing Critical: 1d4 Bleed	Rarity: Common Type: Blade Range: Touch

	Name: Shortsword Damage: 1d10 Slashing Critical: 1d4 Bleed	Rarity: Common Type: Blade Range: Touch
	Name: Scimitar Damage: 1d12 Slashing Critical: 1d4 Bleed	Rarity: Common Type: Blade Range: Touch
	Name: Rapier Damage: 1d10 Piercing Critical: 1d4 Bleed	Rarity: Common Type: Blade Range: Touch
	Name: Longsword Damage: 2d6 Slashing Critical: 1d6 Bleed	Rarity: Common Type: Blade Range: Touch
	Name: Greatsword Damage: 2d8 Slashing Critical: 1d6 Bleed + 2d6 Sunder	Rarity: Common Type: Blade Range: Close
	Name: Scythe Damage: 3d6 Slashing Critical: 1d8 Bleed	Rarity: Common Type: Blade Range: Close
	Name: Handaxe Damage: 1d10 Slashing Critical: 1 Bleed	Rarity: Common Type: Axe Range: Touch

	Name: Pickaxe Damage: 1d8 Slashing / 1d8 Piercing Critical: 1 Bleed / 1d6 Sunder	Rarity: Common Type: Axe Range: Touch
	Name: Battleaxe Damage: 1d12 Slashing Critical: 1 Bleed	Rarity: Common Type: Axe Range: Touch
	Name: Greataxe Damage: 2d10 Slashing Critical: 1d6 Bleed	Rarity: Common Type: Axe Range: Close
	Name: Club Damage: 1d8 Bludgeoning Critical: 1d6 Sunder	Rarity: Common Type: Hammer Range: Touch
	Name: Hammer Damage: 1d8 Bludgeoning Critical: 1d6 Sunder	Rarity: Common Type: Hammer Range: Touch
	Name: Flail Damage: 1d8 Bludgeoning + 1d6 Piercing Critical: 1d8 Sunder + 1 Bleed	Rarity: Common Type: Hammer Range: Touch
	Name: Mace Damage: 1d12 Bludgeoning Critical: 1d6 Sunder	Rarity: Common Type: Hammer Range: Touch

	Name: Warhammer	Rarity: Common
	Damage: 2d8 Bludgeoning	Type: Hammer
	Critical: 2d8 Sunder	Range: Touch

	Name: Morningstar	Rarity: Common
	Damage: 1d6 Bludgeoning + 1d6 Piercing	Type: Hammer
	Critical: 1d8 Sunder + 1 Bleed	Range: Touch

	Name: Greathammer	Rarity: Common
	Damage: 2d8 Bludgeoning + 2d4 Piercing	Type: Hammer
	Critical: 3d6 Sunder	Range: Close

	Name: Glaive	Rarity: Common
	Damage: 2d6 Slashing	Type: Polearm
	Critical: 1d6 Sunder	Range: Close

	Name: Guisarme	Rarity: Common
	Damage: 1d10 Piercing	Type: Polearm
	Critical: 1d6 Bleed	Range: Close

	Name: Halberd	Rarity: Common
	Damage: 1d8 Piercing	Type: Polearm
	Critical: 1d4 Bleed	Range: Close

	Name: Quarterstaff	Rarity: Common
	Damage: 2d8 Bludgeoning	Type: Polearm
	Critical: 1d6 Sunder	Range: Close

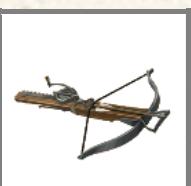
	Name: Spear Damage: 1d10 Piercing Critical: 1d4 Bleed	Rarity: Common Type: Polearm Range: Close
	Name: Trident Damage: 2d6 Piercing Critical: 1d6 Bleed	Rarity: Common Type: Polearm Range: Close
	Name: Whip Damage: 1d8 Bludgeoning + 1d8 Slashing Critical: Disarm contest	Rarity: Common Type: Whip Range: Close
	Name: Cat-o-nine Tails Damage: 2d6 Slashing Critical: 1d6 Bleed	Rarity: Common Type: Whip Range: Touch
	Name: Nine-section Whip Damage: 2d8 Slashing Critical: 1d8 Bleed	Rarity: Common Type: Whip Range: Close
	Name: Spiked Chain Damage: 1d8 Bludgeoning + 1d10 Slashing Critical: 1d10 Bleed	Rarity: Common Type: Whip Range: Close
	Name: Nunchaku Damage: 2d6 Bludgeoning Critical: 1 Sunder	Rarity: Common Type: Whip Range: Touch

	Name: Chained Kama	Rarity: Common
	Damage: 2d6 Piercing	Type: Whip
	Critical: Ruptured Tendons	Range: Close

	Name: Weighted Chain	Rarity: Common
	Damage: 2d8 Bludgeoning	Type: Whip
	Critical: 1d6 Sunder	Range: Close

	Name: Blowgun	Rarity: Common
	Damage: 1d6 Piercing	Type: Ranged
	Critical: 1 Bleed	Range: Mid

	Name: Bow	Rarity: Common
	Damage: 2d6 Piercing	Type: Ranged
	Critical: 1d6 Bleed	Range: Long

	Name: Crossbow	Rarity: Common
	Damage: 1d8 Bludgeoning + 1d8 Piercing	Type: Ranged
	Critical: Shoot Through	Range: Long

	Name: Javelin	Rarity: Common
	Damage: 1d10 Piercing	Type: Ranged
	Critical: Shoot Through	Range: Long

	Name: Sling	Rarity: Common
	Damage: 1d4 Bludgeoning	Type: Ranged
	Critical: -	Range: Mid



Name:	Grappling Hook	Rarity:	Common
Damage:	1d8 Bludgeoning + 1d6 Piercing	Type:	Ranged
Critical:	-	Range:	Mid



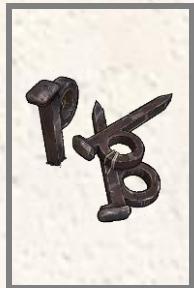
Name:	Terbutje	Rarity:	Uncommon
Damage:	2d12 Slashing	Type:	Axe
Critical:	1d8 Bleed	Range:	Close



Name:	Scorpion Whip	Rarity:	Uncommon
Damage:	2d8 Slashing	Type:	Whip
Critical:	1d10 Bleed	Range:	Close

Toolsmith

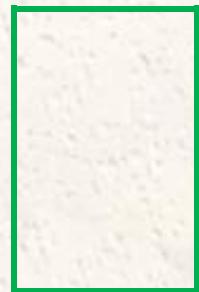
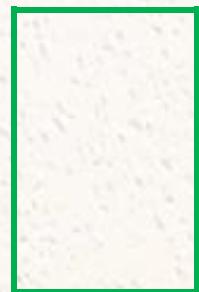
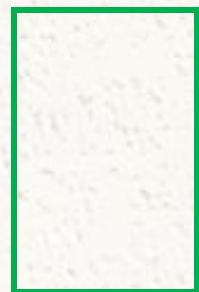
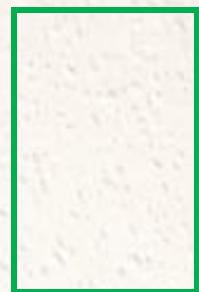
Tools

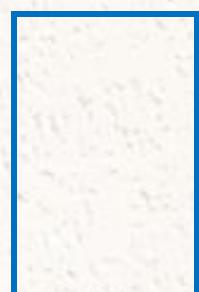


Ball Bearings

A pouch of 1000 tiny metal balls that spread over an area making it difficult to pass without falling prone.









Name: Pick

Rarity: Common

An essential tool for removing ore from the earth. Beware of Dwarves carrying one, they *will* use it as a weapon.



Name: Shovel

Rarity: Common

An essential tool for digging up old treasures and new friends.



Name: Hammer

Rarity: Common

An essential tool that can be used on nails, pitons, or stubborn heads.



Name: Whistle

Rarity: Common

A wooden whistle that is said to summon Gryphons. It really doesn't though.



Name: Spyglass

Rarity: Common

Invented by sailors, perfected by pirates. Objects viewed through the spyglass appear three times their size. Grants advantage on perception checks that require sight in long range.



Name: Pitons

Rarity: Common

Pitons can be driven through a stone wall with a hammer.



Name: Lock

Rarity: Common

A padlock design with a key unique to the lock. Rogues will view it less as a deterrent and more like an invitation.



Name: Block and Tackle

Rarity: Common

A set of pulleys and ropes that allow to hoist 4 times the actual weight.



Name: Ladder

Rarity: Common

A wooden, 3-meter-tall ladder of questionable endurance. Invented by Gnomes so that Humans would stop hiding things in high shelves.



Name: Bell

Rarity: Common

A metallic bell commonly used by criers, priests and guards.

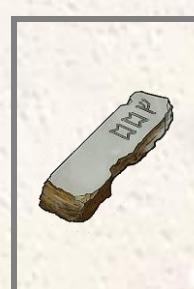
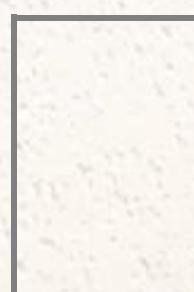
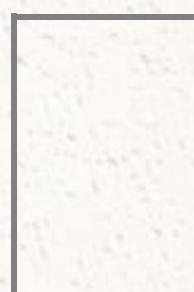
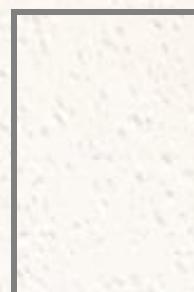
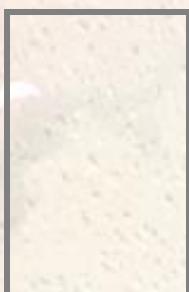
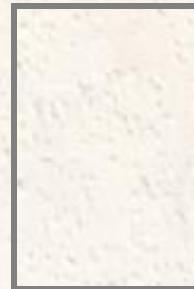
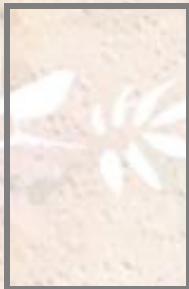


Name: Fishing Kit

Rarity: Common

A fishing kit contains a rod, nettings, sinkers, floats, hooks and lures.

Survival

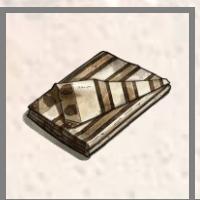




Name: Bedroll

Rarity: Common

A decent, yet not too comfortable mattress to sleep on.



Name: Blanket

Rarity: Common

A warm, cotton blanket, essential for sleeping in the wild.



Name: Tent

Rarity: Common

A leather tent, large enough for 2 humans and a gnome.



Name: Soap

Rarity: Common

A bar of soap. Last for about a month for Humans, and an eternity for Dwarves.

Illumination



Candle

The most common form of illumination. When lit, this candle emanates light in close range. The candle lasts for 4 hours.



Oil Lamp

Fancier than candles, oil lamps are mostly used by nobles. When lit, this lamp emanates light in close range. A single dose of oil lasts for 8 hours.



