

Æquilibrium

Chibo & Nonobird

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About the Authors

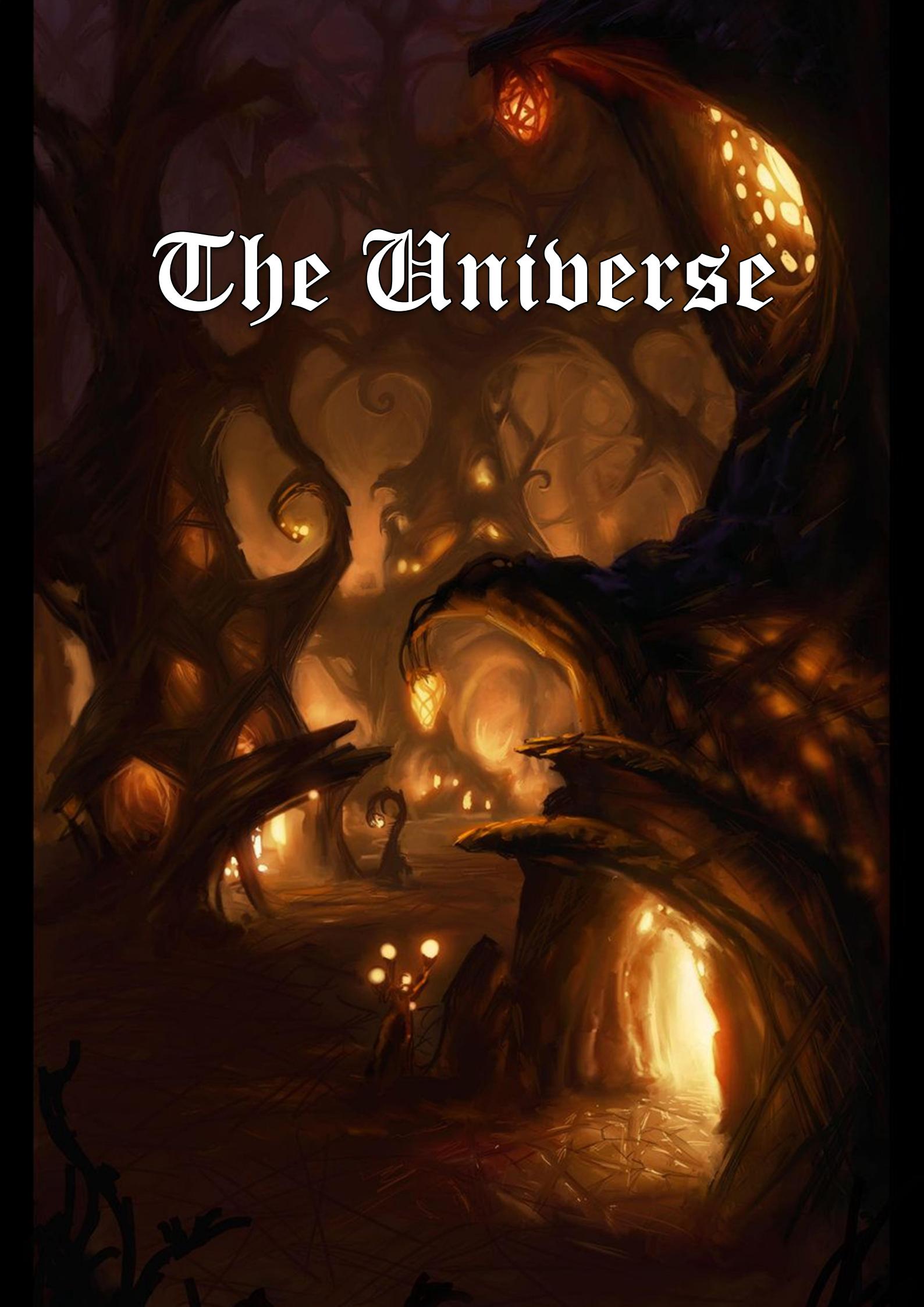
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The Universe



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

In the vast and diverse tapestry of Equilibrium, different deities grace the realms, an awe-inspiring pantheon that transcends mortal comprehension. Across lands and civilizations, countless cultures have woven intricate belief systems, each embracing their unique array of divine beings. From the majestic heavens to the hidden depths of the earth, gods and goddesses reign, embodying the facets of nature, emotions, and cosmic forces. The deities' realms vary from benevolent to fearsome, embodying the full spectrum of human experience and understanding. Some cultures revere elemental gods who govern the forces of nature, while others pay homage to ascended mortals that have claimed a spot in the pantheon. In this symphony of belief, the deities' stories intertwine with the very essence of the world, offering guidance, protection, and meaning to the hearts of those who seek their favor.

Across landscapes, temples and shrines stand as testaments to the devotion bestowed upon these celestial beings. From the snow-capped mountains to the sun-kissed deserts, from bustling metropolises to hidden villages, the deities' presence is palpable, weaving a common thread of wonder and reverence that binds diverse cultures together.

Pagan Deities

Arbor Vitae

In the heart of the Fey realm stands Arbor Vitae, an awe-inspiring marvel that transcends mortal comprehension. The Fey Origin, known by many names, is a wondrous and ancient entity that lies at the very core of existence. Its grandeur surpasses that of any mortal creation, for it is not merely a tree but a living nexus of mystical energies, a conduit that connects all Fey creations.

With branches that reach out like veils of lace, Arbor Vitae seems to embrace the skies themselves. But the true magnificence of Arbor

Vitae lies beneath the surface, hidden from the gaze of mortals. Its roots form a labyrinthine network that spans vast distances, an intricate web interwoven with the very essence of the earth. These roots are the foundation of life itself, nurturing the land and sustaining all living creatures. Legends speak of hidden sanctuaries and forgotten groves, secret places where the roots of Arbor Vitae spring forth like fountains of energy, granting vitality to the world.

It is said that from the very heart of this colossal tree, the Fey were birthed into being, an enchanting and diverse pantheon of deities. Each deity represents an aspect of the natural world or embodies the essence of a particular emotion or force. They owe their existence to the life-giving energies flowing through Arbor Vitae, and they, in turn, nurture and protect the world that birthed them.



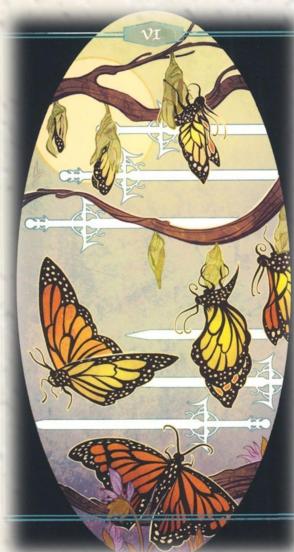
Fey creatures, from the humblest sprites to the majestic unicorn, revere the Tree of Life with unwavering devotion. They gather in sacred groves beneath its branches, holding ethereal gatherings to pay homage and seek guidance from their celestial ancestors. Arbor Vitae's presence pervades every aspect of the Fey's lives, influencing their art, music, and even their dreams, connecting them to the very essence of creation.

The stories surrounding Arbor Vitae are as numerous as the leaves that adorn its majestic branches. Yet, despite the reverence and devotion it commands, much about the Tree of Life remains veiled in mystery, for its true nature is beyond mortal comprehension. It is a living testament to the eternal dance between the ethereal and the

material, an everlasting symbol of life's cyclical and mystical nature in the mesmerizing fantasy world of Equilibrium.

Sylva

In the heart of the Fey realm, where life's renewal and mystical energies intertwine, there arises the embodiment of nature's eternal cycle - Sylva, the manifestation of the Gardens of Rebirth. Within the verdant expanse of these sacred lands, the Fey find their genesis, each sprouting like blossoms in the gentle embrace of her divine essence. As the Goddess of Fertility, her presence permeates the very fabric of existence, and she is adored and revered across the lands of the fantastical world.



Sylva, often lovingly referred to as the Lady of Butterflies, symbolizes the delicate beauty and transformative power of nature's wonders. Her ethereal form echoes the grace of a thousand fluttering butterflies, each wing a whisper of her boundless vitality and nurturing spirit. As the guardian of life's renewal, she

weaves her magic through the Gardens of Rebirth, guiding the seeds of new beginnings and the sparks of existence into wondrous fruition.

As the Lady of Butterflies, Sylva's essence is interwoven with these graceful creatures of transformation. Butterflies, with their ephemeral beauty and metamorphic journey, symbolize the essence of the Goddess's divine purpose. They flit and dance, carrying the promise of change and rebirth on their delicate wings, an emblem of hope and the eternal renewal that Sylva's presence brings.

The tales of Sylva, the Goddess of Fertility and the Lady of Butterflies, have transcended time and

boundaries, woven into the tapestry of the fantastical world's folklore and devotion. In her embrace, the Gardens of Rebirth thrive, and the Fey find solace in the nurturing sanctuary she provides. As a beacon of life's renewal, she is a symbol of hope and eternal growth, an inspiration to all who seek the beauty and transformative power of nature's everlasting dance.

Ha'até

In the lush and tranquil Gardens of Rebirth, where the very essence of life's renewal thrives, there stands a celestial guardian, Ha'até. It is within these lush grounds that the Tree of Life stands tall, its roots intertwined with the very essence of the cosmos. Within the sacred embrace of this hallowed realm, he assumes a majestic form reminiscent of an ancient and wise elephant. Ha'até is the esteemed God of Wisdom and Inner Strength, his presence an ever-flowing wellspring of enlightenment for those who seek his divine guidance.

Often referred to as The Hierophant or The Wiseman, Ha'até's wisdom is a beacon that illuminates the path of the earnest seeker. As they traverse the complexities of existence, mortals and Fey alike turn their hearts and minds to him, for his counsel transcends the boundaries of time and perception. The secrets of the universe unravel before his serene gaze, and his teachings open doors to profound understandings of the self and the world.

In the minds and hearts of the Fey, Ha'até is revered as a father figure, embodying the nurturing essence of paternal love and guidance. He looks upon his devoted kin with compassion, and his teachings flow forth like the gentle whispers of a



The Hierophant

soft breeze through the leaves.

Altars dedicated to Ha'até are lovingly placed near tranquil lakes and enchanting glades, where the faithful can seek solace and serenity to meditate and contemplate. It is in these sacred spaces that individuals and communities alike find communion with the divine. Throughout the ages, the tales of Ha'até's profound teachings and benevolence have been passed down from one generation to the next, enriching the lives of those who draw close to the God of Wisdom and Inner Strength. He is a steadfast and cherished deity, who inspires to walk the path of enlightenment with courage and grace.

Felis

In the intricate tapestry of Zoan deities, there exists Felis, an enigmatic and powerful entity whose essence intertwines with the very origin of tigers and all feline creatures. But beyond her majestic association with these mesmerizing predators, she bears the profound mantle of being the Goddess of Spirits and Death, a guide to the souls of the departed on their ethereal journey.

The Fey whisper tales of Felis as the guardian of souls, leading the departed humans to the ethereal haven known as the Forest of the Immortals, a sacred cemetery hidden within the veiled realms of the Fey. It is said that her steps are silent, her presence comforting, as she eases the souls through the mysterious veil that separates the mortal realm from the afterlife. The souls are cradled in her luminous embrace, guided by her divine presence to their rightful place in the realm beyond.



But with such solemn duty comes a burden few deities bear, and Felis, despite her grace and benevolence, has an

ominous aspect as well. Known also as The Demented, her realm of influence extends beyond the living and dead, delving into the realms of madness and the shadows cast by the concept of mortality. In a dark chapter etched in the annals of the Fey's history, the cataclysmic event known as the Black Infection befell the Tree of Life, casting a menacing curse upon the entire realm. It was during this dire crisis that Felis displayed unparalleled sacrifice, absorbing the malevolent curse into her divine being to shield the Fey Realm from utter destruction.

However, the weight of the curse, so dark and potent, exacted a heavy toll upon Felis' essence. The once serene and nurturing deity was driven to the precipice of madness, birthing a dark alter ego from the depths of her soul. This sinister counterpart brought forth a turmoil that tore at the very fabric of her divine essence, resulting in a tormented duality within the Goddess of Spirits and Death. Haunted by her own internal struggle, Felis chose a path of seclusion, withdrawing to the mysterious depths of the Forest of the Immortals. In this sacred resting place of the departed, she sought solace and distance from her kin, fearing that her fractured state might inadvertently bring harm to those she cared for. It became an act of love, an attempt to protect her beloved Fey from the darkness that now lurked within her.

In the realm's artistic renditions, Felis is often portrayed as two tigers locked in an eternal struggle, symbolic of the dueling facets of her existence—the serene guardian of souls and the tormented alter ego. The Fey regard her with both awe and trepidation, for her dual nature carries an aura of foreboding. She has become an omen of death, a symbol of the transient nature of life, and her enigmatic ways have rendered her somewhat unpopular as a deity among the Fey. The story of Felis, a deity of contrasts and complexities, weaves a profound tale of sacrifice, inner turmoil, and the enduring struggle between light and darkness in the fantastical world of Equilibrium.

Cervus

In the mystical realms of Fey and Humans alike, there exists a benevolent deity known as Cervus, the God of Miracles, Wishes, and Guidance. Revered and adored by both mortal and immortal, Cervus embodies the very essence of compassion and aid, ever ready to lend a helping hand to those in need. His divine presence serves as a beacon of hope and solace to all who traverse the winding paths of life.

Cervus, often referred to as The Guide, has earned this name for his unwavering commitment to leading those who have lost their way back to their path. His divine wisdom transcends the boundaries of mortal comprehension, and his counsel is a beacon of clarity amidst the complexities of life's trials and tribulations. The Fey and Humans alike flock to his shrines, often nestled within the secluded embrace of isolated woods. These sacred sanctuaries offer weary travelers a respite from their arduous journeys, providing a safe haven where they can rest.

When night casts its velvety blanket upon the world, it is said that Cervus emerges in a magnificent form - a stag with horns that gleam like celestial sapphires, illuminating the darkness with a soft and ethereal glow. As he strides gracefully through the shadowy woodlands, his presence emanates an aura of tranquility and safety, an otherworldly guide that brings hope to the lost and the disheartened.

However, in some cultures, Cervus takes on a different form, that of a gentle doe. This depiction of the deity highlights his nurturing and maternal aspects, embodying the caring nature of a mother guiding her young to safety. In this form, Cervus is associated with the tender embrace of protection, offering solace and care to those in need.

Among those blessed by Cervus, whispers of extraordinary visions abound. Those chosen by the God of Miracles are said to experience ethereal revelations, glimpsing into realms beyond the



material plane. These visions bear the mark of divine guidance, empowering the recipients with profound insights and the assurance that they are not alone in their endeavors.

The tales of Cervus traverse the boundaries of cultures and generations. The blue-horned stag and the gentle doe stand as symbols of his dual nature - strength and protection, wisdom and nurture - elements that have endeared him to the hearts of the Fey and Humans alike. His presence, like the twinkling stars in the night sky, brings hope and illumination to the world he watches over and cares for.

Vulpes

Vulpes holds her place in the pantheon as the enigmatic and beguiling Divine Trickster. Embodying a spirit that scorns the constraints of rules and laws, she finds her worshippers dwelling at the fringes of society, in the hidden corners where the unconventional and mischievous flourish. But her essence extends far beyond mere playful tricks, for within her heart lies a tempest of fury and bloodlust, earning her the additional mantle of the Goddess of Fury.

In her most commonly depicted form, Vulpes appears as a small and cunning fox, her fur a striking blend of fiery oranges or ethereal whites, her eyes gleaming with intelligence and mirth. However, in other regions, she takes on the form and temperament of a fierce and formidable wolf, with fur the color of moonlit silver, her presence commanding both awe and respect.



The stories of Vulpes echo through the ages, cautionary tales that carry a hint of foreboding. The saying "Beware of the fox with the wolf's teeth" has become a whispered adage among those who tread the realm where she reigns. Yet, behind her playful facade lies a dormant tempest—a maelstrom of fury and bloodlust that can be unleashed when provoked.

Her worshippers, often outcasts and rebels, seek solace and guidance in her divine embrace. In their devotion, they revel in her chaotic and unpredictable nature, finding liberation from the rigid conventions that constrain the world. They find kinship with the mischievous spirit that dwells within the heart of Vulpes, a spirit that challenges authority and defies the norm, offering them an alternative path to freedom and self-expression.

The dichotomy of Vulpes, the Divine Trickster and the Goddess of Fury, creates an enigmatic aura that both captivates and terrifies. She roams the edges of society, a spirit that dances in the twilight hours, leaving a trail of laughter and mayhem in her wake. Her presence is a reminder that even the most enchanting smile may hide teeth sharp enough to draw blood.

