

Enter the Waygate

It is the 21st century, and the planet Earth is as dull as ever. People wake up every morning and partake in their daily routine: Eat, work, eat, work, eat, TV, sleep. Day after day after day, the planet's inhabitants go about their lives bound to this wheel, content in their isolation within this universe.

But on one blissfully normal day, everything changed.

All around the world, strange blue orbs, the height of a man and just as wide, of rippling energy suddenly appeared. Their locations seemingly random, scientists were baffled by these strange phenomena and for years, tens of thousands of people, from physicists to religious fanatics to groups of friends tired of being holed away in their basements, studied these mysterious orbs, with seemingly no results, until one day something finally happened. THEY came through.

These mysterious orbs billowed with energy, and from each of them emerged an emissary. Humanoids, beasts, and everything in between and beyond, from every orb a seemingly different species step through, and all at once they spoke, "Inhabitants of Planet Earth. You have been chosen as worthy recipients of these portals into other dimensions. They are yours to use as you see fit. Step within and allow them to show you worlds the likes of which you have never seen."

And then the emissaries were gone. These beings stepped back into their orbs and instantly disappeared from our planet as suddenly as they had arrived.

The world changed forever that day. Some tried to destroy the orbs, others revered them as some divine tool, sent here to save or damn us all, but some brave souls decided the potential for interdimensional travel was far too great to pass up. Some hoped the portals would lead them to incalculable riches, others wished to bring back amazing tales and discoveries, and some simply wished for a chance at a new life, but regardless of the reason, people began stepping through in greater and greater numbers.

Months passed, and though many volunteers entered the Waygates, few ever returned, and those who did return had been changed. Some were driven mad by what they saw. Others had become physically warped by the strange laws of the unexplored reaches of the multiverse. But no matter the risk, there were always people willing to take that step in hope of a reward beyond imagination.

Fate of the Waygate

While the worlds beyond the Waygates are beyond counting and as different from each other as can be. The only consistent factor between them is the presence of the Waygates and the strange properties that that entails.

Those who travel through the Waygate are exposed to the strange energies called the Aether, which crosses from the void between dimensions into the worlds it crosses. This Aether, when coming into direct contact with a person, causes an astounding number of unpredictable effects ranging from bodily transmogrification, mental abnormalities, and strange abilities beyond what one could consider 'human.'

In the long run, exposure to the Waygates has an effect on the worlds they enter as well. The Aether seeps into worlds slowly, but the more it comes in, the more it shapes the very essence of that world and the dimension it exists in. It can take hundreds of years, but eventually the planet will become so filled with Aether that its denizens can learn to shape it to its will.

And in the worlds beyond, where hostility and danger are everpresent, learning to control such magic, as most call it, is oftentimes the key to survival.

Preface

"When the Waygates came everything changed. Everything we understood about the world was thrown to the wayside. Whole worlds were opened up to us; worlds beyond our wildest imagination lay before us, ripe for study, exploration, and the taking."— General Parker Stone, First Leader of the Waygate Division, USA

Welcome to Enter the Waygate: a tabletop roleplaying game where the players play through an epic story, exploring intriguing locations, investigating grand discoveries, and encountering dangerous foes at almost every turn. Players will forge alliances and earn the ire of terrible enemies based on their actions as they try to complete their quest.

A game consists of a Game Master (GM) and any number of players, who each control a player character (PC). It is the GM's job to guide the players through a campaign (story), during which they will provide encounters, present challenges, and ensure that the players know how and when to properly roll for any given action that is needed.

While this book and the rules therein are meant to help and guide you, always remember that the GM has the final word and that a fun story should always come before any rule or guideline you find in these texts. Have fun with it. Justify why a character with no strength should be allowed to wear full plate armor. Explain away any apparent inconsistencies with your skillset. Create a few spells and skills that are more wacky than pragmatic. It's all in the name of immersing yourself in a story unique to your group.

For players new to Enter the Waygate, skim through each chapter briefly and refer to the relevant sections as needed. A campaign can be as long or as short as desired. One-Shots are campaigns meant to be completed in one sitting session over a few minutes or hours. Most campaigns, however, span several sessions broken up at intervals.

In Enter the Waygate, the success and failure of actions are based on the results of two things: Dice and Roleplaying. How well you roll and how well you play your character through the story will determine whether or not things play out as you'd like, or if things go awry.

Dice

The following dice are listed as dX, with X being the number of faces on the dice to roll. The higher the roll, the higher the chance of your action succeeding.

d20 - A twenty-sided dice, with values ranging from 1-20. Primarily used for attribute tests and hit tests

d12 - A twelve-sided dice, with values ranging from 1-12. Primarily used for damage rolls

d10 - A ten-sided dice, with values ranging from 1-10. Primarily used for damage rolls

d10p - A ten-sided percentage dice, with values ranging from 1-10.

d8 - An eight-sided dice, with values ranging from 1-8. Primarily used for damage rolls

d6 - a six-sided dice, with values ranging from 1-6. Primarily used for damage rolls

d4 - a four-sided dice, with values ranging from 1 – 4. Primarily used for status damage and determining length of effect

d100 - Two ten-sided die, with results combined, values from 1 – 100. Primarily used for Fate of the Waygate and Magical Mayhem rolls

The above dice will be prefixed with a number. This number indicates how many of those results you must roll to get your total result. 1d20, means roll 1 twenty-sided die. 3d6, means roll 3 six-sided dice.

Roleplaying

Enter the Waygate is first and foremost a roleplaying game. Your characters are more than just pieces on a board. They should have personalities, strengths and weaknesses, histories, desires, etc. And these details should influence how you play your character: how you think through problems, how you handle complications, how to form your alliances and friendships.

It's not all dicerolls. If you roleplay well, you may find tasks easier or harder to complete. And in the end you will be more immersed in the world around you.

Roleplaying serves another function. While characters can get stronger and gain new skills by leveling up, such advancements can also be the reward for exceptional roleplaying, deep immersion, and smart problem-solving.

Classless

Enter the Waygate is a classless system. This means that there are no pre-defined limitations to what abilities your character could possess. While some skills have prerequisites to their acquiring, so long as you meet those specifications, your character can learn any skill that appears on the skill list.

While classes can provide structure and a path, the system of Enter the Waygate was designed to provide freedom and the ability for players to evolve their characters as the campaign and the world required.

As such you start as a typical human aiming to travel beyond the Waygates for their own personal reasons with their own goals in mind. Playing your character according to their personal traits will lead to growth, which can open up many exciting opportunities. This will be covered in Chapter 5.

Aether

Aether is the natural force that flows out of the Waygates. It is a strange energy that, despite millenia of study across countless worlds and dimensions, remains a mystery in its workings. So far the only things agreed upon are that the Aether originates from the void between dimensions, the Aether reshapes the worlds and beings it touches for too long into places of danger, and within the Aether-filled void exist powerful creatures attracted to those who harness these energies.

The areas with high Aether contamination are places where magic is especially potent, and the people who bend it to their will may find themselves opening doorways to dangerous phenomenon if they do not tread carefully. Magical Mayhem opens up the world to the influence of the Aether, shaping the immediate area to its will.

The Fate of the Waygate itself is an especially phenomenon that befalls those who travel through the Waygates or tamper too hastily with its powers. The traveler of practitioner is flooded with Aether and is reshaped to its will, for better or worse.

Emissaries

Beings of uncountable species that arrived with the opening of the Waygates to extend a welcome to the humans of earth.

No one has seen them since, in this world or the worlds beyond, and their motives for opening the Waygates to the worlds they visit have remained a mystery.

Some have speculated that they are simply beings of knowledge who wish to expand their understanding of the multiverse by researching travelers from the shadows. Others believe they are altruistic and simply want humans to be a part of the grander works of the universe. The rest believe that they have some nefarious plot in motion and that the Waygates were only the beginning.

The Worlds Beyond

There is no formula to the worlds beyond. Some are primal, savage places. Others are places where peace and tranquility are the rule.

The worlds you travel can be anywhere on the spectrum. Most worlds you face will be those far more brutal than ours, though with a civilization of their own.

They will be filled with creatures; those you are familiar with and those unlike anything you have ever seen before. Some will be hostile, some indifferent, others peaceful. How you interact with them and how they interact with you will depend largely on how you carry yourself through the world and how you choose to interact with those beings you come across on the way.

The Aether has shaped these worlds for far longer than Earth, and their influence is drastically apparent. Magic is prevalent where the Waygates' influence has taken hold, and even those races and species familiar to you will have been reshaped to their will.

Chapter 1: Character Creation

"What is your goal here? To explore? To study? To conquer? That choice is yours to make. The worlds beyond the Waygates are filled with nothing, but potential. So tell me, what do you seek?" – General Trask, Division of Waygate Research and Containment

In Waygate you take the role of a volunteer who recently signed up to venture through one of the many portals (Waygates) into other worlds and dimensions. Are you seeking to make money, or find fame, or perhaps run away from your old life? It doesn't matter. Whoever you were before you enlisted is irrelevant to the task at hand. Your job is simply to go through the Waygate and bring back data on the world beyond.

The ends always justify the means, and no matter what you do beyond the Waygate in service of this task, your governing body will overlook your transgressions. But be warned. The world beyond may not be so tolerant of visitors, so proceed with your own ambitions at your own risk.

What's more, beyond the Waygates lie worlds with forces unheard of on earth. Tapping into these forces has the potential to grant one great power, but at a price. These energies are not well understood and are unstable at the best of times. So tread carefully, lest you find yourself doing something that can't be undone.

Your journey will not be easy. Few who venture through the Waygates are ever heard from again, and those who are rarely return unchanged, but the rewards, should you choose to go through with this task, will be beyond your wildest dreams.

Creating Your Character

"I enlisted to escape the death penalty. I made a terrible mistake." – Victor Olivera, US Enlistee, Group 023

The first thing you must do to begin your adventure is to make your Player Character. This is the character that you will represent and whose personality you will adopt throughout the game. As you continue through this chapter you will be walked through the process of character creation. There may be some terms that will be new to you, but no need to worry, all such terms will be explained throughout this book.

Before getting started, you will need to get a couple of dice. It is not necessary for everyone to have a collection of dice, so long as you have the following.

One four-sided dice (d4), one six-sided dice (d6), one eight-sided dice (d8), one 1 ten-sided dice (d10), one twelve-sided dice (d12), and one twenty-sided dice (d20). You will not need all of these dice for the purpose of character creation, but they will be required for normal gameplay. If you do not have physical dice, there are numerous free online dice rollers that you can make use of.

Note. Waygate does not utilize a traditional class or career system. Characters are typically seen as blank slates to grow as you wish, based on what you want to focus on. So do not worry about locking yourself out of certain skills, as every character has the potential to follow any build you see fit.

There are six steps you should follow when you create a new character. As you go through them, mark down the results of each step on your character sheet.

Step One: Origin, Background, and Personality: Everyone comes from somewhere, and your character is no exception. Maybe your character is an ex-school teacher from New Jersey. Maybe they are an app developer straight from the Silicon Valley. Maybe they were a criminal seeking to lighten their sentence by undergoing a journey through the Waygate. Wherever they were from and whatever they did beforehand will help define their personalities, priorities, and motivations.

Step Two: Generate Attributes: One very important aspect of your character is their attributes. These help determine your character's success/fail ratios whenever they attempt to do something challenging or strenuous. For example, the Strength attribute helps determine if a character successfully moves something heavy out of the way, while the Intelligence attribute would help determine whether they succeed in solving a challenging puzzle.

Step Three: Spend Initial Skill Points: Everyone has skills. Skills are the abilities that your characters can attempt to utilize throughout the game and come in three categories: Physical Skills, Knowledge Skills, and Magic Skills. To purchase these skills you must earn skill points.

Step Four: Physical Description: Detailing your character's physical description will help immerse them into the world. Alongside the details from step one, this will help you determine how to play your character throughout the game.

Step Five: Get Ready to Play: Some final calculations and notes to make before the game starts.

Step Six: Fate of the Waygate: When the characters finally step into the Waygate, they undergo a process known as the Fate of the Waygate. Some leave unscathed, but most are not so fortunate.

Remember that while these steps provide a good guideline, the nature of the game allows for some variability. The GM will have final say in what steps are to be followed and how, but if no specifications are made, assume that you should follow everything on these lists.

Step One: Origin, Background, and Personality

"Before going through the gate I was a timid accountant in Brooklyn. Yesterday I quelled a rebel uprising. Life's never been better." – Danica Bloom, Emperor's Hand

Every country handles the Waygates differently. Some have decided that they should be closed off, and have done everything in their power to keep anyone from going in and everything from coming out of them. Others have decided to use them to their advantage: to research new technologies and the mystic arts, to learn more about the universe, to stumble upon great riches and resources.

Of those countries that send people beyond the Waygate, most put some sort of volunteer system in place. As such, it is rare to find two people of similar backgrounds in any group. Where you were born, where you live, and what you did before enlisting will help determine not only your character's personality, but will also have some effect on their starting skills and attributes.

Your character can have any sort of background. Maybe they were in the military. Maybe they were a school teacher. A criminal seeking to commute their sentence. Maybe they were just bored and seeking adventure and riches. Anyone who goes beyond is promised two things in return for their work: an adventure like no other and whatever money and valuables they can find.

The following guide will walk you through the system for determining your character's history and personality. Keep in mind, just because you know this information, it does not mean you have to divulge this information to anyone, but the GM. If it is within your character's personality, feel free to keep this information secret.

Write down the results and answers to the following steps/questions on your character sheet.

1. What is your character's name?
2. Mark down Level 1 in your Level section of your character sheet.
3. Where were you born, and where do you currently live?
 - You may include culture and religious background, if you so choose
4. Describe your character's personality
 - What traits define your character

5. Why are you going into the Waygate?

- Are you an adventurer? Are you running from something? Running toward something? Are you driven by a promise? Are you looking for something? Did you need money?
- Whatever your reason, it is important that you know why your character is making the journey in the first place.

Step Two: Generate Attributes

"I always thought I was just some dumb muscle. Turns out, I have quite a knack for tactics" -- Brick Broadstone, Fomer Body Builder

Attributes represent your characters aptitude in a multitude of physical and mental areas. All start at 0 (below average). A 2 in any stat represents an average human. A maximum value of 7 is considered above peak human condition. These attributes are important for numerous reasons. First and foremost, they represent your ability to succeed in a given task by providing benefits or detriments to your dice roll. Simply put, the higher the attribute, the better the bonus you receive towards successful rolls.

Keep in mind, attributes can go into the negative (hampered or challenged), and will provide detriments to rolls.

Several skills also have prerequisites based on Attribute values.

Attributes are generally increased in one of 3 ways. 1. **Leveling up**: when you level up, you gain a certain amount of attribute points to use, based on the level. 2.

Accomplishments: Throughout the game, the GM is encouraged to grant increases to skills based on very impressive accomplishments. 3. **Random and Notable**

Events: Throughout the game, you may run into situations that lead to a permanent increase or decrease in stats The GM should use such events sparingly.

Attributes

Strength (Str): How physically strong your character is. Affects your ability to perform physical abilities and how hard you are able to hit.

Dexterity (Dex): How coordinated your character is. Affects your movement speed, ability to perform feats of precision, ability to act swiftly, and ability to avoid being hit.

Vitality (Vit): How tough your character is. Affects your ability to maintain difficult tasks and stay strong under duress. Also affects overall health.

Willpower (WP): How mentally resilient your character is. Affects your ability to shrug off mental and some magic attacks, and to keep going under emotional duress.

Intelligence (Int): How smart/deductive your character is. Affects your ability to quickly and accurately deduce information and take in knowledge.

Charisma (Cha): How charismatic/inherently likeable your character is. Affects your ability to sway others to your side, or to convince them to follow your line of thinking.

Magic (mag): Your character's proficiency and aptitude for magic. Determines damage done by magical abilities. This attribute cannot be improved or rolled on until the **Magical Affinity** skill is learned.

Determine Your Attribute Values

1. All attributes start at 0.
2. You begin the game with 10 Attribute Points. You may allocate these points however you wish amongst your attributes.
 - You cannot improve the Magic attribute until you have the **Magical Affinity** skill.
 - No stat can be above 3 at this point.
 - You may only have two stats (magic excluded) at 0 initially.
3. Determine your Health and mark this on your character sheet. Changes from damage should be made with pencil. Do not erase your total health value.
 - $\text{Health} = 7 + 3 \times (\text{Vitality}) + (\text{level} \times \text{Constitution})$ (initial Constitution is 0)
4. Determine your armor rating: this is equal to 8 + dexterity + armor.
 - A hit test made against you succeeds if it reaches or surpasses this value.

Step Three: Spend Initial Skill Points

"It's amazing what you'll learn after a few days in a Hell dimension. Did you know that the femur makes for a great club in a pinch?" -- Captain Kirsten Kelly, Wildlife Expert

In Enter the Waygate, there are no classes or careers that determine the abilities and powers you are able to learn. How you allocate your attribute points is the only determining factor in whether or not you can learn a specific skill. These skills in turn will help determine what role you best fulfill on a team.

