BA Productions Presents-

# SOLIPSTRY

a new approach to table-top RPGs

Bennett & Rinehart

# SOLIPSISM:

*A theory in philosophy that your own existence is the only thing that is real or that can be known.*

-Merriam-Webster Dictionary

# DEDICATION

I would like to thank the Bennett family, without whom this book and my collection of musty old rule books would not exist.
-ASR

I would like to thank my brother, without whom my family and collection of musty old rule books would not be complete.
-RLB

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# INTRODUCTION

*Solipstry* is a set of tools used to create a world. Not just any world. You don't need tools to create a world. That's as easy as saying "What if the Wild West had dinosaurs?" But to make a world that's lively enough, colorful enough, and well-defined enough to tell a story? That's where you need a toolset.

This is a more flexible approach to roleplaying games. Roleplaying games are, at their core, an interactive storytelling medium where each person is playing a part that they themselves craft. Five or six players show up, and one of them is designated to fill the role of Game Master, or GM. The Game Master narrates the story, assigning quests, acting as townsfolk, kings, drifters, travelers, creatures, and anyone and anything else encountered in the world she creates. She describes the landscape and the towns. She acts as referee when confusion arises. The Game Master's role isn't to kill the players, or to stop them from succeeding, but rather to challenge the players, to create a story with enough conflict to be a story worth telling.

*Solipstry* contains tools not just for the Game Master–who will find rules for creating fearsome enemies, believable villains, enthralling landscapes and distinct cities– but also for players, who will find everything they need to craft a character they will enjoy playing the part of. Not just a personality, and not just a page of numbers, but their own hero (or maybe villain) to interact with the narrative.

Conflict is inevitable and can come in the form of puzzles, combat, mystery-solving, skill checks, or something else entirely. In *Solipstry* it is settled by dice rolls–a player rolls a twenty-sided die, adds in some numbers, and if they score high enough, they succeed at their task. This is the core mechanic. All the numbers you need are easily and quickly determined, and can be recorded on the character sheet. While many roleplaying systems require complex math and a careful examination of the rules before gameplay can begin, *Solipstry* was designed with simplicity in mind. And it isn't just flexible when it comes to rules. Customizable settings are where *Solipstry* truly shines. While most games provide you with everything you need to know–rules, settings, vast histories of the land, tomes depicting all of the wars and conflicts over the years, along with descriptions of the important political figures, charts with magic items, diagrams explaining what creatures live where and how they behave in and out of combat–*Solipstry* leaves world creation to you.

There are mechanics here, enough to create a game, but that's all they are. They're bare mechanics, and they need you to clothe them in a cloak of story and flavor. To make that possible, freedom is necessary; Everything can be changed. If you want to, you can eradicate Abilities entirely, or have them be alien technology or common side effects of a particular drug sweeping the poorer streets. They could be super powers caused by a recent outbreak of biting radioactive waste-infused meteorites. However you choose to flavor your world, these mechanics can be bent to your will.

These rules are here to help you create a world. And any world can be crafted. Genres can be blended, crossed or created, clichés can be re-imagined, created, or destroyed. Settings that are typically left separate can be combined and expanded upon. *Solipstry* is a storytelling medium. It's an escape into whatever fantastical world you can dream of. If you can imagine it, *Solipstry* can help you build it.

At its core, *Solipstry* is set of tools used to create a world. There are mechanics here, simple to use, and comprehensive enough to cover most scenarios. In the back of the book are a handful of settings that have been created for you, in case you want to jump right in and start playing. But when you decide you want to leave behind the suggested borders and create your own narrative, in your own world with its own rules, creatures, and tone… Well, *Solipstry* will be right here, ready to help you tell your story.

Creation
- Steps of Character Creation
- Attributes
- Races
- Skills
- Custom Skills
- Equipment
- Defenses
- Fortune Points
- Truths

Talents

# CHARACTER CREATION

# CHARACTER CREATION

## Roleplaying

Your first time creating a character can seem daunting, but it essentially comes down to two parts: the mechanical and the flavorful. Mechanical is all the numbers that affect gameplay directly like defenses and hit points. The flavorful elements are what makes your character… Well, a character. It gives it things like height, background, an intense dislike of dogs, a constant yearning for grilled cheese sandwiches, and so on. Without these characteristics, all you have is a piece of paper with numbers.

Creating a semi-functional being out of the ether with only your mind to help you can seem a bit challenging. If you're new to roleplaying, it's generally a good and effective idea to model your character's personality off yourself or someone you know. Maybe your alien cave explorer is exactly like your drunken roommate freshman year of college, down to lighting people's sheets on fire and leaving pizza under his bed for luck. This way, when faced with a moral dilemma or unique problem, you can stay true to the character you've built by asking things like, "Well, what would Tom do?" You don't even have to know the person very well, as long as you can imagine responses consistently for them. This means that another good strategy can be to model your character's personality off of that of a famous celebrity or fictional character.

Or, maybe not. It can be equally effective to ask yourself questions about your character's likes and dislikes. How does he feel about magic? Technology? Violence? His great-aunt? Crackers in his soup? Alligator boots? Does he prefer using force, logic and intellect, or charisma and charm to solve his problems? What's his preferred mode of transport? Space freighter, boat, horse, walking, frolicking, dog-sled? Even for experienced roleplayers, these kinds of questions can help flesh out a character, especially in a strange new environment. Knowing the details of your character can also help a Game Master (GM) create interesting plot points tailored to your character, so be sure to keep your GM updated on any major details.

## Character Creation

Now that your character has a personality and background, it's time to delve into mechanics. The steps of this process are as follows:

- **Assign Attributes**
- **Assign Skill Values**
- **Apply any Skill Perks**
- **Create or Choose a Race**
- **Choose Equipment**
- **Apply Item Bonuses and Penalties**
- **Determine Derived Traits**
- **Determine Defenses**
- **Choose Abilities and/or Truths**
- **Choose Talents**

### Assign Attributes

Attributes determine how good your character is at a class of things. From a purely mechanical standpoint, these scores provide a baseline bonus to your skills. Some people are naturally more engaging speakers, quicker problem-solvers, or physically stronger. It is only reasonable that if someone is very strong, that person will have a natural advantage when engaged in tasks which require strength. Just as with most people though, a natural predisposition does not overcome training. Attributes don't define things your character can or can't do, and there is no reason to let a less than stellar score in an attribute discourage you from pursuing skills governed by that Attribute.

### Dice Notation

A common notation seen in this guide is 3d10, where the lowercase "d" indicates that a die is being rolled, the number immediately following indicates the number of sides on that die, and the number preceding is the number of dice being rolled. If no number precedes, then a single die is being rolled. Thus, 3d10 would be three ten-sided dice, and 1d6 would be one six-sided die, etc.

To determine Attributes, you have two options: you may use one of the three arrays, or roll for your Attributes. You can do this by rolling 3d10 and rerolling any ones or twos until they show a value of three or greater. For more information on what each Attribute governs, see page 8. The three arrays you can use are:

- 30 30 20 20 20 20 10 10
- 30 30 30 20 20 10 10 10
- 20 20 20 20 20 20 20 20

The scores in these arrays do not have to be applied in order.

Basically, to have your Attributes balanced, you must have an equal number of 10s and 30s, while everything else is 20. Unless there is a persuasive roleplaying reason, it is best to avoid the possible 30 30 30 30 10 10 10 10 Attribute array, as it is extremely limiting (and improbable in most scenarios).

These numbers represent actual scores, which can be from 9-100.

From an actual score, a modifier, or mod, is derived from the digit in the tens place, or the score divided by 10, rounding down . For example, if you have a Strength score of 20, your mod will be 2. If you have a Strength score of 26, your mod would still be 2. It is this modifier of 2, not the Attribute of 26, which would be applied as a bonus to Strength-based skills.

## Choose Your Skills

Skills determine everything in Solipstry Where attributes determine the things your character has a natural disposition toward, skills are the things at which she is practiced and proficient. To find a list of possible skills, see page 13. Select 5 skills to be your starter skills. These skills start at 25. All other skills are considered secondary skills, and start at 10. Generally when a skill reaches 25, 50, or 75, there are associated skill perks. These perks can be quite beneficial, and should be noted for the skills starting at 25 and skills to reach it thereafter.

After you decide which skills will start with a value of 10, and which will start with a value of 25, add the **modifier** of each skill's governing attribute to the skill total. The modifier of a skill is found in the same way as the modifier for an attribute (see above). This will determine how adept your character is at specific skills. More information about skills and what they do can be found on page 13.

Most skills grant your character special bonuses when they reach 25, 50, and 75. Make sure to note down these bonuses when applicable.

## Choose a Race

Choose a race and size and apply any applicable racial bonuses. Some races may receive special bonuses or Talents, such as the ability to see in the dark. For more information, see page 10.

## Get Equipment

Characters generally start with one weapon, armor, and some amount of gold to buy an additional weapon, a shield, and ammunition. Most ranged weapons come with at least ten pieces of ammunition, varying upon the GM. Typically, characters start with a torch or flashlight, 50 feet of rope, and three day's rations. See page 20 for more information.
Note: some campaigns may require characters to start with more, less, or even no equipment. Talk with your GM to see what is appropriate.

## Apply Item Bonuses or Penalties

These might come from a magic pendant or amulet, or from biokinetic armor that you wear. Remember that you should always discuss ideas for bonuses and penalties with your GM, and that extremes in either bonus or penalty should have a story behind them.

A character in heavy armor takes a penalty to Speed, Acrobatics Alteration, Creation, Destruction, Escape, Sleight of Hand, Restoration, and Stealth equal to (10 - Heavy Armor skill modifier). Note that characters trained in Heavy Armor (page 16) have

reduced penalties.

A character in light armor or conjured armor takes no penalties from the light or conjured armor.

If armor or some other effect would cause a skill's Tally Limit to fall below 1, that Tally Limit stays at one.

## Determine Derived Traits

- Your movement is equal to three plus your Speed modifier.
- Your hit points are equal to 1.5 times your Constitution score.
- Your total amount of Ability points is equal to five times your Wisdom score.
- Your Ability regeneration rate is equal to your Intelligence score.
- Your Fortune points are equal to your Luck modifier, or your Luck score divided by 10.
- Your Initiative bonus is equal to your Speed modifier.
- You gain Enlightment Points equal to your Enlightenment score.
- Your range (for use with non-melee attacks and Abilities) is equal to 2 times your modifier for the appropriate skill (Ranged, Destruction, etc.). This represents not necessarily the limit of the device being thrown/fired, but rather the ability of the shooter to aim accurately.
- You gain a number of languages equal to your Language modifier.

## Determine Defenses

Characters have four defenses: Armor Class (AC), Fortitude, Reflex, and Will.

AC is calculated two different ways, depending on if the character is wearing heavy armor or light armor. A character who chooses to have mismatched armor, (pieces of heavy and pieces of light), will have to accept a GM's ruling on which their current configuration is considered. Which pieces are where, how much flexibility and movement they allow, and how much nooise you are going to make may all figure into the ruling, as may bribes of nachos.

Heavy armor AC is equal to 12 + the character's Heavy Armor modifier.

AC for characters wearing light armor is equal to 7 + the higher of the character's Speed or Dexterity + Light Armor modifier.

If you wield a shield in one hand, gain a +1 bonus to AC and a + 5 bonus to Block (the skill). You can only benefit from holding one shield at a time. Shields used in attacking count as improvised weapons.

Fortitude is equal to 10 + a character's Constitution modifier

Reflex for characters in heavy armor is equal to the higher of the character's Speed or Dexterity modifier + Heavy Armor modifier.

Reflex for characters in light armor is equal to 5 + the higher of the character's Speed or Dexterity modifier + Light Armor modifier.

Will is equal to 10 + a character's Wisdom modifier.

For more information on defenses, see page 22.

## Choose Abilities and Truths

Abilities are a big part of what makes your character truly special, above and beyond a common wanderer. These abilities may come from highly advanced technology or genetic modification, they may come from summoning spirits or magic, or any of myriad other options. You may learn one Ability per modifier in each Ability school. For example, if you have a score of 15 in Destruction and 20 in Alteration, you may learn one Destruction Ability and two Alteration Abilities (Or up to three Meta-bilities). See page 40 for a list of Abilities sorted by schools, or page 44 for all Abilities and their effects.

You learn Truths as you level up in Enlightenment. See page 22 for more

### Currency

Throughout this guide, we will refer to currency as "gold". Depending on the campaign, currency could be measured in dollars, gold, doubloons, the barter system, chipmunks, credits, bottle caps, ammo, fresh water, or, if you're really weird, euros. Speak with your GM about the appropriate currency for your campaign.

information about Truths.

### Choose Talents

You gain one Talent at character creation and an additional Talent every level after this. A list of Talents can be found on page 24.

## Attributes

These are guidelines that represent examples of what a person with these attributes may act/look like. These are not definitive, and are meant to help with roleplaying purposes. Many adventurers start at a young age, and hence have stats that may be lower than "an average human". These stats improve not only due to practice, but also due to aging. Keep in mind that these stats are based off of surviving adventurers, so while a person with a Strength of 10 may be considered weak amongst adventurers, they may still be one of the stronger people in their village. Many human adventurers start adventuring in their late teens, although some have started earlier, and many have started later, often to unfortunate ends. The attributes are:

Charisma (CHA)
Constitution (CON)
Dexterity (DEX)
Intelligence (INT)
Luck (LCK)
Speed (SPD)
Strength (STR)
Wisdom (WIS)

### Charisma (CHA)

Charisma dictates how others perceive you, and how much they like you. It controls your ability to interact and communicate with individuals, as well as your ability to manipulate them.

Skills Governed: Disguise, Enlightenment, and Interaction.

### Constitution (CON)

Constitution determines your total health, as well as how resistant you are to suffocation, intoxication, and poisoning.

Skills governed: Heavy Armor.
• CON x 1.5 = max hit points

### Dexterity (DEX)

Dexterity governs your ability to move quickly and silently, and contributes to your defense in light armor.

Skills governed: Acrobatics, Escape, Sleight Of Hand, Ranged, Ride, and, Stealth.

### Intelligence (INT)

Intelligence determines how quickly a character learns new concepts and governs all knowledge-based skills. Your Intelligence score is also equal to the Ability points you regain each round

Skills governed: Chemistry, Craft, Engineering, Knowledge, and Language.

### Luck (LCK)

Luck controls the number of Fortune points characters get, as well as less specific bonuses, such as better loot, or fewer random encounters, that a GM might grant to characters with high Luck. A low Luck may result in penalties as well. Luck divided by 10 is the number of Fortune points per day a character starts with. For more information about Fortune points, see page 22. Luck is also used to decide ties between characters, if they roll equally in opposing checks, or if they roll the same initiative and have the same modifier.

The benefits of raising Luck as an attribute depend largely on the GM. GMs might want to consider rewarding lucky characters with extra treasure, an ambush round in a battle, or a chance to spot an enemy before the rest of the party. Alternatively, characters with very low Luck may be also see the effects (a flock of birds causes a shot to miss, or give away a position). Luck should *not* determine major actions, nor should any character feel persecuted for choosing a low Luck score. Generally, a GM should consider Luck on small or minor actions that do not dramatically affect gameplay.

Skills governed: Luck doesn't govern any skills directly, but can influence all or any of them.

| Strength | Carrying Weight | Throwing Weight |
|---|---|---|
| 10-19 | 60lbs or 30kg | 54lbs or 27kg |
| 20-29 | 100lbs or 50kg | 90lbs or 45kg |
| 30-39 | 140lbs or 70kg | 126lbs or 63kg |
| 40-49 | 180lbs or 90kg | 162lbs or 81kg |
| 50-59 | 220lbs or 110kg | 198lbs or 99kg |
| 60-69 | 260lbs or 130kg | 234lbs or 117kg |
| 70-79 | 300lbs or 170kg | 306lbs or 153kg |
| 80-89 | 340lbs or 170kg | 306lbs or 153kg |
| 90-100 | 380lbs or 190kg | 342lbs or 171kg |

### Speed (SPD)

Speed controls total movement (in squares), how quickly you can react in a combat setting, and the number of actions you get in a round.

• 3 + (Speed modifier) = number of squares you can move with one move action.
• Speed modifier = initiative modifier.

Skills governed: Block and Light Armor.

### Strength (STR)

Strength controls accuracy and damage in combat. Your Strength score also determines how much equipment you can carry with you.

• Strength x 3 = Max load you can carry at full movement
• Strength x 6 = max load you can carry and still move
• Anything between these two numbers halves your movement.

Adventurers can carry approximately 4 pounds for each point they have in Strength, and throw 9/10 of that. The table above gives approximate values for each range. Note that the amount an adventurer can lift for a short duration is greater than the amount that they can carry long distances. The latter is shown in the table. For simply lifting an object, an athletics check is usually required.

Skills governed: Athletics, Melee Weapon and Unarmed Combat.

### Wisdom (WIS)

Wisdom controls Ability usage, as well as how easily your character can figure out logic puzzles.

• 5x Wisdom score = total Ability points

Skills governed: Alteration, Creation, Destruction, Medicine, Perception, Restoration, Sense Motive, and Survival.

## Races

### Choose a size:

Small (2'11 - 4'10) - A small creature gains a +1 bonus to its Reflex defense, but must use one damage die smaller for their weapon of choice. This penalty is due to smaller creatures being unable to wield large weapons, which are often larger than they are. Small creatures also gain a +5 bonus to the stealth skill. Two allied small creatures can stand, travel, and fight in one 5 foot by 5 foot square. Examples of small creatures include gnomes, leprechauns, worm-descended aliens, and large squirrels.

Medium (4'11"- 6'5") - A medium creature gains no bonuses and suffers from no penalties due to size. A medium sized creature occupies one 5 foot by 5 foot square. Examples of medium creatures include humans, most were-beasts, most robots, and bears.

### Rolling Under Luck

There are times when players will take an action whose result can only be determined by their in game luck score. Situations like: The player set a trap. Is it triggered? A character murdered someone. Did they leave any traceable clues? Whenever a situation like this arises, the player should roll a d100 and trying to get their luck score or lower. This would be an attribute check, and success would *not* result in a tally.

Large (6'6" - 8'6") - A large creature suffers from a -1 penalty to its Reflex defense, but can use a weapon that is one damage die higher than they could normally use. Large creatures are easier to hit, and have a hard time dodging projectiles. A large creature takes a –5 penalty to the stealth skill. A large sized creature occupies one 5 foot by 5 foot square. Examples of large creatures include giants, many of the cooler dinosaurs, whales, trucks, and tree-people.

## Rules for Race Creation:

Any race can be used, from aliens to animals, as long as your GM approves. Some races may have additional benefits or penalties. For example, one GM may rule that a robot doesn't need to breathe, but can't use the Enlightenment skill. Another GM may add an aversion to water, and say that the religious figure must be the robot's creator, or a famous robot or cyborg.

Additionally, if a player wants to play an angel, one GM might say that the player may only choose from Acrobatics, Persuade, Light armor and Enlightenment in the form of religion, while another GM might say that the player may choose any skills except Sleight of Hand, but must pick Enlightenment as a starter skill.

A vampire race may have (depending on GM) a weakness to fire, silver, crosses, and garlic, be unable to be exposed to direct sunlight, cross running water, or enter a house uninvited. They may also be required to sleep in a coffin containing soil from the vampire's homeland each night. As with all restrictions and benefits, talk to your GM before gameplay.

The sample characters are intended to show guidelines for what kinds of tradeoffs are reasonable.

Basically, you want roughly the same number of positive and negative alterations, and you want them to be of relatively equal magnitude. It would be unreasonable to take a -5 to a skill for a +5 to an attribute, for example.

GMs do make mistakes, and it may be necessary to retroactively correct a homebrew that leaves a character unbalanced–either too weak or too strong. If this happens, it is best to open a dialogue with the player, explain how the mistake was made, and work to create a story reason that would explain the re-balancing of the character.

## Sample Character:

Rho 3784-B
Race: Robot
Size: medium

| | |
|---|---|
| STR | 30 |
| CON | 20 |
| DEX | 20 |
| INT | 20 |
| WIS | 30 |
| CHA | 10 |
| LCK | 10 |
| SPD | 20 |

Tradeoffs

+ Immune to Ability drain powers and effects
– Cannot take skills in any Ability school or use Abilities
+ Variety of study: Choose one extra major skill.
+ Increased focus on skills +5 to one skill.
+ Does not need to eat, drink, breathe, sleep etc.
–Vulnerable 5 to electric and water attacks.
–Takes ongoing 10 damage while submerged.
–Has the Confused condition when exposed to magnets.
–Must be oiled once a week or takes a cumulative 20 penalty to Speed.
–Must spend 4 hours of inactivity per day in the sunlight, or 8 hours of activity. Without this, has dazed condition.
+Natural Armor +2 AC

The robot's biggest bonus is its lack of need for physical necessities. What could be overpowered is mitigated by the need to "recharge" (in this case solar powered), which emulates sleep, and the need to be oiled or have regular maintenances performed. This acts as a tether for the character, so it cannot run off into completely desolate areas for weeks at a time.

The second half of the robot is the lack of Abilities which may be a common tradeoff

among characters. If a character has no Abilities, it follows that they would be unaffected by any effect that attempts to manipulate those Abilities, for positive or negative. The additional skills help to add balance to the character. Since Abilities add bonuses both in and out of combat, the player was given no restrictions on which skill they can "reassign" that missed field of study into.

**Sample character:**

Chad "Please call me Vlad" Dreshmire
Race: Vampire
Size: medium

| | |
|---|---|
| STR | 10 |
| CON | 10 |
| DEX | 40 |
| INT | 20 |
| WIS | 10 |
| CHA | 15 |
| LCK | 30 |
| SPD | 20 |

Tradeoffs:

•Attribute trades : +10 Dex, -10 INT
–Feed dependency
–Must drink blood every 48 hours or is dazed and Speed is reduced by 10. If more than 7 consecutive days without blood, dies.
+Will not die of old age; for a wound to be fatal it must have fire or holy damage, pierce the heart, or separate the head. If the vampire would die except for these conditions, he is unconscious until he is buried in soil for 48 consecutive hours.
+No need to eat, breath, or sleep.
–Cannot cross running water, if touching silver, garlic or religious symbols, take ongoing 2 damage.
–Cannot enter a home uninvited
–Vulnerable 5 holy, fire damage.
/ Doesn't appear in mirrors
+ +5 stealth
+ +5 CHA

The main advantage of a vampire is the invulnerability, which is directly mitigated by the burial clause–Once dead, the vampire relies on someone else to bury him to be truly immortal. The major drawback is the feed dependency, but this is diminished by the lack of need to eat, breathe, or sleep. The bonuses to stealth and Charisma offset the (mostly roleplay) vulnerabilities and restrictions.

The attribute trading is independent from the vampirism, and also a very common homebrew. As long as the trade is balanced (or, if unbalanced, slightly more negative than positive), stay within limits (10-100), and the GM is comfortable with it, all attribute trades are legal.

