

# Stats and their meaning

14 May 2025 13:45

## XP:

XP may be awarded based on enemy tier (Tier × 5), successful major actions, discoveries (25–100 XP), or completion of a significant quest (100–300 XP). GMs can also award XP for clever tactics or great roleplay.

For combat, if you are far stronger than the enemies fielded, XP gain is halved, or quartered if very easy.

## Size:

All entities have a base size of 2, roughly being equal to the average Human.

Every size over 2 does this:

Positive: +1 HP and maximum Brawn +2. Base brawn +1.

Negative: -1 agility for dodge rolls against ranged attacks (including ranged spells) for each size smaller the attacker is compared to you.

Dodging requires more space to perform. If you lack space, +1 disadvantage.

Attacking an entity 3 or more sizes smaller with a weapon or attack gives a disadvantage to your attack, but also their block attempt.

**Example:** This means a giant attacking a small person will find it hard to hit them, but if they attempt to block the attack, they will find it harder, they (the target) will have to dodge attacks to not suffer a disadvantage

These penalties double at size 6 and more. (so a S12 vs a S4 will have 2 disadvantages in attacks).

Increases again at size 10 and more.

Ranged or attacks with Reach against entities 4 sizes or larger than you gain advantage. Doubles at 8 sizes or more.

## Stance: May be redundant now? As if you want to be offensive, you just focus on attacks rather than Guard.

**Offensive:** +2 to Offensive skills, -2 to defensive skills.

**Defensive:** Opposite of Offensive.

**Neutral:** No positives or negatives.

## HP:

Base of 3 HP, gain +1 HP per Brawn, and +1 per size above 2.

+1 per every second level, or every tier.

## Barrier:

By default, any attacks you take will damage any Barrier first before harming your HP pool. Barrier is

gained by items or perks. Barriers tend to be magical in nature.

### **Guard:**

If you have no Barrier, and you are not dodging an attack, Guard is attacked before armour Threshold. Guard is gained by having a shield, or using the Guard/Block action.

### **Stamina:**

Gain 1 Stamina and stamina regeneration (at turn start) **for every Endurance you have.**

During combat or doing actions cost stamina. If you run out before an opponent, you can still spend stamina but it goes into minus.

You cannot go more than your max in minus, so if you are at -5/5. You cannot use anymore stamina.

Player characters, and other special characters, can sacrifice max stamina to avoid, or not take major damage from an attack. They regain this stamina at the end of a good rest.

When doing an action that results in a dice roll that uses stamina, you can elect not to use any stamina, doing so will add a disadvantage (this has to be done when you can no longer spend stamina).

**Upon reaching 0 Stamina, or your max negative stamina, you gain +1 Fatigue, each point of fatigue decreases all skill rolls by 1 and reduces max stamina by 1.**

### **Mana**

**Gain 1 Mana for each Mental you have.** Most Spells cost Mana to cast (old spells made before 14/05/2025 state they use Stamina, swap that with Mana).

### **Attributes**

**Brawn:** A measure of your physical strength. Brawn increases HP, carry capacity and damage dealt with most weapons.

**Endurance:** A measure of your physical endurance. Endurance increases your stamina and helps roll against debilitating attacks, poisons and fatigue.

**Mental:** A measure of your mental intelligence and willpower. Mental increases Mana. Some skills are capped by this.

**Social:** A measure of your emotional awareness, charm and ability to understand others (succeeding against someone with a social roll gives advantage on the next social skill against them). Some skills are capped by this.

### **Slot Capacity**

**Players and NPCs have a slot count of 5 + 1 every 2 Brawn.**

**Going over your capacity does two negatives:**

Being over capacity doubles stamina cost for sprinting and gives disadvantage to Agility rolls.

Being over 50% of your weight capacity gives disadvantage on Agility, all Brawn rolls, doubles movement cost and disables sprinting.

### **Gear**

Weapons have different damage dice and gain extra damage depending upon its key attribute (**Brawn unless the weapon states otherwise**) at a rate of +1 damage every 2 attributes, and based upon your weapon skill. Weapons have different weapon skill scaling.