Knowledge Skills (KS): Skills that allow you to perform actions related to intelligence, insight, deduction, and information.

Physical Skills (PS): Skills that allow you to perform intense or difficult physical acts, precise actions, or physical attacks.

Magic Skills (MS): Skills that channel magic through the Aether to accomplish a task. * All Magic Skills require the Magical Affinity skill, which usually has to be learned from someone within the world of Waygate, and usually can only rarely be learned through self-study or leveling up.

Some skills have a leveling system, which influences how much of a bonus they grant when attempting to use them – Unlearned, Basic, Learned, Skilled, Masterful. * Skills can be levelled through purchases or through numerous successful/difficult uses. * Such skills can be used even when unlearned, though at penalty.

Starting Skills

Take the following steps to gain your initial skills. Mark all skills earned in this chapter on your character sheet.

All players start with the following skills. * **Literacy (basic)** * **Awareness (basic)**

Players choose one from each of the following sets of skills * **Melee Combat** or **Ranged Combat** * **Swim (basic)** or **Climb (basic)** * **Nature (basic)** or **Tech Savvy (basic)**

All players start with 5 Skill Points. Spend these points (as well as any points earned during earlier chapters) on skills and mark them on your character sheet. You may not purchase anything from the "Special Skills" list without permission from the DM * Make sure to take note of any prerequisites for the skills. * You can read more about skills and the skill list in **Chapter 2**.

Step Four: Physical Description

"They said the pointed ears could be fixed, but I have to say, they make a great conversation starter." – Ika Melning, Former Raid Leader

Knowing and revealing what your character looks like is important for representing a core aspect of their characterization and will help your GM and players in interacting with them in the world of Waygate. It may also impact how NPCs in the world of Waygate act towards you. * What is your character's age? * What is your character's gender? * Physical description? * Other noteworthy Features?

Step Five: Next Steps

"It never stops hunting. Once it touches you, it will chase you to the ends of the universe. But it's never faced someone like me." – Ari Vu, Big Game Hunter

You are almost ready to play. There are just a few things left.

Starting Currency

- Your Earth money will have no value beyond the Waygate, Luckily, your sponsor has seen fit to provide you with some funds to get you started on your journey.
- The GM must roll a d100. All players start with 50 gold + the value of that roll (00 = 100).

Aether Marks

- All characters start with 1 Aether Mark.
- Aether Marks can be earned through acts of amazing, unprecedented skill.
- You can only have 1 Aether mark at a time.
- A character can use a Aether mark to save themselves from death once for the entire game. Doing so has the following effects.
 - Reduce 2 stats, chosen at random, by 1. If this moves you below the prerequisites for any skills, those are no longer useable until your stats are raised above the needed level.
 - Remove 2 skills from your list. If the skill is trainable, you go down one level of proficiency for that skill.
 - You are touched by the Aether. Roll for an additional Fate of the Waygate effect and add it to your character sheet.

Equipment

- The GM can present the players with a list of items they can purchase at the start of the game. This can include weapons, armor, or general items.
- Throughout the game, you may find yourself having the opportunity to loot or buy new weapons, items, and armor, so make sure to look around whenever you have the time.

Leveling

- Leveling takes place at the end of a session.
 - For long sessions, experience and leveling up can take place during a break point in the middle of the session.
- When you level up, you receive the bonuses listed beneath the level you just leveled out of.
- You must spend all attribute points when you level up.
- No stat can be above 7 (without modifiers).
- You can save skill points for a later time if you like, but they can only be spent during a long rest or at the end of a session.
- **Level 1**
 - Exp: 0 – 399
 - Starting skill points and attributes
- **Level 2**
 - Exp: 400-1149
 - 3 Skill Points
 - 1 Attribute Point
 - Gain 1d6 health or 4 health
- **Level 3**
 - Exp: 1150-2099
 - 4 Skill Points
 - 2 Attribute Points
 - Gain 1d6 health or 4 health
- **Level 4**
 - Exp: 2100-3299
 - 4 Skill Points
 - 2 Attribute Points
 - Gain 1d8 health or 5 health
- **Level 5**
 - Exp: 3300-4699
 - 4 Skill Points
 - 2 Attribute Points
 - Gain 1d8 health or 5 health
- **Level 6**
 - Exp: 4700-6099
 - 4 Skill Points
 - 2 Attribute Points
 - Gain 1d8 health or 5 health
- **Level 7**
 - Exp: 6100-7499
 - 5 Skill Points
 - 3 Attribute Points
 - Gain 1d8 health or 5 health
- **Level 8**
 - Exp: 7500-8999
 - 5 Skill Points
 - 3 Attribute Points

- Gain 1d8 health or 5 health
- **Level 9+**
 - After level 8, you gain 5 skill points, 2 Attribute Points, and 1d8 health or 5 health for every 2000 experience points.

Experience Points

- 50 per hour of play (everyone).
- bonus 50 if you still have your Aether Mark at the end of the session.
- bonus 50 for heavy action or tricky puzzle that is won/solved (everyone).
- bonus 50 for impressive feats of knowledge, magic, or physical prowess. (individual).
- Bonus 50 for impressive gameplay and immersion (individual).

Step Six: Fate of the Waygate

"She was a grotesque thing, writhing about in endless pain. Her very existence a curse. She thanked me when I told her I'd put her out of her misery" -- Dana Row, Part-time Waitress/aspiring actress

When the characters finally step through the Waygate, they must undergo the Fate of the Waygate, during which the twisting nether of energies within the Waygate surge through the bodies of any who dares expose themselves. With energies of countless dimensions taking their toll, some are blessed with new skills or perspectives while some are left with defects and abnormalities. But whether or not the Waygate gives you heightened wisdom or cursed abilities, none who pass through the dimensions leave entirely unchanged.

All characters must roll a d100 against the Fate of the Waygate chart. These effects cannot be prevented or reversed through any known means (Including with Aether Marks).

Fate of the Waygate (1d100)

| Roll | Effect | Description | Notes |
|-------|---------------------------|--|---|
| 1-40 | Minor Physical Alteration | The twisting nether forces you to undergo a minor physical alteration | (See chart: Minor Alterations) |
| 41-50 | Font of Gray | Your character is aged physically by 1d10 years | |
| 51-60 | Shedding | Once a month, your character sheds their skin like a snakes. It's painless and leaves your skin clear and smooth, but may freak out those seeing it (shedding takes place over 48 hours) | |
| 61 | Shattered Lives | The energies of the Waygate have wiped your mind of all memories from your personal past. Your name, birthplace, careers, and past relations are wiped clean. All you know are how to function as a human being, nothing more. | You can be reminded of these traits if your compatriots know them. Otherwise, come up with a new name for yourself. |
| 62-64 | Parasitic bonding | Something has latched onto you and won't let go. Gain the "Symbiotic Essence" special skill | |
| 65-87 | Unchanged | Congratulations. You haven't changed at all, save for a deeper appreciation of the dangers of the Waygate. | |
| 88-92 | Ethereal Glow | Your body acquires a permanent glow through the Glow special skill | Acquire the "Glow" special skill |
| 93-96 | Bloody Tears | Your eyes occasionally leak blood. It doesn't hurt, but it is a terrible sight to behold. The whites of your eyes turn black permanently. | Some may find this off-putting |
| 97-99 | Marked By The Fates | Your body is covered with black tattoo-like Lichtenberg scars and your eyes turn red. | |
| 100 | Aether Contamination | You undergo Aether Contamination. You also learn Aether Speak | (See chart: Aether Contamination) |

Minor Alterations (1d6)

| Roll | Effect | Notes |
|------|---|--|
| 1 | Pointed Ears | Gain elf-like pointed ears |
| 2 | Gives a minor tinted color to your skin. Roll a d6 for color, unless GM allows you to choose. | 1=blue, 2=red, 3=green, 4=purple, 5=orange, 6=pink |
| 3 | Hair Growth | Hair grows two feet in length. Attempting to cut it will result in it growing back immediately |

| Roll | Effect | Notes |
|------|-------------|---|
| 4 | Hair Loss | Hair shrinks down to buzz cut length. Growth permanently takes 10x as long as before. |
| 5 | Fangs | Your incisors grow into small fangs (1d6 damage if used for attack) |
| 6 | Bifurcation | You now have a bifurcated tongue |

Aether Contamination (1d100)

| Roll | Effect | Notes |
|-------|---|---|
| 1-50 | Gain a minor physical alteration | See chart: Minor Alterations) |
| 51-60 | You briefly turn into a horrid monster of indescribable terror before turning back to your usual form. Everyone who witnesses this rolls a Willpower test. If they get below a 14 they are terrified and cannot make actions until after their next turn. | |
| 61-80 | Temporary Transmogrification. You are transmogrified into a monstrous form for an hour. | You look like a human, but your skin is a sickly green and looks like it is almost melting off. Your limbs grow/shrink to strange proportions. You can only speak in gargled gibberish. |
| 81-86 | Touched by Night | Your eyes turn pitch black all over and your blood is now black |
| 87-95 | Wracked with pain: You drop to your knees as the most terrible pain you've ever experienced fills your entire being. You cannot move for 30 seconds (5 rounds), and all attacks against you get +2 to hit. | |
| 96-99 | Spared by the Fates | You feel a quick rush of energy as the Aether flows through you, but nothing else happens. |
| 100 | Unspeakable Horror: You transform into an indescribable mess of body parts and flesh. You feel only pain and can't communicate or move in any way. Strange appendages have started growing from your body. | Your character is effectively dead. All players in the party can sacrifice an Aether Mark to reverse this effect. |

Chapter 2: Skills

"You'll want to come home every day. You'll yearn for your soft beds and the safety of your home. But the moment you get there, you'll find you crave the ability to touch the power you once could." – Arthur Penrose, Archaeologist

The worlds beyond the Waygate can be wild, untamed places. They are not places for the faint of heart or the ill-prepared. As such, everyone who journeys beyond should be given some amount of training to give them a chance at survival

Some skills are feats of great strength, endurance, and acrobatics. Others of keen insight and knowledge. All will be helpful on your quest.

In some worlds, however, where Waygates have existed for centuries, there exists a power sourced from the very Aether between this world and the ethereal plane from which the gates originated. As the Aether seeped out into those worlds, its influence slowly spread across those worlds, shaping the essence of all living things it came into contact with. When this happens, if the world itself isn't torn asunder, the beings there may find (through luck or study) they have the ability to tap into the Aether, and from it draw great magical power. Practitioners, after some training, are able to shape these energies into forms useful both in and out of combat.... if they are clever enough.

General Rules

"It was hard at first. I could hardly swing a sword and couldn't reload a pistol without dropping the clip. But in that world it was either learn or die. It just took a bit of motivation." – Hannah Holtmeier, Horticulturist

Skills are special attributes or actions that your character can take both in and out of combat. All skills are learnable by all players, with the exception of Special Skills which are only ever gifted or inflicted upon characters due to specific events that take place within gameplay.

Skills that can be used in combat are marked with either "One Action" or "Two Actions." A turn is made up of Two Actions. For more information on Combat see **Chapter 6: Combat**.

Skills come in one of three varieties: Physical, Knowledge, and Magic, and are earned through several means, listed later in this chapter.

Physical Skills are learned through vigorous training and self-discipline. Skills such as special attacks, weapon specializations, acrobatics, and actions of physical exertion typically fall into the Physical Skills category.

Skills such as literacy, tech use, maintenance, crafting typically fall into the Knowledge category.

Skills such as spells, magical augmentation, and magic resistances typically fall into the Magic category.

However, not all skills are so easily placed within one of these three categories and can easily be considered hybrids.

Some skills (listed as **Trainable** in the skill list) can be trained to further increase their effectiveness. In this event, these skills can be used by any character, even when untrained, but have varying bonuses and penalties attached depending on the level of training. A skill that can be upgraded will have requirement for all upgrades listed.

The modifiers for each level taken in a trainable skill areas follows.

- Untrained (never purchased or learned): -2
- Basic: +0
- Learned: +1
- Skilled: +2
- Master: +3

Terminology

Prerequisites: Some skills have prerequisites you must fulfill before they can be acquired. However, these can be ignored (under rare circumstances) if the skill is learned through gameplay, which is detailed later in this chapter.

Mystic Test: Some skills (typically magic) have a **Mystic Test** that must be passed. You must reach or exceed this value on a dice roll (with modifiers) for the skill to be successfully used. Mystic Test details are listed within the skill and should be written down on your character sheet once you purchase the skill. Mystic Test roles are rolled with 1d20 and use the listed attribute as a modifier (if none are mentioned, Magic is used). If it is a Magical Skill (MS) and the result (1d20 + modifier) of a Mystic Test test for any spell is less than half the spell's Mystic Test (rounded down), Magical Mayhem occurs.

Requirements: Conditions that must be met to use the skill in a given situation. For example, weapons that can be used with particular skills, vision requirements, etc.

Use: How to use the spell and how to conduct the proper test.

Range: The distance at which a skill is effective

- **Weapon:** whatever the range of the equipped weapon is
- **Self:** The ability affects only the user
- **Touch:** The user must touch who or whatever they are targeting
- **Distance:** If numbers are given, that is the maximum (or minimum if listed) range at which the ability can be used

Acquiring Skills

"After several months of grueling training, Aiden cast his first spell..... I simply woke up one day hovering a foot over my bed." – Kerry Kerr, Magical Prodigy

Skill points are typically learned in one of five ways:

- Leveling up by earning experience points
- Performing mighty deeds that warrant a reward
- Observation/study/someone teaching you
- Practice
- Aether Influence

Apart from Leveling Up, the awarding of Skill points is completely up to the GM's discretion. Points earned in any way except for Leveling Up, must be used immediately.

Mighty Deeds

- Sometimes an adventurer manages to overcome an obstacle that many believed was beyond their expertise. Maybe they took down a powerful foe with excellent precision. Maybe they cracked a code that many thought was un-crackable. Maybe they pushed their body or mind beyond their limits and came out on top. Whatever the reason, the actions they took showed true grit and determination, as well as a practiced hand.
- If a Mighty Deed is performed while using a skill that can be leveled up, upgrade that skill to the next level, free of charge immediately.
- A player who shows grace and skill in combat against a truly mighty foe or a horde of enemies may be granted a Physical Skill.
- A player shows amazing magical prowess by besting another mage in magical combat, they may be granted a Magical Skill
- A player who solves a challenging puzzle or riddle that left all others, including learned scholars, stumped may be granted a Knowledge Skill
- Mighty deeds can be gifted to individuals or groups.
- Mighty deeds are gifted at the DMs discretion

Observation/Study/Lessons

- On their journey, an adventurer may find themselves in the presence of a wise teacher, who will be willing to teach them how to utilize a new skill. What they charge and how long it will take is up to them, as well as the character's resolve (generally involves a quick lesson and/or quest).
- Or maybe they will come across a sacred tome that describes the method by which they can learn a new skill or power.
- Or, most difficult yet, when they are strong enough and wise enough to learn on the fly, they could learn the basics of a skill just by observation. Doing so typically requires a high intelligence, as well as an aptitude for learning quickly. Typically only allowed for players at a higher level, with high Awareness training.

Aether Influence

- The Aether is a powerful, mysterious force. It's writhing, everflowing energies have the power to warp the very essence of living beings. Though most often direct exposure to the Aether leads one to misfortune, it has, on occasion, granted someone access to powers they did not hold before.
- This is a very rare occurrence.

Practice

- The most tried and true method. While unlikely to impart anyone with a new skill, practice can increase one's skill.
- Throughout your quest you may find yourself with free time, during which important events out of your control are taking place. Take the time to study, or go on side quests to improve your skills.

Note on upgrading Skills: Not all skills have levels, however, there are a few skills that take logical steps. For example, if a player takes down powerful foes with repeated, successful use of a Firebolt, it makes sense that they may learn to use Fire Blast as a result. While whirlwind is not directly related to cleave, a GM may see fit to grant the whirlwind skill after several successful or impressive cleaves. As such, it is often better to reward the player with a specific skill or ability.

Keep in mind, there is no formula to this. Keep it as consistent as possible, and allow it to make logical sense through progression of the story and quest lines, but overall use it as a way to make the game interesting and keep it moving forward.

Custom Skills

"It's not all books and copying what others know. Sometimes you have to get creative." -- Alfonse Hamilton, Librarian

A player is allowed to create custom skills. They must supply the GM with all necessary details. The GM may approve or reject the proposal, or may make alterations. Players are encouraged to make custom skills that fit their character as the game progresses.

Skills List

Awareness (KS) – trainable

Description: Deduce information from your surroundings.

Range: limits based on senses used.

Use: 1d20 + training modifier

Attribute Shift (MS) – Two Actions

Description: Manipulate magical energies to temporarily alter your body's physiology.

