

Unchained worlds: Basic Edition



All is created by all. I typed these rules up on a computer, but so many people have made this possible, from inspiration to those who provided the food, shelter, electricity, education, healthcare, mentoring, spare time, and life experiences. 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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How to use this book

If you're a player, these rules will provide you with a set of mechanics to create a player character and play through a campaign run by your table's keeper. The keeper will be responsible for providing arcane spells, magic names, additional items, monsters, non-player characters, quests, and locations that you will appear in the campaign's game world.

If you're a keeper, please consult the keeper's guide for lists of premade assets as well as advice on creating and running your own campaigns.

Abilities

As a player, the keeper may ask you to make checks or saves to decide the outcome of an action. This entails rolling a D20 and adding any relevant modifiers, bonuses, or bonus dice. The sum of the roll is compared with a target number, a difficulty class(DC). If it meets or beats the DC, your check or save is successful.

Abilities

STrength: Lift, climb, carry, grapple, throw

DEXterity: Sprint, jump, duck, sneak, aim

CONstitution: Take hits, resist harm

INTelligence: Remember, reason, calculate

WISdom: Sense, intuit, resist influence

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 modifier for each ability score is shown in the table below.

Score	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.

Other Stats

Armor Class

Armor class is the number an attack roll must meet or beat 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.

Taking Damage

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.

Temporary Hit Points

Temporary hit points(THP) represent some buffer from real damage such as a magical aura or the effects of a potion. Incoming damage reduces THP first, then regular HP. THP does not stack. If you gain THP, you may replace your current amount of THP with the amount gained, but you cannot add both values together. Unless otherwise specified, THP expires after completing a rest.

Injuries

Each time you take damage, if you are left with less than 1 HP you must roll on the injury table below. Roll 3d6. If your HP is negative, subtract it from the value you rolled.

Injury Table(3d6-HP)

18: Get back up!
 15-17: Dazed(-3 to all rolls for an hour)
 10-14: Minor Injury
 7-9: Major Injury
 5-6: Dire injury. **You're bleeding out!**
 4: Unconscious. **You're bleeding out!**
 3 or lower: **Death**

Minor Injury(D4)

1. Strained wrist
 2. Strained ankle
 3. Throw your back out
 4. The wind is knocked out of you.
 Two less actions each turn for one minute.

Major Injury(D4)

1. Broken arm
 2. Broken leg
 3. Broken ribs
 4. Concussion(-1 to all rolls until healed)

Dire Injury(D4)

1. Severed arm
 2. Severed leg
 3. Lose an eye
 4. Internal organ damage

You're Bleeding Out!

If you roll a dire injury or unconsciousness on the injury table, you'll begin bleeding out. Until your bleeding stops, roll on the bleeding out table below. Roll 3d6 and subtract your current HP. A DC 15 medicine check can stop your bleeding. Magical healing, or that from a healer's kit, stops bleeding if it raises your HP to 1 or higher.

Bleeding Out Table(3d6-HP)

18: Wound stops bleeding
 11-7: -1 HP
 5-10: -2 HP
 4: Unconscious
 3: **Death**

You're injured. Now what?

- Have a friend treat it(medicine skill)
- Pay a professional healer
- Pray to your deity(religion skill)
- Use some powerful healing magic

Note: Injuries may cause certain actions to have penalties, risk further harm, or become impossible.

Combat

Initiative

In a combat, the combatants on the same side of the conflict act simultaneously. To decide which side goes first, each side rolls a D6 and the highest roll takes the first turn in initiative.

Actions

Each round in initiative represents six seconds, and each task taken is described as an action. Each character may perform up to three actions per round. The following are actions.

Offensive Actions

- **Attack:** Make an attack roll against an enemy, drawing your weapon from an accessible spot such as a quiver, belt, or sheath if need be.
- **Second Attack:** Carries a -3 penalty to hit
- **Third Attack:** Carries a -6 penalty to hit
- **Focus:** Grant a D6 bonus to your next attack roll this round
- **Power Up:** Next attack this round deals half damage minimum
- **Grapple Target:** Make a **STR** check against the target's **STR** or **DEX** to knock them prone, push them up to 10 feet, or immobilize them with a hold

Misc Actions

- **Move:** Move up to 30ft
- **Hide:** If you have broken line of sight, make a DC 12 **DEX** save to become hidden from them
- **Interact:** Open a door, pick up a rock, push a boulder, retrieve or stash an item from your inventory, etc
- **Speak:** Relay a message no more than 6 seconds long

Making Attacks

Roll a D20 and add your **STR**(for melee) or **DEX**(for ranged) mod. If any other bonuses(such as from a perk) or penalties(such as from making a second attack), apply them to your roll. If the roll meets or beats the enemy's armor class, the attack hits and you may roll the attack damage, which is decided by the weapon. Unarmed attacks deal D2 damage.