Vera

In the embrace of springtime's gentle arrival, there exists a beloved deity, Vera, a cherished daughter of Sylva, the Goddess of Fertility. She personifies the essence of blooming fields and crop-heavy farms, a symbol of nature's boundless abundance. When she graces the land with her divine presence, Terra transforms into a vibrant tapestry of life, and the earth responds with an exuberant burst of growth and blossoms. Vera is adored in rural areas, where families depend on her benevolent blessings for a bountiful yield that sustains their livelihoods and communities. With names that speak to her essence - the Lady of the Spring and The Meadow - she is a beacon of hope and renewal that heralds the joyous arrival of spring.

When the months are graced by Vera's footsteps, the land awakens in a symphony of color and vitality. The fields sway with the golden heads of

wheat, and meadows are painted with vibrant wildflowers that dance in the soft breeze. Beneath the azure sky, nature rejoices as Vera's divine touch coaxes the plants to grow and bloom, and the world is transformed into a paradise of abundance and prosperity.



In homage to her form, Vera is often depicted as a family of rhinos, majestic creatures that symbolize strength and stability. Like the sturdy guardians of the wild, she stands as a guardian of nature's cycle, ensuring that the land flourishes and nurtures its inhabitants.

Throughout the world, the tales of Vera's grace and generosity weave a heartwarming narrative, a reminder that the seasons are not merely natural phenomena but a testament to the benevolence of the divine. Her presence embodies the hope of new beginnings, the beauty of the blossoming meadows, and the promise of life's everlasting renewal. In the rural landscapes, where communities depend on the land's bounty, Vera's blessings are treasured, and her name is spoken with reverence and gratitude, a true testament to the cherished role she plays in the hearts of the people and the rhythm of nature's dance.

Hiems

In the tranquil embrace of the Wintertimes, there resides Hiems, a divine child of Cervus, who holds sway over the season of hibernation and repose. As the God of Winter, he symbolizes the profound need for rest and introspection before the dawn of a new beginning. Revered as Everwinter and the God of Repose, his presence invokes a sense of tranquility and a reminder of the cyclical nature of life.



In the hush of the snow-blanketed landscapes, Hiems moves with a sense of purpose, orchestrating the slumber of nature as it gathers strength for the forthcoming rebirth. Just as the world seeks reprieve in the embrace of the long nights and frosty days, he weaves his divine

magic to guide the creatures into the sanctuary of hibernation, a time of deep rest and renewal.

In the folklore of the world, whispers tell of the Gardens of Rebirth, a mystical haven overseen by Hiems. It is here that plants and animals that succumb to the chill of winter find solace, their spirits nurtured and cradled in the tender care of the God of Wintertimes. In this sacred realm, their essence awaits the awakening call of spring, where they will once again bloom and flourish, reborn with the changing seasons.

In the midst of winter's storms and blizzards, travelers who find themselves lost in the unforgiving cold often seek solace in Hiems' divine guidance. Their prayers echo through the icy winds, beseeching the God of Repose to lead them through the treacherous terrain to safety. As they wander, hearts heavy with uncertainty, they find comfort in the belief that Hiems' wisdom will illuminate their path, guiding them to shelter and warmth.

The visage of Hiems is a majestic sight to behold, often depicted as a ram with long, curled horns - a symbol of his steadfast and resolute nature. His gaze holds the wisdom of ages, and his presence exudes a calming aura, reminding all beings that the stillness of winter is not a time of desolation but rather a period of renewal and rejuvenation.

Asinus

In the realms where the spirit of unity and connection prevails, Asinus stands as the revered deity and a child of Cervus. As the God of Hospitality, he embodies the very heart of peace and goodwill, fostering a profound bond that unites weary travelers and settled townsfolk alike. In the lands where his blessings are sought, he is lovingly hailed as the Herald of the Valley, a beacon of hope and a harbinger of warmth.

With each step he takes, Asinus leaves behind a trail of harmony and understanding. He is the guiding light for those who seek refuge from their journey's burdens, weary travelers who long for a place to rest peacefully. In the quiet hours of twilight, when the shadows lengthen, they invoke his name and beseech his kindness, seeking solace in his divine embrace.

Amidst the verdant valleys and rolling hills, the call for hospitality echoes like a heartfelt melody. "In the name of the Herald, I ask for your kindness and hospitality, a bed made of hay and a bowl of warm stew." These simple words carry the weight of trust, a testament to the enduring belief that the spirit of Asinus flows through the hearts of all who share these lands.



In response to the humble request, communities open their doors and hearts to weary souls. Under the watchful gaze of the donkey deity adorned with a flower crown, the bonds of peace and friendship are forged, nurturing the essence of unity that flourishes in these lands.

Asinus dons the form of a donkey, a symbol of hard work and perseverance. Yet, his attire is a

testament to his divine nature - a flower crown that rests gently upon his brow, a symbol of the divine connection he fosters among all beings. The sight of the humble yet regal donkey deity invokes a sense of serenity, a reassurance that in the embrace of his presence, all are welcome, and all are valued.

Aestiva

In the realm where the sun's golden embrace meets the playful spirit of a feline goddess, there resides Aestiva, the radiant daughter of Felis, Goddess of Light and Summer Warmth. Like the warmth of a summer day, she exudes an enchanting allure that can bring joy with a mischievous flick of her tail



and burn with a scorching intensity in the next breath. As the Light of Summer and the Goddess of the Sun, her divine presence commands both reverence and trepidation.

Aestiva, akin to a playful cat, weaves her charm into the lives of mortals, invoking delight and mirth in their hearts.

Her presence enlivens the world with a vibrant radiance, bathing nature in the tender glow of her mother's light. Yet, like the capricious nature of the feline, her whims can change in an instant. The same sunlit warmth that brings comfort can become an unforgiving blaze that scorches the earth.

Many revere and fear Aestiva in equal measure, especially the desert folk who experience her touch most intimately. In the arid lands where the sun reigns as an unyielding monarch, they beseech her mercy for a mild summer that may grant respite from the relentless heat. Her shrines, often situated near rivers or oases, stand as sacred sanctuaries where the faithful gather to offer prayers and seek her favor. The open ceilings of these shrines allow

the light of the sun to bathe the deity's idols, a symbol of her divine connection to the celestial sphere.

In the artistic renderings, Aestiva is depicted as a black cat, her fur shimmering with an enchanting aura. Amidst a field of sunflowers that bask in her radiant glow, she holds the Sun itself, a symbol of her dominion over the celestial sphere. Her image captures the essence of her dual nature - the playful charm of the feline and the awe-inspiring might of the Sun's brilliance.

In the lands where the Light of Summer reigns, the tales of Aestiva echo through the generations, reminding all who encounter her of the delicate balance between joy and intensity. In her presence, mortals find reasons to rejoice and moments to take heed, for her touch, like the sun's rays, can bring both blessings and trials.

Torreens

In the untamed depths of the river's heart, there exists a fearsome and enigmatic guardian known as Torreens - a half-shark wild woman, riding atop a sea-horse, embodying the dark and relentless spirit of the waters. As the guardian of rivers, she roams ceaselessly along currents, a constant traveler and an ever-watchful protector. The very essence of her being reflects the fierce and unyielding nature of the river itself, and in her presence, mortals are gripped by an instinctive fear of the waters that flow.

Torreens, known also as the Chariot and Spirit of the River, holds the power to grant safe passage to those who cross her path. Yet, her enigmatic nature means that meeting her may also lead to doom, for her unpredictable temperament mirrors



the river's turbulent course. Just as the river can be both a giver of life and a force of destruction, Torrens embodies the same duality - a guardian to some, and an implacable foe to others.

The tales of Torrens reverberate through the communities that dwell near the river's banks, where stories of her encounters are whispered around campfires and shared among the sailors and fishermen. Her half-shark form and her untamed spirit make her an imposing figure, evoking both awe and trepidation. The darkness of the waters flows through her veins, and she moves with a grace that echoes the fluidity of the river's currents.

To mortals, Torrens symbolizes the primal fear they harbor towards the waters - a fear that is born of respect for the river's immense power and

unpredictability. When she rides atop her sea-horse steed, the river seems to bend to her will, obeying her every command. The relentless rhythm of the river becomes her heartbeat, and it is this formidable connection that makes her both an elemental force and a guardian of the waters. The legend of Torrens, a creature dark and wild, stands as a testament to the untamed spirit of the river and the enduring allure it holds over the hearts of those who dare to venture near its shimmering waters.

The Ascended The Cursed Ones

Terra

Astral System

In the fantastical realm of Terra, a mesmerizing astral system casts its celestial spell upon the lands below. At the center of this cosmic dance reigns the radiant and mighty Sun, fondly addressed by the denizens of this world as Loki. Surrounding Loki are three enigmatic Moons, named Ran, Jord, and Njord, each weaving its mystical influence across the planet.

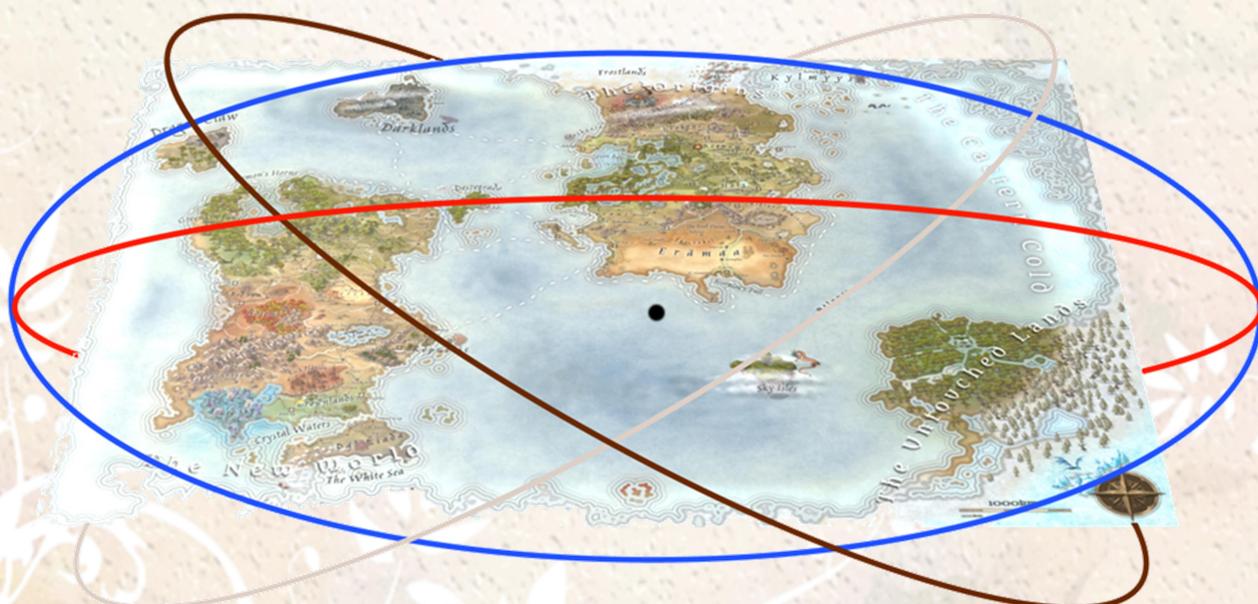
Loki, the golden orb of brilliance, becomes the focal point of the heavens, its majestic orbit defining the ebb and flow of days. Ingenious civilizations have embraced the concept of hours, skillfully partitioning the day into 24 equal segments. Yet, in the farthest reaches of Terra, there are enigmatic cultures that prefer not the burden of counting moments, opting to embrace the passage of time with an air of timeless grace.

Ran, the Moon of tides and mysteries, traces a mesmerizing path through the firmament, its celestial journey marking the arrival and departure of the year. A year in Terra spans an enchanting 400 days, a vast cycle that echoes Ran's clockwise orbit from the northern Frostlands. Those blessed to dwell in the regions closest to this enigmatic

lunar orb experience a realm of ethereal beauty and magical frost, for it is during this wondrous season, known as Winter, when the lands are adorned in glistening ice and blanketed in the softest of snowfalls.

Jord, the Moon of tremors and upheaval, embarks on an intriguing voyage that spans four years, marking its presence with geophysical events that stir the very foundation of Terra. When Jord graces the night sky with its enigmatic glow, the land trembles beneath its cosmic influence, and the earth itself seems to voice its emotions through earthquakes that ripple across the landscape like echoes of ancient legends.

Njord, the tempestuous Moon of storms and hurricanes, boasts a mystifying orbit lasting three years. When Njord claims its rightful place amidst the skies, the elements dance with wild abandon. Mighty storms rage across the lands, and hurricanes unleash their fury upon the shores, creating a breathtaking display of elemental power that both terrifies and captivates the hearts of those who witness it.



Modeling



Outline

Character 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:

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.

Choose a level!

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

Distribute your ability points!

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

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

In the universe of Equilibrium, every creature, whether it be a valiant hero, a cunning adversary, or a mysterious being, possesses a diverse array of six fundamental abilities that define their essence. These abilities are the bedrock of their existence and shape their destinies in the realms of adventure.

First and foremost, there is Vitality, the measure of a creature's physical endurance and resilience, determining their ability to endure hardships and recover from wounds. Secondly, Sanity gauges the mental fortitude and stability of a creature, reflecting their resistance to the chaotic forces of the mind.

Strength signifies a creature's raw power and physical might, influencing their prowess in combat and physical endeavors. Dexterity encompasses their agility, reflexes, and nimbleness, key factors in evading danger and executing precise actions.

Intelligence quantifies a creature's cognitive prowess, reasoning abilities, and problem-solving skills, guiding their understanding of the world and the mysteries it holds. Lastly, Willpower embodies a creature's inner resolve, determination, and resistance to manipulation, enabling them to face adversity and resist temptation.

These six abilities intricately weave the fabric of every being in this game, propelling them towards either greatness or darkness as they embark on their heroic journey.

Vitality

Vitality measures health and stamina. A character loses vitality from attacks, starvation, or diseases. 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 world.

Losing Consciousness

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:

- ❖ 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.

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.

Sanity

In the mysterious and perilous realms, adventurers must not only face physical threats but also the daunting challenges that test the limits of their mental fortitude. Enter the enigmatic concept of Sanity, an intangible reservoir that measures one's psychological resilience and stability. Just as Vitality guards against the harsh blows of physical combat, Sanity safeguards against the relentless onslaught of mental exhaustion.

As characters delve into the depths of ancient ruins, confront eldritch horrors, and unravel dark

secrets, their sanity will be tested, and the consequences of losing these precious points could be dire. Hallucinations, paranoia, and a fog of anxiety are just a few of the harrowing effects that may befall those who venture too close to the abyss of their own minds. Prepare yourselves, for in this extraordinary journey, the greatest challenges may not lurk in the shadows but lie within the fragile sanctuary of your sanity.

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.

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 sanity.

Strength

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

Armor Capacity

Feats

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.

Carrying Capacity

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.

Losing Strength

The embodiment of a creature's sheer might and power is encapsulated in their Strength score. However, should this score dwindle below zero, a grim reality of feebleness befalls the unfortunate being, rendering them unable to undertake the simplest of everyday actions.

At 0, they struggle with lifting heavy objects, their once robust muscles now betraying them. A Strength of -1 worsens their plight, as they find it difficult to open jars, a task that once seemed trivial. Progressing to -2, their weakness intensifies to the point where even lifting light objects becomes an insurmountable challenge. At -3, the merest force knocks them off balance, their stability shattered by their dwindling might. With a Strength score of -4, they become utterly dependent on assistance to remain standing, their body betraying their every attempt to muster strength. Finally, at the nadir of -5, they are cruelly stripped of the ability to move, shackled by their own profound weakness. The consequences of such dwindling might are dire, and only the most resolute souls can endure the burden of such profound feebleness.

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.

Armor

Dexterity is added to armor and stealth score, making characters harder to hit in combat and allowing them to move quietly and avoid detection.

Maneuvers

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.

Movement Speed

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.

Losing Dexterity

A creature's grace and agility, epitomized by their Dexterity score, can dramatically impact their ability to undertake mundane tasks. As this score plummets below zero, a dismal state of clumsiness befalls the unfortunate being, hindering their very existence.

At 0, they become somewhat slow, prone to occasional trips that disrupt their movements. At -1, their clumsiness intensifies, transforming them into a significant klutz, or rendering them painstakingly slow to react to even the most straightforward stimuli. With a Dexterity of -2, their plight worsens, as visible paralysis or evident physical difficulty hampers their every move.

Progressing to -3, even the most basic actions require great effort, straining their already burdened form. At -4, they find themselves significantly paralyzed, struggling to perform even the most fundamental actions. Finally, when the Dexterity score reaches -5, they are tragically rendered incapable of moving, trapped in a state of immobility that shackles their very existence. The consequences of such deteriorating agility present formidable challenges, and only the most resilient souls can endure the burden of such profound clumsiness.

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.

Professions

Intelligence is added to profession points, making characters more effective at tasks that require specialized knowledge or training.

Spells

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.