**Sample character:**

Chyntia Altwine
Race: Mermaid
Size: medium

| | |
|---|---|
| STR | 20 |
| CON | 10 |
| DEX | 30 |
| INT | 20 |
| WIS | 10 |
| CHA | 30 |
| LCK | 20 |
| SPD | 20 |

Tradeoffs:

+Can breathe under water
–Cannot breathe air
+ Speed increases by 15 in water
–Speed decreases by 15 on land
/ Disguise has to be one of the major skills
+ Bite attack as unarmed
+ +5 to Unarmed skill
+Start with Ability "scream"
–Cannot speak

Some GMs or players might not be comfortable removing a character's ability to speak. It is generally a good idea to ensure a character has a method of communicating with the rest of the party. This build of mermaid would be ideal for an underwater campaign, where land-based creatures would be unable to speak anyway.

## Conversions and Lifting

Pounds were halved to get kilograms, instead of multiplying by .4539. If more exact measurements are needed, they can be calculated from the pounds given.
To lift an object, make an athletics check and multiply by 10 (or 5 for Kg). This represents how many pounds you can lift (but not carry for very long).

## Skills

The complete list of skills is as follows. If a skill is mentioned here that would not fit into a campaign (such as security), GMs should feel free to exclude it, as long as all players are informed of the change. Alternatively, if a skill is not included here, and a GM or a player desires, it may be added. For an example of this, see the note about flight on page 26.

Acrobatics*
Alteration*
Athletics
Block
Chemistry
Craft
Creation*
Destruction*
Disguise
Engineering
Enlightenment
Escape*
Heavy armor
Interaction
Knowledge
Language
Light armor
Medicine
Melee Weapon
Perception
Ranged
Restoration
Ride/Drive
Security
Sense Motive
Sleight of Hand*
Survival
Stealth*
Unarmed Combat

*These skills suffer from a penalty equal to 10- Heavy Armor mod. while a character is wearing heavy armor.

## Acrobatics

• DEX Based
• Balancing and coordination.

| Skill Req. | Benefit |
|---|---|
| 25 | When a character chooses to block, they may instead choose to dodge, and make an acrobatics check to attempt to avoid being hit with an attack. The cumulative -3 penalty still applies. |
| 50 | A character may climb their movement up any vertical surface, but they must end their movement on a horizontal surface. |
| 75 | A character may move their movement across non-dangerous liquid, such as water, as long as they end their movement on solid ground. If a character ends its turn on water, it will sink. |



## Alteration

• WIS Based
• Changing matter or reality to suit your needs.
• The number of Alteration powers you know is equal to your Alteration modifier. When your Alteration modifier increases (every 10 points) you can select a new Alteration power to learn.
• See page 44 for Alteration powers.

## Athletics

• STR Based
• Jumping, climbing, and other physical activity.

| Skill Req. | Benefit |
|---|---|
| 25 | You gain a +2 bonus to Interaction checks aiming to seduce or woo. |
| 50 | You gain a +2 bonus to Interaction checks aiming to intimidate. |
| 75 | You gain a +5 bonus to Speed or Constitution. |

## Block

•SPD Based
•Blocking attacks.

| Skill Req. | Benefit |
|---|---|
| 25 | On a successful block, deal Strength modifier damage to attacker. |
| 50 | On a successful block, deal 5 + Strength modifier damage to attacker. This replaces the previous perk. |
| 75 | You can block as a minor action. |

## Chemistry

• INT Based
• Chemistry can represent everything from pharmacology to alchemy.
• Creating chemicals, potions, pills ( all referred to as compounds) with properties (healing, explosive, increased Charisma, causes confusion, etc.).
• Identifying unknown compounds.

| Skill Req. | Benefit |
|---|---|
| 25 | You can create compounds that have multiple properties. |
| 50 | With a successful Chemistry check, you can negate the effects of specific properties of a compound. |
| 75 | You are immune to poison. |

## Craft

• INT Based
• Smithing, tempering, and forming jewelry armor, and simple weapons.
• Knitting, sewing, repairing and designing fabrics.
• Leather-working.
•A novice can earn a decent wage, a master a living wage.

### DC 0 Checks and Hidden Checks

Not all activities grant a tally–Stealthing when no one is watching, lying to the drunk, gullible guard. Typically DC 0 checks are done as hidden checks, but this is up to the GM's discretion. Sometimes it is necessary for GM to make a hidden roll. Players wouldn't know the result of these checks, used especially for perception and sense motive. In these cases, the GM should roll and use the player's modifier and the player would not get a tally at this time.

| Skill Req. | Benefit |
|---|---|
| 25 | You gain a +1 to attack rolls when using a weapon you crafted. |
| 50 | You gain a +2 AC when wearing armor you crafted. |
| 75 | You gain a +2 bonus on all interaction checks when buying or selling crafted items or raw materials. |

## Creation

- WIS Based
- Summoning spirits, creatures, or equipment to aid in battle.
- The number of Creation powers you know is equal to your Creation modifier. When your Creation modifier increases (every 10 points) you can select a new Creation power to learn.
- If a person who has called a Creation falls unconscious, all Creations disappear from play.
- See page 45 for Creation powers.

## Destruction

- WIS Based
- Using offensive Abilities, often controlling elements.
- The number of Destruction powers you know is equal to your Destruction modifier. When your Destruction modifier increases (every 10 points) you can select a new Destruction power to learn.
- See page 46 for Destruction powers.

## Disguise

- CHA Based
- Creating or implementing a disguise on yourself or a willing/helpless individual.

| Skill Req. | Benefit |
|---|---|
| 25 | You gain a +2 bonus to Interaction checks when disguised. |
| 50 | You take no penalty for disguising yourself (or others) as a differently sized creature. |
| 75 | You take no penalty for disguising yourself (or others) as a differently shaped creature (humanoid to non-humanoid, for example). |

## Engineering

- INT Based
- Using a device, tool, or piece of technology
- Setting up or disabling explosive mines and similar devices.
- Building technology, tools, mines, complex weaponry, contraptions, etc.
- Understanding the use of unfamiliar devices.
- Identifying points of structural weakness.

| Skill Req. | Benefit |
|---|---|
| 25 | You can figure out the use and design of a device or trap simply by noticing it. |
| 50 | Once per day, you can bypass a trap without setting it off or disabling it. |
| 75 | Once per day, you can collect a trap without having to disarm it. The trap will not go off until it is set again and triggered. |

## Enlightenment

- CHA Based
- Understanding of religions, prayers, beliefs, ceremonies, and rituals.
- Granting bonuses and abilities.
- See page 24 for Truths by level.

| Skill Req. | Benefit |
|---|---|
| 25 | You can have 2 Truths active at one time. |
| 50 | You can have 3 Truths active at one time. |
| 75 | You can have 4 Truths active at one time. |

## Escape

- DEX Based
- Slipping out of ropes, cages, or other constraints.

• Constraining others with bonds.

| Skill Req. | Benefit |
|---|---|
| 25 | You gain a +2 bonus to checks made to secure or restrain another creature. |
| 50 | Once per day, you can immediately escape from limb restraints. |
| 75 | Upon simple inspection, you immediately identify weak points in cages, containers, and walls. |

## Heavy Armor

• CON Based
• Avoiding damage with heavy armor.

| Skill Req. | Benefit |
|---|---|
| 25 | The penalties to skills (except the Ability schools) incurred by wearing heavy armor are halved. |
| 50 | The penalty to Speed incurred by wearing heavy armor is halved. |
| 75 | Worn heavy armor doesn't contribute to encumbrance. |

## Interaction

• CHA Based
• Lying, seducing, planting seeds of doubt, inspiring allies, intimidating enemies, persuading, and concealing secret messages in speech.

| Skill Req. | Benefit |
|---|---|
| 25 | Allies within 5 squares of you gain a +1 bonus to initiative. |
| 50 | Adjacent opponents take a -2 to attack rolls against you. |
| 75 | Once per day, you may grant an adjacent ally a re-roll on any die roll. |

## Knowledge

• INT Based
• Knowledge of history, monsters, folklore, mathematics, or most other subjects taught by an education (except language).

| Skill Req. | Benefit |
|---|---|
| 25 | You gain an extra Talent or learn an additional Ability. |
| 50 | You gain an extra Talent or learn an additional Ability. |
| 75 | You gain an extra Talent or learn an additional Ability. |

## Language

• INT Based
• Learning languages
• Interpreting and communicating in languages unfamiliar to you
• Deciphering foreign scripts

| Skill Req. | Benefit |
|---|---|
| 25 | You take no penalty to Interaction checks to frighten or intimidate others in languages you do not know. |
| 50 | You gain a +10 bonus to your Sense Motive score. |
| 75 | You can communicate in any language you have heard or seen a number of times equal to (11 minus your Language modifier). |

## Light Armor

• SPD Based
• Avoiding damage with light armor.

| Skill Req. | Benefit |
|---|---|
| 25 | Once per day, while wearing light or no armor, you gain a +2 bonus to the skill check of any skill that would be penalized in heavy armor. This bonus can be used after the check has been made. |
| 50 | You gain a +1 Reflex while in light armor. |



## Chemistry

Any concoction can be created— a pill that grants healing, a potion for damage increase, an injection that grants invisibility, or even a thrown missile that results in a fireball, as the GM allows. The potency of chemicals and requirements for creation are up to the GM. We recommend that players receive (chemistry modifier)xd6 of damage, healing, rounds of invisibility, or other desired effect, and use their Chemistry modifier to determine melee attacks and their Ranged modifier for ranged attacks.

| Skill Req. | Benefit |
|---|---|
| 75 | Worn light armor has no penalty for encumbrance. |

## Medicine

• WIS Based
• Providing first aid and healing allies in combat.
• Examining corpses for cause of death.
• Curing disease or poison.
• Stabilizing a dying creature (bring them to 1 hp) so they can be healed.

Stabilizing a dying creature requires a DC 15 medicine check.

| Skill Req. | Benefit |
|---|---|
| 25 | You gain a +5 bonus to stabilize a dying creature. |
| 50 | You may stabilize a dying creature as a minor action. |
| 75 | You gain a +2 bonus to identifying and curing diseases and poisons. |

## Melee Weapon

• STR Based
• Accuracy and damage with melee weapons.

| Skill Req. | Benefit |
|---|---|
| 25 | When you score a critical hit with a melee weapon, the target is slowed until the end of your next turn. |
| 50 | When you score a critical hit with a melee weapon, you may choose whether the target is slowed or knocked prone. |
| 75 | When you score a critical hit with a melee weapon, you may choose whether the target is slowed, knocked prone, or dazed. |

## Perception

• WIS Based
• Hearing, seeing, feeling, or otherwise sensing that something is out of place.
• Detecting traps.

| Skill Req. | Benefit |
|---|---|
| 25 | You gain a +2 bonus to checks made to locate hidden doors. |
| 50 | You gain a +5 bonus to Sense Motive. |
| 75 | You can follow any tracks made in the last two days, even over hard ground or made by a small creature. |

## Ranged

• DEX Based
• Eliminating enemies at range through the use of thrown or launched projectiles.
• Throwing grabbed allies, enemies, or objects.

| Skill Req. | Benefit |
|---|---|
| 25 | When you score a critical hit with a ranged weapon, the target grants combat advantage until the end of your next turn. |
| 50 | When you score a critical hit with a ranged weapon, you may choose whether the target grants combat advantage, or is slowed. |
| 75 | When you score a critical hit with a ranged weapon, you may choose whether the target grants combat advantage, is slowed, or is stunned. |

## Restoration

• WIS Based
• Healing yourself or allies with Abilities
• Creating defensive barriers of protection.
• The number of Restoration powers you know is equal to your Restoration modifier. When your Restoration modifier increases (every 10 points) you can select a new Restoration power to learn.
• See page 47 for Restoration powers

## Ride/Drive

•DEX Based
• Mounting and riding exotic animals.
• Driving or piloting a vehicle.

| Skill Req. | Benefit |
|---|---|
| 25 | You can use your ride skill in place of interaction to mount an unwilling creature. |
| 50 | You can use a vehicle or mount an animal that was not designed for creatures shaped like you. |
| 75 | You can ride creatures that are not normally considered mountable, provided they can physically support you. |

## Security

- INT Based
- Opening locks and determining access codes.
- Setting up or breaching security systems.
- Disabling traps.

| Skill Req. | Benefit |
|---|---|
| 25 | Once per day, you can use your Security score in place of your Stealth score when making a check. |
| 50 | You can pick a lock from 5 squares away, providing you have a clear path to the lock. This is undetectable unless one is observing the lock in question. |
| 75 | You can immediately detect if you are being watched remotely (via cameras, scrying Abilities, etc.) |

## Sense Motive

- WIS Based
- Sensing other's intentions, including lies, malice, etc.
- Detecting best way to motivate individuals (money, threats, love, fame).

| Skill Req. | Benefit |
|---|---|
| 25 | You gain a +2 bonus to detect if a person you are speaking to intends to harm you or your party. |
| 50 | You gain a +2 bonus to detect lies. |
| 75 | You instinctively know what motivates a person (greed, lust, power, etc.) |

## Sleight of Hand

- DEX Based
- Performing small tricks, prestidigitation, stealing a small item off a person, etc.

| Skill Req. | Benefit |
|---|---|
| 25 | You gain a +2 bonus to Interaction checks made to entertain an audience. |
| 50 | You can lift up to 3 lbs. off a person without taking a penalty. |
| 75 | You can hide up to three items each no bigger than one cubic foot on your person. A perception check of 7 + your Sleight of Hand Modifier is required to find any of the items. |

## Stealth

- DEX Based
- Remaining hidden.
- Moving or performing actions without being noticed.

| Skill Req. | Benefit |
|---|---|
| 25 | Running incurs no penalties to stealth. |
| 50 | When attacking enemies you are hidden from, increase your damage die by one. |
| 75 | When attacking enemies you are hidden from, increase your damage die by two. This replaces the previous perk. |

## Survival

- WIS Based



### "Ability"

The word "Ability" in this book can refer to magic, science, or technology of any kind, dependent upon the setting and as fits the world you have created. Maybe they are all bestowed at one's 14th birthday, but our adventurers manage to develop more. Maybe they are the blessings of a God. Maybe they come from candy. The choice is yours. Note, not all Abilities will make sense with all sources. Feel free to add or remove them as fits.

· Knowledge of nature: Plants, animals, edible mushrooms, poisonous herbs, etc.
· Discerning habitats and weaknesses of natural creatures.
· Tracking animals (used with Perception).
· Determining location and time of day.
· Surviving in various environments.

| Skill Req. | Benefit |
|---|---|
| 25 | You inherently know the Cardinal directions. |
| 50 | You know all natural resistances and vulnerabilities a creature has. |
| 75 | You can survive outside of civilization for a number of days equal to your Survival modifier without having to make a check. |

### Unarmed Combat

· STR Based
· Accuracy and Damage with unarmed attacks
· An expert of unarmed combat is as likely to strike with a hand as to kick or even headbutt.

| Skill Req. | Benefit |
|---|---|
| 25 | You may make two unarmed attacks per round. |
| 50 | You may make three unarmed attacks per round. This replaces the previous perk. |
| 75 | You may make four unarmed attacks per round. This replaces the previous perk. |

### Custom Skills

There are two ways a GM can make a custom skill. The first is re-flavoring an existing skill. For example, in rough-and-tumble Nordic setting, a GM might want to call the "Sleight of Hand" skill "Pillage", and have it based off of strength instead. Or perhaps in a high tech world, having the Engineer skill cover all tech use is too broad, and the GM wants to separate it into several, more specific skills. These are minor changes that don't significantly impact gameplay but can make a world feel more cohesive and tailored.

The second route a GM can make to create skills that more directly pertain to a specific setting is by creating them from scratch. Creating a new skill is easy. The first step in creating a skill is deciding which attribute will govern the skill. The modifier of that attribute will be added to the score of the new skill. The second step is defining skill perks. Each skill has perks when a character has a score of 25, 50, and 75. The perks should be at least marginally related to the skill in question. Look at the existing perk tables for examples. If a GM is feeling particularly ambitious, he or she can add new Talents to interact with the skill as well.

## Equipment

### Weapons

In Solipstry, anything can be used as a weapon. This includes medieval weapons, such as swords and axes, modern weapons, such as pistols and grenades, as well as fantastical weapons, such as laser swords or plasma rifles. Less traditional weapons (such as a stop sign or mail box for a large character, or a lamp or a shovel for a medium sized creature) can also be used. Depending on the GM, these nontraditional weapons may fall under the category of improvised weapons. Any weapon can be used one- or two-handed, modifying the damage die accordingly. Generally, the distinction between regular weapon and improvised weapon is whether or not the character intended to use (or practiced using) the weapon. As far as weapon selection, there is no distinction between ranged and melee weapons.

Note that some weapons may require fuel or ammunition to work properly. Some GMs may choose to ignore these restrictions, and assume that players have an unlimited supply of items necessary to operate weaponry.

### Augments

Items can have special powers. Maybe a smuggler's blunderbuss was cursed to glow brightly in any darkness, or a piece of armor enchanted to resist 3 damage on every attack until it had resisted 40 damage total. Perhaps a harpoon is fitted with a programmable chip, allowing it to deal the last kind of damage that was dealt to its wielder. An amulet could be

found that allows its wearer to pass through walls as if they were hanging silk sheets. All manners of items can be augmented, and the flavor of that augment can determined by the GM based on factors like setting and tone.

It's possible for items to be augmented multiple times, or for a single augment to grant multiple effects. GMs want to be wary when handing out augmented items, however. A trident that grants a +1 attack bonus and deals ice damage isn't game-breaking, but a rapier that grants +2 AC, increases the damage die by 1, and also can use the Permafrost Ability thrice a day might be too much for inexperienced adventurers.

There is a talent to upgrade fists or unarmed attacks, as they have the native advantage of being swift enough to make additional attacks in a round. Also, it is much easier to strap a new battery to your laser pistol or a magic gem in your sword than it is to relearn how to fight with a collection of rings and anklets without causing yourself some damage.



## Augments in Your Campaign

As mentioned, augments can come in many forms: combining tools, affixing a chemical agent, injecting the user with a stimulant, enchantment or curse, a gift from a divine source, an artifact used in creating the world- Whatever their origin or form, augments can serve any function, even granting penalties or a mix of bonuses and penalties to the user (Imagine a pair of boots that allows the user to teleport 3 squares as a move action, but shrinks the wearer by 3" every time they are activated).

A GM could rule that Augments are permanent and cannot be removed or exchanged once they are applied. Perhaps in this world, augments are rare artifacts, uncommon amongst new adventurers, and badges of pride amongst veterans. If ever for sale, they would not come cheap.

Or maybe they're commonplace, almost to the point of being valueless. Simple augments (such as +1 accuracy) are traded around, used as currency, or maybe crafted as standard projects for learning scholars.

Following is a small table, giving some ideas of effects creative augmentation might grant. GMs should feel free to create and modify augments at their discretion. Often times Talents make good augments as well as they are already tested for balance in games. These augments are just meant to give guidelines of powerful items that can be awarded to players. Crossbows that shoot rope, warhammers that extend from 6" to 3', none of these things are specifically shown in these rules, but GMs should not see this as a limitation to their existence.

| Effect |
|---|
| +1 accuracy |
| +3 to all skills with a score less than 25 |
| Roll twice for initiative, use either result. Note that this effect cannot be duplicated with multiple identical augments. |
| Once per encounter, you may target an additional creature with an attack using this weapon. |
| If hit, the target is slowed until the end of your next turn. |
| Can use a specific Ability 3 times per day at no cost. |
| Regenerate 5 extra Ability points per round. |
| Gain a cumulative +1 bonus to hit each time you miss a target. This bonus resets to 1 on a successful hit. |
| Increase damage die by one. |
| When hit, attacker takes a -2 to attack rolls until the end of your next turn. |
| You gain an additional 5 Enlightenment points. |
| Changes weapon damage type. |

### "Stacking" Bonuses

All bonuses stack with other bonuses. In other words, no two bonuses will cancel one another out (a +2 to a skill and a +4 to that skill would result in a +6). Similarly, all penalties stack with other penalties. The exception to this is if the bonuses or penalties come from the same source–A monster can only take damage from Berthgar's Injure Ability once per round, but if Carmellia uses Injure, the monster would take damage from both attacks.

| Effect |
| --- |
| Wearer cannot be moved except by his own will (even by allies). |
| Push the target one square when you hit. |
| Regain 5 extra health when healed. |
| 5 Extra hit points. |
| +1 attack and damage against beasts and animals. |
| Sheds dim light within two squares (can be turned off/on as a minor action). |
| Once per day, you may roll a d6 and add it to any d20 roll you make. |
| Increase Ability points by 10. |
| +5 CHA, -5 STR |
| Resist damage equal to your Heavy Armor or Light Armor modifier the first time you are hit in an encounter. |
| Critical on 19 or 20. |
| Re-roll a 1 on an attack roll once an encounter. |
| +2 AC until the first time you are hit in a combat. |
| Gain Regeneration 1. |
| Does 1/2 damage, but is ongoing. Target may only suffer from one ongoing weapon damage at a time. |
| +3 to any one skill. |
| +2 to initiative. |
| First creature to hit you during an encounter takes 5 ongoing damage. |
| An ally can re-roll their initiative. |
| +1 to one defense. |
| Resist 3 ongoing damage. |
| Trade initiative results with an ally. |

## Improvised Weapons

Sometimes a traditional weapon simply isn't available. For these times, a character can pick up a chair, table leg, bottle, a fallen comrade, or anything else available to use as an improvised weapon. These weapons typically break after little use, and augmenting them is rarely practical.

Anything, melee or thrown, that your character is not practiced in using as a weapon is considered to be an improvised weapon. All improvised weapons start by doing a d4 damage. This value is modified the same way regular weapons are (wielded two-handed, large/small creature, etc.). See page 75 for more information on calculating damage.

There are some warriors who excel at using what is around them as a weapon. These few creatures are capable of dealing massive amounts of damage with anything they can find. If this sounds like your character, speak with your GM about reasonable ways to modify the rules to accomodate this goal.

Since these weapons are improvised, they take damage just like other objects, and can break in the same manner. See page 42 for more information.

## Armor

Armor is defined as being either light armor or heavy armor. As with weapons, the object used as armor (or as a shield) is left up to the creativity of the player and the restriction of the GM. For example, a character in light armor might be wearing kittens (or the bodies of, so as not to incur Stealth penalties), while one in heavy armor might use a small shed. For a shield, one may consider a car door. Note that you may only benefit from one sheild at a time. Traditional armor (such as reinforced plastic plating, chainmail, or animal hides) may also be used, if they are more appropriate for the campaign. It does not matter what is used; all items function the same way. Discuss with your GM whether your idea for armor would be classified as "heavy" or "light". Keep in mind not just the weight of the armor, but also the relative bulkiness of the armor, how dexterous it would allow your character to be, and the weight of the armor relative to the character. What is light armor for André the Giant would probably not be light armor for your seven-year-old niece.

## Defenses

### AC

AC, or Armor Class, is a creature's ability to avoid taking damage from (typically melee) attacks. This can be by dodging a blow, or, usually, by letting armor absorb the force of a blow.

### Fortitude

Fortitude is a character's ability to resist being pulled, pushed, knocked prone, or poisoned. Characters with high fortitude can fend off diseases, and can usually hold their ground against even the mightiest of blows.