Range: Self

Mystic Test: 13 (Magic)

Effect: Temporarily adjust your attributes for the remainder of the encounter. Can only be used once (successfully) per day. Transfer up to 3 attribute points from any attributes onto other attributes, until end of encounter. No attribute may go above 7 or below 0 as a result of this.

Duration: 2 minutes

Prerequisites:

- Magical Affinity
- Magic 2

Backstab (PS) – One Action

Description: A brutal attack made against an unaware opponent.

Range: Weapon

Effect: If target is unaware of you, make an attack with a finesse weapon with a +2 to hit. If it succeeds, add an additional 1d6 to damage.

Requirements:

- Must use a finesse weapon

Barrier (MS) – Two Actions

Description: The mage creates a wall of blue mystical energy in front of them to protect themselves and allies from harm. The wall is about 10 feet tall and 5 feet wide.

Range: Self

Mystic Test: 14 (magic)

Effect: Form an unmovable barrier in front of the caster that protects all of those behind it from all attacks. Barrier blocks line of sight for ranged attacks and abilities if it is between two characters. Attacks cannot penetrate the barrier. Barrier absorbs 1d20 + magic damage before disappearing.

Duration: 3 rounds or until destroyed

Prerequisites:

Magical Affinity

Blind Faith (MS) – (Permanent)

Description: Intense devotion to the webs of magical laws have shown you the truth of the world. By cutting out your eyes, you have been given sight into the Aether from which all life and magic flows, granting a huge bonus to all magical tests, but a huge penalty to all sight-based actions. No means are available to reverse this effect.

Effect:

- +7 to all magical bonuses, including damage, that don't involve sight

- +5 to all awareness tests, not pertaining to sight.
- -7 to all sight based actions (including attacks).
- Any being with Magic greater than 4 or currently being affected by magic or carrying recent traces of the Waygate are able to be perceived as shining blue auras, and you do not suffer the -7 penalty on sight-based actions against them.
- Gain the ability to immediately perceive the true form of all magical beings and to identify the magical nature of any being or object, through even powerful disguises. Any passing awareness test will reveal all such information.
- Any attempt to restore sight or to utilize tech or magic to grant sight instantly fails.

Prerequisites:

- Willpower 5
- Magic 5
- Magical Affinity
- Magical Aptitude

Blizzard (MS) – Two Actions

Description: Shards of ice rain down, hitting all characters in the affected radius with ice damage.

Range: 60 feet

Effect: deals 3d8 ice damage (magic) to all characters in a 3x3 space. All characters dealt damage roll an opposed vitality test against the hit test. If the target fails, target is frozen (3)

Prerequisites:

- Magical Affinity
- Frost Cannon
- Magic 5

Blood Fuel (KS) – free action

Description: Your blood has been flooded with the aether. Offering it as a tribute improves you abilities temporarily.

Range: Self

Effect: By dealing yourself 1d6 damage (cannot be reduced or prevented), add a +2 to your next non-magic test (does not stack with other uses of Blood Fuel). This damage cannot be healed until after a short rest.

Requirements:

- Not useable in combat

Blood Tribute (MS) – free action

Description: A magic user makes a blood offering to the Waygate to temporarily augment their powers.

Range: Self

Effect: By dealing yourself 1d6 damage (cannot be reduced or prevented), add a +2 to your next magic test (does not stack with other uses of Blood Tribute). This damage cannot be healed until after a short rest.

Requirements:

- Useable once per turn
- Useable out of combat

Brainwash (MS) – Two Actions

Description: A magical telepathic ability used to trick an enemy into turning on their allies.

Use: Opposed **Magic** Test vs. Target's **WP**

- If target is hostile towards you, they get +2 to their WP test

Effect:

- Allies gain +2 to all intimidate, charm, and persuasion attempts against brainwashed target. Target is highly suggestible.
- **In Combat Only:** If successful, character will shift its hostility from the caster their allies and onto their own allies. At the end of their turn, the target rolls a willpower test against the caster's initial original magic test value.
- When they come out of brainwash, the affected character rolls an awareness check. If they roll above a 10, they are aware that they were brainwashed.

Duration: 1 minute or until target takes damage

Prerequisites:

- Magical Affinity
- Magic 3

Cat's Grace (PS) – Reaction

Description: Steady yourself after a fall.

Effect: You get +2 to any attack that aims to trip or shove you to the ground. You take half damage from falling (rounded up).

Prerequisites:

- Dex 3

Channel Aether (PS) – Two Actions

Description: Proximity to the Aether has opened your mind to the possibilities therein, without the need of magic.

Effect: You get a +2 to hit tests against all Aether Beings and reduce all damage dealt to you by magical attacks and effects by 2 (can't go below zero).

Duration: 1 minute

Prerequisites:

- Level 4

Charm (KS) – Trainable

Description: Persuade your target into listening to you or following you through seduction or charm.

Use: 1d20 + Charisma + Training Modifier against target's 1d20 + Awareness or Willpower (whichever is higher).

Clear Thinker (KS)

Description: Caster is able to maintain focus, even in distracting settings.

Effect: Caster suffers no penalty to tests due to distracting settings. They suffer no penalty to tests due to being addled or confused.

Cleave (PS) – One Action

Description: Attack two adjacent enemies in one stroke.

Range: Weapon

Effect: Pick one enemy as your main target. Roll a Hit Test against them. If it succeeds, roll for damage, and then roll a Hit Test on the second target, with a -2 penalty. If that succeeds as well, roll for damage for the second target.

Requirements:

- Must be wielding a bladed weapon (non-finesse), and must be proficient with that weapon.

- enemies must be within one square (including diagonal) of each other and both must be in range of your weapon

Prerequisites:

- Melee Combat
- Str 3
- Dex 2

Climb (PS) – Trainable

Description: Climb difficult structures and obstacles.

Use: 1d20 + training modifier + Str or Dex (whichever is higher)

Copycat (KS) - Trainable

Description: Your ability to copy someone's voice and mannerisms and very appearance is uncanny.

Use: 1d20 + CHA + training modifier

Requirements: Must have met and conversed with the person to copy their voice and seen them move about to copy their mannerisms. Seen at least a picture of them to copy their appearance. Requires makeup and a costume for mimicking their appearance.

Counterspell (MS) – Reaction

Description: Counter a magical attack or ability.

Effect: See **Combat (chapter 5): Counterspell**

Requirements:

- React to any magical attack, effect, or ability targetting you (cannot stop AOE or lingering effects already in place)

Prerequisites:

- Magical Affinity

Coup De Grace (PS)

Description: Attack a prone enemy with great power and precision.

Effect: If you are adjacent to an enemy that is prone, you get +4 to hit test on attacks made against them and deal an extra 1d6 damage on those attacks.

Covering Fire (PS) – Two Actions

Description: Spray a volley of ammunition towards a target/group to break their formation and make it harder for them to aim/concentrate.

Range: Weapon range maximum

Effect:

- Roll a hit test for all targets in the area (friendly included). Hits at -4 penalty
- All targets in the area get a -4 to hit tests made during their next turn and any current concentration/aiming is broken.
- Covering fire takes place in a 5 square wide cone in front of you and goes as far as your weapon's range.

Requirements:

- Useable only with firearms with burst or full auto capabilities. Requires a full clip, and completely

- empties the clip
- Must be proficient with weapon in use.
- Cannot be used if there is an enemy within 10 feet that is directly in front of you

Prerequisites:

- Ranged Combat

Crafting (KS) – Trainable

Description: The character becomes more adept at creating and mending with raw materials.
Use: 1d20 + training modifier (see Chapter 8: Non-Combat Actions for more details)

Create Space (PS) – One Action

Description: Use blunt force to push your opponent away.

Range: 5 feet

Use: unarmed attack

Effect: 1d4 damage. Shove your target back 5 feet.

Prerequisites:

- STR 2

Crush Armor (PS) – One Action

Description: Use a heavy strike to ruin armor.

Range: weapon

Effect: Aim for a specific armor piece, then make a hit test. On success, that armor piece's armor rating loses 1d4 value (can't go below 0), until repaired. On critical hit, armor piece loses all value until repaired and apply weapon damage to its wearer.

Requirements:

- Melee weapon that deals concussive or slashing damage. Must be proficient with the weapon in use.

Prerequisites:

- Melee Combat
- STR 3

Cryptography (KS) – Trainable

Description: Learn to decipher codes and find hidden meanings in texts and writings.

Use: 1d20 + Intelligence + training modifiers.

Prerequisites:

- Literacy (learned)

Dark Vision (KS)

Description: You have better eyesight in low light areas, losing negative vision modifiers due to low light.

Requirements:

- Cannot be used in pitch black areas

Deception (KS) – Trainable

Description: learn to better deceive others.

Use: 1d20 + Charisma + Training Modifier against target's 1d20 + Charisma or Awareness (whichever is higher).

Dodge (PS) - Reaction

Description: Dodge an opponent's attack.

Effect: See Chapter 5: Combat: Dodging

Double Shot (PS) – One Action

Description: Fire two arrows from your bow at once.

Effect: Make a ranged attack with two arrows nocked at -2 to hit. On success, roll damage for both arrows.

Requirements:

- Must be wielding a bow and be proficient with bows.
- This attack expends two arrows

Prerequisites:

- Ranged Combat
- DEX 3

Dual Wield Melee (PS)

Description: Wield a one-handed melee weapon in both hands with great effect.

Effect:

- If you have a weapon in each hand, grants +1 to parry and riposte checks (if you have the Parry skill).
- Allows use of shields and weapons in the off hand with no penalty.
- When making attacks, you attack with your main hand weapon first. If it hits, you may make a strike with your off-hand weapon (or bare hand if empty) as a free action. An attack made with an off-hand weapon in this manner does not apply STR or DEX bonuses to damage.

Requirements:

- one-handed weapons in each hand.

Prerequisites:

- Melee Combat
- DEX 2
- STR 2
- Level 2

Dual Wield Ranged (PS)

Description: Wield a one-handed ranged weapon in both hands with great effect

Effect:

- Allows use of one-handed ranged weapons in each hand with no dual wield penalties.
- you attack with your main hand weapon first. If it hits, you may make an attack with your off-hand weapon as a free action. Both weapons deal damage normally.

Requirements: one-handed ranged weapons in each hand.

Prerequisites:

- Ranged Combat
- DEX 2
- STR 1

- Level 2

Fire Blast (MS) – One Action

Description: attack an enemy with a large fireball.

Range: 60 feet

Effect: Deal 2d8 fire damage. Target rolls an opposed Vitality Attribute Test against the hit test. If they fail, they are burned (Magic) for 1d4 turns.

Prerequisites:

- Magical affinity
- Firebolt
- Magic 3

Firebolt (MS) – One Action

Description: attack an enemy with a small fireball.

Range: 60 feet

Effect: Deal 1d8 fire damage. Target rolls an opposed Vitality Attribute Test against the hit test. If they fail, they are burned (Magic) for 1d4 turns.

Prerequisites:

- Magical affinity

Fire Hazard (MS) – Two Actions

Description: Flames rain down, hitting all characters in the affected radius with fire damage.

Range: 60 feet

Effect: Deal 3d8 fire damage (magic) to all characters in a 3x3 space. All characters (ally and foe) within this space roll an opposed vitality Attribute Test against the hit test. If they fail, they are burned (Magic) for 1d4 turns.

Prerequisites:

- Magical affinity
- Fire Blast
- Magic 5

Flurry (PS) – Two Actions

Description: Sacrifice power as you make multiple strikes with your weapon.

Range: weapon

Effect: Make three attacks without STR or DEX bonus. On each success, your opponent takes normal weapon damage, without Strength bonus. (If you have **Dual Wield Melee** and are dual wielding or have a free hand, follow those rules for each successful strike)

Requirements:

- must use melee weapons

Prerequisites:

- DEX 3

Focus (PS) – One Action

Description: steady your mind

Effect: +2 to hit check for your next attack or ability. Taking damage while focused will break this effect.

Requirements:

- Combat only

Frostbolt (MS) – One Action

Description: attack an enemy with a small icebolt.

Range: 60 feet

Effect: Deal 1d8 ice damage. Target rolls an opposed Vitality Attribute Test against the hit test. If they fail, they are frozen (1).

Prerequisites:

- Magical affinity

Frost Cannon (MS) – One Action

Description: attack an enemy with a large icebolt.

Range: 60 feet

Effect: Deal 2d8 ice damage (magic). Target rolls an opposed Vitality Attribute Test against the hit test. If they fail, they are Frozen (2)

Prerequisites:

- Magical affinity
- Frostbolt
- Magic 3

Gain Resistance (KS)

Description: You become more resistant to the dangers of the world.

Effect: Permanently gain a resistance to one of the following damage types. (can be purchased multiple times)

- Fire
- Ice
- Electrical
- Aether

Prerequisites:

- VIT 2

Grace and Finesse (PS)

Description: your graceful movements allow you to react to attacks made against you to a higher degree.

Effect: You can now use two reactions per round to actions made against you (see **Chapter 5:**

Combat: Responding to Attacks). Cannot use the same reaction twice in the same round.

Prerequisites:

- Dex 5
- level 4

Grapple (PS) – Two Actions

Description: Learn to effectively grapple your opponents.

Range: 5 feet (reach)

Effect: attempt to pin target to the ground, with opposing strength tests. If they are

successfully pinned they are pinned until they break free or are let go. So long as you are pinning your opponent, you may only spend one One Action per turn, and are limited to barehanded attacks against the pinned target. You can release your opponent as a One Action and utilize the rest of your turn normally. On their turn, if still pinned, they can attempt to break free as Two Actions with an opposing strength test.

Prerequisites:

- Melee Combat
- STR 2

Gravity Well (MS) – Two Actions

Description: Creates a gravity well that slows all enemies in the targetted area.

Range: Self

Mystic Test: 18 (magic)

Effect:

- Targets a 9 x 9 area centered around the caster.
- While in the area: halves all movement speeds (rounded down) for all enemies. Standing up is Two Actions. All enemies in the area must make an opposed Vitality Test against your Mystic Test role. If they fail, they fall to the ground.
- Ranged weapons fired into or from the targeted area take a -4 to hit tests.

Duration: Must reroll Mystic Test as a One Action every turn to sustain the spell's effects. Cannot move while sustaining the spell. Falling unconscious ends the spell

Prerequisites:

- Magical Affinity
- Magic 5

Greater Heal (MS) – Two Actions

Description: Heal wounds with high effectiveness.

Range: 30 feet.

Mystic Test: 11

Effect:

- Heal your target for 1d8 + magic. Healing is effective on dying targets, and if brought above 0, they are no longer dying, but are rendered unconscious, unless your d10 roll was greater than 7. Can only be used (successfully or not) on a target once per day.
- Using it on a target twice within an hour will cause the spell to fail and will still take up Two Actions.

Prerequisites:

- Magical Affinity
- Minor Heal
- Magic 3

Guns Akimbo (PS) – Two Actions

Description: wildly empty your clips in a conical shape before you.

Range: 40 feet.

Effect: Roll hit against all targets (enemy and ally) within the cone (1 square at 1 space. 3 squares at 5 spaces. 5 squares at 7 spaces. -2 penalty to all hit checks. Requires full clips and empties the clip

Requirements: A firearm in each hand, both with full clips

Prerequisites:

- Dual Wield Ranged

Herculean Might (PS) – One Action

Description: A surge of strength courses through your body.

Effect: You get a +4 to all strength tests and increase strength based damage by 1d6 for 1 minute. After this minute, you get a -4 to all strength tests, -1d6 to all strength based damage dealt, and opponents get +2 to hit against you for 1 minute.

Prerequisites:

- STR 3

Imbue With Magic (MS) – Two Actions

Description: Imbue a set of armor with magic, granting extra protections against magical attacks.

Range: touch

Mystic Test: 12 (magic)

Effect:

- Lace a set of clothing or armor with magic. The wearer gets +2 armor against magical hit tests. Armor is treated as magical for the duration of this effect.
- Only one character's armor can be imbued at a time by the caster. Spell lasts for 1 hour (in game), or until caster is knocked out, killed, or removes the spell.

Prerequisites:

- Magical Affinity
- Magic 2

Pickpocket (PS) – Trainable

Description: Steal from a target without alerting suspicion.

Use: 1d20 + DEX + training modifier

Requirements: Player must not be drawing the focus of the target.

Inflict Pain (MS) – Two Actions

Description: Wrack your target with severe pain

Range: touch

Effect: Roll an opposing test. If your magic test is greater than your target's willpower test, deal 1d8 Aether damage and inflict severe, indescribable pain to your target. This causes them to fall to the floor, if standing.

Prerequisites:

- Magical affinity

Intimidate (PS) – trainable

Description: Use your strength and threat of violence to scare a target into submission or into fleeing. (Useable in and out of combat).

Use: 1d20 + STR + training modifier

Iron Sights (MS) – Two Actions

Description: Use magic to steady your aim and fire with greater accuracy

Range: self

Mystic Test: 12 (magic)

Effect: for 3 rounds +2 to hit for attacks made with ranged weapons.