Losing Intelligence

The essence of a creature's intellectual prowess lies encapsulated in their Intelligence score, a beacon guiding their ability to comprehend and process information. Yet, should this score wane below zero, a shroud of cognitive dysfunction enshrouds the unfortunate being, rendering them incapable of navigating the intricacies of thought.

At 0, they grapple with following trains of thought, their mental clarity intermittently obscured by a fog of confusion. Descending to -1, they often stumble, misusing or mispronouncing words, their once-eloquent speech now tinged with confusion. Their grasp on reality falters further at -2, as they seemingly lack common sense, often finding themselves bewildered in even the simplest of situations. With an Intelligence score of -3, they become oblivious to the presence of items or people around them, their perception veiled by a mental haze. At -4, they appear seemingly bereft of thought, their cognitive faculties reduced to a mere flicker. Finally, at the abyss of -5, they tragically lose all semblance of rational thought, imprisoned in a state of utter cognitive chaos. The ramifications of such cognitive deterioration are profound, and only the most steadfast souls can endure the burden of such a profound mental impairment.

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.

Ward

Willpower is added to ward, making characters more effective at resisting mental attacks.

Leadership

leadership score.

Evocations

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 them more versatile and effective in many situations.

Losing Willpower

A creature's willpower governs their ability to endure and resist external influences. Alas, should this score descend below zero, a shadowy cloud of weakened resolve descends upon the unfortunate being, leaving them incapable of navigating the complexities of their emotions and inner strength.

At 0, they falter in maintaining their determination, their decision-making marred by wavering resolve and uncertainty. Progressing to -1, they appear wholly incapable of making choices, lost in a maze of indecisiveness, unable to stand firm in the face of challenges. Their vulnerability increases at -2, as they become highly susceptible to manipulation, their weakened will easily swayed by cunning influences. With a Willpower score of -3, they surrender their own agency, obediently following the commands of others without question, devoid of the inner strength to resist. At -4, they forsake even self-preservation, relinquishing any notion of defending themselves from harm, as their will to survive wanes. Finally, at -5, they find themselves tragically unable to act, trapped in a state of mental inertia that impedes all their endeavors, their willpower drained to its lowest ebb. The consequences of such a profound weakening of willpower are profound, and only the most steadfast souls can endure the burden of such a mental impairment

Combat

Combat Flow

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.
2. Combatants act in initiative order.
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

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.

Initiative

Initiative determines the order in which players and creatures act during a combat encounter. At the beginning of each battle, every participant, be it player characters or foes, must roll 1d10 and add their Dexterity to determine their place in the initiative sequence. The higher the roll, the earlier the participant gets to act. Once the initiative order is established, actions and abilities are resolved in

sequence, starting from the highest roll and descending to the lowest. This ensures that each player has a chance to strategically plan their moves and react to the ever-changing battlefield dynamics. Quick-thinking and tactical decision-making become vital as the initiative roll sets the tempo for the entire combat encounter.

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.

Combat Turn

On their turn during combat or any relevant situation, each character possesses a pool of Strength, Dexterity, Intelligence, and Willpower points, directly influenced by their respective abilities. Depending on the task or action they wish to perform, players can invest these points into specific skills. Each skill has a Tier, which represents its costs.

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.

- ❖ **Target** skills affect a specified mark.
- ❖ **Enhancement** skills are powerful boosts applied on target skills to deal extra damage.
- ❖ **Condition** skills are applied on target skills to impose a condition on the target. The condition is applied only if the attack surpasses the target's defenses and deals damage.
- ❖ **Self**-skills can only be applied on the caster.
- ❖ **Area** skills affect all targets within a specified space.

Enhancements, conditions, and self skills do not stack; a target can only benefit from them only once.

Skill Range

Combat skills and weapons have a specific range of effect.

- ❖ **Touch:** 1m.
- ❖ **Close:** 2m.
- ❖ **Short:** 5m.
- ❖ **Medium:** 10m.
- ❖ **Long:** 20m.
- ❖ **Distant:** 50m.

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.
- ❖ **Radiant**, caused by intense light, or certain spells, mainly lightweaver ones.
- ❖ **Necrotic**, caused by certain weapons or shadowcaster spells.
- ❖ **Bleeding**, dealt to a creature at the beginning of its turns until it is stopped.
- ❖ **Sunder**, caused to objects. Yes, each object has its own Vitality and may as well break.

Damage & 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.

Ability Contest

Some attacks require a contest between the attacker and the defendant to succeed. Then, both the attacker and the defender roll 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.

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.

Effects

Size

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.

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 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.

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 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.

Humankin stands 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 Humankin. With a unique connection to otherworldly entities, they have intertwined their existence with the forces of darkness. Bearing the mark of their infernal origins, they stand apart from the rest of humanity.

Dragonborn are a remarkable race known for their draconic heritage. Born from a unique pact between humans and dragons, they embody the power and majesty of their otherworldly benefactors.

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, 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, pursuit of power, or technological advancements, Humankin reflects the multifaceted nature of humanity itself.

Humans

Humans 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.

Unyielding, tenacious, and adaptable in the face of life's ever-changing currents, Humans 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. They traverse the delicate tightrope between light and shadow, seeking meaning and purpose amidst the chaos.

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.

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.

Human warfare is an intricate spectacle 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.

Stats

Humans begin with the following ability points at level 0:

- | | |
|----------------|-------------------|
| ❖ 20 Vitality | ❖ 10 Sanity |
| ❖ +1 Strength | ❖ +2 Intelligence |
| ❖ +2 Dexterity | ❖ +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.

Leadership: Humans possess innate qualities of leadership that set them apart from other races.

Their natural persuasive abilities enable them to inspire and motivate others, making them effective leaders. Whether it is rallying a group in the heat of battle, negotiating complex treaties, or guiding a party through treacherous terrain, humans excel in taking charge and guiding others towards success. Humans get to learn 2 extra Willpower skills.

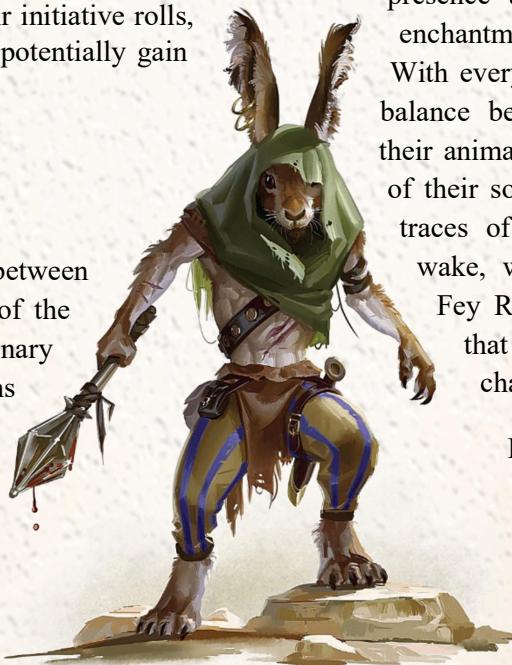
Persistence: The indomitable spirit of the Humans knows no bounds. In moments of dire need or when facing insurmountable challenges, they possess a remarkable ability to tap into the depths of their willpower. Once per day, a Human can harness this innate tenacity and transfer their Willpower points 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 or a sleek coat that seems impervious to blades, their primal defense allows them to navigate the world unencumbered by the weight of armor.

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. 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

Fey-touched begin with the following ability points at level 0:

- | | |
|----------------|-------------------|
| ❖ 20 Vitality | ❖ 10 Sanity |
| ❖ +1 Strength | ❖ +1 Intelligence |
| ❖ +3 Dexterity | ❖ +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.
- ❖ Slam: Gain a gore 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 advantage on Perception checks.

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 (Sanity, 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

Dragonborn begin with the following ability points at level 0:

- ❖ 30 Vitality
- ❖ +3 Strength
- ❖ +1 Dexterity
- ❖ 10 Sanity
- ❖ +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 utilize 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 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

Demonspawn begin with the following ability points at level 0:

- | | |
|----------------|-------------------|
| ❖ 20 Vitality | ❖ 20 Sanity |
| ❖ +2 Strength | ❖ +1 Intelligence |
| ❖ +1 Dexterity | ❖ +2 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.

Demonic 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.

Blood Magic: Demonspawn have the ability to use their own blood as fuel for their incantations. Once per day, they can sacrifice a portion of their vitality to cast a spell. The points lost are equal to double the spell's tier. The spell may be from the complete spell list and does not have to be a known one. It cannot belong to the Light element, and it cannot be of a tier higher than the character's Intelligence score.

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

Cyborgs begin with the following ability points at level 0:

- | | |
|----------------|-------------------|
| ❖ 30 Vitality | ❖ 10 Sanity |
| ❖ +3 Strength | ❖ +1 Intelligence |
| ❖ +1 Dexterity | ❖ +1 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

Undead begin with the following ability points at level 0:

- ❖ 30 Vitality
- ❖ +2 Strength
- ❖ +2 Dexterity
- ❖ 10 Sanity
- ❖ +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

In the vast and ancient realm of Terra, one can find a unique and enigmatic race known as Dwarves. These beings are unlike any other inhabitants of this mystical world, for they are not merely born into existence as others are, but rather, they are the very offspring of Terra itself. Deep within the craggy heart of towering mountains, the shifting sands of desolate deserts, and the frigid icebergs of the frozen lands, the Dwarves are sculpted by the hand of their ancestors.

In stark contrast to the societies of Elves or the familiar human families, Dwarves know not the concept of gender. They exist as a singular, undivided people, unburdened by the intricate complexities of human reproduction. While they do not require sustenance, Dwarves occasionally indulge in the consumption of food and ale, though their culinary preferences lean towards the unadorned and the robust – roots, wafers, and hearty ales. When night falls upon Terra, they retire to rest for a duration of eight hours, much like their human counterparts, yet once slumber claims a Dwarf, they are said to sleep as soundly as the rocks that surround them. Attempting to rouse a sleeping Dwarf is not for the faint of heart, for it often requires a measure of force, and be forewarned, they respond to such disturbances with a vigorous retaliation.

Within the Dwarven race, there are four distinct subraces, each marked by their own unique characteristics and allegiances. The Lethenae, known as the mine Dwarves, delve deep into the earth in pursuit of precious gems and metals. The Jötnar, frost Dwarves, endure the unforgiving cold of Terra's icy expanses. Percians, the desert Dwarves, navigate the scorching sands of the arid wastelands. Lastly, the Gnomes, the hill Dwarves, call the rolling hills and highlands their home. Yet, unity does not reign among the Dwarves, for they

do not easily find common ground with one another, and harmony is a rarity among these resilient and prideful beings. The world of Terra is a realm rich with lore and mysteries, and the Dwarves, born from its very heart, are an integral part of its tapestry.

Lethenae

Deep within the subterranean heart of the Paterna mountains, the Lethenae or Lethenae, also known as the "mine" Dwarves, hold sway as the eldest and most resilient of their kin. Their existence unfolds beneath the surface of Terra, in a vast labyrinth of tunnels and dungeons that stretch like a complex web through the very bones of the earth itself.

Lethenae society is an intricate tapestry of castes, each defined by the precious metal from which its members were sculpted and the metals they tirelessly unearth from the depths. These hierarchical divisions determine not only one's social status but also their access to resources and power. It is a world where the very metal that forms their bodies and tools also molds their destinies.



Physically, Lethenae stand as medium-sized creatures, their statures ranging from 1 to 1.3 meters, and their robust frames weighing more than 120 kilograms. Their longevity varies greatly depending on their caste, with lifespans ranging from 200 to 500 years. These stout beings bear the weight of their ages with a natural grumpiness and a deep-seated xenophobia. Suspicion and distrust greet anyone not of their kind, whether hailing from a distant realm or even from within their own ranks. Only one exception may soften their stance – human merchants bearing the jingle of coinage in their

pockets. The allure of profit can occasionally pierce the armor of their prejudice.

Yet, it is not only the intricacies of their society that define Lethenie. Their collective soul burns with an intense and unrelenting hatred for the reptants and, above all, the menacing dragons. These ancient, winged creatures are viewed as abominations, their very existence an affront to the sanctity of Terra.

When it comes to their tools and weapons, Lethenie adhere to a strict creed. Axes, picks, pickaxes, hammers, maces, and crossbows are the instruments of their trade, and anything outside this arsenal is regarded as peculiar and heretical. They drape themselves in all forms of armor, the heavier, the better, for their underground realms are as unforgiving as their hearts. These resolute mine Dwarves stand as a testament to the enduring strength of Terra and its indomitable children, unyielding in their quest for precious ores and undeterred by the darkness that surrounds them.

Stats

Lethenae begin with the following ability points at level 0:

- ❖ 40 Vitality
- ❖ +3 Strength
- ❖ +0 Dexterity
- ❖ 20 Sanity
- ❖ +2 Intelligence
- ❖ +1 Willpower

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.

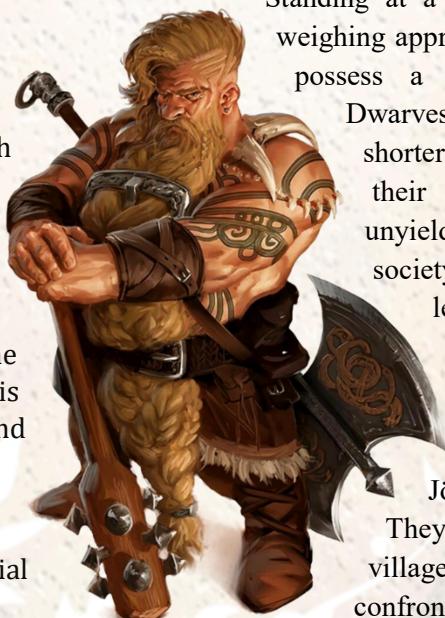
Jötnar

In the frigid expanses of Terra's northeastern coasts, a unique and formidable breed of Dwarves known as the Jötnar, or "frost" Dwarves, carve out their existence in a world unlike any other in the Dwarven kin. What sets them apart is not only their geography but also the very substance from which they are crafted. Unlike their earth-born brethren, the Jötnar are forged from water itself, a testament to the diversity of Terra's creations.

Standing at a height of 1.2 to 1.4 meters and weighing approximately 70 kilograms, the Jötnar possess a physicality distinct from other Dwarves. Their lifespan is comparatively shorter, spanning around 150 years, yet their existence is marked by an unyielding and warlike spirit. Their society is organized into small villages, led by chieftains who rise to power through sheer strength and prowess in battle.

War is not merely a facet of Jötnar life; it is their way of life.

They thrive on plundering coastal villages, raiding merchant ships, and confronting formidable foes such as sea



serpents and strongholds. Nestled along the unforgiving northeastern coasts, their settlements are built in places where only the most formidable of creatures can endure.

Jötnar have little room for emotions beyond one – honor. The concept of legacy is paramount to them, the tales and songs that will echo through the generations about the mighty warriors who single-handedly bested sea beasts and conquered human castles. They harbor no friendships or alliances with other races, often regarding humans with disdain, finding amusement in their timidity before chasing them to their fates with laughter.

Yet, it is an unexpected paradox that Jötnar are known for their extraordinary singing abilities. Songs hold a sacred place in their society, serving as a conduit for preserving their history since they have no written records. After each plundering expedition, Jötnar warriors gather for feasts, consuming cured fish and raising their voices under the starry night sky.

In battle, Jötnar wield an array of weapons, including longswords, axes, picks, pickaxes, tridents, hammers, maces, clubs, and slings. Anything less brutal does not satisfy their ferocious tastes. They shun heavy armor and shields, considering such protections as beneath their fierce and unyielding nature. In the world of the Jötnar, might makes right, and the legacy of ruthless warriors is etched into the icy annals of Terra's history.

Stats

Jötnar begin with the following ability points at level 0:

- ❖ 30 Vitality
- ❖ +4 Strength
- ❖ +1 Dexterity
- ❖ 20 Sanity
- ❖ +1 Intelligence
- ❖ +1 Willpower

Special Abilities

Subterranea: 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

Amidst the scorching sands of the vast desert of Percia, a remarkable clan of Dwarves known as the Percians, or "desert"

Dwarves, have established their unique existence. These Dwarves stand apart from their brethren not only in their arid homeland but also in their towering stature. Towering at heights ranging from 1.2 to 1.5 meters and possessing a robust frame weighing approximately 140 kilograms, they are indeed the tallest among the Dwarven kin.

A harsh and unforgiving environment has shaped the lives of the Percians, compelling most to pursue trades as smiths or merchants. Some among them serve the local authorities as guards, for in the treacherous expanse of the desert, safety is a rare commodity. The governance of sand towns falls under the purview of the governor, who is deemed by the law to be the ultimate authority. Yet, coin holds its own dominion in the heart of the desert, and merchant unions wield the true power. A relentless race for dominance unfurls among merchants and caravan leaders, where military attacks upon rivals are not uncommon. For the right price, a Percian is willing to

undertake almost any endeavor, even if it means treachery.