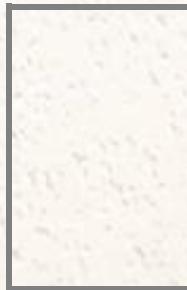
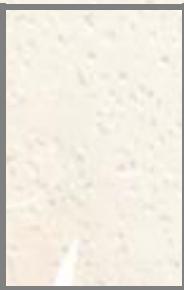
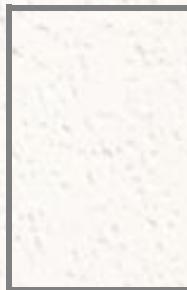
Lantern

When lit, this lantern emanates light in close range. A single dose of oil lasts for 8 hours.



Torch

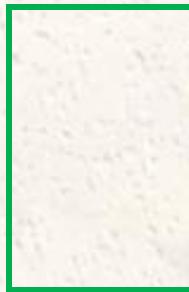
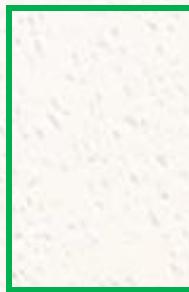
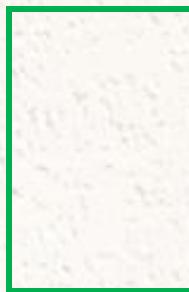
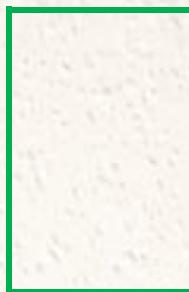
When lit, this torch emanates light in medium range. It lasts for 1 hour. It can be reused with a new piece of clothing and 1 dose of oil.





Bullseye Lantern

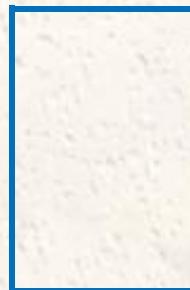
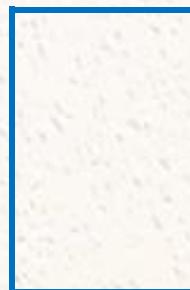
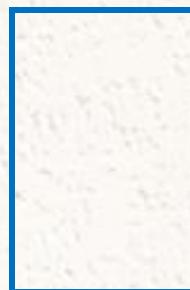
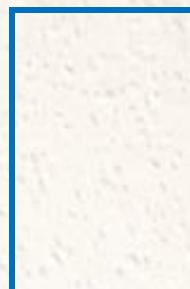
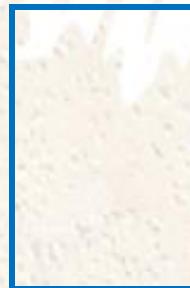
Bullseye lanterns use coal as fuel. When lit, this lantern emanates light in long range in the direction it is facing. It burns 1 chunk of coal per hour.





Candle of Darkness

When lit, this candle emanates darkness, as per the spell Dark Veil. It lasts for 1 hour. The inscription on the handle reads “Darkness keeps her secrets”.



Scripta



Book

Books on any subject. Who knows, they might hold the answers to the mysteries of this world.



Chalk

Chalk can be used as a chemical component.



Ink Bottle

A bottle of ink, enough to write about 20 pages.



Ink Pen

Ink pens come in two modes: modest, and fancy.



Parchment

One sheet of parchment. Mages and nobles that snub common paper use parchment instead.



Case Scroll

A leather case that can store up to 10 sheets of scroll or parchment.



Scroll

The most common form of paper. Scrolls can be rolled, but not folded.



Sealing Wax

Sealing wax is a fancier type of wax used to seal important documents.



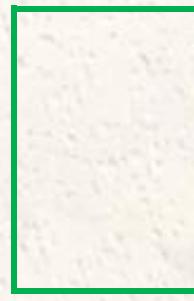
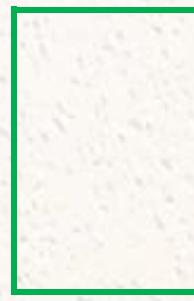
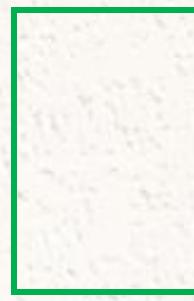
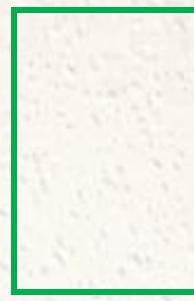
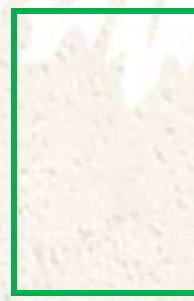
Signet Ring

A personal ring with a house sigil or signature carved on it. Most nobles possess one.



Spell Book

A





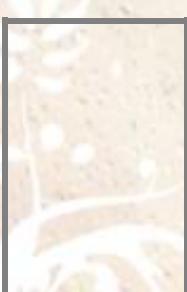
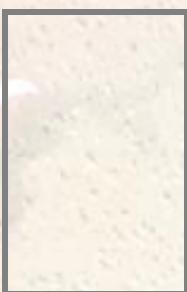
Map of Scrying

This map is permanently enchanted with the spell Scry Souls. The inscription reads “I scry with my little eye...”.



Jeweler

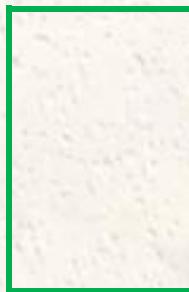
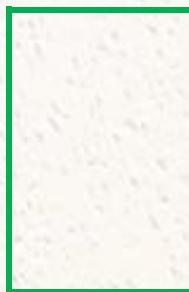
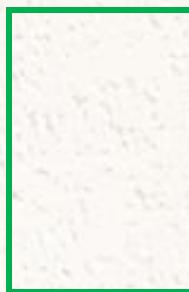
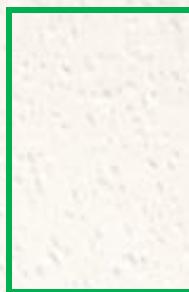
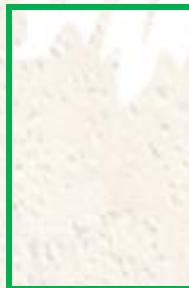
Gems





Brawler's Ring

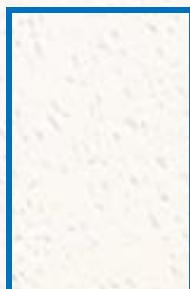
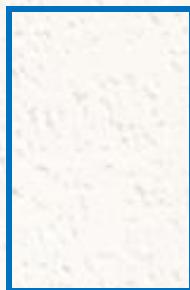
A ring that makes the wearer's punches hurt as if wearing gauntlets. Rings are not allowed in fist fights for a reason.





Rings of True Friendship

These two rings force their wearers to share equally any damage taken. The inscription reads “United we stand, divided we fall”.



Jewelries



Ankh of Protection

This wooden talisman is symbol of the Fey deity Arbor Vitae. It grants the wearer a +1 Ward bonus. The inscription reads "May the All-Mother protect you".



Doamna's Cattle

A talisman made of bones, dedicated to Doamna Oaselor. The wearer gets resistance against the dark element but receives a -1 starvation penalty.



Drake's Eye

The ever-moving drake eye grants the wearer advantage to sight-based perception checks.

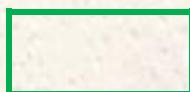


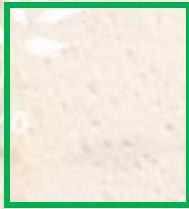
Amulet of Protection

This amulet grants the wearer a +1 Ward bonus.

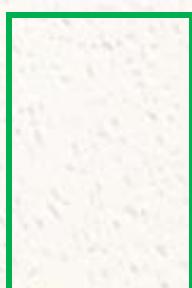
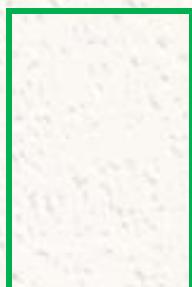
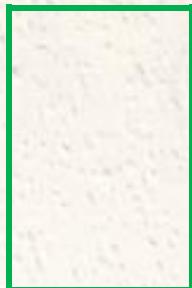


Brawler's Ring





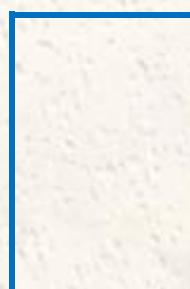
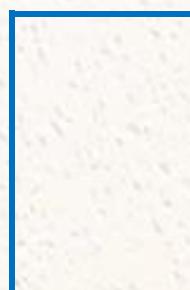
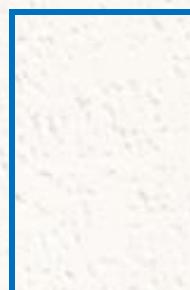
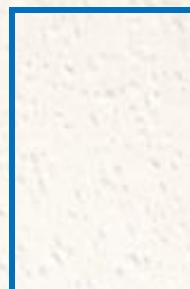
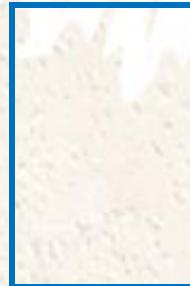
A ring that makes the wearer's punches hurt as if wearing gauntlets. Rings are not allowed in fist fights for a reason.



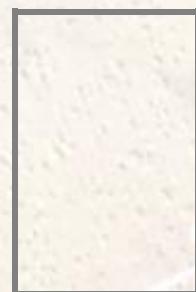
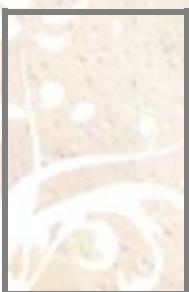
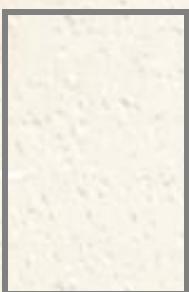
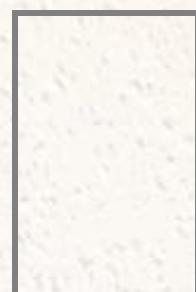
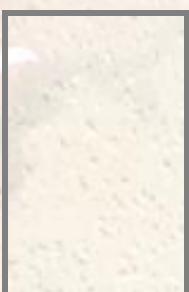
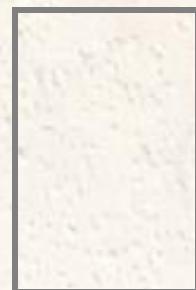


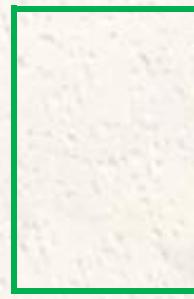
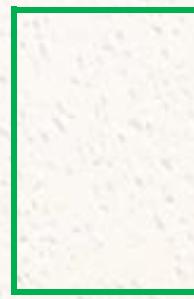
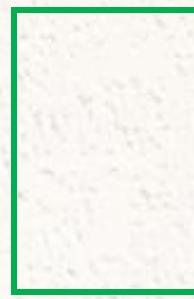
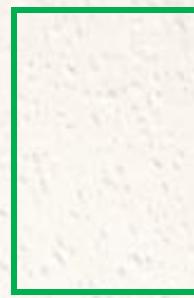
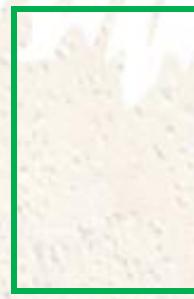
Rings of True Friendship

These two rings force their wearers to share equally any damage taken. The inscription reads “United we stand, divided we fall”.