### Reflex

Reflex is a measure of a character's ability to dodge projectiles, such as rocks, as well as many supernatural assaults, such as fireballs or lightning.

### Will

Will is a character's mental prowess as it relates to resisting the effects of domination, dazing, and other mind-altering conditions. Characters with high Will are more able to fend off mental intruders, and are capable of identifying intruding thoughts.



## Fortune Points

Each character has a number of Fortune points equal to their Luck modifier.

Any roll of a 20 on a d20 results in the gaining of one additional fortune point. Any roll of a 1 on a d20 results in the loss of one fortune point. A player will never have less than zero fortune points. If a player uses fortune points for a d20 roll, and the result is a 20, the fortune points are not expended, and one is gained. Spending Fortune points is a free action, and may be done at any time. Fortune points reset after a full rest. Extra Fortune points gained by rolling 20s are lost if not used.

Fortune points can be used for:

- Adding to any roll. Before the roll is made, spend a number of Fortune points to add that same number to the roll.
- Increasing a defense (AC, Reflex, Fortitude, Will) for a turn. Spend any number of Fortune points before an attack roll is made to increase a defense of your choice by that same number. This can be done even while unconscious or helpless.
- Gain an extra standard action. Spend 5 Fortune points on your turn for an extra standard action.

A number of Talents can further increase the usefulness of Fortune points.

## Alcohol

Each serving consumed inflicts a cumulative -2 penalty on all skills related to Wisdom, Dexterity, Charisma, and Intelligence, but may cause bonuses to Fortitude saves to ignore pain, and some Strength based tasks. Reduced or increased penalties may be incurred based on the potency of alcohol consumed, as determined by the GM. Fortitude saves (unaided by the alcohol, probably with a cumulative penalty) to stay conscious or refrain from vomiting may be required.

## Truths

The number of active Truths you can have at once, as well as the amount of Enlightenment points a character has is determined by that character's Enlightenment skill (page 17.

| | |
|---|---|
| 5 | + 2 to attack rolls |
| 10 | Increase damage die by 1 |
| 15 | +2 movement |
| 20 | Make a saving throw |
| 20 | Detect Evil: You can detect malice and intent to harm on a creature within your Enlightenment range. |
| 25 | +2 AC, Fortitude, Reflex, or Will |
| 30 | Heal 10 hit points |
| 35 | +2 to all defenses |
| 40 | Increase damage multiplier by 1 |
| 40 | Exorcise: One intangible creature within your Enlightenment modifier are teleported to a random plane or location (not within 5 miles) |
| 45 | + 5 to attack rolls |
| 50 | + 4 movement |
| 55 | Automatically save against one effect a save can end |
| 60 | The next d20 you roll can be rolled twice. Choose either result. |
| 60 | Smite: You deal 1d8 times your Enlightenment modifier extra damage to your next attack. |
| 65 | +5 AC, Fortitude, Reflect, or Will |
| 70 | +5 all defenses |
| 75 | Immune to Melee or Ranged attacks |
| 80 | Gain an extra standard action |
| 80 | Cure Disease: You immediately remove all dis eases, plagues, and ailments from one creature you are touching. |
| 85 | Immune to harmful Abilities |
| 90 | If you hit with an attack, treat it as a critical hit |
| 95 | Increase damage multiplier by 5 |
| 100 | + 10 to attack |
| 100 | Durability: For the next 10 days, you do not need to eat or breathe, and can withstand temperatures from -300 to 300˚F. |

Activating a Truth deducts the level of the Truth from total Enlightenment points. For example, activating +2 Movement would cost 15 points to use, and, in order to sustain the effect, cost 15 points at the end of each subsequent turn. Enlightenment points restore to full at the end of each encounter. As a standard action on your turn, you may reset your Enlightenment points to full.

# TALENTS

# TALENTS

As adventurers get more experienced, they gain Talents. These Talents are their gorwing proficiency with the things they often do made manifest. One Talent is granted at every level. Unless otherwise indicated, a character can only take a given Talent once. As always, GMs should feel free to create their own Talents or restrict the use of any Talents listed below.

| Talent | Prerequisite | Description |
|---|---|---|
| Adaptive Skin | | You gain resist 5 to one type of damage (electric, fire, cold, etc.). You may take this Talent multiple times, selecting a different damage type each time. |
| Assassin's Threat | | Your damage multiplier increases by 1 against creatures granting combat advantage to you. |
| Basic Training | | Choose one skill. You gain a +1 bonus to all checks made using that skill. You may take this Talent multiple times. |
| Broad Side of the Barn | | You gain a +1 bonus to attack rolls when targeting a creature larger than you. |
| Brute | STR 30 | Increase damage die of an unarmed attack from d2 to d4. |
| Can't Touch This | | When you are phasing, you are also intangible. |
| Careful Steps | | You do not provoke opportunity attacks from an enemy for moving, providing you remain adjacent to the enemy for the entire movement. |
| Cave Dweller | | You can see in the dark. |
| Commanding Presence | | You can mark the target(s) of your next unarmed melee attack as a minor action until the end of your next turn. |
| Critical Block | | If you roll a natural 20 when making a block, the attacker falls prone. |
| Critical Block II | Critical Block | If you roll a natural 20 when making a block, you may choose to daze the attacker instead of knocking it prone. |



## Flight

Some players may want to create a character with the ability to fly. While there are no specific rules outlined, a GM could make flight a skill based off Speed, allowing a character to fly a number of squares restricted by their Flight modifier, landing at the end of the flight. A GM could make hover, the ability to remain flying at the end of a turn, one of the skill perks for the Flight skill. Alternatively, some characters could use their movement as flight, and have other tradeoffs to compensate.

| Talent | Prerequisite | Description |
|---|---|---|
| Critical Threat | | If you score a critical hit when making an attack with a melee weapon, the target takes a penalty to attack rolls equal to 1d4 until the end of its next turn. |
| Dangerous Ally | Summon Ally I | The damage die on attacks made by creatures you summon with the Summon Ally tier of Abilities increases by one. |
| Defensive Disarming | Blocking 30 | If you are targeted with a melee attack while blocking and your Block roll exceeds the attack roll by 5 or more, the attacker is disarmed and their weapon falls at their feet. |
| Defensive Warrior | Block 25, Lucky Block | You can expend a Fortune point to block as a minor action. |
| Deflect and Serve | Blocking 25 | If you are targeted with a ranged attack while blocking, and your block roll exceeds the attack roll by more than three, you can reflect the projectile, making a Ranged attack on the attacking creature as a free action to send its own projectile back at it. |
| Devastating Block | | A successful block deals your Block modifier damage to the attacker. |
| Devoted Hunter | Commanding Presence | You deal an extra 2 damage to one target you have marked per round. |
| Devout Follower | | Gain an additional 10 Enlightenment points. You may take this Talent multiple times. |
| Devout Gambler | Enlightenment 20 | Add ½ of your Enlightenment modifier to your number of Fortune points per day. |
| Disciple of Destruction | | Increase the damage die on Destruction Abilities by 1. |
| Disciple of Restoration | | Any Abilities from the school of Restoration that restore hit points now restore 5 additional hit points. |
| Dodging Adept | | Gain a +1 bonus to defenses against ranged attacks. |

| Talent | Prerequisite | Description |
|---|---|---|
| Duelist | DEX 40 | When you are wielding one weapon with two hands, you gain a +2 to the Melee Weapon attack rolls. |
| Echolocation | | As a minor action, you can emit a noise and know the location of every object and creature within 5 squares of you. Whenever you do this, you cannot benefit from cover or concealment and grant combat advantage until the end of your next turn. |
| Expert Medic | | When using the Medicine skill, instead of restoring hit points equal to 1d4 multiplied by your Medicine modifier, restore hit points equal to 1d6 multiplied by your Medicine modifier. |
| Extremely Lucky | LCK 100, Really Lucky | You can score a critical hit on a 17, 18, 19 or 20. |
| Extremely Speedy | SPD 100, Really Speedy | You can take an extra Standard action per turn. |
| Faith Healing | Enlightenment 25 | When determining prerequisites, you may substitute your Enlightenment score in place of your Restoration score. Powers that reference your Restoration score or modifier are still based on Restoration. |
| Far Shot | | Choose a skill that has an associated Range. Increase that Range by 2. You may take this Talent multiple times. |
| Fearful Presence | Inspire Fear | The effects of Inspire Fear, Inspire Terror, Mass Inspire fear, and Mass Inspire Terror are now save ends. |
| Fools' Greed | | You are not encumbered by currency. Note: Depending on the campaign, and what the system of currency is, currency may not count towards encumbrance. Speak with your GM to see if this is necessary. |



## First Aid

Though the first aid skill determines, strictly speaking, the number of times you can heal a particular person in a day, functionally it is a representation of the number of ways you know how to administer first aid. Putting a bandage on eight times is not going to make a wound much better than one bandage would.

| Talent | Prerequisite | Description |
|---|---|---|
| Fortune's Child | LCK 20 | After rolling any die, you may spend two Fortune points to re-roll that die. You must take the second result. |
| Friendlier Fire | WIS 45 | Whenever you use an Ability that targets all creatures, you may choose to target only enemies instead. |
| Good Luck | LCK 50 | Gain a +1 to all d20 rolls. |
| Grappler | | You gain a +2 bonus to checks made to grab a target. |
| Greater Abilities | WIS 25 | Your Ability point total increases by 10. You may take this Talent multiple times. |
| Greater Shifting | DEX 60, Improved Shifting | You can shift one square as a minor action. |
| Healing Fighter | | Using Abilities from the school of Restoration does not provoke opportunity attacks. |
| Improved Ability Flow | INT 25 | Your Ability regeneration rate increases by 5. |
| Improved Defense | | You gain a +1 bonus to a defense of your choice. You can take this Talent multiple times. |
| Improved Empulse | Empulse Ability | The "Empulse" tree of Abilities only targets enemies. |
| Improved Initiative | | You gain a +2 bonus to your initiative. You may take this Talent multiple times. |
| Improved Rushing | | You gain a +2 bonus to Bull Rush attempts. You may take this Talent multiple times. |
| Improved Shifting | DEX 45 or SPD 45 | You can shift two squares as a single move action. |
| Improved Teleport | WIS 40 | When an effect or Ability allows you to teleport more than one square, you can split the teleportation into two separate teleportations, and take a single action between them. |
| Improvised Weapon Expert | Improvised Weapon Handler | Improvised weapons you wield now deal 1d8 damage. |
| Improvised Weapon Handler | | Improvised weapons you wield now deal 1d6 damage |

| Talent | Prerequisite | Description |
|---|---|---|
| Improvised Weapon Master | | You gain a +2 bonus to all attack rolls with improvised weapons. |
| Increased Teleportation | | When an effect or Ability allows you to teleport, you may teleport two additional squares. You may take this Talent multiple times, however each time it is taken after the first, the bonus to teleportation distance is one. |
| Iron Resolve | | You gain a +2 bonus to your Will defense against fear attacks. |
| Juggernaut | Medium or Large creature | You can bull rush multiple people in one run. |
| Lucky | LCK 40 | You can score a critical hit on a roll of 19 or 20. |
| Lucky Block | | Once per encounter, you can add one half of your Luck modifier to a Block roll. This can be done after the roll has been made. |
| Lucky Break | | Gain an extra Fortune point per day. You can take this Talent multiple times. |
| Lucky Shot | | You may expend any number of Fortune points after a roll has been made, rather than before. |
| Master of Fortune | LCK 30 | When taking damage, you may expend 2 or more Fortune points to divide the damage taken by the amount of Fortune points spent. |
| Massive Range | | The maximum range of your Ranged Attack Skill increases by 5. |
| More Efficient, Less Wasteful | WIS 100, Ne'er the Twain | Abilities costs half as many Ability points to use. This also applies to sustain costs. |
| Natural Armor | | If you take 20 or more damage from a single attack, you may reduce the damage taken by your Constitution modifier. |
| Ne'er the Twain | WIS 75, Wise But Efficient | When at a fork or branching of paths, you know which paths, if any, lead directly to danger. |



## Craft v.s. Engineering

Craft and Engineering seem as though they are very similar skills, and they are. Craft, however, is more of the process of making, where as Engineering is using and understanding things which are already made.

| Talent | Prerequisite | Description |
|---|---|---|
| Power Word | | A character may bind an Ability to a word per the Power Word rules (p. 43). This Talent may be selected multiple times, choosing a new Ability and a new word each time.<br>This Talent may also be selected to re-bind an Ability to a new word. Doing this erases the old bind. |
| Power Word II | Power Word | A character may choose whether or not to use a bound Ability upon speaking their Power Word. This Talent can be taken multiple times, selecting a new Ability you have a Power Word assigned to each time. |
| Power Word III | Power Word II | A character may use an Ability bound to a Power Word when they hear that word spoken. This Talent can be taken multiple times, selecting a new Ability you have a Power Word assigned to each time. |
| Powerful Strike | STR 30 | Increase damage die of Melee Weapon attacks from d4 to d6. |
| Powerful Strike II | STR 40, Powerful Strike | Increase damage die of Melee Weapon attacks from d6 to d8. |
| Powerful Strike III | STR 50, Powerful Strike II | Increase damage die of Melee Weapon attacks from d8 to 2d4. |
| Powerful Strike IV | STR 60, Powerful Strike III | Increase damage die of Melee Weapon attacks from 2d4 to d10. |
| Powerful Strike V | STR 70, Powerful Strike IV | Increase damage die of Melee Weapon attacks from d10 to d12. |
| Practiced Conjurer | | When you use an Ability from the school of Creation, sustaining that power costs 10 less points, minimum of 0 points, until the end of the encounter or until you fail to sustain it. |
| Premonition | LCK 30 or WIS 30 | Once per day you can re-roll a d20 or allow an ally that you can see within 3 squares of you to re-roll a d20 roll. |

| Talent | Prerequisite | Description |
|---|---|---|
| Profound Truths | WIS 35 | Truths cost half as many Enlightenment points to use. |
| Protect and Serve | Block 25 | Once per round when you are blocking, if an adjacent ally is targeted by a melee attack, you may become the target of the attack instead. Blocking rules apply as normal. |
| Purging Light | Destruction 30 | When targeting undead or unnatural creatures, you may choose to make any Destruction Ability that normally deals a d6 deal a d8 instead. |
| Quick Draw | SPD 30 | You may perform two minor actions such as drawing and stowing a weapon, drawing and drinking a potion, or drawing two weapons as a single minor action. |
| Quick Steps | | Gain a +1 bonus to movement. |
| Quick Truth | Enlightenment 25 | You can activate two Truths per round as a single minor action. |
| Raised by the Blind | | You take no penalties for attacking a target you cannot see. |
| Re-Aimed Strike | | Each time you hit with an attack, you may re-roll your damage die, taking the second result even if it is lower. |
| Really Lucky | LCK 80, Lucky | You can score a critical hit on an 18, 19, or 20. |
| Really Speedy | SPD 75, Speedy | You can take an extra move action per turn. |
| Reprogrammable Augmentation | | You may augment one of your hands, limbs, or appendages with a single augment. This is permanent, and cannot be removed or changed.<br><br>This Talent can be taken multiple times, selecting a different body part each time. If you choose a body part that is already augmented, you may change the augmentation associated with that body part. |



## Selling Crafted Items

If a player wants to sell something they've made for money, they should be able to. A good guideline is to give them just under twice the cost of the materials needed to make the item in question. It's a good idea to give potion recipes, if that is a part of your campaign, that require a non-herbal component to limit how many players can create.

| Talent | Prerequisite | Description |
|---|---|---|
| Resilience | | You gain a +1 bonus to all saving throws. You can take this Talent multiple times. |
| Rooted in Faith | Enlightenment 25 | Whenever you would be subject to forced movement, you may make a saving throw to cancel that movement. |
| Scholar | | Learn an additional language. You can take this Talent multiple times. |
| Searing Light | Destruction 60, Purging Light | When Targeting undead or unnatural creatures, you may choose to make any Destruction Ability that normally deals a d6 deal a d10 instead. |
| Shapeshifter | Morph Ability | Use of the Morph Ability allows you to transform your appearance to a specific creature of a given race. |
| Share the Enlightenment | Enlightenment 25 | When using a Truth, you can apply the benefit to any one creature within your Enlightenment range. |
| Share the Luck | | Before an adjacent ally makes a roll, you may spend any number of Fortune points, giving the benefit to the adjacent ally. |
| Shielding Healer | | When you use a Restoration Ability, the target gains a bonus to all defenses equal to your Restoration modifier until the end of your next turn. |
| Shrug It Off | | You may make one saving throw against an effect that a save can end at the beginning of your turn, as well as at the end if you fail. |
| Skill Specialization | | You gain a +3 bonus in any skill. You may take this Talent multiple times. |
| Skillful Archer | Ranged 40 | Your Ranged attacks now target Reflex. |
| Slippery Slope | Permafrost Ability | Any creature that is prone in a zone created by a Permafrost Ability that you use must make a saving throw in order to stand. |
| Small Steps | Small Creature | You may move through enemy squares. Doing so provokes an attack of opportunity. |

| Talent | Prerequisite | Description |
|---|---|---|
| Speedy | SPD 50 | You can take an extra minor action per turn. |
| Spot the Opening | Commanding Presence | Creatures you have marked grant combat advantage to you. |
| Spring Step | | You can stand as a minor action. |
| Strong | STR 50 | You can push a creature one square when you hit them with a melee or unarmed attack. |
| Strong But Fast | STR 75, Strong | Carrying a heavy load no longer incurs a penalty on your Speed. |
| Student of Alteration | WIS 35 | Any Alteration Ability you use that has a duration, that duration is increased by 2 rounds. |
| Studious | | You learn an additional Ability for which you meet the requirements. You may take this Talent multiple times. |
| Stunning Critical | Melee Weapon 75 | When you score a critical hit with a melee weapon, the target is stunned until the end of your next turn. |
| Tar and Feather | | When you slow a target, that target takes a -2 penalty to its next attack roll. |
| Theft of Luck | | Choose an ally within 5 squares of you with at least one Fortune point. That ally loses one Fortune point and takes a -1 penalty to their next die roll. You gain a +1 to your next die roll. |
| Thick Skin | | Gain an additional 5 hit points. You may take this Talent multiple times. |
| Tricky Fighting | Small Creature, Tricky Steps | You can stand and fight in the same square as a small enemy.<br>Any attacks that do not include the enemy whose square you are in provoke an opportunity attack from that enemy. |
| Tricky Steps | Small Creature, Small Steps | Your movement through enemy squares no longer provokes opportunity attacks. |
| Two Weapon Blocking | | You may count one off-hand weapon as a shield [+1 AC, +5 to Block score]. |



## Skills and "Classes"

If you're coming from a class-based system, you can think of the skills in Solipstry as allowing you to break a class down into the sum of their parts. What skills define a rogue or a space pirate? What kind of magic would a druid use compared to a technomancer? This also lets you pick and choose traits from multiple traditional classes, or create your own.

| Talent | Prerequisite | Description |
|---|---|---|
| Two Weapon Critical | Two Weapon Mastery | You may score a critical hit with an off-hand weapon on a 19 or 20. |
| Two Weapon Fighting | DEX 30, SPD 20 | You may make multiple Melee Weapon attacks per turn, one with each weapon you wield, up to your Speed modifier. All attacks after the first have a cumulative -4 penalty. |
| Two Weapon Mastery | DEX 60, Two Weapon Fighting | If you chose to make multiple attacks per turn, attacks after the first suffer from a cumulative -2 penalty, rather than a -4. |
| Versatility | | Choose one type of damage. You may choose to add this type of damage to any Destruction Abilities. The Ability does not lose any existing damage types. |
| Wise But Efficient | WIS 50 | When you use the same Ability or Truth two rounds in a row, the second costs half as much as the original cost. The cost will never go below half the original cost. |

# ABILITIES

# ABILITIES

Abilites are what make your character's story one that is worth telling. They are things that your character can do that are above and beyond the normal capabilities of other radioactive space jellies or dinosaur-ninjas. These Abilities could come from cybernetic implants, spellcasting of various types from song to potion making, pills or supplements, sufficiently advanced technology, mutations, divine heritage, interpretive dance, etc.

f you do not like an Ability, you may choose to learn a different one in its place each time you level up. This does not overcome necessary prerequisites. Some GMs may increase or lessen the restrictions on the number of Abilities you can change at each level, so, as ever, consult your GM first. Additionally, some requirements or restrictions may not make sense with the way your Ability is used. If your Abilities come from your mother's demi-god heritage, your Abilities will probably look much as the following ones do. If your Abilities come from power gained through ritualized bloodletting, it seems unlikely that your Abilities will heal you. If your Abilities come from letting someone else's blood, it probably isn't healing them much either.



## Reading an Ability

An Ability will say first whom it targets. Abilities that target you or an adjacent creature do not provoke opportunity attacks. The only Abilities that provoke opportunity attacks are those that target a creature within [some number] squares.

Abilities that target all creatures include both friend and foe. However. Ability users can choose whom to include in an Ability that targets allies or enemies.

When an Ability says Miss: half damage, any creature missed by the attack takes ½ of the damage a creature hit would have taken (as always, round down).

The Range of an Ability is equal to 2 times the modifier of that Ability's school. So a character that has a Destruction score of 25 has a Destruction Range of 4. Range is measured in squares.

Burst *n* indicates that an Ability affects an area that is *n* x *n* in size. The center of the burst must be in range. For example, burst 3 within a Destruction Range of 5 means that the Ability will affect 9 squares, a 3x3 block, the center of which is no more than 5 squares from the user.

Blast *n* indicates an Ability that affects an area *n* x *n* in size that originates adjacent to the person who used the Ability. For example, a blast 3 Ability would target 9 squares, 3x3 in size, with at least one square adjacent to the user. Blast Abilities cannot be use Abilities beyond their range.

Sustain: *n* means that in order to continue an effect granted by an Ability, a character must expend *n* Ability points during each turn following the turn in which the Ability was initially used.

Sustain minor means that a character must expend a minor action in order to sustain the effects of an Ability each turn after the Ability is used.

Sustaining as a minor action counts as the one action allotted for a dazed creature, but sustain *n* does not. A creature must be conscious and able to take actions in order to sustain. Sustaining never grants a tally.

If a character reaches zero Ability points due to having the points drained or by over using, that character is stunned (save ends). The character continues to regain Ability points during this period.

### "Creature"

For the purposes of this book, a creature is defined as a being with some semblance of animation and at least rudimentary capabilities of processing or thought.

Learning a higher version of an Ability does not prohibit you from using a lower version.

See the glossary entry for Creation (page 101) for rules regarding called creatures.

## Abilities Over Time

While most Abilities are used instantaneously, some Abilities (such as Sunder) take multiple rounds to use. When such an Ability is used, the cost of the Ability is immediately subtracted from the Ability user's total points. Then the user is stunned and debilitated until the indicated duration, and at the end of that duration the Ability is used. If the target takes damage or chooses to stop using an Ability, the Ability is interrupted, and the user no longer suffers from the stunned and debilitated conditions caused by using Abilities over time, However, the cost of the Ability is still lost.

