

### Exile Roleplaying Progression:

A high fantasy, yet system agnostic, game core with consequence based progression.

Currently on: 0.11

### INTRODUCTION

This is intended for RPG fans that really like playing D&D, but wish that instead of classes and the detached leveling system of pick and choose, their characters progressed according to what they like doing in game.

In other words, it should feel like watering down Call of Cthulhu progression with D&D concepts.

Included here, there are rules to regulate combat/skirmishes as found usually in high fantasy tabletop roleplaying games.

This document and this system are terrible. To read for people with no prior knowledge or experience of tabletop RPGs in general. Thus, this game is more **addressed towards people that already play tabletop RPGs**, as its complexity and referrals to widespread conventions will turn off newcomers.

This game uses the standard set of polyhedral gaming dice, along with coinflip. (**d20**, **d12**, **d10**, **d8**, **d6**, **d4**, **d1**). In regards to the coinflip, you call a side and you flip a coin. If you called it right, it results as **1**, else it results as **0**.

## Sample Scenario:

*Harv the holy guard, Priesthood Pam and Solo the Sword-weaver* are heading down a rich trader's crypt that is suspected to be in the center of a recent undead outbreak.

**GM:**

As you descend the stairs to the mausoleum, you enter a dark room.

Because of the echo it forms, you understand it to be spacious.

**Pam:**

I'll cast Holy torch and illuminate this room.

**GM:**

How do you want to cast it like?

**Pam:**

It will be light coming from my holy stick.

**GM:**

Alright, you light up the room, it is indeed too spacious for a crypt, there are bones forming a layer that covers the floor and a dark corridor on the other end of the room.

**Solo:**

I'll go check the corridor.

**GM:**

The corridor takes a left turn almost immediately and it has stairs leading even further down into darkness.

**Pam:**

I'll bring over some light.

**Harv:**

I'm coming too.

**GM:**

As the rest of the party approaches the corridor, the sound of rattling bones can be heard behind you. As you turn you can see skeletons behind you.

{combat starts, Skeletons have **body 3**, **mind 3**, with a d6 attack **RR**, **VIT 6**, **DEX 6**}

**Harv:**

How many?

**GM:**

(rolls) **4** (rolls again) I'll need you roll for your battle order

**Solo:**

HA! 7! How wide is the corridor?

**GM:**

You could go only in single file formation.

**Pam:**

4! Is it the same for the skeletons though?

**GM:**

Um... yeah?

**Pam:**

So we can use it as a chokepoint!

**Harv:**

Great idea, You guys go first, I'll hold them off! 2! Damnnations!

**Solo:**

Sure, but don't expect to find anything to vanquish when you catch up to us.

**Pam:**

It is a tomb, they are already dead!

**GM:**

You decided on a plan?

**Players:**

YES!

**Solo:**

I'll wait my round so we can start moving with pam (and not have to descent the stairs in the dark by myself)

**GM:**

The skeletons swarm to you, 2 of them attack Harv, twice, 1,4,2,3. What's your armor Harv?

**Harv:**

3, so I get 1 damage?

**GM:**

Yes. The other two, move twice and make a beeline for Pam.

They only get to attack once, 4 and 3. Cloth reduction (armor 1) makes them 3 and 2.

I am valid to assume this applies, I hope?

**Pam:**

OF course it does! Why would it even be possible otherwise?

Also add me carrying a shield to your assumptions, that makes them attacks 1 and 0. I'll be moving just a step in the corridor and casting a holy gate

to block its entrance.

**GM:**

OK, you do that

**Solo:**

Is a skeleton within my reach?

**GM:**

yes

**Solo:**

I'll do a big attack on the skeleton I can reach, 7 plus 5, 12!

**GM:**

The skeleton collapses in a pile of bones

**Solo:**

then head further down the corridor, at least to the point I can still see where I step.

**GM:**

Sure! Harv?

**Harv:**

If Solo's big attack was good, I'll try that, too, on the skeleton that hit me. 2 plus 7 nine! Is it dead?

**GM:**

It was a sound hit, but it is still standing. Next should be, Solo

**Solo:**

I'll catch my breath a bit and wait, let Pam reach me as

well before we descend.

**GM:**

Okay, now it is the skeletons turn, they all are readying some heavy hits.

**Pam:**

I'll stay here, providing light, safe behind the barrier.