Weapons

Standard Weapons

Type	Weapon	GP	DMG	Size
Minor	Dagger	5	D4	SM
Martial	Sword	35	D6	LG
Ranged	Bow	15	D6	LG
Great	Greatsword	50	D12	XL(2)

Variant Weapons

Many weapons are similar to, but differ from their standard counterpart.

Minor Weapons

Big stick: 5cp, breaks on max damage roll

Dart: Tiny, 5sp, -1 DMG on melee(min 1)

Bola: 1 DMG, Binds ankles when thrown on hit(2 actions to remove)

Whip: 10ft range

Handaxe: Large, deals max damage when thrown

Boomerang: 10gp, returns to thrower on miss

Ranged Weapons

Sling: 1GP, D2 damage, any coin-sized item can be ammo

Blowdart: 2gp, 1 DMG

Longbow: 30gp, D10 DMG, takes 2 actions to fire

Crossbow: 30gp, D12 DMG, takes 2 actions to reload

Firework Rocket: 10gp, one use, up to 1 minute fuse

Martial Weapons

Shortsword: Dual-wield to roll damage twice, keeping highest

Halberd: 10ft range

Javelin: 5sp, deals max damage when thrown

Battleaxe: Deals D10 damage when held in two hands

Great Weapons

Greatclub: 5sp, breaks on max damage roll

Greathammer: On hit, -1 AC to rigid armor

Greataxe: On max damage roll, add another D12



Hauling Gear

Inventory Slots

A character has a number of slots equal to their **STR** score. Items of the same type stack according to their size. worn clothing such as boots, gloves, hats, coats do not take up slots.

Size	Stack	Examples
-----	-----	-----
Extra large(XL)	2+ slots	barrel, greatsword
Large(LG)	1	Sword, rope, book
Small(SM)	4	Torch, ration
Tiny(TN)	16	Chalk, paper, ink
Coin(CN)	64	Gold, Silver, Copper

Backpack(LG)

Takes up one slot, provides 5 slots of storage.(+4 net) You can only wear one.

Satchel(LG)

Takes up one slot, provides 3 slots of storage.(+2 net) You can only wear one.

Pouch(LG)

Can carry up to 4 small items, 16 tiny items, or some combination, even if they aren't identical. You can have many pouches.

Gear

Armor

Class	Armor	AC	GP	Requirements
None	--	10+DEX	--	--
Light	Leather	11+DEX	10	12 DEX
Medium	Ringmail	14	50	13 STR or DEX
Heavy	Plate	16	200	15 STR
Shield	Buckler	+2	10	12 STR or DEX

Adventuring Gear

Large Item	Cost
Barrel(40gal)	2 gp
Healer's Kit	5 gp
Backpack	2 gp
Bedroll	1 gp
Block and Tackle	1 gp
Common Clothes	5 sp
Fine Clothes	15 gp
Crowbar	2 gp
Tent(Two-Person)	2 gp
Rope (50 ft)	1 gp
Book	15 gp
Pole (10ft)	5 cp
Miner Pick	2 gp
Quiver of Arrows (16)	1 gp
Lute	10 gp

Healer's Kit

If the target's got less than half their max HP, you can expend the kit over 1 minute to heal D6 HP.

Small Item	Cost
Hammer	1 gp
Steel Mirror	5 gp
Oil Flask	1 sp
Fresh Ration	5 cp
Dry Ration	5 sp
Soap	2 cp
Ink Bottle	5 gp
Flint and Steel	5 sp
Lockpick	10 gp
Waterskin(1/2 gal)	2 sp
Flask	2 cp
Bone Dice Set	5 gp
Flute	1 gp
Twine Ball 200ft	1 sp

Tiny Item	Cost
Piton	5 cp
Quill Pen	5 sp
Glass Vial	1 gp
Bell	1 sp
Needle	5 cp
Whistle	5 cp
Locket	2 gp
Scalpal	1 gp
Tweezers	2 gp
Chalk	5 cp
Sulfur Match	5 cp

Light Sources

Light Source	Cost	Size	Light	Duration
Torch	1 cp	Small	30ft	1/2 hour
Lantern, bullseye	10 gp	Small	60ft	4 hours
Lantern, hooded	5 gp	Small	30ft	4 hours
Candle	1 cp	Tiny	10ft	1 hour

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Rest

Once a day, a character may rest for 8 hours in order to regain HP equal to their **CON** mod(minimum 1) and regain any abilities that are restored on a rest.

