

WE CAN BE HEROES

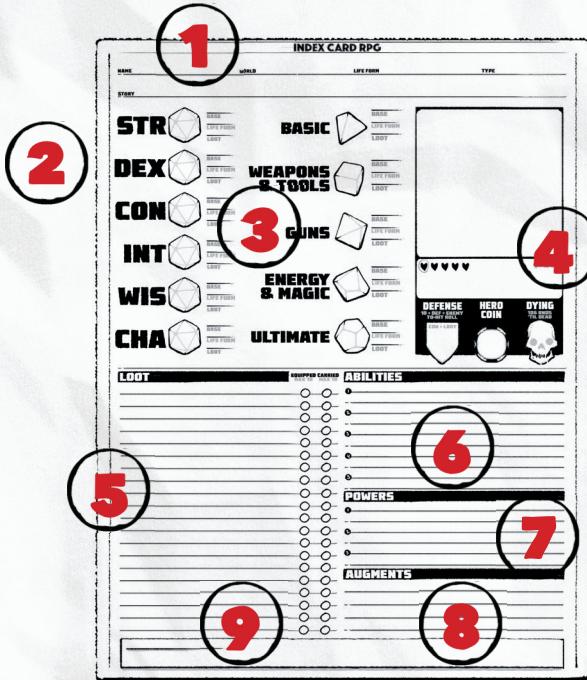
If you've flipped right to this page, you're here to *play ICRPG*. Crack those knuckles and settle in; there's no limit to what's ahead. Creating and playing an RPG character can be sublime, if you let yourself get into it. This is the realm of imagination! What use have we for hesitation, or doing what is expected? We can be heroes, especially here where anything is possible! Here's what you'll find in this section.

- **Character Basics:** Let's get started with getting to know an **ICRPG** character sheet, all the STATS, and how you'll be using the whole mess to kick butt.
- **Life Forms:** Ah, the myriad forms heroes can take. Bend your STATS a bit here, and build to fit whatever world you're playing in.
- **STATS and Abilities:** All you need to know about what you can and can't do are in 6 core STATS and a small group of Abilities. You'll be earning more for both as you evolve.
- **Glorious Gear:** Now that you are you, you need to gear up for what's ahead. Don't forget the rope.
- **Magic:** Secret, arcane forces are hidden just beneath our perception of reality. Master the many dimensions, conjure the power of the elements, or harness cosmic energy at will.
- **Mastery:** No matter what your world, specialization, or role in your group, the MASTERY system lets you diversify or focus your capability as you grow and, most importantly, roll 20s.

PLAYER'S GUIDE

CHARACTER BASICS: THE SHEET

Take a look ahead. Here's the sheet you'll be filling out (or just doodle your own) for each ICRPG character you create.



1: What **WORLD** is this? Start with your character WORLD, NAME (make it cool), LIFE FORM, TYPE and STORY. This is who and what you are, and how you wound up outside ordinary life, on the road to adventure.

2: These 6 **STATS** should feel familiar. You'll be spending points to boost these core **STATS**, and your **LIFE FORM** and **LOOT** will top them off. Build your **STATS** to fit a concept of who the character is and what they're best at.

3: Here is where you'll record your **EFFORT** bonuses. Think of it as your training.

4: This is a cluster of critical **STATUS** info. Track your **HIT POINTS**. **DEFENSE** is used to track your armor and toughness. Mark an X when you have a **HERO COIN**, and record a **DYING** roll here when you make one.

5: **LOOT!** Keep track of the equipment you carry and use.

6: As you progress, you'll unlock **ABILITIES**, starting with 1 and a max 5.

7: **POWERS** are more rare than abilities, and will set you apart.

8: **AUGMENTS** in some **WORLDS**, heroes are boosted by cybernetics.

9: **MASTERY** is a way to track natural 20s and gain more **ABILITIES**.

WHAT WORLD IS THIS?

ICRPG takes place in one of 5 WORLDS, or a WORLD of your own making. The WORLD is a sense of overall theme, of technology, of scope and era. It defines every decision afterwards, from how characters are built to what each session will be. The WORLD is the root from which all the adventures ahead flow, what the obstacles and enemies will be like, and more.

Here is a brief summary of the WORLDS in this book. To get started building a character, finish reading through the basic steps in the next few pages. If you're hungry for more, and your GM doesn't mind, find out more in the WORLDS section later in the book.



ALFHEIM

A continent of spells and steel, crumbling old castles and sleeping dragons. Adventurers here face violent seas, lost tombs, and treacherous kings.

WARP SHELL

A breed of living starships is driven by mysterious purpose to save a doomed universe. You and your allies are the crew on one such vessel, and time is running out, if there is such a thing.

HOST MOUNTAIN

The inhabitants of a remote western landscape are caught in a battle between heaven and hell. If the sun ever sets, it will never rise again. This is a WORLD of pistols and ghosts, demons and dust.

VIGILANTE CITY

After the Mutant Crisis of 2035, chaos has gripped the world's biggest city, and you're at ground zero. Super-powered heroes and villains are popping up all over, and no one is safe in the crossfire. Found in ICRPG VIGILANTE CITY.

BLOOD AND SNOW

Before any of it, humankind found its fragile origin in an age of ice and silence. Balanced on the knife-edge of survival, you and your tribe must find a way, or none of these stories will have ever happened. Found in BLOOD AND SNOW.

PLAYER'S GUIDE

STEP 1: WHO AND WHAT YOU ARE

Before we get into the mechanical aspects of building a character comes the most important step: the CONCEPT. The best way to formulate a CONCEPT is to find a visual anchor for your character. Draw your own portrait, or find artwork that inspires you! Let yourself get into it. Devise a cool NAME. Keep your mind on that visual anchor, and start filling out all the bits on your sheet to fit.

CHOOSE YOUR LIFE FORM

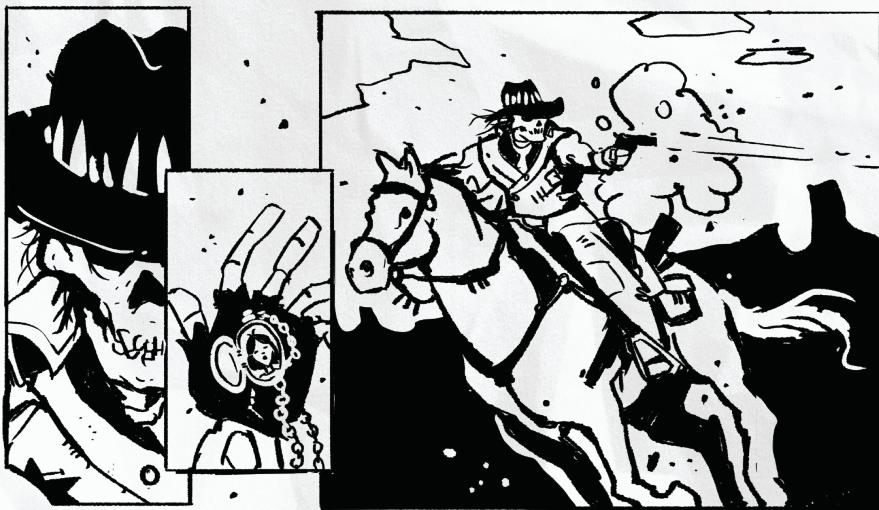
Are you an elf? A mech? A silicate shapeshifter? An undead revenant? Each WORLD in ICRPG has a set of LIFE FORMS to choose from. Reach back to your CONCEPT rather than nitpicking the STAT bonus.