**Harv:**

I can cast that too for myself, you guys go ahead, don't strain too much with the barrier. That being said, I'll use a bigger attack, but discounted. On the same skeleton.

**GM:**

Are you sure?

**Harv:**

Yes. I drop my d8 to d4, so as to attack with 3d4, one plus one plus four, 6!

**GM:**

This time it breaks

**Harv:**

Yeah!

**GM:**

Solo?

**Solo:**

Still waiting

**GM:**

one of the skeletons moves and hits the barrier, 3, Pam, what's its durability again this round?

**Pam:**

(rolls) two plus four.

**GM:**

The other does a big attack on Harv 2+4, 6!, minus your armor, 3. Pam?

**Pam:**

I'll cast holy smack, self, to go off on my next attack.  
I keep the gate up.

**GM:**

Harv?

**Harv:**

I'll move next to the skeleton hitting the barrier.

**Solo:**

I'm moving back, barely in the space between Pam and the barrier.

**GM:**

Just that?

**Solo:**

Yes.

**GM:**

both skeletons attack this round, 6 to the barrier, the other moves to attack harv, it rolls a one. Pam, this round's durability? Also, your round.

**Pam:**

5 total. So it breaks. I can't really hit now, with Solo blocking my way,  
so I'll just wait and bank my action.

**GM:**

Harv you are next

**Harv:**

Only got the one action now, so big attack, discounted on the skeleton. 3's!  
That's a total of 12, right?

**GM:**

Yes, another one bites the dust.  
Next up, Solo.

**Solo:**

I'm using a full prize bigger attack, that's 3d8! 4,4,7! 15!

**GM:**

With a mighty swing of your sword, the last of the skeletons collapses. The threat in this room might be gone, but who knows what other dangers might lurk in the levels below? What will our heroes do next?

**Pam:**

I dismiss the gate, then ask my teammates, Are we going down a level yet or what?

### **CHARACTER CREATION:**

Recommended methods for character creation are:

Rolling **2d6 3 times** and assigning them to the basic attributes.

Rolling **1d6 three times, adding 3**, then assigning them on the attributes.

Using a point buy system. From a base of 3 for all attributes, increasing a **value up to 6 costs one point**, increasing from **7 to 13 costs 2 points**. Increases from **14 to 21 cost 4**.

Default points for this method for a new character are 11.

## CHARACTER ATTRIBUTES:

The core character attributes are [**Mind**], [**Body**] and [**Faith**].

The **Body** attribute quantifies a character's physical capabilities. A value of 7 unlocks body over matter and recovering 1 **VIT** per round.

The **Mind** attribute quantifies a character's mental capabilities. A value of 7 gives access to mind over matter. Unlocks Spell Weaving.

The **Faith** attribute quantifies a character's connection to the divine, familiarity with abstract philosophical matters and power of conviction. A value of 7 allows it to affect the matter and unlocks Spell Channelling.

A character also has skills:

- Mentality** (**MEN**) , which is Mind times two (**Mind**\*2)
- Vitality** (**VIT**) , which is Body times two (**Body**\*2)
- Dexterity** (**DEX**) , derived by adding **Body** and **Mind** (**Body**+**Mind**)
- Presence** (**PRE**) , derived by adding **Faith** and **Mind** (**Faith**+**Mind**)
- Piety** (**PIE**) , which is faith times two (**Faith**\*2)

These skills not only increase the capabilities in achieving related feats but also as they progress improve potential for the characters.

## **Races:**

### Humans:

Rouse: make a PRE check. Allies within earshot are cured of one non-PRE fatigue.

### Halflings:

Hidden strength: at the cost of 1 PRE, recover 1 fatigue from one other skill.

### Orcs:

Sink or swim: VIT takes no fatigue. Every action and effect that would cause fatigue causes VIT damage instead.

### Goblins:

Wounded Gambit: When an attack would bring a goblin to 0 VIT, it is reduced instead to 1 VIT and the excess damage is dealt triple to PRE instead. Then the goblin faints for 1d6 rounds

### Dwarves:

Innate spell weaving component, stoneshape: they can manipulate stones and rocks they carry or within melee range of them to (temporarily) take any shape they want

### Elves:

Innate spell weaving, florashape: they can manipulate plants and fungi they carry or within melee range of them to (temporarily)take any shape they want.