The Percians revere fire as a deity, and those who can withstand its searing embrace earn the utmost respect within their society. This affinity for the element may explain their fondness for the Exsul and their graceful sword dancing. Percians have little regard for nobility and are primarily driven by a thirst for riches. As such, they often struggle to extend the proper respect toward Exsul and Human nobles, who view the Percians as uncultured brutes. However, this stereotype is not entirely accurate. Alongside the Gnomes, the Percians harbor a deep appreciation for written history, and books hold a special place in their bustling markets.

In matters of combat, the Percians favor ranged warfare, displaying particular proficiency with javelins, nets, and daggers. For close-quarters battles, they favor swords, chains, and flails. Versatility characterizes their approach to armor, as they are known to don various types to suit the demands of their diverse endeavors. Shields often accompany them into battle, serving as a steadfast guardian against the myriad threats that dwell within their scorching desert domain.

The Percians are a testament to the adaptability and resilience of the Dwarven race, thriving in an environment where only they could endure, and forging a culture that blends commerce, martial prowess, and a fiery reverence for their desert homeland.

Stats

Percians begin with the following ability points at level 0:

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



In the realm of Dwarvenkin, there exists a diminutive race known as gnomes, often referred to as "hill" dwarves. These enigmatic beings stand at a height of approximately 0.8 to 1 meter and possess a unique composition that sets them apart from both their dwarven and human counterparts. Gnomes are crafted from soil, a remarkable feature that grants them a distinctive blend of characteristics. They are softer than the stony dwarves of Lethenie, yet sturdier than the flesh and blood of humans. It is this intriguing composition that lends them an air of mystique, as many remain unsure of their true longevity. Some whisper that gnomes can live for a hundred years, while others believe they might extend their existence for a thousand. However, gnomes take great delight in shrouding this aspect of their lives in secrecy, preferring to keep the world guessing.

In a world where tradition and isolationism often define dwarven society, gnomes are the renegades of their kin. While their dwarf brethren dwell deep within the earth or secluded mountain fortresses, gnomes choose a different path. They embrace the human world, living in villages and small towns alongside their larger neighbors. Such a choice is regarded as anathema by most dwarves, who view it as a betrayal of their heritage.

Yet, gnomes have their reasons, for they possess an insatiable thirst for knowledge. Gnomes are

relentless seekers of wisdom, ever on a quest to expand their understanding of the world. They can be found poring over dusty tomes in a library or listening intently to the melodies spun by traveling bards. Their adaptability to human ways is nothing short of astonishing, and they willingly follow human laws and customs. This assimilation has earned them a unique position in society, often holding prestigious roles such as counselors or artificers, serving local lords or kings.

But beneath their seemingly boundless curiosity and outward adaptability, gnomes carry a burden. They harbor a deep-seated sense of fragility, constantly feeling inferior to their dwarven cousins and the more numerous humans. The world has not always treated them kindly, and though they may forgive, they do not forget. To earn the friendship of a gnome requires a special touch. Manners, courtesy, and civility are paramount. Gnomes appreciate these virtues and are always eager to hear tales of adventures from distant and mysterious lands.

In the realm of arms and armor, gnomes prefer subtlety over sheer brute force. They are skilled with a variety of weapons such as daggers, canes, short swords, sickles, picks, or any tools that can be wielded with precision. Armor, however, is another matter entirely. Gnomes shy away from heavy protection, instead favoring something lighter yet elegant. Good quality leather is their preferred choice,

offering both freedom of movement and a touch of finesse.

Gnomes, the curious hill dwarves, have carved their own niche in a world where tradition often reigns supreme. With their insatiable appetite for knowledge and their knack for adaptation, they have become a bridge between the worlds of dwarves and humans. While their hearts may be fragile, their spirits remain indomitable, ever ready to embrace the mysteries of the world and share in the adventures of those who approach them with respect and kindness.

Stats

Gnomes begin with the following ability points at level 0:

- | | |
|----------------|-------------------|
| ❖ 30 Vitality | ❖ 20 Sanity |
| ❖ +1 Strength | ❖ +3 Intelligence |
| ❖ +3 Dexterity | ❖ +0 Willpower |

Special Abilities

Subterrans: 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

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.

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 begin with the following ability points at level 0:

- ❖ 10 Vitality ❖ 20 Sanity
- ❖ +1 Strength ❖ +2 Intelligence
- ❖ +4 Dexterity ❖ +2 Willpower

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

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.

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 begin with the following ability points at level 0:

- | | |
|----------------|-------------------|
| ❖ 20 Vitality | ❖ 20 Sanity |
| ❖ +2 Strength | ❖ +2 Intelligence |
| ❖ +3 Dexterity | ❖ +1 Willpower |

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.

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

Stats

Nox begin with the following ability points at level 0:

- | | |
|----------------|-------------------|
| ❖ 10 Vitality | ❖ 20 Sanity |
| ❖ +1 Strength | ❖ +3 Intelligence |
| ❖ +4 Dexterity | ❖ +1 Willpower |

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

In the sprawling expanse of the realms, the Green Kin stands as a formidable and unique family. Within this eclectic lineage, one finds Orcs, Trolls, and their pint-sized counterparts, the Goblins. Though they share a common ancestry with the graceful and ethereal Fey, their existence paints a canvas distinct from that of their Elven kin. These beings possess a peculiar nature that sets them apart, characterized by a constant tension with other races and, more often than not, even among themselves.

The origins of the Green Kin trace back to the ancient Fey, who were born from the heart of magnificent trees, imbued with the essence of nature itself. Over time, however, the line diverged, and these descendants adopted an entirely different path. Unlike their Elven cousins, who embraced harmony with the land, the Green Folk have come to be known for their unruly and often chaotic existence.

One of the most striking aspects of the Green Kin's way of life is their unrefined and primal behavior. They eat and sleep much like humans, yet with notable deviations. Their culinary preferences lean heavily toward raw meat, relishing in the visceral thrill of tearing into freshly hunted prey. Cooking is a rare endeavor for them, a practice only indulged in on the rarest of occasions. The scent of searing meat over a campfire is foreign to their senses, as they prefer the raw, unadulterated essence of their prey.

Observing the Green Kin in their daily routines can be an unsettling experience for those unfamiliar with their ways. Each of the three races within the family exhibits a profound connection to their primal instincts. Orcs, with their robust physiques and powerful frames, are often likened to savage warriors. Trolls, towering and hulking, display a near-insatiable appetite for destruction and chaos.

Goblins, though diminutive in stature, possess an innate cunning and mischievousness that makes them both dangerous and unpredictable.

Conflict simmers beneath the surface of the Green Kin's interactions, both with outsiders and among themselves. Their society is a volatile mixture of rivalries, territorial disputes, and power struggles, where alliances are fleeting and betrayal is commonplace. It is a world where might makes right, and survival is a constant struggle.

Despite their savage tendencies and propensity for discord, the Green Kin are a vital part of the fantasy world's rich tapestry. Their presence adds depth and complexity to the realms they inhabit, as they navigate the fine line between their primal origins and the evolving world around them, forever bound to the green and untamed heart of their ancestry.

Orcs



Orcs emerge as formidable and enigmatic beings, their existence shrouded in the bleak shadows of forsaken lands. They are creatures deeply tied to the untamed wilderness, fiercely guarding their territories from all intruders, especially the Toons who dare approach their revered mother tree. Standing imposingly at heights ranging from 2 to 2.5 meters and weighing over 150 kilograms, Orcs are a force to be reckoned with.

Within the Orcish society, two distinct categories emerge: the tribal Orcs of the Swamps and the nomadic Orcs of Erämaa. These two factions, despite their differences, share a common ferocity and determination, embodying the essence of the Orcish spirit.

It is a somber truth that Orcs are often met with distrust and fear from most other races. Amongst

Humans, they are frequently ostracized, forced to navigate the lowest echelons of society, their potential unrealized. For Elves, Orcs are perceived as a blight, a creeping disease that withers the very nature around them, and as such, Elves rarely tolerate their presence. Even the most fearsome of Fey beasts harbor a natural hostility toward Orcs, with the exception of the children of Felis and Ha'até, who inexplicably extend their rarest of welcomes.

In the realm of combat, Orcs are renowned for their affinity for great, two-handed weapons, with a distinct preference for massive axes that can cleave through foes with brutal efficiency. Occasionally, they wield formidable swords, showcasing their versatility in battle. Yet, Orcs are no strangers to ranged combat, always carrying heavy spears for throwing, ensuring that no enemy remains beyond their reach.

Their choice of attire often leans towards practicality, with a preference for leather armor over the cumbersome metallic alternatives. This adaptability allows Orcs to move with agility and strike with precision, making them a truly relentless force on the battlefield.

Stats

Orcs begin with the following ability points at level 0:

- | | |
|----------------|-------------------|
| ❖ 30 Vitality | ❖ 20 Sanity |
| ❖ +4 Strength | ❖ +0 Intelligence |
| ❖ +0 Dexterity | ❖ +3 Willpower |

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

In the dark corners of the world where the shadows grow long and the land turns unforgiving, there dwell the Trolls. These formidable creatures are the embodiment of wrath, their existence marred by violence and bloodshed. Trolls, shunned by the world's other races, live on the fringes, engulfed in their own anger.



Trolls come in two distinct breeds, each unique in their own right. First, there are the Trolls of the Swamps, solitary giants who navigate the murky waters of their isolated homes. Second, the tribal Trolls of the Jungle, who band together in fearsome clans, united by their shared rage. Both breeds share a common feature; a burning, uncontrollable anger that defines their very essence.

Standing at a towering 3 to 4 meters in height and weighing a staggering 250 kilograms, Trolls are imposing figures on the landscape. Their lifespans remain a mystery, primarily because they are more likely to meet their end at the hands of their own kind rather than succumb to natural causes.

Trolls are not creatures that find acceptance among other races. Humans, often quick to judge, attack Trolls on sight, labeling them as mindless monsters. Dwarves, with their pragmatic view of the world, consider Trolls irrelevant and steer clear of them. Elves, known for their grace and beauty, find Trolls nothing short of repulsive, their appearance and behavior a stark contrast to Elvish ideals.

Trolls are not known for their finesse or craftsmanship; instead, they wield large clubs or logs, primarily as weapons but also as excellent back scratchers. They rarely adorn themselves with armor, but when they do, it's often the hide of their victims, potentially even those of their human prey.

Stats

Trolls begin with the following ability points at level 0:

- ❖ 40 Vitality
- ❖ 20 Sanity
- ❖ +5 Strength
- ❖ +0 Intelligence
- ❖ +0 Dexterity
- ❖ +1 Willpower

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:

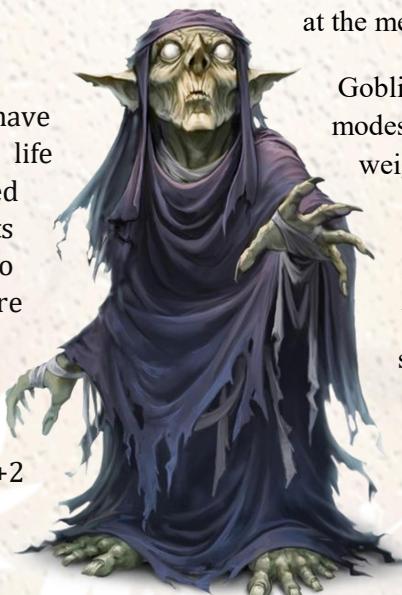
- ❖ Marsh Strider: They can walk in muddy waters without any problem.
- ❖ Light Sensitivity: They are blinded by intense light.
- ❖ Poisonous Skin: Creatures that touch them risk being poisoned.

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

In a shadowy world, Goblins are renowned for their cunning and devious nature. These mischievous creatures possess a knack for acquiring things without spending a single coin, believing that if you can steal it, why waste hard-earned treasure? This philosophy defines their way of life, though it often leads to them being hunted down mercilessly by Humans who view them with deep-seated distrust and fear, resorting to violence at the mere sight of a Goblin.



Goblins stand diminutively, reaching a modest height of 50 to 80 centimeters and weighing around 20 kilograms. Their short stature allows them to navigate hidden nooks and crannies with ease, perfect for their thieving endeavors. Unfortunately, their small size also shortens their lifespan, with most Goblins living only 30 years.

These crafty beings seldom operate alone, preferring to band together in tight-knit gangs ranging from 5 to 20 individuals. Within these

groups, two key figures emerge as leaders: the Chieftain and the Shaman. The Chieftain is typically the tallest Goblin in the gang, chosen for their imposing stature and natural leadership skills. They play a vital role in decision-making and representing the gang's interests.

The Shaman, on the other hand, possesses a unique and coveted talent – the ability to create fire. This extraordinary power sets them apart, earning both respect and fear from their fellow Goblins. Shamans are known to live significantly longer than their peers, with some reaching the ripe age of 50 years. Their mastery of fire-making is essential for survival, aiding in cooking stolen food and providing warmth during the chill of night.

When it comes to their habitats, Goblins prefer to make their homes in the most unlikely of places – abandoned neighborhoods and slums. These forgotten corners of the world offer them refuge from prying eyes and often supply a plethora of hidden treasures to pilfer.

As resourceful beings, Goblins fashion their weapons from scrap materials scavenged during their nocturnal forays. Small blades and slings are their preferred tools of the trade, ideal for quick and silent strikes. Their ingenuity extends to their choice of armor, favoring the durability and affordability of leather. Interestingly, Goblins have a particular fondness for smelly leather, believing

that the stench adds an intimidating aura to their presence.

Stats

Goblins begin with the following ability points at level 0:

- | | |
|----------------|-------------------|
| ❖ 10 Vitality | ❖ 20 Sanity |
| ❖ +1 Strength | ❖ +3 Intelligence |
| ❖ +4 Dexterity | ❖ +1 Willpower |

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.

A detailed illustration of a woman with long brown hair tied back with a green ribbon, wearing a green tunic and breeches, standing behind a large knight in full plate armor. The knight is wearing a helmet with a visor and has a sword strapped to his back. They are in a medieval-style setting with wooden structures and a window in the background.

Social Skills

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.

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.

Profession Level & Healing Effect

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

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!
- ❖ **Mechanit:** You want a hydraulic operated gate? Sure, no problem!
- ❖ **Tinker:** You want a wind-up toy hamster that is a bomb? Say no more!

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!

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!

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!

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.

Leadership

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

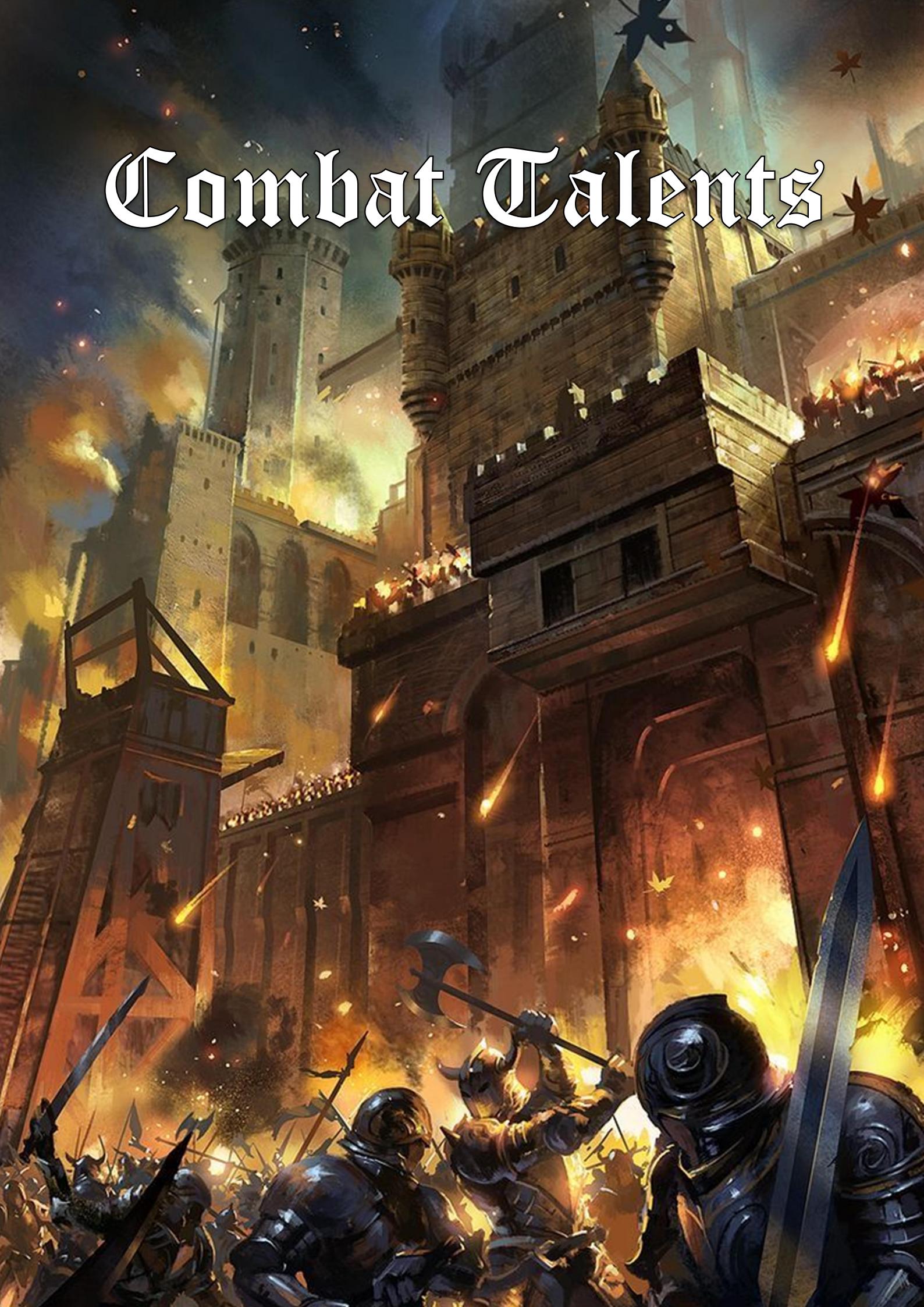
No matter how well one might sing, the stories will not amuse the audience if they cannot understand the lyrics. Different languages are spoken and written throughout the realm, and characters can learn new ones during their journeys in lands unknown.