## Meta-bilities

Some Abilities have no school listed, but instead say [meta]. These Abilities belong in no school, as they affect how Abilities themselves work. A prerequisite of Meta (number) means that you need a score of that number in one of the four Abilities schools to learn and use that Ability. Whenever you are eligible to learn a new Ability in a specific school, you may instead choose to learn a Meta-bility for which you meet the requirements. The Meta-bility will be treated as if it were an Ability from that school for purposes of the score, modifier, and range. If the Ability is successful, you will get a tally in whichever school you choose to treat the Ability as.

For example, if Cap'n Elirando "Randy" Bloodsmith has a 13 in Alteration, he would get one Alteration Ability. He can instead choose to take a Meta-bility, like Channel as an Alteration Ability. Whenever he uses Channel, he will use his Alteration score and modifier for any necessary calculations, and will receive a tally in Alteration.

## Power Words

With the Power Word series of Talents, a character can bind an Ability to a word so that whenever the word is spoken by them, the Ability is used at its normal cost for them plus an additional 20 Ability points. As long as the Ability user is able to expend a standard action (or whatever action the Ability requires), the Ability is used instantly whenever the word is spoken, even if the Ability points are not available. A character who uses an Ability will sacrifice her next standard (or appropriate) action. A character spending points without having them available will be affected by the normal rules. A character may not use Power Words to use Abilities more frequently than they would otherwise be able to use them. If a Word is spoken when a character is unable to use an Ability (because they are stunned or have already used an Ability this round), the Ability will be used when the character is next able to use it.
For example, if Nairomin, the technomancer, has "bleep" as a power word tied to Empulse I, and he says it at the end of his turn, after he has moved forward to meet the charging robots, the effects of Empulse I will resolve at the start of his next turn. Alternatively, if Nairomin has "Shefflehorn" attached to a Shield Ability, and has not taken a standard action this round, Nairomin can sacrifice his next standard action to immediately use Shield in front of an enemy's projectile. This allows Ability users to subtly manipulate the initiative order.

Because of their nature, Power Words should be chosen carefully so that Abilities are not bound to words used in everyday conversation. With training (and the Power Word II Talent), characters can learn to control whether or not an Ability is used when speaking a Power Word. Some characters (those who have taken Power Word III) can activate an Ability bound to their word when that word is spoken by someone else they can hear. Abilities cannot be bound to more than one word, though a character may have several different Abilities bound to different words. No word may be bound to more than one Ability. Players should avoid binding Abilities to homophones; only

the exact word will activate an Ability. If Kryzzk the bugwitch chooses “no”, (which is a bad idea as it is too common) “know” will not let her use the Ability.

## Abilities By School

Following are charts of Abilities sorted by the school to which they belong, prerequisite Abilities, and the prerequisite skill level to usethem. This should act as a resource for planning and as a quick reference to see which Abilities are in which schools.

# ALTERATION ABILITIES

REQUIRED ALTERATION SKILL

0
- ALTER MIND
- INSPIRE FEAR
- DEMORALIZE I
- ENLARGE
- RELINQUISH
- REPAIR
- PHASING
- SPEED BURST

25
- DISORIENT

30
- ALTER SELF
- CONCEAL
- COCOON
- BREATH CONTROL
- DOMINATION
- DEMORALIZE II
- INVISIBILITY
- SHRINK
- SIGHT
- TELEPORT
- STUN
- SUPERIOR SPEED

40
- INSPIRE TERROR
- MASS INSPIRE FEAR
- BATTLE RAGE
- BLOODLUST FRENZY
- DEMORALIZE III
- MORPH
- STASIS

50
- MASS INSPIRE TERROR
- DEMORALIZE IV
- REVERSAL

60
- DEMORALIZE V

80
- STATE CHANGE
- PARAMOUNT SPEED

# CREATION ABILITIES

REQUIRED CREATION SKILL

0

- CONJURE MOUNT
- DEBRIS SLAM
- PERPETUATE
- SUMMON ALLY I
- ILLUMINATE
- CALL FOG
- CONJURE SHIELD
- AURA
- CONJURE MESSENGER
- PERMAFROST
- SUMMON BIGGER FISH

20

- READ OBJECT
- CONJURE ARMOR

30

- BONE SPIKES
- CONJURE WEAPON
- MAELSTROM OF SHARDS
- SUMMON MINION
- BARRIER
- SHIELD

40

- DEFLECTION
- ARMOR
- IMPROVED BARRIER
- SUMMON ALLY II
- WRECKAGE ZEPHYR

50

- MASTER BARRIER
- CONJURE HAND
- SUMMON ALLY III
- CONJURE WINGS

70

- GREATER CONJURE WINGS

# DESTRUCTION ABILITIES

## Using Abilities While Sneaking

How an ability is used is up to the player and their game master. If Andrich's Abilities are used through throwing vials of chemicals at the ground to produce reactions, it is unlikely he would be able to do so particularly quietly. However, if Fat Tom uses his Abilities by eating "special cookies", he could probably munch in relative silence. This is up to the good common sense of the player and GM.

# RESTORATION ABILITIES

REQUIRED RESTORATION SKILL

0
- ANTIDOTE
- LESSER HEAL
- HEAL
- INSPIRE ALLIES I

20
- CLEANSE

30
- IMPROVED CLEANSE
- REVITALIZE

40
- INSPIRE ALLIES II
- HEALING FOUNTAIN
- REFLECT
- DRAIN LIFE
- REINCARNATE
- INSPIRE ALLIES III
- BATTLE FOCUS

50
- IMPROVED HEAL
- INSPIRE ALLIES IV
- MASS CLEANSE
- IMPROVED BATTLE FOCUS
- IMPROVED HEALING FOUNTAIN
- INSPIRE ALLIES V

70
- DEATH FIELD
- IMPROVED REVITALIZE

80
- MASTER BATTLE FOCUS
- MASTER HEAL

90
- MASTER REVITALIZE
- MASTER HEALING FOUNTAIN

| Name | Cost | School | Prerequisites | Effect | Flavor |
|---|---|---|---|---|---|
| Alter Mind | 25 | Alteration | | You gain a bonus to your next Interaction check made before the end of your next turn equal to your Alteration modifier. | Entering your adversary's mind, you subtly shift her thoughts so she views things your way… The *right* way. |
| Alter Self | 100 | Alteration | Alteration 30 | You turn into one mundane object of your size such as a tree, bush, cabinet, or rock. While in this form, you cannot use items, move, or speak. Sustain Standard. | Watch out for well-hydrated mammals. |
| Antidote | 20 | Restoration | | The effects of a poison (including ongoing poison damage) are ended on you or one adjacent ally. | You summon energy to purge the filth of poison from the body. |
| Armor | 100 | Creation | Creation 60, Shield | You gain a +6 bonus to all defenses and saving throws (sustain 45). | Glowing energy appears around you, forming to your body in a protective shell. |
| Attunement | *** | Meta | | Using this power simultaneously activates the highest version that you know of the following Abilities: Speed, Aura and Barrier. The cost of this Ability is 20 plus 50% of the total cost it would have taken to use each of the activated Abilities individually. | In a sudden moment of clarity, you know exactly what must be done, and how to do it. The knowledge makes adrenaline course through you, slowing and softening the world around you. |
| Aura | 70 | Creation | | You gain a +2 bonus to all defenses and saving throws (Sustain 30). | You call forth a shimmering shield to deflect the blows aimed your way. |
| Barrier | 90 | Creation | Creation 30 | You gain resist 10 damage to all melee attacks (sustain 40). | You create a thick, resistant armor with a viscous consistency around yourself. |



## Antidote

Antidote is meant to overcome poisons. Depending on the campaign and the situation, this may or may not include things like possession, illness, food poisoning, alcohol or drugs, or other toxins. Discuss with your GM to confirm whether any particular use is applicable.

| Name | Cost | School | Prerequisites | Effect | Flavor |
|---|---|---|---|---|---|
| Battle Focus | 80 | Restoration | Restoration 40 | For the next three rounds, your melee damage die increases by one, and you gain a +2 to attack and saving throws. While this effect persists, you and allies adjacent to you gain regeneration 5. | You steel your mind and focus on ending your enemies as soon as possible. |
| Battle Rage | 125 | Alteration | Alteration 40 | While this effect lasts, you gain a plus 2 to all attack rolls, regeneration equal to (2 times your Alteration modifier), and you cannot be slowed, dazed, or stunned. Your multiplier for Melee Weapon and Unarmed Combat attacks increases by one. This bonus to multiplier increases by 1 for each hostile creature you kill during this state, for a maximum of +4. (Sustain 60). Note: this power does not end the slowed, dazed, or stunned conditions. | Channeling the rage, the lust for battle that would overcome most men, you transform into a beast of anger, ignoring heinous wounds, and making every strike count. |
| Bloodlust Frenzy | 130 | Alteration | Alteration 40 | Choose a bloodied ally within your Alteration range. That ally can score a critical hit on a 19 or 20. This effect ends when the ally is no longer bloodied, if they become unconscious, or after five minutes, whichever comes first. | Dying men oft strike true. |
| Bone Spikes | 35 | Creation | Creation 30 | Make an attack vs. Fortitude against one creature you can see within your Creation range. If the attack hits, the target is slowed and takes ongoing 5 damage (save ends both). | Small caltrops start growing in your enemy's flesh, piercing and tearing whenever it moves. |
| Breath Control | 175 | Alteration | Alteration 30 | You or an adjacent creature do not need to breathe for five minutes. | You concentrate on your breathing for a moment, slowing it to a stop. |
| Call Fog | 35 | Creation | | You and all creatures within three squares of you are blinded while within three squares of you (sustain 15). | A mist descends from the sky, shielding all within the radius. |

| Name | Cost | School | Prerequisites | Effect | Flavor |
|---|---|---|---|---|---|
| Channel | 50 | Meta | [Meta] 30, Affinity | Roll a d10 and add in your school modifier. For that many rounds, the following effects occur: you regain an extra fifteen Ability points at the start of your turn, the damage multiplier for all your Destruction Abilities increases by 1, and you gain a +2 to all saving throws. | You direct your thoughts on recharging and empowering your Ability. |
| Choke | 125 | Destruction | Destruction 40, Injure | Make an attack vs. Fortitude against one creature you can see within your Destruction range. If that attack hits, the target is stunned and takes ongoing damage equal to half your Destruction score (save ends both). | Most creatures need to breathe. Few have discovered a more effective way of preventing it. |
| Cleanse | 35 | Restoration | Restoration 20 | Remove all status effects from yourself or one creature you are touching. | "Be purged, friend!" |
| Cocoon | 40 | Alteration | Alteration 30 | For the next three rounds, you gain damage reduction equal to your Alteration modifier | "I'm a beautiful butterfly!" |
| Combust | 25 | Destruction | | You make a small explosion in 1 cubic foot within your Destruction range, igniting any flammable material in the target area. | "Step away from the cow!" |
| Conceal | 45 | Alteration | Alteration 30 | An object you are touching becomes invisible. The object becomes visible 10 seconds after you cease to sustain this Ability. You must be touching the object to sustain the Ability (sustain 20). | "Now you see it…" |
| Conjure Armor | 80 | Creation | Creation 20 | You call armor that gives you a bonus to AC equal to your Creation modifier while worn by you . Only you can wear this armor (Sustain 35). | Truly, only the most foolish of men lug pounds of metal around all day. |



## Onlookers

Some Abilities, like Conjure Wings, are likely to have a profound effect on anyone standing by. Whether the wings are delicate and ethereal works of magic or jet-powered monstrosities of mechanical prowess, that fact that they are suddenly exploding out of someone's back is likely to have an effect, good or bad, on a superior officer or suburban mom. Keep in mind the practical repercussions of the flashier Abilities as you use them.

| Name | Cost | School | Prerequisites | Effect | Flavor |
|---|---|---|---|---|---|
| Conjure Hand | 70 | Creation | Creation 50 | You call a hand in your square capable of wielding any one-handed weapon or shield. If the hand is wielding a weapon, you can tell the hand to attack with that weapon as a minor action (using your Creation skill). If it is holding a shield, you gain a +1 bonus to your AC (sustain 30). | Fighting beside you, as if it were your own, a lone hand, striking, defending. |
| Conjure Messenger | 50 | Creation | | You call a tiny creature such as a carrier pigeon. It can carry one pound of weight and will travel to any location you know within (your Creation modifier) miles. | "If she's alive, she'll come for us soon." |
| Conjure Mount | 90 | Creation | | You call a mount that can carry (10 x your Creation modifier) pounds and that has a movement of (2 + your Creation modifier). (Sustain 40 points per hour). When the mount is no longer sustained, it vanishes, and anything that was on it falls to the ground. | "You mean you can buy horses?" |
| Conjure Shield | 60 | Creation | | You call a shield that gives you a bonus to AC equal to your Creation modifier. You must have an open hand to wield this shield. Only you can hold this shield (Sustain 25). | A glowing shield illuminates your body, protecting from oncoming blows. |
| Conjure Weapon | 50 | Creation | Creation 30 | You call a weapon that gives you a bonus to attack and has a damage multiplier both equal to your Creation modifier. This weapon cannot be augmented and you must have a free hand to wield it (Sustain 30). Only you can wield this weapon (Sustain 30). | Appearing unarmed one moment, a glowing sword of energy materializes in your hand the next. |
| Conjure Wings | 75 | Creation | Creation 50 | You grow wings and gain flight equal to your movement until the end of your next turn. You must land at the end of your turn or you fall (sustain 35). | Fantastic wings appear out of your back. |

| Name | Cost | School | Prerequisites | Effect | Flavor |
|---|---|---|---|---|---|
| Crush | 55 | Destruction | | Make an attack vs. Fortitude against one creature you can see within your Destruction range. If the attack hits, the target takes damage equal to 1d10 times your Destruction modifier. | Pressure flows from your hands, compressing your opponent's body. |
| Curtain of Fire | 150 | Destruction | Destruction 30, Fireballs | Make an attack vs. Reflex against each creature burst 1 within 5. Each creature hit with the attack takes fire damage equal to 1d6 times your Destruction modifier. | Enemies are best served crispy. |
| Death Field | 150 | Restoration | Restoration 70, Drain Life | Make an attack vs. Fortitude against each living enemy you can see within your Restoration range. Each enemy hit takes damage equal to 1d4 times your Restoration modifier. (Miss: half damage). You regain hit points equal to 2 times the greatest amount of damage dealt to a single target. | A low whining hum emanates from the air around you as a glowing sphere expands outward from you, growing bright while stealing the lives of your foes. |
| Debris Slam | 60 | Creation | | Make an attack vs. Reflex against one creature you can see within your Creation modifier. If the attack hits, the target takes damage equal to 1d8 times your Creation Modifier. | "Take THIS clump of garbage and THAT clump of garbage!" |
| Deflection | 100 | Creation | Creation 40 | You cannot be hit by Ranged attacks (sustain 45). This does not provide immunity to Abilities. | "What archers?" |
| Demoralize I | 30 | Alteration | | Make an attack vs. Will against each enemy you can see within your Alteration range. Each creature hit takes a -1 penalty to attack rolls and saving throws (save ends). | You call your enemy a mean name. He's a little sad. |
| Demoralize II | 45 | Alteration | Alteration 30, Demoralize I | Make an attack vs. Will against each enemy you can see within your Alteration range. Each creature hit takes a -2 penalty to attack rolls and saving throws (save ends). | You make a hurtful joke about your enemy's heritage. He is quite upset. |



## Tailoring Abilities

Abilities do not have to be used with a waving of the hands and magic words. Maybe they are a collection of technological devices, maybe they are natural powers of mutated humans, maybe they are pulled from the source code of the world around you. How your character implements these powers should make sense for both the character and the world around them.

| Name | Cost | School | Prerequisites | Effect | Flavor |
|---|---|---|---|---|---|
| Demoralize III | 70 | Alteration | Alteration 40, Demoralize II | Make an attack vs. Will against each enemy you can see within your Alteration range. Each creature hit takes a -3 penalty to attack rolls and saving throws and is weakened (save ends all). | You make a jab at your enemy's family. He starts to cry a bit. |
| Demoralize IV | 90 | Alteration | Alteration 50, Demoralize III | Make an attack vs. Will against each enemy you can see within your Alteration range. Each creature hit takes a -4 penalty to attack rolls and saving throws and is weakened (save ends all). | You make disparaging remarks regarding the attractiveness and occupation of your enemy's mother, sister, and/or wife. He begins to weep openly. |
| Demoralize V | 120 | Alteration | Alteration 60, Demoralize IV | Make an attack vs. Will against each enemy you can see within your Alteration range. Each creature hit takes a -5 penalty to attack rolls and saving throws and is weakened and dazed (save ends all). | You touch upon your enemy's childhood traumas, calling forth deep, repressed memories. He is reduced to a quivering, sobbing mass. |
| Disorient | 60 | Alteration | Alteration 25 | Make an attack vs. Will against one creature within your Alteration range. If it hits, the creatures is dazed and confused (save ends both). | The brainwaves of an inept mind are so easy to hinder. |
| Disrupt | 70 | Meta | | End one Creation you are adjacent to, or end the effects of an Ability on a creature you are adjacent to. | You use your energy to force another's to desist. |
| Domination | 120 | Alteration | Alteration 30 | Make an attack vs. Will against one creature you can see within your Alteration Range. If the attack hits, you dominate the creature (save ends). You can only dominate one creature at a time with this power. | You enter your enemy's mind and you own it. |

| Name | Cost | School | Prerequisites | Effect | Flavor |
|---|---|---|---|---|---|
| Drain Life | 90 | Restoration | Restoration 40 | Make an attack vs. Fortitude against one living creature you can see within your Restoration range. If the attack hits, the target takes damage equal to 1d4 times your Restoration modifier. Regain hit points equal to twice the amount of damage dealt. | You pull the life out of your enemies, using it to replenish your own health. |
| Drain Ability | 0 | Meta | | Make an attack vs. Will against one creature you can see within your school range. If the attack hits, the target loses 20 Ability points (miss 10). You regain Ability points equal to the amount lost. | You leech energy off your enemies to replenish your own depleted stores. |
| Empulse I | 40 | Destruction | | Make an attack vs. Reflex against each creature within two squares of you. All creatures hit are knocked prone or pushed back 2 squares (user's choice). | A burst of energy explodes from you, knocking your foes off balance. |
| Empulse II | 60 | Destruction | Empulse I | Make an attack vs. Reflex against each creature within three squares of you. All creatures hit are knocked prone or pushed back 2 squares (user's choice). | You unleash a whirlwind of energy, usurping the battlefield. |
| Empulse III | 80 | Destruction | Empulse II | Make an attack vs. Reflex against each creature within four squares of you. All creatures hit are knocked prone or pushed back 3 squares (user's choice). | They don't always listen when you say get down… |
| Enlarge | 60 | Alteration | | One non-living, non-enlarged object you are touching grows to 5 times its size. The weight of the object is unchanged. This Ability takes 3 rounds (18 seconds) to use, and you must be touching the object for the entire duration. The object stays grown for 24 hours or until this effect is removed. | "Are you sure size doesn't matter?" |



## Flavor

Along with the source of an Ability, the flavor, or how the Ability manifests, is also a personal choice. Blinding an enemy could be done by creating a cloud of darkness, by a startlingly bright flash, or by subtly shifting the rods and cones of the enemy's eye. It all depends on you. Taking the time to think about choices like these can really hep bring a character and a world to life.

| Name | Cost | School | Prerequisites | Effect | Flavor |
|---|---|---|---|---|---|
| Expert Scream | 175 | Destruction | Destruction 70, Improved Scream | Make an attack vs. Will blast 2, targeting all creatures. Each creature hit suffers a -5 penalty to attack rolls (Save ends) and takes damage equal to 1d6 times your Destruction modifier. | A wave of energy erupts from your mouth, knocking everyone nearby off balance. |
| Fireballs | 50 | Destruction | | Make an attack vs. Reflex against one or two creatures you can see within your Destruction range. Each creature hit takes fire damage equal to 1d6 times your Destruction modifier. | An orb of fire appears in your hand, then shoots off to find its target. |
| Firewave | 225 | Destruction | Destruction 70 | Make an attack vs. Reflex against each creature blast 5. Each creature hit takes fire damage equal to 1d6 times your Destruction modifier. | A wave of fire consumes the land… and your enemies with it. |
| Frost | 45 | Destruction | Destruction 20 | Make an attack vs. Fortitude against each creature within your Destruction range. Each creature hit is slowed (save ends). | You pull the heat from the air, chilling the ground, and all who come near. |
| Greater Conjure Wings | 120 | Creation | Creation 70, Conjure Wings | You grow wings and gain flight equal to (2 + your movement) until the end of your next turn (sustain 55). As long as you sustain, you do not have to land at the end of your turn. | Beautiful wings sprout from your back, inspiring awe. |
| Heal | 70 | Restoration | | You or an adjacent ally regains hit points equal to (5 times your Restoration modifier). | Your gentle touch mends cuts, bruises and bones. |
| Healing Fountain | 150 | Restoration | Restoration 40, Heal | You and all allies within three squares of you regain hit points equal to (5 times your Restoration modifier). | A soft white light emanates from you as you summon energy to aid the wounded. |
| Illuminate | 15 | Creation | | You create a bright light within your Creation range. This light brightly illuminates everything within 5 squares of it (sustain 5) You must be within 1 mile to sustain.. | This is no place to be alone with the darkness. |

| Name | Cost | School | Prerequisites | Effect | Flavor |
|---|---|---|---|---|---|
| Improved Barrier | 120 | Creation | Creation 40, Barrier | You gain resist 15 damage to all melee attacks (sustain 55). | "Nunchucks? Where'd this joker get nunchucks?!" |
| Improved Battle Focus | 120 | Restoration | Restoration 50, Battle Focus | While this effect lasts, you and all allies within your Restoration Range gain the following effects: +2 to attack and saving throws, increase damage die by 1, and regeneration five (Sustain 55). | Directing your energy into guiding your allies, the rest of the world fades away. |
| Improved Cleanse | 50 | Restoration | Restoration 30, Cleanse | Remove all status effects from yourself or one creature within your Restoration range. | "Well it's no Açai Berry, but it's the best I've got." |
| Improved Heal | 120 | Restoration | Restoration 50, Heal | You or an ally within your Restoration range regains hit points equal to (5 times your Restoration modifier). | "I thought I told you to stand back up and fight!" |
| Improved Healing Fountain | 200 | Restoration | Restoration 50, Healing Fountain, Improved Heal | You and all allies within your Restoration Range regain hit points equal to (5 times your Restoration modifier). | "Regroup, we've got work to do!" |
| Improved Ability Drain | 0 | Meta | [Meta] 40, Drain Ability | Make an attack vs. Will against one creature you can see within your school range. If the attack hits, the target loses 40 Ability points (miss 20). You regain Ability points equal to the amount lost. | Why empower yourself when you can disable an Ability user AND empower yourself? |
| Improved Mass Deafen | 75 | Destruction | Destruction 40, Mass Deafen | Make an attack vs. Will against each creature within your Destruction range. Each creature hit is deafened (save ends). | No one knows how long the sound continued for; they couldn't hear once it started. |
| Improved Pooling | 60 | Meta | [Meta] 30, Pooling Health | For the next 5 rounds, all of your Abilities take 40% of their cost from your Ability point total, and 40% from your hit point total (round down for both). The total will be 80% of the Ability's' cost. | You see clearly how wasteful others can be, and avoid their pitiful mistakes. |



## Improved Throw Weapon

"Really," Sigur confided, carefully wiping the dark thick blood off his chainsaw, "it's nae the throwin' Ol' Nora tha's troublesome. It's the comin' back. I tried one of those bungee things, you know those? Tha's how Ivan over there lost that leg."