CHOOSE YOUR TYPE

As you lean further into the WORLD your character will live in, and start to feel it, you can see your place in that world as a hero. Nothing will affect your STATS and role in your group more than your TYPE, so choose with care. TYPES are listed with the WORLD they are from.

WRITE A ONE-LINE STORY

Before you start figuring out how the STATS add up, take a moment to explain one key fact about your character. This isn't a backstory, or a past. This is what is happening right now to this character. What has changed in your life that has pushed you from the humdrum to a life of adventure? How does it involve the other players' characters? If you're drawing a blank, look deeper into the WORLD you're playing in, and chat with your GM.



PLAYER'S GUIDE

STEP 2: CORE STATS

Almost every time you're rolling a D20 to do something in play, you'll be adding 1 of 6 STATS to the result. These classic 6 STATS describe your specialties, your prowess, and help define your role in a group. The idea is to stack whatever STAT fits your heroic CONCEPT best, using STAT POINTS, a bonus from your LIFE FORM, and all the bonuses from LOOT you will eventually acquire.

For every character you create in ICRPG, start by assigning 6 STAT POINTS, in any array, to these 6 core STATS. Enter the points assigned in the 'BASE' line next to each die box. You could put 1 point in each, creating a generalist, or place all 6 in one STAT for the ultimate specialized hero. It's your call. Now is the moment to remember your CONCEPT and emphasize STATS that fit!

ASSIGN 6 POINTS, IN ANY ARRAY, TO STATS

STRENGTH (STR)

Put points into STR to create a melee fighter, a crusher, a bar-bending, boulder-throwing behemoth who smashes his way through problems.

DEXTERITY (DEX)

You'll be using DEX to make ranged attacks, like guns and bows. DEX is also a measure of how nimble you are, so you'll roll with that STAT when you are trying to move silently, do back flips, or deftly run along crumbling rooftops.

CONSTITUTION (CON)

CON measures how stout or tough you are. This STAT is used when recovering HP, bracing for impact, or fighting to survive poison or terrible cold.

INTELLIGENCE (INT)

Some heroes use wits over fists. Their key STAT is INT, which is used to cast SPELLS, investigate mysteries, recall details, or operate complex machinery.

WISDOM (WIS)

This STAT measures an intuitive, organic kind of smarts. It isn't so much knowing as it is feeling. How keen is your sixth sense? Place points here to be a scout, to be in tune with nature, or to feel danger coming.

CHARISMA (CHA)

Your strength of will is measured by CHARISMA. You'll be using this to roll for persuasive actions, to resist fear, or drive enemies back with a battle cry.

PLAYER'S GUIDE

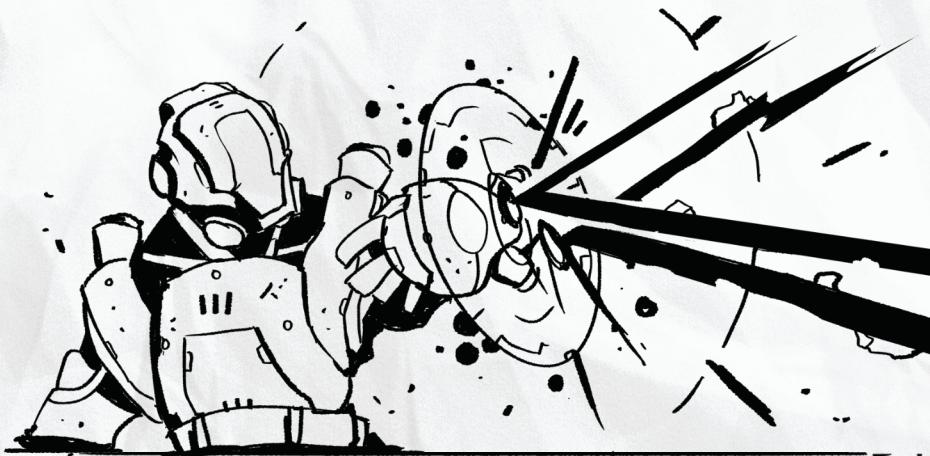
CALCULATING DEFENSE

Once you have your CON STAT, add all DEFENSE gained from LOOT you have, such as armor. That's your total DEFENSE. A helmet may be +2 DEF, you have +2 CON, this makes your DEFENSE +4. When the GM unleashes effects or monster abilities, she'll call 'roll DEFENSE!' Roll D20 + DEFENSE, and meet or beat the current TARGET to resist the danger! When enemies roll ATTEMPTS against you, they don't roll on the TARGET, they roll to meet or beat 10 + your DEFENSE! **No character, by any means, can exceed +10 DEFENSE** no matter the total of CON and DEFENSE gained from LOOT.

STEP 3: BOOST EFFORT TYPES

In the CORE SYSTEM section, you learned about the central concept of rolling for EFFORT in ICRPG (p. 12). Here's your chance to add bonuses onto those rolls during character creation, giving your character affinity for weapons, magic, or the risky business of ULTIMATE. You're allotted 4 total POINTS to spend here.

ASSIGN 4 POINTS TO EFFORT



STAT MAX

No matter how awesome your character may become, no STAT can ever exceed
+10

PLAYER'S GUIDE

STEP 4: LOCATE STATUS INFO

Below your character portrait artwork, and at the sheet bottom, you'll find spots to track STATUS. Take a second to get familiar, as you'll be making a mess here during play.

HEARTS & HP

All characters start with 1 HEART, or 10 Hit Points. Circle additional HEARTS as your character grows. You can acquire HEARTS several ways as you play.

HERO COIN

A big, hard-to-miss spot to record a HERO COIN. See page 18.

DYING

Don't die. Read up on the DYING rules back on page 16. Track it here.

MASTERY

The highest form of progression for a character is called MASTERY. Each time you roll a natural 20 on a D20 roll, mark one point of mastery on your sheet. When you have 20 mastery points, you've made it! You have now mastered an element of your character!

Here's the best part: once you've reached MASTERY, clear out all your MASTERY points and choose any MASTERY ABILITY for your TYPE! If that ABILITY calls for a specific STARTING LOOT, gain it instantly! Yes, MASTERY is huge.

This process can be done 3 times per character. How long will it take you to roll 60 natural 20s? You're about to find out.



MASTERY

NATURAL & MODIFIED

You'll notice 'NATURAL' and 'MODIFIED' rolls mentioned. NATURAL means just the number rolled, MODIFIED means the total after bonuses are added!



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STEP 5: RECORD ABILITIES

ABILITY is a term ICRPG uses to describe a feature of your character that is intrinsic. It can never be lost or removed. You'll gain a few ABILITIES when the character is created, and when you reach a MILESTONE. It's important to peruse character ABILITIES, because they greatly impact your specialization, areas to outshine others, and value to a group. Some ABILITIES interact with others in powerful ways... when this happens it is called 'synergy,' and it's cool.