Wilderness Amenities

Certain comforts may sustain your body or put your mind at ease, enhancing the effects of your rest. Each of the following grant a +1 HP bonus on a rest:

- Making a fire
- Sleeping on a dry bedroll
- Eating a meal(Small item's worth of food)
- Eating a second serving
- Consuming a vice(alcohol, caffeine, tobacco, sweets)

Town Amenities

Being pampered accelerates healing through a deep relaxation and nourishment. The following offer a +2 or +3 bonus to HP recovered during a rest, depending on the particulars:

- Sleeping on a comfortable mattress
- Taking a hot bath or shower
- Consuming a feast
- Receiving a massage or other spa treatment
- Receiving medical attention
- Attending a religious or cultural event



Perks

XP and Perks

As you adventure, you gain experience points(**XP**) in many ways:

- Defeating, pacifying, or escaping monsters
- Spending gold pieces (1**GP**=1**XP**)
- Acquiring magic items
- Completing quests

As your total **XP** hits each of the thresholds shown to the right, you may select one additional perk.

50	1200	7800
100	1400	9400
150	1800	11000
200	2200	12600
300	2600	15800
400	3000	19000
500	3800	22200
600	4600	25400
800	5400	31800
1000	6200	38200

Gaining Perks

Once you have enough XP, you may spend downtime to gain one or more perks(one day per perk, minimum). The kinds of activities are specific to the perks you are gaining.

Weapon Perks

Gaining Unarmed, Minor, Ranged, Martial, or Great weapons perks involves physical training. This may be done alone in nature, or in the presence of a mentor who may offer a modifier when rolling on the given perk's 2d6 table.

Arcane Magic

When gaining the arcane magic perk, access to a library or a mentor may allow you additional options for selecting your next spell. For instance, a library may have a different pool of spells, or a mentor may offer you to choose from a fixed list.

Pact Magic

When gaining the pact perk, you may make offerings at shrines or temples, or else boast of deeds done for your patron in order to apply a modifier when rolling on the 2d6 table.

Naming Magic

When gaining the naming magic perk, you may enhance your chances by consuming mind-altering substances or undergoing other esoteric rituals such as sitting beneath a cold waterfall that may extend your awareness outside of your body and grant a modifier when rolling on the 2d6 table.

Skills

When gaining the skills perk, a mentor or peer group may help you hone your craft, granting a modifier when rolling on the 2d6 table.

Perk: Unarmed

When you select this perk, you may use **DEX** to make unarmed attacks.

Each time you select the unarmed perk, roll on the table below.

2d6	Effect
1-2	
2	A successful grapple deals unarmed damage
3	Unarmed attacks deal D2 more damage
4-7	+1 to unarmed attacks
8-10	+2 to either STR, DEX, or CON, or +1 to two
11	+D6 to your AC against one attack once per rest
12	No penalty on second or third unarmed attack

Perk: Minor Weapons

When you select the minor weapons perk, you may use **DEX** for attacks with sharp minor weapons and may throw minor weapons up to 20 feet.

Each time you select this perk, roll on the table below.

2d6	Effect
1-2	
2	D6 bonus to backstabbing damage
3	Add a D6 to minor attack or damage once per rest
4-7	+1 to minor weapon attacks
8-10	+2 to either STR, DEX, or CON, or +1 to two
11	Second attack with minor weapon has no penalty
12	Dual wield to roll damage twice and pick highest

Perk: Ranged Weapons

Each time you select the ranged weapons perk, roll on the table below.

2d6	Effect
1-2	
2	Use two actions for a D6 bonus to range attack
3	Add a D6 to ranged damage once per rest
4-8	+1 to ranged weapon attacks
9-10	+2 to either DEX or WIS, or +1 to both
11	Add a D6 to ranged attack once per rest
12	Second attack with ranged has no penalty

Perk: Martial Weapons

Each time you select the martial weapons perk, roll on the table below.