### Gnomes:

Innate spell weaving, illusion: they can manipulate their own image, or of something they carry or touch, to appear differently, or even become invisible.

### Beast-Folk:

+2 in two skills of their choice

### Mazoku:

Innate spell weaving component: siphon

### Dragon-tribe:

Innate spell weaving component: fire



### **SKILL CHECKS:**

Most skill checks are decided by rolls in accordance to the relevant skill. When it is not about *contested* rolls by opposed entities, rolling a result of 4 or more signifies a success.

The basic die for skill rolls is a **d4**. For each 7-point bracket this increases one step each. A GM may increase or decrease the die of a roll at their own discretion if a check for something is deemed too easy or too hard.

Dice and brackets match like this:

**1-6:d4,**

**7-13:d6,**

**14-20:d8,**

**21-27:d10,**

**28-34:d12,**

**1-6:d20**

Also, when a skill is invoked, a point of fatigue is added on it.

These points of fatigue count as a penalty to the skill and may lower its die if accumulated enough.

### Skills and sample recommended activities :

- MEN:** Searching a room (Search, spot),  
Researching for information (Knowledge(most)),  
Recall magic information (Spellcraft),  
Use magic device  
(will saves)  
Also, Card counting in a casino.
- VIT:** Climbing,  
Swimming,  
Jumping,  
breaking open doors/chests (Sunder),  
physical labor\*,  
(Fortitude Saves)
- DEX:** Avoiding attacks,  
picking locks of doors and treasure chests (Open lock),  
Pick pocketing,  
Hiding, moving silently  
(Reflex saves)  
Also for sleight of hand feats.
- PRE:** Used for determining how favorably someone's social  
interactions will be perceived  
Diplomacy,  
Gather information,  
Bluff  
sense motive  
(will saves)
- PIE:** Deity lore,  
Bluffing about deity lore

### **COMBAT ROUND ACTIONS:**

Every round each character adds a round action to their action time bank (ATB). Action time banks usually go up to 3. Every combatant has one. Every participant starts, or enters, a combat encounter with a **full** action bank (3). A player can then expend actions they have for activities of their choice.

A character can still **declare their intent** of doing an activity that **requires more actions than they already have**, which will **commit** their character and their actions they subsequently gain on that activity **until it is resolved**.

Also, once per round a character may take a singular one unit step, which does not expend any of their accumulated actions. A character that makes only a one-step move can still add that round's action to their ATB.

### **Battle order**

At the beginning of a session, players may roll a **DEX** die each to determine the order they play during combat. The Game master may roll **DEX** dice for every group type they are going to use in the session, the first time each appears in combat.

## GLOSSARY

What is...

### Result roll:

(RR) The roll made to determine the magnitude of an effect. It derives from the dice stated in the weapon's or effect's description. Sometimes other modifiers are also taken into account.

### Dice steps:

When a die step is increased or decreased, it is according to the following ascending order: **d1, d4, d6, d8, d10, d12, d20**

### Coinflip (d1):

Flip a coin and call it. If you called it right, it counts as 1. Else the result is 0.

### Weapon:

Equipment that determines the dice used for the result roll of physical attacks. Currently a six-sided die (**d6**). Ranged weapon range is 24 units.

### Armor:

Equipment that is worn and reduces incoming RR, clothes provide just 1, Leather armor provides 3, Metal Armor provides 6 but disables Dodge, shields give additional +2.

### Attack:

An attack with a weapon that uses two times the weapon's dice. Upon rolling doubles, double it before calculating it into the *result roll*, RR. May reduce action cost by 1 by dropping the RR dice by two steps. (cost: 2 actions, 1 **VIT** fatigue)

### Dodge:

When a character is the target of a ranged attack, or has more than 7 **DEX**, dodge may be invoked. A defending player against an attacking **RR** rolls an appropriate **DEX** **RR** against it to dodge. If the attack hits, the armor value is subtracted from the attacking **RR** and the rest is inflicted on the **VIT**.