Weapons and armour have a limit of enchantments of their quality + 1 (Minimum of 1 unless stated otherwise). This can be increased by a powerful enchanter (vague to allow RP)

## **Armour**

Heavy armour is very durable but reduces max stamina by 1, max mana by 1, and mana regen by 1. Gain disadvantage on noise rolls. Dodges base cost is 3 stamina.

Medium armour reduces max mana by 1. Dodge costs 2 base stamina

Light armour increases max stamina by 1. Gain advantage on noise related rolls, and dodges cost 1 base stamina

Clothing increases max stamina by 1 and mana regen by 1 (from 2 to 3). Advantage on noise. Dodges have a base cost of 1. Once per turn, gain advantage on a dodge.

If an attack does not have equal to or more AP than armour, all its damage is dealt to the armours durability. Otherwise it is dealt 50/50 to HP and durability.

## **Skill XP and Level XP**

Skills and your character have their own XP. XP is based on: Current level X 100. So if a skill is 5, it needs 500XP to become 6. At level 0, 50XP is needed for level 1.

Doing activities grants XP to a skill, and a smaller portion of that XP may go to your characters personal level.

Malgor Uzal - Rommel

14 May 2025 13:41



Level	XP	Race	Background	Alignment	Inspiration	Luck Dice	Size	Mana Fatigue	Fatigue
7	300/600	<a href="#">Wraith</a> <a href="#">(was Goliath)</a>	Warlord of the Risen	Neutral-Evil	2	4/4	4	0	0

Stance	HP	Barrier	Stamina	Command	Mana	Overweight slots used
Balanced	17/17	1/1	10/8	6/12	4/4 (+1)	0/5

Brawn	Endurance	Mental	Social
10	5	5	5

Class	Subclass		
Warrior	Tactician		

**Titles/announcement**  
Malgor, overlord of the Risen, tyrant of the great plains, master of the first truth

**On attack rolls:**  
Conservative strike (first hit regains stamina)  
Stonebreaker (1d6)

**On being hit:**  
Damage to armour drains stamina.  
-size vs ranged attacks.

Command Abilities:	Description:
<b>Free Advice</b>	Spend 2 Command to grant a target your Tactics skill as a static bonus on their next roll. If you have the Warrior Veteran pe rk, the target also gains 1d6 (+1d6 per 5 character levels). Can be used multiple times on a target, but each time costs double command (2, 4, 6, 8...)
<b>Adrenaline Rush</b>	Once per rest, roll a 1d4 (plus an additional 1d4 every 3 character levels). Gain the result as Stamina. This can go over you r maximum Stamina, up to twice your Stamina.
<b>Focused Attack</b>	Target a willing ally and an enemy within their range. The willing ally makes an advantaged attack against the enemy.
<b>Inspiring Call</b>	Spend Command and select a region (front, middle or rear). All allies in that region gain 1 Stamina per Command spent. If the re are only 1 or 2 allies in the region, they gain 2 Stamina per Command instead.
<b>Rally</b>	Spend 1 Command to remove Fear from a target. You may spend an 3 Command to instead target yourself.

Perk:	Description:
<b>Conservative strike</b>	Scoring a hit with any weapon will regain any stamina used to make the attack. Only the first attack in a turn can do this. Can be done once more per multi-attack you have.
<b>Skilled warrior</b>	The max skill level of your combat skills is increased by how many warrior or warrior subclass perks you have. Reduces XP needed for all weapon skills by 100 (to a minimum of 25). This increases to 200xp if the weapon skill is level 6 or higher.
<b>Expert Fighter</b>	Gain +1 Multi-attack. Gain Advantage on any initiative related rolls. Heavy armour no longer affects stamina.
<b>Wraith</b>	Can spend 1 stamina, to change on your head, where your senses are. So poke some holes in your helmet!

Culture/Status abilities:	Description:
<b>Roar of the Wilds:</b>	<b>Requirement:</b> Be a Risen. <b>Description:</b> Once per day, add your brawn to the next roll you make (if you have 6 brawn, add +6 to your next roll).
<b>Roar of the Warlords:</b>	<b>Requirement:</b> Be a Risen and have the blood of a Warlord in your veins (within 3 generations). Have not spent any stamina since the start of your current turn. <b>Description:</b> Once per day, create a barbaric roar, and slam your weapon/hands into the ground. Roll Brawn check with advantage. Nearby entities ( <b>friend or foe</b> ) within the current area must pass their own Brawn check against this or be made prone (entities are only immune if they are <b>X5 your size</b> ). At <b>Brawn 6 and above</b> , range is increased to affect adjacent and areas as well (no diagonals). <b>Those that fail this roll take half your brawn (rounded down) as damage.</b>
Dungeon Heart	Allows casting, or preparing two spells a turn instead of 1. This extra spell can be casted regardless of Malgors state (as lng as he is conscious). Second spell cast costs 1 less Mana (down to 0, applied after other cost reductions).