Goggles

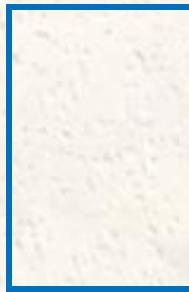
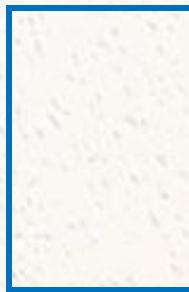
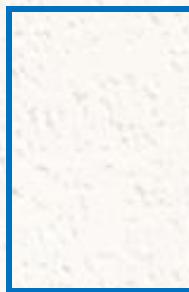
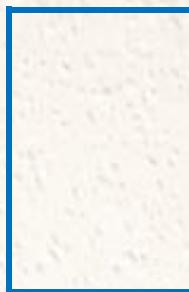






Nighthunter Goggles

These owl-shaped goggles grant darkvision to the wearer. The inscription reads “Pray that they won’t find you. They will, but still, pray”.



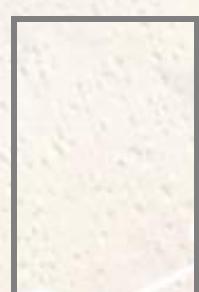
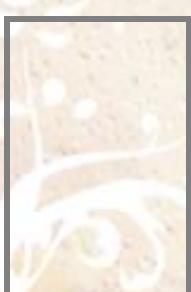
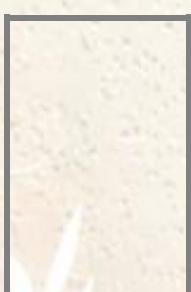
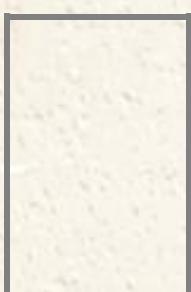
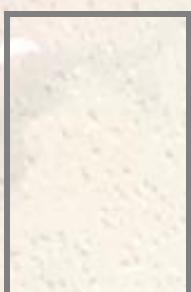
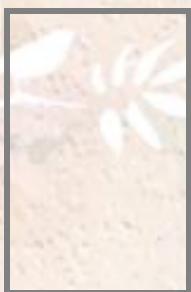
Scientist

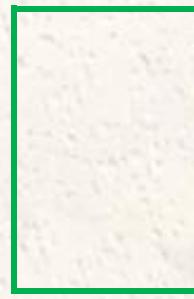
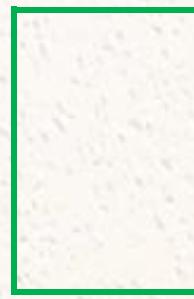
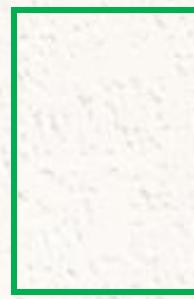
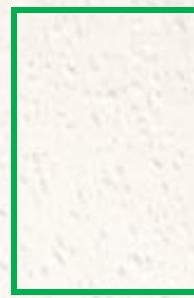
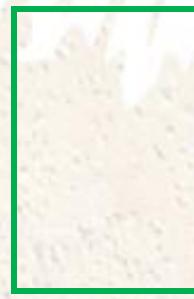
Engineers can manufacture complex devices. Their kit contains screwdrivers and screws, pliers, gears and pinions, thin tubes, grease, gloves as well as a monocular to enhance vision. An engineer can gain expertise as a:

- ❖ **Enhancer:** You want claws on your gauntlet? Ok!
- ❖ **Mechanic:** You want a hydraulic operated gate? Sure, no problem!
- ❖ **Tinker:** You want a wind-up toy hamster that is a bomb? Say no more!

Engineer

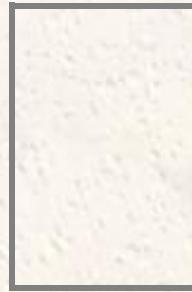
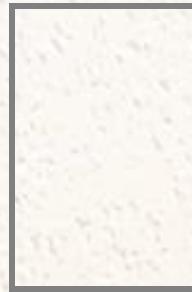
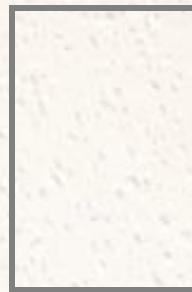
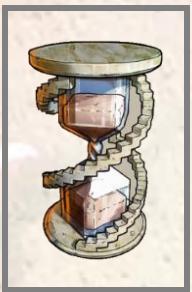
Parts

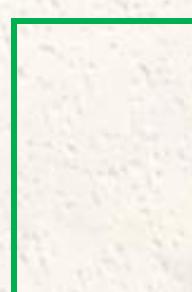
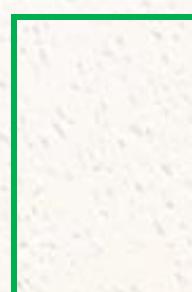
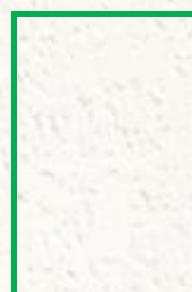
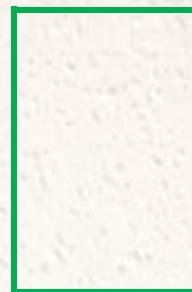
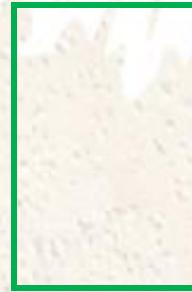


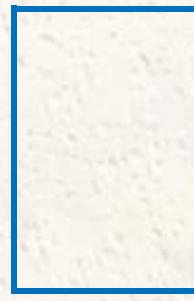
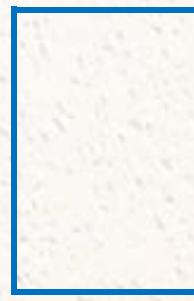
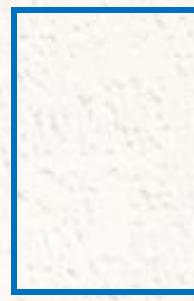
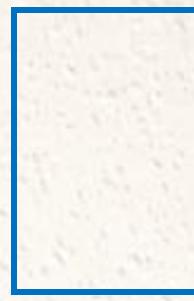
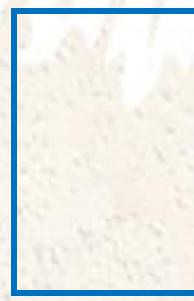




Machines

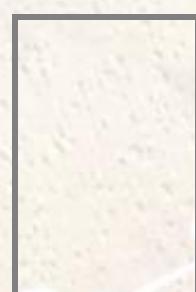
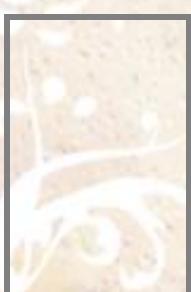
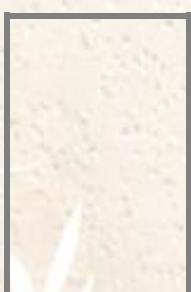
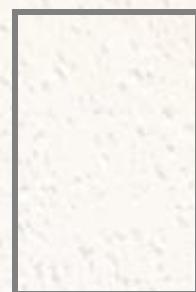
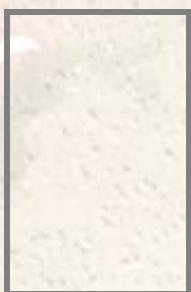
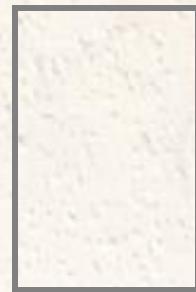
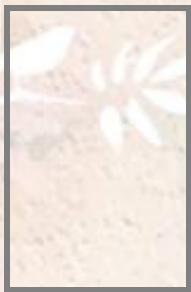


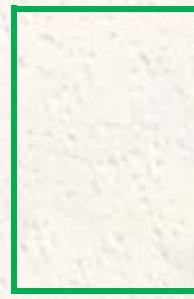
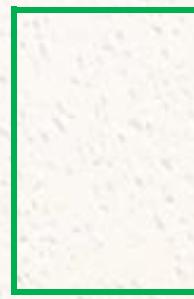
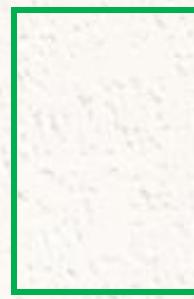
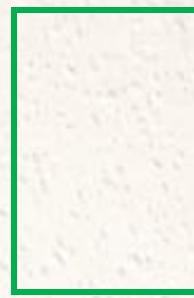
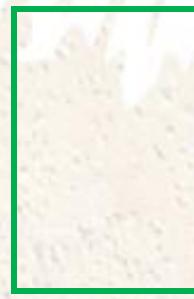




Alchemist

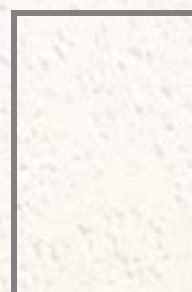
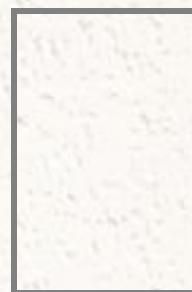
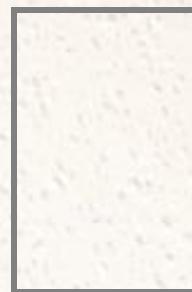
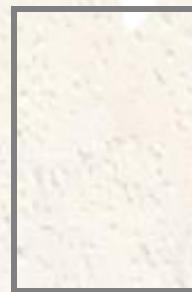
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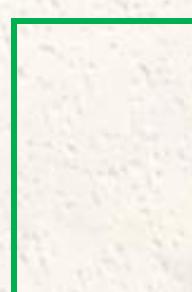
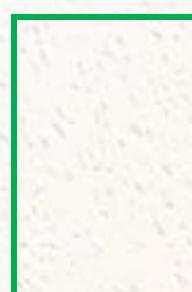
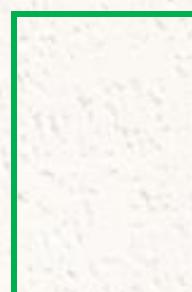
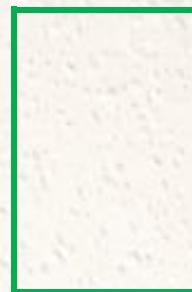
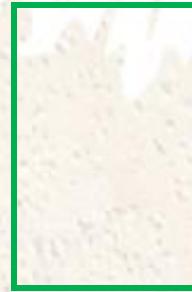


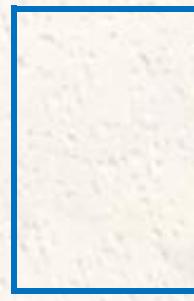
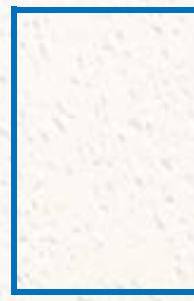
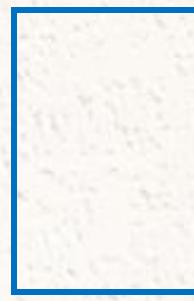
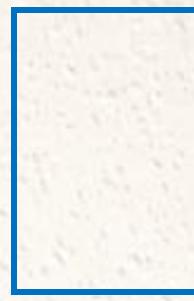
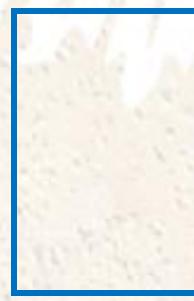




Explosives







Cook

Cooks can prepare nutritious meals for them and their companions. Their kit contains a large iron pot, a frying pan, a cleaver, a large fork, a ladle, exotic spices, an apron as well as a flint to start a fire. A cook can gain expertise as a:

- ❖ **Baker:** Hot olive bread coming up!
- ❖ **Brewer:** Tod-hic-ay's menu, -HIC- ale.
- ❖ **Chef:** Today's menu, vegetable stew!