Prerequisites:

- Magical Affinity

- Ranged Combat

Inspiring Charm (KS) - Double Action

Description: Your very presence inspires your allies.

Effect: For six rounds, your allies get +2 to all attacks. You can only make One Action per turn until this effect ends.

Prerequisites:

- Cha 4

Learn Language (KS)

Description: undefined

Effect: Learn another language. Cannot learn Aether Speak in this way.

Prerequisites:

- Int 2

Leech (MS) – One Action

Description: Use magic to draw the life force out of a target, healing you in the process.

Range: 25 feet

Effect: Roll an opposed **Magic** test against target **Willpower**. On Success deal 1d6 Aether damage and heal yourself for half damage dealt (rounded down) after all calculations.

Prerequisites:

- Magical affinity

Light of the Land (MS) – Two Actions

Description: Heal even the deadliest of wounds.

Range: 30 feet.

Mystic Test: 18 (magic)

Effect: Heal your target for 3d6 + magic. Healing is effective on dying targets, and if brought above 0, they are no longer dying, but are rendered unconscious, unless the amount healed exceeded 14. Can only be used successfully on a target once per day. Using it on a target twice within a day will cause the spell to fail, and will still take up Two Actions. Can be used on a dead character if they died within one round of combat from your current turn. They survive if their health is brought above 0, but are rendered unconscious, no matter the amount healed. Characters can only be resurrected this way once, regardless of the caster.

Prerequisites:

- Magical Aptitude
- Greater Heal
- Magic 5

Lightning Storm (MS) – Two Actions

Description: Bolts of lightning rain down, hitting all characters in the affected radius with electrical damage.

Range: 60 ft

Effect: Deal 3d8 electrical damage to all characters in a 3x3 space centered around target area. All characters (ally and foe) within this space role an opposed Vitality Attribute Test against the hit test. If they fail, they are shocked.

Prerequisites:

- Magical affinity
- Thunderball
- Magic 5

Literacy (KS) – Trainable

Description: Improve your reading skills.

Use: 1d20 + INT + training modifier

Requirements: Cannot be used if Untrained

Prerequisites:

- Int 0

Lockpick (KS) – trainable

Description: Improves your ability to pick locks. See **Chapter 8: Lockpicking**

Use: 1d20 + DEX + Training

Requirements: Requires a lockpick.

Lucky (KS) – One Action

Description: Improves your luck in moments of chance.

Effect: Grants a +2 bonus to your next luck-based action. May only be used once a day.

Magical Affinity (KS)

Description: An understanding of magic and magical laws has opened your potential to warp the magics of the Aether to your will.

Effect: Allows the user the ability to learn and use magic, granting access to magical feats.

Prerequisites:

- Level 2
- INT 1
- Magic 0
- Usually has to be learned through story or with GM approval

Magical Aptitude (MS)

Description: Deep study and practice has opened your mind up further to the world of magic, granting you greater power.

Effect:

- Character can use two spells in one turn without suffering from Magical Mayhem (see **Chapter 7: Magic**).
- Using three spells in two turns will now cause Magical Mayhem.

Prerequisites:

- Magical Affinity
- Level 3
- INT 2
- Magic 3

Medical (KS) – trainable

Description: Character's natural healing abilities are improved

Effect: Each level taken in this skill improves the amount by which your targets are healed (no matter the means).

- Untrained: +0
- Basic: +2
- Learned: +4
- Skilled: +6 and removes 1 disease or poison
- Master: +8 and removes 2 diseases or poisons

Prerequisites:

- INT 2

Melee Combat (PS)

Description: Learn the basics of melee combat. Basic Melee weapons Include

- Whips
- Knives
- Staves/Spears
- Two handed maces
- Two handed axes
- Two handed swords
- One handed maces
- One handed axes
- One handed swords

Effect: Gain proficiency with a Basic melee weapon class and unarmed combat. Melee weapons you have proficiency with can now be used without penalty

Mend (MS) – One Action

Description: Mends broken bones and heals target

Range: touch

Mystic Test: 6

Effect: Heals target for 1d4 + magic damage. Sets any broken bones target has. Can only be used on a target once a session. Does not work on dying targets

Prerequisites:

- Magical Affinity

Mighty Constitution (PS)

Description: undefined

Effect: Increase your characters Constitution by 1d4

Requirements: Can be purchased twice per level.

minor Heal (MS) – Two Actions

Description: Heal minor wounds.

Range: 25 feet

Mystic Test: 8

Effect: Heal your target for 1d6 + Magic. Healing is effective on dying targets, and if brought above 0, they are no longer dying, but are rendered unconscious. Can only be used on a target once per day. If a player is targeted twice, the spell will fail, without healing, and Two Actions are still used.

Prerequisites:

- Magical Affinity

Murder Blow (PS) – Two Actions

Description: A vicious blow made with a melee weapon, designed to hit armored foes.

Effect: Attack gets +2 to hit test. Damage is calculated normally. Cannot use a reaction until after your next turn.

Requirements: Use a non-finesse melee weapon that character is proficient with

Prerequisites:

- Melee Combat
- STR 4

Nature (KS) – trainable

Description: Improve your ability to identify things in the wild and handle beasts without the use of magic.

Use: 1d20 + INT + training modifier

Lore (KS) – trainable

Description: Improve your ability to understand and recollect details of the new world's history.

Use: 1d20 + INT + training modifier

Parry (PS) - Reaction

Description: Parry an opponent's attack.

Effect: See **Chapter 5: Combat** parrying.

Prerequisites:

- Melee Combat

Pin in Place (PS) – Two Actions

Description: Take aim and target an opponent's foot, slowing their movement.

Effect: -2 to hit test. On success, target cannot move unaided 3 rounds or until they are healed.

Requirements: Must use a ranged weapon and be proficient with that weapon.

Prerequisites:

- Ranged Combat.

Power Strike (PS) – Two Actions

Description: An all-out attack that deals high damage.

Effect: On success, roll twice for weapon damage. Target gets +2 to dodge attempts against this attack

Requirements: dual wielding melee weapons or two handed melee weapon equipped. Must be proficient in all equipped weapons used. If dual wielding, must have Dual Wield Melee

Prerequisites:

- Str 4
- Dex 2

Presence of Mind (KS)

Description: You become much harder to catch by surprise.

Use: You roll two dice for the test and take the higher roll.

Effect: You get two rolls on any Awareness test in which you try to detect stealthed beings or beings attempting to ambush you.

Quick Draw (PS)

Description: Quickly draw or sheath a weapon.

Effect: Once a turn, you can draw or sheath a weapon as a free action.

Rage (PS) – Reaction

Description: Wounded, your body and mind are flung into a blind rage of terrible destructive power.

Effect:

- If an opponent's attack takes you below half health, you may enter a raged state.
- While in this state, your melee attacks get a +2 to hit and deal an extra 1d6 damage. You lose all dex bonuses to actions and armor rating while enraged.
- You cannot discern between friend and foe. You must roll an awareness check for each ally at the start of your next turn. At 12 or higher, you succeed, and realize they are friendly. At the start of each following turn, while enraged, you roll an awareness check for each unrecognized ally again.
- You must always attack the nearest character you believe to be hostile.
- You cannot stop your attack, even if the hostiles surrender.

Duration: 2 minutes, or until soothed.

Prerequisites:

- Level 2
- VIT: 2
- WP: 2
- STR 3

Ranged Combat (PS)

Description: Learn the basics of ranged combat.

Effect: Gain proficiency with a Basic ranged weapon class. Any ranged weapons you have proficiency with can now be used without penalty. Basic Ranged Weapons Include

- One handed firearms
- Two handed firearms
- Bows
- crossbows
- Thrown weapons

Rapid Reload (PS)

Description: undefined

Effect: Reloading a gun is now One Action

Requirements: must be proficient with the weapon you are reloading

Prerequisites:

- DEX 2
- Ranged combat

Rebound Spell (MS) - reaction

Description: Counter an opponent's magic attack and deal damage in turn.

Effect: prevent a magic action that targets you and deal damage to the caster. See **Chapter 5:**

Combat: Rebound Spell

Requirements: Attack must be targeting you.

Prerequisites:

- Magical aptitude
- Counterspell

Rend (PS) – Two Actions

Description: Deal a rending blow to your opponent with a bladed weapon, leaving them bleeding heavily.

Range: weapon

Effect: deals normal combat damage and leaves your opponent bleeding (str) for 1d4 turns.

See **Chapter 5: Combat:** Bleeding.

Requirements: bladed melee weapon equipped. Must be proficient in that weapon.

Prerequisites:

- Melee Combat

Resist Magic (PS) – Two Actions

Description: Your knowledge of the magical arts has taught you to better resist magic used against you.

Mystic Test: 15 (Willpower)

Effect: You gain an additional resistance to magic, allowing you to reduce or shrug off magical effects until end of combat. Adds a -2 penalty to Hit Tests (magical) done against you by enemies, and magical damage done to you is reduced by 2

Duration: 10 minutes

Prerequisites:

- WP 2
- VIT 2

Resist Poison (PS)

Description: Player gains an immunity to poisons and venoms, lessening their effects.

Effect: poison damage dealt to you is halved

Prerequisites:

- Vitality 2

Riposte (PS) - reaction

Description: Parry an opponent's attack and counter attack.

Effect: See **Chapter 5: Combat:** Riposte

Prerequisites:

- Melee Combat
- Parry
- Dex 4

Screech of Terror (KS) - Two Actions

Description: Your terrible screams are imbued with the powers of the Aether, filling those in its path with dread.

Effect: The scream shoots out in front of you, 3 squares wide. All characters in the targeted zone must roll an opposed WP test with you. Any who roll lower than you are unable to take action for 3 turns and are disengaged from their enemies. Any attack made against them gets a +2 to hit, and a successful hit breaks this effect.

Prerequisites:

- WP 3

Seal Wounds (MS) – Two Actions

Description: Heal minor wounds and stop bleeding.

Range: 25 feet

Mystic Test: 7

Effect: Heal your target for 1d6 and remove all status (eg. Bleeding, burned, Shocked, frozen, etc.) from them. Healing is effective on dying targets, and if brought above 0, they are no longer dying, but are rendered unconscious. Can only be used on a target once per day.

Prerequisites:

- Magical Affinity
- Magic 3
- Mend

Sever the Ties that Bind (MS) – Two Actions

Description: rip a hole in the fabric of the world, allowing the Aether to seep through.

Mystic Test: 21

Effect: Roll 1d100 and cause Magical Mayhem with that value.

Prerequisites:

- Magical Aptitude
- Level 6

Shield Slam (PS) – One Action

Description: Bash your opponent with the front of your shield

Effect: Deals 1d4 + strength damage. Target must make a strength test against your hit test. If they fail, they are knocked to the ground.

Prerequisites:

- Shield equipped.
- STR 2

Slice in Twain (PS)

Description: Your rending capabilities are second to none

Effect: Your Rend skill is now a One Action skill.

Prerequisites:

- Rend
- STR 4
- DEX 2

Slip Into Shadows (PS) – Two Actions

Description: You have learned to use the subtleties of the Aether to slip out of notice of an aware enemy.

Effect: Roll an opposed dexterity test at -2 against all aware characters' (NPCs and Player characters) awareness test. Those you succeed against no longer sense your presence. If you

slip out of presence of all enemies currently engaged with you in combat, you disengage.
Effect breaks after your next turn

Prerequisites:

- Stealth at skilled or master level
- DEX 4

Snipe (PS) – Two Actions (Extended)

Description: Take careful aim to hit a target with pinpoint accuracy.

Effect: Take Two Actions to steady your aim on a chosen target. Attack takes place as your first One Action on your following turn. Taking any damage, moving, or taking any action during this time will end this effect immediately. If your target dies before your attack, you can spend your first Action on your turn taking aim at a new target, and are free to use your second Action to make your attack. +6 to hit test. Range is increased by 30 feet for this attack. An additional 1d10 damage if hit is successful.

Requirements: long ranged weapon equipped, and player must be proficient with that weapon. (Long ranged weapons are generally non-shotgun two handed firearms, longbows, crossbows)

Prerequisites:

- Dex 4
- Ranged Combat

Stealth (PS) – Trainable

Description: slip in and out of the shadows to move unnoticed

Use: 1d20 + DEX + training modifier.

Effect: Move unnoticed by those around you. Only works on those who could not see you. Any action besides movement will require another stealth roll. Aware characters can alert others to your presence

Strong of Mind (PS)

Description: You become unshakable in the face of fear.

Effect: Whenever you roll a test involving Willpower, you roll two dice and take the higher value.

Prerequisites:

- WP 5

Stun (magic) – Two Actions

Description: A jolt of magic (Aether) stuns your target.

Range: touch

Mystic Test: 14 (magic)

Effect: Target is immobilized and unable to make any actions for 3 rounds, or until the effect is removed, or until they take damage. Attacks made against the target while immobilized get a +2 to hit. At the end of the stunned character's turn, the target may make a willpower test. If the result is higher than 13, the effect is lifted.

Prerequisites:

- Magical Affinity

Stun (melee) – Two Actions

Description: A concussive blow that stuns your target.

Range: weapon

Effect: target takes 1d6 + strength damage and is stunned. They are immobilized and unable to make any actions for 2 rounds, or until the effect is removed, or until they take damage. Attacks made against the target while immobilized get a +2 to hit. At the end of the targeted character's turn, the target may make a vitality test. If the result is higher than 13, the effect is lifted.

Requirements: must be proficient with weapon equipped or in unarmed combat

Prerequisites:

- Melee Combat
- STR 3

Sooth (magic)

Description: channel the energies of the Aether into a target, soothing them.

Range: touch

Mystic Test: 12 (magic)

Effect: an angry or enraged target is calmed down. This removes any effects of extreme hatred or rage currently in place.

Prerequisites:

- Magical Affinity

Split Shot (PS) – One Action

Description: Fire two arrows from your bow at once at two different targets

Effect: Make a ranged attack with two arrows nocked at a primary and secondary target. Roll to hit against each with a -2 to hit. Targets must be adjacent to each other and you must have line of sight on both.

Requirements: must be wielding a bow and be proficient with bows. This attack expends two arrows.

Prerequisites:

- ranged Combat
- Double Shot
- DEX 4

Aeth (KS) - Trainable

Description: Learn the deep study of the Aether to better comprehend, recognize, and decipher the mystical energies and its presence

Use: 1d20 + Int + training modifier

Sure Footed (PS)

Description: Player has greater balance and becomes much harder to knock of their feet.

Effect: Player gains a +2 bonus to dexterity checks involving balance, including ambushes, grapples, trips, sweeps, and heavy blows.

Prerequisites:

- DEX 2

Survival (KS) – trainable

Description: Learn to better survive in the wild.

Use: 1d20 + VIT + training modifier

Sweep (PS) – One Action

Description: Use your weapon to hook your target's leg in an attempt to knock them to the ground

Range: weapon

Use: Normal hit test, but replace any STR modifiers with DEX.

Effect: 1d6 damage, no modifiers. Use your weapon to sweep a target's legs, knocking them off their feet. Target is now prone and must use a One Action to stand up.

Requirements: must have a whip, staff, spear, or other pole weapon equipped. Must be proficient with that weapon.

Prerequisites:

- Melee Combat

Swim (PS) – trainable

Description: Improves a character's ability to swim

Use: 1d20 + training modifier + STR or DEX (whichever is higher)

Tech Savvy (KS) – trainable

Description: You have an affinity towards tech that allows you to more easily pick up and learn new technologies that you have never encountered before, as well as to work with damaged machinery.

Use: 1d20 + INT + training modifier

Effect: On top of the usual modifiers gained: at skilled, can work with slightly broken machinery. At master, can work with moderately broken machinery.

Thunderball (MS) – One Action

Description: Hit an enemy with a large ball of electricity.

Range: 25 feet

Effect: Deal 2d8 electrical damage (magic). Target rolls an opposed Vitality Attribute Test against the hit test. If they fail, they are shocked.

Prerequisites:

- Magical affinity
- thunderbolt
- Magic 3

ThunderBolt (MS) – One Action

Description: Hit an enemy with a small ball of electricity.

Range: 25 feet

Effect: Deal 1d8 electrical damage (magic). Target rolls an opposed Vitality Attribute Test against the hit test. If they fail, they are shocked.

Prerequisites:

- Magical affinity

Vital Resolve (PS)

Description: Your astounding vitality helps you shrug off damage.

Effect: Reduce all non-magical damage dealt to you by your vitality.

Prerequisites:

- Level 3

Willful Resolve (PS)

Description: Your astounding willpower helps you shrug off damage.

Effect: Reduce all magical damage dealt to you by your willpower.

Prerequisites:

- Level 3

Aether Blast (MS) – One Action

Description: Hit an enemy with a blast of Aether energy.

Range: 25 feet.

Effect: deals 1d8 Aether damage. Unless target's armor has anti-magic properties, each armor piece only grants half of its armor (rounded up) to the target's armor rating for this attack.