Slot:	Name	Type:	DR:	Hardness:	Threshold:	Special:	Cost:	Weight:
Body:	4 - Tomb Plate	Heavy	6	10	10/10	No durability loss. <b>Lost Ward (5)</b> . Enchant: Resistance: -50% damage from blunt, slashing and piercing damage that is not magical, or silvered. Round down. Enchant: Counter of Stamina: Every 4 melee damage this armour takes will reduce attacker Stamina by 1. Enchant: +1 Barrier. Curse (Demonology 5): -50% healing when equipped. Pierce resistance (immunity if not magical or silvered due to prior resistance)	800	8
Back:	Cloak of Mimicry					A special cloak, when worn, makes you appear as you did in Life. When removed, the effect will wear off after 20 seconds.		
Back:						Resistance to environmental cold, weakness to environmental fire		
Accessory:	Dread Helm					Can sense any Buried within medium range and line of sight. (if Head armour available, this has the stats of a Heavy Plate he 1m)		
Accessory:	Enlargement Ring					Special Ring that, when activated, increases the user's size by +1. Equipped gear is adjusted in size as well. If dropped, it ems return to their regular size.		
Accessory:								
Shield:								

Name:	Damage type:	AP:	Damage:	Brawn:	Block:	Special:	Cost:	Weight:
Light	X1	0	0	1	1	Agile	4	0.5
Very Light	X1	0	-1	0	0	Very Agile	6	0.25
Basic	X1	1	1	2	2		10	1
Reach	X1	1	1	3	2	Lesser Reach	10	1.5
Heavy	X1	2	2	5	3	Heavy, Crushing (0)	14	2.5
TH Basic	X1	1	2	4	3		14	2
TH Heavy	X1	2	3	8	4	Heavy, Crushing (2)	20	4

Weapon:	Equipped:	Name	Type:	Brawn:	AP:	Damage:	Block:	Special:	Cost:	Weight:
1	FALSE	1 - Magical Staff	Blunt	Polearm	0	5	2	+1 to Magical Total skill.	30	1
1	FALSE	4 - +3 S4 Great Maul	Blunt	7	5	14	5 (20)	Heavy (Double stamina cost). <b>Crushing (7)</b> . <b>Perfect 1</b> .  <b>Rune of Shattering:</b> Attacks that deal less than damage than your armours Hardness, reduces targets stamina by 1.  <b>Stonebreaker:</b> When making an attack, roll a 1d6 (also affected by advantage), on a 6, your attack gains AOE that hits the target and 2 other r enemies in the same area (the other enemies take 50% less damage from this attack). Against targets at least twice your size, hits on a 5 and 6. On a 6, deals 100% damage against just that target, no AOE. On a 6, target must avoid the AOE attack (big shield or dodge) regardless if the original attack hit or missed.	376	4
1	FALSE									
1	FALSE									

Light blue = Standard slots. Light purple = slow slots. Light green = quick slots.