2d6	Effect
1-2	
2	Two-handed attacks deal D10 damage
3	Add a D6 to martial attack or damage once per rest
4-8	+1 to martial weapon attacks
9-10	+2 to either STR or CON, or +1 to both
11	When wielding martial weapon two-handed, +1 AC
12	Free attack if a melee attack misses you by 5+

Perk: Great Weapons

Each time you select the great weapons perk, roll on the table below.

2d6	Effect
1-2	
2	Overkill damage spreads to adjacent enemies
3	Add a D12 to great attack or damage once per rest
4-8	+1 to great weapon attacks
9-10	+2 to either STR or CON, or +1 to both
11	Once per rest, take half damage for D6 turns
12	May reroll great weapon damage, using second roll

Perk: Arcane Magic

Each time you select the arcane magic perk, you gain one spell tattoo and roll on the table below.

2d6	Effect
2	Create your own spell tattoo
3	+D6 to spellcasting DC once per rest
4-8	+1 to arcane spellcasting bonus
9-10	+2 to INT or CON or +1 to both
11	Gain 3 spell tattoos
12	Copying spells costs 5gp of arcane ink

Using Arcane Magic

You may use an action to prepare a spell, and another action to cast it. You may not prepare multiple spells at once. After a spell has been cast, it becomes exhausted until you finish a rest. You may prepare an exhausted spell by drawing energy from your body, dealing D4 damage to you.

Your spellcasting mod is your **INT** mod + spellcasting bonus. Your spell DC is 10+**INT**.

Spell Tattoos

Each time you select the arcane magic perk, you may either choose from the list of common spells below, or select one of three random spells provided by the keeper. Such a spell is magically tattooed onto your body and requires no materials to use. An active spell tattoo glows faintly, but an exhausted spell tattoo is completely dim.

Copying Spells

You may expend 10GP worth of arcane ink to copy a spell that you have a copy of (such as a tattoo or spell scroll) onto an object made of stone, wood, or paper. A typical arcane mage keeps one copy of each spell in a book, then creates runestones and spell scrolls for casting purposes. In desperation, some mages may cast the last copy of a spell by ripping it from their spellbook. Casting a copied spell destroys the object the spell is written on.

Common Spells

Flame hand: 15 foot cone of flame, DEX save to halve 3d6 DMG

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: +5 AC for one round, triggered when next attack would otherwise hit you. Dispell after a rest.

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 others using your mind for one hour, ignoring language barriers.

Perk: Pact Magic

Each time you select this perk, roll on the table below.

2d6	Effect
2	Gain a once per rest power from patron
3	Add a D6 to a spell damage once per rest
4-8	+1 to pact spellcasting bonus
9-10	+2 to WIS or CHA or +1 to both
11	Add a D6 to spell healing once per rest
12	Gain a permanent benefit from patron

Using Pact Magic

Select a patron, a powerful magical entity such as a divine or nature spirit who grants your powers. You may use an action to cast a spell. When you do, make a spellcasting check (**WIS**) and add your pact magic spellcasting bonus if you have one. The DC is decided by the spell. If you fail, the spell becomes exhausted and may not be cast again until you complete a request from the patron. You may use an action to charge a spell, granting a D6 spellcasting bonus on the next spell cast 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 a spell if it is not exhausted.

2d6	DC	Title
2	8	Cantrip
3-6	10	Weak
7-9	12	Average
10-11	15	Strong
12	17	Expert

Perk: Naming Magic

Each time you select the naming magic perk, roll on the table below.

2d6	Effect
2	Consume materials to gain +5 to spell check
3	Add a D6 to a spell check once per rest
4-8	+1 to naming spellcasting bonus
9-10	+2 to CHA or WIS or +1 to both
11	Expend 1 CON to create a spell scroll
12	Create your own name at no cost

Using naming magic

During a rest, you may expend 1 **CON** to learn a magic word. You may use an action to cast a spell. To do so, select one or more names and describe to the keeper, who will assign a DC for a spell check (**CHA**). You may use your action to charge the next spell cast the same turn, granting a D6 spellcasting bonus. If you roll a 1 on the D20, your spell automatically fails in a catastrophic way.

Perk: Skill Dice

Each time you select the skill dice perk, you may gain a skill die for a new skill and roll on the table below. You may have a total number of skill dice equal to your INT modifier (minimum 1).