"Which," Ivan mumbled, "unlike Nora, is not coming back."

| Name | Cost | School | Prerequisites | Effect | Flavor |
|---|---|---|---|---|---|
| Improved Revitalize | 225 | Restoration | Restoration 50, Revitalize | All dying allies within your Restoration range are stabilized and gain 5% of their full hit points. | "You stand when I tell you to stand, and right now I'm telling you to FIGHT!" |
| Improved Scream | 100 | Destruction | Destruction 40, Scream | Make an attack vs. Will blast 5, targeting all creatures. Each creature hit suffers a -2 penalty to attack rolls (Save ends) and takes damage equal to 1d6 times your Destruction modifier. | |
| Improved Throw Weapon | 90 | Destruction | Destruction 40, Throw Weapon, must be wielding a melee weapon | Make an attack vs. Reflex against one creature that is between five and ten squares away from you. Roll 1d6 times your Destruction modifier for damage. You may repeat the attack against an additional target within 5 squares of the primary target, and once more against a different target within five squares of the secondary target, for a total of up to three attacks. The damage is the same for every attack. The weapon returns to your hand after the final attack. | After careful aim, a weapon flies towards its mark, striking true. |
| Infection | 40 | Destruction | Destruction 30, Slow | Make an attack vs. Fortitude against one creature you can see within your Destruction range. If the attack hits, the creature is affected by a horrendous poison. While affected, the character is slowed, and takes ongoing poison damage equal to 2 + your Destruction modifier (save ends both). Each failed saving throw incurs a cumulative -1 to save, for maximum of -5. | Pestilence bursts forth from you, causing great leaking boils and pustules to form on the bodies of your enemies. |
| Injure | 80 | Destruction | | Make an attack vs. Fortitude against one creature you can see within your Destruction range. If the attack hits, the creature takes ongoing damage equal to half your Destruction score (save ends). | Tearing flesh, bones, and organs, you cause your foes to writhe in pain. |

| Name | Cost | School | Prerequisites | Effect | Flavor |
|---|---|---|---|---|---|
| Inspire Allies I | 90 | Restoration | | While this effect persists, you and all allies within five squares of you who can hear you gain a +1 bonus to attack rolls, saving throws, and damage multiplier (sustain 45). | You mumble something nice at your allies. |
| Inspire Allies II | 120 | Restoration | Restoration 40, Inspire Allies I | While this effect persists, you and all allies within five squares of you who can hear you gain a +2 bonus to attack rolls, saving throws, and damage multiplier (sustain 55). | You take the time to tell you allies how much you appreciate all their hard work. |
| Inspire Allies III | 150 | Restoration | Restoration 40, Inspire Allies II | While this effect persists, you and all allies within five squares of you who can hear you gain a +3 bonus to attack rolls, saving throws, and damage multiplier (sustain 70). | You shout encouragement to your allies, giving them a confidence boost. |
| Inspire Allies IV | 180 | Restoration | Restoration 50, Inspire Allies III | While this effect persists, you and all allies within five squares of you who can hear you gain a +4 bonus to attack rolls, saving throws, and damage multiplier (sustain 85). | Carefully crafted sentences spill from you, giving your allies the will to fight onward. |
| Inspire Allies V | 210 | Restoration | Restoration 50, Inspire Allies IV | While this effect persists, you and all allies within five squares of you who can hear you gain a +5 bonus to attack rolls, saving throws, and damage multiplier (sustain 100). | Pure poetry flies forth from your lips, bolstering your allies and filling them with the power to keep fighting and defend their beliefs. |
| Inspire Fear | 90 | Alteration | | Make an attack vs. Will against one creature you can see within your Alteration range. If the attack hits, the target cannot attack you until the end of your next turn. | A revolting creature of horrific proportions, slathering, angry, oozing, and filthy, appears in front of your enemies. They cry out in fear as they realize this creature is you. |



## Lesser Heal

"Well maybe if you could heal more than a tiny scrape, this wouldn't be an issue," Ivan raged. "You could have focused on helping instead of on throwing that dumb chainsaw! If chainsaws were meant to fly they would have been invented winged! People though, people were invented with *two* legs, Sigur!"
Sigur's response is drowned out by the growling whirring produced by an airborne chainsaw.

| Name | Cost | School | Prerequisites | Effect | Flavor |
|---|---|---|---|---|---|
| Inspire Terror | 120 | Alteration | Alteration 40, Inspire Fear | Make an attack vs. Will against one creature you can see within your Alteration range. If the attack hits, the target cannot attack until the end of your next turn. | Fear. So powerful, so easy to instill. |
| Invisibility | 80 | Alteration | Alteration 30 | You cannot be seen by creatures and gain a +10 to perception checks regarding being seen. Creatures using Echolocation are not affected (Sustain Standard). | Why not…fade away? |
| Lesser Heal | 40 | Restoration | | You or an adjacent ally regains 5 hit points. | "Am I going to need a scalpel for this?" |
| Lifeforce Affinity | 0 | Meta | | As a minor action you may expend a number of hit points less than or equal to your school score to regain that many Ability points. | You know what makes me a better Ability user? Resource management. |
| Lightning Bolts | 75 | Destruction | Destruction 30, Shock | Make an attack vs. Reflex against each creature in blast 3. Each creature hit takes electrical damage equal to 1d6 times your Destruction modifier (miss half). | "We've got nature on our side. What've you got?" |
| Lightning Storm | 120 | Destruction | Destruction 50, Lightning Bolts | Make an attack vs. Reflex against each creature burst 1 within 10. Each creature hit takes electrical damage equal to 1d6 times your Destruction modifier, and is debilitated until the end of your next turn (Miss: half damage, no effects). | "Sorry, Grog, it's hard to aim the cosmos!" |
| Maelstrom of Shards | 80 | Creation | Creation 30 | Make an attack vs Reflex against one creature within half your Creation Range. If hit, the creature takes 1d6 times your Creation modifier and its space, along with each square adjacent to its space is filled with jagged shards until the end of your next turn. Any creature that enters into the shards or starts its turn there takes damage equal to your Creation Modifier. | "You're going to want to plan your next steps very carefully." |

| Name | Cost | School | Prerequisites | Effect | Flavor |
|---|---|---|---|---|---|
| Affinity | 30 | Meta | | You regain an extra ten Ability points at the start of your turn (sustain minor). | The candle that burns half as fast is the same candle that is going to kill you. |
| Maim | 350 | Destruction | Destruction 80, Choke | Make an attack vs. Fortitude against one creature you can see within your Destruction range. If the attack hits, the creature takes damage equal to (half of its remaining hit points -5). This power automatically kills minions. (Miss: half your Destruction score damage). | "If you'd like your other arm, then stand back." |
| Mass Cleanse | 70 | Restoration | Restoration 50, Improved Cleanse | Remove all status effects from yourself and all allies within your Restoration range. | "PUUURRGE!" |
| Mass Deafen | 45 | Destruction | | Make an attack vs. Will against each creature within 3 squares of you. Each creature hit is deafened until the end of your next turn. | A bang erupts from you, disorienting your foes. |
| Mass Inspire Fear | 150 | Alteration | Alteration 40, Inspire Terror | Make an attack vs. Will against each enemy within five squares of you. Each creature hit cannot attack you until the end of your next turn. (Sustain 20 points per target affected). | Nightmares have nothing on me. |
| Mass Inspire Terror | 200 | Alteration | Alteration 50, Mass inspire Fear | Make an attack vs. Will against each enemy within five squares of you. Each target hit cannot attack until the end of your next turn. (Sustain 40 points per target affected). | They can't attack what they're afraid to touch. |
| Master Barrier | 150 | Creation | Creation 50, Improved Barrier | You gain resist 20 to all melee attacks (sustain 90). | Blows of combat glance off you, and you chuckle at the men who tried to fight you with steel. |
| Master Battle Focus | 150 | Restoration | Restoration 80, Improved Battle Focus | While this effect lasts, you and allies within your Restoration range gain the following effects: a +4 bonus to attack rolls and saving throws, +1 damage multiplier, and regeneration 10 (sustain 80). | "I'll take the 30,000 on the left…" |



## Morph

The text of morph is very specific. In this, an "Animate creature" is defined as being able to quest. Morph does not allow you to take the shape of a *specific* creature (although it is possible with the Talent *Shapeshifter*. This means that while you can become a chipmanq, you cannot become Bertha ,the chipmanq Olympic medalist swimmer.

| Name | Cost | School | Prerequisites | Effect | Flavor |
|---|---|---|---|---|---|
| Master Heal | 250 | Restoration | Restoration 80, Improved Heal | You or one ally within your Restoration range regains hit points equal to your Restoration score. The target may also make a saving throw. | "What injuries?" |
| Master Healing Fountain | 325 | Restoration | Restoration 90, Improved Healing Fountain, Master Heal | You and each ally within 5 squares of you regain hit points equal to your Restoration score and can make a saving throw. | "Get back in there, we have a battle to win!" |
| Master Ability Drain | 0 | Meta | [Meta] 50, Improved Ability Drain | Make an attack vs. Will against all enemies you can see within 2 squares of you. If the attack hits, the target loses 60 Ability points (miss 30). You regain Ability points equal to half of the total amount lost. | Power is just waiting to be taken… |
| Master Pooling | 125 | Meta | [Meta] 80, Improved Pooling | For the next 5 rounds, all powers take 30%of their cost from your hit points, and 30%from your Ability points, resulting in a total of only 60% cost. | Resourcefulness has always been your greatest asset. |
| Master Revitalize | 300 | Restoration | Restoration 90, Improved Revitalize | All dying allies within your Restoration range are stabilized and regain 10% of their total hit points (round up). | Death is optional. And you choose no. |
| Morph | 120 | Alteration | Alteration 40 | You transform into an animate creature of your size category with hit points and attributes equal to your Alteration score and defenses equal to 10 + your Alteration modifier. Unarmed attacks made in this form still use the Unarmed Combat skill (Sustain 65) | "You made a bear!" |

| Name | Cost | School | Prerequisites | Effect | Flavor |
|---|---|---|---|---|---|
| Paramount Speed | 250 | Alteration | Alteration 80, Superior Speed | You gain a +4 bonus to all defenses, your movement is multiplied by 2, and you gain an additional standard action on your turn (Sustain 120). | You become a blur of motion, a frenzied whirlwind of speed. |
| Permafrost | 35 | Creation | | You create a thin layer of ice over every square within 3 squares of you. Every creature who moves onto or through this ice must make a saving throw to avoid being knocked prone (sustain 15). Note that this does not need to be made for every square if multiple are crossed. | If you can't beat 'em, knock 'em down. |
| Perpetuate | 20 | Creation | | One creation you can see within your Creation Range regains hit points equal to 5 times your Creation modifier. | "Just a little longer." |
| Pestilence | 50 | Destruction | | You create a zone burst 3 centered within your Destruction range. Each creature that starts its turn in this zone or moves into takes damage equal to your Destruction modifier (Sustain 20). | "LET MY PEOPLE GO!" |
| Phasing | 50 | Alteration | | You add or remove phasing to yourself or a creature or object you are touching, rendering it intangible. If the target is an object, you determine which objects the target does and does not pass through (sustain 25). | "Catch" |

## Paramount Speed

As with all Abilities, the Speed tree should not be limited to combat. Using an Ability such as this should help you with sleight of hand (after all, it's easier to slip a card in your sleeve when you move faster than your opponent's blink) as much as they help in a duel. While most Abilities have a combat application, most also have applications outside of combat as well. Many can easily solve difficult problems. Experiment!

| Name | Cost | School | Prerequisites | Effect | Flavor |
|---|---|---|---|---|---|
| Plague | 300 | Destruction | Destruction 80, Infection | Make an attack vs. Fortitude against one creature you can see within your Destruction range. If the attack hits, the creature is affected by a strong poison. While affected, the creature is slowed, takes ongoing damage equal to your Destruction modifier, and suffers from a -1 penalty to all die rolls (sustain standard). The target may attempt save from the effect, but starts with a -2 penalty to saving throws against it. Each time the target fails a saving throw, the penalty to die rolls increases by one. This penalty will also apply to the saving throw penalty. | Green boils appear and burst, disorienting the target. Then the wheezing starts. |
| Pooling Health | 50 | Meta | | For the next 5 rounds, all of your Abilities take half of their cost from your Ability point total, and half from your hit point total. | Wars have costs. Surviving is more important than surviving intact. |
| Potent Healing | 75 | Meta | | Until the end of the encounter, or until you end the effect as a minor action, your Restoration powers cost 20% more points to use, and restore (2 times your Restoration modifier) more hit points. | "We will survive this fight, I will ensure it!" |
| Potent Abilities | 75 | Meta | | Until the end of the encounter, or until you end the effect as a minor action, your Destruction powers cost 20% more points to use, and do [2 times your Destruction modifier] more damage. | "I'm going to make this hurt." |
| Pulse | 15 | Destruction | | One creature within 10 squares of you takes damage equal to your Destruction modifier. You do not have to make an attack roll. | You strike out with the simplest thing you know: A simple probe of light. |

| Name | Cost | School | Prerequisites | Effect | Flavor |
|---|---|---|---|---|---|
| Push | 90 | Destruction | Destruction 40 | Make an attack vs. Reflex against one creature you can see within your Destruction range. If the attack hits, the creature takes energy damage equal to your half your Destruction score, is pushed 3 squares, and is dazed until the end of your next turn. | Energy bursts from within you, knocking your enemy back. |
| Quell | 30 | Meta | [Meta] 20 | Make an attack vs. Will against one creature within your school range. If the attack hits, the target is debilitated (save ends). | "Stop." |
| Read Object | 45 | Creation | Creation 20 | When you touch an object, you become aware of every person and thing that has come in contact with that object in the last [your Creation modifier] hours. | Memories flow through you, and you feel as the table felt, you see what it saw. |
| Reflect | 55 | Restoration | Restoration 40 | This Ability targets yourself or an adjacent ally. Until the end of your next turn, the target takes half damage from attacks, and any creature that attacks the target takes half of the damage inflicted to the target. | I can't heal you, but I may not have to. |
| Reincarnate | 300 | Restoration | Restoration 40 | You restore one creature that has died within (your Restoration modifier) days back to life with (your Restoration score) percent of its total hit points. | "Did I say it was nap time?" |
| Relinquish | 30 | Alteration | | One lock, bond, restraining device, or security terminal that you are touching opens, breaks, or unlocks the associated door. | No prison can hold me! |
| Repair | 30 | Alteration | | You can repair damage to one inanimate object that occupies one cubic foot or less. Alternatively, you can assemble one complete inanimate object from a complete set of materials, provided both the materials and the final object occupy one cubic foot or less. | "I thought you said this was broken?" |



## Relinquish

Relinquish is meant, like most things in Solipstry, to be universe independent. If the thing that "locks" in your world is some kind of force field, you manage to disturb the delicate mechanics of it. If you are a telekinetic brain in a jar, then being close enough to "touch" it with your mind fulfills the requirements. Make it fit for your game and your world.

| Name | Cost | School | Prerequisites | Effect | Flavor |
|---|---|---|---|---|---|
| Reversal | 150 | Alteration | Alteration 50 | Target one creature within your Alteration range. Whenever the target deals damage before the end of your next turn, the target also takes that damage. | Unhappy with the results, you reverse time itself, nullifying the last few seconds. |
| Revitalize | 120 | Restoration | Restoration 30 | One dying ally adjacent to you is stabilized and restored to 10% of their total hit points. | "Permission to die: denied." |
| Scream | 60 | Destruction | | Make an attack vs. Will blast 2, targeting all creatures. Each creature hit takes damage equal to 1d6 times your Destruction modifier and suffers a -2 penalty to attack rolls until the end of your next turn. | A deep call erupts from your throat, striking those around you. |
| Shield | 120 | Creation | Creation 30, Aura | You or one ally within your Creation range of you gains a bonus to all defenses and saving throws equal to your Creation modifier (sustain 55) | "Stop. Hitting. Me!" |
| Shock | 40 | Destruction | | Make an attack vs. Reflex against one creature you can see within your Destruction range. If the attack hits, the creature takes electrical damage equal to 1d6 times your Destruction modifier damage (miss: half damage). | A small bolt of lightning dances from your fingertips. |
| Shrink | 60 | Alteration | Alteration 30 | One non-living, non-shrunk object you are touching shrinks to 1/5 its size. The weight of the object is unchanged. This Ability takes 3 rounds (18 seconds) to use, and you must be touching the object for the entire duration. The object stays shrunk for 24 hours or until this effect is removed. | "How does that make you feel?" |

| Name | Cost | School | Prerequisites | Effect | Flavor |
|---|---|---|---|---|---|
| Sight | 50 | Alteration | Alteration 30 | Living creatures (including plants) within 10 squares of you appear to glow brightly and cannot benefit from cover, concealment, or invisibility from you. (They can still benefit from these effects where other creatures are concerned) You also gain a + 5 bonus to perception while this power is active (sustain 30). | You ignore the physical barriers of this world, seeing things as they truly are. |
| Silence | 80 | Meta | [Meta] 20 | Make an attack vs. Will against one creature you can see within your school Range. If the attack hits, the creature cannot use any Abilities until the end of your next turn. | You cease the ramblings and chanting of your foes. |
| Slow | 30 | Destruction | | Make an attack vs. Fortitude against one creature you can see within your Destruction range. If the attack hits, the creature is affected by a weak poison. While affected, the creature is slowed and suffers from a -2 penalty to attack rolls (save ends both). | You weaken your enemy's body, starting on the inside, causing their muscles to groan under their weight. |
| Speed Burst | 75 | Alteration | | You gain a +2 bonus to all defenses, and your movement is multiplied by 2 (sustain 35). | You can move faster than one thought possible. |
| Stasis | 175 | Alteration | Alteration 40, Stun | Make an attack vs. Will against one creature you can see within your Alteration range. If the attack hits, the creature is stunned (save ends). If the attack misses, the target is slowed (save ends). | "STOP!" |
| State Change | 200 | Alteration | Alteration 80 | You can change the physical state (solid, liquid gas) of one non-living item you can touch. This Ability takes one minute to use, and you must be constantly touching the item for the entire time. (Sustain 75). You do not have to be touching the item to sustain. | Magic? Magic is just applied physics. |



## Low or No-Magic Campaigns

If your campaign is without magic, sufficiently advanced technology, or biological advantages that would allow players to take "Abilities", it is recommended that the attributes of INT and WIS be combined into one mental attribute that governs the skills of both INT and WIS to even out the balance of the attributes.

| Name | Cost | School | Prerequisites | Effect | Flavor |
|---|---|---|---|---|---|
| Stun | 125 | Alteration | Alteration 30 | Make an attack vs. Will against one creature you can see within your Alteration range. If the attack hits, the creature is stunned until the end of your next turn. If the attack misses, the target is slowed until the end of your next turn. | "Really, that's close enough." |
| Summon Ally I | 80 | Creation | | You summon a small creature with hit points and attributes equal to your Creation score, and defenses equal to 10 + your creation modifier. You can choose to give the creature commands on your turn. Each command you give costs the corresponding action i.e., telling the creature to move costs your move action, telling it to attack costs your standard action. The creature has a base unarmed attack of 1d4 (Sustain 35). | "I get by." |
| Summon Ally II | 100 | Creation | Creation 40, Summon Ally I | You summon a small creature with hit points and attributes equal to 5+ your Creation score, and defenses equal to 12 + your creation modifier. You can choose to give the creature commands on your turn. Each command you give costs the corresponding action i.e., telling the creature to move costs your move action, telling it to attack costs your standard action. The creature has a base unarmed attack of 1d6 (Sustain 45). | "…With a little help." |
| Summon Ally III | 120 | Creation | Creation 50, Summon Ally II | You summon a small or medium creature with hit points and attributes equal to your 10 + Creation score, and defenses equal to 15 + your creation modifier. The creature takes its turn in imitative immediately after you. The creature has a base unarmed attack of 1d6 (Sustain 55). | "…From my friends." |

| Name | Cost | School | Prerequisites | Effect | Flavor |
|---|---|---|---|---|---|
| Summon Bigger Fish | 80 | Creation | | If there is a creature within your Creation range that was not summoned by this Ability, you may summon within your Creation range a creature of the same species that is large enough to eat the previous creature. Creatures summoned by this Ability are not under your control and cannot be dominated. Additionally, these creatures count as having been teleported here, and do not disappear when you fall unconscious. | "There's always a bigger fish." |
| Summon Minion | 175 | Creation | Creation 30 | You summon a small creature with one hit point and defenses equal to 10+ your Creation modifier. While this creature exists, you cannot be targeted with an attack that does not also include this creature. As a move action you can move the creature a number of squares equal to your movement. As a standard action you can make a melee attack through the creature, using your Creation score and a d2 for damage die. The creature must remain within your Creation range relative to you at all times (sustain 85). | The bigger they are, the more loyal their subordinates are. |
| Sunder | 175 | Destruction | | You create a number of holes or cracks totaling no more than 35 cubic feet in volume in an object you are touching. This Ability takes three rounds (18 seconds) to use, and you must be constantly touching the object for the duration of the Ability. | "This dam's just for show, right?" |
| Superior Speed | 150 | Alteration | Alteration 30, Speed Burst | You gain a +4 bonus to all defenses, and your movement is multiplied by 2 (Sustain 70). | "Try to hit me… I dare you." |

## Rewarding Roleplay

Fortune points can be given out for good roleplay, especially in the case of an action that coincides with a character's beliefs, fears, or desires. This is even more true when these actions are true to a character, but may be detrimental to the character or party in the long term. When a player overcomes their natural inclination to use their personal knowledge to their character's advantage, they are worthy of a reward.

| Name | Cost | School | Prerequisites | Effect | Flavor |
|---|---|---|---|---|---|
| Suppression | 150 | Meta | [Meta] 40 | Make an attack vs. Will against one creature you can see within your Alteration range. If the attack hits, you may end all auras or effects on the target and its equipment. | "How about we fight without the fancy technology?" |
| Teleport | 60 | Alteration | Alteration 30 | You teleport a number of squares equal to your Alteration modifier. This Ability takes a move action to use. | Now you see me… |
| Tempest | 300 | Destruction | Destruction 80, Whirlwind | Make an attack vs. Reflex against each enemy within 3 squares of you. Each target hit takes damage equal to your Destruction score, is pushed 3 squares, knocked prone, and stunned until the end of your next turn. If an attack misses, the target takes half damage, and no other effects. | Lie down and acknowledge my power! |
| Throw Weapon | 80 | Destruction | Must be wielding a melee weapon | Make an attack vs. Reflex against one creature that is between 2 and 5 squares away from you. If the attack hits, the creature takes damage equal to (1d6 times your Destruction modifier). The weapon returns to your hand after the attack. | No one expects a flying sword. |
| Whirlwind | 150 | Destruction | Destruction 40, Push | Make an attack vs. Reflex against one creature you can see within your Destruction range. If the attack hits, the creature takes energy damage equal to your Destruction score, and is stunned until the end of your next turn. | "I'll tell you my master plan. But first, let's make sure you can't do anything about it." |
| Wreckage Zephyr | 70 | Creation | Creation 40 | Make an attack vs Reflex against each creature blast (half your Creation Modifier). Each creature hit takes damage equal to (1d6 times your creation modifier). | I'm not sure the game designers know what "Zephyr" means. |

# COMBAT

# COMBAT

Combat consists of a series of rounds, comprised of a series of turns. All combatants alternate taking turns until everyone has gone. Once all combatants have taken a turn, one round has passed, and the next one starts, continuing in the same order of turns. A round is generally considered to take about six seconds of game time to complete.