<b>Combat Skills:</b>			<b>Other Skills:</b>			<b>Other Skills:</b>			<b>Unique Skills</b>	
<b>Combat</b>	Total	XP	<b>General</b>	Total	XP	<b>Survival</b>	Total	XP	Tactics: +2d6	When determining an enemies tactical plan.
Riding	2	25/100	Passive Perception	4	50/400	Butchery	2	0/200	Social: +2d6	When interacting with Kubagians/Risen
Melee Offence	5	350/400	Stewardship			Fishing			Melee skill: +1d6	When fighting Underground. Or facing a Basilisk.
Melee Defence	4	350/400	Knowledge	3	50/300	Foraging	2	0/200		
			Literacy	4	10/400	Herbalism	1	0/100		
Non-Mechanical	0		Sailing			<b>Crafting</b>	Total	XP		
Mechanical	0		Languages	2	25/200	Alchemy	2	0/200		
			Animal Handling	1	10/100	Smithing				
			Climbing			Woodwork				
<b>General Combat</b>	Total	XP	Swimming			Stonemason				
Initiative	4	75/300	<b>Medical</b>	Total	XP	Tailoring				
Reacting	4	135/300	Diagnostician			Leatherer				
Sneaking		0/25	Simple			Cooking	1	0/100		
Tactics	6	225/400	Complex			Architecture	1	40/100		
Leadership	7	50/500	<b>Other</b>	Total	XP	Engineering	1	0/100		
Agility	3	30/200	Arcane	4	45/400	Repairing				
						<b>Social</b>	Total	XP		
						Diplomacy	2	75/200		
						Bard				
						Guile				
						Mercantile				
						Intimidate	2	50/200		

Hair	Eyes	Weight	Skin	Age	Other	Weight	
		Heavy		2000+		Heavy	

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Killed a Basilisk in the past, when he was alive. He along with a group of hunters faced it, they succeeded.

Been to Uredranor, a Dwarven Hold in the Risen Mountains who aided his people in the past. During the start of your conquests, most of your weapons and armour came from them, as your nation grew, you began creating your own (as they could no longer keep up demand).

The Dwarven King, was a Warlord of his own right who actually conquered a lot of the Risen Mountains that had been claimed by Dark Elves in the past. When Malgor moved over, the Dwarven King and Malgor fought alongside each other and the King liked Malgor. The King gave Malgor the lands after the trade deal that saw Malgors people effectively feed the Dwarven Hold.

The Kings name was Kragown the Hammerhead. A King who valued the craft of war and strength. Malgor would help the Dwarves in their underground war against the Dark Elves.

**Personal notes**

Kardule Hammerhead is the mordern living King, wishes to be like his ancestors of glory.

Farhamile lord Koodrad glory hunter can be handel him with promise of glory.

Hykeria Rock drake Vyvern owner fantic to a way. Not sure fully of her

Other Effects/Statuses

# Item Storage

18 May 2025 14:19

1	FALSE	3 - Maul	Blunt	Two-handed	3	9	Heavy (Double stamina cost). Crushing. Soul for Silver: Spend 1 soul to gain 'Silvered' benefit for the next attack that hits.	70	2.5
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# Main continents

Tuesday, 13 May 2025 19:34

## Western continent

Eastern continent - one of the oldest and most established, this continent houses some of the worlds oldest nations including the Aquitaine Empire (which are Ancient Greek inspired), the Forlorn Kingdom (which is Medieval France/English/German inspired) and the Oton Republic (Medieval Italy/Venice inspired). These nations are mostly Human and inhabit the western edge of the continent, along the centre of the continent lies numerous nations. From Dwarven Holds, to Orc tribes and more. There exist human lands, and more. On the eastern side exist Druidic/almost Aztec styled nations, the Far Eastern side is dominated by jungles

The caverns - Under the known world lies The Caverns, these are vast cave networks with their own eco systems. Tower-Cap mushrooms as tall as Red Wood Trees, Glowcap mushrooms that glow bright enough to sustain nearby life, and all manner of creatures and monsters. Dark Elves (a hedonistic and slave focussed people), Dwarves (who tend to live in Mountain holds but dig down and claim parts of the Caverns), Ratmen and more.

Southern continent - A very hostile continent that is either vast deserts or insanely dense hot jungles. This continent houses the nastiest monsters in the world. From Wyverns, to Giant Spiders to Giant Sandworms. Some small tribes live near rivers or the ocean but they are small

Far-eastern continent -

Northern continent - A cold, desolate place that once belonged to the Dwarves millennia ago (second age). Only a series of cataclysmic events (earthquakes, volcanoes exploding and a massive decrease in temperature) saw most Dwarves leave to create holds elsewhere. Some remained behind but they struggle and rely on trade when they can access it.

A few other continents exist but they are outside the focus of the RP for now



# Other

17 May 2025 22:48

Some 2 thousand years ago, the now-named Risen of the Kubagian people were ruled by nearby Kingdoms, yet they would begin rising against them, with one of the leading figures being Malgor himself. Over the years, Malgor would lead his people to combat all others. After his death, he would, after centuries, become deified and renamed "Malkoras the Conqueror".

