

Unchained worlds: Basic Edition



Yo, this is blukat! A special shoutout to my infinitely supportive wife, my best friend, and the various players and GMs who've collaborated with me over the years.
- Blukat

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Introduction

What Is This Book?

This PDF is a player-facing document for Unchained Worlds: Basic Edition. Specifically, it's intended to onboard players to the types of games that I, Blukat, run. This is not a commercial product, nor is it a guide for keepers seeking to run a game for a group of players. If you like anything you see in this document, please feel free to make use of it for your own games.

What's the style?

- The world is dangerous and warrants caution
- Player characters are capable mortals, not demigods
- Keepers present situations to explore, not scripts to follow
- Keepers present problems, not solutions
- A problem may have multiple solutions with different pros and cons
- Players are responsible for turning the odds in their favor
- Players discover their characters by playing them at the table

How is this game played?

The keeper prepares a fictional game world with a scenario to play through. The players each create a player character(PC), a fictional character within the world that they take control of. There's a gameplay loop that repeats while the game is played.

A game loop?

Yes. A set of steps that repeat again and again until victory or defeat are reached, or the game session has run out of time. The steps are as follows:

1. Keeper describes situation to players
2. Players converse, ask questions, and formulate an attempted course of action for their PCs
3. The keeper adjudicates the outcome of these attempts, calling for dice to be rolled when there is uncertainty.

Example: The Door

In this example, Amy is the keeper for a party of three adventurers. Brandy plays as Bargle(she/her), Chavy plays as Cleff(they/them), and Dennis plays as Dorf(he/him).

Amy: As you venture deeper into the northern caverns, your torchlight illuminates a sturdy metal door blocking the path ahead. There is a control box of some sort ahead with a lever jutting out from it, straight up.

Brandy as Bargle: We should be careful. This could be a trap.

Dennis as Dorf: No need. I pull the lever!

Amy: As Dorf pulls the lever, the door begins to open. A spear juts out of the box at him. Give me a DEX save if you want to dodge it.

Dennis: Let's see.... 8?

Amy: You are caught off-guard and the spear stabs directly into your torso. Are you wearing any items that could block it?

Dennis: Dorf has a bandolier with a waterskin, war horn, and some bone knives.

Amy: Your waterskin is torn wide open and water gushes out onto the stone floor below. When you let go of the lever, the spear retracts and the door shuts.

Chavy: Cleff will tie one end of a rope to the lever, pull it, and tie the other end to the spear to hold it in place.

Amy: You succeed in opening the door at the cost of the rope.

Brandy as Bargle: Whoever built this door didn't want visitors.

Character Creation

Step 1: Roll for Ability Scores

Roll 3d6 six times, in order of STR, DEX, CON, INT, WIS, CHA to roll your ability scores. You may replace one ability score with a 14.

Step 2: Appearance

Choose between a Bimran and Beastfolk. For this or any remaining steps, you may choose an option instead of rolling.

Bimran

Roll 2d6 for each of the columns below.

2d6	Complexion	Eye color	Mutations
2	Grey	Black	4
3	Peach	Gray	2
4	Blue	Brown	1
5	Yellow	Blue	0
6	Brown	Blue	0
7	Green	Green	0
8	Tan	Hazel	0
9	White	Hazel	0
10	Pink	Brown	1
11	Purple	Amber	2
12	Red	Red	4

Roll D20 on the table below for each mutation you have.

1. Animal ears and tail
2. Animal legs
3. Spade tail
4. Horns
5. Wings
6. Scales
7. Forked tongue
8. Slitted pupils
9. Functional Gills
10. Third eye
11. Pointed ears
12. Fangs
13. Crystal Growths
14. Glowing Eyes
15. Extra set of eyes
16. Claws
17. Sections of bark-like skin
18. Leaves instead of hair
19. Frosty/smokey breath
20. Height: 8ft or 3ft

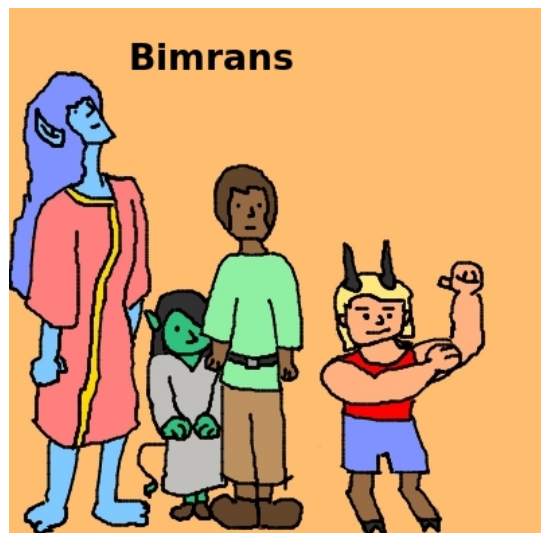
Beastfolk

Choose or roll a D6 for the tens place and a D6 for the ones place on the table below for the type of beast.

D66	Beast	D66	Beast
11	Possum	41	Boar
12	Lizard	42	Wombat
13	Squirrel	43	Raven
14	Horse	44	Mouse
15	Skunk	45	Rat
16	Wolf	46	Goat
21	Fox	51	Cow
22	Housecat	52	Beaver
23	Panther	53	Bear
24	Tiger	54	Leopard
25	Lynx	55	Pheasant
26	Lion	56	Turtle
31	Deer	61	Weasel
32	Hyena	62	Stoat
33	Rabbit	63	axolotl
34	Raccoon	64	Buffalo
35	Otter	65	Chicken
36	Sheep	66	Cheetah

Roll a D6. On a 1, Roll a mutation below.

1. Glowing eyes
2. Unnatural fur/scale/feather color
3. Extra set of horns
4. Extra set of eyes
5. Extra set of ears
6. Hybrid: Roll an additional beast type



Step 2: Background

Choose or roll 2d6 for a background. Work with the keeper to answer the questions. You may wish to discuss options for home towns, religions, factions, landmarks, and other details that weave your character into the world.

2. Charlatan

You survived off of the gullible, and have always been rebranding yourself as you moved from one city to the next.

What's your favorite scheme?

How did you start scheming?

Whose lives have you ruined?

You start with fine clothes, three items related to your favorite scheme, and a purse with 5GP.

3. Outlander

You grew up in live in an isolated, non-industrial community.

What was your role in the community?

What made you leave?

Who do you regret leaving behind?

You start with traveler's clothes, a flint knife, a stone medallion with your name on it, and three items related to your role in the community.

4. Entertainer

Whether you busk, play at taverns, or perform at noble functions, performing is your meal ticket and way of life.

What type of performance do you give?

Who is your biggest fan?

Where do you hope to one day perform?

You start with traveler's clothes, up to three items related to your performing, a bottle of wine, and a purse containing 10GP.

5. Urchin

You were raised by the streets, and you learned many life lessons the hard way.

What's the name of the animal that accompanies you?

Who has been kind to you?

Who has been unkind to you?

You start with tattered common clothes, a sling(Ranged, D2 DMG), razor blade, and concealed purse containing 2SP.

6. Soldier

You spent years soldiering for a faction.

Which faction did you fight for?

Do you still believe in the reason you enlisted?

Who waits for you to come home?

You start with common clothes, a military uniform, a martial weapon(sword, spear, pike), and some leather armor(AC: 11+DEX).

7. Commoner

For most of your life, you had not ventured more than 20 miles from your rural farmtown.

What dirty job were you saddled with?

Who was your small-town rival, and why?

What was your nickname around town?

You start with common clothes, three items related to your job, and a dagger.

8. Thief

You separated people from their coin discreetly.

Who was your criminal contact?

What kinds of things did you steal?

Who did you get your biggest haul from?

You start with a black hooded outfit, common clothes, a crowbar, 50ft of rope, and a purse containing 5GP.

9. Acolyte

You lived as an assistant aiding in conducting religious services.

At which temple did you serve?

What lead you to this holy life?

What was your relationship with the head of the temple?

You start with vestments, common clothes, three items related to your faith, 6 candles, and a purse containing 5GP.

10. Guild Artisan

A guild taught you to make fine goods, and you paid a share of a comfortable income to pay them dues.

What fine good did you specialize in?

Who was your biggest or most loyal customer?

Who was your biggest rival in the industry?

You start with fine clothes, three items related to your work, and a purse containing 10GP.

11. Scholar

You are highly educated in a narrow field of study.