### Determining Turn Order

Figuring out which character gets to take a turn first in combat is determined by initiative. Initiative is a character's initiative modifier (which is equal to their Speed modifier + any bonuses they may have) + a d20 roll. The creature with the highest total initiative score goes first, following in turn. If a tie occurs, the character with the higher initiative modifier takes the first action. If two or more characters got the same initiative and have the same initiative modifier, the one with the higher Luck will go first. If there is still a tie, the players will re-roll their initiative to determine the order between them.

### Taking a Turn

On a turn, a character has 3 actions: a move action, a minor action, and a standard action. A move action is used for actions such as standing, walking, run. A standard action is for things such as attacking, charging, or using an Ability, and a minor action can be used for stowing or drawing a weapon or potion. A free action can be used for simple things that require little or no focus or attention. As many free actions as are reasonable can be taken in any one turn. Examples of free actions include: speaking a short sentence, dropping a weapon or item, and turning around in your square. Once each round, a character may take an immediate reaction, such as an opportunity attack.

For a complete list of actions, see Actions in Combat.

An action can be traded down, but never up. For example, a character can take a move action instead of a standard, or a minor instead of a move, but may not take a standard instead of a minor. See the table below for all legal combinations.

| | | |
|---|---|---|
| Standard | Move | Minor |
| Standard | Minor | Minor |
| Move | Minor | Minor |
| Minor | Minor | Minor |

A turn order proceeds as follows:
1. Take any ongoing damage
2. Regenerate magic points and hit points as applicable.
3. Take a standard, move, and minor action (or their equivalents).
4. Sustain Abilities or effects.
5. Make any necessary saving throws.

### Order of Events

When a turn starts, a character immediately takes any ongoing damage (or magic drain) they are suffering from, then regenerates hit points or magic points (as applicable). The character then may take their turn as normal, sustaining powers after all actions have been taken, and making saving throws at the end. No further actions may be taken once a character makes a saving throw.



## Creating a World

Any world can be created in Solipstry, but this doesn't mean you have to start from something that's never before been seen. If you find yourself daunted by the options, start with what you know. Take two genres and combine them. Look at the tropes and themes in each and reverse them. Don't be afraid to have a world that seems a bit unoriginal. The story the players create will give the world depth and make it something new.

## Actions in Combat

| | |
|---|---|
| Activate Truth | Minor |
| Attack | Standard |
| Block | Standard |
| Bull Rush | Standard |
| Use Ability §† | Standard † |
| Catch Potion § | Minor |
| Charge | Standard |
| Delay | Standard |
| Disarm | Standard |
| Draw Weapon/ Item § | Minor |
| Drink Potion | Minor |
| Drop Object | Free |
| End Truth | Free |
| Fall Prone | Minor |
| First Aid § | Standard |
| Grab § | Standard |
| Grant Saving Throw (to Ally) | Standard |
| Intimidate | Standard |
| Mount §/ Dismount | Move |
| Move | Move |
| Opportunity Attack | Immediate Reaction |
| Pick Up Object § | Minor |
| Ready an Action | Dependent on Action Being Readied |
| Recharge Enlightenment Points | Standard |
| Stand | Move |
| Stow Weapon/ item | |
| Sustain | If a power says sustain (Minor, Standard, or Move) then you must give up that action to retain the effects of the power.<br>Alternatively, if a power says sustain (number), no action is required, but you must lose a number of magic points equal to the number in order to maintain the benefit. If you do not have enough points, the benefit is lost.<br>All Truths are sustain(cost of the Truths used).<br>Sustaining a grab is a minor action.<br>Note: You can sustain an Ability and use another on the same turn. |
| Talk | Free |
| Throw Creature/ Large Object | Standard |
| Throw Potion/ Small Object | Minor |

**†Exceptions may apply, see specific Ability**
**§Requires free hand**

### Attacking

To attack a creature, use the appropriate weapon school (Melee Weapon, Ranged, or Unarmed) and take its modifier (score/10). Roll a d20, adding in this modifier, and compare it to the appropriate defense (AC for Melee Weapon, Unarmed, and Ranged. Abilities may target other defenses). If your number is equal to or greater than the defense, you hit, and can calculate damage. If you roll a 20, you score a critical hit.

For Abilities, the concept is identical, but the school's modifier is used instead.

### Attacking Beyond Range

Characters can make attacks outside of the maximum Range for any attack, Ability or Truths that references Range, which is equal to 2 times a character's modifier for the appropriate skill). Each 5-foot square that is outside of the character's Range incurs a -2 penalty to the attack roll. For example, if Thalia the pirate wants to throw her trident at a mermaid that is 6 squares away, and has a Ranged score of 27, her maximum Range is 4 (2 x Ranged modifier of 2), so she would have a -4 penalty to the attack. If her Ranged modifier was 3, she would not have a penalty. Note: Melee Weapon and Unarmed Combat skills do not have range, and attacks with these skills must be made on adjacent creatures, and this range cannot be extended.

### Blocking

As a standard action, a creature can choose to block. Until the beginning of the blocking creature's next turn, whenever the creature is attacked by a melee (including unarmed) or ranged weapon, it can make a Block check by rolling a d20 and adding in its Block modifier, as well as any other bonuses (such as a +1 for a shield). Each time the creature is attacked after the first time, it takes a cumulative -3 penalty to Block checks. Flanking does not grant a bonus to Block checks.

For example, suppose Bliqwik the squid chooses to block on its turn. On the monsters' turn, two merman choose to attack Bliqwik. The first merman rolls a 14. If Bliqwik rolls a 15 or higher on his block check, the attack misses, and he gets a tally in block. The second merman rolls a 9. Bliqwik rolls an 11, but takes a -3 penalty (as this was the second time he was attacked) for a total of 8. Since 8 does not hit Bliqwik's AC, he is still missed by the attack, but gets a tally in the armor that he is wearing instead. If another monster were to attack Bliqwik, he would suffer a -6 penalty to the roll. If he chooses to block again on his next turn, the penalty resets to zero.

### Bull Rush

A character can charge, and, instead of making a regular attack roll, can make an Unarmed Attack roll vs. the target's Fortitude. A successful hit deals no damage, but instead pushes the target back one square, and the attacker ends in the square the creature just exited. While the charge may provoke opportunity attacks, the pushing and movement does not.

### Charge

As a standard action a character can move at least two squares (up to its movement) in a straight line into an unoccupied square adjacent to a creature and make an attack. The square entered must be the closest unoccupied square adjacent to the target that is between the attacker and target.

### Combat advantage

If a creature cannot operate as well as it should be in combat, it grants combat advantage. Any creature who has combat advantage on another creature will have a +2 to attack rolls against that creature. Combat advantage is granted when:

- A creature is being flanked
- A creature is prone (Combat Advantage is not granted to Ranged attacks here, they are actually at a -2 penalty to attack)
- A creature is unaware of the attacker's presence

## Hidden Checks

It's sometimes necessary to make a check hidden from the players. For example, if a character is rolling stealth, he may not know the result. To this end, it can be helpful for a GM to have some skill modifiers noted down for characters. If you ever roll for a character in secret, ensure that they are still getting any appropriate tallies, perhaps at the end of an encounter or scene.

•A creature is taken by surprise.

### Cover/Concealment

Sometimes, battlefields are obstructed. If an attacker does not have a clear path to a target, they take a -2 penalty to the attack roll, and the target is considered to have partial cover. Examples of this would include light fog, or furniture covering half of the target's body. If a target is completely concealed, the attacker takes a -5 penalty to the attack roll. This would be caused by thick, dense fog, a complete lack of light, the target being invisible, or any time a target cannot be seen at all. If a target has an ally standing adjacent to him between the target and the attacker, the target has cover. However, if an attacker is attacking through an ally's square, the target does not benefit from cover. See page 76 for more detail.

### Critical Hits

Rolling a 20 on an attack roll results in a critical hit. Critical hits always hit, even if rolling a 20 would generally miss. On a critical hit with a non-Ability, maximum damage is dealt, and damage can be rolled again and added in. For example, if Grog the Viking does 1d6 times 3, he would roll the d6, multiply by 3, and then add in 18 damage (where 18 is 6 times 3, the maximum result of a d6 times 3).

If a critical hit is achieved on an Ability, the user can use the Ability an additional time at no cost, targeting an additional valid creature.

### Damage

To calculate damage, roll the appropriate damage die, then multiply by the modifier of the skill being used to attack with (Unarmed Combat, Melee Weapon or Ranged).

Melee weapons deal d4 for damage die, multiplied by the modifier of the Melee Weapon skill. If the weapon is wielded two-handed, increase the damage die by one. The damage die can be further increased by the use of Talents.

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| d2* | d4 | d6 | d8 | 2d4 | d10 | d12 | 2d6 | 2d8 | etc. |

*For a d2, a coin can be used, assigning one side a value of 1, the other a value of 2. Alternatively, high/low or even/odd on any other even-numbered die can simulate the results of a d2.

Ranged Weapons follow the same rules, but a bow or crossbow is considered to be 2-handed, the use of a sling, or just an arm to throw things counts as one-handed.
Unarmed Combat cannot be wielded two-handed, but instead, proficient unarmed combatants can make multiple attacks in each round. Unarmed combat does a d2, and is not modified by size.. See Unarmed Combat in Skills (page 13) for more information.
All improvised weapons deal a d4.

### Delay

A character who does not wish to take actions on their turn in initiative order can choose to delay until after another character's turn. Delaying moves the character to a new position in the initiative order. To delay until after a specific action, see Ready an Action. Delaying cannot delay harmful effects, such as ongoing damage, nor can they prolong beneficial effects, such as a sustain (minor). Ongoing damage and sustaining effects must be dealt with before a character delays. A delay will never cause a player to take ongoing damage twice in one round.

### Disarm

A character can take a -2 penalty to an attack roll to target an item held by an opponent. If the attack hits the wielder's Reflex, the item is knocked to the ground. Any character can retrieve an adjacent object as a minor action. Any damage is dealt to the object, not the wielder.

### Dual Wielding

A character wielding multiple weapons may only make one attack per round, unless specifically allowed to do otherwise.

A character with the Two Weapon Fighting Talent may make multiple attacks, but they may not make more attacks in one turn than the amount of weapons they hold. Nor may they make more attacks than their Speed

## Playing Without a Grid

If you want to play without a grid mat, just remember– one inch is equal to five feet. A piece of string can work well for measuring distances in open combat. If you don't want to use miniatures or measure at all, combat can be enacted entirely through careful GM description. This encourages vivid description rather than a simple hit or miss, however if the group chooses this method, it must be clearly understood by everyone that what the GM says goes.

Bobby, Julie, and Jim are fighting two battlehogs, a mother and her kit. The Mommahog and Babyhog have flanking. They are standing on opposite sides of Jim. Jim and Bobby also have flanking. They are standing on opposite sides of Mommahog, even though they are not *directly* opposite of each other. Where on the side they are standing is irrelevant, what matters is that they are opposite sides. Sally, alas, has no flanking. However, if she moved up on square and right one square, she and Bobby could both have flanking with Jim.

modifier. They may also only attack once for opportunity attacks.

For example, if Baxter the squid (who has taken Two Weapon Fighting and has a Speed of 80) is holding a pizza cutter and a ladle, he may only attack twice. If Baxter were holding eight knives, he could attack eight times. If Baxter only had a Speed of 50, he could only attack five times. Each attack after the first is considered to be made with an off-hand weapon, and suffers from a cumulative -4 penalty.

### First Aid

As a standard action, you can make a DC 11 medicine check to grant hit points equal to 1d4 times your Medicine modifier to yourself or an adjacent creature. This can be done a number of times per day per person equal to twice your Medicine modifier. For example, if Martin "The Butcher" Toran has a Medicine score of 20, he can heal Abraham "Knifewound" Bentley twice a day, and he can heal Respin Twiddle twice a day.

### Flanking

When two allied creatures are on opposite sides of an enemy, they are considered to be flanking the enemy, and it grants combat advantage to the two allies. See page 77 for more detail.

### Grab/Grapple

Grabbing a creature is done by making an Unarmed Combat attack roll vs. the target's Reflex. When grabbed, a creature is restrained until escape. Sustaining a grab is a minor action. A grabbed creature can be subjected to forced movement, and if this movement slides the grabbed creature out of reach of the grabber, the grab ends.

### Intimidate

In combat, interaction can be used to frighten enemies into running away, or to frighten a creature into allowing player characters to use it as a mount. This is done by making an interaction check vs. Will on a bloodied creature. GMs may limit how often this can be attempted against one creature.

### Mount

A creature can mount a willing beast and ride it into combat. If a creature is mounted, the rider and the mount get a total of one turn. All creatures not mounted grant combat advantage to creatures riding mounts. When targeting mounted creatures, an attacker must choose to attack either the mount or the rider. If the rider is hit, he will fall off of the mount. If the mount dies, the rider will land prone in an unoccupied square next to the mount's body. It is a move action to mount/dismount a mount. If a mounted creature is hit by a ranged attack (not Ability), the rider must immediately make a saving throw to avoid being knocked prone. They may add their Ride/Drive modifier to the roll.

### Multiple Attacks

When an attack (usually an Ability) targets multiple people, different attack rolls are used for each target, but only one damage roll is made, and applied to all targets. With unarmed combat, different attacks are made, so both attack and damage rolls are separate.

### Opportunity Attacks

Few creatures fight fairly. If a weakness presents itself in combat, opponents may make an attack against the disadvantaged foe. Opportunity attacks can be made with either melee weapon or unarmed attack. They *cannot* be made with ranged or Abilities. Only one attack can be made, even when unarmed combat is being used. Each creature can only make one opportunity attack per round.

Opportunity attacks can be made when:

- A creature leaves a square adjacent to an enemy without shifting
- A creature uses a ranged Ability or makes a ranged attack roll while adjacent to an enemy
- A creature takes off into the air while adjacent to an enemy
- A marked creature makes an attack not including the creature that marked it.

## Creating Status Effects

Feel free to modify existing status effects, or even to introduce new ones to suit your play. Just ensure that the level of severity is inversely proportional to the frequency. If the Blooohrghrls can turn people into Blooohrghrls, they either must be encountered infrequently or perhaps only certain types of Blooohrghrl can change people.

•A creature, not of its own volition, flies past/over.

Opportunity attacks are not made when:
•A creature is pulled, pushed, or slid past an enemy
•A creature teleports
•Throwing a creature or object

### Ready an Action

A character can choose to ready an action or wait to initiate an action until a trigger occurs. For example, Character A can wait to strike until Character B enters a certain square, or makes an attack. Readying an action costs the action of the actions being readied (readying a standard action takes that standard action, etc.). If the trigger does not occur (Character B never enters the specified square or makes an attack), than the action is lost. If the provoking action does occur, the triggered action happens after that action is completed.

### Throwing

You may throw an object or creature that you are currently grabbing, providing you are strong enough to lift it. If you throw a creature, it falls prone. If it is thrown into a wall, or other hazard, it takes 1d10 damage. To throw an object/creature, make a Ranged attack roll vs. the thrown target's Reflex. If it hits, your attack roll divided by two is the number of feet you can throw them. Throwing a target ends a grab.

## Status Effects

During combat, characters will suffer from various status effects. A complete list of status effects can be found in the glossary, but many of the more common ones are outlined here:

### Saving Throw

At the end of its turn, if a creature is affected by something labeled (save ends), it can make a saving throw. To do this, the player rolls a d20, and on a result of 11 or higher, the effect ends.

### Blinded

A blinded creature cannot see, and takes a -5 penalty to attack rolls and the following skills: Acrobatics, Block, Engineering, Melee Weapon, Perception, Sleight of Hand, Ride/Drive, Security and Unarmed Combat.

### Combat Advantage

If a creature cannot operate as well as it should be in combat, it grants combat advantage. Creatures attacking creatures who are granting combat advantage gain a +2 to the attack roll.

Combat advantage is granted when:
•Creatures are flanking
•A creature is prone (Ranged attacks have a -2 penalty to attack a prone creature; Combat Advantage is not granted)
•A creature is unaware of the attacker's presence
•A creature is taken by surprise.

### Confused

A confused character treats all creatures as enemies. A confused creature grants combat advantage and cannot flank. If it chooses to attack, it will randomly attack one of the closest creatures to it.

### Dazed

A dazed character can take one action on its turn; either a standard, a move, or a minor action. A dazed character cannot make opportunity attacks. If a power is sustain minor, the action can be used to sustain. If a power is sustain (number), the sustain can be completed without expending its one action allowed for that turn. Free actions can be taken normally. A dazed creature grants combat advantage and cannot flank.

### Deafened

A deafened creature cannot hear, and takes a -2 penalty to Interaction, Perception, and Sense Motive Checks.

### Debilitated

A creature that is debilitated cannot regenerate magic.

### Disrupted

A disrupted creature cannot attack or use offensive Abilities.

**Dominated**

A dominated creature acts like a dazed one in that they can make one action on their turn, and cannot make opportunity attacks. A dominated creature is controlled by another creature, the dominator. The dominated creature can take no actions by itself, but rather the dominator chooses one action for it to take. This one action can be a move, minor, or standard. This action is taken on the dominated creature's turn. No powers or effects (except grabbing) can be sustained while a creature is dominated. A dominated creature grants combat advantage to all creatures and cannot flank.

**Dying**

A dying creature has zero hit points and is unconscious and helpless. Successful attacks on the dying immediately kill the target. A dying creature must be stabilized before they can be healed.

**Grabbed**

When grabbed, a creature is restrained until escape. A grabbed creature can be subjected to forced movement, and if this movement slides the grabbed creature out of reach of the grabber, the grab ends.

**Helpless**

Any attack rolls against a helpless creature automatically deal maximum damage, but do not count as critical hits, or gain the additional damage die awarded for a critical hit.

**Immobilized**

An immobilized creature cannot move, fly, or shift, but can still teleport, and be subjected to forced movement.

**Intangible**

A creature that is intangible takes half damage from non-magical attacks and double damage from damage-dealing Abilities. Healing Abilities restore twice as much hit points, and Abilities with non-sustaining durations last twice as long.

**Invisible**

An invisible creature cannot be seen, and thus gets a +5 bonus to stealth check rolls to hide from the sighted. Creatures unaware of an invisible creature's presence or exact location grant combat advantage to the invisible creature. Invisible features have total concealment against creatures that cannot see them.

Marked

A marked creature is thoroughly intimidated by the creature that marked it. Marked creatures take a -2 penalty to attack rolls against creatures other than the creature that marked it. In addition, if a marked creature makes an attack that does not include the marker, the marker may make an opportunity attack against the marked creature. A mark ends when the marker falls unconscious or dies.

**Phasing**

A creature that is phasing can pass through solid objects such as walls. A phasing creature cannot pick up or hold items unless those items are also phasing. All items worn by a creature that becomes phasing also become phasing. A phasing creature deals half damage in melee and unarmed attacks to creatures that are not phasing.

**Prone**

A creature lying down is considered to be prone. A character can drop prone as a minor action.

A prone creature:
•Grants combat advantage to melee attacks,
•Gains a +2 bonus to defenses against ranged attacks and Abilities
•Takes a -2 penalty to attack rolls.
Abilities that are burst or blast are unaffected by the target(s) being in a prone position.

**Restrained**

## Determining Actions

Occasionally players decide to do uncommon things in combat. A good way to determine what kind of action something should require is to ask yourself, "Could I do this– relatively safely– while driving a car?" If the answer is yes, it's probably a minor action.

A restrained creature cannot move, fly, shift, or teleport, but can be subjected to forced movement.

### Slowed

A slowed creature is considered to have a movement of two.

### Stunned

A stunned character can take no actions, including opportunity attacks and free actions, and is unable to sustain any powers or effects. A stunned creature grants combat advantage and cannot flank.

### Surprised

Surprised creatures grant combat advantage. A creature is surprised if it doesn't have enough time to prepare for an attack, or if it doesn't know from what direction an attack will come. An invisible attacker is surprising its target only if the target cannot hear, feel, or otherwise accurately determine the location of the attacker.

### Unconscious

An unconscious creature is considered to be helpless, and is oblivious to events around it.

### Weakened

A weakened character deals half damage on all attacks and Abilities, and heals half as many hit points on Abilities that heal.

## Attacking (With) Objects

### Object Health

Objects can be attacked (or attacked with), and doing so reduces their long-term durability. Objects cannot be targeted with attacks vs. Fortitude or Will, and an attack vs. Reflex always hits. When attacking with an object, it takes one half of the damage inflicted with it.

While some objects will break sooner (a bottle shatters once it has been hit), most objects can be used for several attacks before breaking. Damage is calculated using improvised weapon rules. Use the following table, considering any material multipliers, to determine hit points:

| Size | HP | Example |
|---|---|---|
| Handheld | 10 | Stick, Broom |
| Two-Handed | 20 | Vacuum, Fence Post |
| Huge | 50 | Refrigerator, Door |

| Material | Modifier |
|---|---|
| Glass | .5 |
| Wood | 1 |
| Metal | 2 |
| Reinforced | 1.5 |

## Improvised Damage

Sometimes it's necessary for characters to take damage from sources other than monsters. This is usually a result of bad decisions, accidents, unlucky circumstances, or a combination of all three. Characters may find themselves falling off of roofs, rummaging through fire, hopping over live wires or... you get the idea. It's impossible to plan for every situation. That's where improvised damage comes in.

High damage tasks (falling, being on fire, getting struck by lightning, etc.) should cause a d8 of damage to the character performing them. A good rule of thumb is a d8 per round or per 10ft fallen.

Medium damage tasks (punching rebar, cutting yourself on a glass window, skiing into a tree) should use a d6 per instance.
Low damage incidents (tripping, falling into hay), having a strong wind slam you into a building) will have damage calculated by a d4.

## Death, Dying, and the Unconscious Condition

It is not uncommon for adventurers, especially new ones, to die. Outlined below are the rules

for dealing with character death.

If damage dealt to a character is greater than or equal to their remaining hit points, that character is dropped to zero hit points and falls unconscious. No matter how many points of damage are dealt, the character never goes to negative hit points, but rather remains at zero.