**new**

Malgor went to the Void upon his death. There, he would feel he was being pulled to other afterlives, he would glimpse them, and decide that fate was not his. Thus, he ordered an old companion, his loyal Dungeon Core, to seek out someone to revive him. (edited)

**new**

11 May 2025

Those with wealth, tend to have a lifespan of up to double thanks to access to magic and potions (of course this is also based on locations and local cultures, a society who hate magic likely have less benefits)

# Fantasy

17 May 2025 22:51

Realm of Deeds (ROD) Fantasy is a variant of the core ROD TTRPG I have made. It has more fantasy elements in it with a greater focus on magic and other species.

If basic ROD is a Game of Thrones styled world. ROD Fantasy is a DND style world.

# Kragowns Relic

18 May 2025 15:50

Stolen from a Dark Elf Prince.

He would have it on his belt, on a pauldron, as a cloak clip, or as a ring. He hid it among other similar looking gems, but he could always tell which was which.

# Orc-Hadrin of Gorond-Kadur

Wednesday, 25 June 2025 18:37

The Orcs of Gorond-Kadur, with the power of a Dungeon Heart, corrupted life magic, and grafting, have engineered a new breed of Orcs. Smarter, Stronger Orcs.

There are two ways to acquire these. Either being born of two Orc-Hadrins (Hadrin meaning Reborn in Orc Tongue), or being an Orc who has been held within a vat of rebirth. The latter is a pool of dark brown/green liquid with a putrid stench and a strong magical signature. Non-orc species do not benefit from this unless they are a Cave Troll (which makes Cave Troll-Hadrins)

Gorond-Kadur is a keep built to the side of a mountain, to the far east of Malgors dungeon (over 2 weeks of travel by fast mount).

It is led by a Orc-Hadrin, and first of his kind, Reboradin the Fell. A once slave of a more eastern Druidic nation who discovered the ruins of Gorond-Kadur and studied magic. The place had once been a Wizards tower who practiced fire and grafting. Roboradin had learned life magic from his captors (after a few years of being a slave under a magic user he learned as he watched and practiced in secret).

Using his life magic, and the grafting he learned from tomes within the tower, he begun experimenting on himself, and unfortunate beings he caught. He eventually succeeded in making himself stronger and smarter, and used life magic to stabilise it enough to allow any of his offspring to inherit modifications. He then created a vat of mana, and used his life essence and grafted it into the liquid, creating a vat that can turn Orcs into beings like himself.

Cave trolls, much smaller than their S6 Forest and Mountain types, are very different. A different species still called 'troll' for their wild nature, are beings of S4, they are not as strong or durable as their larger name-sakes.

Nor do they have regeneration. They have fantastic night vision but struggle to see in daylight.

In his experiments, Roboradin discovered only Orcs benefited from his vats, until a Cave troll became enhanced from it. Smarter, stronger, and no longer phased by bright lights.

They are still dumber than most races, but could begin to form basic words and sentences.

This gave Roboradin the start of his army. He would rescue Orc slaves and capture wild Cave trolls from the caverns, and begin forming an army. Using fire tomes he and other magic users learned fire magic, they used this to power strong forges. Creating heavy armour and brutal weapons like cleavers.

Roboradin is T5:

7 Brawn, 5 Mental, 3 Social, 5 Endurance.

3/5 mana

2/3 Stamina

2 exhaustion

Skills: 5 Defensive.

4 Offensive.

4 Agility.

7HP.

5 - Blacksteel plate Heavy - A6, 8/10, C400

1 - Buckler Shield - A1, 2/2, C5  
3 - Bastard Sword TH, AP4, D7, C50

Fire, Grafting, Life.  
T5 across all.

Dungeon Heart benefit.

Duelist: Twice per rest, mark a target. Choose an effect: you gain advantage on defensive or offensive rolls against the target. You can mark a single target twice to gain both effects.

Immortal: gain Boundless (5). Resets after resting.

Dungeon Heart Revival level 2.

Adaptable – When an enemy is about to attack you, you may change stance. This still has the stance change cost (1 stamina by default).