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.



Combat Talents



Feats

Soldier

Prime

Melee Weapon Attack (1): Make an attack with a melee weapon against a single target. The damage dealt is specified by the weapon.

Defensive Stance (1): Assume a defensive stance, increasing your physical resistance by 1.

Guardian Angel (2): Choose a single creature in short range. Half of the physical damage they take is redirected to you. The damage is calculated separately for each creature, using their respective physical defenses.

Enhancement

Power Attack (1): Enhance a weapon attack (melee or ranged), adding your Strength to the damage.

Blitz Attack (2): Attack a second target in close range to the first one, reappearing behind the second one. The second creature is unaware of the attack.

Condition

Disarm (3): Attempt to disarm a creature, knocking its weapon down.



Scope

Aura (3): Turn a melee weapon attack into a whirlwind, hitting all creatures adjacent to you.

Whirlwind (3): Turn a melee weapon attack into a whirlwind, hitting all creatures adjacent to you.

Reaction

Block (2): 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.

Riposte (2): After successfully evading an enemy melee attack (taking 0 damage), make an immediate counter melee weapon attack.

Attack of Opportunity (2): When a creature enters and exits your melee weapon's reach without engaging in combat with you, you can immediately make a melee attack.

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

Berserker

Target

Natural Attack (1): Make an attack with a natural weapon (punch, teeth, etc.) against a single target. The damage dealt is specified by the weapon.

Sunder Attack (2): Unleash a sundering attack that targets an object, converting the weapon damage into sunder damage. The armor of the object applies as normal.

Enhancement

Lacerate (1): Add 1d4 bleeding damage to a melee attack made with a slashing weapon.

Overpower (1): Make a devastating melee attack with advantage.

Critical Strike (2): Make a devastating attack (melee or ranged) against a vulnerable target, applying the critical effect specified by the weapon.

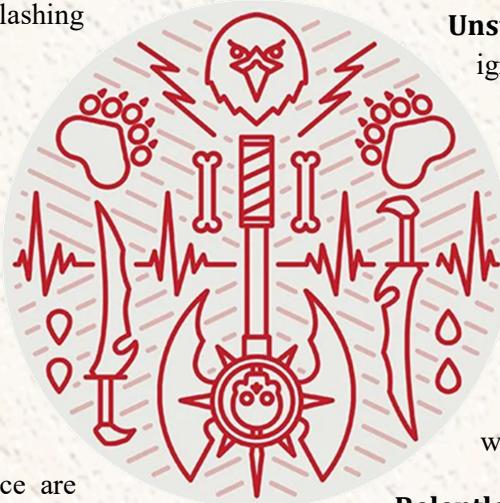
Reckless (2): The weapon dice are doubled, at the expense of being unaware of enemy attacks until the beginning of your next turn.

Enraged Attack (3): You become enraged against a target. You heal for 1d8 points of Vitality every time you successfully hit the creature with a melee attack.

Condition

Slam (1): Attempt to knock down a creature, rendering it prone.

Grapple (2): Attempt to grapple a creature of your size or smaller. The grappler is considered slowed, while the grappled one immobile.



Crippling Blow (2): Cripple a creature, reducing its movement by 1m.

Area

Force Wave (2): Unleash a force wave, knocking 2m back everyone in close range from you.

Self

Leap (1): You make a leap, landing on a free spot in short range.

Charge (2): You dash forward, moving in a straight line within medium range.

Unstoppable (2): Use brute force to ignore difficult terrain and advance in normal speed.

Thick of the Fight (2): Can only be used when you have 10 Vitality points or less. Choose an enhancement or condition from the Berserker Feat list up to the 2nd tier. It is applied to all your melee attacks without extra cost.

Relentless (3): Choose to forgo your physical defenses, taking full damage from hits to Vitality. Until your next turn, you are resistant to Charm, Despair, Disgust, Sorrow, and Terror damage, but are vulnerable against Rage damage.

Reaction

Retaliation (2): After taking a hit from an enemy melee attack, make an immediate counter melee attack.

Marksman

Target

Ranged Attack (2): Make an attack with a ranged weapon against a single target. The damage dealt is specified by the weapon.

Enhancement

Quick Shot (0): Lower the cost of a ranged attack by 1 at the expense of dealing 1d6 less weapon damage.

Precision Strike (1): You deal an additional 1d6 piercing damage with a ranged attack.

Point-Blank Shot (2): You gain advantage on a ranged attack toward a target in close range.

Shoot Through (2): Shoot an arrow through a second target in close range to the first one and in straight line with you and them. The second target is unaware of the attack.

Sniper (2): Enhance the weapon's range to long.



Maneuvers

Assassin

Target

Finesse Attack (1): Attack one target with a finesse weapon, dealing damage equal to the weapon dice.

Enhancement

Bleeding Attack (1): Inflict an open trauma to a target, causing 1 extra point of bleeding damage.

Feint (2): Take advantage of the surroundings to ambush a creature. The creature is unaware of this attack.

Condition

Silence (2): You attack the target's vocal cords, silencing them for one round.

Rupture Tendons (2): Cause a target to become slowed.

Self

Hide (Self): You become Hidden.



Brawler

Target

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

Enhancement

Condition

Scream (2): Scream in the target's ears to impose the Deafened condition.

Throw Sand (2): Throw sand in the target's eyes to impose the Blinded condition.

Steal (3): Attempt to steal an item off the target's person during combat. Only items loosely bound to the target can be stolen.

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

Reaction

Instinctual Reaction (1): Gain advantage on your initiative roll.

Cat Fall (1): If you fall, roll with it, ignoring the first 10m of height.

Evade (3): You move 1m toward the direction of your choice.



Tactician

Target

Enhancement

Precision (2): You attack a target in its weak spots. Double the weapon damage dice.

Condition

Self

Elude Attack (3): Until the end of your next turn, your enemies can't sneak up on you. You are immune against the Feint Enhancement.

Blind Sense (2): 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.

Reaction

Deflect (3): Deflect one weapon attack.



Spells

Geomancer

Target

Sand Bullet (1): You flick your finger and shoot a small sand bullet in mid-range, dealing $2d4$ points of bludgeoning damage.

Ancestral Faces (1): A stone shield in the shape of a face levitates around you or an ally in mid-range, penalizing ranged attacks with disadvantage.

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

Rock Catapult (3): 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.

Enhancement

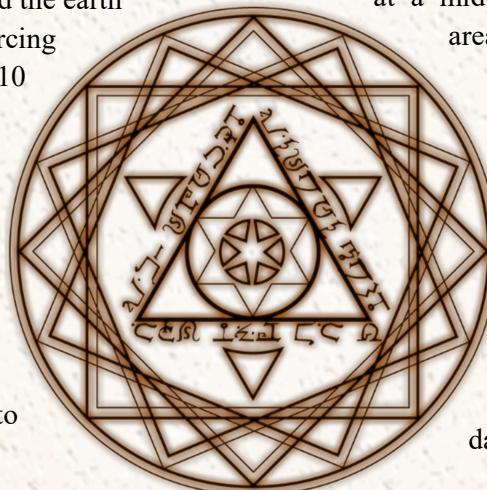
Rock Hammer (1): You infuse your arm or any other object with earth, creating a hard rock exterior that deals an extra $1d8$ points of bludgeoning damage.

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

Condition

Area

Grease (1): You cover a small radius area around you in grease, slowing anyone that enters the terrain. You are not affected by this.



Mold (2): 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.

Stone Ram (2): 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.

Stomp (2): Your stomp makes the ground shake at a mid-range, knocking everyone in the area prone.

Quicksand (2): You create a pond of quicksand in mid-range. Creatures caught inside are immobile.

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

Fissure (5): 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.

Stone Tomb (5): 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.

Earthquake (7): 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.

Self

Gravity (1): 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.

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

Tremor Sense (2): You can feel the tremble of the earth, detecting ground motion in mid-range.

Earth Glide (3): You can burrow in the surface of the earth (or rock) and move through it.

Reaction

Earth Wall (1): You create a large wall made of earth. The wall takes a combined space of $3m^3$.

Pyrokinetic

Target
Enhancement
Condition
Area
Self
Reaction

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.

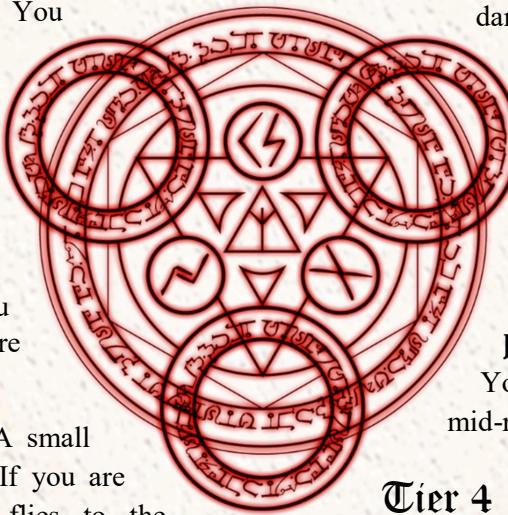
Fire Orb (Enhancement): A small fire sphere orbits around you. If you are physically attacked, the orb flies to the attacker, exploding on them for 1d8 points of burning damage. Alternatively, you can coat your weapon in fire, dealing the same amount of burning damage.

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 $10\ m^3$. 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. ®

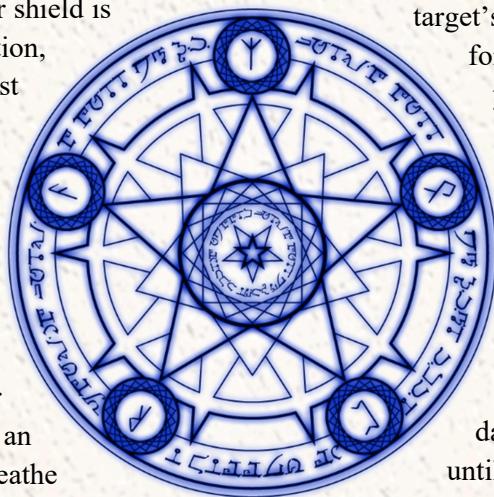
Tier 2

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

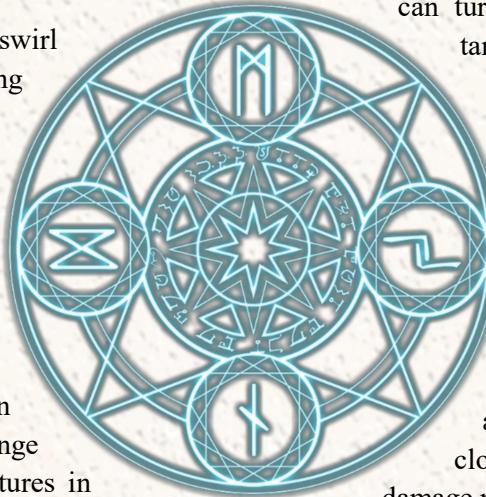
Zephyr's Kick (Area): You jump and perform a round kick, sending a wind blade towards a cone

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.

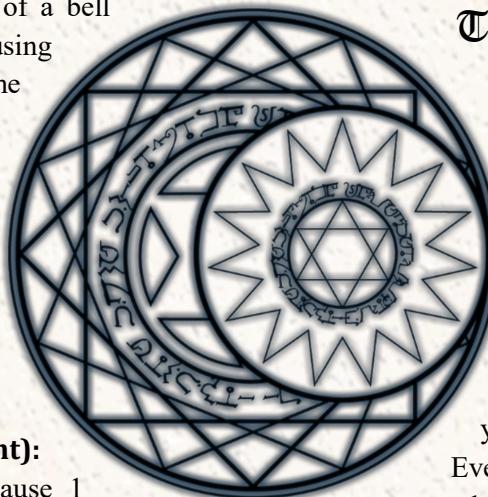
Darkness (Area): You create a small radius black cloud in mid-range that swallows all light within it. You can use your ability points to move the cloud.

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.

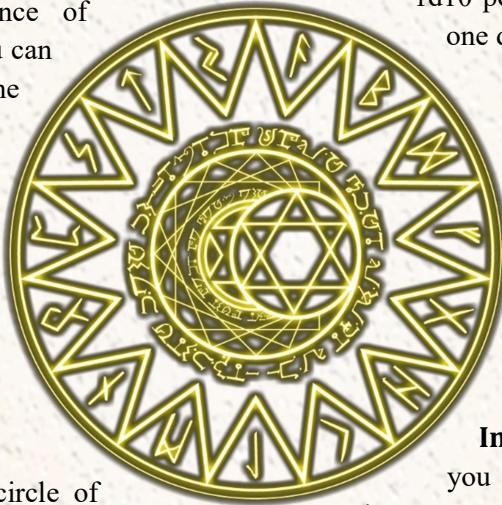
Guardian Veil (Enhancement): You are covered in a veil of bright light. All attacks made against you from a touch range have disadvantage.

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.

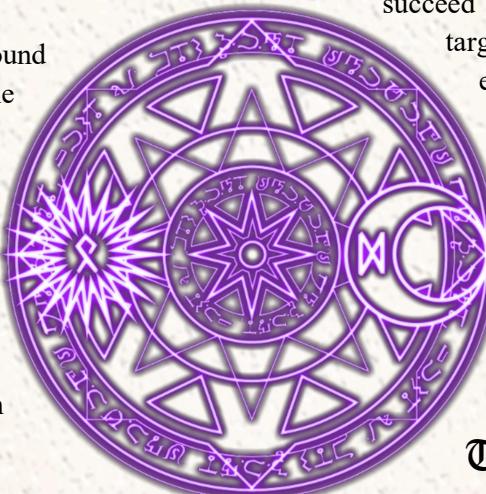
Locate Creature (Aura): You mentally focus on the memory of a creature familiar to you. If the creature is within long range, you are immediately aware of its general location.

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):

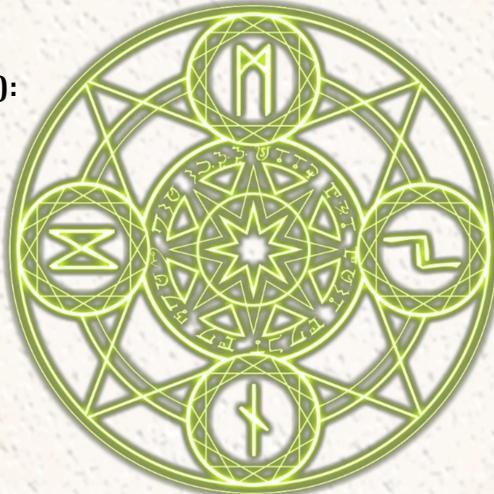
You conjure a javelin made out of electricity. You can throw

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



Arms

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.



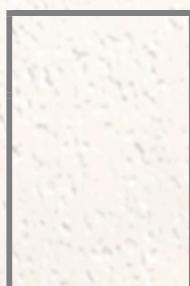
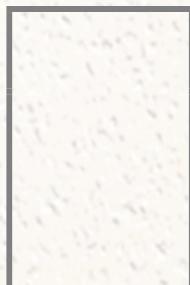
Brass Breastplate

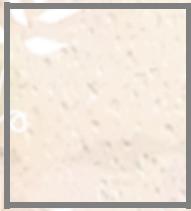
A beautiful, ceremonial armor made of brass. It is not going to protect against heavy blows. The wearer gets a +1 armor bonus.