Are you still on good terms with your mentor?

What's your favorite book in your area of expertise?

What question have you yet to answer?

You start with robes, three books from your studies, pen & ink, a sheaf of papers, and a purse containing 5GP.

bread used as bait.

12. Merchant

You ran a business, quite possibly into the ground.

What was your business?

Who do you blame for losing it?

Who helped you get your start?

You start with fine clothes, two trinkets of your previous life, and a purse containing 15GP.

Step 4: Create a Name

1. Think up four or five words that describe your character's job and appearance.

Tree axe river stick

2. Select three to four random syllables.

Tre xe ver ick

3. Combine them to make your name.

Trexeverick

Step 5: Introduction

As a roleplaying warm-up, have each character introduce themselves. Include information from the questions they answered for their background. Every other member of the party asks them one question. It may be something as broad as "What is your favorite food?" or "What are your views on the fey?", or tailored to them such as "You said you were a thief. Have you ever been caught?".

Character Example

Jeremy rolls 7: Commoner. His character worked as a rat catcher in the small town of Drisdale. His practice of using live traps and releasing the rats by the Ornrick farmstead earned him the nickname of "the rat wrangler" and lead to a rivalry with the Luiz Ornrick, eldest son of the family. He still has two live traps and a bag of stale

Base Mechanics

Checks and saves

As a player, the keeper may ask you to make checks or saves to decide the outcome of an action. A check is made to ensure a positive outcome(ie climb a cliff). A check to prevent a bad outcome may be referred to as a save, but is otherwise identical. A check entails rolling a D20 and adding any relevant modifiers, bonuses/penalties, or bonus/penalty dice. The sum of the roll is compared with a target number generally called a difficulty class(DC) and specifically called an Armor Class(AC) in the case of making an attack. If your roll meets or beats the target number, your check or save is successful.

Advantage and Disadvantage

If you have advantage or disadvantage on a check or attack roll, you roll an extra D20. When you have advantage, you pick the higher of the two, or the lower of the two if you have disadvantage. Advantage and disadvantage cancel one another out, and neither stacks.

Abilities

Strength(STR)

Your physical might, and is used to lift, climb, carry, grapple, or throw.

Dexterity(DEX)

Your physical coordination, and is used to sprint, jump, duck, sneak, aim, and perform very precise movements such as picking a lock.

Constitution(CON)

Your physical endurance, and is used to resist the effects of taking damage, exposure to toxins and disease, prolonged physical activity, and the elements.

Intelligence(INT)

Your ability to remember, reason, and calculate.

Wisdom(WIS)

Your perception, intuition, and willpower.

Charisma(CHA)

Your ability to control how others perceive

you and your actions, which may range from making a first impression, to convincing someone of a lie/truth, to rallying a crowd, to simply entertaining an audience.

Ability scores and modifiers

An ability score is a number from 1-20 which represents one of a character's abilities and is used to calculate the modifier applied to said character's ability checks. The ability modifier for each ability score is shown in the table below.

Score and modifier

20:	+5
18-19:	+4
16-17:	+3
14-15:	+2
12-13:	+1
10-11:	0
8-9:	-1
6-7:	-2
4-5:	-3
2-3:	-4
1:	-5

Note: No ability score may be increased higher than 20. If an ability score is decreased below 1, the effected creature dies.

Inventory

Inventory Slots

An inventory is measured in slots. A character has a number slots equal to 10+STR mod.

Quick Slots

A slot located in a highly accessible spot such as a holster, utility belt, pocket, or sheath is a quick slot. Mark it with a Q. You can draw an item from that slot and use it with the same action. This is great for throwing knives, potions, swords, and ammunition.

Container Slot

A slot located in a satchel, pouch, backpack, or similar container can hold a stack of 5 small items, and a large number of tiny items. A slot with 250 coins is fine.

Item Sizes

Depending on their sizes, items may take up one or more slots. For other sizes, identical items stack with one another.

Large(LG)

2+ slots per item. Barrel, greatsword, etc

Normale(NM)

Sword, rope, book, etc

Small(SM)

Torch, ration, knife, dart, soap, etc

Tiny(TN)

Chalk, paper, vial, ink, coin, etc

Adventuring Gear

Large Items

10 gp - (10 slots)Canoe

10 gp - (2 slots)Lute

2 gp - (5 slots) Empty Barrel(40gal)

2 gp - (2 slots)Tent(Two-Person)

1 gp - (2 slots)Bedroll

5 sp - (2 slots)10ft Ladder, 10ft Pole

Normal Items

15 gp - Fine Clothes, Book

2 gp - Crowbar, Miner's Pick, Cooking Pot, Backpack

1 gp - Block and Tackle, 50ft Rope, Quiver of 20 Arrows

5 sp - Common Clothes, Staff(spell focus)

Small Items

10 gp - Lockpick

5 gp - Steel Mirror, Ink Bottle, Bone Dice Set

1 gp - Flute, Hammer, Wand(Spell Focus)

5 sp - Dry Ration, Flint and Steel

2 sp - Waterskin(1/2 gal)

1 sp - Oil Flask, 200ft Twine Ball

5 cp - Fresh Ration(7 day shelf life)

2 cp - Soap, Flask

Tiny Items

2 gp - Locket, Tweezers, Scissors

1 gp - Glass Vial, Scalpal

5 sp - Quill Pen

1 sp - Bell

5 cp - Needle, Whistle, Piton, Chalk, Sulfur Match

Light Sources

10gp - Bullseye Lantern: small, 60ft reach, 4 hours

5gp - Hooded Lantern: small, 30ft reach, 4 hours

1cp - Torch: Small, 30ft reach, 1/2 hour

1cp - Candle: tiny, 10ft, 1 hour

Common Armors

Leather: light armor, 10GP 11+DEX AC, requires 12 DEX

Ringmail: medium armor, 50GP, 14 AC, requires 13 STR or DEX

Plate: heavy armor, 200GP, 16 AC, requires 15 STR

Buckler: shield, 10GP, +2 AC, requires 12 STR or DEX

Common weapons

Dagger: Sly, 5GP, D4 damage, Small

Sword: Martial, 35GP, D6 damage, Normal

Bow: Ranged, 15GP, D6 damage, Normal

Greatsword: Great, 50GP, D12 damage, Large(2 slots)

Other Common Items

5GP - Healer's kit: Normal. Heals D6 HP

20GP - Healing Potion: Small. Heals 2d4+2 HP

5GP - Spell Scroll kit: Normal. Makes 10 spell scrolls.

5GP - Runesmithing kit: Normal. Makes 10 runestones.

Hit Points

A character's hit points(HP) represent their physical condition, and are reduced by taking damage. A character's maximum HP is equal to their CON score(not mod).

Armor Class

Armor class(**AC**) is the target number which an attack roll must meet or beat in order to deal damage. The higher it is, the harder it is for attacks to hit. A character's armor class defaults to 10+DEX when they are unarmored.

Temporary Hit Points

Temporary hit points(**THP**) represent something such as a magical effect which protects from physical damage. Incoming damage reduces THP first, then regular HP. THP does not stack. If you gain THP, you may replace your value with the new one. Unless otherwise specified, THP expires after completing a rest.

Rest

Once a day, a character may rest for 8 hours in order to regain HP equal to their **CON** mod(minimum 1). They get a bonus 1HP of additional healing from each of the following amenities. Each amenity can be applied once.

- Being warmed by a fire or other heat source
- Sleeping on a dry bed
- Eating a ration(Small item's worth of food and water)
- Eating a second ration
- Consuming a vice(alcohol, caffeine, tobacco, sweets)
- Enjoying a pleasantry(music, incense, dance, bath, campfire story)



Combat

Combat Vignette

Sometimes, drawing up a battlefield, placing tokens, and rolling initiative isn't worth the time. In such a case, rules may be applied in a fuzzy fashion to get to interesting decisions and outcomes quickly. Taking the example of eliminating a scout silently, a combat vignette may resolve the entire combat(silently eliminating the scout), or may lead into a pitched battle(the scout successfully alerts its nearby allies).

Pitched Battle

When tactical combat is desired by players or keeper, time is taken to draw terrain and place tokens on a gridded map. Individuals on the same side of the conflict take their turns together simultaneously, acting as a team. Unless there is an obvious advantage of surprise, each side rolls a D6 and the highest roll goes first(rerolling on a tie). Once each side has taken their actions, the first round ends and the second begins using the same order.