CHOOSE 1 ABILITY FROM YOUR TYPE

STEP 5: CHOOSE POWERS

There are heroes, and there are *super* heroes. If you are creating a character in VIGILANTE CITY, or a character with superhuman capability in any WORLD, you'll be selecting and using POWERS. POWERS are like ABILITIES, they can never be taken away once gained, but they are nearly unlimited in potential. POWERS, unlike ABILITIES, will never be added to your character. They can only upgrade over time.

**CREATING A SUPERHERO CHARACTER,
CHOOSE ANY 3 POWERS**

STEP 6: RECORD AUGMENTS

Some stories alter the heroes themselves. When technology, digital or arcane, is integrated into living bodies, those are AUGMENTS. These are mainly found as cybernetic implants in cyberpunk games, but every genre has the potential for mechanical limbs or eerie crystal eyes.



PLAYER'S GUIDE

STEP 7: GET LOOT!

Here is where ICRPG really finds its identity, besides the ever-useful index cards themselves: LOOT! The majority of your character's progression and power will be in what LOOT you have and use. LOOT can be found, awarded, created, traded, lost, and destroyed. Even SPELLS are kept on scrolls or in books. Gems, chains, and counterweights enhance weapons. From the magical to the digital, what you CARRY versus what you keep EQUIPPED will let you tune and adjust your character for all kinds of special capability. Complete your new character by choosing 4 BASIC LOOT, then follow the two key rules below as you grow and gather more goodies.

**TAKE 1 STARTING LOOT FROM YOUR TYPE
TAKE ANY 4 BASIC LOOT FROM YOUR WORLD**



STARTING/MILESTONE

Always feel free to choose ABILITIES or LOOT for your TYPE either as STARTING or MILESTONE reward!
More possibilities is always good!

**INVENTORY IS LIMITED TO
10 CARRIED ITEMS AND 10 EQUIPPED ITEMS**

**CARRIED ITEMS MUST BE EQUIPPED
TO OFFER BENEFIT OR BE USED**

PLAYER'S GUIDE

ALFHEIM: AN AGE OF KINGDOMS



In a remote corner of the cosmos, a planet called Urth is orbited by a shattered moon called Iron Heart. Here, the epoch of castles and steel has lingered for centuries. The nations of this blue world rise and fall, not realizing their role in the wider universe or their pivotal possession of mythic WIZARD LOCKS, which bind all times and places together.

The largest continent here is Alfheim. Somewhere between the quiet of the primordial days and the smoke of the machine age it rests. Magic and mystery still hold this place, but it is a vast, diverse landscape of cultures and places.

Many great stories have come to pass on Alfheim, none more important than now. The arrival of the starfaring TORTONS has brought this world into the cosmic conflict. The peoples here are beginning to realize that before they can take their place in the struggle of the stars, they must survive a war that could destroy them all. Onto this landscape you arrive, and heroic deeds need doing.

6 THINGS YOUR CHARACTER KNOWS

These 6 facts are known across all the realms of Alfheim and should, in some way, affect the origin story of every character you create. Troubled times...

KING HENRYK IS MISSING

The armies of Sett, the undead serpent god from Kath, have decimated human culture in recent years. This offensive culminated with the disappearance and presumed death of the crown King of Alfheim: Henryk the Hawk. Almost nothing is known of what happened. Darkness and ruin followed.

IRADRUM HAS BEEN DESTROYED

When Durathrax, the ageless dragon, was released by a band of wizards, her fury was terrible. The vast mountain city of Iradrum was utterly destroyed, sending a population of Dwarves East, where their numbers and resolve are growing in Duradin.

GERBLINS HAVE JOINED MANKIND

Once a scapegoat for every form of petty villainy, GERBLINS have risen from their old ways and embraced a new nobility. Their society has also gained new technological advancements, and is ready to make war. Standing at the very brink of open war with the Elves of Skar, GERBLINS have been sent to every corner of the world seeking allies in the coming chaos.

SNOW ORCS HAVE ORGANIZED

Once an obscure but numerous tribe in Nordheim, Snow Orcs now dominate Arlston, Gilhelm and New Haven. It is not known what has made them so mighty so fast, but they rival any army in the realms with their battle prowess.

ELVES HAVE TAKEN SKAR

Using the North and East Colossi as super-weapons, Elves have conquered the plains of Skar, and are readying for a wider war on the middle lands of Alfheim. Many themes and adventures in Alfheim hinge on the looming war with this advanced, devious invader.

TORTON REFUGEES HAVE ARRIVED

Amid all the turmoil, a peaceful group of ragtag folk, resembling turtles, has been arriving in desperate poverty and confusion from distant shores. They are the TORTONS, a star-faring people on the brink of extinction. They seek only to make Alfheim their new home, but it seems they will be forced to fight for that dream.

PLAYER'S GUIDE

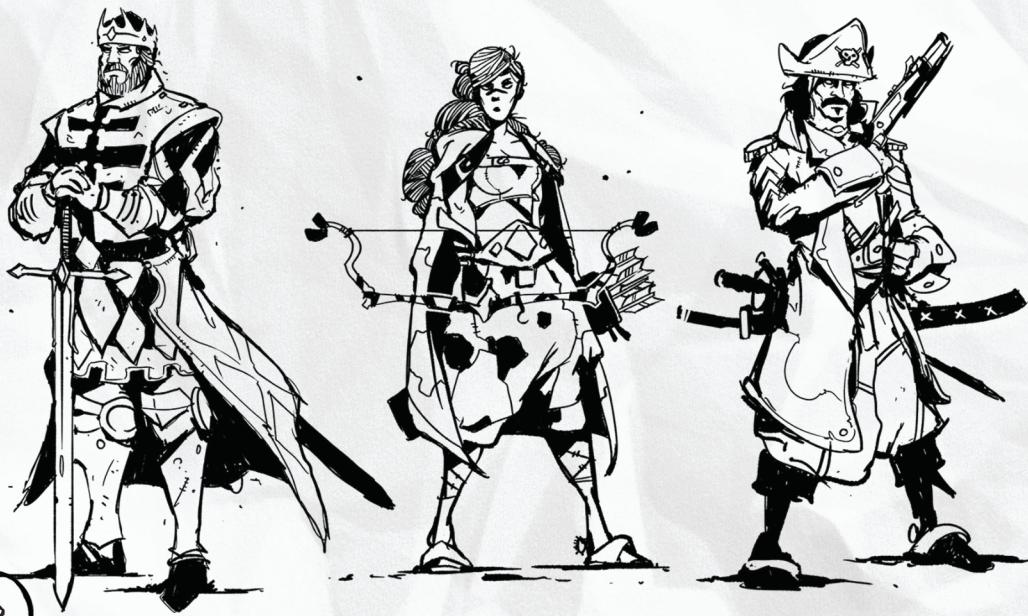
LIFE FORMS OF ALFHEIM

Since the armies of Sett were defeated by Snow Orcs, the powers have shifted. The woodling folk of old have vanished, subsumed by their elder kin the elves. Gerblins have ended their epoch of evil. The turtle-like Tortons have arrived from distant shores, bringing new magical insights. Dwarves grow in number after the destruction of their home. Where do you fit in this ever-changing tapestry... *Choose one:*

HUMAN >> +1 INT, +1 CHA

The great city of Grey was once the seat of humankind. Now that it is mostly ruin, destroyed by the serpent armies of Sett, humankind finally feels the pain of dwindling minority, and elves hunt them to extinction. Despite all this, there is strength in their blood; a resolve to rise again. When you choose to play a HUMAN in Alfheim, your reason for being is... *choose one:*

- **LINEAGE:** Facing a real possibility of extinction, HUMANS in Alfheim place great value on heritage and family lines. You are driven to find and protect what remains of Henryk's descendants.
- **ANSWERS:** The rout of man was a terrible calamity. How it all happened remains largely unexplained. You intend to find out.
- **ESCAPE:** The ruined life of your kin is a desperate, dirty thing. You refuse a life in a tomb, and seek the open spaces and far horizons of the world.
- **RALLY:** If a new HUMAN realm is to be formed, ranks must be bolstered, hearts won, and swords lifted. Your destiny is to lead them.