Steel Breastplate

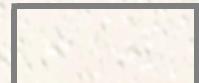
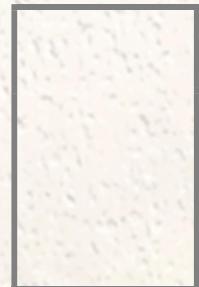
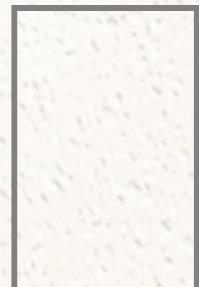
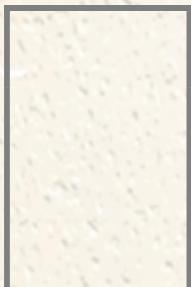
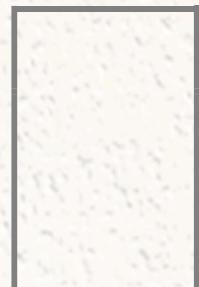
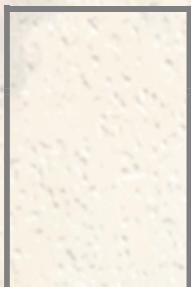
This steel plate might be heavy but will certainly protect against most attacks. The wearer gets a +4 armor bonus.





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.



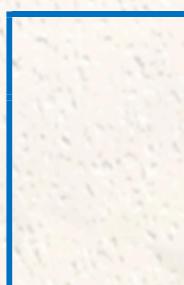
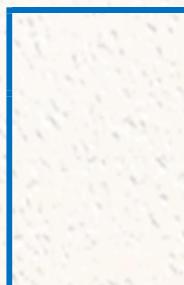
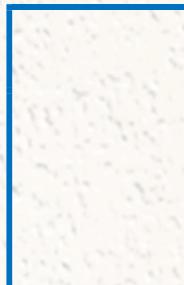
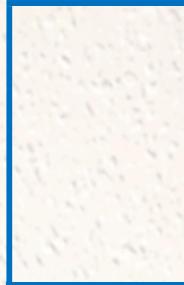
Titanium Helmet

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

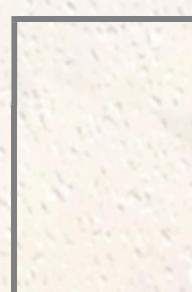
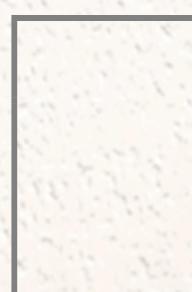
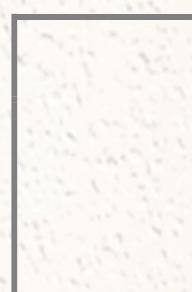
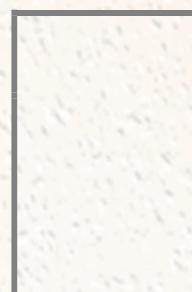
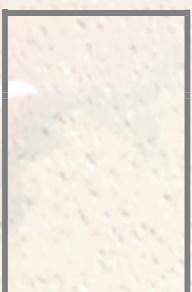
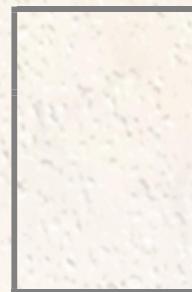


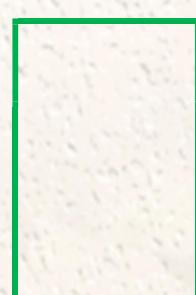
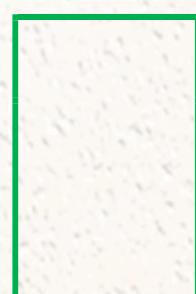
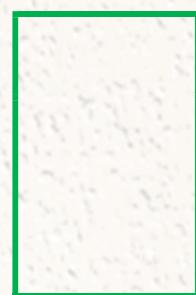
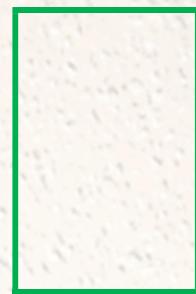
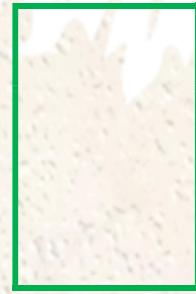
Dragon Turtle Set

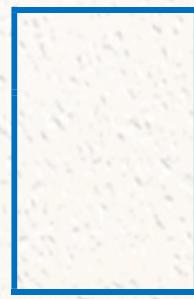
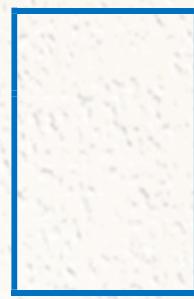
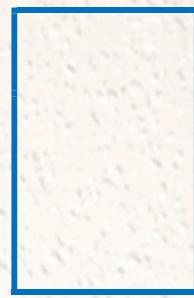
This armor must be worn as a set. It is stronger than most metals, granting +11 armor bonus, but it also slows the wearer.



Weapons

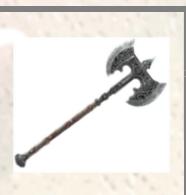




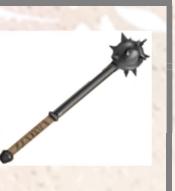


	Name: Knuckles Damage: 1d10 Bludgeoning Critical: 1 Bleed	Rarity: Common Type: Natural Range: Touch
	Name: Gauntlet Damage: 2d6 Bludgeoning Critical: 1d4 Sunder	Rarity: Common Type: Natural Range: Touch
	Name: Knife Damage: 2d4 Piercing Critical: 1 Bleed	Rarity: Common Type: Blade Range: Touch
	Name: 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

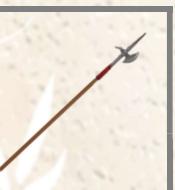
	Name: Warhammer	Rarity: Common
	Damage: 2d8 Bludgeoning	Type: Hammer
	Critical: 2d8 Sunder	Range: Touch

	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

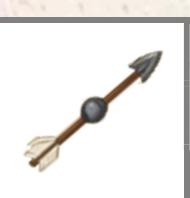
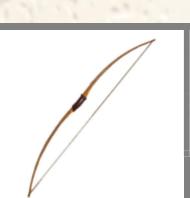
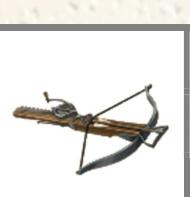
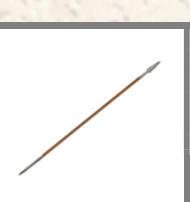
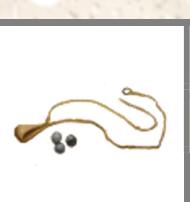
	Name: Glaive	Rarity: Common
	Damage: 2d6 Slashing	Type: Polearm
	Critical: 1d6 Sunder	Range: Close

	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 Damage: 2d6 Piercing Critical: Ruptured Tendons	Rarity: Common Type: Whip Range: Close
	Name: Weighted Chain Damage: 2d8 Bludgeoning Critical: 1d6 Sunder	Rarity: Common Type: Whip Range: Close
	Name: Blowgun Damage: 1d6 Piercing Critical: 1 Bleed	Rarity: Common Type: Ranged Range: Mid
	Name: Bow Damage: 2d6 Piercing Critical: 1d6 Bleed	Rarity: Common Type: Ranged Range: Long
	Name: Crossbow Damage: 1d8 Bludgeoning + 1d8 Piercing Critical: Shoot Through	Rarity: Common Type: Ranged Range: Long
	Name: Javelin Damage: 1d10 Piercing Critical: Shoot Through	Rarity: Common Type: Ranged Range: Long
	Name: Sling Damage: 1d4 Bludgeoning Critical: -	Rarity: Common Type: Ranged Range: Mid



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

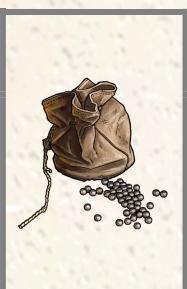
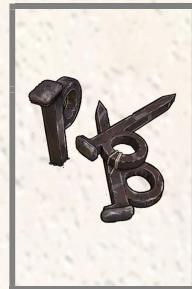


Name:	Terbutje	Rarity:	Uncommon
Damage:	2d12 Slashing	Type:	Axe
Critical:	1d8 Bleed	Range:	Close



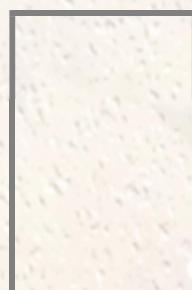
Name:	Scorpion Whip	Rarity:	Uncommon
Damage:	2d8 Slashing	Type:	Whip
Critical:	1d10 Bleed	Range:	Close

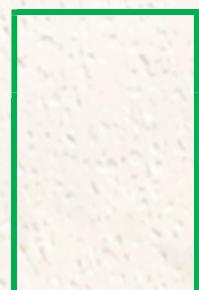
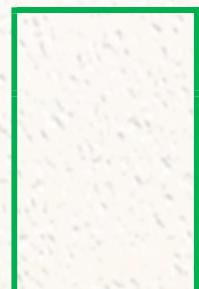
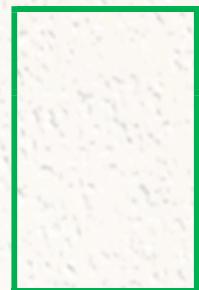
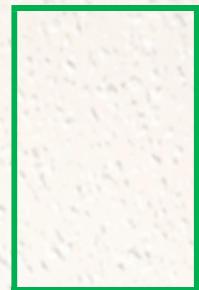
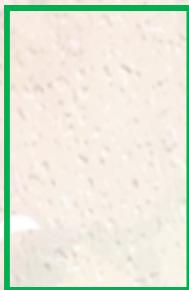
Tools

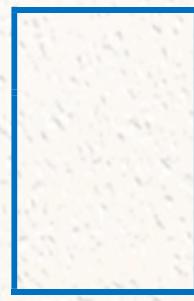
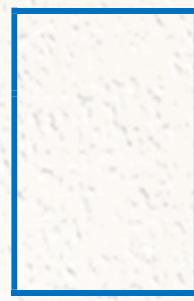
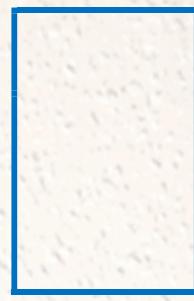


Ball Bearings

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

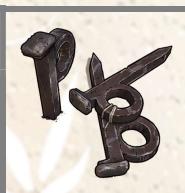
A wooden whistle that is said to summon Gryphons. It really doesn't though.



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.

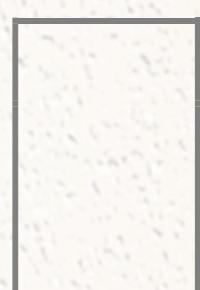
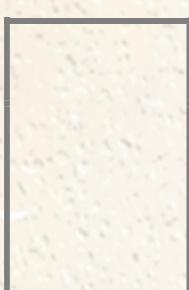
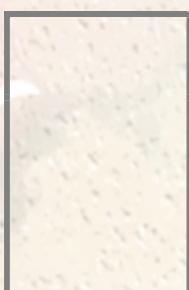
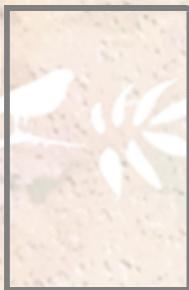


Name: Fishing Kit

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.

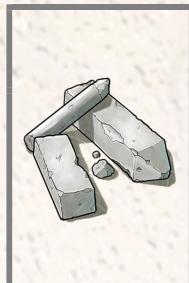
Everyday Items

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

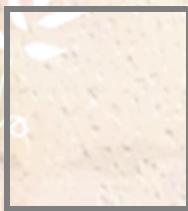
Sealing wax is a fancier type of wax used to seal important documents.



Signet Ring



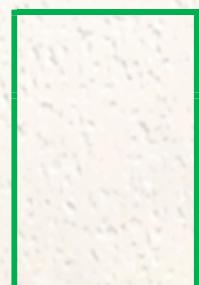
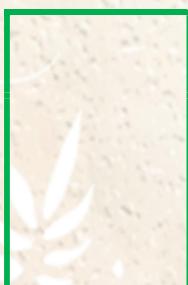
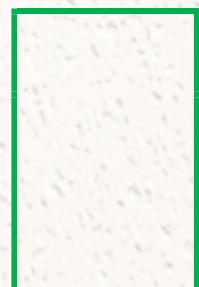
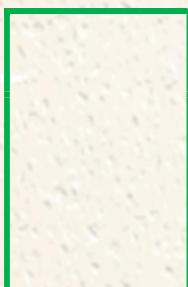
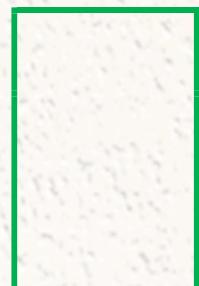
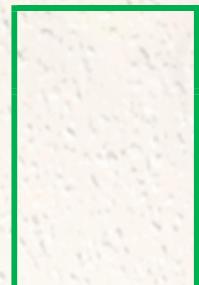
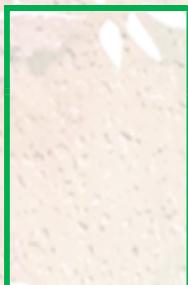
Spell Book

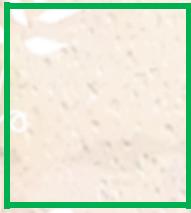


A personal ring with a house sigil or signature carved on it. Most nobles possess one.



A

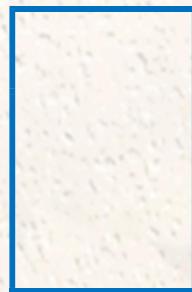
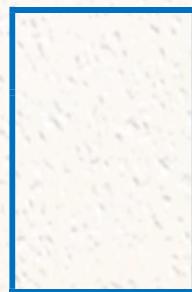
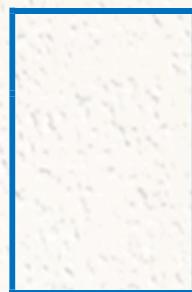
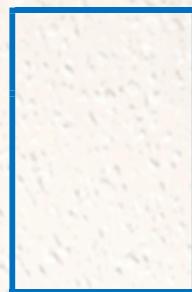






Map of Scrying

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



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.



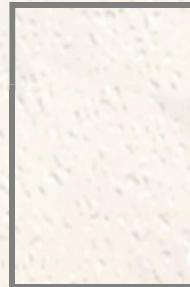
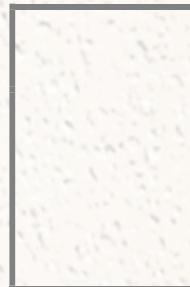
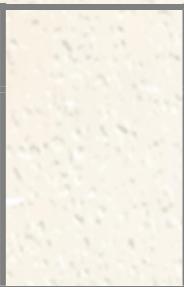
Lantern

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



Torch

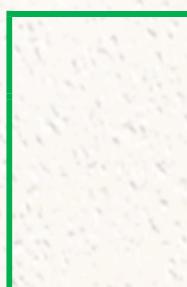
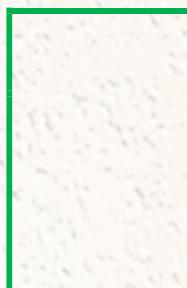
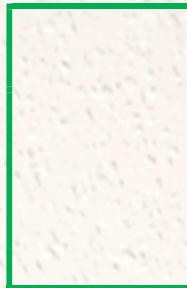
When lit, this torch emanates light in medium range. It lasts for 1 hour. It can be reused with a new piece of clothing and 1 dose of oil.





Bullseye Lantern

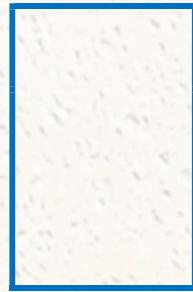
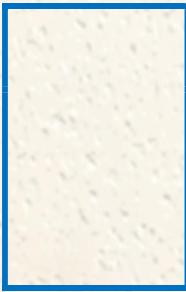
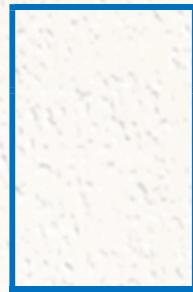
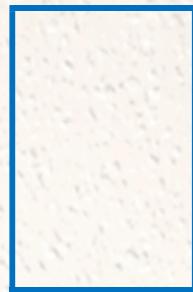
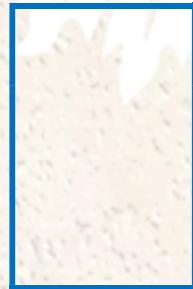
Bullseye lanterns use coal as fuel. When lit, this lantern emanates light in long range in the direction it is facing. It burns 1 chunk of coal per hour.