Once a character is unconscious, they may take no actions, and if any further damage is dealt to them, they will immediately die. A dying character can be stabilized (brought to one hit point) if another creature performs a heal check on them. A dying creature must be stabilized before they can regain health.

Most monsters will not attack an unconscious character until other threats against it are eliminated, except in some cases, such as if an adventurer takes a mother's egg, or tries to harm its child.

Death is not always permanent, especially for adventurers. In addition to certain Abilities, your GM may offer ways for a character to be brought back to life, such as divine intervention, or a return as a ghost.

Note that a character who takes damage while sleeping is not immediately killed, as they are not at zero hit points. Rather, the attack deals maximum damage (but not a critical re-roll) and immediately awakens the character. Some cases (such as a magical or supernaturally originated sleep) may not result in the character awakening.

# ADVENTURING

## Skill Challenges

Along their journeys, adventurers will face challenges other than just fighting the things that go bump in the night. There's puzzles to solve, locks to pick, and friends to make. These non-combat situations tend to be resolved with the use of skills.

Of course, there are also logic puzzles, where the players, rather than the characters have to solve a puzzle, such as arranging puzzle pieces a certain way, navigating a maze, solving a riddle, or deciding which door is safe based on cryptic clues. Of course, a GM may have to provide clues if a player is playing a character who is wiser than herself.

Typically a skill challenge requires three successes before two failures, though the number of successes and failures can be changed to increase or decrease the difficulty of the challenge. A failed challenge can result in players taking damage, not receiving helpful information, having a shortcut blocked off, engaging in an otherwise optional combat, or any number of penalties. GMs should not include plots that cannot be advanced if a skill challenge is failed.

To use a skill, players roll a d20 and add in their skill modifier, comparing the result to the difficulty level set by the GM. The table of recommended difficulty levels for starting players is included below. Of course, these numbers may need to be raised as the characters gain more experience. A good rule of thumb is to increase the difficulty by one point every couple of times that everyone in the party gains a level.

| Easy | Standard | Hard |
|---|---|---|
| 8 | 12 | 16 |

## "Leveling Up"

When you succeed with any given skill -be it by succeeding at a skill challenge, or simply by hitting a monster with an attack, make a tally mark in the successes column for that skill. When you gain a number of successes for any given skill equal to that skill's modifier (called a Tally Limit), you level up in that skill, and should make a tally in the total successes box .

When you accumulate ten total successes, you go up a level, and gain five attribute points to distribute however you see fit amongst your attributes. In addition, every level results in the acquisition of one Talent.

While hitting a creature with an Ability counts as a success for that school, hitting multiple targets with a single Ability only counts as one success. However, even if an Ability targets multiple creatures, you need only hit one for it to count as a success.

Neither skills nor total levels can increase in combat, so the effects of these occur immediately after combat is resolved, or at the end of a session, at the GMs discretion. Players should still make tallies during combat, but leveling up will not occur until afterward.

A success in light or heavy armor is gained when a character is hit by an attack while wearing the appropriate type of armor. This reflects the character's ability to learn to dodge attacks in light armor, or how to take a hit while wearing heavy armor.

## Starting at Higher Levels

It is occasionally necessary to start a character at level other than first, generally due to new

### Perception Checks

Some GMs prefer to only make perceptions checks when the players see something that advances the story. A failure means they see a mysteriously shawled woman enter the pub. A success means you recognize the corpse from last night's funeral.

members of a party joining or character death. While it's encouraged that everyone crafts their character from level one (or birth, whichever is more convenient for the campaign), there are also times you just want to beat up the REALLY big guys without all the effort of getting powerful enough to, well, not die while doing it.

When creating a character at a level higher than first, follow all normal rules to create a first level character, with the following exceptions: For each level after first a character starts at, increase each of their skill scores by 2, grant them one additional Talent, and grant them 5 points to distribute amongst their attributes. Talk to your GM about starting equipment, gear, and money. To start a character at a higher level,

## Enemies

Included are the five classes of monster, with stats appropriate for a beginning party. As players level up, so too will monsters need to evolve. Under the (level up) section is advice to best scale the monsters with your players. This may need to be altered based on a specific party. This will require some experimentation, but following the guidelines in terms of order and changing with moderation (increasing hit points by 20 and not 80) should maintain balance.

### Warrior

A big brute who takes a few hits, wades into combat, and deals out massive damage.

| | |
|---|---|
| Initiative: +1 | Movement: 4 |
| HP: 20 | |
| AC: 14 | REF:10 |
| ATT: +2 | FORT: 14 |
| DAM: 1d6 x 2 | WILL: 12 |

(Level up): Increase HP, then AC. Eventually increase attack to +3, and then the damage multiplier to +3. Increase d6 to d8, then to d10. Add damage reduction 1 or 2. Increase movement to 6. Add regen 2.

### Nimbler

A swift opponent who darts between foes, striking precisely.

| | |
|---|---|
| Initiative + 4 | Movement: 6 |
| HP: 10 | |
| AC: 16 | REF: 16 |
| ATT: +3 | FORT: 10 |
| DAM: 1d4 x 2 | WILL: 12 |

(Level up): Increase movement to 7 or 8. Increase AC, then HP. Increase the d4 to a d6, eventually a d8. Add disarm.

### Disabler

A ranged Ability user who imposes dangerous status conditions on its foes.

| | |
|---|---|
| Initiative + 2 | Movement: 4 |
| HP: 20 | |
| AC: 14 | REF: 12 |
| ATT: +2 vs Will | FORT: 10 |
| DAM: 0-6, constant | WILL: 16 |
| Ability points: 150 | |
| Ability regen: 20 | Range: 6 |

Effect: Creature suffers from a status effect (Blinded, Confused, Dazed, deafened, disabled, disrupted, dominated, grabbed, immobilized, insane, invisible, phasing, slowed, stunned, weakened, chance to backfire, -2 to attack rolls, -2 to a defense) Cost: 30.

(Level up) Increase damage to 5-10, then 15-20 constant. Start targeting multiple creatures. Change cost to 40 for two targets or 50 for burst 1. Increase magic, then regen. Change the +2 to a +3. Increase Range. Increase hit points and defenses.

## Ability User

A ranged blaster that deals massive damage to one foe.

Initiative + 2 — Movement: 4

HP: 25

AC: 14 — REF: 13

Ability points: 150 — FORT: 10

Ability regen: 30 — WILL: 16

Attack 1: Injure. +2 vs Fort. If hits, creature takes ongoing 10. Cost: 80

Attack 2: Drain Life: +3 vs Fort. If hits, creature takes 1d4 x 3 damage, and Ability user regains that many hit points. Cost: 0

Attack 3: Shock. +2 vs Ref. If it hits, target takes 1d6 x 2 electrical damage. If it misses, target takes half damage.

(Level up): Start targeting multiple creatures. Increase range. Increase hit points and Will. On Abilities: increase +2 and x 2 to +3 and x 3. Upgrade to next levels of Abilities. In a group, take heal. Increase magic points to 200 and regen to 40, then 50. Increase hit points and defenses.

## Boss Monster

A hefty foe that requires teamwork to overcome.

Initiative: +5 — Movement: 5

HP: 120

AC: 17 — REF: 14

ATT: +3 — FORT: 15

DAM: 1d6 x 3 — WILL: 15

Ability points: 100 — Ability regen: 10

(Level up): Add regen 5. Add the use of "heal" as an Ability. Increase attack. Increase defenses. . Increase damage. Add damage reduction 5. Increase hit points. Add Status effects.

## Example Monster

Insanity Beast. Base monster: Disabler.

Initiative: +2 — Movement: 4

HP: 20 — Range: 6

AC: 14 — REF: 12

Ability points: 150 — FORT: 10

Ability regen: 20 — WILL: 16

Attack 1: +2 vs Will. Target takes 4 damage and is confused.

Attack 2: +2 vs Will. Target gains 20 chance to backfire.

Attack 3: +2 vs Will. Target takes 6 damage and is deafened.

When creating a monster, think of what the monster would be doing to impose certain

## Luck

It's important to communicate to your players how important luck will be in a campaign. Fortune points and breaking initiative ties. It will be less prevalent than if it's considered for avoiding traps, finding loot, being attacked, guessing passwords, or countless other small determiners (corresponds to "rolling below luck").

effects. For example, if a monster slows its prey, does it do so by snaring its prey's feet with roots, by burdening them with rocks, or by freezing them? This not only helps create better, more vivid monsters, it also helps solve arguments about what actions are allowed based on the cause of the effect. (If a creature is slowed because it is frozen, it probably cannot fly either. However, if the cause is something on the ground, getting above the ground may help end the condition).

The effects listed above can be applied as often as possible, at a GM's discretion. Typically effects are either at will (can be used on every attack), once per encounter, or on a recharge. To recharge, a d6 is rolled at the end of a monster's turn. If one of the allowed numbers is rolled, the power recharges. A powerful attack may only recharge on a 6, a weaker one may recharge on a 2 or higher. GMs can adjust these values to suit the difficulty they seek.

GMs should try to challenge their characters without making every fight feel as though it is a hopeless death match. This balance is obtained through practice and player feedback.

## Campaign Settings

Solipstry is intended to be an open gaming system, allowing you to implement a constant set of rules across a variety of campaign settings. The beauty of this is that once a group is familiarized with the rules, the can jump into play immediately, whether they are in a deep-sea campaign where everyone plays as mermaids, a post-apocalyptic wasteland where they are fighting off mutant creatures and trying to find their promised land, or a deep-sea, post-apocalyptic mermaids-gone-nuclear campaign. The depth, scope, and strangeness of worlds you create is limited only by your imagination.

However, for many GMs and players, a certain genre is most comfortable, and it can be hard to break into new genres. The creators experienced this first-hand in trying to incorporate varied flavor and examples throughout the book. Inevitably though, there are some viable, some strange, and some fairly common worlds that are simply under-represented heretofore in the book. With this in mind, we've provided some flavor-heavy campaign setting examples.

Please keep in mind that these, like all things in Solipstry, are intended to be edited as a GM sees fit, and are by no means set rules for campaign settings. They are merely illustrative examples meant to get GMs thinking about all of the wacky, wonderful, horrible, and strange places they would like to send their players.

# SWEET SPOT

You've decided, as a GM, to run a campaign in a world of candy-filled and themed fun and games. Your players, apprehensive but willing, roll up a couple of spunky children (or maybe gingerbread people if you prefer) to navigate this sticky-sweet world. They go talk to Granny Pecan, who sends them on a mission to Gloop, the syrup monster over in the Syrup Bog. While there, they are to retrieve her best pie tin, which Gloop seems to have borrowed without intent to return, probably for something rather… *Unsavory.*

Granny Pecan is kind enough to give the children some things she has sitting around which should help them in navigating the more perilous parts of the land. Shirley Scrumptious was given a giant chocolate fountain pen (which everyone knows is mightier than a sword), a modified lollipop shield, and peanut brittle armor. As such, Shirley would use the rules for a heavy weapon, shield, and heavy armor.

Shirley's best friend, Paulie Praline, was given made from sheets of thin, rolled, fruit-flavored snacks. He uses no shield, instead carrying a utility belt of various candies such as carbonated sugar crystals, which cause explosions, and tubes of sour candy powder, which can cause blindness.

This amounts to light armor and using Abilities, with a material component. Paulie would probably want to start studying chemistry and the making of candy to be able to make his own candies, and Paulie and the GM should sit down to determine which Abilities in the list can be justified as performable with candies. If the pool gets too limited, it is likely they could create a couple of their own as well.

Probably, while Paulie and the GM are discussing Abilities, they would want to go over renaming some skills to be more in line with the delicious theme this world is created around. For example, Chemistry would probably become candy making. Since they are children, knowledge might become "schooling" or some such.

So, the skill set used might look something like this:

Acrobatics*
Athletics
Block
Blue Candies (Restoration)
Candy-making (Chemistry)
Craft
Disguise
Engineering
Escape*
Green Candies (Alteration)*
Heavy armor
Interaction
Language
Light armor
Melee Weapon
Perception
Ranged
Red Candies (Destruction)*
School (Knowledge)
Sense Motive
Sleight of Hand*
Spoonfuls (Medicine)*
Stealth*
Survival
Sweetener (Enlightenment)
Unarmed Combat
Yellow Candies (Creation)*



## Creating a Character

While not a requirement, it can be helpful to ask questions about your character such as– What do they fear? What do they most desire in the world? What's their job? How did they end up there? Have they been imprisoned? Why? Do they know anyone else in the party? How? Where did they grow up? Questions like these help you become immersed in your character and help your GM incorporate them into the world.

# Elderflower

Deep in the wilds of the densely forested planet Stheno lives a colony of human descendants. Millenia prior, potential colonizers crash landed on their way to a nearby planet. Over the centuries, technology was lost, and the people reverted to a more primitive lifestyle. They worship and revere the wrecked hulk of their ancestors' faulty ship, known as the From-above, without understanding its internal working, only that it brought man down from the stars. Animal spirits are also regarded as having an active presence in day-to-day life.

The inhabitants of Stheno live in small colonies of about 30 and depend on hunting for day-to-day sustenance. Most creatures have not fully adapted to human hunters, and the humans are quick to learn, so hunting is easy most days, leaving them with time to explore Stheno. While reading and writing are lost arts, pictorial descriptions of areas are common on rocks and carved into tree bark.

Additionally, Stheno awakened something within these humans, and over the millenia they have perfected a method of bending their environment to their will. Those particularly adept at this art are often leaders of tribes or advisors of those leaders.

Alghzer is one such of these. From a young age, Algzher has found the magic of manipulating his environment as simple as walking or eating. While he is not physically strong or fast, he has made great strides in deciphering the runes on the From-above and his skills with magic make him a respected hunter.

Algzher's Abilities:
Tumblebark (Debris Slam)
Bramble Blast (Maelstrom of Shards)
Foliage Flare(Wreckage Zephyr)
Push
Whirlwind
Vines (Slow)
Morph
Clear Path (Speed Burst)
Alter Self
Bidding (Domination)
Stun

Alghzer's skills
Acrobatics*
Athletics*
Call (Creation)*
Change (Alteration)*
Escape
Interaction
Knowledge
Runes (Language)
Melee Weapon
Perception
Hunt (Destruction)
Sense Motive
Stealth*
Survival
From-above (Enlightenment)
Unarmed Combat

Algzher's equipment
Chalk (white)
Pigment (red, yellow)
Jerky (3 days)
Suet (3 days)
Leather pouch
Small knife (obsidian)
Sling
Length of vine (25 ft.)
Moccasins
B'nahhr pelt

The eternal night is illuminated only by vagrants' fires, the streetlights long having been shattered. The streets constantly reek of gasoline. Despite the overwhelming advances in technology, nothing could be done to clear up the perpetually dark skies that loomed overhead, a constant reminder of the previous generation's tremendous breakthroughs in industry. Even now, smog emits from one lone factory, mocking the scientists' work for sunlight.

Some say that the remnants of dark, ancient magic are the key to restoring nature's power, but those few are rarely heard from for very long. It is thought that the Legion, those officers of order who patrol these desolate streets, removes these individuals, perhaps for their knowledge, and perhaps for their silence. But those who are close to the Legion know that the corruption of those few that function as government over The City doesn't quite stem to that level.

This is The City. It had another name once, long ago, but it was lost with the privacy of its citizens. Each citizen is permitted (and mandated by law) to carry their access card with them wherever they go. This access card states a citizen's identity, determines what buildings and infrastructure a citizen has access to, level of care upon hospitalization, managers credit transactions, and, of course, makes it oh so very easy for agents of the Legion to track the movements and locations of those whom they protect.

Long since bankrupt, the city is completely independent from the rest of the land. Travel is limited–any cars have long since been stripped for metal, and only the Legion has hover cars, short range vehicles whose movements are very strictly watched.

Recently, Cybernetic Modification, endearingly called CyMod by those rich enough to afford it has swept through the barren city. Agents of the Legion were among the first to gain access to this luxury, but more and more denizens claimed the chance to change their genetic makeup. Reactions were as varied as the modifications–Those who improved their eyesight or ability to taste often resorted to pain killers to dull the sharp and throbbing pains which had become constant, while those who strengthened their skeletons or enhanced their lungs turned to self-inflicted injuries and uppers, just to feel something again.

Those too poor for CyMod didn't see these downsides. They saw the future, and they smelt salvation. And they weren't getting their fair cut. Riots have become increasingly common in The City, along with rampages from CyMod patients whose brains haven't taken the modification perfectly. The Legion has had their hands full.

Skills

Acrobatics (Dex)

Alteration (Wis) (With GM permission or Talent)

Athletics (Str)

Augmentation (Con or Wis, GM's Choice) (Replaces Enlightenment, consider using with Fortitude Saves for biological rejection. Could also call "Stimulants", if GM wants to

use specific augmentations)
Biology (Int)
Block (Spd)
Chemistry (Int)
Computer Programming (Int)
Computer Use (Int)
Craft (Dex)
Engineering (Int)
Escape (Dex)
First Aid (Wis)
Heavy Armor (Con)
Interaction (Cha)
Knowledge (Int)
Language (Int)
Light Armor (Spd)
Melee Weapon (Str)
Perception (Wis)
Sleight of hand (Dex)
Ranged (Dex)
Ride/Drive (Dex)
Security (Int)
Sense Motive (Wis)
Stealth (Dex)
Unarmed Combat (Str)

Common Equipment
Taser
Laser Gun
Flint Pistol
Blunderbuss (Brought into common use after insulated body armor provided too much resistance to electrifying and laser burn attacks)
Knife
Electric Knife
Sonic Grenade (used by the Legion for crowd control)
Baton
Rubber body armor
Gas mask (small enough that it just covers the face, providing protection and privacy. Issued by the Legion a number of years ago to combat the smog)

# SHARLEM'S QUARRY

Tumbleweed rolls in. This is no man's land. The sheriff's word was law, once, when every man knew his neighbor, could trust the next man, and disagreements were settled with fistfights or duels at high noon, under the shadows of the circling pterodactyls.

Bar fights broke out, sure, folks got rowdy. But at the end of the day, the town of Sharlem's Quarry was a family. A haven. Visitors checked their weapons at the door, and permanent residents worked their way into the sheriff's trust. The sheriff, a mustached man by the name of Sam Longrinne, led a group of rangers out to ensure that bandits and raptors kept their distance, but both grew closer daily. Travel was limited, with horses being the favored prey of the raptors that claimed the desertous land, but the stables were guarded, just inside the city's gates

Doc Herman knew every family, from birth to death, and everyone, save father Broderick, held multiple jobs. Owen and Maylin Wright farmed cattle, sure, but they also dug wells for any family who wanted one. Willy Regburn, the bartender also taught history to the school kids. Almost no man held but one job, and every family was devoted to helping the house's head. If the house head dies, the sons move away, leaving any daughters with a chance of marrying, owning land and staying afloat. They'll work as ranch hands or miners. Every man had his neighbor's back. Debts, grudges, and quarrels were dropped on Sunday and resumed on Monday–unless some greater disaster or cause brought about a need for greater co-operation. If the town needed solidarity, the residents of Sharlem's Quarry would drop their personal feuds for the good of the community.

But that was before the bounty hunters rolled in. Spitting, rowdy, itching for a fight. They roughed up anyone who stood in their way, marking this town as their own, turning it into a violent war zone. They killed the rangers, stopping the patrols. The bandits learned to steer clear, but the raptors, they had fair game through the town. These days, the law was defined as the man with the biggest gun.

Skills
Acrobatics (Dex)
Archery

| Skill Req. | Benefit |
|---|---|
| 25 | You can take a -2 penalty to any Archery attack roll to increase the damage die by one. |
| 50 | Your Archery range increases by 4. |
| 75 | You can score a critical hit with Archery on a roll of 19-20. |

Athletics (Str)
Craft (Dex)
Demolitions

| Skill Req. | Benefit |
|---|---|
| 25 | When you use dynamite or a similar explosive as a ranged attack within your Demolitions range, you can treat the attack as a burst 2. |
| 50 | You can use dynamite or similar explosives to set or disable tripwires and other similar traps. |

| Skill Req. | Benefit |
|---|---|
| 75 | You can sense whenever you are within 25ft of dynamite or a similar explosive. |

Engineering (Int)
Escape (Dex)
Firearms

| Skill Req. | Benefit |
|---|---|
| 25 | You can fire a number of times equal to your Firearms modifier, taking a cumulative -2 penalty for each shot after the first. |
| 50 | Your Firearms range increases by 2. |
| 75 | When you score a critical hit on a Firearms roll, the target is dazed until the end of your next turn. |

Fisticuffs (Str) (As Unarmed)
Heavy Armor (Con)
Interaction (Cha)
Knowledge (Int)
Language (Int)
Light Armor (Spd)
Medicine (Wis)
Melee Weapon (Str)
Perception (Wis)
Sleight of hand (Dex)
Ride(Dex)
Security (Int)
Sense Motive (Wis)
Stealth (Dex)

Common Equipment
Revolver
Flint rifle
Dynamite
Crossbow
Blunderbuss
Knife
Longbows

# Reinfeld's Folly

Anchors up, The Betrothed left the coast, merrily bobbing with the gentle pushes of the breeze. Men lined the hold, rowing heartily until the wind died down. The burners were kept warm, the cannons loaded. Grunting and chanting a haunting song, the crew moved about the ship and raised their black sail. The captain, a six-foot mountain of a man by the name of Montrussel who was mostly blunderbuss and beard, spat as he stared over the side. 30,000 feet below, he could barely make out the distant shapes of the land below through his one good eye. Behind him, a port remained neutral, Trumbark, open to all traders, friendly to those who didn't ask questions. He knew his men were near revolt; he'd lost two of his crew at Trumbark. He yelled up the topmast to Hackin' Tad, warning him that they'd better find prey ere the sun rose. A cough answered, and the gaunt man slid down the pole, eagerly reporting that there was a ship to the north.

Two years ago, that was a rare occurrence. But now, pirates like Montrussel's Betrothed owned these skies, fighting each other for the rare trader that still dared to roam the free space. Embargos, bounties, and infiltrators were evaded, ignored, and killed. There was nothing to quell the pirate threat. That's not to say there were no pirate hunters. But no matter what flag one flew, they marked themselves a target. Honor among thieves was a concept that had been left below, under the nether.



**Skills**

Acrobatics (Dex)
Athletics (Str)
Craft (Dex)
Demolitions
Engineering (Int)
Escape (Dex)
Firearms

| Skill Req. | Benefit |
|---|---|
| 25 | You can fire a number of times equal to your Firearms modifier, taking a cumulative -2 penalty for each shot after the first. |
| 50 | Your Firearms range increases by 2. |
| 75 | When you score a critical hit on a Firearms roll, the target is dazed until the end of your next turn. |

Fisticuffs (Str) (As Unarmed)
Heavy Armor (Con)
Interaction (Cha)
Knowledge (Int)
Language (Int)
Light Armor (Spd)
Medicine (Wis)
Navigation (Wis)

| Skill Req. | Benefit |
|---|---|
| 25 | |
| 50 | |
| 75 | |

Melee Weapon (Str)
Perception (Wis)
Sleight of hand (Dex)

Sail(Dex)

| Skill Req. | Benefit |
|---|---|
| 25 | |
| 50 | |
| 75 | |

Security (Int)
Sense Motive (Wis)
Stealth (Dex)

**Common Equipment**
Revolver
Flint rifle
Crossbow
Blunderbuss
Knife

# REFERENCE

## Glossary

**AC**

See armor class

**Alteration**

Alteration is the school of magic dealing with changing or manipulating the world. Items, biological organisms, and the minds of others can easily be altered by Abilities in this school.