Food



Flask

A small metal flask that can hold 0.5lt of liquid.



Mess Kit

An essential kit for any adventurer that includes a metal pan, a metal plate, a wooden cup, and utensils.



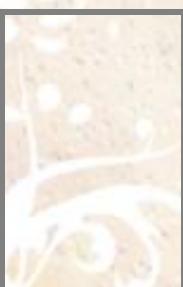
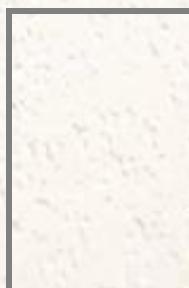
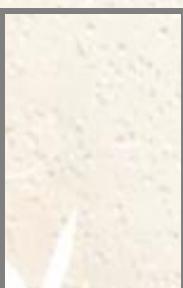
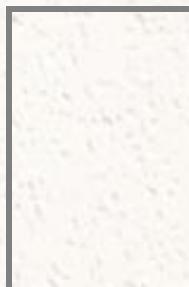
Waterskin

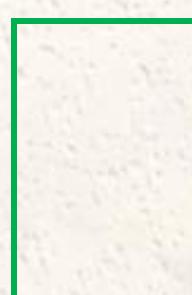
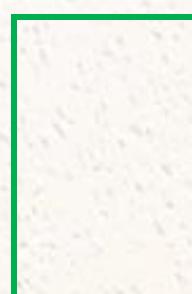
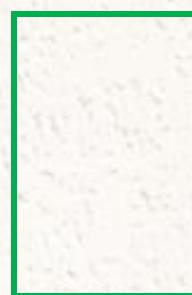
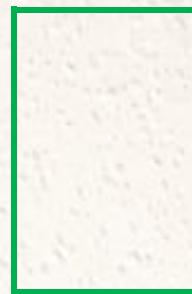
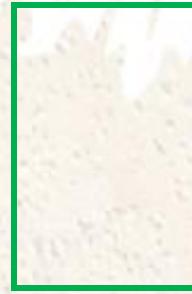
A leather waterskin that can hold 3lt of liquid.

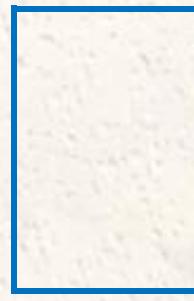
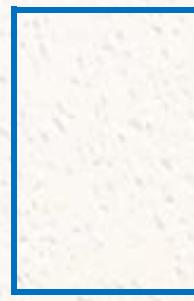
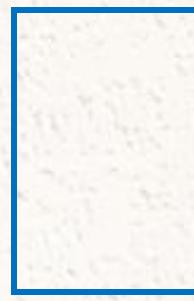
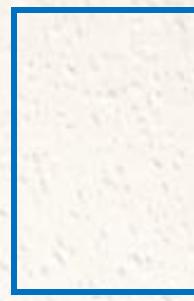
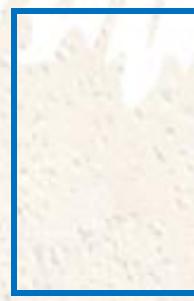


Iron Pot

A pot large enough to feed 4 to 6 Humans, or 2 Dwarves.







Scholar

Scholars dedicate their lives to acquiring knowledge and unraveling the secrets of the world. Their kit contains a signet ring of their school, sealing wax, a leather scroll case with scrolls and parchment inside, an ink pen and bottle as well as many books on their subject. A scholar can gain expertise as a:

- ❖ **Arcanist:** This rune... this is blood magic! Oh wait, I'm looking at it upside down.
- ❖ **Historian:** C-could this be a map of the catacombs?
- ❖ **Lawyer:** Actually, this accusation is -wait, where are you going?

Priest

A priest's kit contains incense, a holy symbol, a book of prayers, chimes, a chalice, a bottle of wine, garlic, matches, a chandelier, and candles. A priest can gain expertise as a:

- ❖ **Cleric:** We can only pray for salvation. And sometimes crucify people!
- ❖ **Exorcist:** Begone, foul creature! Where's the garlic?
- ❖ **Pagan:** Mother, bless our crops and more importantly, our wine!

Storyteller

Storytellers can work with cloth, leather, and fur to produce clothing and all kinds of adventuring gear. Their kit contains needles in all sizes, colorful threads, patches, strings, scissors, a thimble as well as glasses to enhance vision. A storyteller can gain expertise as a:

- ❖ **Bard:** Let me sing you a tune that I just came up with!
- ❖ **Chronicler:** Let me tell you a story about the first Elves.
- ❖ **Crier:** Hear all, hear all, for Her Majesty the Queen has an announcement to make!

Leader ship



In their journey, characters meet other travelers that experience an adventure of their own. Occasionally, they might form alliances that can help them in their cause. These alliances manifest into a number of leadership points equal to their Willpower score plus any racial bonus.

Cohorts can join the team and offer their services. They may function as bodyguards, defending the party against enemy attacks, or infiltrate a hostile organization and act as spies. Cohorts may also be chosen for their profession; physicians and cooks are always appreciated in a journey.

Beasts of immense power may form a special bond with a character. From animal companions to extraplanar beings, these creatures are a valuable addition to the team.

To gain a cohort or beast, you spend as many leadership points as their level. You may only gain an ally with level and willpower less than yours.

Languages

No matter how well one might sing, the stories will not amuse the audience if they cannot understand the lyrics. Different languages are spoken and written throughout the realm, and characters can learn new ones during their journeys in lands unknown.

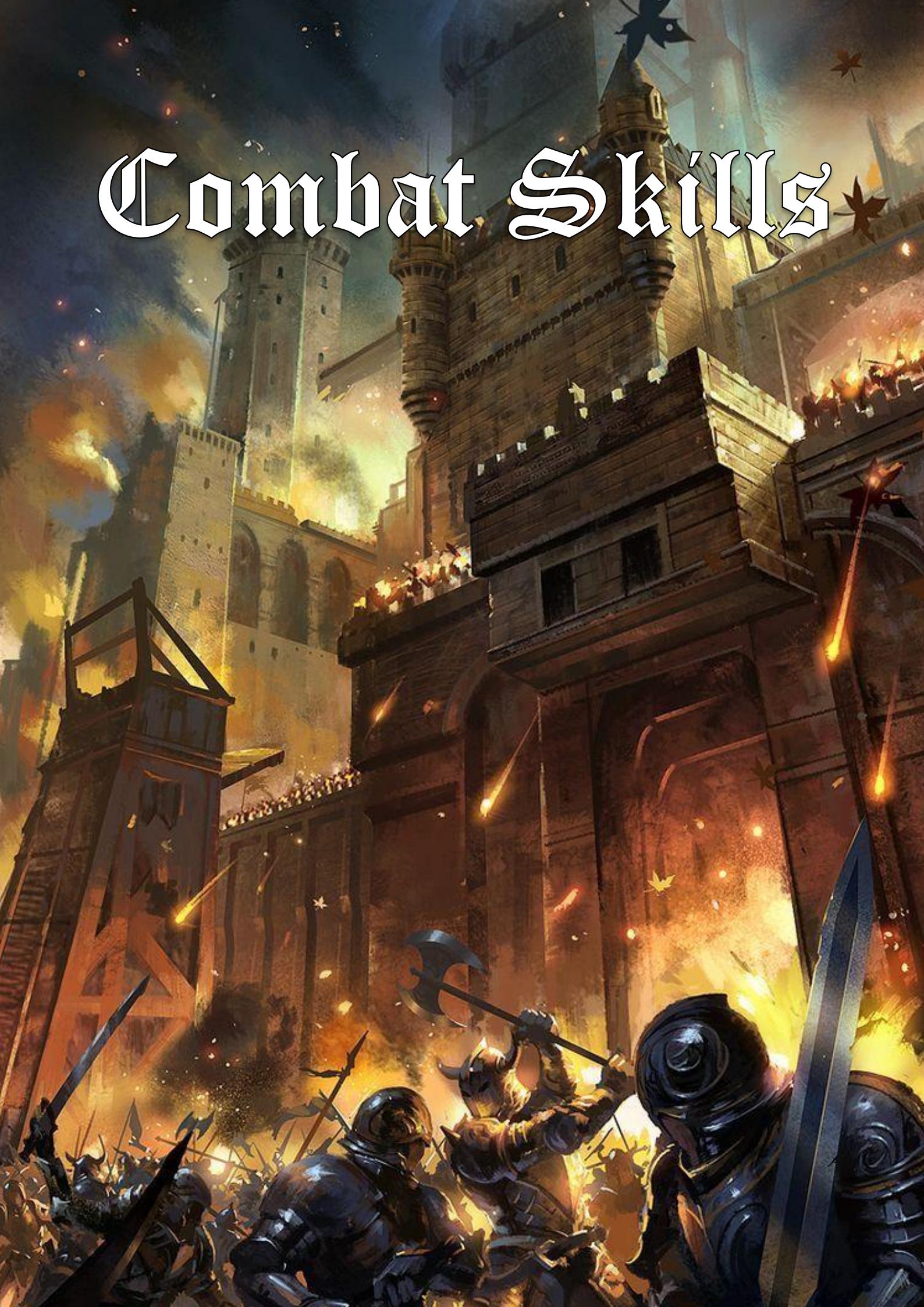
Merchants seem to have solved the communication puzzle, making sure to spread the so-called Common Tongue (English) to the larger ports and markets. This is a human language. There are of course other human languages, notably in the Origins continent. Those include Levantish (Arabic) and Eramian (Africaans), spoken in the south, the Holy Tongue spoken by the Sons & Daughters, and the almost-extinct Elder Tongue (Hebrew). In the New World, two other human languages exist, the Red Tongue (Japanese) spoken in the Red Sun Empire, and the Dark Tongue (Romanian) spoken in Wallachia and the Darklands.