2d6	Effect
2	Learn a new language of your choice
3-5	+2 to INT, WIS, or CHA or +1 to 2
6-9	Increase the size of one skill die
10-11	Roll max value of skill die once per rest
12	Gain a once/rest ability based on one skill

Using Skill Dice

Anyone may perform any skill as they would perform any other action, with the keeper requesting ability checks when appropriate. If you have a skill die, you may roll and add it to ability checks leveraging your knowledge of that skill. Your skill die begins as a D6, but may grow (D6->D8->D12->D20) as a result of selecting this perk.

Skills

Simple Skills

The simplest skills define a range of actions:

- **Pickpocketing:** Successfully taking an item from a target's inventory or hand without being detected.
- **Lockpicking:** Disarming mechanical locks quietly and without leaving evidence
- **Acrobatics:** Swinging from chandliers, rolling to avoid harm from a fall, running across a tight-rope, leaping great distances, etc
- **Athletics:** Grappling, tripping, or throwing opponents, breaking doors down, climbing, etc
- **Arcana:** Reading magic text, detecting a magical presence, identifying a magic item or spell in use, casting an altered form of an arcane spell(spell fails to cast and is expended upon failure)
- **Sneaking:** Moving quietly in the shadows and avoiding detection
- **Tracking:** Identifying signs of nearby creatures, the age of tracks, and making calls, bait, or repellant for beasts and monsters
- **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

Complex Skills

Religion

Recalling Lore

Recall the lore of divines, undead, fiends, fey, and other extra-planar beings. This may assist you in knowing what rituals are applicable to a given being.

Rituals

Rituals are special interactions with extra-planar beings.

- Pray for a miracle
- Detect good and evil
- Propose a deal
- Request an audience
- Speak a pact



Performance

Evoke feelings such as wonder, joy, rage, or sorrow through a performing art. When you gain this skill, roll a D20 or choose from the list below. If you want an option not presented, work with your keeper.

- | | |
|--------------------|----------------------------|
| 1. Flute | 11. Finger Cymbals |
| 2. Lute | 12. Singing |
| 3. Viola | 13. Acting |
| 4. Bagpipe | 14. Comedy |
| 5. Hurdy gurdy | 15. Juggling |
| 6. Horn | 16. Sleight of hand tricks |
| 7. Harp | 17. Romance |
| 8. Hammer Dulcimer | 18. Story telling |
| 9. Drums | 19. Dancing |
| 10. Tamberine | 20. Poetry |

Crafting

Determine a crafting recipe

You may be able to determine more simple crafting recipes with a single check. Others, however, may require days of research working on a prototype from materials. A completed prototype renders an inferior prototype version of an item as well as a crafting recipe. A crafting recipe has a DC, a list of materials, and a rough crafting time.

Craft an item

Attempting to craft an item consumes the materials and some time. Upon a success (check decided by keeper), the item is created.

Repair an item

A successful crafting check reveals if an item can be repaired, any materials needed, time, and a DC. By consuming the time and materials, a repair may be attempted. Upon a failure of 5+, the broken item is destroyed beyond repair.

Harvesting

A successful crafting check will reveal any valuable crafting materials such as fur, hide, bone, scales, carapace, teeth, claws, resin, wood, or bark that can be harvested from a creature, plant, or object. These materials may be used in recipes, sold in their raw form, or be crafted into a value-added item such as a necklace or leather. A crafting check may be used to successfully harvest

Alchemy

Brewing takes place over the course of a rest and requires relevant equipment.

Brew a tincture

Brewing a single alchemical ingredient with an alchemy check renders a tincture, which may fill flasks or vials. One flask, or four vials constitute a full dose that will render an alchemical effect.

Brew a potion

When brewing a potion, one combines multiple tinctures or other potions with a specific aim. One makes an alchemy check (Keeper provides DC based on complexity). The resulting potion has the same volume as the tinctures and potions that were used to make it. If the potion brewing fails, it becomes inert liquid.

Medicine

Create Medicine

By consuming one medicinal ingredient and 10 minutes, one may attempt to create one of the following items, making a medicine (**INT**) check:

- (DC 15) Ointment: Heals D4 HP, provided target has half or more of their max HP. Expires after one day.
- (DC 20) Purifying salve: Removes one poison-related condition, masks an active illness's symptoms
- (DC 20) Healer's kit: Takes 1 minute to heal D6, up to half HP. Single use.
- (DC 20) Smelling Salt: wake an unconscious creature back to 1HP
- (DC 25) Advanced healer's kit: Healer's kit, but heals 2d6 HP

Field Medicine

Attempt to place a splint on a broken limb, resuscitate someone who is not breathing, or stop severe bleeding. The DC is determined according to the situation, and is significantly lowered if you consume a healer's kit when practicing field medicine.