Weapon Types

Unarmed

Your bare fists, palms, fingers, toes, knees, teeth, horns, or head. Standard damage is D2.

Sly

Knives, daggers, darts, wooden stakes, handaxes, clubs. Standard damage is D4.

Martial

Swords, spears, javelins, clubs, sabers, battleaxes. Standard damage is D6.

Great

Greatswords, greataxes, greatclubs. Standard damage is D12

Ranged

Shortbows, longbows, crossbows, muskets. Standard damage is D6.

Making attacks

Make a STR check for melee attacks, or a DEX check for ranged attacks. Add any bonuses from relevant perks. If your attack roll meets or beats the AC of the target, it hits. Rolling a 20 on the D20 for an attack roll always hits and deals max damage, whereas a 1 always misses. Roll a damage die according to the weapon you're using(ie

a D2 for unarmed).

Serious Injury table(D6)

Each time you take damage and you have less than 1HP after, you are seriously injured and must roll on this table.

6. You are lucky: nothing happens
5. Dazed: 1 action per turn for 1 hour
4. Temporary injury(removed with medical care/magic healing)
3. Maimed
2. Unconscious. Re-roll at start of turn until stabilized
1. You die

Actions

Each round represents ten seconds, and each task taken is described as an action. Each character may perform up to **three actions per round**. Common actions are described below.

Attack: Make an attack roll against an enemy, drawing your weapon from an accessible spot such as a quiver, belt, or sheath as part of the action. A second attack suffers -3 penalty on to the attack roll, and a third suffers -6.

Clash: You and your target make attacks rolls, with the highest roll hitting. On a tie, you both hit. Deals max damage. No penalty to attack two or three times.

Focus: Grant a D6 bonus to your next attack roll this round. This doesn't stack.

Wind Up: The next attack made this round deals max damage.

Stunt: Make a STR check against the target, who may resist with a STR or DEX check. Common stunts include grappling, knocking prone, pushing up to 10 feet, disarming, or using a grappled target as a humanoid shield.

Move: Move up to 30ft

Hide: If you have broken line of sight, make a DC 12 DEX save to become hidden.

Interact: Open a door, pick up a rock, push a boulder, retrieve or stash an item from your inventory, etc, etc.

Speak: Relay a message no more than 10 seconds long

Cast Spell: Takes two actions for Arcane spells, one for others.

Experience Points

You begin with OXP(experience points) at level 0. As you adventure, you gain XP through certain actions.

Combat

You risk life and limb in order to engage an enemy force in combat. After you slay the enemy or force them to surrender or flee, the experience grants critical insights. The total XP from a combat is equal to the sum of the enemy force's HP, and is divided equally between all party members.

Spending Gold

As you spend your amassed wealth, you reflect on how you acquired it, gaining critical insights. For every gold you spend in this transaction, gain 1XP.

Acquiring Magic Items

As you turn a new find over in your hand, you ponder the road that lead you to it. You reflect on the obstacles you overcame, the choices you made, and the dangers you faced. The keeper will tell you the magic item's XP value. Each party member receives this amount of XP.

Receiving An Injury

You are brought below 1HP and immediately realize your error, gaining critical insight. You gain 25XP at level 0, and after that 25XP multiplied by your level.

Completing An Objective

You reflect on an accomplishment and the lessons you learned achieving it, gaining critical insight. The XP you gain matches the achievement. Sometimes a keeper may tell you the XP value of an objective before you pursue it, or may include additional XP for bonus objectives.

Gaining Levels

As your total XP grows, so does your total level. Each time you gain a level, you may spend a day of downtime developing yourself in a craft. Each craft encompasses one area of competency. Selecting the same craft multiple times gives you multiple levels in that craft. Crafts are listed below:

- Skills(Page 9)
- Unarmed(Page)
- Minor Weapons(Page)
- Martial Weapons(Page)
- Great Weapons(Page)
- Ranged Weapons(Page)
- Defense(Page)
- Sorcery(Page)
- Pact Magic(Page)
- Naming Magic(Page)
- Arcane Magic(Page)

XP level milestones

1. 50
2. 100
3. 150
4. 200
5. 300
6. 400
7. 500
9. 600
10. 800
11. 1000
12. 1200
13. 1400
14. 1800
15. 2200
16. 2600
17. 3000
18. 3800
19. 4600
20. 5400

Skills

Craft: Skills

When you gain a level in skills, you may do one of the following:

- create a new skill die
- Receive a random perk

Random Perks

2. Linguistics

Learn a new language of your choice

3-5. Ability Score Increase

+2 to INT, WIS, or CHA or +1 to 2

6-9. Skill Refinement

Increase the size of one skill die (Maximum of D20)

10-11. Reliable Talent(1/rest)

Use the max value of your skill die.

12. Skillful Act(1/rest)

Work with the keeper to create a perk based on one of your skills.

Using Skill Dice

Anyone may perform any skill, making ability checks to do so. However, only those with levels in skills have access to skill dice. A skill die represents proficiency in one particular skill, and may be added as a bonus to any checks where that skill is used. For example, someone with an athletics skill die may apply it to a STR or DEX check for playing a sport, but also to an INT check for recalling facts about sports.

Growing a Skill Die

If you gain the benefit of increasing a skill die, it increases on size. This progresses from D6->D8->D10->D12->D20.

List of Skills

Sleight Of Hand

Successfully pickpocketing, disarming traps, picking locks.

Acrobatics

Performing stunts with agility and precision, swinging from chandliers, rolling to avoid harm from a fall, running across a tight-rope, leaping great distances, etc.

Athletics

Performing stunts with brute strength, breaking doors down, climbing, etc.

Stealth

Moving quietly, staying hidden, and avoiding detection.

Pathfinding

Navigating by the stars, tracking creatures, and locating shortcuts.

Persuasion

Appealing to a subject's self-interest, rationality, morality, or other traits tactfully in order to change their mind

Deception

Bluffing, exaggerating, implying untruths, denying truths, or otherwise fabricating details convincingly

Intimidation

Creating a threatening presence in order to gain undue influence over someone through fear, on or off the battlefield

Insight

Determining someone's general disposition, current mood, stress levels, and detecting deception

Foraging

Locating and identifying edible plants, fungus, fish for food, medicine or alchemy.

History

Recalling the details of famous people, places, objects, or cultures through secondary sources such as conversing with others or reading texts.

Religion

Recall the lore of divines, undead, fiends, fey, and extra-planar beings. Pray to, contact, bargain with, summon, or detect these same entities.

Performance

Evoke feelings such as wonder, joy, rage, serenity, or sorrow through a performing art. Arts include, but are not limited to music, poetry, public speaking, dancing, storytelling, acting, and flirting.

Crafting

Create, repair, or enhance items.

Alchemy

Brew an ingredient to produce a tincture with one effect, or brew multiple ingredients together to create a potion with some mixture or synthesis of their effects.

Medicine

Perform field medicine on a dying or injured ally, or create a healer's kit from foraged ingredients.

Martial Crafts

Craft: Unarmed Combat

Those who study unarmed combat channel strength and dexterity into control of their own body as well as the body of their opponent.

Random Perks

Each time you gain a level in this class, roll 2d6 for a benefit.

2. Unarmed Stunt(3/rest)

Make a stunt that deals unarmed damage on a success.

3. Honed Fist

Unarmed attacks deal D2 more damage

4-7. Unarmed Attack Bonus

Gain +1 on unarmed attacks.

8-9. Ability Score Increase

+2 to either STR, DEX, or CON, or +1 to two

10-11. Deadly Strike(1/rest)

One unarmed attack deals double maximum damage.

12. Flurry of Blows(3/rest)

No penalty on second or third unarmed attacks this turn.

Level Perks

You gain additional benefits by reaching certain levels in this class.

Level 1: Unarmed Versatility

You may use DEX to make unarmed attacks

Level 2: Power Strike

Powering up an unarmed attack deals max damage

Level 3: Unarmed Potency

Add your STR or DEX to unarmed damage

Level 4: Expert Grapppler

Advantage on checks to grapple.

Craft: Sly Weapons

Sly weapons are small, versatile, and pair well with stealth.

Random Perks

Each time you gain a level in this class, roll 2d6 for a benefit.

2. Stabbing Spree(1/rest)

Use three actions to make an attack.

Continue making attacks until you miss or kill them.