Feinter – You can spend 1 Stamina to make a combat Weapon Skill check against an enemy using their chosen weapon skill. If you succeed, they must make their attack against you with Disadvantage. If they miss, you may make an attack against them with Advantage. If paired with Adaptive, gain both the offensive and defensive stance bonuses while doing this.

# Timeline

Tuesday, 8 July 2025 18:24

The Before:

There exists the void, and Domina, the High God. They breath, and life comes into existence...

Then, from the void, the Titans come unto the Earth

## The First Age

After oceans, mountains and plains are created, Domina breathes again. Life, the first animals and plants come into existence. The Titans then expand on this work, further shaping the world.

1 - Domina then breathes one last time, and Illuthiene, the Continent of the First Elves is created. Some are created with memories of a time that did not exist, these are the Ancients. They know their memories are false, but live with them anyway, accepting that Domina wished to give them an excuse for gifted knowledge.

87 - Regalia becomes the first Queen of Elves along with Ogiathan, the first King of Elves.

400 - Upon Illuthiene, the first Ritual of Birth is done. Domina intervenes and allows life to create more life, previously, all beings eventually were reincarnated (limiting the total population of all species).

500 - the Nameless King rises out of their tomb. Domina does not know of the Nameless King.

823 - The first Elven colonies appear on the Eastern continent of (Nathan find it)

1054 - The first Titan dies to a blazing, mad fire previously named Ruin after the Titan discovered a ruined Bell tower.

1057 - The Elven colony city of Gelandia is attacked and destroyed by the dead Titan, who is controlled by Ruin.

1068 - The city is overrun by trapped, depressive souls and spirits.

1070 - The Elves pray to Domina to destroy the Titan and return the bodies to the fallen Elves.

They do so. And undo the destruction it wrought, recreating Gelandia and all its people.

Yet all returned have a grey aura about them.

1100 - Some of the returned Elves leave Gelandia and move further into the eastern continent, and they discover the Caverns.

1105 - These elves create the city of Gelanathar, the first Dark City.

They worship Domina, but not directly.

1210 - Regalia and Ogiathan have twin children. Galathian and Tegarion.

1611 - A Elven Ranger team discover a totally different race to the little-explored northern continent, a cold, mountainous and tree covered place. They are short, stout, brawny and grow more hair than the Elves. Unlike the Elves, they age and can die. These Dwarves seal their lost spirits in stone slabs within their mountain homes.

The Elven Ancient Priests pray to Domina for answers, they get a feeling that Domina created the Dwarves.

1644 - the Ruined Bell tower is discovered by an expedition of Dwarves. The Dwarves become Ruined.

2132 - Rumors of further new races come to Illuthiene, they send a fleet to the western continent and discover Humanity, few but growing. Elven Ancient Priests receive no answer from Domina about how they came to be.

Later this year, the Dwarves wage a war with unknown races in the east. Some as tall or taller than Elves, with greater muscles and large tusk-like teeth. Orcs.

2154 - the first Scourge of the Goliaths happen. Goliaths to the far east wage war with the Tree Folk.

2300 - The now named Dark Elves, along with some Orcs and Dwarves begin praying to Darun-Domina.

2311 - Humanity spread further east on the western continent. Some Humans are also discovered on the eastern side of the eastern continent.

2400 - The first Goblins and Ratmen/Skaven are created by Darun-Domina.

2431 - The first Dragons come into existence, after Darun-Domina and Domina became aware of each other.

2443 - The second Titan dies, felled by Darun-Domina after the Titan tried destroying a Goblin city.

2444 - The Elves outlaw worship of Darun-Domina. Dark Elves loosely follow the law. Limiting public worship.

2450 - Galathian leads an expedition of Elves south-east.

2463 - The first druids are created after learning from the body of the second dead Titan, the Titan of Nature.

2467 - Galathian leaves the expedition after disagreeing with its other leaders.

2470 - Prince Galathian goes to the Dark Elven city within the caverns.

2478 - The first Elven Gods are created after Domina grants Ogiathan and Regalia some of their own power.

2510 - Galathian meets Dorun-Domina, and becomes a devout follower.

2531 - Dorun-Domina goes to Illuthiene and speaks with the Elven gods.

2532 - Domina intervenes and banishes Dorun-Domina from the Elvish continent.