**Armor Class**

Armor class (commonly abbreviated AC) is a rating of how difficult it is for a physical) attack to hit a creature.

**Aura**

Some creatures may have an aura, or area around them, that is affected by a certain effect, such as difficult terrain. Aura 1 means that each square adjacent to a creature is affected; Aura 2 means that each square within 2 is affected, etc.

**Backfire**

Some creatures may impose a percent chance to backfire. If an Ability user has a chance to backfire, she rolls a d100 when she uses an Ability. If she rolls under the chance she has to backfire, the Ability operates normally. If she rolls her chance or higher, the Ability either has the opposite effect as intended (glows instead of invisible, heal instead of hurt, etc.) or has no effect at all, per the discretion of the game master. If something gives an Ability user a 20% chance to backfire, this adds to any percent she may already have.

**Blast**

Blast *n* indicates an Ability that affects an area *n* x *n* in size that originates adjacent to that Ability user. For example, a blast 3 Ability would target 9 squares, 3x3 in size, with at least one square adjacent to the user.

**Blinded**

A blinded creature cannot see, and takes a -5 penalty to attack rolls and the following skills: Acrobatics, Block, Engineering,Melee Weapon , Perception, Sleight of Hand, Ride/Drive, Security and Unarmed Combat.

**Bloodied**

A creature is bloodied when it has half of its hit points (or less) remaining.

**Bull Rush**

A character can charge, and, instead of making a regular attack roll, can make an Unarmed Attack roll vs. the target's Fortitude. A successful hit deals no damage, but instead pushes the target back one square, and the charging creature ends in the square the target just exited. This does not provoke opportunity attacks from the creature targeted.

**Burst**

Burst n indicates that an Ability affects an area that is *n*x*n* in size. The center of the burst must be in range. For example, burst 3 within a Destruction Range of 5 means that the Ability will affect 9 squares, a 3x3 block, the center of which is no more than 5 squares from the user.

**Charge**

As a standard action, a character can move its movement and make an attack roll against a creature it ends adjacent to. This provokes opportunity attacks normally. The following constraints must be met before a charge:

•Must be at least two squares between attacker and target.
•Must travel in straight line.
•Must go to the closest unoccupied square adjacent to the target before attacking.

### Specific V.S. General

A specific rule always overrides a general rule. For example, *generally* you can't augment a fist . Unless you have the *specific* Talent that lets you augment a fist (re-programmable augmentation). The GM's specific rule overrides rules here, which is why it is so important for GMs and players to communicate frequently and well.

### Combat Advantage

If a creature cannot operate as well as it should in combat, it grants combat advantage. When attacking a creature granting combat advantage, an attacker gains a +2 bonus to their attack roll. Combat advantage is granted when:

•Creatures are flanking
•A creature is prone (Ranged attacks against a prone creature suffer a -2 penalty, and do not have combat advantage).
•A creature is unaware of the attacker's presence
•A creature is taken by surprise.

### Confused

A confused creature cannot tell the difference between allies and foes. It cannot flank, grants combat advantage, and will attack creatures randomly.

### Creation

Creation is the school of magic that deals with summoning or creating objects and creatures. Loyal creatures can be beckoned or protective shields created by Abilities in this school. The very weapons and armor one fights with can be brought forth in only a second's time. Creatures that are Created are under the Ability user's control and disappear when the user stops sustaining or falls unconscious.

### Critical Hit

A critical hit, commonly referred to as a critical, is achieved when a natural 20 is rolled on a d20. This inflicts maximum damage, and allows the character to roll an additional damage die. If a critical hit is achieved on an Ability, the user may reuse the Ability at no cost, targeting any valid targets. A critical hit always hits, even if a 20 would not result in a hit.

### Day

After one in-game day (usually defined by when the players take an extended rest of 6 or more hours), a day is considered to pass. During this extended rest, Fortune points, Enlightenment points, Ability Points, and many Abilities reset to their default values. In addition, character regain 1d4 hit points from resting.

### Damage Multiplier

The number you multiply your damage roll by to get your total damage.

### Damage Reduction

A creature benefiting from damage reduction *n* reduces all damage they would take by *n*. For example, a creature with damage reduction 3 would only take 7 damage if hit by an attack that would deal 10 damage, and would take no damage if hit by an attack that would deal 2 damage.

### Dazed

A dazed character can take one action on its turn, either a standard, a move, or a minor action. A dazed character cannot make opportunity attacks. If a power is sustain minor, the action can be used to sustain. If a power is sustain (number), the sustain can be completed without expending its one action one action allowed for that turn. Free actions can be taken normally. A dazed creature grants combat advantage and cannot flank.

### Deafened

A deafened creature cannot hear, and takes a -2 penalty to Interaction, Perception, and Sense Motive Checks.

### Debilitated

A creature that is debilitated cannot regenerate Ability points.

### Delay

A character who does not wish to take actions during their turn can choose to delay until after another character's turn. Delaying moves the character to a new position in the initiative order. To delay until after a specific action, see Ready an Action. Delaying cannot delay harmful effects, such as ongoing damage, nor can they prolong beneficial effects, such as a sustain (minor). Ongoing damage and sustains must be dealt with before a character delays, while taking actions will be done after. Ongoing damage will be taken once. Delaying should not benefit the character by prolonging positive effects, nor detriment the character by repeating negative effects.

**Destruction**

The school of magic devoted to damaging people and the environment. The very elements themselves can be controlled by the Abilities in this school.

**Difficult Terrain**

Certain terrain, such as tall grass, water, deep snow, or piles of corpses, can be difficult to navigate. Whenever traveling such terrain, all movement costs two squares of movement for each square moved. Creatures cannot shift into difficult terrain.

**Disrupted**

A disrupted creature cannot attack or use offensive Abilities.

**Dominated**

A dominated creature acts like a dazed one in that they can make one action on their turn, and cannot make opportunity attacks. A dominated creature is controlled by another creature, the dominator. The dominated creature can take no actions by itself, but rather the dominator chooses one action for it to take. This one action can be a move, minor, or standard. No powers or effects (except grabbing) can be sustained while a creature is dominated. A dominated creature grants combat advantage and cannot flank.

**Dying**

A dying creature is unconscious and helpless and has zero hit points. Successful attacks on the dying immediately kill the target. A dying creature must be stabilized before they can be regain health.

**Encounter**

Any kind of battle, skill challenge, puzzle, high speed chase, or strenuous prolonged activity is an encounter. Enlightenment points, magic points, and some Abilities reset during a short rest the end of an encounter.

**Escape**

Escaping from rope or shackles is done by making an escape check vs. the difficulty level of the restraints. Alternatively, restraints can be attacked and destroyed. Escaping from a grab is done by making an Escape check vs. the initial attack roll that caused the grab.

**Extended Rest**

See Day

**Falling Damage**

A character takes falling damage equal to 1d10 per 10 feet fallen. For more specific rules, see Improvised Damage, page 81.

**First Aid**

As a standard action, you can make a DC 11 medicine check to grant hit points equal to 1d4 times your Medicine modifier to yourself or an adjacent creature. This can be done a number of times per day per person equal to twice your Medicine modifier. For example, if Martin "The Butcher" Toran has a Medicine score of 20, he can heal Abraham "Knifewound" Bentley twice a day, and he can heal Respin Twiddle twice a day.

**Flanking**

When two allies are flanking a creature, that creature grants combat advantage to those two allies. Flanking occurs when two allies are standing on opposite sides of an enemy. If the enemy occupies more than one square, the allies do not need to be immediately across from one another, so long as they are on opposite sides, and immediately adjacent to the creature.

**Flight**

A creature with flight can leave the ground and fly the specified number of squares. Unless they have hover, they must land at the end of their turn or they will fall. Leaving the ground provokes opportunity attacks, but traveling through the air does not, unless the other creature is also in the air..

**Forced Movement**

See Pull, Push, or Slide

**Ledges**

A creature that is being pushed, Bull Rushed,



## Perfection and the Fourth Wall

*Solipstry* encourages GMs to bend, break, and utterly disregard rules when it suits the campaign, and to create them as well. That said, six years of math and playtesting went into the rules, Talents, and Abilities presented here to make sure they are balanced. We don't expect it to be perfect, but we have some compelling evidence that it works this way for most cmapigns. Beware unforeseen side-effects when changing rules aroundand always ensure all players are aware of changes.

or slid off a ledge can make a saving throw. On a success, the character falls prone instead of moving off the ledge.

### Fortitude
A creature's defense used to resist forced movement, poisons, and similar effects.

### Grab/Grapple
Grabbing a creature is done by making an Unarmed Combat attack roll vs. the target's Reflex. When grabbed, a creature is restrained until escape. Sustaining a grab is a minor action. A grabbed creature can be subjected to forced movement, and if this movement slides the grabbed creature out of reach of the grabber, the grab ends.

### Grabbed
When grabbed, a creature is restrained until escape. A grabbed creature can be subjected to forced movement, and if this movement slides the grabbed creature out of reach of the grabber, the grab ends.

### Heal
A character can regain hit points from extended rests, potions, magic, or a variety of other means. A character can never heal more than their maximum nuber of hit points.

### Helpless
Any attack rolls against a helpless creature automatically deal maximum damage, but do not count as critical hits, or gain the additional damage die awarded for a critical hit. A creature counts as helpless if it is unconscious or bound by ropes or chain.

### Hover
A creature with hover can remain flying at the end of its turn, with no need to land.

### Immobilized
An immobilized creature cannot move, fly, or shift, but can still teleport, and be pushed, pulled, or slid.

### Intangible
A creature that is intangible takes half damage from non-magical attacks, and double damage from damaging Abilities. Healing Abilities restore twice as much hit points, and Abilities with non-sustaining durations last twice as long.

### Insanity
Insanity can be caused by some monster's attacks, certain diseases, or even from just witnessing the horrors of battle. The effects of insanity vary by victim (and GM), but common ailments include delusions, making random attack rolls, attacking random targets, choosing to/not to attack at inopportune times, uncontrollable laughter, loud arguments with no one, uncontrollable use of Abilities, INT and WIS scores dropping to 5, extreme paranoia, and much more.

### Invisible
An invisible creature cannot be seen, and thus gets a +5 bonus to stealth check rolls to hide from the sighted. Creatures unaware of an invisible creature's presence or exact location grant combat advantage to the invisible creature. Invisible features have total concealment against creatures that cannot see them.

### Mark
A marked creature is thoroughly intimidated by the creature that marked it. Marked creatures take a -2 penalty to attack rolls against creatures other than the creature that marked it. In addition, if a marked creature makes an attack that does not include the marker, the marker may make an opportunity attack against the marked creature. A mark ends when the marker falls unconscious or dies.

### Minion
Any enemy with a maximum of only one hit point is considered a minion. Minions never take damage on a missed attack.

### Modifier
A modifier for a skill or attribute is determined by taking the score divided by 10 (and rounding down).

### Movement
The number of squares a creature can move. To calculate movement, see creating a character.

### Ongoing damage

Ongoing damage is damage that is taken at the start of a creature's turn until a successful saving throw is made.

### Opportunity Attacks

Few creatures fight fairly. If an opportunity or weakness presents itself in combat, opponents may make an attack against the disadvantaged foe. Opportunity attacks can be made with either melee weapon or unarmed attack, they cannot be made with ranged or Abilities. If unarmed attack is used, only one attack can be made. Each creature can only make one opportunity attack per round.

Opportunity attacks can be made when:
•A creature leaves a square adjacent to an enemy without shifting
•A creature uses a ranged Ability or makes a Ranged attack roll while adjacent to an enemy
•A creature takes off into the air while adjacent to an enemy
•A marked creature makes an attack not including the creature that marked it

Opportunity attacks are not made when:
•A creature is pulled, pushed, or slid past an enemy
•A creature teleports
•Throwing a creature
•A creature flies,not of its own volition, past/over another

### Party

A group of two or more adventurers.

### Petrify

A petrified creature is turned to stone. It is considered to be unconscious, and is oblivious to events around it. It does not age, and gains resist 40 to all damage.

### Phasing

A creature that is phasing can pass through solid objects such as walls. A phasing creature cannot pick up or hold items unless those items are also phasing. All items worn by a creature that becomes phasing also become phasing. A phasing creature deals half damage in melee and unarmed attacks to creatures that are not phasing.

### Prone

A creature lying down is considered to be prone. A character can drop prone as a minor action. A prone creature:
•Grants combat advantage to melee attacks,
•Gains a +2 bonus to defenses against ranged attacks and Abilities
•Takes a -2 penalty to attack rolls.
Abilities that are burst or blast are unaffected by the target(s) being in a prone position.

### Pull

When a creature or object is pulled, it is moved the designated number of spaces in a straight line towards the creature that is pulling it.

### Push

When a creature or object is pushed, it is moved the designated number of spaces in a straight line away from the creature that is pushing it.

### Range

Several skills can be performed at a distance. The distance that these skills can be used effectively is called Range. Your Range for any school is equal to 2 times the modifier for that school. For example, for Ranged attacks, your range is equal to 2 your Ranged modifier. This is the maximum amount of squares you can hit someone with a ranged attack from. For Abilities, the range is equal to 2 times the governing school. Several skills, including Melee Weapon and Unarmed Combat, do not have range, and attacks with these skills must be made on adjacent creatures.

### Ready an Action

A character can choose to ready an action, or wait to initiate an action until a trigger occurs. For example, Character A can wait to strike until Character B enters a certain square, or makes an attack. Readying an action costs the action being readied (readying a standard action takes that standard action, etc.). If the trigger does not occur (Character B never

enters the specified square or makes an attack), than the action is lost.

### Reflex

A creature's defense used to dodge traps, arrows, dragon's fire, and similar hazards.

### Resistances

If a character has resistance to one type of damage, they subtract their resistance from damage of that type. For example, if a character has resist 5 fire, and they take 6 fire damage, they would only take one point of damage. If they take 5 or less points, they instead take no damage. If an attack deals more than one type of damage, a creature must be resistant to all damage types in order to resist damage.

### Resting

A short rest is necessary between fights, or after traveling for an extended period of time so that characters can catch their breaths. Some effects end "at the end of the encounter" or reset "after a short rest". A short rest is anywhere from five to fifteen minutes long.

An extended rest is necessary at the end of each day. This is when characters eat, sleep, share stories about the day, and, in general, rest up for the ensuing adventures. Many powers and Abilities reset at an extended rest.

After an extended rest, characters emerge with full Ability points, Enlightenment points, and Fortune points. Characters also heal 1d4 worth of hit points Only one extended rest may be taken in one 24-hour period. An extended rest is at least six hours long.

### Restoration

Restoration is the school of magic devoted to protecting and healing creatures in need. Masters of Restoration have been known to bring those thought to be dead back to life.

### Restrained

A restrained creature cannot move, fly, shift, or teleport, but can be subjected to forced movement.

### Run

A character can use a move action to run, moving its movement + 2. Doing so results in the creature granting combat advantage, and taking a negative 2 to all attack rolls until the end of its next turn.

### Save Ends

See saving throw.

### Saving Throws

Many conditions imposed by monsters are seen with the notation (save ends) after them. This means that the condition lasts until a successful saving throw is made. Each character can make one saving throw against each effect they are suffering from at the end of their respective turns. No actions may be taken after the saving throw is made. A saving throw is made by rolling a d20. An eleven or higher is considered a success.

### Shift

When a creature shifts, it moves one square as a move action. This movement does not provoke opportunity attacks.

### Sleeping

A sleeping creature is considered to be unconscious and helpless, but if the sleep is natural (not magical in origin) the creature immediately awakens upon taking damage. A sleeping creature takes a -5 penalty to perception checks.

### Slide

When a creature or object is slid, it is moved the designated number of spaces in a straight line in any direction.

### Slowed

A slowed creature is considered to have a movement of two.

### Square

Most distances are presented in squares. A square is assumed to be one inch on all sides, and can easily be represented with a one-inch grid. On such a scale, one inch is equal to five feet. Of course, it is possible to use other scales, or to play without a grid at all. For more information, see page 76.

### Stunned

A stunned character can take no actions, including opportunity attacks and free actions, and is unable to sustain any powers or effects. A stunned creature grants combat advantage and cannot flank.

**Surprised**

Surprised creatures grant combat advantage. A creature is surprised if it doesn't have enough time to prepare for an attack, or if it doesn't know from what direction an attack will come. An invisible attacker is surprising its target only if the target cannot hear, feel, or otherwise accurately determine the location of the attacker.

**Sustain**

Sustain: 30 means that in order to continue an effect granted by an Ability, a character must expend 30 magic points during each turn following the turn in which the Ability was initially used.

Sustain minor means that a character must expend his minor action in order to sustain the effects of an Ability each turn after the Ability is used.

Sustaining as a minor action counts as the one action allotted for a dazed creature, but sustaining (number) does not. A creature must be conscious and able to take actions in order to sustain. Sustaining never grants a tally.

**Tally Limit**

The number of successes needed to gain a level in one skill. This is equal to the modifier of that skill. If armor or some other effect would cause a skill's Tally Limit to fall below 1, that Tally Limit stays at one.

**Teleport**

A creature that teleports immediately leaves a square and immediately appears in another. This does not provoke an opportunity attack. Grabbed creatures cannot teleport.

A creature can be teleported directly into the air. Any creature teleported into the air (or off of a ledge) makes a saving throw. If they succeed, they fall prone in their square (or adjacent to the edge) rather than teleporting upwards. On a failure, the creature is teleported, and takes falling damage as normal.

**Unconscious**

An unconscious creature is considered to be helpless, and is oblivious to events around it.

**Vulnerability**

If a character is vulnerable to one type of damage, they add damage equal to the amount they are vulnerable to any damage of that type taken. For example, if a character has vulnerable 5 fire, and they take 6 fire damage, they would take 11 points of damage. If an attack deals multiple types of damage, a character needs only to be vulnerable to one type of damage for the damage to be added. If they are vulnerable to multiple damage types, they take the vulnerability of the damage type they are more vulnerable to.

**Weakened**

A weakened character deals half damage on all attacks and Abilities, and restores half as many hit points with Abilities that heal.

**Will**

A character's defense used to resist effects of domination and other effects that target the mind.

# SOLIPSTRY

| | | |
|---|---|---|
| NAME | HEIGHT | OCCUPATION |
| CLASS | WEIGHT | ASPIRATION |
| RACE | AGE | BACKGROUND |

| SKILL | ATTR. | SCORE | SKILL MOD | TALLIES |
|---|---|---|---|---|
| Acrobatics | DEX* | | | |
| Alteration | WIS* | | | |
| Athletics | STR | | | |
| Block | SPD | | | |
| Chemistry | INT | | | |
| Conjuration | WIS* | | | |
| Craft | INT | | | |
| Destruction | WIS* | | | |
| Disguise | CHA | | | |
| Engineering | INT | | | |
| Enlightenment | CHA | | | |
| Escape | DEX* | | | |
| Heavy Armor | CON | | | |
| Interaction | CHA | | | |
| Knowledge | INT | | | |
| Language | INT | | | |
| Light Armor | SPD | | | |
| Medicine | WIS | | | |

| SKILL | ATTR. | SCORE | SKILL MOD | TALLIES |
|---|---|---|---|---|
| Melee Weapon | STR | | | |
| Perception | WIS | | | |
| Ranged Combat | DEX | | | |
| Restoration | WIS | | | |
| Ride/ Drive | DEX | | | |
| Security | INT | | | |
| Sense Motive | WIS | | | |
| Sleight of Hand | DEX* | | | |
| Stealth | DEX* | | | |
| Survival | WIS | | | |
| Unarmed Combat | STR | | | |
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| ATTRIBUTE | SCORE | MOD |
|---|---|---|
| Charisma | | |
| Constitution | | |
| Dexterity | | |
| Intelligence | | |
| Luck | | |
| Speed | | |
| Strength | | |
| Wisdom | | |

## ARMOR CLASS

Heavy Armor AC= 12 + Heavy Armor mod
Light Armor AC= 7 + SPD or DEX mod + Light Armor mod
+1 if you are using a shield

## REFLEX

Heavy Armor= SPD or DEX mod + Heavy Armor mod
Light armor= 5 + SPD or DEX mod + Light Armor mod

## WILL

10 + WIS mod

## FORTITUDE

10 + CON mod

## FORTUNE

LCK mod

BASE | CURRENT

## MOVEMENT

3+SPD mod

## INITIATIVE

SPD mod

## HIT POINTS

TOTAL

CURRENT

## MAGIC POINTS

TOTAL

CURRENT

REGEN.

| WEAPON/ UNARMED | ATTACK | RANGE | DAMAGE |
|---|---|---|---|
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## CURRENCY

## TALLIES

# SOLIPSTRY

NAME _____ PLAYER NAME _____

## ENLIGHTENMENT TRUTHS

| | |
|---|---|
| 5 | + 2 to attack rolls |
| 10 | Increase damage die by 1 |
| 15 | +2 Movement |
| 20 | Make a saving throw. |
| 20 | Detect Evil: You can detect malice and intent to harm on a creature within your Enlightenment range. |
| 25 | +2 AC, Fortitude, Reflex, or Will |
| 30 | Heal 10 hit points |
| 35 | +2 to all defenses |
| 40 | Increase damage multiplier by 1 |
| 40 | Exorcise: All intangible creatures within your Enlightenment modifier are teleported to a random plane or location (not within 5 miles). |
| 45 | + 5 to attack |
| 50 | + 4 Movement |
| 55 | Save against one effect a save can end. |
| 60 | The next d20 you roll can be rolled twice. Choose either result. |
| 60 | Smite: You deal 1d8 times your Enlightenment modifier extra damage to your next attack. |
| 65 | +5 AC, Fortitude, Reflex, or Will |
| 70 | +5 all defenses |
| 75 | Immune to Ranged OR Melee attacks |
| 80 | Gain an extra standard action. |
| 80 | Cure Disease: You immediately remove all diseases, plagues, and ailments from one creature you can touch. |
| 85 | Immune to harmful spells |
| 90 | If you hit with an attack, treat it as a critical hit. |
| 95 | Increase damage multiplier by 5 |
| 100 | + 10 to attack |
| 100 | Survival: For the next 10 days, you do not need to eat or breathe, and can withstand temperatures from -300 to 300˚F. |

## ENLIGHTENMENT POINTS

| Total Pool | Current |
|---|---|
| | |

| SPELL | COST | SCHOOL | EFFECT |
|---|---|---|---|
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## EQUIPMENT

## TALENTS/ SKILL PERKS

# SOLIPSTRY

NAME _____ PLAYER NAME _____

| TALENTS/ SKILL PERKS |
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