3-4. True Throw(3/rest)

One thrown sly weapon attack automatically hits.

5-7. Attack Bonus

+1 to sly weapon attacks

8-9. Decisive Attack(3/rest)

One sly weapon attack deals max damage.

10-11. Ability Score Increase

+2 to either STR, DEX, or CON, or +1 to two

12. One-Two Strike(3/rest)

Second attack with sly weapon has no penalty this turn.

Level Perks

You gain additional benefits by reaching certain levels in this class.

1. Sly Weapon Versatility

May use DEX for attacks with small minor weapons

2. Sly Dual wielding

using two sly weapons gives advantage grants advantage on attack rolls

3. Backstab

Attacking an unsuspecting enemy with a sly weapon deals 3d6 damage

Craft: Martial Weapons

In the hands of a trained warrior, martial weapons become extensions of the body that deal lethal damage with great accuracy.

Fixed Perk

Each time you gain a level in martial weapons, you gain a +1 bonus to martial weapons attacks.

Random Perks

Each time you gain a level in martial weapons, roll 2d6 for a random benefit.

2. Riposte(3/rest)

When a melee attacker misses you, make a free attack against them.

3-4. Damaging Stunt(1/rest)

Perform a stunt(page 7) with a martial weapon and deal damage on a success.

5-7. Decisive Strike(1/rest)

Add a D6 damage to martial weapon attack.

8-9. Attack Bonus

+1 to martial weapon attacks

10-11. Ability Score Increase

+2 to either STR or CON, or +1 to both

12. Duel(3/rest)

Make a martial weapon attack against an incoming melee attack. The highest roll hits and deals damage. On a tie, nobody hits.

Level Perks

You gain additional benefits by reaching certain levels in this class.

Level 1. Martial Two-handed

When wielding a martial weapon with two hands, the damage die grows one size.

Level 5 Martial Dual Wielding

Wielding two martial grants advantage to attacks

Craft: Great Weapons

Great weapons convert the physical might of a warrior into massive damage.

Random Perks

Each time you gain a level in martial weapons, roll 2d6 for a random benefit.

2. Clash(3/rest)

Once this round, you make a free attack against an attacker. The rolls are compared, and the greater roll hits. On a tie, both attacks miss.

3-4. Attack Bonus

+1 to great weapon attacks

5-7. Decisive Strike(2/rest)

Deal max damage with a great weapon attack.

8-9. Ability Score Increase

+2 to either STR or CON, or +1 to both

10-11. True Strike(2/rest)

Your great weapon attack hits with no roll needed.

12. Decisive Throw(3/rest)

Throwing your great weapon deals max damage on a hit.

Level Perks

You gain additional benefits by reaching certain levels in this class.

1. Reckless attack

You have advantage on the first attack this turn, but attacks against you have advantage until the start of your next turn.

5. Desperate Strike

When you have less than half your HP, your attacks deal max damage.

Craft: Ranged Weapons

Those with ranged weapons depend on their fine motor skills to deliver accurate firepower from a safe distance.

Random Perks

Each time you gain a level in martial weapons, roll 2d6 for a random benefit.

2. Quick Draw(2/rest)

Once this round when targeted with a ranged attack, you make a ranged attack against your attacker. The higher roll hits. On a tie, you both miss.

3-4. Stunt Shot(2/rest)

Perform a stunt as part of a ranged attack.

5-7. Ranged Attack Bonus

+1 to ranged weapon attacks.

8-9. Ability Score Increase

+2 to either DEX or WIS, or +1 to both

10-11. Decisive Shot(2/rest)

This shot deals max damage.

12. Double Tap(3/rest)

Second attack with ranged has no penalty this round.

Level Perks

You gain additional benefits by reaching certain levels in this class.

Level 1. Sharp shot

Suffer a -5 penalty to this attack, but deal +10 damage on a hit.

Level 5. Stopping Power

A shot deals max damage if it is powered up.

Craft: Defense

Training your pain tolerance, health, and learning to take hits makes you a more formidable opponent on the battlefield.

Fixed Perk

Each time you gain a level in this class, your max HP increases by 1.

Random Perks

Each time you gain a level in this class, roll 2d6 for a random benefit.

2. Second Wind(1/rest)

Use an action to heal D6 HP.

3-4. Martial Aura(1/rest)

Use an action to gain D6 THP that lasts 1 hour.

5-7. HP Increase

Gain +1 to max HP

8-9. Ability Score Increase

+2 to STR, DEX, or CON, or +1 to two

10-11. Rage(1/rest)

Take half damage for one minute.

12. Heavy Armor bonus

Naming Magic

Naming Magic

Myths of ages past tell of the Titans, who ascended to godhood by learning the true names of all things. The titans commanded mountains to move, and so they did. It is said the slayers of Titanfall could only cut through Titan flesh by speaking the true name of their adversary. It was prophesized a child of the empire of man would one day utter a Titan's name and wake it from the dead. Whether these stories are true, they are widely held as truth and naming magic is banned in most lands. Those who practice it know the art to be less dramatic. One does speak the name of a thing to command it, but there's no record of a namer moving mountains in the current era.

Using naming magic

You may use an action to cast a spell. To do so, select one or more names you know and describe a spell to the keeper, who will assign a cost in HP for casting the spell. More powerful and complex spells will require more of your energy to invoke. Before casting on a given turn, you may use an action to charge this spell, granting a D6 bonus to the check. You may charge a spell twice, but charging does not effect your next turn's spellcasting. Your spellcasting modifier is CHA + naming bonus, and your spell DC is 10 + CHA + naming bonus

Runesmithing

During a rest, you may forego healing to carve a runestone containing one spell. To carve a runestone requires 5Sp of materials. Using one name, describe a spell as if casting it. The cost in HP is subtracted only from the healing this rest provides. When your rune is complete, it contains the spell, your current spellcasting modifier, and your spell DC, which will be used whenever the rune is cast. Casting the spell stored in a rune takes one action and turns the runestone to dust.

Craft: Naming Magic

Each time you gain a level in naming magic, you may choose one of the following:

- Learn a random name

- Gain a random perk

Random Perks

Each time you gain a level in naming magic, roll 2d6 for a benefit.

2. Dominant Cast

Add a D6 to your spell DC for one cast.

3-4. Steady Cast(3/rest)

Add a D6 to a spellcasting check.

5-7. Spellcasting Bonus

+1 to spellcasting modifier and spell DC for naming magic.

8-11. Ability Score Increase

+2 to CHA or WIS or +1 to both

12. Namer

Create your own name.

Leveled Perks

Level 1. Material Component

If you cast a spell with one name, you may consume one inventory slot worth of material components as part of the spell, reducing the HP consumed by the spell by up to 3HP.

Examples Spells

The amount of HP consumed by a spell is not an exact science and may change over time. Below are some examples to give an impression of power level and cost to players and keepers alike.

0HP - Cantrip

Example: Fire. Light or extinguish a campfire, warm one's hands, shape a flame into a skull, change the color or brightness of a flame.

Example: Leather. Heal a single tear or rip in a piece of leather. Polish a piece of leather. Convert fresh fruit rations into a durable ration of fruit leather. Convert a piece of leather back into animal hide.

Example: Pollen. Render one creature immune to pollen allergies for 1 hour. Create a colorful plume of pollen that causes allergies.

1HP - Weak

Example: Fire. Create a 30ft light source for an hour above your palm. Fire a bolt of flame which deals D10 DMG on a hit.

Create a 5ft cube of flame for one minute which deals D6 DMG if touched. Extinguish all the flames in a room. Scorch a pile of green wood to create thick smoke.

Example: Leather. Tan a hide into leather by touching it. Harden a creature's skin, granting it +1 AC for one minute. Unbuckle a creature's scabbard from a distance.

Animate your leather swordbelt and make it crawl into your prison cell.

Example: Pollen. Pollinate a field of flowers. Blind a creature for 1 round with a blast of pollen. Create a cloud of pollen to reveal invisible creatures and tripwires.

Convert the pollen from a field into D4 rations worth of honey.

3HP - Average

Example: Fire. Breathe a 15ft cone of flame, forcing a DEX save to halve 3d6. Hurl a ball of flame at a creature which deals 4d6 DMG on a hit. Create a flaming aura which forced adjacent creatures to make a DEX save to halve 3d6 damage. Cut a door through rock or metal with a blue flame projected from your fingertip.