But enough with the Humans that can't just pick one language to communicate. Other creatures seem to do better in this domain. Dragonborn speak Draconic (Swedish), the language of Reptants, Dwarves speak Dwarven (Greek), Elves speak Elven (Latin) and Goblins speak Gob (nonsense). Simple as that.



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Combat Skills



Feats

Champion

Tier 1

Attack (Target): Attack one target with a melee weapon, dealing damage equal to the weapon dice.

Power Attack (Enhancement): Enhance a simple attack, adding your Strength to the damage.

Tier 2

Whirlwind (Area): Perform a whirlwind attack, hitting all creatures adjacent to you.

Block (Reaction): You shield an adjacent creature, granting it your shield bonus until the beginning of your next turn. You do not benefit from the shield bonus for this period.
®

Point-Blank Shot (Enhancement): You gain advantage on a ranged attack toward a target in close range.

Leap (Movement): You make a leap, landing on a free spot in mid-range.



Tier 3

Disarm (Target): You attempt to disarm a creature (Str contest), knocking its weapon down.

Shoot Through (Enhancement): Shoot an arrow through the first target, dealing damage equal to the arrow dice, and if it goes through their armor, the arrow will continue in the same trajectory at close range. If it hits another target, they get half the damage you rolled.

Tier 4

Blitz Attack (Area): Attack two creatures in close range from one another, reappearing behind the second one. The second creature is unaware of the attack.

Tier x

Arcane Disrupt (Reaction): Disrupt one adjacent spellcaster. Spend x Strength points to cancel a spell that requires Intelligence.
®

Berserker

Tier 1

Grapple (Target): You attempt to grapple a creature of your size or smaller (Str/Dex contest). The grappler is considered slowed, while the grappled one immobile.

Overpower (Enhancement): Unleash a devastating attack with advantage.

Crippling Blow (Enhancement): Cripple a creature, reducing its movement by 1m.

sundering attack that targets an object, converting the weapon damage into sunder damage. The armor of the item or creature applies as normal.

Reckless Attack (Enhancement): The weapon dice is doubled, at the expense of being unaware of enemy attacks until the beginning of your next turn.

Critical Strike (Enhancement): The threshold for a critical blow drops by 1. This feat can stack with itself.

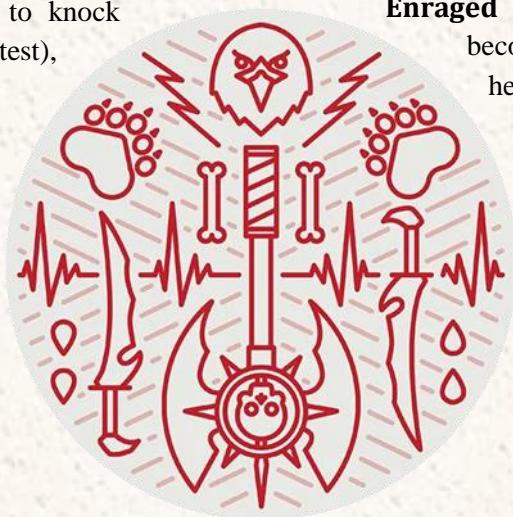
Tier 2

Slam (Target): You attempt to knock down a creature (Str contest), rendering it prone.

Sunder Attack (Enhancement): Unleash a

Tier 3

Enraged Attack (Enhancement): You become enraged against a target. You heal for 1d8 points of Vitality every time you successfully hurt the creature.



Marksman

Tier 1

Grapple (Target): You attempt to grapple a creature of your size or smaller (Str/Dex contest). The grappler is considered slowed, while the grappled one immobile.

Overpower (Enhancement): Unleash a devastating attack with advantage.

Crippling Blow (Enhancement): Cripple a creature, reducing its movement by 1m.

Tier 2

Slam (Target): You attempt to knock down a creature (Str contest), rendering it prone.

Sunder Attack (Enhancement): Unleash a

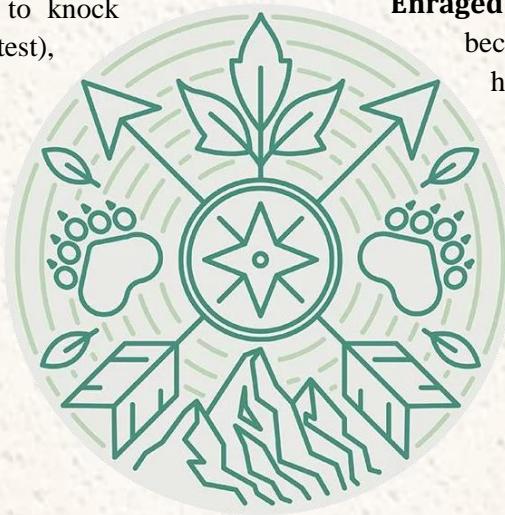
sundering attack that targets an object, converting the weapon damage into sunder damage. The armor of the item or creature applies as normal.

Reckless Attack (Enhancement): The weapon dice is doubled, at the expense of being unaware of enemy attacks until the beginning of your next turn.

Critical Strike (Enhancement): The threshold for a critical blow drops by 1. This feat can stack with itself.

Tier 3

Enraged Attack (Enhancement): You become enraged against a target. You heal for $1d8$ points of Vitality every time you successfully hurt the creature.



Maneuvers

Assassin

Tier 1

Finesse Attack (Target): Attack one target with a finesse weapon, dealing damage equal to the weapon dice.

Ranged Attack (Target): Shoot a projectile or throwing weapon in mid-range, dealing damage equal to the weapon dice.

Feint (Enhancement): Take advantage of the surroundings to ambush a creature. The creature is unaware of this attack.

Bleeding Attack

(Enhancement): Inflict an open trauma to a target, causing 1 extra point of bleeding damage. This enhancement takes effect

only if the attack inflicts damage on the target.

Tier 2

Rupture Tendons (Enhancement): Cause a target to become slowed. This enhancement takes effect only if the attack inflicts damage on the target.

Hide (Self): You become Hidden.

Silence (Target): You attack the target's vocal cords, silencing them for one round.

Tier 3

Sniper (Enhancement): You shoot an arrow at long range.



Brawler

Tier 2

Trip (Target): You attempt to trip a creature (Dex contest), rendering it prone.

Scream (Target): Scream in the target's ears to impose the Deafened condition.

Throw Sand (Target): Throw sand in the target's eyes to impose the Blinded condition.

Steal (Target): Attempt to steal an item off the target's person during combat (Dex contest). Only items loosely bound to the target can be stolen.

Tier 3

Circus Finale (Area): Give a unique performance, imposing the Fascinated condition to targets in close range.

Instinctual Reaction (Reaction): Gain advantage on your initiative roll. ®

Cat Fall (Reaction): If you fall, roll with it, ignoring the first 10m of height. ®

Evade (Reaction): You move 1m toward the direction of your choice. ®



Tactician

Tier 3

Blind Sense (Target): You are aware of the location of any hidden or invisible creature within close range of you. This maneuver is hearing-based and cannot be used by creatures with the Deafened condition.

Elude Attack (Target): Until the end of your next turn, your enemies can't sneak up on you. You are immune against the Feint Enhancement.

Deflect (Reaction): Deflect one weapon attack.
⑧

Precision (Enhancement): You attack a target in its weak spots. Double the weapon damage dice.



Spells

Geomancer

Tier 1

Rock Hammer (Enhancement): You infuse your arm or any other object with earth, creating a hard rock exterior that deals an extra 1d8 points of bludgeoning damage.

Sand Bullet (Projectile): You flick your finger and shoot a small sand bullet in mid-range, dealing 2d4 points of bludgeoning damage.

Stone Skin (Enhancement): The target's skin hardens, granting a +1 Armor bonus.

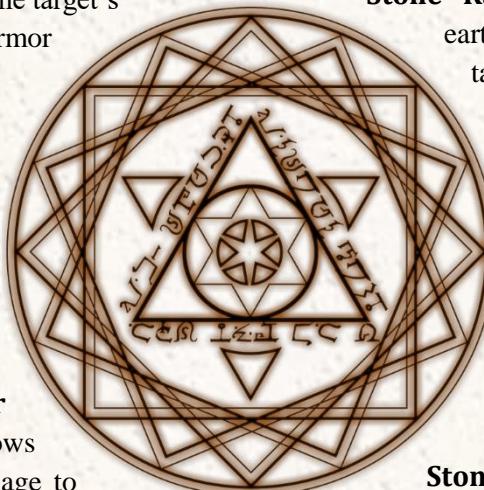
Ancestral Faces (Aura): A stone shield in the shape of a face levitates around you or an ally in mid-range, penalizing ranged attacks with disadvantage.

Spiked Armor (Enhancement): Your skin grows spikes that deal 1d4 sunder damage to enemy weapons.

Grease (Area): You cover a small radius area around you in grease, slowing anyone that enters the terrain. You are not affected by this.

Gravity (Aura): Any creature starting its turn in close range from you is immediately pulled 1m towards you and is slowed until they get out of close range.

Earth Wall (Aura): As a reaction, you create a large wall made of earth. The wall takes a combined space of $3m^3$. ®



Tier 2

Mold (Area): You can manipulate $1m^3$ of earth in close range, such as dirt, stone, or mud. You can excavate it, move it, or cause shapes to appear.

Earth Spike (Target): You command the earth to form a spike in mid-range, piercing one target. The spike deals 1d10 bludgeoning damage and 2d4 piercing damage.

Stone Ram (Ray): Your arm fuses with earth and extends into a stone ram. A target in close range takes 2d8 points of bludgeoning damage and 1d10 points of bludgeoning damage and is pushed 3m away from you.

Tremor Sense (Aura): You can feel the tremble of the earth, detecting ground motion in mid-range.

Stomp (Area): Your stomp makes the ground shake at a mid-range, knocking everyone in the area prone.

Quicksand (Area): You create a pond of quicksand in mid-range. Creatures caught inside are immobile.

Tier 3

Earth Blast (Area): You cause an earth blast in mid-range. Everyone within a small radius takes 3d10 points of bludgeoning damage and is knocked prone.

Rock Catapult (Projectile): You extend your arm and perform an arch throw, tossing a rock at long range. The rock shatters in pieces upon

impact, dealing $2d8+1d10$ bludgeoning damage to everyone in a small radius.

Earth Glide (Enhancement): You can burrow in the surface of the earth (or rock) and move through it.

Tier 4

Fissure (Ray): You stomp the ground with might, creating a fissure. Anyone in a mid-length line takes $4d8$ points of bludgeoning damage and falls into a deep pit.

Tier 5

Stone Tomb (Area): Stone walls rise from the ground, engulfing and crushing a creature in mid-range. The target takes $3d10$ points of bludgeoning damage and $3d6$ points of bludgeoning damage.

Tier 7

Earthquake (Area): You command the ground to shatter, causing an earthquake. Everyone in a long-range takes $4d12$ points of bludgeoning damage, and $3d8$ points of bludgeoning damage and is knocked prone.

Pyrokinetic

Tier 1

Searing Arrow (Projectile): You conjure a flaming arrow that can hit a target in mid-range, dealing 1d8 points of burning damage.