DWARF >> +1 STR, +1 CON

The durable 'stout folk' have flourished in this new age. The destruction of Iradrum, and disappearance of their ancient enemy Durathrax, have bolstered their resolve. They stand as a vast, unified force in Ramthas and Duradin, set to make war with the overtaken lands of Skar. When you choose to play a DWARF in Alfheim, your core motivation is... *Choose one:*

- **EXPANSION:** You and your allies are sent by King Rom to press DWARVISH borders outward. Either by garrison, or skirmishing, or exploration, you are part of a larger effort to occupy all the East lands of Alfheim.
- **SERVICE:** An iron-clad code of honor rules DWARF life. Yours is consumed by a single, unshaking vow or blood oath you cannot break. This could be to a task or an individual, to a town or a governor. Either way, you will die for this oath, it is only a matter of time.
- **PLUNDER:** Emboldened by their day in the sun, some DWARVES take to thievery, seeking out powerful relics or glimmering treasures to win King Rom's favor and bring glory to Dur Moro's vaults. You may even have many treasure caches across Alfheim, stacking coin and jewels for the rainy days of war.
- **ENVOY:** Only with the help of all good folk will the DWARVES be victorious against the elven incursion from the North. You have been deployed to befriend men, GERBLINS, ELFISH dissidents, and even the TORTONS to see it done. You are a peacemaker, a representative of the throne, or simply one driven to end the killing in Skar.

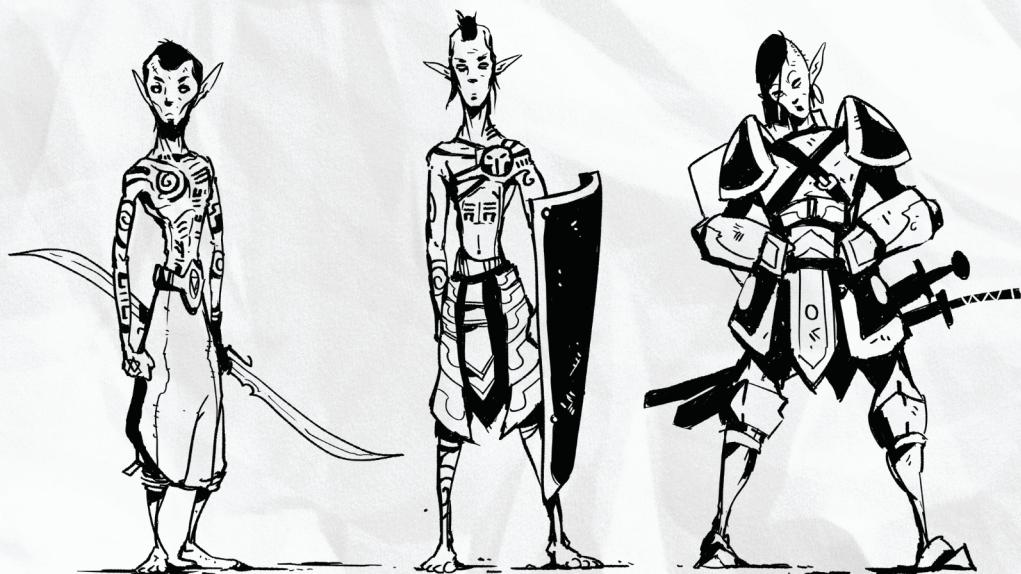


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ELF >> +1 DEX, +1 CHA

Once confined to Aphos and beyond, the ELVES have become an invading force of terrible power in the North of Alfheim. To claim a new kingdom, they have chosen to decimate the nomadic peoples of Skar, and eradicate Wildlings, Hill people and Small Folk as 'degenerates.' Not all of them are tyrants though. Their dissidents are growing in number, and betraying their misguided leaders to join the resistance. When you play an ELF in Alfheim, your story will be dark and troubled... *Choose one:*

- **FUGITIVE:** Wishing only to be rid of their bloodthirsty regime, you have fled the ELVEN nation. This is punishable by death, and they are in pursuit.
- **INSURGENT:** Your life is dedicated to undermining the ELVEN agenda with sabotage, mayhem, and infiltration. You use disguise, deception, and any other means necessary to destroy their war machines and embarrass their leaders. If pressed, your resistance is even called fanatic.
- **PILGRIM:** You have chosen a path of peace, helping those hurt by ELVEN aggression. You are mostly a non-combatant, claiming immunity on the battlefield. If pressed, however, you will die to protect the innocent.
- **LONER:** Tattoos are forbidden in ELF society. You have chosen a lonely path, etching yourself with ink and throwing off worldly possessions. You are nihilistic, lost, tumbling from one violent encounter to the next in search of meaning in a cruel, thankless world.



TORTON >> +1 CON, +1 MAGIC EFFORT

In recent years, a stream of TORTON refugees has been arriving at Xenos, Kath, and Duradin. They come by sea, and some seem to simply appear from thin air. Their fate is bound to the vanishing WARP SHELLS, and rebuilding their lost culture. TORTONS also possess an intuitive sense for magic, having traversed vast dimensions of space to build a home here. If you play a TORTON in Alfheim, you will be a mysterious figure... *Choose one:*

- **THE WAY:** The patient TORTON mind is attuned to forces of intuition and magical energy. You are a student of this 'quiet path,' and work to use your powers for good at every turn.
- **STARGAZER:** You know that TORTONS came from the stars, but how, when and why remain a mystery. Your purpose is to find out what has befallen your lost folk, and you will go to the end of ends to do so.
- **APPRENTICE:** TORTON society is built on a master-and-student tradition. You have found your master, and sworn to serve. At times, this means simply training your body and mind. At others, it means embarking on impossible quests to accomplish the unthinkable.
- **PROTECTOR:** Knowing what it means to lose everything, to have no home, you are sworn never to let others experience such terrible loss. You fight to protect the weak, stand up to bullies at every turn, and become entangled in all kinds of do-gooder causes and village plights. One of these days, you may find yourself in over your head.