Example: Leather. Animate your belt for a minute and command it to strangle one creature. Animate a creature's leather armor, forcing them to succeed a STR save to take their turn this round. Force a CON save for one creature to avoid their face turning to leather for 3d6 DMG.

Example: Pollen. Cause pollen to glow brightly for an hour, lighting up whatever it touches. Cloud of pollen that puts creatures to sleep if they fail a CON save. Create a cloud of pollen that disseminates a memory to all who breathe it.

5HP - Strong

Example: Fire. Hurl three balls of flame that deal 3d6 each on a hit. Achieve flight for up to 10 minutes by projecting flame jets downward from your palms. Consume several roaring flames to heal another creature for 3d6 HP. Become immune to flames for one minute.

Example: Leather. Tan a creature's hide into

leather, forcing a CON save to halve 5d6 DMG. Fully restore tattered leather armor. Example: Pollen. Create a cloud of highly flammable pollen that erupts like a fuel-air bomb, dealing 3d6 damage that can be halved with a DEX save.

10HP - Powerful

Example: Fire. Create a fire elemental from a flame. Lob a speck of flame that erupts into a 60ft diameter fireball that forces a DEX save to halve 6d6 DMG. Speak with flames to learn what they've seen. Freeze a flame in a block of ice.

Example: Leather. Grow an entire leather outfit from a strip. Permanently animate a leather object such as a coat or couch.

Example: Pollen. Create a cloud of pollen that awakens plants into sprites. Create a cloud of pollen that blots out the sun in a one mile radius for one hour.

Magic Names

When you get a magic name, roll a D100 on this table.

1. Psychic	36. Shield	74. Shape
2. Fairy	37. Armor	75. Summon
3. Undead	38. Net	76. Conjure
4. Demon	39. Lasso	77. Portal
5. Devil	40. Spear	78. Aura
6. Spectral	41. Lead	79. Zone
7. Dragon	42. Iron	80. Silent
8. Beast	43. Gold	81. Vine
9. Chaos	44. Copper	82. Petal
10. Wild	45. Mercury	83. Leaf
11. Flame	46. Silver	84. Bark
12. Water	47. Stone	85. Seed
13. Lightning	48. Wood	86. Stem
14. Wind	49. Leather	87. Flower
15. Frost	50. Bone	88. Fruit
16. Poison	50. Bone	89. Pollen
17. Light	51. Taste	90. Thorn
18. Shadow	52. Sight	91. Confusion
19. Acid	53. Sound	92. Identify
20. Force	54. Smell	93. Belief
21. Crown	55. Touch	94. Illusion
22. Eye	56. Telepathy	95. Word
23. Throat	57. Empathy	96. Create
24. Heart	58. Humor	97. Annihilate
25. Gut	59. Charm	98. Teleport
26. Sacral	60. Detect	99. Terror
27. Root	61. Claw	100. Restore
28. Mind	62. Muzzle	
29. Soul	63. Wing	
30. Spirit	64. Fang	
31. Bolt	65. Scale	
32. Bow	66. Horn	
33. Catapult	67. Hoof	
34. Blade	68. Feather	
35. Whip	69. Hair	
	70. Fur	
	71. Growth	
	72. Decay	
	73. Transform	

Arcane Magic

Arcane magic works by systems of complex runes that work with one another when invoked. Creating a new spell is a dangerous and time-consuming process. Most arcane mages simply copy existing spells rather than spending years to create their own. When casting an arcane spell, the modifier is INT + arcana bonus, and the spell DC is 10 + INT + arcana bonus. Casting an arcane spell takes two actions.

Spell Focus

A spell focus such as a wand, staff, or medallion allows a caster to cast a written spell with the focus's stored magic. When you cast a spell using a spell focus, you consume one charge from it. During a rest, you may forego some healing in order to restore charges, gaining one charge per HP of healing consumed. One may attune to a single focus at any one time, doing so during a rest. Attuning to a focus assigns the focus the number of charges awarded from the arcane magic perk.

Learning New Spells

You may spend downtime copying spells from mentors, libraries, merchants, or other sources. No matter who you learn from, the common spells listed in this section are available. Beyond this, you may be required to pay, build trust, or quest for spells. Most arcanists are weary to share destructive spells, which may cause disasters that come back to bite them. Other arcanists simply charge top coin to copy their most potent spells. Each day of downtime allows you to learn and copy one spell into your spell book.

Spell Scrolls

Copying an arcane spell onto a scroll allows a mage to reliably cast that spell at a later time without expending a charge from a spell focus. When you attempt to create the scroll, you consume 5sp of materials and forego 1HP of healing for that rest. The scroll is created with your current spell mod and DC, which will be used when casting it later. When a spell scroll is invoked, it casts successfully and then burns to ash.

Craft: Arcane Magic

Each time you select this perk choose one of the following:

- Add one charge to your spell focus
- A random perk

Random Perk

Roll 2d6 for a perk below.

2. Spellcraft

Create your own written spell

3. Powerful Cast(1/rest)

Add D6 to an arcane spell check or DC.

4-8. Spellcasting Bonus

+1 to arcane spellcasting and spell DC.

9-10. Ability Score Increase

+2 to INT or CON or +1 to both

11. Discovery

Acquire one random spell.

12. Economy of Scale

When you create three scrolls during a rest, you may make one additional scroll without foregoing any more healing.



Common Spells

Any library or mentor worth their salt will have these spells to learn.

Awaken: You touch a beast and grant it sentience until you cast this spell again.

Summon weasels: Swarm of 2d4 weasels materialize for 1 hour, follow orders, 1HP each.

Fly

For 10 minutes, you may fly (30ft per action)

Shield

Cast when attacked, add +5 to your AC for one round.

Sleep

Up to 6 targets succeed CON save or fall asleep for 1 hour

Green Flame

Conjure green fire in a 5ft cube for 1 hour.
DEX save to halve 2d6 DMG for those inside.

Magic Missile

Three spectral darts automatically hit up to three targets, dealing D4 DMG each.

Light

Touch an object or creature. It produces 30ft of light for 1 hour.

Telepathy

Send and receive messages to others using your mind for one hour, ignoring language barriers.

Tongues

You speak, and any creature that can hear you understands for the next hour.



Sorcery

Class: Sorcery

The magic of the foolish and desperate, sorcery transforms their body into a font of magical power. This transformation corrupts the caster, changing them in fundamental ways. Most cities forbid sorcery under grounds of public safety, as those corrupted by it are reputed to harbor evil ambitions a temple or mages guild would refuse to indulge. When you gain a level in this class, select a type of sorcery. This informs the manifestation of your corruption as well as the spells and perks you gain.

Casting Sorcery Spells

The runes of any sorcery spells you know appear as glowing tattoos on your body. It takes one action to cast a spell via sorcery. You may cast each one once, causing the tattoo to vanish. To regain the tattoo, you may either complete a rest, or expend D4 of your HP to rapidly recharge it. The spellcasting modifier is CON + sorcery bonus, and you spell DC is 10 + CON + sorcery bonus.

Random Perks

Each time you gain a level in this class, roll 2d6 for a benefit.

2. Consume D4 HP to alter any spellcast, making a sorcery check to succeed

3-4. Alter one spellcast per day, making sorcery check to succeed

5-7. +1 to sorcery magic checks

8-9. +1 to CON score for each level of this perk. Any excess after 20 CON instead becomes a max HP bonus

10-11. Once per rest, your spell deals maximum damage/healing, or has double range or duration

12. Touch a creature to drain their HP when recasting a spell

Fixed Perk

Each time you gain a level in this class, you lose 1 CON score and choose one of three randomly rolled spells.

Corruption

Gaining sorcerous power changes you. Refer to the relevant type of sorcery for the nature of the corruption, then roll on the

Aspect table below. Each other person at the table comes up with an idea for an appropriate corruption, and you may choose one of these as the corruption you gain this level.

Aspect(D12)

1. Eyes
2. Ears
3. Nose
4. Mouth
5. Hands
6. Arms
7. Torso
8. Legs
9. Feet
10. Skin
11. Hair
12. Mind

Wild Magic Sorcery

Exposure to refined alchemical agents is the one surefire way to convert any creature into a monstrosity. Wise alchemists go to great lengths to ensure a drop of the stuff never touches their skin. You bathe in the stuff. In your heart, you know you're strong enough to weather the changes. You know you won't end up another pitiful monstrosity.

Level Perks

Level 3. Dark Vision

You can now see in the dark up to 60ft.