Blazing Robe (Enhancement): A blazing robe surrounds you, granting you a +1-ward bonus and fire resistance.

Fire Orb (Enhancement): A small fire sphere orbits around you. If you are physically attacked, the orb flies to the attacker, exploding on them for 1d8 points of burning damage. Alternatively, you can coat your weapon in fire, dealing the same amount of burning damage.

Cauterize Wound (Target): Cauterize a bleeding wound, stopping the Bleeding damage, but causing the target 1d6 burning damage.

Tier 2

Thermosense (Aura): Your eyes turn snake-like, allowing you to sense temperature.

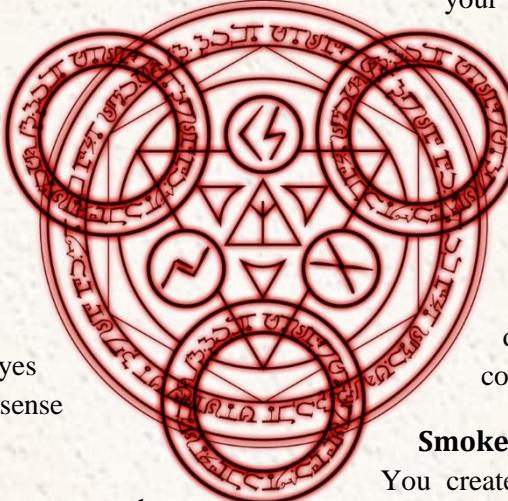
Flame Eater (Aura): You consume the flames in close range, gaining 2d4 life points.

Fire Dash (Enhancement): Fire bursts from your feet, allowing you to perform a mid-distance dash. If you collide with a creature or object, you both take 1d12 points of bludgeoning damage.

Tier 3

Fire Ray (Ray): You set on fire one target in mid-range. The wounds deal 3d8 burning damage and the target catches on fire, receiving the damage in every round until he is doused.

Dragon's Breath (Ray): You fill your lungs and exhale fire in a cone in close range in front of you.



Anyone in the area takes 3d8 points of burning damage and catches on fire.

Fire Wall (Area): You create a mid-range wall made of fire. The wall takes a combined space of $10m^3$. Anyone passing through takes 2d8 points of burning damage.

Juxtaposition (Enhancement): You can travel through flames in mid-range.

Tier 4

Flamethrower (Ray): You stand your ground, and take a deep breath, unleashing a fire jet from your lungs. Everyone in a straight line in long-range takes 4d8 points of burning damage.

Overheat (Aura): Your body starts overheating. You take 1d8 points of burning damage and everyone else in close range takes 2d10 points of burning damage. The damage doubles each consecutive round.

Smoke Duplicate (Enhancement):

You create a smoke clone, which appears identical to you and can attack in your place. If attacked, the duplicate explodes, dealing 3d6 burning damage at close range.

Tier 5

Rain of Fire (Ray): You breathe a cone of fire toward the sky. A few moments later, flaming spheres start raining down in a mid-radius area, dealing 4d8 points of burning damage to anyone in the area.

Tier 7

Blaze Storm (Area): You create a whirlwind of hot ash in mid-range around you. Anyone in the area takes 3d6 points of burning damage each round and moves at half speed. At any time, you

can choose to detonate the storm, creating small blasts in the air that increase the storm's damage to

4d10 per round, and 2d8 points of burning damage to you.

Hydrosophist

Tier 1

Hydrokinesis (Aura): When near a body of water you can summon a small amount to you, and move it around.

Chill Touch (Enhancement): You cover your hand or an object you touch in ice. It deals an extra 1d8 points of frost damage.

Fog Cloud (Aura): You conjure a small fog cloud in mid-range. The cloud blocks common vision, darkvision, and thermosense. The cloud moves along with you.

Water Shield (Aura): A water shield is formed around you as a reaction, adding 5 to your armor against burning damage. ®

Tier 2

Water Bubble (Aura): When underwater, or in the rain, you form a bubble of water with air inside around your or someone else's head, or even an object, allowing them to breathe underwater, or simply not get wet.

Ray of Frost (Ray): A light blue beam streaks from your hand toward a target in mid-range, dealing 2d6 points of frost damage.

Water Scorch (Area): When one or more creatures are inside a body of water, you can heat the water up, to burn them. They take 1d12 burning damage.

Ice Cage (Target): A cage of ice surrounds a creature in close-range, keeping it restrained until someone melts it, or you drop the spell.

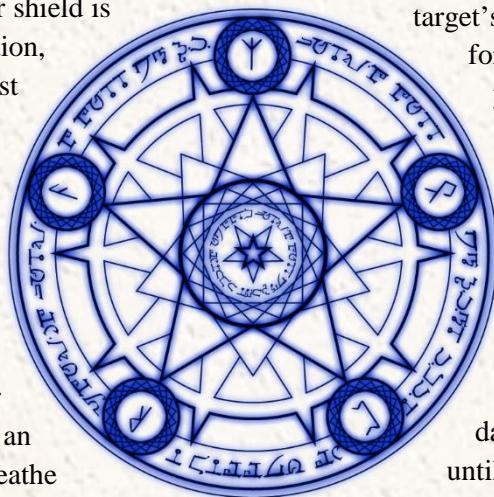
Tier 3

Ice Floor (Aura): Ice and frost begin to spread from your feet to the floor over a mid-range area, making all creatures within immobile.

Misty Step (Movement): You vanish into mist, teleporting to a spot you can see in mid-range.

Water Wall (Aura): A water wall is formed around you as a reaction, encompassing all creatures in close range, giving them fire resistance. ®

Water Chains (Target): Using the water in a target's body, you keep him restrained for as long as you hold that spell and you remain within mid-range of the target.



Suffocation (Target): You create a bubble around a target in close-range. The target can't breathe oxygen while you hold that spell and you are within range. He takes 2d10 wind damage every round on your turn until the spell is released or the target leaves your range.

Tier 4

Storm (Area): You call up a storm, that rains down in a medium area in mid-range from you, blinding the creatures inside, making them slowed, and causing them 2d10 frost damage.

Tier 5

Snowstorm (Area): You call up a snowstorm, in a medium area in mid-range from you, making the creatures inside exhausted, and causing them 3d12 cold damage.

Tier 6

Tsunami (Area): When near a large body of water, you can summon waves that eventually,

after a round, reach the size of a long tsunami, making all the creatures in mid-range of the water prone, and causing 3d12 frost damage and 2d10 bludgeoning damage.

Aerotheurge

Tier 1

Whistling Chakram (Projectile): Wind starts whirling around your hand, forming a chakram that can be thrown and deal 1d8 points of slashing damage to a target in mid-range. The weapon returns to you and cannot leave your possession.

Leaf Blades (Ray): You send a swarm of leaves towards a direction, cutting everything in a mid-length line for 1d8 of slashing damage.

Sandstorm (Aura): You create a sandstorm in mid-range around you, reducing everyone's vision to 3m.

Leaf Dance (Aura): Leaves swirl around you, penalizing incoming ranged attacks with disadvantage.

Breeze (Aura): A light wind blows, granting advantage to all effects and dealing burning damage in mid-range.

Tales of Wind (Ray): You can transfer a message in long-range through a light breeze. All creatures in the wind's path will hear the message.

Twist (Projectile): You create a twisting current that knocks a target in mid-range prone.

Glide (Enhancement): You fall gracefully, taking no damage from a fall. You can adjust your movement using your movement points.

Strong Current (Aura): As a reaction against small projectile objects, you create a strong current of wind, and deflect them. ®

Tier 2

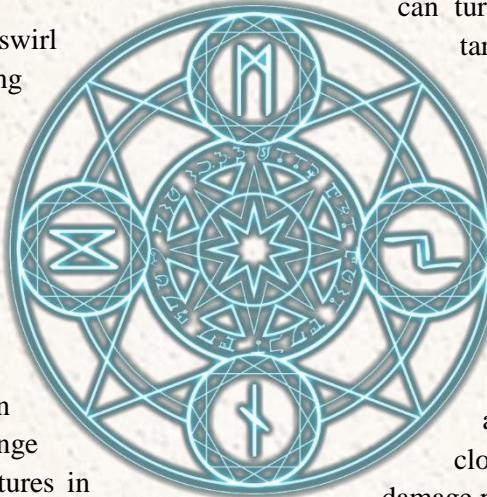
Zephyr's Kick (Area): You jump and perform a round kick, sending a wind blade towards a cone

in close range. The blade deals 1d10+1d6 points of slashing damage and pushes you 2m back.

Air Blast (Ray): You extend your hands and burst a wind blast that knocks a target in close range 5m away from you, dealing 2d8 points of slashing damage. In case the target collides with an obstacle, they receive an additional 1d6 points of bludgeoning damage.

Tier 3

Homing Wind (Ray): You send a current of wind and debris to chase a target in mid-range. You have full control over the wind's direction, which can turn around steep corners to hit its target, dealing 1d12+1d8 of slashing damage, and knocking the target prone.



Tier 4

Air Drill (Enhancement): You stand your ground as the wind starts whirling violently around your arm. You create an air drill that can pierce any target in close range for 2d8 points of slashing damage plus 2d6 points of piercing damage.

Gust (Area): You create a small-radius gust in a long range. Anyone caught in the gust is lifted from the ground and moved along, taking 2d6+1d12 points of slashing damage. You can move the gust using your movement points.

Tier 5

Razor Wind (Area): You whirl your hands to create a current of strong wind, drifting debris and small items toward a general direction. Anyone caught in the wind in a mid-cone takes 2d12+3d8 of slashing damage.

Fly (Enhancement): You are lifted in the air with grace, gaining the ability to fly. You can

adjust your movement using your movement points.

Tier 7

Cyclone's Eye (Aura): You look up to the sky and extend your arms. You are now the cyclone's

eye. Anyone in a long range is lifted from the ground and whirls around you, taking 2d4 of piercing, 2d8+2d6 of slashing, and 2d12 of bludgeoning damage.

Shadowcaster

Tier 1

Bleed (Target): You scar yourself for 1 point of damage and cause 1d6 points of bleeding damage to a target in mid-range.

Repose (Enhancement): You protect a dead creature in a long range from decay.

Tier 2

Ominous (Aura): You emit a chilling aura, imposing disadvantage on attacks made against you from a close range.

Toll (Aura): The sad melody of a bell sounds as you approach, causing creatures in close range to become frightened.

Darkness (Area): You create a small radius black cloud in mid-range that swallows all light within it. You can use your ability points to move the cloud.

Overwhelm (Enhancement): Enhance a darkness spell to cause 1 point of insanity, if the spell succeeds.

Shadow Scythe (Enhancement): You create a weapon of darkness or cover an object in shadow, dealing 1 point of insanity if the attack succeeds. If the weapon is made of darkness it disappears as soon as it leaves your possession.