### Small Attack:

An attack with the purpose to hit the target. Has a result roll (**RR**) of the weapon die. You subtract the target's armor value from that **RR** and deal the rest as **VIT** damage. (cost: 1 action)

### Big Attack:

Similar to Big Attack, but with three times the weapon dice. Upon rolling triples, triple it before calculating it into the result roll, but any doubles are not doubled. May reduce action cost by 1, by dropping the **RR** used by two steps. May reduce action cost by two, by dropping the **RR** used by three steps. (cost: 3 actions, 2 **VIT** fatigue)

### Movement:

Walk 6 units (cost: 1 action)

### Presence:

This is the Secondary attribute by which social rolls can be made.

**DON'T** allow **PRE** rolls between player characters. Presence rolls inside and outside combat count and cause fatigue normally. The roll is to determine how positively or negatively would an NPC consider a player request.

*Note that getting an absurd player proposition ignored or just laughed at IS within the scope of success as under normal circumstances demanding from the king granting you audience to give the throne and the kingdom to you should end up with you rotting in a cell in the castle's dungeon and the key getting lost somewhere in the moat.*

### Dexterity:

Hand-eye coordination checks, nimbleness checks, reaction speed related checks. Also used to dodge attacks. When a dodge *RR* is made, it is against the attack's *RR*. Then Fatigue is added on Dex as normal. One can choose to not dodge when attacked.

### Piety:

Used in theology and faith related rolls. Also for metaphysical and philosophical debate rolls. Could also be used to convert other sentient beings, you can communicate with, to your own deity. All these uses incur fatigue.

### Vitality:

Used in laborious tasks and where calls for physical prowess are needed. If the damage a character takes reaches or exceeds *VIT* total, they die. Also, doing physical attacks accumulates fatigue on a character

### Fatigue:

Represents tiredness, accumulated when doing challenging tasks using a character's attributes. Accumulate enough fatigue on an attribute to reach or exceed it can and will cause fainting.

### Fainted:

A fainted character may benefit from a short rest when left undisturbed.

### Full Rest:

Ending a session in a safe settlement or a soundly secure location assumes the PC's get fully rested between them and all the damage and fatigue gets removed.

### Short Rest:

Ending a session while still "on the field", spending at least half a day fainted only removes half of the current fatigue and damage.

### Spell Casting:

Spell casting can take a varied amount of actions. A spell's cost is calculated as damage equal to the spell's actions to the corresponding skill, **MEN** for weaving and **PIE** for channeling. A spell that requires more actions than those already banked, can continue to cast to the consequent rounds. If, during this process **two consecutive actions are spent not casting the spell, the spell is lost**, but **only** the actions spent up to the last used for casting are considered for the cost.

### Spell Channeling:

Spell channeling abilities are granted by the character's deity once they have established a strong enough bond. Spell Channeling becomes accessible at **faith 7**, with only Holy touch and Holy Torch available.

### Holy Torch (1 action):

(produces light till dismissed, may only have 1 active)

### Holy touch (1 action)

Removes (**1d6 RR**) **VIT** damage from a (melee or self) target

### Holy pitch (2 actions)

Removes (**1d6 RR**) **VIT** damage from a target in a 25 units radius.

### Gate of holy (1 action +1 per 3 rounds). :

Erects a barrier right in front of you that stops enemies and hostile attacks from passing through. Absorbs (**2d6 RR**) each round it is up.

### Holy Smack (1 action)

melee and self, (**1d6 RR**) holy damage, you can use it alone or add it to a melee physical attack.

### Spell Weaving:

**Mind** 7 gives access to the first spell weaving components, a 1d6 force damage component that can alternatively be used to push/pull your target a (RR) units instead of damaging. Also to the ranged, duration and emanation components. Weaving a melee or self ranged spell are known by default and add no actions to casting. A spell cast on self or an undelivered melee may be held on one's person indefinitely until a melee attack is landed, which also delivers the spell.

Other components also include:

**1d6** of one other damage type (**Heat, cold, shock, decay**) at the cost of +1 action per damage die added

**Ranged**, +1 action per 12 units range

**Duration**, +1 action per 3 rounds duration increase

**Emanation**, 2 actions for one unit radius, 4 for 2 units, 8 for three...

A spell weaver may elect to reduce the cost of a spell by dropping the final RR by two steps per one action discount. Cannot further reduce the spell from 1 action or when the RR reaches the cointoss step.

### Game Master (GM):

Is the person running and controlling the world, setting up the challenges the players have to overcome and the rewards they earn from their adventures.

### Player Character:

Players that participate in the game not as the Game Master, control, or play as player characters (PC) that represent their agency within the game's world.