Character Creation

Step 1: 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 2: Roll for Ability Scores

Roll a 3d6. That's your strength score. Do it again, dexterity. Continue for the other abilities. If you lack a score 14 or higher, you may re-roll. You may swap one pair of abilities, such as swapping your dexterity and strength scores.

Commoner

Starting Perks

None. It's just you, your wits, sub-par gear, and some luck.



Starting Gear

Common clothes + one item bellow. (D6)

1. 4 Torches
2. Waterskin
3. Pitchfork
4. Bow and 5 arrows
5. Rope (50ft)
6. 4 Dry Rations

Character Creation

Step 3: Appearance

Bimran

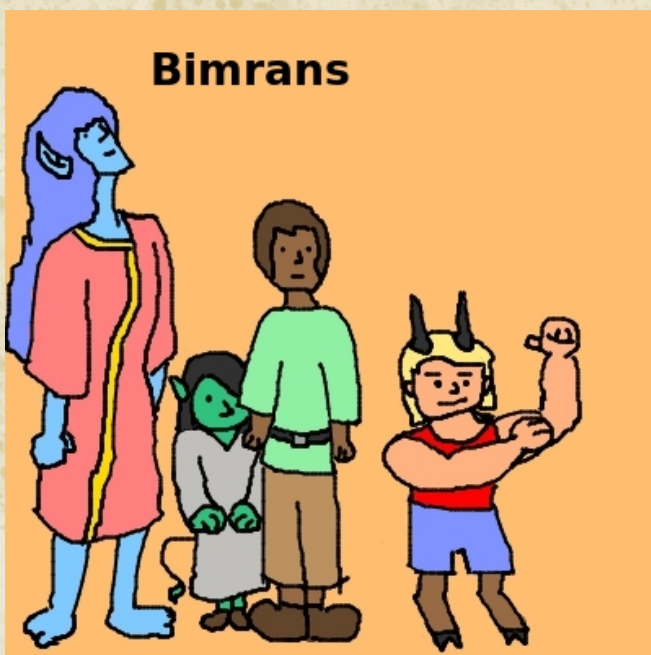
Humanoids created by the god Bimros in his image.

Choose or roll 2d6 for each column in the table below.

2d6	Complexion	Eye color	Height	Mutations
2	Grey	Black	7'	4
3	Peach	Gray	6' D12"	2
4	Blue	Brown	6' D6"	1
5	Yellow	Blue	6'	None
6	Brown	Blue	5' D8"	None
7	Green	Green	5' D6"	None
8	Tan	Hazel	5' D4"	None
9	White	Hazel	5'	1d2-1
10	Pink	Brown	4' D12"	D2
11	Purple	Amber	4' D6"	D4
12	Red	Red	4'	D6

Choose or roll D12 on the table below for each mutation you have.

- | | |
|-------------------------|---------------------|
| 1. Animal ears and tail | 7. Forked tongue |
| 2. Animal legs | 8. Slitted pupils |
| 3. Spade tail | 9. Functional Gills |
| 4. Horns | 10. Third eye |
| 5. Small bat wings | 11. Pointed ears |
| 6. Scales | 12. Fangs |



Beastfolk

Anthropomorphic humanoids created by the god Raos. Roll a D6 for the tens place and a D6 for the ones place on the table below.

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. Red 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



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.








Common Languages

Language	Who speaks it
Common	Most humanoids
Beast Tongue	Beast folk, Fey
Metal Tongue	Miners
Mercantile	Merchants
Primordial	Giants, farmers

Rare Languages

Language	Who speaks it	
Celestial	Divines, Angels	
Infernal	Devils	
Abyssal	Demons	
Draconic	Dragons	
Titan	Titans, Constructs	

Deities

	Bimros God of law, order, discipline, and creator of the Bimrans.	Gidur Entity of secrets that appeared well-after the	
	Raos God of farming, empathy, and creator of the beastfolk.	Solus God of fire, war, and light.	
	Exia Goddess of discovery, knowledge, and research.	Coent God and goddess of seasons, chaos, and beauty.	
	Fliff Goddess of plants, rebirth, and creator of the		

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 roll as a bonus when making checks for a specific skill