PLAYER'S GUIDE

GERBLIN >> +1 DEX, +1 GUN EFFORT

The newest warrior queen of Thushum has shifted the GERBLIN way of life to one of nobility and good. Part of this shift is a newfound code of honor that each vows a blood oath to uphold. In their newfound role as a force of good, GERBLINS face many challenges, and never back down from evil. Inventive and adept, they stand at the forefront of Alhemic technology and a looming war with the elves of Skar... *Choose one:*

- **KNIGHT:** Heavily armored and empowered by a writ of law and order, you are charged with living a nomadic life, and bringing the power of righteous strength to those in need. You break no law and harm no innocent, always ready to serve.
- **GUN PRIEST:** Advances in flintlock technology have had a profound effect on GERBLIN kind. The scales of warfare are shifting, and as a GUN PRIEST, you are on the forefront of crafting, modifying, and using firearms to great effect.
- **ROYAL ERRAND:** The warrior queen of Thushum, Azra, has charged you with a very specific, almost impossible task. You'll need answers to achieve this mighty goal, and your life gladly given to see it done.
- **WAR SCHOLAR:** As several folk brace for the elven invasion, GERBLINS have proven invaluable as advisers and strategists, having long held their own assailed realm. You are such a scholar of military history, war magic, firearms, tactics and fortifications. Your services are needed more than ever. The question is who to help to ensure the ELVES are driven back.





LIFE FORMS IN PLAY

Sure, choosing your LIFE FORM may just be part of getting those pesky STATS where you want them. LIFE FORMS can also be handy for classic fantasy tropes like DWARVES with Scottish accents. You might even choose to form a team of one LIFE FORM to galvanize your unity as a battle squad. No matter how you use this key choice in creating your character, here are a few higher concepts and side notes to keep in mind.

- **DIMINISHED, NOT EXTINCT:** When it comes to the genetic tapestry of a continent, it is rare that a genotype is entirely extinct. If you're dreaming of creating any unlisted LIFE FORM such as Lizard Folk, Hillman, Half Orc or Small Folk, just work with your GM, and craft a story to fit.
- **NO CLEAR LINES:** Enlightened minds have always known that 'racial' divides are purely artificial. Reality is far more blended: a continuum of traits. With this in mind, always feel free to imagine half-breeds, mutants, or strange offshoots.
- **ALWAYS HOPE:** The interaction of different LIFE FORMS in Alfheim may seem like conflict, but it is a backdrop for the love, generosity, courage, and hope that binds peoples of all kinds. The more diverse your group of adventurers, the more this theme will arise. Think of the friendship 'tween Legolas and Gimli. Legendary.
- **ABBERANT:** If a particular LIFE FORM fits your character concept perfectly, but you imagine a character of far different makeup, even to the point of different STAT bonuses, it's time again to work with your GM. We've all known the tall son of a short father, the stout daughter of a lanky mother, or the one uncle that looks like none of the family. Make it work!

PLAYER'S GUIDE

CHARACTER TYPES IN ALFHEIM

WARRIOR >> A master of steel who can take a beating

STARTING ABILITY *(Choose 1)*

SLAYER: If attacking an enemy you have already harmed, do ULTIMATE damage

DEFENDER: Allies within CLOSE range of you may use your DEFENSE STAT

PIT FIGHTER: When you take damage, add the amount of the last hit against you to the next hit you make

STARTING LOOT *(Choose 1)*

WEAPON GEM: Customize any 1 WEAPON with a special counterweight. Give this WEAPON a +2 EFFORT bonus. The gem cannot be removed

SHIELD GLOVE: A strapped glove and belt harness for carrying shields. Shields occupy no space in your INVENTORY

BATTLE STANDARD: A tabard or banner with your inspiring war insignia. Choose 1 ally per ROUND, their next roll is EASY

MILESTONE ABILITIES *(Choose 1 when awarded by GM)*

EVER STRONGER: Add 1 to any STAT

POWER STRIKE: On an attack roll of modified 15+, do your maximum EFFORT

INTERVENTION: Once per ROUND, intercept an attack against a CLOSE ally

ENDURANCE: When RECOVERING, add 1D6 to the normal amount

HURLER: Use your STR to attack with any WEAPON as a thrown WEAPON

REVENGE: Enemies you injure will only fight you until dead or defeated

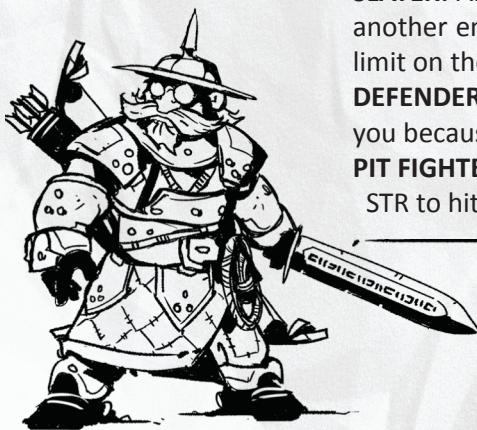
BERSERK: Spend 1D4 HP to add an additional attack on your turn

MASTERY

SLAYER: Any time you destroy an enemy, hit another enemy within CLOSE range, with no limit on the chain reaction

DEFENDER: Any time an enemy fails to hit you because of DEFENSE, gain 1D4 HP

PIT FIGHTER: With any type of WEAPON, roll STR to hit and add STR to your EFFORT roll



HUNTER >> A marksman with a knack for survival

STARTING ABILITY *(Choose 1)*

QUICK DRAW: On a ranged attack roll of modified 15+, fire again

DEAD EYE: Use one TURN to aim. Your next successful hit deals max damage

TRAP EXPERT: Your traps damage all victims NEAR the trap when tripped

STARTING LOOT *(Choose 1)*

CRYSTAL SCOPE: Attach this glass contraption to any 1 ranged WEAPON. Never roll HARD to hit with that WEAPON

ARCANE CARTRIDGE: An enchanted steel sleeve imbues your ammunition with a spark of magic. Your shots inflict ENERGY damage

TRAP LAUNCHER: With this spring-loaded gadget, roll a ranged attack to place a trap anywhere you can see

MILESTONE ABILITIES *(Choose 1 when awarded by GM)*

EVER STRONGER: Add 1 to any STAT

SPREAD SHOT: Hit up to 3 targets CLOSE to each other, spend 1 TURN reloading

PIERCING AIM: Your aimed shots penetrate up to 3 foes, continuing in a line

FIREBUG: Your traps and ammo inflict an additional 1D6 fire damage

SCATTERSHOT: Every attack you make inflicts an extra 1D4 on all NEAR enemies

LETHAL AIM: Your aimed shots drop the target to 0 HP

WHIP SHOT: If an enemy is harmed at range, instantly roll an attack on it

MASTERY

QUICK DRAW: Your Quick Draw ABILITY triggers on a modified attack roll of 12+

DEAD EYE: Any time you use a TURN to aim, you employ a silencer. Your next shot is undetected

TRAP EXPERT: Place or launch a trap instantly, use none of your TURN time to do so



PLAYER'S GUIDE

SHADOW >> A master of stealth and subterfuge

STARTING ABILITY (Choose 1)

ASSASSIN: If a target doesn't know you're there, your first attack cannot miss

THIEF: Your stealth rolls are always EASY

SCOUT: When using WIS to seek out details or hidden truths, roll EASY

STARTING LOOT (Choose 1)

DAGGER KIT: A set of three masterwork blades score critical hits on natural 18, 19, or 20 rolls

SPIDER CLAWS: With these special clawed gloves, you can move as normal on any surface, including ceilings

POCKET CLOAK: A special cloak with 2 versions: Treat all CARRIED inventory spaces as EQUIPPED or add 10 CARRIED spaces to your inventory

MILESTONE ABILITIES (Choose 1 when awarded by GM)