Prerequisites:

- Magical affinity

Aether Blade (MS) – Two Actions

Description: Create a weightless one-handed sword of telekinetic energy.

Mystic Test: 14 (magic)

Effect:

- The Aether Blade persists until it is dismissed (free action). Can be dual wielded with other weapons, but only one Aether blade can be active for a caster at a time. Letting go of the blade for any reason will cause it to disappear. Doing so intentionally is a free action. Attacks made with the blade use Hit Test (melee).
- **Weapon details:**
 - Damage: 1d10 + magic damage (damage is Aether damage)
 - Critical range: 19-20
 - Weight: 1 lbs.
 - **Special Ability:** Unless target's armor has anti-magic properties, each armor piece only grants half of its armor (rounded up) to the target's armor rating. Cannot be parried, riposted, or blocked with non-magic weapons. Cannot be used to parry or riposte non-magic weapons.

Prerequisites:

- Magical affinity
- Melee Combat
- Magic 2

Aether Bomb (MS) – (Two Actions – Extended)

Description: Character charges up for a magic bomb that decimates the area surrounding the caster.

Range: self

Mystic Test: 23 (magic)

Effect:

- If Mystic Test passes, take Two Actions to charge up the attack. While charging, Hit Tests made against you get a +2 modifier. On your next turn, spending both of your actions, you unleash the magical bomb, decimating absolutely everything in the 15x15 area surrounding the caster, completely ignoring cover (magical and physical) and line of sight issues. All characters (including caster) in area of effect roll a Willpower Attribute Test. If they get below 18, they take 3d12 + Mag damage (Aether). This damage cannot be prevented or rebounded (but it can be reduced). This spell cannot be countered or rebounded.

Prerequisites:

- Magical Aptitude

Aether Shield (MS) – Two Actions

Description: Create a weightless shield of telekinetic energy. This shield can only block magical weapons, weapons imbued with magical power, or spells.

Mystic Test: 14 (magic)

Effect:

- Telekinetic Shield persists until it is dismissed (free action) or let go for any reason. Non-magic weapons and fists simply pass through the shield unharmed. Grants a -2 penalty to magical attacks made against you and attacks against you made with a magical weapon

Prerequisites:

- Magical affinity
- Magic 2
- Dual Wield Melee

Aether Speak (KS)

Description: Gain the ability to commune with the beings of the Aether. This includes both spoken and written language.

Prerequisites:

- Int 3

Aether Strike (PS) - One Action

Description: Knowledge of and exposure to the Aether has allowed you to imbue your melee strikes with mystical energies.

Effect: On a successful hit, you deal an extra 1d6 Aether damage.

Requirements: Melee weapon attacks or unarmed strikes only.

Prerequisites:

- WP 3
- Int 3

Aether Shot (PS) - One Action

Description: Knowledge of and exposure to the Aether has allowed you to imbue your ranged attacks with mystical energies.

Effect: On a successful hit, you deal an extra 1d6 Aether damage.

Requirements: Ranged weapon attacks only.

Prerequisites:

- WP 3
- Int 3

Aether Wallet (MS)

Description: Keep items hidden within a small space between dimensions that only you can access.

Effect: You are able to hide and retrieve items that, combined, weigh up to 25 x Magic pounds. Cannot be accessed in combat. Cannot hide living things.

Weapon Skills – Melee (PS)

Description: Become proficient with a weapon of your choice.

Effect:

- Can be purchased multiple times. Gain proficiency in a melee weapon class, allowing you to make attacks with that class of weapon without penalty. Attacks with a proficient weapon grant a +0 to hit. Attacks with a non-proficient basic weapon grant a -2 to hit. Attacks with a non-proficient advanced weapon grant a -4 to hit.
- Basic Melee Weapons include
 - Hand to hand combat (unarmed and fist weapons)
 - One handed swords
 - One handed axes
 - One handed maces
 - Two handed swords
 - Two handed axes
 - Two handed maces
 - Staves/Spears
 - Knives
 - Basic Whips
- For Advanced Melee Weapon Types, see Chart: Melee Chart in Chapter 3: Part I. (tend to include specialty weapons, augmented weapons {such as chain whips and segmented staves}, or complex weapons unheard of in your world, grenades).

Prerequisites:

- Melee Combat

Weapon Skills – Ranged (PS)

Description: Become proficient with a weapon of your choice.

Effect:

- Can be purchased multiple times. Gain proficiency in a ranged weapon class, allowing you to make attacks with that class of weapon without penalty. Attacks with a proficient weapon grant a +0 to hit. Attacks with a non-proficient weapon grant a -2 to hit. Attacks with non-proficient advanced weapon grant a -4 to hit.
- Basic Ranged Weapons Include
 - One handed firearms
 - Two handed firearms
 - Bows
 - crossbows
 - Thrown weapons
- For Advanced Ranged Weapon Types, see Chart: Ranged Chart in Chapter 3: Part I.

Prerequisites:

- Ranged Combat

Weapon Maintenance (KS)

Description: Learn basic weapon maintenance, allowing you to keep your melee and ranged weapons clean and ready for use, staving off penalties due to neglect.

Effect: Unjamming your weapon is now only a One Action.

Prerequisites:

- Int 1
- Ranged Combat

Whirlwind (PS) – Two Actions

Description: A powerful spinning attack hits all targets adjacent to you.

Range: weapon

Effect:

- Roll a Hit Test (Melee) for all characters (friend or foe) in range. Deal normal weapon damage to each.

Requirements: 2-handed melee weapon equipped. Requires being proficient with that

weapon.

Prerequisites:

- Melee Combat
- STR 5
- DEX 4
- Cleave

Wrangling (KS) – trainable

Description: Learn to better handle and soothe wild beasts

Use: 1d20 + WP + training modifier

Combat Prowess (PS)

Description: Skill and training has taught you to make multiple attacks a turn.

Effect: You are no longer restricted to only one attack or magical ability a turn.

Prerequisites:

- DEX 4
- Level 3

Special Skills List

Special skills are abilities that cannot be learned. They are gifts or curses that an individual receives, that provide amazing abilities, or terrible detriments. Players cannot choose these skills without the DMs approval. In general they are bestowed upon a character due to specific happenings in the story or due to the influence of the Aether.

Absolute Recall

Description: You are touched with a blessing of memory, granting you moments of insight into things otherwise forgotten or missed.

Effect:

- Once per session, you may ask the GM for a piece of information that was overlooked during the previous session. This can be an important sign that no one in the party inspected, an action that the party did not notice, barely audible whispers gone unheeded. Anything that could help you along the quest, be it guidance or the location of vast, powerful treasures.
- All information received during Absolute Recall is obtainable through normal play.
- If, somehow, the players did not miss anything in the previous session, the GM will provide knowledge from the session before that or can provide a bonus in a way they see fit.

Glow

Description: You glow with a permanent radiance. The color and brightness is based on the circumstances of how it was given to the player. The effects it has socially will vary based on culture.

Effect:

- You have a permanent, faint, golden or silver glow that extends beyond clothes and makeup. It is not concealable by any means.
- -4 to all stealth checks
- Charisma bonuses and penalties may apply per DMs discretion

Cassandra's Reputation

Description: "Have I missed the mark, or, like true archer, do I strike my quarry? Or am I prophet of lies, a babbler from door to door?" (Cassandra. Aeschylus, Agamemnon 1194).

Effect:

- You get +2 to all checks in which you attempt to discover deception or falsehoods. +2 to all tests to decipher information and clues. +2 to awareness tests.
- You get -2 to all attempts to deceive, persuade, or otherwise convince someone to your line of thinking

Symbiotic Essence

Description: Something latched onto you, something from within the Aether. You can't see it, but it's there, everpresent.

Effect: +1 to willpower. You take 1d4 extra damage whenever you are hit by fire damage.

Concussive damage dealt to you is reduced by 1d4 (damage dealt can't go below 0). You age at half the rate of a normal human.

Bloodlust

Description: The thrill of battle sends you into an unstoppable rage marked by the Aether.

Effect:

- While in combat, at the start of your turn if you are not in bloodlust, roll a d20. If you roll a 19 or higher, you are in bloodlust.
- While in bloodlust, you deal double damage, always use basic, One Action attacks, and must attack

whatever character (friendly or foe) is closest to you. If no one is in range, your turn is spent closing distance. You cannot use reactions while bloodlusted

- While bloodlusted you ignore all attempts at charm and brainwashing (magical or otherwise), and cannot be persuaded or intimidated.

Duration: 3 rounds

Chapter 3: Items

"Bastard sword, check. Black powder, check. Six knives, a bow, a couple of whet stones, medpacs, and a data slate. Traveling light as usual." – Sven, Form Occupation Unknown

Note: Do not feel tied down to the information in this chapter. Think of this as merely a guide to creating your own world. You may find that you need to make minor adjustments here and there to make the items fit to your setting. The tables in this chapter are not exhaustive lists, and the details of each item can be changed to suit your world and needs. While most technology and weapons available to you will be from Earth, a couple of years of exploration into the Waygates have introduced Earth to a world of technological marvels. While there is no guarantee that the world you will travel to will have advanced technology of its own, that does not mean that other adventurers haven't sold items of worth in this new world, or that officials haven't set up shop beyond the Waygate. You may even be surprised by what is available in the most savage of worlds.

When looking to buy items, these charts should only be used as guides, not as fact. Different shops will have varying stock and prices depending on item rarity, world availability, culture, etc.

If you wish to search an area for items to purchase, as the GM to do a knowledge check of the area. Roll a d20 and add your Int stat to the roll. Based on your result, you may find rarer or poorer quality items

You may have to do some hunting to find what you seek.

Weapon Types

"I started off swinging a sword like a baseball bat. I didn't find my true calling until I had a halberd in my hand." – Chris Torrel, IT Professional

Weapons come in two types: Basic and Advanced. Gaining a proficiency in a basic weapon is rather simple, through a bit of practice or by acquiring it through a skill purchase. Gaining proficiency in advanced weaponry, however, takes much more time and training, but they tend to be more powerful and useful across various circumstances. Using a weapon that you are not proficient with gives a -2 to all hit tests made with that weapon.

Melee Weapons

| Weapon | Type | Prerequisites |
|---------------------------|----------|---|
| One Handed Swords | Basic | |
| One Handed Axes | Basic | |
| One Handed Maces | Basic | |
| Two Handed Swords | Basic | |
| Two Handed Axes | Basic | |
| Two Handed Maces | Basic | |
| Staves | Basic | |
| Spears | Basic | |
| Knives | Basic | |
| Whips | Basic | |
| Energy Weapons | Advanced | Tech Savvy (Skilled) and proficiency in the basic form of the energy weapon in question |
| Rope Darts/Meteor Hammers | Advanced | Dex 3 |

Ranged Weapons

| Weapon | Type | Prerequisites |
|---------------------|-------|---------------|
| One Handed Firearms | Basic | |
| Two Handed Firearms | Basic | |
| Thrown Weapons | Basic | |
| Bows | Basic | |
| Crossbows | Basic | |

| Weapon | Type | Prerequisites |
|-----------------|----------|---|
| Grenades | Advanced | |
| Blaster Pistols | Advanced | Tech Savvy (Skilled) and proficiency in one handed firearms |
| Blaster Rifles | Advanced | Tech Savvy (Skilled) and proficiency in two handed firearms |
| Flamethrowers | Advanced | Tech Savvy (Skilled) |

Weapons, Armor, and Items

"Some worlds I went to hadn't even learned to smelt iron. Others had even the peasants armed with energy swords. Best you can do is prepare for the worst." -- Aisling Wheeler, Diplomat

Melee Weapons

| Weapon | Type | Price | Rarity | Range | Damage | Critical | Effect | Proficiency | Prerequisites |
|---------------|-----------------|---------|----------|-------|--|-------------------------------------|--|--|---------------|
| Short Sword | Melee | 10 gold | Common | 5 ft | 1d8 (slashing) | 20 | | One-handed Swords | |
| Bastard Sword | Melee | 20 gold | Uncommon | 5 ft | One-Handed 1d8; Two-Handed 1d10 (slashing) | One-Handed (20); Two-Handed (19-20) | Can be used one or two handed | One or Two-handed swords, depending on how it is wielded | |
| Long Sword | Melee | 25 gold | Uncommon | 5 ft | 2d6 (slashing) | 19-20 | | two-handed swords | |
| Great Sword | Melee | 40 gold | Rare | 10 ft | 3d6 (slashing) | 19-20 | | Two-handed swords | Str 4; Dex 3 |
| Rapier | Melee (finesse) | 15 gold | Uncommon | 5 ft | 1d8 (piercing) | 20 | | One-handed swords | |
| Machete | Melee | 15 gold | Common | 5 ft | 1d6 (slashing) | 20 | Can be used to cut through difficult foliage | One-handed swords | |
| Knife | Melee (finesse) | 5 gold | Common | 5 ft | 1d6 (piercing) | 20 | | Knives | |
| Hatchet | Melee | 10 gold | Common | 5 ft | 1d8 (slashing) | 20 | Can be used to cut through difficult foliage | One-handed axes | |
| Axe | Melee | 10 gold | Common | 5 ft | 1d8 (slashing) | 20 | | One-handed Axes | |
| Battle Axe | Melee | 20 gold | Uncommon | 5 ft | 2d4 (slashing) | 20 | | One-handed Axes | |
| War Scythe | Melee | 40 gold | Rare | 5 ft | 2d8 + 1d4 (slashing) | 19-20 | | Two-Handed Axes | Str 3; Dex 5 |
| Broad Axe | Melee | 30 gold | Uncommon | 5 ft | 2d8 (slashing) | 20 | | Two-handed axes | |

| Weapon | Type | Price | Rarity | Range | Damage | Critical | Effect | Proficiency | Prerequisites |
|----------------|-----------------|---------|---|-----------------------------------|-------------------------------------|----------|--|--------------------------------------|---------------|
| Bayonet | Melee (finesse) | 10 gold | Common (in areas with firearms), Rare otherwise | 5 ft; 10 ft if affixed to a rifle | 1d6 (piercing) | 20 | Can be affixed to a rifle | Knives; spears if affixed to a rifle | |
| Spear | Melee (finesse) | 10 gold | Common | 10 ft | 1d8 (piercing) | 20 | Can be wielded with a shield, if proficient in spears | Spears | |
| Trident | Melee (finesse) | 80 gold | Rare | 10 ft | 2d8 (piercing) | 19-20 | | Spears | Dex 3 |
| Spontoon | Melee (finesse) | 20 gold | Uncommon | 10 ft | 1d10 (piercing) | 20 | | Spears (must be used two-handed) | |
| Quarterstaff | Melee (finesse) | 10 gold | Common | 5 ft | 1d6 (concussive) | 20 | | Staves | |
| Weighted Staff | Melee (finesse) | 10 gold | Uncommon | 5 ft | 1d10 (concussive) | 20 | | Staves | |
| Walking Stick | Melee (finesse) | 10 gold | Uncommon | 5 ft | 1d4 (concussive) | 20 | When in use while walking, increases all balance tests by +2 | staves (combat) | |
| Simple Mace | Melee | 20 gold | Common | 5 ft | 1d8 (concussive) | 20 | | One-handed maces | |
| Flanged Mace | Melee | 25 gold | Uncommon | 5 ft | 1d10 (concussive) | 20 | | One-handed maces | |
| Large Mace | Melee | 30 gold | Uncommon | 5 ft | 2d6 + 1d4 (concussive) | 19-20 | | Two-handed maces | Str 3 |
| Warhammer | Melee | 40 gold | Rare | 5 ft | 2d8 + 1d4 (concussive) | 19-20 | | Two-handed maces | Str 4 |
| Morningstar | Melee | 80 gold | Rare | 5 ft | 2d8 + 1d6 (concussive and piercing) | 19-20 | Ignores 1 point of armor against plated foes | Two-handed maces | Str 5 |