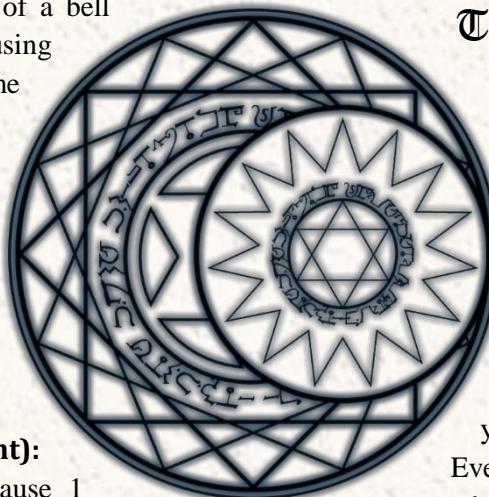
Absorb Magic (Target): You touch a creature and cancel out one active spell affecting it. You need to spend Intelligence points equal to the spell canceled plus 2.

Tier 3

Rigor Mortis (Target): You target an opponent in close-range. Their joints swell, causing 2d8 points of bleeding damage and slowing them.

Soul Syphon (Target): You touch a creature and breathe in its soul, absorbing 2d6 of its life points and exhausting it.

Rot (Target): You touch a creature and cause its skin to rot, dealing 1d8+1d10 points of bleeding damage.



Tier 4

Bone Shaker (Target): You target a creature in close range and make its bones crack, dealing 3d6 points of bleeding damage.

Tier 5

Dark Ray (Ray): You extend your palm, unleashing a dark ray. Everyone in a straight line in mid-range takes 2d10 points of bleeding damage.

Tier 7

Disintegrate (Ray): You extend your palm, unleashing a ray of pure darkness. Everyone and everything in a straight line in mid-range takes 3d10 points of bleeding damage. If they die, their remains disintegrate.

Tier 10

Apocalypse (Aura): You unleash the darkness within. Every creature in close range in every direction takes 4d12 bleeding damage and becomes Frightened.

Lightweaver

Tier 1

Dancing Light (Enhancement): You conjure a small glowing sphere that sheds dim light in a 2m radius. You can move the sphere within mid-range of you. You can choose to coat an object in light instead.

Blinding Touch (Enhancement): You coat your palm or an object you hold in intense light, blinding the target.

Tier 2

Reveal Magic (Aura): You gain arcane vision in mid-range, sensing the presence of magic in creatures and items you can see. You can derive the arcane element of each magic aura, but not the specifics of the spell.

Flare (Ray): You create a ray of light that illuminates a straight line in long range causing $2d8$ points of scorching damage to any creature it hits.

Burst (Area): You create a circle of bright light that blinds every creature in close range that can see.

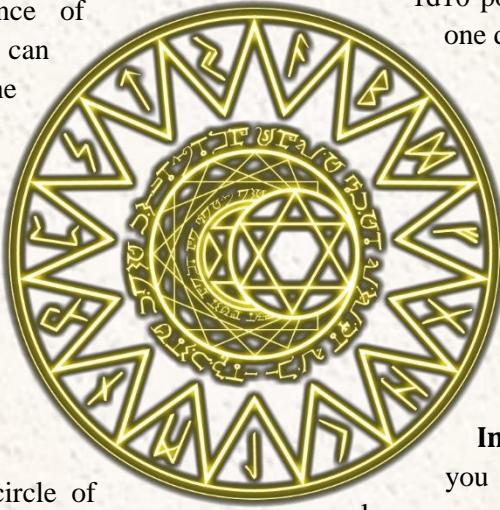
Guardian Veil (Enhancement): You are covered in a veil of bright light. All attacks made against you from a touch range have disadvantage.

Diffraction (Enhancement): Using the properties of light to enhance your light spell enables it to work through solid objects.

Tier 3

Blindness (Target): You cast a beam of intense light, blinding a single target in mid-range.

Lightspeed (Enhancement): Using the speed of light, you double the distance of a light spell.



Ray of Hope (Target): You or an ally gain advantage on heal rolls for one turn.

Crack in the Sky (Target): If you get damage that is more than half your Vitality, a beam of light shines on you healing half the damage taken. ®

Light Intervention (Target): You summon a shield of light that offers +3 Ward to a target of your choice in close range, for one turn.

Tier 4

Blessing (Enhancement): You touch a target coating them in bright light. The creature regains $1d10$ points of Vitality and is blessed for one day.

Prism Cage (Area): You create a close range invisible cage of light in mid-range. When a creature enters it, they can't leave without receiving $3d8$ scorching damage.

Tier 5

Invisibility (Target): A creature you touch becomes invisible for as long as you hold the spell up. Any items picked up by the creature after the spell is cast do not become invisible. Items dropped by the creature become visible. The creature becomes visible if it gets out of a long range from you.

The Eye (Target): Your eyes light up and you see everything hidden or unhidden in a close range. You can also see through objects.

Tier 6

Aura of Vitality (Aura): Healing energy radiates from you in a close-range aura. Allies inside the aura regain $1d10$ points of Vitality and are blessed for one day.

Galenus (Target): You remove one negative condition from one creature in touch range.

Tier 7

Prism (Ray): You shoot a light cone that converges in a ray shape, dealing 1d8 scorching damage in a cone and 3d6 scorching damage in a straight line, in mid range.

Tier 8

The Star (Aura): Your whole body lights in bright light and you start attracting every creature or item in mid range, in an orbit around you. Everyone caught becomes restrained and is forced to move in a mid-ranged orbit for 1 turn. They also receive 3d10 scorching damage. Next turn they become slowed and confused.

Spiritbinder

Tier 1

Telekinesis (Target): You can move an object in mid-range by 5m. The object cannot weigh more than 5kg.

Tier 2

String of Thought (Target): You pull an idea, a memory, or a short message from your mind and transform it into a tangible string of glowing energy. The string can be consumed by a target who then immediately becomes aware of the idea, memory, or message, as well as the identity of the caster.

Illusion (Area): You create a sound or an image in long range. The sound can vary from a whisper to a scream. The image can only take the form of a motionless object, such as a chair, a door, or a chest. The illusion does not produce a smell, light, or any other sensory effect. Physical interaction with the illusion reveals its true nature.

Sensory Illusion (Enhancement): You further enhance your Illusion by adding another sensory effect. The image can now also do one of the following. It can produce smell, sound, or light. The effects stack.

Alarm (Area): You set an alarm against unwanted intrusion. You can choose to set the alarm on a door, window, other narrow passage, or a small, circular area. A mental bell sound alerts you upon intrusion if you are within a long range of the alarm.

Telepathy (Target): You can communicate telepathically with a creature in mid-range you can see. The creature can respond to you freely, as long as you keep the line of communication.

Moving Illusion (Enhancement): You enhance your Illusion. Now you can make it move according to your will. It cannot do damage.

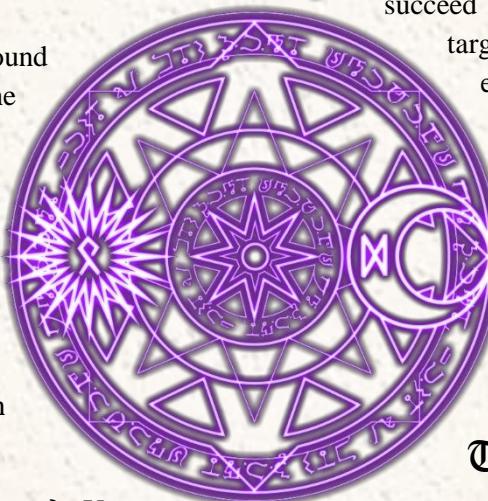
Locate Creature (Aura): You mentally focus on the memory of a creature familiar to you. If the creature is within long range, you are immediately aware of its general location.

Screech (Aura): You produce a loud noise that affects any creature that can hear you at a close range, deafening them.

Sleep (Target): You touch a creature and attempt to cause it to fall asleep. To succeed you need to succeed in a Will contest against your target. Sounds, attacks, and other effects can wake up the creature as normal.

Crown of Madness (Target): You attempt to cause a creature in mid-range to become confused. To succeed you need to win a Will contest against your target.

Tier 3



Void Chains (Projectile): You conjure an incorporeal chain that has the traits of a common whip and can be hurled to a target in close range, dealing 2d8 points of bludgeoning damage and restraining it.

Voice of the Void (Enhancement): You call upon the knowledge of perished spirits. You can choose to understand a language you don't speak or gain one profession point to a random profession. Once a spirit visits you, no other will come within the same day.

Detect Feelings (Aura): You can sense the surface feelings of creatures in mid-range. The spell can detect basic feelings such as anger, fear, sadness, happiness, or disgust. The target is unaware of this detection.

Tier 4

Impenetrable Circle (Area): You create a circle on the ground. A creature that tries to enter has to succeed in a Will contest against you.

Psychokinesis (Target): You can move an object in mid-range by 1m. The object cannot weigh more than 100kg.

Solid Illusion (Enhancement): You enhance your Illusion by making it solid to the touch.

Tier 5

Blink (Enhancement): You briefly become incorporeal. You can move to an available space in close range, passing through solid objects.

Tier 7

Mirror (x): You pick a target in long range and mimic their last spell as long as it is of a tier lower than 7.

Tier 8

Instinctive Blink (Reaction): You briefly become incorporeal. All physical attacks fail. ®

Fulgurist

Tier 1

Shocking Grasp (Target): You touch a target and deliver a shock that deals 1d12 points of lightning damage. The creature cannot take any reactions until the start of its next turn.

Lightening Lure (Projectile): Lightening shoots out of your hand to a target in mid-range, creating a tether that pulls them 5m towards you. If the target is immovable, you can pull yourself 5m towards it. If it gets the target to 1m of you they get 1d12 lightning damage.

Tier 2

Electric Javelin (Projectile):

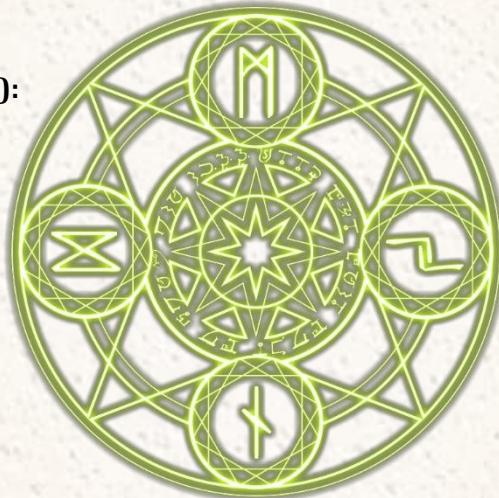
You conjure a javelin made out of electricity. You can throw

the javelin to a target in mid-range, dealing 1d10 points of lightning damage. You can choose to electrify your weapon instead.

Thunder Wave (Aura): You clap your hands and emit a thunder wave. Every creature in close range in front of you takes 2d12 points of lightning damage and is pushed 2m backward.

Tier 4

Call Lightning (Area): A bolt of lightning flashes down from a cloud in mid-range. Every creature in close range takes 3d10 lightning damage.



Demolitionist

Tier 2

Ash Veil (Aura): You are surrounded by an ash veil that burns anything on contact, dealing $2d8$ points of burning damage. The veil lasts as long as you keep the fire burning.