EVER STRONGER: Add 1 to any STAT or craft a blade for your Dagger Kit

POISON BLADES: After a blade attack, do the damage again the next ROUND

STICKY FINGERS: If undetected, roll DEX to steal 1 item from a target unnoticed

GRAPPLING HOOK: A light hook arrow to climb, pull, or catch yourself in a fall

BLADE STORM: If an attack kills its target, make another attack instantly

SMOKE FORM: Roll INT to use shadow magic. Become smoke for 1D4 ROUNDS

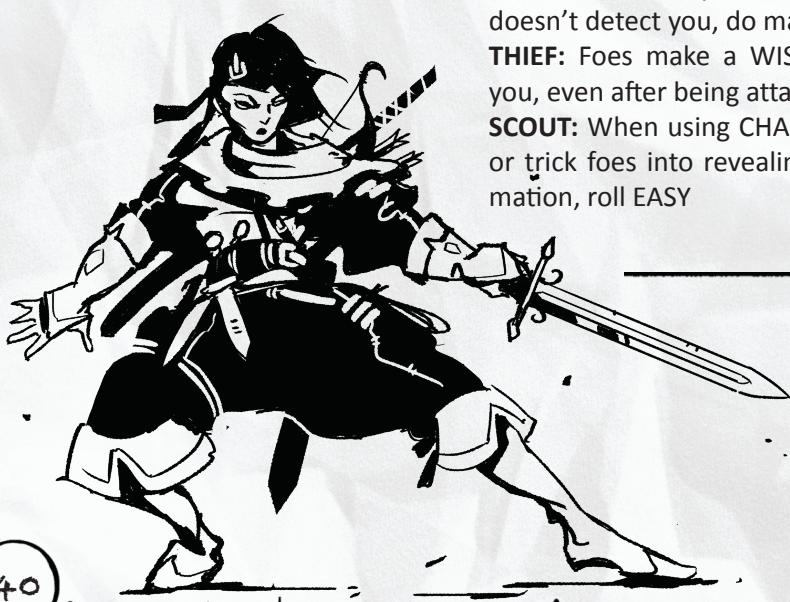
DISAPPEAR: Make a stealth roll even when in plain sight to simply vanish

MASTERY

ASSASSIN: When you attack a target who doesn't detect you, do max damage

THIEF: Foes make a WIS roll to detect you, even after being attacked

SCOUT: When using CHA to lie, deceive, or trick foes into revealing critical information, roll EASY



PLAYER'S GUIDE

BARD >> An inspiring and devious tale-teller

STARTING ABILITY *(Choose 1)*

BATTLE HYMN: Provide music with a CHA roll, reduce allies' TARGET by 2

PROVOKER: Hurl insults at any 1 enemy, they cannot resist dueling with you

THESPIAN: With a CHA roll, you can convince subjects of even wildly ridiculous fibs. Their belief in your farce will last 1D4 ROUNDS per roll made

STARTING LOOT *(Choose 1)*

FINE INSTRUMENT: Your Battle Hymns grant each ally a D8 to boost any 1 roll

HEIRLOOM: Your weapon is a treasure. Always do ULTIMATE when dueling

REVERSE CLOAK: A modular costume cape. Your fibs last 2D4 ROUNDS

MILESTONE ABILITIES *(Choose 1 when awarded by GM)*

EVER STRONGER: Add 1 to any STAT or Gain 100 coin

BLOOD AND THUNDER: With a CHA roll, grant 1 ally a critical hit next roll

TO THE PAIN: When dueling, roll opposed CHA to send your foe fleeing in fear

THE TROUPE: Roll CHA to summon an old colleague to your aid

DIRGE OF FEAR: Roll CHA to prevent all enemy critical hits for 1 ROUND

NEMESIS: Choose a Nemesis in battle. When it is killed, heal to full HP

THE PRESTIGE: Roll CHA to create realistic effects such as teleportation, self-cloning, disappearance or thetic illusions that baffle and convince utterly

MASTERY

BATTLE HYMN: Your Battle Hymns heal all allies the same amount they reduce the TARGET

PROVOKER: You can now provoke groups of enemies, up to 5

THESPIAN: Your legend precedes you. NPC's always react favorably to you, even in bad circumstances, you are invited to royal premises and events without question



PLAYER'S GUIDE

MAGE >> A collector and conduit of arcane secrets

STARTING ABILITY (Choose 1)

SPELL SCHOLAR: If you find a written SPELL, gain an extra SPELL

WILD POWER: Any time you roll a max die, roll it again

DARK PACT: Sacrifice any amount of your HP to boost any 1 roll

STARTING LOOT (Choose 1)

ASTRAL GRIMOIRE: Your SPELL book is drawn to you by a subtle kinetic force.

Gain any 3 INT SPELLS instantly. The book will slide toward you if it can

MEMORY RING: Gain any 3 INT SPELLS. On any TURN when not casting a SPELL,

roll 1D6. Keep that dice for use later on any 1 roll. Store up to 6D6 in this way

THE MASTER'S SKULL: A small, demonic skull. Fill this skull with blood to store 10 points of HP. Use this HP to heal, or as part of your Dark Pact ABILITY

MILESTONE ABILITIES (Choose 1 when awarded by GM)

EVER STRONGER: Add 1 to any STAT or learn 1 new INT SPELL

GLYPH MAKER: Roll INT to store a SPELL in an etched symbol triggered by touch

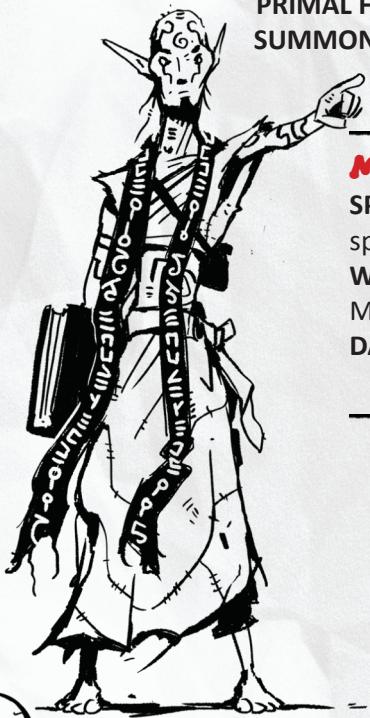
BEND MAGIC: Once per encounter, roll INT to redirect an enemy SPELL

PALE CLONE: Roll INT to form a 1 HP clone of yourself from thin air

MAGIC THEORIST: Roll HARD INT to modify or create SPELLS

PRIMAL FORM: Become fire, air, or water for 1D4 ROUNDS

SUMMONER: Roll INT to conjure a monster you know



MASTERY

SPELL SCHOLAR: INT SPELLS occupy no inventory spaces, even if they are scrolls or books

WILD POWER: When any die is added to your Memory Ring, it becomes a 6

DARK PACT: Your Master's Skull holds 20 HP

PLAYER'S GUIDE

PRIEST >> A righteous avatar of divine might

STARTING ABILITY *(Choose 1)*

ELEMENTAL: Nature or weather magic is always EASY to cast

HEALER: Any healing magic you cast does ULTIMATE EFFORT

MONK: Use your WIS STAT when making unarmed attacks

STARTING LOOT *(Choose 1)*

GREENSTAFF: Store your elemental magic in a wooden staff. Gain any 3 WIS SPELLS instantly. If your staff is lost, it comically turns up in 1D4 ROUNDS