Level 6. At-will Mutation

During a rest, you may lose all spells and replace them with new totally random spells.

Demonic Sorcery

You speak incantations in the forbidden abyssal language, and you begin to hear several voices joining in, whispering at first. They fill you with a strange power. As you refine your technique, the voices grow pronounced enough that you can hear the evil things they are saying. Learning to draw power from these voices, they all begin to sound the same. You begin to recognize your own voice speaking back to you. Such is the nature of demonic corruption.

Level Perks

Level 3. Flesh Feast

You may consume the flesh of a creature to restore all your hitpoints, but may not eat from the same creature twice.

Level 6. Non-magical Resistance

You take half damage from non-magical attacks.

Undead Sorcery

You are not content with this mortal vessel you were born into, and so seek a more permanent solution. This solution is a soul gem, a crystal whose structure may contain a living soul. You endeavor to transfer your soul into it, little by little, and transcend your bodily form. It is to be expected that your body may grow gaunt, wither, and decay away as you reach more advanced

states of transfer.

Level Perks

3. Imbue undeath

You may exhaust a spell to grant 10 THP to yourself or another creature.

6. Undead Amortality

If your body is destroyed, your intact soul gem may be inserted into a pile of bones to raise it as a new body.

Fey Sorcery

You wish to gain fey magic, but not through a patron. Instead, you engage in Fey trickery. You answer their riddles and offer your own. You trade memories to them, or the color of your eyes or hair. You sleep in fey-heavy spots such as mushroom circles, groves, or cliff faces. You listen to the faint singing of the nymphs that bring the morning dew and which blossom wild flowers. You begin to hear the voices of all things, from towering trees to lowly pebbles. This awareness irreversibly transforms you.

Level Perks

Level 3. True Names

If a creature gives you their name, they have disadvantage on saves against your spells.

Level 6. Steal Spell

When a creature targets you with a spell, you may make a WIS save against their spell DC to prevent it from casting. You may temporarily replace one exhausted spell with spell you stole.

Pact Magic

Using Pact Magic

Select at least one patron, a powerful magical entity who forms a pact to offer their magic. You maintain a list of spells by praying for them. To cast a spell, you make a spell check against the DC of the spell in question in order to cast successfully. Your pact magic modifier is WIS + pact bonus, and the spell DC is 10 + WIS + pact bonus. Casting a pact spell takes one action. If you fail a spell check, that spell is exhausted until you complete a favor for your patron. Before you cast, you may use an action to charge a spell, adding a D6 bonus to the spellcheck. You may charge a spell twice, but can only charge a spell cast on the same turn.

Praying for Spells

During a rest, you may pray for a spell, describing it with two words such as "Healing Word" and roll on the table below. The keeper creates a spell to fit the patron and roll. You may replace an existing spell if it is not exhausted.

Roll 2d6 for a result below.

- 2. Cantrip, DC 8
- 3-6. Weak, DC 10
- 7-9. Average, DC 12
- 10-11. Strong, DC 15
- 12. Powerful, DC 17

Perk: Pact Magic

Each time you select this class, choose one of the following:

- one random Perk
- one new pact spell

Random Perks

2. Pact Power(1/rest)

This perk varies by patron

3-4. Potent Harm(1/rest)

Add a D6 to spell damage

5-7. Spellcasting Bonus

+1 to pact spellcasting bonus

8-9. Ability Score Increase

+2 to WIS or CHA or +1 to both

10-11. Potent Heal(1/rest)

Add a D6 to spell healing

12. Pact Endowment

This perk varies by patron

Bimros

Father of the Bimrans, creator of law. Bimros speaks only through the temples and shrines featuring his obelisk.

Law of Bimros

Before he ascended to the Heavens, Bimros erected obelisks with seven laws on them for his worshippers to follow. The many competing interpretations of these laws have lead to division, strife, and bloodshed among his followers.

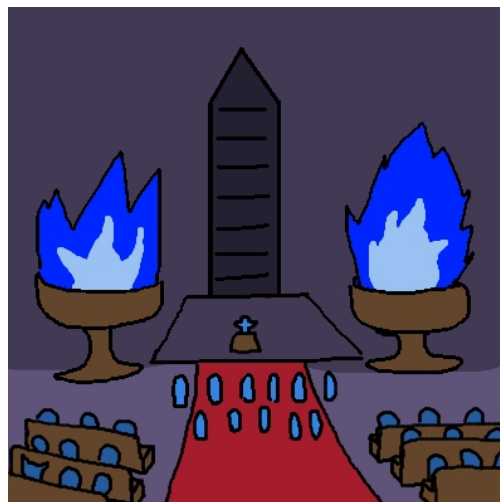
1. Pray to no other
2. Burn the wicked
3. Speak no evil
4. Wear not red, the color of demons
5. Build houses of three
6. Tell no lie
7. Offer bread to the temple to atone for sins

Bimros's Magic

Casters are generally surrounded in heatless blue flames. Common spells include Judgement Scythe, Feathery Wings, Compell Truth, Spirit Shield, and Healing Flame.

Bimros's Charms

Each temple of Bimros dispenses wooden charms as a reward for good deeds. Some give these charms for donations, while others ask favors, or designate wicked individuals to apprehend. Those with many charms are viewed as pious. Burning three charms as a sacrifice will restore an exhausted spell. You may burn one charm as part of casting a spell to grant that spell advantage.



Exia

Goddess of discovery. Her worshippers gather in libraries where statues depict her as a woman wielding a pen and magnifying lens.

The Libraries of Exia

Scattered across Crucible are libraries made for Exia. Some are great stone structures, and others consist of a small shelf with a handful of clay tablets. Those who bring discoveries back to a library earn Exia's favor, as do those who teach others to read and write.

Exia's Magic

Shimmering teal runes float about those who cast her magic. Common spells include Magic Missile, Mage Shield, Mage Armor, Floating Disk, Acid Splash, Identify Item, Read Mind, Telepathic Message, Minor Restoration, Diagnose Curse, Illuminate Creature, and Conjure Item.

Exia's Favors

Typical favors include donating artifacts to the library, conducting archaeological expeditions, and exchanging information with other libraries. In addition to restoring spells, libraries may offer arcane spells scrolls to show gratitude.



Solus

Metal statues of Solus appear at the altars of his temples, glowing red hot from attached furnaces. He appears as a flaming sword with the eye of a lion on the hilt. His worshippers bow to him as the god of war, fire, swords, smithing, and the punisher of evil.

Solus's Endless War

A temple of Solus is a parade ground for holy warriors and features a forge at the altar. Blades are holy to Solus and his followers. Each warrior swears a pact to dedicate their mind, body, and soul to the endless war against evil. When their body dies, their soul is trapped in their sword and renders it magical power. Some great swords are marked with the names of a dozen or more past wielders. No follower is exempt from service to the war. Those who cannot fight smith weapons and armor, or else bring aid to those in more direct roles.

Solus's Magic

Warcasters through and through, Solus's mages use a ceremonial blade(dagger, sword, greatsword) as a spell focus to cast with. This same blade is the one that will ultimately capture their soul and become magical if the mage dies. Common spells include Holy Flame, Soaring Blade, Searing Smite, Flaming Orb, Create Ration, Flaming Armor, Spiritual Weapon, Heroic Aura, Detect Evil, Turn Undead, Banish Fiend, Healing Aura, and Resist Evil.

Solus's Favors

While he may ask to slay a monster, often he instead asks for service or tribute to be paid to a temple, to guard a supply caravan, or to recover the sword of a fallen warrior.



Coent

Anyone may pray to Coent by drawing a circle on the ground representing the moon, the symbol of this divine. While Coent represents true neutrality in its totality, it shifts between the extremes of its avatars.

The Faces of Coent

Coent becomes **Coento** on each full moon, a man with a messy mane of blonde hair and golden eyes who stands for light, sociability, and giving. On each new moon, Coent appears as **Coenta**, a woman with long black hair and pitch-black eyes, standing for shadow, introspection, and receiving. Between those times, Coent appears as either **Coentos** or **Coentas**, avatars of a mixture of both light and shadow.

Coent's Magic

Shadow monks often wear all black and wield the shadows of Coenta, while light priests who wear all white wield the light of Coento. Others wear white and black, wielding both light and shadow. Most mages of Coent use some form of lunar spells, however. Common spells are Shadow Form, Shadow Gate, Shadow Step, Shadow Blade, Darkness Sphere, Lunar Bolt, Moon Glaive, Protective Moon, Healing Glow, Light Form, Beam Step, and Blinding Light.