Ranged Weapons

| Weapon | Price | Rarity | Range | Damage | Clip Size | Firing Modes | Critical | Effect | Proficiency | Prerequisites |
|-------------------|---------|--------|-------|----------------|-------------|--------------|----------|--------|---------------------|---------------|
| Revolver | 40 gold | Common | 40 ft | 1d8 (piercing) | 6 (bullets) | Single | 20 | | One Handed Firearms | |
| Semi-Auto Handgun | 50 gold | Common | 40 ft | 1d8 (piercing) | 8 (bullets) | Single | 20 | | One Handed Firearms | |

| Weapon | Price | Rarity | Range | Damage | Clip Size | Firing Modes | Critical | Effect | Proficiency | Prerequisites |
|--------------------------|--------------------|----------|--------|-------------------|--------------|-------------------------|----------|---|---------------------|---------------|
| Pump Action Shotgun | 60 gold | Uncommon | 25 ft | 2d6 (concussive) | 5 (shells) | Single | 19-20 | No penalty to hit due to minimum range when target is more than 5 ft away | Two Handed Firearms | |
| Balanced Shotgun | 80 gold | Uncommon | 25 ft | 1d12 (concussive) | 5 (shells) | Single | 20 | No penalty to hit due to minimum range when target is more than 5 ft away | Two Handed Firearms | |
| Submachine Gun | 100 gold | Uncommon | 40 ft | 2d6 (piercing) | 30 (bullets) | Single, burst (5), Auto | 20 | | Two Handed Firearms | |
| Tactical Rifle | 100 gold | Rare | 200 ft | 2d6 (piercing) | 30 (bullets) | Single, Burst (5), Auto | 20 | | Two Handed Firearms | |
| Rifle | 60 gold | Common | 120 ft | 1d10 (piercing) | 2 (bullets) | Single | 20 | +1 to hit when target further than 15+ ft away | Two Handed Firearms | |
| Gas-Powered Handgun | 100 gold | Rare | 40 ft | 2d6 (piercing) | 6 (bullets) | Single | 20 | +2 to hit | Two-handed firearms | Str 3 |
| Throwing Knives | 1 gold (per knife) | Common | 40 ft | 1d6 (piercing) | | | 20 | | Thrown Weapons | |
| Balanced Throwing Knives | 2 gold (per knife) | Uncommon | 50 ft | 1d8 (piercing) | | | 20 | | Thrown Weapons | |
| Throwing Star | 3 gold (per star) | Rare | 50 ft | 1d6 (piercing) | | | 20 | +2 to hit when target is outside of minimum distance for thrown weapons | Thrown Weapons | |
| Short Bow | 20 gold | Common | 80 ft | 1d8 (piercing) | | | 20 | | Bows | |

| Weapon | Price | Rarity | Range | Damage | Clip Size | Firing Modes | Critical | Effect | Proficiency | Prerequisites |
|--------------------|----------|----------|--------|-----------------|-----------|------------------|----------|--|-------------|---------------|
| Recurve Bow | 30 gold | Uncommon | 100 ft | 1d10 (piercing) | | | 20 | | Bows | |
| Long Bow | 50 gold | Uncommon | 120 ft | 1d10 (piercing) | | | 20 | | Bows | |
| Compound Bow | 100 gold | Rare | 160 ft | 1d12 (piercing) | | | 20 | | Bows | |
| Crossbow | 40 gold | Uncommon | 100 ft | 1d10 (piercing) | | | 20 | | Crossbows | |
| Repeating Crossbow | 100 gold | Rare | 100 ft | 1d10 (piercing) | 4 | Single, Auto (4) | 20 | One bolt a turn can be reloaded as a free action. After that, reload at 2 bolts per One Action | Crossbows | |

Armor

| Type | Price | Rarity | Armor Value | Requirements |
|---------|----------|----------|-------------|--------------|
| Cloth | 10 gold | Common | 0 | |
| Padded | 30 gold | Common | 1 | |
| Leather | 40 gold | Common | 2 | |
| Mail | 100 gold | Uncommon | 3 | Str 2 |
| Scale | 200 gold | Rare | 4 | Str 3 |
| Plate | 500 gold | Rare | 5 | Str 4 |

Items

| Item | Price | Rarity | Use | Description | Notes |
|---------------|----------|-----------|---|--|--|
| Glow Globe | 20 gold | Common | Illuminate the Area with a white light | A baseball sized ball that illuminates an area of a 25 ft radius around the user | Battery lasts for 4 hours of use. Recharges after about 8 hours or with battery replacement |
| Torch | 1 gold | Common | Illuminate the area. Does not need an ignition source | | Illuminates an area of a 15 ft radius around the user. Lasts about 1 hour |
| Eternal Torch | 500 gold | Very Rare | Illuminate the area. Does not need an ignition source | A flaming torch that never runs out of fuel | Illuminates an area of a 15 ft radius around the user. Can be ignited and snuffed at will without maximum burn length. Item is magic |
| Battery | 3 gold | Common | Powers electrical items | small, useable in a variety of items | One time use |
| Comm Link | 50 gold | Uncommon | Communicate with people on your channel | An unobtrusive earpiece | Maximum range of 3 miles |

| Item | Price | Rarity | Use | Description | Notes |
|------------------------|-----------------------|----------------------|---|--------------------------------|--|
| Bullets | 2 gold per 10 bullets | Depends on the world | | ammo for many firearms | |
| Shells | 3 gold per 4 shells | Depends on the world | | ammo for many shotguns | |
| Explosive Shells | 10 gold per 4 shells | Depends on the world | Deals an extra 1d6 explosive damage on hit | ammo for many shotguns | |
| Armor Piercing Bullets | 4 gold per 10 bullets | Depends on the world | +1 to hit | | |
| Arrow | 1 gold per 10 arrows | Common | | | |
| Steel Tipped Arrow | 3 gold per 10 arrows | Uncommon | +1 to hit | | |
| Bolt | 1 gold per 5 bolts | Common | | Ammo for most crossbows | |
| Steel tipped Bolt | 3 gold per 5 bolts | Uncommon | | ammo for most crossbows | |
| Whet Stone | 5 gold | Common | adds +1 damage to a bladed weapon for your next encounter | | does not stack with other whetstone uses |
| Bandages | 1 gold for 3 | Common | Heals 1d4 damage | | |
| Medpac (low) | 5 gold | Common | Heal 1d6 damage | | One Action |
| Medpac (medium) | 10 gold | Uncommon | Heal 2d6 damage | | One Action |
| Medpac (high) | 15 gold | Rare | Heal 2d8 damage | | One Action |
| Medpac (greater) | 20 gold | Rare | Heal 2d12 damage | | One Action |
| Ration Pack | 1 gold | Common | | Basics of food for adventurers | Lasts 2 meals |
| Lockpick Set | 5 gold | Common | | Lockpicking tools | |
| Multi-Tool | 40 gold | Uncommon | Can be used for a variety of tasks, including lockpicking | | |
| Lighter | 5 gold | Common | | | |
| Data Slate | 200 gold | Rare | Receive and send updates, pictures, and documents | | Typically given for free at start of campaigns |

| Item | Price | Rarity | Use | Description | Notes |
|----------------------|---------|----------|--|-------------|--|
| Gas Mask | 15 gold | Uncommon | Prevents poisoning from inhalation when worn | | |
| Night Vision Goggles | 100 | Rare | Provides normal vision while in dark lighting | | A flash of bright light will blind player for 1 round |
| Scope | 10 gold | Uncommon | Affix to a rifle to get +2 on hit tests on distances greater than 50 ft | | Can only be used on rifles. User must have proficiency with the weapon |
| Sight | 10 gold | Uncommon | Affix to a gun or bow to get +1 on hit tests on distances greater than 20 ft | | User must have proficiency with the weapon |
| Laser Sight | 50 gold | Rare | Affix to a gun to get +2 on hit tests on distances greater than 20 ft | | User must have proficiency with the weapon |

Chapter 4: Playing the Game

"You never know what's going to happen. Maybe your arrow will catch the Aether being in the neck. Maybe it will phase through the thing, leaving you open to attack. Best to be prepared..... and always remember to keep a magic user around." – Sae Sakamoto, Exchange Student

Although you have been given a mission beyond the Waygate, you can only guess at what greater schemes lie in wait. Now that your character has been created, this chapter will go through the different sorts of things that your character can do throughout your task.

Tests

Tests work on a pass/fail system determined by the rolls of dice. The general idea is that if your dice roll passes a given threshold for a task, your character successfully takes action. If the dice roll is below the threshold, the action fails. What the threshold is, however, varies depending on the action you wish to perform.

When it comes to Tests some actions have their own unique formula. Other times, they simply need to roll a d20 + an attribute and check that against a difficulty rating or threshold. This following chart will help give an idea of what a given task's threshold would be. (Modifiers in this case might mean distractions, or booby trapped, or anything that would change the value positively or negatively).

Here is an example chart for the values needed to succeed at tasks of various difficulties.

| Difficulty | Necessary Value To Succeed |
|------------|----------------------------|
| Very Easy | 3 + Modifiers |
| Easy | 7 + Modifiers |
| Medium | 11 + modifiers |
| Hard | 15 + modifiers |
| Very Hard | 18 + modifiers |
| Extreme | 22 + modifiers |
| Impossible | 30 + modifiers |

So if you were trying to read a Medium difficulty book, and you have a basic literacy and an Intelligence of 3, you would need to roll a 8 on a d20 ($d20 + 0 + \text{Int} \geq 11$).

Skill Tests

Given the breadth of skills available to all characters, there is no hard and fast formula for determining the success of all skills. However, unless otherwise stated, skills typically fall under the category of **Attribute Tests**.

Example: if you are using your literacy skill to analyze a long, convoluted message, you would roll an Intelligence check against the message. If the Message has been given a threshold of 14, your dice roll plus modifiers must meet or exceed that value for your character to successfully read the message. * Aryk tries to read a complicated text (needed value 15). He has an intelligence of 4 and is skilled in literacy (+2). He rolls a d20 and gets a 9. His final result is $9 + 4 (\text{int}) + 2 (\text{training}) = 15$, which matches or exceeds the needed value, so he succeeds.

Some skills, however, list more than one attribute. In this case, the use of each attribute may be situational. For example, climb uses both dexterity and strength. If you are attempting to climb a sheer cliff face, you may be asked to make a climb test with strength. But if you are attempting to climb a structure with strange footholds and outcroppings, you may be asked to use dexterity instead. Modifiers should therefore be applied appropriately.

Attribute Tests

Attribute Tests are tests done against a character's attributes, and must pass a certain threshold to pass. This threshold generally follows the difficulty chart above, but it can vary from task to task and target to target. Most every skill and action has a specific attribute(s) attached to them, which you should use for tests, however, under some circumstance it might make sense to work with a different attribute (this is up to the GMs discretion).

Example: Aryn is running and is running through an area with many slippery rocks to trip on. She must roll a test against Dexterity to maintain proper footing. Because of the difficulty, the GM sets a threshold of 13 to pass. With a Dexterity of 4, Aryn must roll at least a 9 on a d20 to continue running and not fall.

Attributes Tests should always be the fallback if a skill does not exist for the given task.

Assisting: If a skill is being used for an attribute test (such as Climb), another player can use their proficiency with that same skill to provide aid, so long as they are at least "Basic" in that skill. Providing assistance gives the acting character a +2 to their test.

Hit Tests

In order to make a successful attack, a character must first bypass their target's armor. To determine this, whenever a character makes an attack, they must roll a Hit Test.

The formula for each type of attack is as follows:

Melee

- Melee Weapons (ie. Swords, axes): 1d20 + str + modifiers
- Finesse Weapons (ie. Rapiers, daggers): 1d20 + dex + modifiers

Ranged

- 1d20 + dex + modifiers
- On any attack with a firearm, if the dice face shows a 1 or a 2, the gun is **jammed**. (if the gun has been maintained with **weapon maintenance**, only a 1 jams the gun)

Magical

- 1d20 + magic + modifiers
- If your test is half of the Mystic Test (rounded down), or if you roll a natural 1, it causes Magical Mayhem

If the resulting value of these tests is greater than the target's armor rating, the hit is successful. For information on modifiers, see Chapter 5: Combat.

Firing Modes

There are 3 firing modes that a firearm can have, which determine the types of attacks that can be made. Each firearm is listed as having any of the following: Single, Burst, Auto

Single: Unloads One Shot as a normal ranged attack

Burst:

- Unloads a number of shots equal to the number specified (example. Burst (5) means fire 5 bullets). Requires a weapon with burst capabilities.
- Enough rounds must be loaded to perform a burst. Gives +2 to hit. For every 3 points on your hit test above the target's Armor Rating, another bullet hits (up to the burst number)

Auto:

- Unload an entire clip into an enemy. Requires weapon with auto capabilities.
- Requires a full clip. Gives +4 to hit. For every 3 points on your hit test above the target's Armor Rating, another bullet hits (up to the burst number)

Damage

When a successful hit is made, follow the following formulae to deal damage.

Melee: Weapon Damage + Str + Modifiers

Finesse: Weapon Damage + Dex + Modifiers

Ranged: Weapon Damage + Modifiers

Magic: Spell Damage + Magic + Modifiers

Opposed Tests

Sometimes you have to roll your skills and attributes against an opponent. This is similar to hit tests, where opponents' stats affect your success, however, in an Opposed Test both you and your target roll a dice and attack your own modifiers. Whoever has the highest overall value, wins. If the result is a tie, whoever had the highest dice roll wins. If it is still a tie, redo the test from the start.

Example: Villy is interrogating a prisoner to extract information. Using their knowledge and study of torture methods, they roll 1d20 + Int. The prisoner, however, has a very strong resolve is not going to give up information so easily, and they roll 1d20 + WP. Whoever's value is highest wins the Test.

Note. While two characters can undergo several opposed tests for the same thing, generally there needs to be some time between such tests. In the above example, if the Prisoner were to win, Villy could attempt other methods of getting the information, but must give a little time before they can do that exact method again.

Unconsciousness and Dying

A Character is rendered unconscious if their hitpoints go to 0. They fall to the ground and are unable to make any actions. Their turn still takes place, however, so that statuses, dying damage, and the like take effect.

While unconscious, if their health is below 0, a character takes 1d4 dying damage at each of their turns.

A character dies when their health is dropped below 0 by half of their maximum health or if they are below 0 health for 3 rounds or for more than 1 hour

Examples:

Taryn has 30 hit points at maximum health. During a grueling battle, he suffers a hit and he is at -1 health. He is unconscious. At his next turn, he takes 1d4 damage, dropping him to -4. Then, an enemy attacks him, dealing 11 damage. He is at -15, and thus, dead.

Elizabeth is dropped below 0 health during combat. None of her allies are able to heal her above 0 within 3 rounds, and thus she dies.

Mac eats some poisoned food and drops below 0 health. His allies are unable to heal him and they cannot find a doctor in time. An hour passes, and he dies.

When a character dies, there are a few ways to bring them back. The most accessible is with **Aether Marks** which will be discussed later in this chapter. If a character

dies and is unable to be resurrected in time, they are permanently dead, and the player should be given the chance to create a new character at one level lower than the level at which the dead character was (can't go below level 1)

Aether Marks

Sometimes your luck just runs out. Maybe you forgot to use a medpac after a fight. Maybe you tried to bite off more than you can chew. Luckily, the twisting nether of the Waygate have provided you with an Aether Mark. This single-use tool will allow you to reroll any one Test. Can be used in or out of combat, and the resulting roll is final.

It is one of the rarest things for anyone to earn extra Aether Mark. At any point in time, you can only have one, and the feats required to earn another one after use remain unknown, so make sure to choose your battles wisely. The awarding of an Aether Mark is up to the DM's discretion and should not be done lightly.

An Aether Mark can also be used to bring someone back from death, with a penalty. For more information, refer to the section for Aether Mark in **Chapter 1**.

Critical Successes and Failures

The absolute best and absolute worst outcomes on a d20 dice roll. A natural 1 or 20 is when the dice face of a d20 reads 1 or 20. This is considered a critical fail and critical success respectively.

Rolling a natural 20 on a hit, opposed, or reaction test is an automatic success. If you deal damage as a result, double the value of your dice rolls for damage, then add modifiers and attributes.

Rolling a natural 1 on any test is an automatic fail, regardless of whatever modifiers you may have.

Rolling a natural 20 on a skill or attribute test is not a guaranteed success. Nothing special happens in such an occurrence.

Chapter 5: Roleplaying

"Intimidation didn't work. Torture didn't work. We could have saved ourselves a lot of trouble if we just read the damned newspaper. It led us straight to the bandits." – Rebecca Youngblood, Employment Unknown

Beyond the Waygates are worlds filled with wonder, excitement, and horrors beyond your wildest imagination. It's not all taverns and listening to the bard play by the fire. When there is a job to be done, your journey will take you all across this new world, where it will be your job to explore, investigate, discover, and fight. Danger lurks just around every corner where dangerous beings abound and hazardous puzzles await.

It is the DM's job to explain the scenario the characters find themselves in and to help guide them through their journey. It is the players' job to react to the situation and to describe what they do and how they do it. The DM will then narrate the results of their actions and react accordingly.

Of course, "the best-laid plans of mice and men often go awry" and it is up to the DM to react accordingly should the players act in a way that is unexpected. Keep an open mind and plan what you can, but be ready to improvise if need be.

As a DM it may help to draw a map or other visual representation of the area the players are exploring to help them better understand where they are relative to the area.

Playing Through the World

Roleplaying entails talking, acting, and behaving as the character you are playing. Instead of just moving nameless, faceless pieces across a board, the characters you play and the characters to interact with and fight are treating as beings with their own thoughts, reasons, motivations, skills, etc. While ability tests determine the success and failure rate of actions made, roleplaying is vital to moving characters through a narrative and understanding how and why they act in the way that they do.