BOOK OF TRUTHS: A tome of religious texts. Gain any 5 WIS SPELLS instantly, but if the book is lost or destroyed, the SPELLS are gone

AMBER BEADS: A necklace of large orange spheres gives you focus. Gain any 1 WIS SPELL. That SPELL dwells within the beads, and only fails on a natural 1

MILESTONE ABILITIES *(Choose 1 when awarded by GM)*

EVER STRONGER: Add 1 to any STAT or learn 1 new WIS SPELL

STORMCALLER: When outdoors, your WIS SPELLS also heal all allies for 1 HP

RADIANT POWER: Your single target healing SPELLS now heal up to 3 targets

IRON FIST: Your fists and feet are hardened with focus, doing WEAPON damage

ATTUNED: You are immune to nature and weather magic

CHOSEN ONE: Choose 1 ally. As long as you live, they cannot fall below 1 HP

MASTER: Your skill is legendary. Inflict MAGIC EFFORT with bare hands and feet. Also, if an unarmed attack inflicts 10+ damage, cast a WIS SPELL instantly with no roll

MASTERY

ELEMENTAL: Place any 1 WIS SPELL you know into a stone or stick by rolling to cast. Anyone can use this SPELL by destroying the object

HEALER: To be within CLOSE range of you, truly evil creatures must roll CON or take MAGIC and be pushed away

MONK: Extend your touch, presence, and perceptive self up to FAR range, interacting with people and things as if you were in that location



PLAYER'S GUIDE

ALFHEIM BASIC LOOT *(Choose any 4)*



ADVENTURER'S PACK: A torch, bedroll, scrap of jerky, apple, pipe, and rope. This rucksack has been through so much, you're not sure what's inside.

MINER'S PACK: Pick hammer, lantern, fire-starting oil and flint, compass, breather mask. A heavy duty canvas pack scuffed with coal and chalk.

POLAR PACK: This fur-lined pack is built into a warm seal skin cloak. It contains a fire pot, fur mittens, snow-blind goggles, ski poles, boots and rope.

FISHERMAN'S SATCHEL: Mesh creel, two fishing poles, tackle box, fillet knife and basket snare. Also includes swim fins and a clumsy glass diving mask.

MENDER'S TOOLBOX: Hammer and pliers, rivets, scrap steel, leather strips, spare buckles and iron nails. Use for anything from armor to boat repair.

HEALER'S CASE: Using this kit of bandages, tinctures and serums, heal 1 HP on an ally with an INT or WIS roll. Includes bottles, scalpel, and anti-venom.

CLIMBING GEAR: Grapple hooks, extreme rope, steel belt clips, 2 pairs of boot crampons, iron spikes and hammer. Worn over one shoulder.

MIXED ARMOR GARB: Common garb for adventurers, a mix of padded gambeson, leather belts, and armor odds & ends. +2 DEFENSE

HEAVY PLATE and CHAIN ARMOR: A cumbersome set of steel plates, chainmail, and steel boots for heavy combat. +4 DEFENSE, DEX rolls always HARD

COMMON SHIELD: A round wooden shield and strap suited for travel on foot. +2 DEFENSE. If hit, sacrifice the shield to absorb all of any 1 attack.

IRON SHIELD: This heavy shield is steel with iron bands. +3 DEFENSE. While using this shield, you cannot use one hand, occupies 2 inventory spaces.

TRAVELER'S GARB: A lighter, more comfortable set of clothes for travelers. Only +1 DEFENSE, but includes 2 extra spaces for inventory.

ALFHEIM BASIC LOOT *(Each occupies 1 inventory space)*

SWORD AND SCABBARD: A trusty blade of whatever size or make suits your training, leather sheath, belts, and sharpening kit if the blade is damaged.

BATTLE AXE AND HARNESS: A huge chopping weapon of one or two blades. Damage timbers or structures, but impossible to conceal.

SPEARMAN'S KIT: A ten foot oak shaft with swappable blade tip that can be switched to hook, spearhead, or glaive. Can attack targets up to NEAR range.

BOW AND QUIVER: A recurve bow, either short for small spaces or long for outdoor use. Quiver empty on attack rolls of natural 1. Carry a spare quiver if possible!

CROSSBOW AND BOLT KIT: A powerful mechanical weapon. Critical hits on natural 19 or 20. The bolt kit allows for incendiary, smoke, or flare tips.

WARHAMMER: A hefty, blocky weapon for smashing. Hits of 5-10 damage destroy 1 point of enemy DEFENSE, 10+ also stuns the target for 1 ROUND.

GREAT SWORD: A tremendous two-handed blade 5 feet long. This weapon occupies 3 inventory spaces, but always inflicts ULTIMATE damage.

KNIFE BELT: A sling of sorts which holds up to 8 daggers and throwing knives in concealed scabbards. One scabbard includes a poison-protective sheath.

KNIGHT'S WEAPON KIT: A heavy black belt with a spiked mace and chain flail on steel rings. Used against shields, degrades DEFENSE by 1 on each hit

QUARTER STAFF and WRAPS: A wooden walking staff fire tempered for hardness, 4 feet in length. Includes fist-wraps for unarmed fighters.

EXOTIC WEAPONRY: Strange or unusual weapons from far away lands include chain whips, nunchaku, segment staff, and sword-of-rings. Work with your GM!

MAPS: A humble wooden tube filled with regional maps and specific location plan views. Roll INT to check for a useful map once per location.



PLAYER'S GUIDE

INT SPELLS (Roll INT to cast)

ARCANE BOMB: An orb of light forms in one hand. Once placed, it explodes in 1D4 ROUNDS, inflicting 4D12 damage on everything within NEAR range

ARCANE MISSILE: Hurl a shard of pure arcane energy at a target you can see. If only doing 1 damage, the missile ricochets, hitting a second target

ARN'S HEX: Use eldritch words to rot a living target from within. The rot inflicts MAGIC each ROUND for 1D4 ROUNDS

AAZUL'S CONJURATION: Open a brimstone portal to summon 1D4 imps. The demons have 1 HP, bite for WEAPON damage, and *mostly* obey

BLADE AURA: Armor an ally you touch with daggers of energy. Those harming that ally take WEAPON damage. Lasts until your next cast

CONTROL MACHINES: Overcome a machine's HP with your EFFORT to take control of it utterly. Machines, if aware, can roll CHA each ROUND to break free

COUNTER SPELL: Any time you see an INT SPELL cast, roll immediately, cancel it with this SPELL. If you fail, you are overwhelmed and take 1D8 damage

CREATE DEVICE: Provide a detailed description of a mechanical device of your mass or less. Create instantly on modified 12+, otherwise complete in 1 ROUND

CRYSTAL SANCTUARY: Form a grid of hexagonal energy shields. All allies within NEAR range now have +3 DEFENSE. Lasts until you're harmed or your next cast

CURSE OF ORD: With a HARD INT roll, and extreme care of exact wording, place a curse on a target you touch. It is permanent until somehow dispelled

DEATH NOVA: With no roll, overload your power and explode. Sacrifice any amount of HP, add to 2D12 damage. All within FAR range roll DEFENSE to avoid

DESTROY THE DEAD: Give your own blood to annihilate an undead creature. Roll INT to cast. For each 1 HP sacrificed, destroy 1 HEART of undead