### Game Session:

Is the meeting of the group, Players and GM, where they play the game together.



### Spell Scribing:

With access to the right equipment, materials and time, Experienced spell weavers can inscribe, or imprint items with spell components, or even whole spells. Items of negligible mass, such as a wooden stick, or a parchment of paper can only hold a single spell component, while bigger objects, such as books or weapons, or even pieces of clothing and armor can hold more complex spells in structure. Items that hold a singular spell component are referred to as wands, while items that hold more complex spells are referred to as staves. An item may **only** carry a **single spell at a time** regardless of the quantity of a spell's components.

Every spell scribed item can be used by everyone regardless of them having the ability to spell weave by themselves, by holding this item in their hands. However **MEN** fatigue is applied as normal as if they cast the spell themselves.

Characters without spell weaving can only use such an item as is, without any agency on how it is resolved. They can only use wands with effect components only as melee/self and can't manipulate its *RR*, such as increasing the dice involved or lowering the dice step.

Staves that contain complete spells, when used by non- spellweavers cast their spell as was intended as set at the time it was scribed on it, and it incurs the corresponding fatigue on its user's **MEN**. A character using such an item can accumulate fatigue that can overcome their **MEN**. In such a case, upon declaring their intent of using a scribed item in a way that will cause fainting, they must clearly be informed of that, and confirmed before proceeding.

*Example:*

*Beatstick Bob locates a sword that is scribed with a spell. Mel studies it a bit and informs Bob it will pull stuff to him. The spell within is comprised of a range component and two lowered force components, set in a way that will pull the target within range toward its caster upon cast. The action cost is 2 for this effect, meaning Bob can only use it twice before fainting.*

Characters with spellweaving may use a held spell scribed item as is, or may elect to use any of the spell parts it carries as parts of their known components.

*Example:*

*Mel the Mage locates a beatstick that is scribed with a spell. The spell imbues its caster with each damage type then to be carried by their next attack. (it is melee/touch with a one RR of each heat, cold, shock, decay and force; action cost of 5) Mel decides to claim this one for personal use as it will allow for use of any of its components for spell weaving.*

**IMPORTANT:** Spell woven items are not intended as consumables as they drain their user's **MEN** for activation.

**ATTENTION:** While adventuring characters may discover spell scribing items containing spell weaving components not available normally, such as:

**Siphon(1d4):** Deal RR damage to a target, and recover the same amount of **VIT** damage on another target.

**Stoneshape:** functions similar to the Gate of holy, but only usable while near stone and the barrier sprouts from said stone.

Additionally, it can be used to shape, or work stone to weapons, items and materials and also makes tunneling and bridging and stonemasonry easy. basic form makes RR square units of walkable terrain per cast.

**Plantshape:** functions similar to the Gate of holy, but only usable while near plants and fungi and the barrier sprouts from them.

Additionally, it can be used to shape, or work wood to weapons, items and materials and also makes bridging and wood masonry easy.

**Illusion:** can make the target look different, or even invisible. Basic cast is two actions + one action per 3 rounds to maintain.

#### Spell Brewing:

Some spell channelers took the practice of communing with the spirits to a whole new level, and this gave rise to beverages with channeled effects mixed in. Spell Brews may be acquired during adventuring outings or crafted 5 at a time between sessions. Examples of such brews are:

**Tonic:** Removes 1d6 fatigue from the skill the tonic is designated for.

**Potion:** Removes 1d6 VIT damage when imbibed.

**Munstre:** A dead character that is given in, returns to life, with all their skills fully overtaken by fatigue.

#### PROGRESSION:

**Player character progression** is tied to their actions within play sessions, but happens between play sessions. During combat oriented sessions, Game masters should make note, or roughly estimate after-session, of a character's main combat focus.

An **optional** benchmark about that is tallying up which of the secondary attributes got the most fatigue use. Recommended for those that would prefer a more deterministic approach to this system. Then, between sessions awards progression accordingly, MEN awards a point in mind, VIT a point in Body, PIE a point in faith.

In non-combat sessions, it is recommended that the player be given the choice between **two of the three** basic attributes and award them with **half a point** each. This half increase bears **no significance in-game** except that **another half point can be added later for a full point**. The growth points awarded after each session, should contribute to their respective attribute increase following the **same logic at the point buy system does**.