Some players prefer to act out their character. They adopt a voice and play out as if they were speaking for their character. Others prefer to describe what their character is doing. Many mix and match these methods to find a balance that they prefer. The important thing is to play a character consistently. This gives the DM and the other players a clear idea of the character you are playing, enabling them to better make decisions that impact gameplay.

Another important aspect of roleplaying is the effectiveness of methods employed. A player can simply state that they want to roll an ability score for everything they do, but by acting out their character through a scenario, they give the DM an opportunity to better understand what sort of rolls that player has to make on their tests to succeed.

For example, if a player playing their character "Annika" simply says 'She tries to intimidate her foe', the DM doesn't know what was said to try and intimidate her target. Maybe her target has specific fears already that the player could prey on. Maybe they have dreams of being a singer, so if, for example, the player were to say, 'Annika threatens to cut off his tongue if he doesn't give up information,' the DM can better determine what value has to be rolled to make a successful intimidation test.

Gathering Information

Not everything is going to be laid out for the players. In order to know what they have to do next, they will have to speak to the locals or to authority figures. The more they acquaint themselves the people they meet (or threaten them), the more information they can glean, which will facilitate them as they journey through the world the DM has created.

Some information will be gathered through investigation. Maybe your character isn't the most sociable person, but they are able to investigate beyond compare. They can learn about local legends and current events to help guide their decisions. Others may be great fighters and could win influence by killing monsters that threaten a town or by impressing a grand fighter looking for a challenge.

Ability Tests

Whenever it needs to be determined whether a player's action succeeds or not, they must roll an ability test. For more information on this, refer to **Chapter 4**.

While this generally holds true, impressive, in character roleplaying can mitigate the need to roll tests, should the action made be made with good effort (on the part of the player and character) and was something that would legitimately accomplish the task.

Attribute and skill distribution determines not only what your character is good at, but also what your character prioritizes in their life.

Free Time

Sometimes you'll find you have some time to spare. During this time feel free to flesh out your character: Interact with your fellow players and NPCs (Non player characters) alike, try to learn new skills, investigate and go on some side quests. Use free time as an opportunity to build character depth and improve their skills and abilities. There's always a teacher to learn from or a challenge to overcome.

There's also money to be made. Food, drink, and beds cost money. The more money you have, the easier it is to ensure your characters stay well fed and well rested without fear of being ambushed in their sleep.

Inventory and Equipment

Weapons and armor will help keep a character alive in conflict. Even the most non-combative characters may find themselves in situations they'd prefer to avoid. In such instances, it's best they remain well-equipped to improve their odds of coming out alive.

If you have some money saved up, or are willing to work some odd jobs, seek out an armorer or weaponsmith and keep your character geared up. It may just be the thing that keeps you alive.

There are also some items that are of great help. Ask around to find some necessary items to keep in your inventory. Medpacs, bandages, survival gear. Anything that may be useful in a pinch.

Finding What You Need

Villages, towns, and cities all have places where you can shop, but finding what you need is another matter entirely. Keep your eyes open and ask around for what you need, and if you're lucky, you may just find what you seek.

Roll an Awareness test to determine how effectively you are able to seek out the items you want.

Forging Connections

Just as in the real world, things rarely happen in isolation. Everyone you meet is a living, breathing part of the world, and how you interact with them will influence their relationship with you and may very well change the way future towns and civilizations treat you.

Being hostile to certain groups will endear you to their enemies and make you less appealing allies to their friends. Saving the lives of citizens can help you gain influence with the town and its rulers and may yield rewards. Refusing to help a society may open to doors to another society's graces.

You must make calculated guesses towards how you interact with the beings you come across, depending on how you want to play. Be a hostile overlord who seeks to gain influence and power through fear and subjugation. Be a benevolent force in the world who desires to be a beacon of hope. Be an explorer who does whatever it takes to find your riches and knowledge. Keep your head down and just try to survive. The choice is yours. Your character has their motives and desires to fulfill. They know best how they think a job should be done.

Going on an Adventure

"Sure, fighting Aether Beings and taking down warlords is fun and all. But there's nothing quite like taking a rest on the long road with your companions by a campfire..... well, unless feral boars attack, but well, then you just have a nice meal." -- Rickard West, Outdoor Enthusiast

Travel

There are often long stretches between major areas. While traveling through these, characters can usually move for up to 8 hours a day, at a rate of about 25 miles a day.

Moving faster than this speed provides a -5 penalty to Awareness, Vitality and Willpower tests. Moving slower grants +2 advantages to Awareness tests and allows the use of stealth, should any random encounters occur.

A DM should determine (either through planning or random chance) if the players will encounter any puzzles or enemies on the way.

Combat

On your journey you will face many hostile foes who seek to impede you, rob you, prove their strength, etc.

While fighting poorly can lead to death, fighting well can lead to great reward. Impressive feats can lead to improved attributes and skills, and in some cases can improve your standing with others.

Combat has consequences, both good and bad. It is your job as adventurers to decide when it is best to fight and when it is best to run.

Ambushes

While traveling, characters are prime targets for wild beasts and bandits looking for easy prey.

If no characters are scouting ahead, any random encounter starts with a competing Awareness test against the attacker's stealth test to determine if the party is ambushed or not.

Loot

Dead enemies have no use for their old inventory. You never know what sort of items and money you'll find on those who once wished you dead.

Exploration and Investigation

It's not all fighting and resting in taverns. Sometimes your journey will take you to new places. Far off towns, deserted villages, decrepit tombs, deep caves, the list of places to explore is endless.

Exploring such places and investigating the area can lead to new discoveries that open up the world and who knows. Maybe a grand treasure sits at the end of the journey.

Movement and Terrain

On a road or flatland, movement is not impeded and players can move at their normal rates.

But sometimes, the terrain encountered is not so easy to traverse. The woods could be filled with roots and foliage, the landscape could be covered with snow, or the players could be hiking through a mountain pass. When difficult terrain is in the way, players are slowed and at greater risk of ambush. Unless characters make a successful VIT test against the difficulty chart, they move at half speed and get -2 to Awareness tests.

There may be areas where characters have to swim or climb. In such cases, instead of a VIT test, they should roll a **Swim** or **Climb** test to determine if they move at normal speed.

Breathing

If a character finds themselves in a situation where they cannot breathe, such as being underwater or in an oxygen-deprived cave, they can hold their breath for 30 seconds for each point they have in their Vitality. After that time runs out, they drop to 0 health and are unconscious. An unconscious character who is suffocating dies after one minute of unconsciousness.

Falling

Along the way, if a character falls from a tall height, they take damage. For every 10 feet they fall, the character takes 1d8 - Vit damage.

Lighting



Depending on how brightly lit an area is, a character's vision can impact their ability to travel.

In Pure Darkness, nothing can be seen. There are no skills that allow unaided vision in these environments. Characters must blindly move throughout their area. They roll an Awareness test at -5 against the difficulty chart to move about.

In Dim Light, characters can see 15 feet in any direction, and are prone to ambush.

In Normal Light, most characters see normally.

Splitting Up

While challenges are often easier to complete as a group, sometimes it is necessary to split up. For example, if one character is a master of stealth, it may be beneficial for them to sneak ahead to try and get the drop on an unsuspecting enemy.

It is up to the DM to determine how to best manage and track groups that have split up.

Rations

Characters need to eat and drink, if they do not wish to suffer from hunger and exhaustion.

In order to remain in good shape, a character must eat one meal and drink at least a liter of water a day. If they do not, they get a -1 to all attributes for each day they don't eat. Attributes recover at a rate of +2 for each day the diet minimum is met (up until their original, unmodified stats).

Resting

Characters must rest at least six hours a day to remain in good shape. If they do not, they begin suffering from penalties.

Characters who have not met this sleep requirement get -2 to Awareness tests and their health is lowered by 1d10 - Vit damage per day until they get 8 hours of sleep.

Growth and Learning

Through your adventure, as you overcome difficult tasks, your character will gain experience and level up, which grants them skill points and attribute points which will make them stronger.

However, through practice, hard work, and extraordinary daring, you can gain skills and attributes as well. If the GM sees fit after impressive gameplay, storytelling, or a devotion to in-character practice, they can reward a player with attribute points, skill points, or Aether Marks (so long as they don't have any Aether Marks currently).

Skill and attribute advances should not be limited only to leveling up.

Chapter 6: Combat

"Everything in its time. Everything happens in its time." – Rachel Rowland, Marine Biologist

Here we will run through each of the steps of combat in detail.

Ambushes

Not all combat is planned by the characters. Sometimes a character or group sneaks up and gets the drop on their targets, giving them an advantage in combat.

To determine whether someone successfully ambushes, the ambushers roll a Stealth(DEX) test against the target they are attacking's Awareness(PER). If they win, they remain hidden, and are able to take a turn before initiative is rolled.

Individual members of a group can be ambushed, even if others are aware of the ambusher's presence, so long as they don't successfully alert the character.

Initiative

Initiative determines the order that characters take their turns during a round of combat. To determine initiative, every character (player and non-player) involved in combat makes an Initiative Test by rolling 1d20 and adding their Dexterity to the value.

Characters take turns in the order of their initiative, with the higher values going first. If a tie occurs, the tied characters compare Dexterity. Whoever has the highest is placed higher in the order. If there is still a tie, they roll a d6 until one of them has a higher value.

Your Turn

On your turn you get Two Actions. With these actions you can move, attack, make attribute tests, etc. For a non-exhaustive list of actions that can be made in combat, see the Combat Actions subchapter.

Moving is One Action and allows you to move any number of squares up to your movement speed. Your speed should be noted on your character sheet as $5 + \text{Dex}/2$ (rounded down). Each square on a grid is equal to five feet. You cannot walk through or occupy a space that is currently occupied. You can use both of your actions to move, if desired. You cannot break up your movement, however. If you move half of your speed, then make an attack, you cannot move the rest of your speed this turn.

There are several types of attacks. Some of which are One Action, others of which are Two Actions.

There are numerous skills that are useable in combat. Skills are either One or Two Actions.

You can use items, which can be either One Action or Two Actions to use. There are a few actions considered "Free Actions." These are actions that can be made that take a short enough amount of time that they don't prevent you from otherwise acting during your turn. Actions such as speaking short, non-complex messages or shifting to the ground are free actions.

You don't have to use all of your actions during your turn. If you hold One Action, you get a +1 modifier to any **Reactions** you make until your next turn. If you hold Two Actions, you get +2.

Taking Action

"DON'T. LOSE SIGHT. OF THE SNIPER." – Zoey Crystal, Entomologist

All characters are given **Two Actions** during their turn with which to make decisions and make actions. After Two Actions have been made, the turn is immediately ended. Without the **Combat Prowess** skill, only one attack or magical ability can be used per turn, regardless of whether it is a One or Two Action ability.

For a list of actions you can take during combat, see the section at the end of this chapter.

Below, you will find a sample list of Free, One, and Two Actions.

Free Actions: These are actions that take up negligible time during your turn. Typically, you are only allowed one free action per turn, but whether additional free actions can be made is at the GM's discretion. Such actions include: * Saying a few words (this is up to the GM's discretion, but usually is limited to something your character could reasonably say/shout in the span of a sentence or two). * Dropping an item * Lowering position: lowering yourself to a lower position (such as from standing to kneeling, or kneeling to prone), is considered a free action.

One Actions: actions that take up half of a turn. * Standing up/raising your position from a lower one. * Drawing/sheathing a weapon (if you are dual wielding and draw/sheath both weapons at once, it only counts as one half action). * Walking * Disengaging (pulling away from a foe that is targeting you in combat, allowing you to use your next action to move without allowing an attack of opportunity)

Two Actions: actions that take up a full turn. * Reloading a gun * All out attack * Disengaging from all enemy combatants with which you are engaged.

Engaged:

- A character who has made an attack or who has been attacked is considered engaged in combat, and cannot freely move away without first disengaging. If all characters with which you are directly engaged with die, you are no longer considered engaged in combat.
- If you try to move away from a character with whom you are engaged and within their melee attack range, they get an attack of opportunity against you.
- To make an **Attack of Opportunity**, the attacker makes a basic attack with their weapon and applies modifiers and damage normally
- A character does not have to be actively under attack to be engaged. If a character shifts focus to another character, but otherwise does not move, you are still engaged.
- Disengaging from one combatant is One Action. Disengaging from all enemy combatants is Two Actions

Moving:

- Movement speed is $5 + (\text{Dex}/2)$ rounded down.
- You can move up to your movement speed as One Action
- 1 square on a grid is 5x5 feet.
- Characters cannot end their turn on an occupied square.

- Terrain can have levels of difficulty that lower your movement speed while traversing it.
- Diagonal movement is allowed.

Reactions

There are certain Skills and situations that allow a character to react during another character's turn.

Most frequently, this occurs when an attacked character has the **Dodge, Parry, Riposte, Counterspell**, or **Rebound Spell** skill.

Another reaction is the **Attack of Opportunity**. If you are within melee range of an enemy with whom you are Engaged and try to move away, they are allowed to make a basic attack against you.

You are only allowed one reaction a round, unless you have the **Grace and Finesse** skill, in which case you are allowed two.

Round Ends

A round of combat ends on a character by character basis. A round ends for a character at the start of their turn. At the start of a new round, any players who used their reactions on the previous round are able to use their reaction again.

Entering Combat

"I'd never even been in a fight before. I was a conscientious objector during the war. But then I felt the sweet release after cutting off the head a thrashing gnawer. I regret not going to that war." -- Adam 'Singa' Singer, Former Activist

Those who venture into the dangerous, and often unexplored, worlds beyond the Waygates, are likely to find themselves engaged in combat from time to time. From bandits, to vast armies, to wild beasts, to the warped creatures from the spaces between dimensions, adventurers must be able to defend themselves against all threats if they hope to live long enough to see their mission to completion.

Combat is initiated when an attack is launched, be it an ambush, two armies meeting on the battlefield, or simply opposing forces running into each other at an inopportune moment. Depending on how combat is initiated, characters may receive unique penalties or bonuses. In combat a turn is 2 actions (roughly 6 seconds). A round is a full rotation through the list of active characters.

Oftentimes you will have no choice but to engage in combat. If you're ambushed or if a hostile force wishes to attack you and you are unable to talk your way out of the situation, weapons will have to be drawn. Other times, you may be the one to initiate combat. To do this, simply make your preparations and declare your intentions to fight to the DM. Make sure to tell them how you wish to approach the situation (ex. are you stealthed? Who are you approaching? Is your weapon drawn?)

Making Attacks

*Smack *smack *smack, ".....Why won't you just die?" -- Devin Devos, Venture Capitalist

Step One: Declare your target that's in range, your attack type, and make the appropriate Hit Test. * If an enemy is within range and within line of sight, you can make an attack. Range information is located on the Weapons Chart in Chapter 3. * Choose a type of attack to make (see chart Attack Types at the end of this chapter) or use a skill. * Make a Hit Test (see Chapter 4). * Remember to calculate all modifiers from the attack type, weapon proficiency, etc.

Step Two: Opponent Reactions, if applicable.

Step Three: Calculate and apply damage, if hit was successful

Attack Modifiers

These are modifiers that influence the likelihood of a successful **Hit Test**.

Attack Type: The type of attack you make will add bonuses or penalties to your hit test.

Distance: Ranged weapons have a range specified on the Weapons Charts in Chapter 3. The range influences the points at which accuracy becomes hampered due to distance or opponent readiness. Distance adds a modifier to the Hit Test. * Target within range: -0 * Target within 5 feet if you are wielding a handgun: +2 * Target within 5 feet if you are wielding a two handed ranged weapon: -4

Position: The position of your target can influence the effectiveness of an attack. * **Covered Target:** If your target is behind cover, but still within line of sight (ie. Made an attack this turn, or not fully covered), they take a -2 to hit. * **Flanking:** If a target is currently engaged in melee combat with an ally and you attack them from melee range from a different angle than the person they are engaged in combat with, you get a +2 bonus to your hit. * **Prone:** If an enemy is prone on the floor, gain a +2 bonus to your hit with melee weapons, and -2 to hit with ranged weapons. * **Out of Sight:** You must have line of sight to make an attack.

Resistances: Properties that reduce damage taken based on damage type. Having resistance in a type reduces damage of that type by half (rounded down)

Weaknesses: Properties that increase damage taken based on damage type. Having weakness in a type doubles the damage of that type

Size: How large a target is can make it much easier or harder to land a hit. The following chart shows how size modifies hit tests made against them * Giant: +6 * Huge: +4 * Large: +2 * Medium (ie. human): 0 * Small: -2 * Tiny: -4 * Flee: -6

Proficiency:

- You are allowed to use any weapon at your disposal, but unless you are trained for that particular weapon, you take a penalty to your attacks (see Weapon Skills – Melee and Weapon Skills – Ranged skills in Chapter 2).
- With proficiency, that weapon gets a -0 to hit.
- Without proficiency, attacks with a Basic Weapon grant a -2 to hit.
- Without proficiency, attacks with an Advanced Weapon grant a -4 to hit.