Coent's Favors

Coenta asks for a day of reclusive meditation in absolute darkness to cleanse the soul and break attachments. Coento demands a performance embodying the mage's inner light before an audience. Coentos and Coentas offer favors in exchange for donating small cakes shaped like the current phase of the moon.

Raos

Father of the beastfolk depicted as a bullfolk man wielding a farmer's pitchfork. Worshippers pray directly to Raos from wherever they may be.

The Lessons of Raos

The pious who pray to Raos for wisdom hear his voice telling parables. No two

worshippers have received the same story, and the morals of these parables contradict one another more often than not. Youth are lead to take these lessons to heart. Adults learn to weave the many contradictions together to reflect their own wisdom.

Raos's Magic

Glowing amber beast spirits accompany the great Bull's magic. Common spells include Wild Shape, Healing Hand, Obsidian Claws, Beast Speech, Spirit Mark, Protective Aura, and Message Creature.

Raos's Favors

Those who wish to pay favors to Raos are turned to the community. Helping those in need is the only way to restore an exhausted spell of Raos. When one restores a spell, they gain D10 THP which does not go away when they rest. As long as the mage has this THP, a magical amber tattoo of a heart appears on their chest.

The Deep Ones

Those who meditate blindfolded in a bath of heavily salted water report feeling a presence. Focusing on this presence often reveals a silhouette of a spindly creature in the mind's eye. Neither divine, demon, devil, nor fey, these creatures are an enigma that baffles most priests and diviners.

Commune With the Deep

The deeper into the meditation a person goes, the more concrete the presence becomes. The deep ones communicate non-verbally, granting visions containing literal and symbolic imagery.

Deep Magic

The power granted by the deep ones manifests as an extension of one's mind via psionic ability. Common spells include Force Blade, Telekinetic Hand, Amplify Fears, Probe Mind, Manifest Flame, Manifest Lightning, Consume Memory, Manifest Nightmare, Foresee Attacks, Impart Knowledge, Transfer Life, and Dominate Creature.

Deep Favors

The visions of the deep ones show the meditator performing seemingly random acts: deface one particular book, carve a rune on the back of a painting, swap the positions of two jars in a random pantry, leave a pile of rations at the mouth of a cave, or steal a lobster from a restaurant and return it to the sea. Other times, more sinister actions: place a strange slug in a person's bedroom, burn down a building, or attack a person and drive them out of town.

Arch Devil

Rulers of the hells, the arch devils bind themselves to an infernal law which allows them to create magically-binding contracts. Those who wish to contact one of these avaricious beings needs only chant their name.

Patrons of Evil

Those who make offerings often do so in appeasement, appealing to one devil for protection from the others. The foolish and

truly desperate go a step further and speak pacts with devils. The ultimate goal for devil patrons is to cultivate an evil within their followers that they may exploit. In almost every city or town, the penalty of devil magic is death, and so those that sustainably pursue this craft do so outside the visibility or reach of the law.

Infernal Magic

Beneath the particular aesthetic of any given devil, the mechanics are similar. One gains at the expense of another. Grizzly material components are commonly consumed to amplify the strength of infernal spells. The magic likewise manifests as temporary corruptions to the caster. Common spells include Devil Sight, Flame Breath, Hellish Rebuke, Infernal Fortitude, Corrupting Hex, Consume Soul, and Forge Devil.

Infernal Favors

Devils often seek live sacrifice. Chickens, goats, cows, or even humanoids. Sometimes they seek the heart of a beast. Often times, devils will attempt to wear down the integrity of their mages, offering a choice of two favors, with the easy favor breaking their ethical code.

Arch Fey

Those who pray in fairy circles or groves in the wilderness will often be visited by the subordinate nature spirits of the local Arch Fey.

The Courts

The Arch Fey are divided into elemental courts of Fire(Summer), Air(Spring), Water(Autumn), and Earth(Winter). Their allegiances are ever-shifting in a complex web, but favor cooperation among the same court.

Fey Magic

Fey magic generally embodies the element and season of the patron. Common spells include Magic Berry, Bark Skin, Beast Sense, Plant Growth, Guardian Spirit, Consult Spirits, Air Blast, Flame Sword, Hurl Stone, Ice Shards, and Bestow Curse. In addition to spellcasting, the Fey may be contacted to make spoken pacts trading one thing for another. One example may be trading one's eyes for that of an animal, or trading one's skill for a magical Fey perk.

Fey Favors

The Fey are known for making requests that are riddles, such as asking for three matches and provided no other context. Additionally, favors may include assisting forest spirits threatened by encroaching industry, or hunting invasive monsters. The Arch Fey also accept novel gifts, despising dull and repetitive offerings.

World of Crucible

History

The divines created the world, Bimros creating the Bimrans in his image, and Uaos creating the Beastfolk. This divine age ended when a war of the gods broke out, leading to a holy exodus. Following that time, Dragons, Titans, and the Empire of Man each took their turns reigning over the world.

The fractured kingdoms of the current age struggle with one another, but also the tide of chaos. Mutations are surprisingly common even within cities. The wilderness swarms with monsters.

Life in Crucible

Lost Tech

Those who are sufficiently wealthy or close to ruins may have access to relics of ages past whose secrets are lost to time. At best, scholars learn to use and maintain these devices. Often, these devices cannot be repaired when they break.

Money

The most universal currencies are coins of gold, silver, and copper for its metal value. One gold is worth ten silver, or a hundred copper. Urban commoners often live on about 20 or 50 gold a year. Commoners in remote locations usually reserve coins for trade with outsiders, opting for gift economies internally.

Monsters

Some cities have massive monster hunter guilds, while others erect fortified walls to keep monsters out. Whatever the case, monster parts are highly valued for their unique properties and superior quality when compared to equivalent beast parts. Monsters are an abundant source of chitin, leather, bone, and alchemical ingredients.

Mutation

Many monsters are believed to be magically corrupted people. Whether this is true or not, those with visible mutations are often enough viewed as monsters in their early stages of transformation. People with red eyes are likewise often mistaken

for demons assuming the form of people.

Magic

Most communities support shrines or temples for the diviners as a form of magical healthcare. Arcane mages form shops, guilds, colleges, and universities through which they sell their services to the highest bidder whilst protecting their public image. Naming magic and sorcery are almost universally considered dangerous, and thus outlawed.

Languages

Common

The official language of the Empire of Man. While many in urban areas are native common speakers, many more in remote locations pick it up as a second language.

Beast Tongue

A language created specifically to be spoken by those with beaks, snouts, and other beastly barriers to speech. This language is incredibly popular with beast folk, and particularly with those physiology makes speaking other languages more difficult. Many fey spirits know this tongue.

Mercantile

It's unknown which seafaring people originally spoke mercantile, but its adoption by sea merchants made it a language of prestige and class. Most official legal documents are written in mercantile. Many nobles, aristocrats, and other wealthy individuals pick up mercantile as a first language, considering the languages used by commoners beneath them. Many more merchants pick up mercantile in hopes of doing direct negotiation with the rich.

Primordial

A tongue created by the divines alongside the creation of Bimrans and beastfolk. It has survived millenia in many remote communities, albeit the dialects are so thick and diverse that common is often used as a bridge language. Primordial was a spoken language first, and hundreds of written forms have been created by its speakers.

Celestial

The language of celestia, the name of the heavens. The language itself is charged with divine energy and words spoken in celestial can be painful to the undead, demons, and devils. Most priests, priestesses, and diviners learn celestial as a second language for its power.

Infernal

Every devil's soul-binding contracts are written in infernal. When mortals speak infernal, all the devils in the upper Hells can hear their voice. For this reason, infernal is often seen as a form of dark magic and commonly forbidden.

Abyssal

The magical speech of the demons that dwell within the lower Hells. Speaking it aloud can attract demons, and for that reason speaking it is forbidden even for those who study it in secret.

Draconic

The language of the dragons.

Titan

The system of writing found on Titan artifacts. Constructs dating back to the Titan era speak by rhythmically uttering "Dak", which is thought to be a spoken form of this language.

The material plane

The Tunnels of Malkuth

A seemingly endless network of tunnels converge into a dense cluster beneath the ruins of a Titan city in a desert land. Every night, monsters emerge from the tunnels to roam and feast, returning again just before

dawn. Within the tunnels are various communities of deep folk who have no living memory of the sun's warmth.