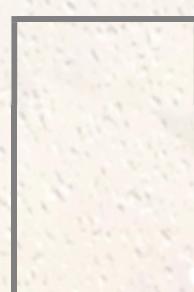
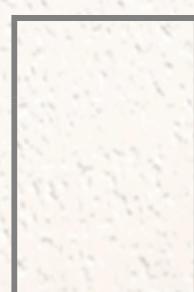
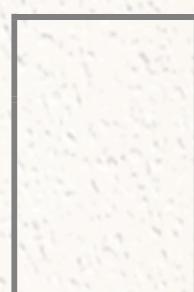
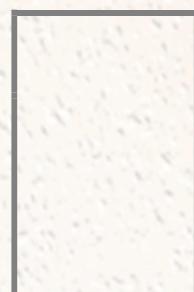
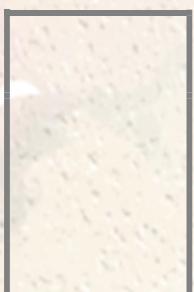
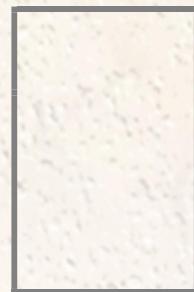


Candle of Darkness

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”.



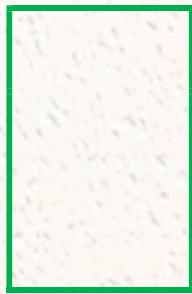
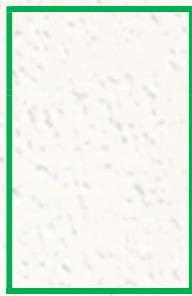
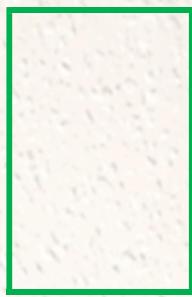
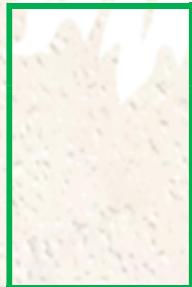
Gems





Brawler's Ring

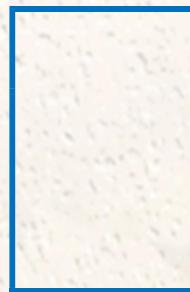
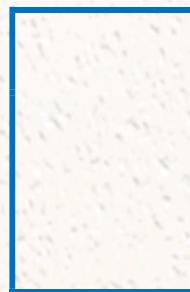
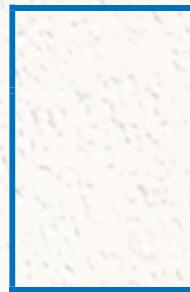
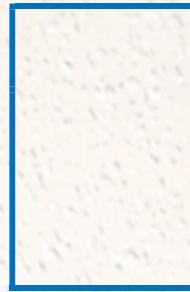
A ring that makes the wearer's punches hurt as if wearing gauntlets. Rings are not allowed in fist fights for a reason.





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.



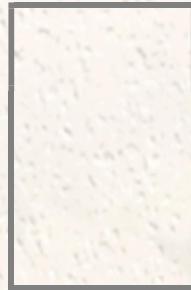
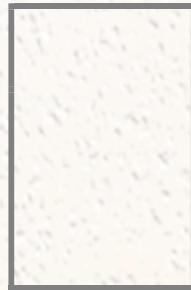
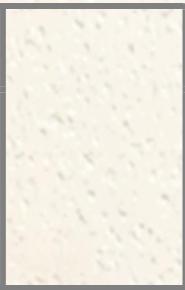
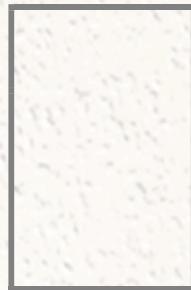
Drake's Eye

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

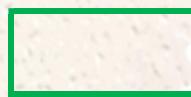


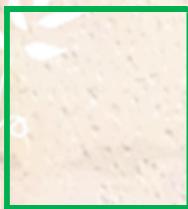
Amulet of Protection

This amulet grants the wearer a +1 Ward bonus.

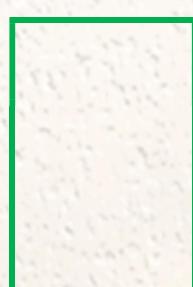
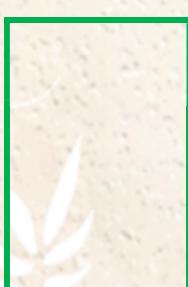
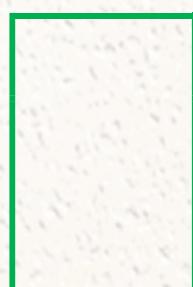
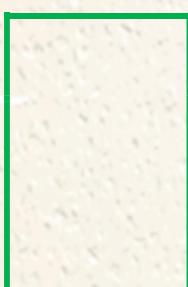
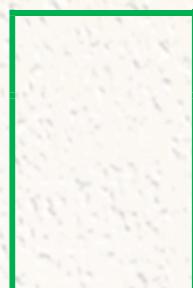
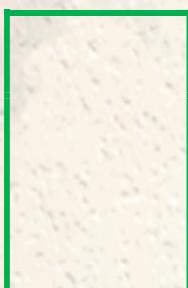
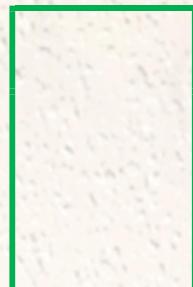
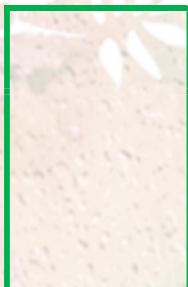
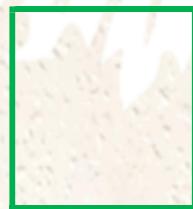


Brawler's Ring





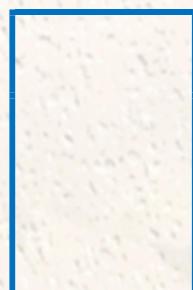
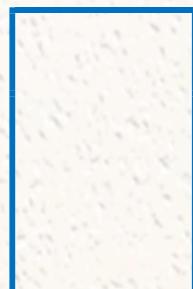
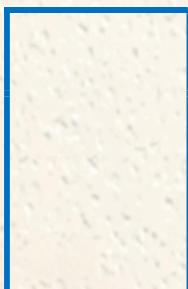
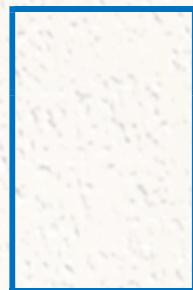
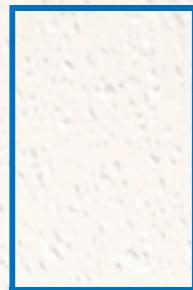
A ring that makes the wearer's punches hurt as if wearing gauntlets. Rings are not allowed in fist fights for a reason.





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”.



Medical Supplies

Herbs



Angelica



Aonori



Basil



Bay



Borage



Celery



Cinnamon



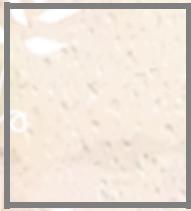
Clover



Garlic



Ginger



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



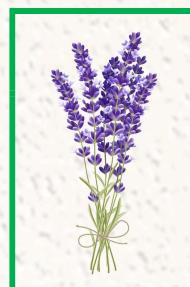
Grains of Paradise



Hemp



Juniper Berries



Lavender



Lemon Mint



Chili Pepper



Poppy Seeds



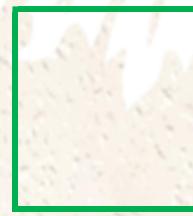
Rosemary



Rue



Sage





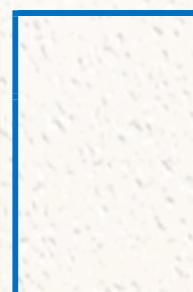
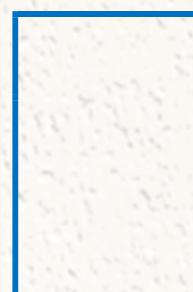
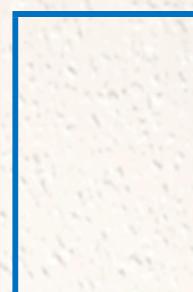
Sesame



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

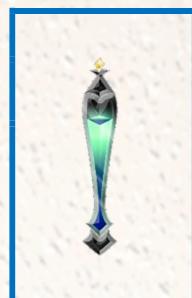
It repels Toons



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)



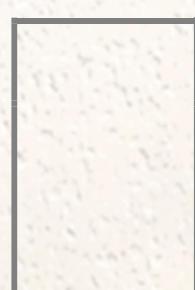
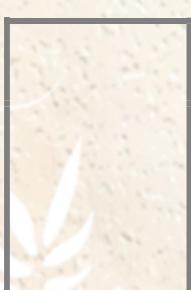
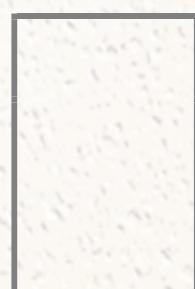
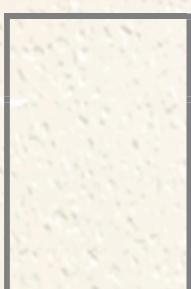
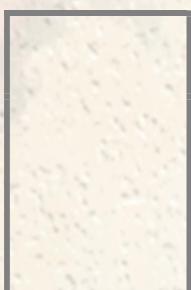
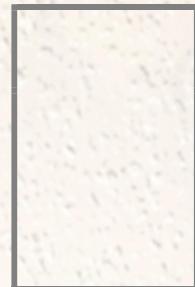
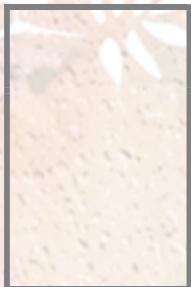
True Vision Incense

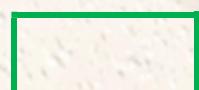
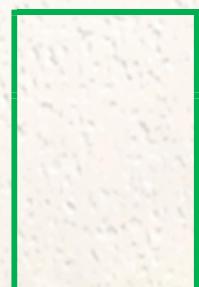
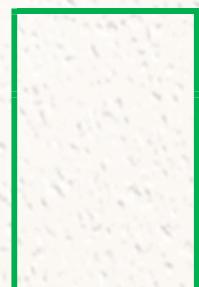
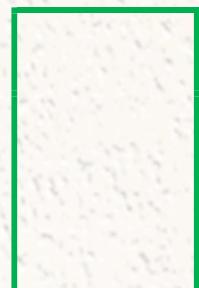
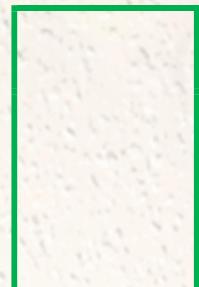
basil, olive oil, human soul

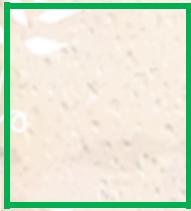
Clears off illusions.

Clothing

Goggles



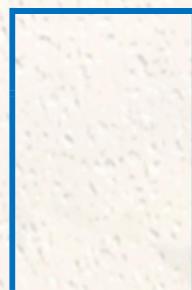
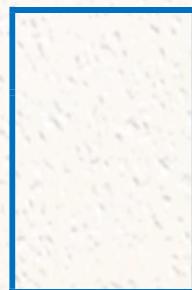
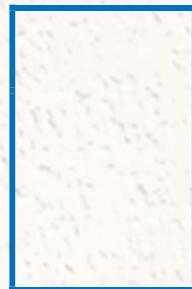
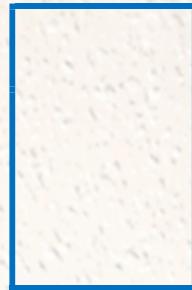






Nighthunter Goggles

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

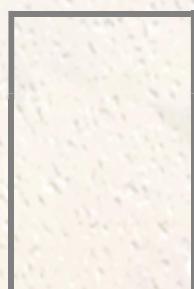
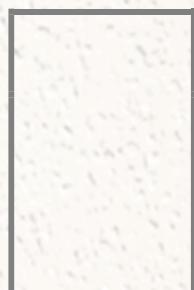
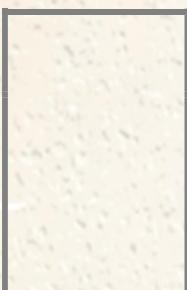
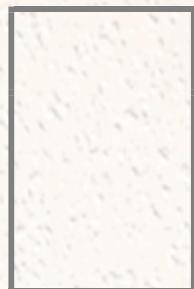
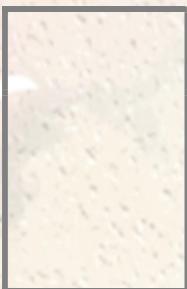
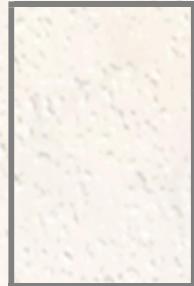


Clothes



Winter Coat

A warm, comfortable coat made from hide and wool.





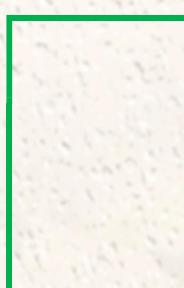
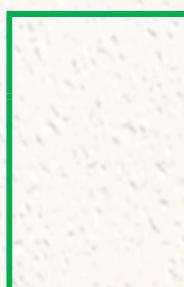
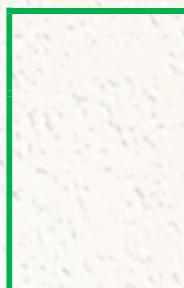
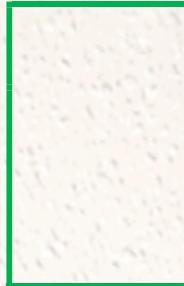
Jester's Coat

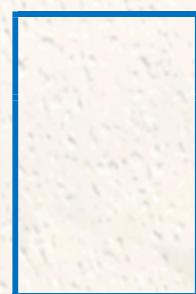
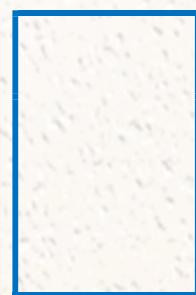
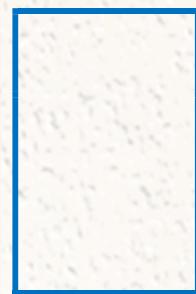
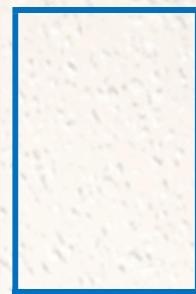
This coat allows the wearer to cast the spell Voice of the Void once per day. The inscription reads “Talk to the stars. Let them talk to you.”



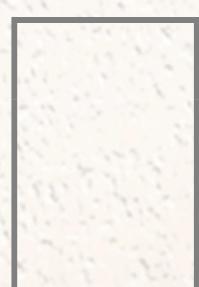
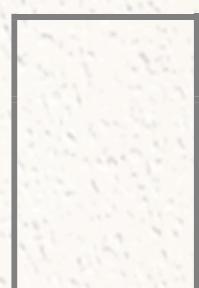
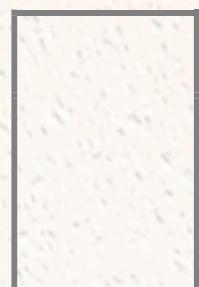
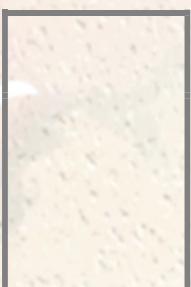
Assassin's Cloak

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.