Responding to Attacks

When a successful attack is made against you, if you are aware of the attack, there are a few actions you can take. You may only make one of these **reactions** per round, regardless of success. Each of these are done after a successful hit check, but before damage. If you have the **Grace and Finesse** skill, you can use two of

these reactions a round (cannot use same reaction twice in one round).

Actions that stop, dodge, or redirect attacks that were critical on their hit tests only succeed if the reaction is critical as well.

Dodge:

- Must have the **Dodge** skill
- You may roll a dexterity roll (1d20 + dexterity). If the value is above your opponent's hit test, you dodge.

Parry:

- Must have the **Parry** skill.
- Only works against Melee attacks
- Cannot **Parry** in the same round as you **Riposte**
- You may roll a dexterity roll (1d20 + dexterity). If the value is above your opponent's hit test, you parry that attack.

Riposte:

- Must have the **Riposte** skill.
- Only works against Melee attacks
- Cannot **Riposte** in the same round as you **Parry**
- You may roll a dexterity roll (1d20 + dexterity). If the value is above your opponent's hit test, you parry that attack.
- If you successfully stopped the attack and did not drop your weapon, deal weapon damage without modifiers.

Counterspell:

- Must have the **Counterspell** skill
- Only works against magic attacks
- Cannot **Counterspell** in the same round as you **Rebound Spell**
- You may roll a magic roll (1d20 + magic). If the value is above your opponent's hit test, you counter that attack.

Rebound Spell:

- Must have the **Rebound Spell** skill
- Only works against Magic attacks
- Cannot **Rebound Spell** in the same round as you **Counterspell**
- You may roll a magic roll (1d20 + magic). If the value is above your opponent's hit test, you counter that attack.
- If you are successful, deal 1d6 magic damage of the same type as the spell being used against you (if no type, it is Aether damage).

Dealing Damage

After a successful hit, you must roll to determine the amount of damage you deal. Skills may have their own way to determining damage, but in general, the way to determine damage is with the following formula.

Melee Damage: Weapon Damage + Str + modifiers

Finesse Damage: Weapon Damage + Dex + modifiers

Ranged Damage: Weapon Damage + modifiers

Magic Damage: Spell Damage + Magic + modifiers

Critical Hits

A critical hit means that, except under rare circumstances, the attack goes through regardless of the target's armor rating

All weapons and spells have a critical range (usually 20, or 19-20) listed on the Weapons Chart in **Chapter 3** or in their Skill Description in **Chapter 2**. If your unaltered dice roll from your Hit Test fell with this range, you deal critical damage.

All weapons have an associated damage type. On critical hits, they may have a special effect, based on this type.

Critical Damage means you double your weapon damage roll, then add modifiers.

Example: You roll a natural 20 on your hit test, and your weapon's damage is 1d8 + str. Your weapon's damage on critical is 2x. You roll a 6. This would mean you deal 2x(6) + Str. Meaning you deal (12 + Str) damage.

Statuses

These are effects, such as burned, bleeding, etc., that can affect a character by causing turn-by-turn damage or affecting their ability to take actions. They can happen due to critical hits, skills, or random occurrences

Many status deal damage based on Xd4, with X being the number of dice to roll. This could be a flat number, or a number based off an attribute. For example, some attacks and skills may be listed as burning(2). This means that every turn they are burned they are dealt 2d4 damage. Or they may be listed as burned(attribute), in which case they are dealt damage with a number of d4 equal to that attribute (so if attacker Str was 4, it would be 4d4).

Statuses last for a time based on the effect that caused them (usually 1d4 turns)

Bleeding - 1d4 damage at the start of their turn **Burned** - 1d4 fire damage at the start of their turn **Shocked** - Target loses One Action at their next turn and lose any focus or concentration they may have. **Frozen** - Target loses a half action during their next turn. Movement speed is halved (rounded down) for Xd4 turns. **Stunned** - Target is immobilized and unable to make any actions for 2 rounds, or until the effect is removed, or until they take damage. Attacks made against the target while immobilized get a +2 to hit. At the end of the stunned character's turn, they may make a vitality test. If the result is higher than 13, the effect is lifted.

Damage Types

Damage seen as a result of a successful hit falls under several categories, typically listed with the item or skill used. Some armors have more or fewer resistance to certain types of damage. (note. If you successfully aimed an attack at a body part, you may skip rolling for damage location on critical hits).

The following damage types causes specific effects on critical hits.

Slashing - Damage made with some form of edged weapon. On a critical hit, after damage, roll 1d20. If the result is 16 or higher, the target is **Bleeding** for 1d4 turns

Concussive - damage made with blunt force. On critical hit, roll 1d20. If the result is 16 or higher and the target is wearing armor, the target's Armor Value is reduced by 1 until the armor is repaired. If the armor's value is reduced below 0, it is destroyed and must be repaired.

Rending - Ripping Damage. On critical hit, roll 1d20. If the result is 14 or higher, the target is **Bleeding** for 1d4 turns.

Aether - Damage caused by aether spells. On critical hit, target makes a Willpower Test. If they roll below a 16, they are Stunned.

Piercing - Stabbing and piercing damage. On a critical hit, after damage, roll 1d20. If the result is 16 or higher, the target is **Bleeding** for 1d4 turns.

Unarmed Combat

If you are attacking with bare fists, the weapon damage is determined by size via the following list. * Giant: 1d6 + Str + Str * Huge: 1d6 + Str + 2 * Large: 1d4 + Str + 2 * Medium 1d4 + Str * Small: 1d4 * Tiny: 1d4 * Flee: 1d4 / 2 (rounded down)

Combat Actions

"Endless possibilities...well, several dozen, but you get the point." – Steven Seral, Mathematician

Attack Types

| Action | Duration | Effect |
|------------------|-------------|--|
| All Out Attack | Two Actions | A focused melee or ranged attack. +4 to hit |
| Basic Attack | One Action | A basic attack |
| Berserk Attack | Two Actions | -4 to hit. If hits, double weapon damage. Attacks against you get +2 until your next turn |
| Burst | Two Actions | Weapon must have burst capabilities. Fire a burst of bullets (see weapon chart). +2 to hit. Potential for multiple hits. |
| Defensive Stance | Two Actions | You cannot make an attack this turn, but all enemies that attack you this round get a -4 on hit checks made against you. |
| Defensive Strike | Two Actions | You make a cautious attack. You make a melee attack with a -2 penalty to your Hit Test. Gain a +2 to all dodge, parry, block, and riposte tests you make this round. |
| Feint | Two Actions | Target's Awareness is subtracted from your hit test. If your attack succeeds, it cannot be dodged, parried, blocked, or riposted. |
| Full Auto | Two Actions | Weapon must have auto capabilities. Fire an entire clip (see weapon chart) at full auto. +4 to hit. Potential for multiple hits. |
| Use Skill | Varies | Use one of your characters skills. |

Movement Actions

| Action | Duration | Effect |
|--------------|-----------------------------|---|
| Disengage | One Action | Remove yourself from melee combat from a single target your engaged with. You can move away from them without them getting an attack of opportunity |
| Jump | One Action | Attempt to jump or leap |
| Recover Item | One Action | Pick up an item on the floor |
| Stand | Varies (default One Action) | The duration depends on what knocked you down, but by default is One Action. |
| Stealth | One Action | Slip into the shadows to move unseen. Cannot be done of an enemy's focus is on you |

| Action | Duration | Effect |
|-----------------|-------------|--|
| Total Disengage | Full Action | Remove yourself from melee combat from all combatants engaged with you and move up to 5 feet away. |
| Move | One Action | Move up to your character's speed |
| Use Skill | Varies | Use one of your characters skills. |

Miscellaneous Actions

| Action | Duration | Effect |
|--------------------|-------------------------------|---|
| Reaction | Reaction | See Dodge, Parry, Riposte, Counterspell, and Rebound Spell |
| Draw/Sheath weapon | One Action | Draw or sheath a weapon. If dual wielding, drawing both at the same time is a One Action. Sheathing is One Action per weapon. |
| Reload | One Action (unless specified) | Reload your gun (duration can vary, but be default is a half action). |
| Unjam Weapon | Two Actions | Unjam a jammed weapon |
| Use Item | Varies | Use an item that is not forbidden within combat. |
| Attribute Test | One Action | make an attribute test |
| Use Skill | Varies | Use one of your characters skills. |

Example Combat

1. Arik and Devin come across a Wicked Thrasher, which moves towards them threateningly, ready to attack.
2. Ready for combat, all three characters roll initiative (1d20 + Dex). Arik rolls a 7, Devin rolls a 19, the Wicked Thrasher rolls a 15. The order is Devin -> Wicked Thrasher -> Arik.
3. Devin uses One Action to draw his sword, and another One Action to approach the Wicked Thrasher. With his two actions done and no free actions to make, his turn ends.
4. On the Thrasher's turn, it approaches Devin with One Action. It then makes a Basic Attack with its other One Action. It hits and deals its damage
5. Arik uses One Action to draw his firearm, then fires a basic ranged attack, but his hit test is lower than the Thrasher's Armor Rating, so he misses.
6. Devin uses Two Actions to make an All Out Attack, giving him a +4 bonus to hit. He hits the thrasher and deals damage to it
7. Combat continues until all characters on one side are dead, unconscious, surrender, flee, or are otherwise removed.

Chapter 7: Magic

"Magic is a fickle thing. Use it poorly, things go wrong. Use it without conviction, things go wrong. Use it just right, somehow things might still go wrong." – Tanya Tokevic, Anthropologist

Background

Magic is a mysterious force, one that is not yet fully understood. While all beings have magical potential, the use of magic appears to be reliant on the existence of a magical connection in the user's world, more so than any innate aptitude. Even the most powerful of magical practitioners will find themselves powerless in a world where the threads of magic are disconnected from the Aether.

But even in the most magically inclined worlds, the exact nature of this force remains unknown, as the greatest minds study tirelessly to make any breakthrough. As such, magic remains a dangerous and risky force to use, but for many the potential benefits far outweigh such risks as users find themselves tapping into power that they had only ever dreamed of.

Learning

In order to tap into one's magical aptitude, they first must learn the basics. This isn't something that one can learn simply through basic study or from a magical tome. You must first seek someone out who is willing to teach you to use this force (the Magical Affinity skill), as only they have the knowledge to fully open up the channels that will allow the threads of magic flow through you.

Once learned, new magical abilities can be accrued through leveling up, progression of story, and feats of strength.

Magical Mayhem

Magical Skills provide a lot of power and versatility, but they are not without their drawbacks. Magic is a fickle thing, and the magical threads that bind the world together are only meant to be stretched so far.

When a magician overuse their connection to these magical threads, they run the risk of tearing these threads apart momentarily, causing Magical Mayhem. When this happens, strange energies leak in the world from the Aether before the magical seams of the universe can repair themselves. The effects of this leakage range from mild inconvenience to life-threatening dangers.

Causing Magical Mayhem

- Failing with magic to a very high degree
 - When the final result of a Mystic Test for any spell is less than half the spell's required Mystic Test value (rounded down).
 - Rolling a critical fail when using a magic skill.
- Using two spells in one turn
 - Sustaining a spell does not count towards this
- Using three of the four actions you have over two turns on spells (ex. One Action one turn, Two Actions next turn)
- In one round, if 10 actions are spent using magic by any number of characters (DM should keep track with a d10). Typically, Magical Mayhem cannot be stopped. Legends speak of powerful magicians halting the process, but officially there are no reports of this ever happening.

Magical Mayhem: Aether Marks cannot be used to change your roll.

| Roll | Name | Description | Effect |
|-------|-----------------|---|---|
| 1-20 | Nothing | Nothing Happens | Nothing Happens |
| 21-30 | Time Dilation | Time seems to ebb and flow, as you momentarily fall out of its influence | You lose your next One Action |
| 31-40 | Aether Sickness | All sentient beings near the caster feel their magic being drained. | All characters within 30 feet the Caster (them included) have their Magic reduced to 0 and are unable to cast spells until after the Caster's next turn. They also lose all sustained magic and their Armor loses its permanent magical properties for this time. |
| 41-50 | Farsight | The tearing open of the Aether has given the Caster a glimpse of what lies beyond the known universe. They immediately forget the experience, but it does not leave them unchanged. | Caster gets +2 WP for 3 rounds. |
| 51-60 | Aether Shock | The Caster has stared into the eyes of a terrible beast that exists between dimensions. | Caster gets -2 WP for 3 rounds |

| Roll | Name | Description | Effect |
|-------|---------------------|--|---|
| 61-70 | Hellscape | The sudden influx of magical energies alters the very fabric of the world for a few moments, turning the world around the battle into a nightmarish place. | All characters who are not blind, dead, or unconscious roll a willpower check. (1d20 + WP). If the result is lower than 14, they are feared. During their turn, they must spend a half action on a willpower check, until they are alleviated of their fear. Special skills can protect against this. A critical failure on any willpower roll leads to a "Mental Changes" roll, which gets added to their character sheet. |
| 71-75 | Hulking Strength | Caster feels and influx of strength | Caster gets +2 STR and -2 DEX for 3 rounds. |
| 76-77 | Aether Shifting | Caster suffers from the Fate of the Waygate as energies flow into their body | Caster rolls against the Fate of the Waygate chart in Chapter 1 and adds the result to their character sheet. |
| 78-80 | Seer Soul | The essence of lies and deceit fills the Caster | The caster gains the "Casandra's Reputation" special skill. |
| 81-87 | Blood Rain | Blood rains down from the sky | Blood rains down from the sky. |
| 88-90 | Symbiotic Essence | Something crawled out of the Aether and latched itself onto you | Caster gains the "Symbiotic Essence" special skill. |
| 91-94 | Magic Amplifier | Everyone on the battlefield can feel the very essence of magic coursing through their veins | Until end of combat, all characters on the battlefield get +5 Magic. Magical Mayhem cannot occur. |
| 95-96 | Seeing Red | The caster feels a sudden surge of fury | The Caster gains the "bloodlust" special skill. |
| 97-98 | Weapon Shatter | The caster's weapon explodes in their hand | All weapons that the Caster is currently wielding are destroyed. The Caster takes 1d8 damage, and is now unarmed. |
| 99 | Disappearing Act | The Caster blinks out of existence for a moment | The Caster blinks out of existence for a moment. They will return to the battlefield in the same spot at the start of their next turn. They are now disengaged with all enemies. |
| 100 | Fate of the Waygate | The energies of the Waygate flood into the material plane | All characters within 100 feet of the caster each roll against the Fate of the Waygate Chart in Chapter 1 and take whatever effect is given. |

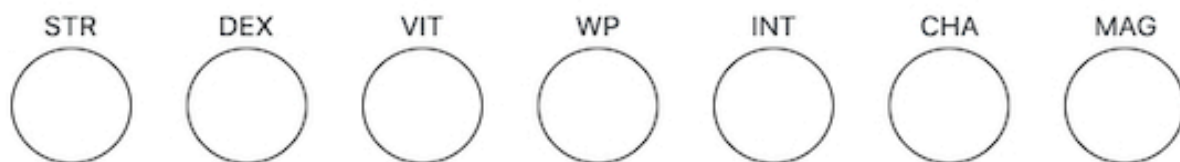
Basic Info

Name: _____ Age: _____ Level: _____

Fate of the Waygate: _____

Stats

Attributes



Constitution: _____ Total Health: _____ Current Health: _____

Armor Rating: _____ Speed: _____ Aether Mark: _____

Available Skill Points: _____ Experience: _____

Temp Notes: _____

Description

Genetics: _____

Mental Changes: _____

Acquired Traits: _____

Physical Description

Personality

Background

Proficiencies

Inventory

Equipment

Weapons

Name: _____

Damage: _____ Type: _____

Proficient?: Yes / No

Notes:

Name: _____

Damage: _____ Type: _____

Proficient?: Yes / No

Notes:

Name: _____

Damage: _____ Type: _____

Proficient?: Yes / No

Notes:

Name: _____

Damage: _____ Type: _____

Proficient?: Yes / No

Notes:

Name: _____

Damage: _____ Type: _____

Proficient?: Yes / No

Notes:

Name: _____

Damage: _____ Type: _____

Proficient?: Yes / No

Notes:

Armor

Name: _____

Type: _____ Value: _____

Notes:

Name: _____

Type: _____ Value: _____

Notes:

Skills

Trainable

| Skill Name | UT | Basic | Learned | Skilled | Master | Skill Name | UT | Basic | Learned | Skilled | Master |
|--------------|-------------|-------------|-------------|-------------|-------------|------------|-------------|-------------|-------------|-------------|-------------|
| Awareness | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> | Lockpick | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> |
| Charm | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> | Medical | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> |
| Climb | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> | Nature | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> |
| Crafting | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> | Pickpocket | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> |
| Cryptography | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> | Stealth | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> |
| Deception | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> | Swim | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> |
| Intimidate | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> | Tech Savvy | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> |
| Literacy | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> | | | | | | |

Skill List

[illegible]