Thousand Isles

Some speculate a the thousand isles were once a single continent that the divines flooded. The peoples of the region are sea-faring, and the shallow waters are filled with divine ruins and monsters. The deeper waters conceal sea monsters capable of submerging entire ships, which has kept this region isolated from outside investigation.

Seething Jungle

The ruins of a Titan megacity buried beneath the overgrowth of a prolific jungle. It's rumored a city of fey-corrupted people can be found at the heart of this land, guarded by nature spirits.

The scars

The descendents of the Titans cling to the ruins jutting out from the desert. The shifting sands occasionally reveal entrances to untouched Titan ruins, but only ever for a day or two before they are buried again.

Breathless Archipelago

A constellation of satellites and space stations formed around Archon, city of seven green rings. Ascended during the Titan age, much of the archipelago has been abandoned due to mutation, monsters, war, and hundreds of years without supplies from the surface.

Wild Lands

A land where scattered warlords wield weapons from the dragon age against a ceaseless advance of monsters and magical entities from the tunnels.

Steam Lands

The steel barons reign supreme through steam engines and gunpowder. They are locked in proxy wars to reclaim monster-infested lands and to expand their corporate empires.

The Heavens

Each divine is thought to have their own separate heaven, which is connected to the other celestial realms. The religious often pray to their deity of choice in hopes that their soul will be transported to their respective heaven. Since the end of the divine age, the divines have communicated almost exclusively through their diviners and refused to send avatars down.

The Hells

Evidence of mortals visiting the Hells has largely been destroyed for public safety by various temples. The most learned on the topic report that the Hells are nine realms connected vertically with an endless war between devils at the top and demons at the bottom. It is common knowledge that opening a gate to the Hells allows devils and demons to spill out.

The Etherial Plane

Some think the spirit world is its own realm separate from the material world. Those who have visited it know that it is one in the same, and is the space where spirits retreat into when they are no longer tethered to a body. Some mages glimpse the Etherial plane in order to detect the magical auras of spirits and invisible creatures.

Glossary

Keeper - Someone who controls the game world and adjudicates actions declared by players.

Bonus: A die or number you add to a roll

Penalty: A die or number you subtract from a roll

HP: Hit points

AC: Armor class

ATK: Attack

DMG: Damage

STR: Strength

DEX: Dexterity

CON: Constitution

INT: Intelligence

WIS: Wisdom

CHA: Charisma

Skill die: A die you may add as a bonus to checks for a particular skill.

D6: 6-sided die. This abbreviation applies generally to other dice as <die size>D.

2d6: Two six-sided dice rolled together.

This abbreviation applies generally as <number of dice>d<size of dice>.

TPK: Total party kill. When the entire party of adventurers dies.

Credits

I don't mind swiping game mechanics from all over the place, nor care about notions of originality. I don't respect intellectual property rights unless someone aims a gun at me, or if I believe violating them would harm an indie creator. I see IP as a tool to alienate workers from their own thoughts by converting those thoughts into artificially scarce commodities. I doubt lawsuits over game mechanics are likely, so I'll shamelessly steal mechanics from other systems until that changes. This section will show where I got various ideas from, but I doubt it's exhaustive. If I use one of your ideas and don't credit you, please let me know and I'll add you to this section. Did the sources I cite create the ideas, instead of just repackaging them from another source? It's possible. Have multiple people ever independently invented ideas? Definitely. Does every creator have a debt to all those that enabled them to create? Absolutely. If you like any of the ideas in this doc, I encourage you to steal 'em and get the most value you can from them. All is created by all.

D20 rollover + 6 abilities + AC/HP/THP + Skills -> D&D fifth edition

3 action economy -> Pathfinder 2nd Edition

Skill Dice -> Dungeon Craft on youtube

2d6 feat table -> Shadow Dark

Word-based magic -> Runehammer on youtube

Quick slots + Loose Slots -> Orbital Crypt (orbitalcrypt.blogspot.com/2022/02/the-18-slot-inventory.html).

Injury table -> Break!! RPG

Design Rationale

This system is, and will likely remain, a work in progress. If you'd like to give design feedback, please do me a favor and mention how your feedback relates to a design goal.

Design Goals

1. The game is simple to pick up and play.
2. Combat feels fast, flexible, and tactical.
3. Character creation is straight-forward, collaborative, and grounded.
4. Character advancement is flexible and rewarding.
5. Pros and cons make every craft situationally worthwhile.
6. A high-level character should feel powerful, but still mortal.

Core Mechanics

I started with the classic D20 roll-over with six abilities, armor class, and advantage. I took an axe to some of the crunchier contemporary combat mechanics. The contemporary "action + bonus action + reaction + free object interaction" action economy seemed like a mouthful, so I opted for "3 actions", where some options can take more than one action. Many of the finer rules such as visibility, reactions, and damage type are informal or implied. Like dynamic UI, they only appear when they are needed. I'd prefer a keeper come up with a ruling that the table is comfortable with, rather than pause the game to dig through a rule book.

Character Creation Process

This process is intended to generate a new character, and not to import an existing original character. The random elements reinforce this, providing a player with a prompt for their character creation. The process requires collaboration from everyone at the table, which I believe directs creative energy into making characters that are connected to one another, and to the game world. A new character is level 0 with limited starting gear. This is intended to make teamwork, creativity, and caution the foundation of each new party's recipe for success.

Race

I took an axe to the Tolkein conception of race, as I'm not comfortable with it. You'll see the options for body are random by default, but can be chosen. The Bimran and beast folk options are intended as tools to tweak character appearance. Characters can be elf-like, goblin-like, or some manner of furry in aesthetic. Racial bonuses are axed in favor of the "replace one ability score with a 14" rule in hopes of reducing the implicit fantasy eugenics of ranking and comparing races to one another. There are magically evil creatures such as demons and devils, but I took an axe to the bioessentialist idea of "evil races".

Class

The comfort in simple archetypes erodes with the burden of imposed uniformity. Players quickly find themselves toying with the tropes of whatever rigid archetype they are saddled with, and I want to provide them tools to that end. Crafts are intended as building blocks players can use to build their adventurers. Random and world-specific elements are intended to prevent a blueprint from reliably creating the same stat block, though. On the surface, this should add an element of discovery to character advancement. Beyond that, it is intended to reduce the reliability of min-max character builds so that power differentials are at least partially guided by random chance.

Combat

The combat's slightly crunchy on purpose. It's intended to feel like playing a hand of 3 cards built from your character's deck. There's different plays you can make. You can spam three attacks of degrading accuracy in hopes of crit fishing or clearing minions, or you can use the Power Up and Focus actions to go all-in on single more reliable attack. Some situations advantage one over the other. In the same breath, martial crafts offer perks such as Backstab, Sharp Shot, and Reckless Attack that give more options to build a hand to play. On top of all this, characters have a limited reserve of aces up their sleeve in the form of spells and expendable martial perks that let them punch above their weight. This allows the world to be either terrifying or safe depending on level and attrition.

Magic

I'm erring on the side of excessive variety. An arcanist with 12 copies of magic missile is different than one with two-dozen spells and 7 charges in their focus. While arcanists stand on the shoulders of their predecessors by copying existing spells, namers are forced to invent their own spells on the fly. Going half-way, a priest of Raos prays for spells and rolls for their power, collaboratively creating them with the keeper. Outside of mechanics of casting, there's roleplaying weight. Someone might casually dip a level into arcane or naming magic with no commitment. Sorcery, however, is corrupting and may forever change a character. Pact magic creates a relationship between the caster and their patron through favors that may effect how factions respond to the player character. For this reason, warlocks may wish to hide or disguise their devil pacts while priests of Bimros may wish to flaunt their pact for the prestige.

Skills

A D20 system is perhaps too swingy for skill checks. It's likely player A with a +5 will roll a 3(8) and player B with a +1 will roll an 18(19). A mini dice pool is used to smooth this out a bit. Proficiency comes in

the form of a skill die, which starts at D6 and grows to D20. This makes rolls far less swingy, and certain target numbers very reliable. The skill list attempts to be all-encompassing, but proficiencies are not handed out liberally during character creation. One must invest levels to get a skilled character. A jack of all trades can meet many situations with a bonus D6, while a specialist such as an alchemist, crafter, or thief may wish to specialize in one or two crucial skills to reliably succeed.