Tier 3

Ash Bomb (Aura): You conjure a large piece of coal and smash it with your hands to cause an ash explosion around you. Anyone in close range takes $2d12$ burning damage. The vision inside the area is

obscured, even by thermosense. The ash sets down in 5 rounds.

Tier 6

Purgatory (Area): You create a large cage made of flames. Attempting to pass through the cage causes fatal injuries of $8d6$ points of burning damage. Everyone inside the prison takes $2d6$ points of burning damage each round.



Greenwarden

Tier 1

Acid Splash (Projectile): You hurl a bubble of acid against a target in close range, dealing 1d12 points of acid damage.

Tier 2

Acid Coat (Enhancement): You coat your hands or an object in acid dealing an extra 2d8 points of acid damage.

Infestation (Area): You command a cloud of parasites to infest all creatures in a close range in mid-range. The targets take 1d12 points of acid damage and are frightened.



Evocations

Warlord

Tier 1

Courage (Aura): You bestow courage upon your allies. Allies in mid-range gain resistance against fear effects.

Pack (Aura): When you stand in close range to at least one ally, targets are considered unaware of your attacks.

Tier 2

Aura of Awe (Aura): You expel an aura of awe, making all creatures in close range become fascinated. It invokes a Will contest between you and your target(s) in order to succeed.

Shield (Aura): When you stand in close range to an ally that is attacked, you can take half the damage on yourself. ®

Aura of Endurance (Aura): Allies in mid-range gain +1 temporary armor.

Aura of Perseverance (Aura): Allies in mid-range gain +1 temporary ward.

Endurance (Aura): Allies in close-range gain 2 temporary vitality points to their maximum. The effects last for an hour.

Tier 3

Command (Target): You attempt to compel a creature to obey one single-worded order. If it is feasible, and you win in a will contest with the target, the creature must obey.

Beacon of Hope (Aura): You bestow hope upon allies. Healing effects within mid-range from you automatically restore the maximum amount of Vitality.

Ward Off (Aura): As a reaction, you protect your allies in close-range from a spirit attack by giving them a temporary +2 ward bonus. ®

Soul of the Determined (Aura): You get advantage on contest rolls. ®

Tier x

Summon Companion (Aura): You summon your companion that has willpower x.

Pacify Beast (Aura): You pacify a beast with willpower x-2 that is hostile to you. It no longer tries to attack you.



Skald

Tier 1

Taunt (Target): You attempt to compel a creature to hit you, imposing disadvantage on the creature's attacks that do not target you. It invokes a Will contest between you and your target in order to succeed.

Pack (Aura): When you stand in close range to at least one ally, targets are considered unaware of your attacks.

Tier 2

Aura of Fear (Aura): You expel an aura of fear, making all creatures in close range become frightened. It invokes a Will contest between you and your target(s) in order to succeed.

Tier 3

Command (Target): You attempt to compel a creature to obey one single-worded order. If it is feasible, and you win in a will contest with the target, the creature must obey.

War Drums (Aura): Allies in mid-range are hastened.



Equipment



Glossary

This game uses a number of terms, abbreviations, and definitions in presenting the rules of the game. The following are among the most common.

Adventure

An adventure is a self-contained storyline the PCs experience. An adventure is composed of a series of encounters furthering the storyline.

Campaign

A campaign is a collection of stories weaving into an overreaching narrative. It may be a string of published adventures, a chain of home-brewed material, or an Adventure Path designed to be played as a series. A campaign may or may not have a definitive or predefined endpoint.

Campaign Arc

A sequence of adventures that mesh well with each other, usually part of a larger campaign. Game Masters often run these shorter arcs to create a story that's more concise than a full campaign but longer than a single adventure.

Check

A check is a d20 roll which may or may not be modified by another value. The most common types are skill checks and ability checks.

Creature

A creature is an active participant in the story or world. This includes PCs, NPCs, and monsters.

Dice

When the lowercase letter d is followed by a number (d4, d6, d8, d10, d12, d20, and d%), it refers to a die with that many sides. For example, a d6 is a six-sided die, and a d20 is a 20-sided die. Sometimes you roll multiple dice and add them together; in these cases, the number of dice goes in front of the "d" and the type of die goes after it. For example, 4d6 means "Roll four six-sided dice and add them together." See Roleplaying Dice on page 8 for more on this.

Encounter

An encounter is a short scene in which the PCs are actively doing something. Examples of encounters include a combat with a monster, a social interaction significant to the adventure's plot, an attempt to disarm a trap, or the discovery of a mystery or clue requiring further investigation.

Game Master (GM)

A Game Master is the person who adjudicates the rules and controls all of the elements of the story and world that the players explore. A GM's duty is to provide a fair and fun game. The game's storyteller, referee, and director.

Initiative

Whenever combat begins, all creatures involved in the battle must make an initiative check to determine the order in which creatures act during combat. The higher the result of the check, the earlier a creature gets to act.

Level

A character's level represents his overall ability and power. When a character gains a level, he or she receives new abilities and enhancements.

Line of Effect

A line of effect is a straight, unblocked path that indicates what a spell can affect. A line of effect is canceled by a solid barrier. It's like **line of sight** for ranged weapons, except that it's not blocked by fog, darkness, and other factors that limit normal sight. A line of effect starts from any corner of your square and extends to the limit of its range or until it strikes a barrier that would block it. A line-shaped spell affects all creatures in squares through which the line passes.

Line of Sight

A line of sight is the same as a **Line of Effect** but with the additional restriction that it is blocked by fog, darkness, and other factors that limit normal sight (such as Concealment).

Melee Attack

An attack in hand-to-hand combat.

Metagaming

This is when characters act on information that they don't have access to, but which their players know from the real world. Metagaming comes into play when players fail to maintain a divide between in-character knowledge and out-of-character knowledge. That could include anything from uncannily accurate in-character predictions from a player who's already read the adventure, players recognizing monsters when their characters wouldn't, low-Intelligence characters accessing well-educated players' knowledge and talents, etc.

Mindless

A creature with no Intelligence score. Constructs, most oozes, some plants, some undead, and most vermin are mindless.

Modifier

This is a number added to a die roll or a number on your character sheet. For example, your roll might have a modifier of +5, meaning that you add 5 to the number you roll on the dice. A bonus is a modifier that is +0 or higher; a penalty is one that's -1 or lower.

Monster

Monsters are creatures that rely on racial Hit Dice instead of class levels for their powers and abilities (although some possess class levels as well). PCs are usually not monsters.

Movement

How many feet you can move with a single move action on your turn. Each tile on a battle grid represents 1m.

Nonplayer Character (NPC)

This is a character played by the Gamemaster (not one of the other players), such as a city guard or innkeeper, or even a monster such as a goblin.

Penalty

Penalties are numerical values that are subtracted from a check or statistical score. Penalties do not have a type and most penalties stack with one another.

Player Character

This is a character directly controlled by one of the players—typically a hero of the story you're playing.

Round

Combat is measured in rounds. During an individual round, all creatures have a chance to take a turn to act, in order of initiative. A round represents 6 seconds in the game world.

Session

A session is a single bout of gaming. Not every session ties up an adventure; many adventures require multiple sessions to complete. The duration of sessions varies from group to group, from a few hours to a weekend.

Skill

A skill represents a creature's ability to perform an ordinary task, such as climb a wall, sneak down a hallway, or spot an intruder. The number of ranks possessed by a creature in a given skill represents its proficiency in that skill.

Skill Check

Your ability to do something, from lying to climbing a wall or healing wounds. A skill check is a d20 roll + your skill modifier from the related skill (if any).

Stacking

Stacking refers to the act of adding together bonuses or penalties that apply to one particular check or statistic. Generally speaking, most bonuses of the same type do not stack. Instead, only the highest bonus applies. Most penalties do stack, meaning that their values are added together. Penalties and bonuses generally stack with one another, meaning that the penalties might negate or exceed part or all of the bonuses, and vice versa.

TPK

TPK stands for "Total Party Kill" a sometimes-accidental result of a poorly designed encounter by the GM, or poor decision making by the players, a combination of the two, or simply, bad luck and dice rolling.

Turn

In a round, a creature receives one turn, during which it can perform a wide variety of actions.

Cheat Sheets

Table: Race Summary

Race	Size	Height	Weight	Life	Vit	Str	Dex	Int	Will	Abilities
Humankin	Humans	M	1.6-1.8	80	70	20	2	2	2	Talented, Persistence
	Fey-touched	-	-	-	-	20	1	3	2	Animal Abilities, Animal Form, Fey Vulnerabilities
	Dragonborn	L	1.8-2	130	200	30	4	1	1	Fangs, Dragon Blood, Natural Armor (3)
	Demonspawn	L	2.2	120	?	20	2	1	1	Dark Aura, Darkvision, Demon Resistances, Silver Tongue, Natural Armor (1)
	Cyborg	M	-	-	-	20	3	1	2	Bzzzt, Natural Armor (2), Machine Parts
	Undead	M	1.6-1.8	40	∞	40	2	2	2	Darkvision, Needs Needn't, Old Ones, Mental Suffering, Sticks n Stones
Dwarvenkin	Lethenie	M	1.0-1.3	120	500	40	3	0	2	Tremorsense, Casts
	Jötnar	M	1.2-1.4	70	150	30	4	1	1	Subterrans, Barbaric Nature, Children of the Sea
	Percians	M	1.2-1.5	140	100	30	2	1	2	Desert Folk, Immovable, Talented
Elvenkin	Gnomes	S	0.8-1.0	30	?	30	1	3	3	Subterrans, Mama Hide me, Talented
	Sylvan	M	1.7-2.0	50	300	10	1	4	2	Forest Fey, Wild Stride, Animal Friend, Animal Senses
	Exsul	M	1.7-2.0	50	300	20	2	3	2	Pact of Fire, Sun's Favor, Thermosense, Animal Senses, Talented
	Nox	M	1.7-2.0	50	300	10	1	4	3	Drowned, Mental Fortitude, Darkvision, Animal Senses, Darkness Unchained
Greenkin	Orcs	L	2.0-2.5	150	?	30	4	0	0	Spiritvision, Fearless, Nethergrasp, Tribes, Natural armor (2)
	Trolls	L	3.0-4.0	250	?	40	5	0	0	Regeneration, Tribes, Natural Armor (2)
	Goblins	S	0.5-0.8	20	30	10	1	4	3	Filthy yet Healthy, Born Acrobats, Sticky Fingers, Talented, Ankle Biter

S: 10-80, M:81-220, L:221-1000

Survival

Table: Survival

1d8	Starvation	Hazard	Insanity	Disease
1	Exhausted	Exhausted	Exhausted	Exhausted
2	Slowed	Slowed	Slowed	Slowed
3	-1 Str	Vulnerable	Confused	Vulnerable
4	-1 Dex	-1 Dex	Vulnerable	-1 Dex
5	-1 Int	-1 Str	Fascinated	-1 Str
6	-1 Will	-1 Will	-1 Will	-1 Will
7	-2 Vit	-1 Int	-1 Int	-3 Vit
8	-4 Vit	-2 Vit	-2 Vit	-4 Vit