Also, at the end of each session, players **may** elect to declare their character partaking in a certain activity that can contribute in a certain attribute growth. This will split the growth they would normally have with the attribute they elect to downtime to. This **option** does **not stack** with what described in the paragraph above for non-combat sessions.

For example:

A character wishing to **split the growth** into **Body**, may join a town guard or participate in building projects if within a settlement. If party camps in the wild, they may volunteer more for guard duty, or build a sturdy/secure shelter or go hunting/foraging.

A character wishing to **split into mind growth**, may for example dedicate their downtime into studying in libraries, or do some spell scribing.

A character wishing to split into **faith**, could do so by charity work, or specific activities according to their deity, or pass their time spell brewing.

#### DICE PROGRESSION:

When an attribute is within 1~6, each RR will use the basic die d4. An attribute with a value within 7~13, will use d6 for its RR. Beyond that, 14~20 uses d8, 21~27 uses d10, 28~35 uses d12, then d20.

Despite physical attacks, spell weaving and spell channeling fatiguing **VIT**, **MEN** and **PIE** respectively, they derive from the basic attributes, **Body**, **Mind**, **Faith** respectively and so they scale from them.

Attacks take their base *RR* from the weapon but scale it up in accordance to the **Body** value.

Spell Weaving becomes accessible from **Mind** value **7**, with **d6** as base *RR*, and scale in dice steps up as **Mind** increases

Spell Channeling becomes accessible from **Faith** value **7**, with **d6** as base *RR*, and scale in dice steps up as **Faith** increases

### **SPELL PROGRESSION:**

For each point beyond **Faith 7**, a new spell becomes available from spell channeling. player's choice.

For each point beyond **Mind 7**, a new spell component is learned for spell weaving. player's choice.

**Body 14** increases **VIT** recovery per round to 2, **Body 21** to 4.

### **LATE ADDITIONS:**

Characters of **stat average of 6 and under** are considered **tier 0**.

Characters with **stat average ranging between 7 and 13** are considered **tier 1**, while characters with **stat average 14 and above** are **tier 2**.

Characters that join mid-campaign can join with a 11 point buy character if the party is still at **tier 0**, 15 point buy character if the party is at **tier 1**, or 20 point buy character if the party is at **tier 2**.

### EXAMPLES:

Examples below made using the 11-point buy system:

#### Sample Characters:

Mel the Mage went for spellweaving, so Mel allocated the points to 3 Body, 10 Mind and 3 Faith. 10 Mind gives a choice of three extra spell components, so Mel went for Range and Fire. Also an empty Staff (d6).  
Secondary attributes: 6 VIT, 13 DEX, 20 MEN, 13 PRE, 6 PIE

Tiff the thief wanted to distribute them points, almost evenly, so allocated them to 7 Body, 6 Mind and 6 Faith. Carries a bow(d8, range 24 units)  
Secondary attributes: 14 VIT, 13 DEX, 12 MEN, 12 PRE, 12 PIE

Beatstick Bob wants to Beat stuff with a stick so went for allocating 10 Body, 3 Mind and 3 Faith. For equipment went for a big beating stick(d8)and both an armor(4) and a shield(+2)  
Secondary attributes: 20 VIT, 13 DEX, 6 MEN, 6 PRE, 6 PIE

Solo the Sword weaver wanted to mix brains and brawn. 7 Body, 7 Mind and 4 Faith. Only basic Spell weaving Components available. Force(d6), (Self/Touch) range. Also comes with a Sword(1d8) and an Armor(4).  
Secondary attributes: 14 VIT, 14 DEX, 14 MEN, 10 PRE, 6 PIE

Harv the Holy Guard went for 7 Body, 4 Mind and 7 Faith. Harv only has the Holy Touch and Holy Torch available From Spell Channelling. Also a Sword(d8) and an Armor(4).

Secondary attributes: 14 VIT, 11 DEX, 8 MEN, 11 PRE, 14 PIE

Priesthood Pam wanted to create a more supportive character this time, so the allocation went: 3 Body, 3 Mind, 10 Faith. Also carries a holy Stick(d6) and a shield(+2). 10 Faith should afford access to more spell channeling options than currently available, so Pam got everything available so far. That means Holy Torch, Holy touch, Holy pitch, Gate of holy, Holy Smack.