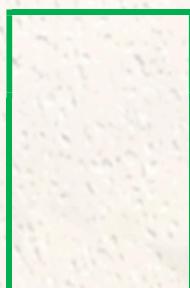
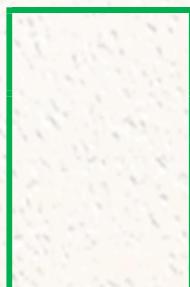
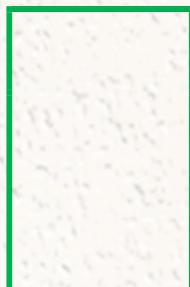
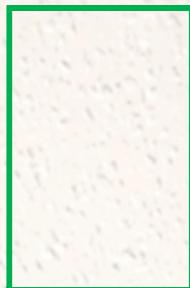
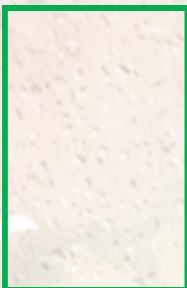
Footwear

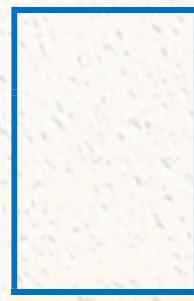
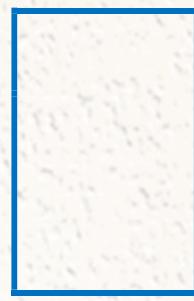
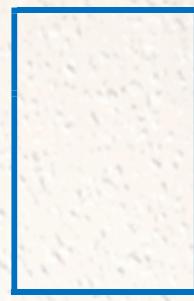
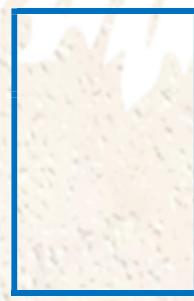




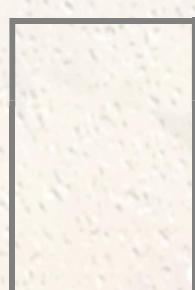
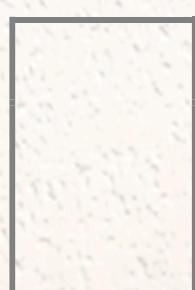
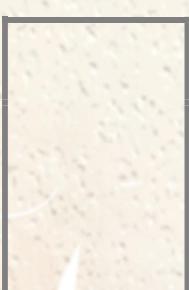
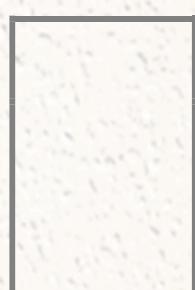
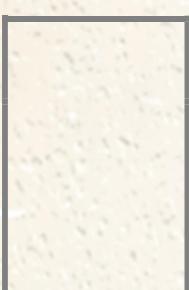
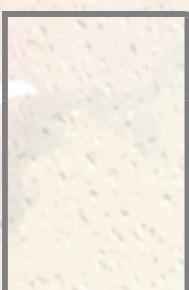
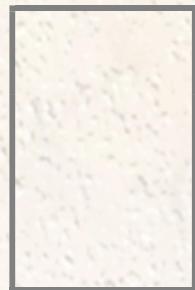
Fey Boots

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





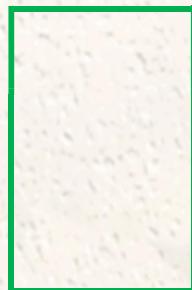
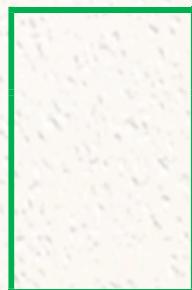
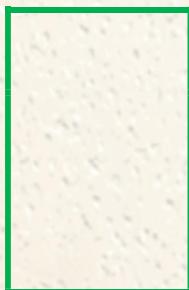
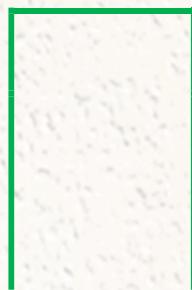
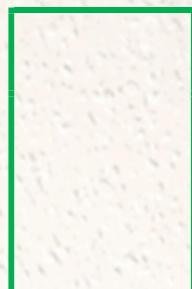
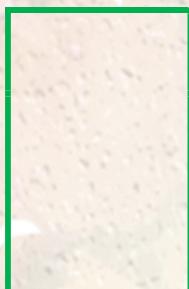
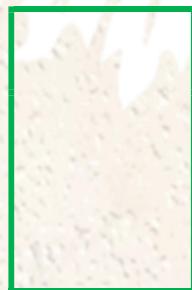
Gloves

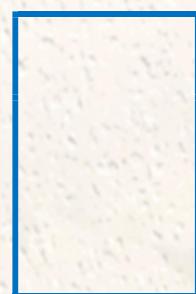
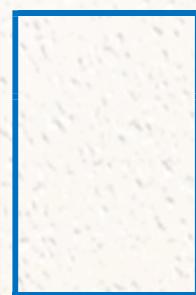
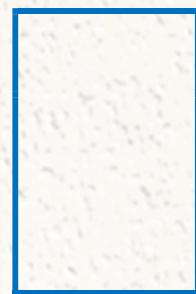
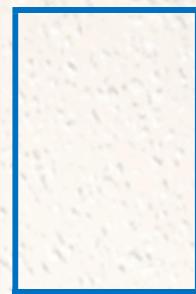




Wraps of the Restless

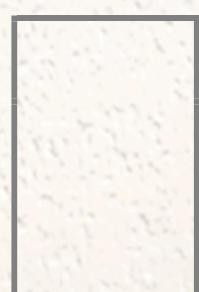
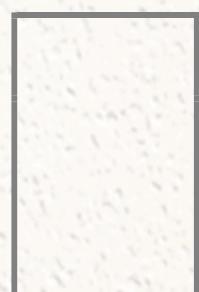
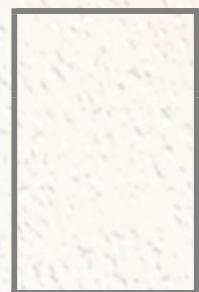
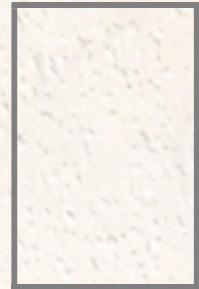
Once per day, by unwrapping the Wraps of the Restless, the wearer can cast the spell Sandstorm. The spell lasts for 1 minute

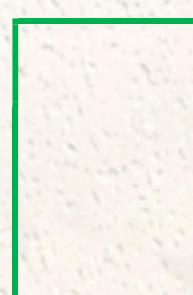
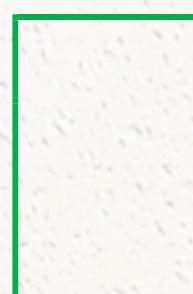
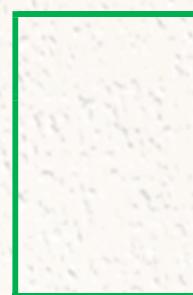
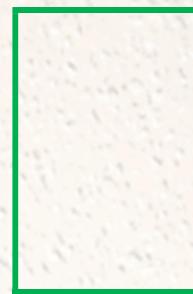
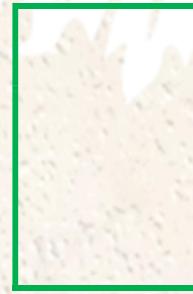
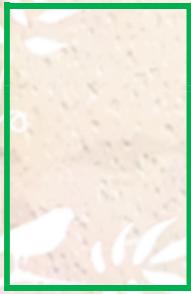


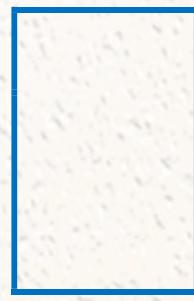
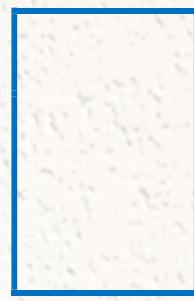
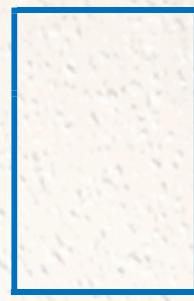


Engineering

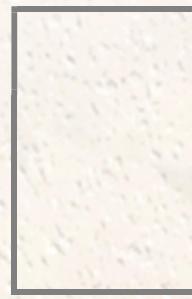
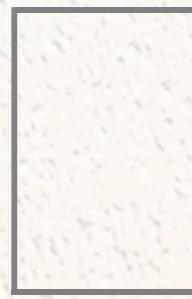
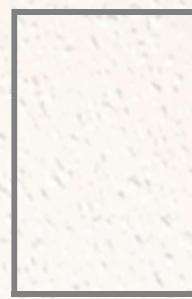
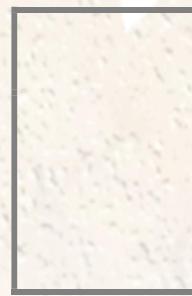
Parts

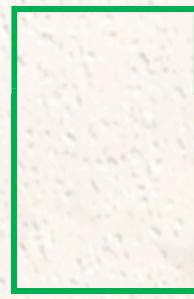
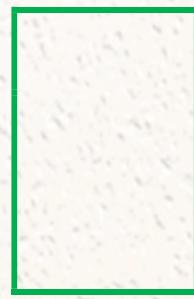
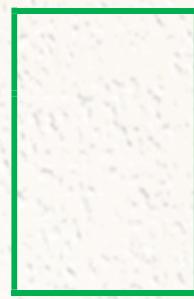
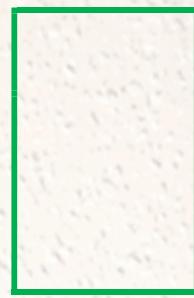
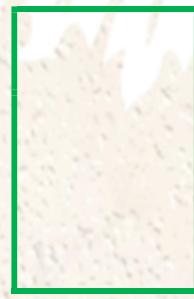


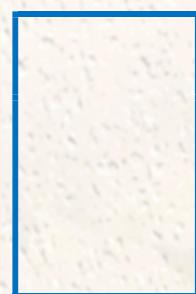
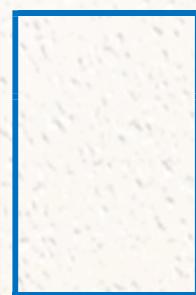
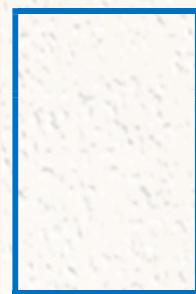
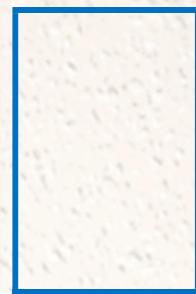




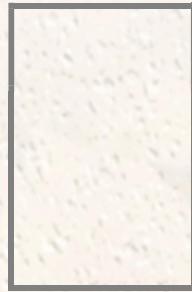
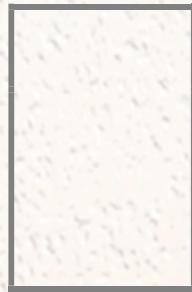
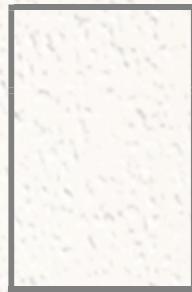
Fuels

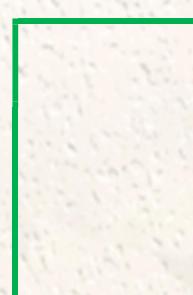
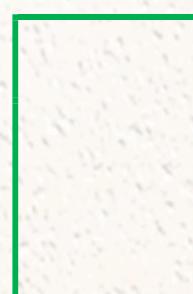
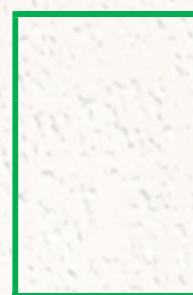
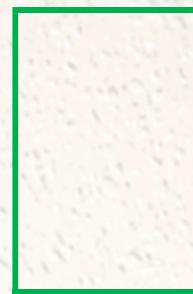
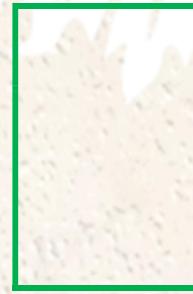


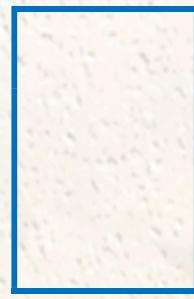
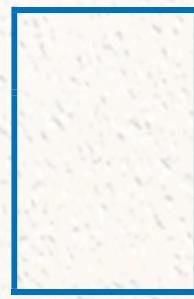
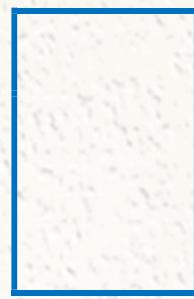
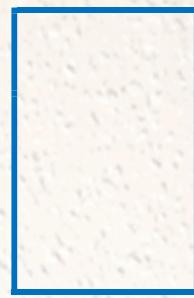




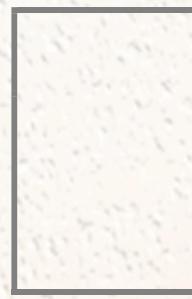
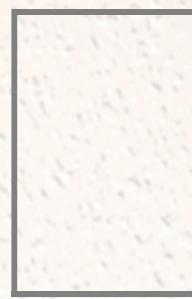
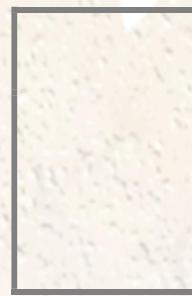
Machines

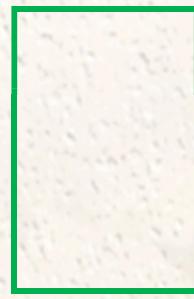
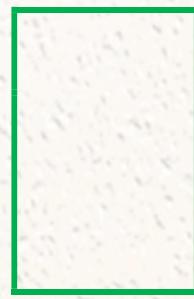
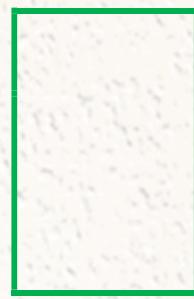
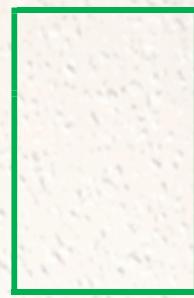
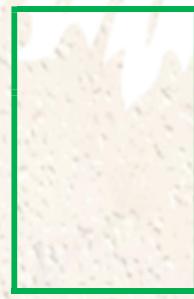


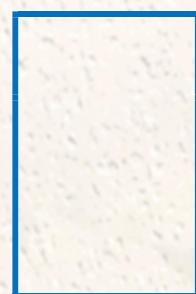
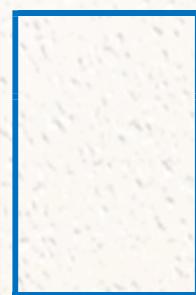
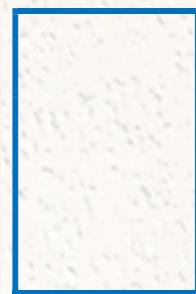
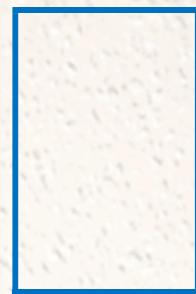




Explosives







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.



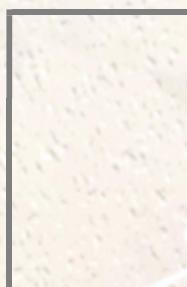
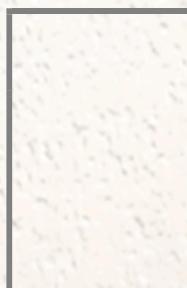
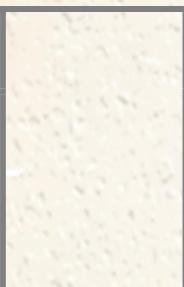
Waterskin

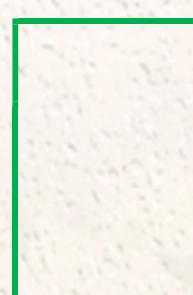
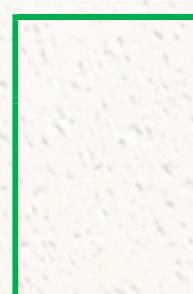
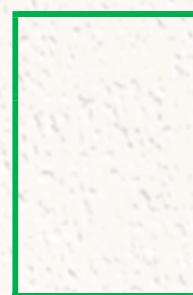
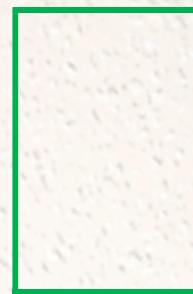
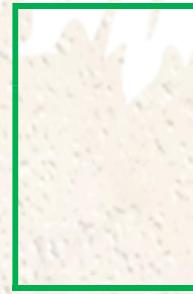
A leather waterskin that can hold 3lt of liquid.

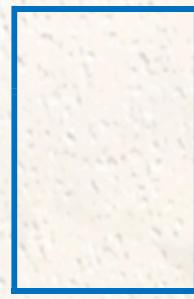
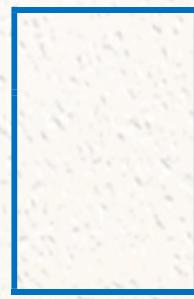
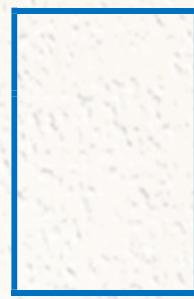
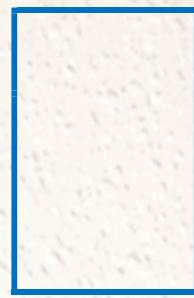


Iron Pot

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







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	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	
Dwarvenkin	Undead	M	1.6-1.8	40	∞	40	2	2	2	Darkvision, Needs Needn't, Old Ones, Mental Suffering, Sticks n Stones	
	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	0	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	3	Spiritvision, Fearless, Nethergrasp, Tribes, Natural armor (2)
	Trolls	L	3.0-4.0	250	?	40	5	0	0	1	Regeneration, Tribes, Natural Armor (2)
	Goblins	S	0.5-0.8	20	30	10	1	4	3	1	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