DETECT EVIL: Detect evidence of despicable deeds or malevolence within your current location. A green glow will reveal creatures, objects, or enchantments

DOMINATE MONSTER: Take total control of any monstrous creature in sight for 1D4 ROUNDS. If failed to cast, the monster is enraged at you until defeated

DOORWAY: Create a magical doorway from your present location to any location you have been before. The door remains open 1D4 ROUNDS

FIREBALL: Conjure an incendiary sphere of destruction. Blast everything within NEAR range of a designated location you can see, ignite any flammables

PLAYER'S GUIDE

INT SPELLS *(Occupy 1 inventory space each)*

FIRE MISSILE: Fire a precise bolt of flame at a target within FAR range, ignites flammable objects

GROWTH RAY: Increase one target to 3x its size for 1 ROUND. Add +3 to all its STATS, but it retains its normal HP

HAMMER STONE: Conjure a giant cube of stone above a location. In 1D4 ROUNDS it drops, utterly crushing anything below with 3 HEARTS or less

IDENTIFY: Cast on a creature, object or feature of land or architecture. Gain all available information on that specific place or thing

ILLUSORY SELF: Conjure a very realistic mirror-clone of yourself, lasts 1D4 ROUNDS. The clone has no solid mass, and vanishes if touched

LEVITATION: Enchant a target with touch to float up to 6 feet high for 1D4 ROUNDS. If casting on yourself, the effect lasts 1D6 ROUNDS

LIGHTNING BOLT: Unleash a crackling bolt with no roll. All targets within a straight line roll DEFENSE to avoid. Metal clad foes take double damage

MAGE EYE: Conjure a hovering orb that resembles a gigantic eye of energy. Move it anywhere within one mile, see what it sees

MENDER: Repair an item, architectural feature, vehicle or weapon instantly. Can be used even when target is mostly destroyed

MIND TRAP: Cripple a target you can see with endless, looping thoughts. They are stunned for 1D4 ROUNDS, or until they make an INT roll

SHRINK RAY: Reduce one target to 1/10th its size for 1 ROUND. Its STATS are reduced to -3 on all rolls, but retains its HP

SONG OF THE MOUNTAIN: Sing! All enemies within FAR range are enamored with you for 1D4 ROUNDS, willing to hear you out, cancel attacks or befriend your group. Enemies with more than 3 HEARTS can never be so swayed

THE HIDDEN: Allies NEAR you are invisible for 1D4 ROUNDS, they become visible again if leaving NEAR range of you. Ends if you're harmed or cast

TRANSLOCATE: Roll INT. A target you can see also rolls INT. If you beat their roll, instantly swap places with them in a puff of smoke

VAMPIRIC RAY: Extract life force from a living target within CLOSE range. Transfer EFFORT rolled from their HP to yours

PLAYER'S GUIDE

WIS SPELLS (*Roll WIS to cast*)

ELEMENTAL AIR: Move a mass of air in powerful blasts of wind. Foes or objects hit must roll STR above your WIS roll total to resist being pushed FAR

ELEMENTAL EARTH: Draw forth a mass of stone and soil. The mass shoots from the ground, forming a wall 5 feet thick, curved around you at NEAR range

ELEMENTAL FIRE: Empower any open flame you see into a huge fire quickly burning out of control. It behaves naturally, but with terrible accelerant

ELEMENTAL ICE: Freeze water into solid ice. Freeze up to 10,000 gallons for each point rolled over the current TARGET. The ice melts naturally after frozen

ELEMENTAL BEAST: On an element you have magically affected, change it into a semi-sentient creature at your command. 1 HEART, MAGIC

ELEMENTAL STORM: When outdoors, call forth a raging storm of hail, lightning and fog. It rages on for 1D8 ROUNDS, with many possible effects

ELEMENTAL VORTEX: Stir the fabric of matter, drawing raw power inward. For each ROUND casting, store a D12 for any subsequent elemental SPELL outcome

ELEMENTAL WATER: Conjure a giant mass of water at a location you can see. Materialize 10,000 gallons for each point rolled over the current TARGET

RADIANT SHIELD: Call on divine forces to imbue your shield with holy light. The light will blind all evil creatures that see it for 1D4 ROUNDS

HEALING NOVA: With a HARD WIS roll, emit a burst of divine healing energy. This wave heals your allies within FAR range

HEALING TOUCH: Touch an ally, heal them with holy magic. Make this roll HARD to use both hands, healing two allies at once

HOLY BULWARK: Conjure a luminous shield of energy on an ally you can see. The shield absorbs the next HEART of incoming damage

INVULNERABILITY: Touch an ally or object. It is immune to all forms of harm for the next ROUND. Make this roll HARD to earn 2 ROUNDS of the effect

CLEANSE: With a touch and a prayer, cure all negative effects, curses, poisons or disease from a creature. Can be cast using WIS or CHA

LION HEART: With a bold voice, proclaim the righteous destiny of you and your allies. Those who hear you are immune to fear for 4 ROUNDS

REGENERATION: A tiny spark of pure sunlight forms in your hand. Give this tiny spark to an ally. They will automatically heal D8 HP on their next 4 TURNS

WIS SPELLS *(Occupy no inventory space)*

RESURRECTION: Focus all your soul on restoring life to a dead ally. This SPELL cannot be cast in combat, or anywhere that is unsafe in any way

YOGI STASIS: Assume a cross-legged posture, and enter meditation. In this state you are immune to harm and require no food or air. No duration limit

FAR SEER: Use awareness to access the senses of any person you have met before. Experience all they do for 1 ROUND

QUICKNESS: Focus your mind to hasten your feet. Once cast, move anywhere within the current location, as if NEAR, on your TURN for 1D4 ROUNDS

ASTRAL CONNECTION: Touch an ally to bind your souls. If that ally is harmed while so connected, the two of you split the damage in any amounts desired

ATOM PALM: Lift yourself from the ground with will. When you descend, your hand creates a seismic burst. Do ULTIMATE to all NEAR targets

ASTRAL SELF: Separate from your physical body. As long as the physical body is safe, you can function in astral form, except acquiring LOOT or being healed

WILD GROWTH: Call upon the dormant force of all plant life within FAR range. It suddenly grows to a massive, tangled thicket of wood and vine

VINE WHIP: Use this thorned tendril as a melee weapon, or grapple lashed foes or objects and pull them with a STR roll after the cast

ENCHANT: Place any SPELL you know into a weapon or usable item. Create only 1 at a time. Once used, it is dispelled

ANIMAL FRIEND: Use realistic calls and a supernatural empathy to call an animal from local environs. It is fiercely loyal, and communicates with you

WOODSHAPER: Use magic to bend wood into weapons, armor, or objects of comparable mass. Create far larger things with a natural 20

DIRE FORM: Call upon your own feral nature to transform yourself into a dire animal, assuming its form and STATS for 1D4 ROUNDS

FORAGER: Roll WIS outdoors to find specific fungus or plants for creating specific potions, poisons or other tinctures. Food can also be found

GATHERING STONE: Place a medium sized stone, mark it with a primeval rune. Those who witness this SPELL cast firsthand can, at any time in the future, call the name of the rune carved there, and return instantly. You can only maintain 1 Gathering Stone at a time