Secondary attributes: 6 VIT, 6 DEX, 6 MEN, 13 PRE, 20 PIE

Enemy sample stat boxes:

Skeleton: body 3, mind 3,

6 VIT, 6 DEX, 6 MEN, - PRE, - PIE

d6 weapon RR

Zombie: body 8,

d8 attack

1 VIT damage regenerated per round.

Goblin: body 2, mind 4, faith 2 d6 weapon RR

Goblin caster: body 3, mind 8, faith 4 (fire, range, melee/self)

Thug: body 6, mind 3, faith 3

2x d4 attacks

1 VIT damage regenerated per round.

Thug leader: body 10, mind 5, faith 7 2x d6 weapon RR

Troll: body 16, mind 2, d8 weapon RR

Lich: body 10, mind 15, faith 8

20 VIT, 26 DEX, 30 MEN, 23 PRE, 16 PIE

1 VIT damage regenerated per round.

Throws firebolts at range: 2d8 heat range (3 actions)

Chain shocking: 1d4 shock on two targets at range (2 actions)

Chionias: bursts with cold, dealing 2d4 cold damage within  
melee range. (2 actions)

Finger of decay: 2d6 decaying damage melee range (1 action)

d10 weapon RR

### Duel Sample:

Mel and Bob got into an argument between brains and brawn, so they decided, till the actual game starts to duel it out. They agreed to start 3 units apart, with a full action bank each and rolled dice to see who goes first. Mel won, so in the first round a fire spell was woven. Mel decided to weave a ranged spell along with two fire RR which would normally cost 3 actions to cast, but by reducing the RR to d4 it only costs 2. Mel rolls 2 4-sided dice, rolls 2's and as a double, the result is also doubled, 8! It being a ranged attack, Bob has to roll DEX for dodging it but decides to forfeit it, getting  $8-6(4 \text{ from the armor and } 2 \text{ from the shield}) = 2$  VIT damage. Mel now has 2 Fatigue on MEN.

On Bob's turn runs, actually walks up to Mel and makes a big attack. Rolling two 6-sided dice, Bob rolls a  $5+2=7$ , reduced by 1 from the cloth protection, which makes it just enough to knock Mel out of commision.

~~Lasts until Expiry~~



[version 0.2 made into a .txt form]

[version 0.3 added swashbuckling, dual wielding, perform, tweaked stat rewards, added avoidance]

[version 0.4 finally added critical hits, reworked avoidance and removed accuracy rolls to be more in line with the rest of the terms, text edits, added changelog]

[version 0.5 added rules for ranged attacks, text tweaks and clarifications]

[version 0.6 reworked the rules for critical and avoidance a bit, halved HP, tweaked progression]

[0.7 removed dex and social, many specifics that were bloat for now, reworked spellweave and spell casting, now spell channelling, changed to 3 actions)

[0.8 Rewrote progression, presence, attacks, armor added creation, actions now actions of round, explained more terms]

[0.9 ATB 3 actions, ingame rule of 4+ skills, dice steps, examples, expanded glossary, fatigue system]

0.9b Committing to multi-action activities for most combat actions now, more examples]

[0.10 na diavasw to wordcasting, episis spell scribing kai spell brewing]

[0.11 rewriting rounds and actions, also races, weapons, armors, maybe heavier armor lowers dodge RR, armor tiers based on body]

[0.11i na 8umi8w na kanw eva stripped down version pou na einai mono d6 kai trapoula gia initiative]

[gia 0.12 na valw gia treksimo (diplo move se ena action) me fatigue. Na eksetasw to "kunigito". Na eksetasw gia combat maneuvers, opws charge klp. Na eksigisw to freeform casting, combat maneuvers two weapon fighting, precise attacks, na allaksw fleet-foots se halfings, duration xwris to component se kapoia spells opws to illusion, na dw mipws ta range, duration, emanation einai kalo na einai eksarxis.]

- +flanking (maybe)
- +isopalia sto dodge na einai misi zimeia.
- +armor na dinei poini sto dex.
- +inspiration/once per session oti ena emergency action point.
- +8elei prosoxi gia na eksigisw to anevokatevasma tw n zariwn apo ta skills.
- +na kanw upologismous/katanomes gia ta criticals.
- +ena macro i python script na kanei automate ipologismous, mporei na to kano ego an m doseis morfi sinartisis