Dorun-Domina and Domina battle each other. Domina wins. Dorun-Domina begins creating Gods For other races. The first Dragon God Ogedon, the first Orc God Kerrator, and the first Ratman god Skur-er-anor.

2550 - Skur-er-anor dies.

2552 - Skur-er-anor returns.

He then dies again.

2554 - Dorun-Domina helps Skur-er-anor.

2560 - Domina creates more Elven Gods, and creates the first Dwarven Gods.

2562 - Galathian goes to Illuthiene, to the Great Temple, to try and speak to Domina on behalf of Dorun-Domina.

Domina later speaks with Dorun-Domina within the Eastern continent.

Domina and Dorun-Domina battle again. Domina still wins. Both are weakened. Dorun-Domina got what he wanted, what are later named Divine Seeds.

2565 - Dorun Domina tries to create a new world. To escape Domina and their goals.

Domina changes the rules of the universe last second and causes the Divine Seed to, instead of creating an identical world, it instead creates Hell. A twisted version of the world.

This also creates more Divine Seeds throughout the world.

2567 - Dorun Domina gets into contact with the First Demons, powerful demons with false memories of a past that never happen.

2571 - Dorun Domina gets into contact with Gods and beings he has created or spoken to before.

2600 - The first War of Creation starts.

2603 - Regalia is permanently killed.

2604 - Skur-er-anor dies.

2606 - Skur-er-anor returns stronger. Warped Crystals begin growing in certain spots throughout the world.

Skaven seers create expeditions and deem all Warped Crystals as Divine.

2609 - Ogedon leads the Ruin of Illuthiene, where he had 24 Dragons laid waste to a dozen cities.

2610 - Ogedon is slain by Tegarion.

2611 - The Elves convince many Human and Dwarven kingdoms to join them in the war of creation.

2613 - Hell gates open on the western continent and armies of Demons come forth to battle humanity.

9 out of 13 Titans joined Domina in the war. 3 remain neutral.

2614 - Inferno joins Dorun-Domina.

Inferno kills the Titan of Wind.

Inferno captures Tegarion and gives him to Dorun-Domina.

2615 - Tegarion and Galathian argue. Tegarion refuses to join Dorun-Domina.

2617 - Tegarion escapes his prison and returns to Illuthiene.

Ogedon is sent to capture him on his journey.

Ogedon dies again to Tegarion again (with aid from Galiacos, a Human god from the western continent)

2625 - Domina creates Zeus. The Aquitaine empire is created on the west coast of the eastern continent.

2631 - Dorun-Domina and Domina battle each other once more to a stalemate.

The silent war starts.

2632 - Dark Elves raid Illuthiene at lesser guarded areas.

Dwarven raids against Orcs increase.

2637 - Mercury is born.

2638 - Zeus has yet more children (he has a lot).

2650 - Silent war ends. The Aquitaine Empire march west (as during the first age there was a rough land bridge connecting the east and west continents) and close Hell portals.

2654 - Mercury and Zeus slay a Demon Lord. Many other Demon lords lose faith in the war.

2655 - Dorun-Domina and Domina agree to a 100 year peace.

2700 - Domina weakens.

2801 - Dorun-Domina starts the second War of Creation.

2805 - Vast armies of Orcs, men, dark elves, Demons and Dragons invade Illuthiene.

Men from the west, Aquitaine along with Dwarves and Wood Elves and Tree folk from the east all mobilise.

2811 - Domina and Dorun-Domina battle once more. Dorun-Domina begins winning. The Elves start fleeing the continent.

Domina taps into the void and destroys Illuthiene.

Darun-Domina is a split part of Domina and cannot be destroyed, rather, he is sent to the Void and is tapped.

Domina slumbers, for she has spent much of her power.

Fragments of their battle spread throughout the world, many can turn mortals to gods.

## The Second Age - the Age of Gods.

(2) 2013 - Skur-er-anor becomes interested with the Gnomes and their inventions. Contacts the Gnome gods, bribes them to become an unofficial Gnome God named 'Rat-ch-et', "Gnomic" God of Luck and Invention.

(2) 2100 - Skur-er-anor accidentally teaches Gnomes how to make Gunpowder. Then becomes interested in Gunpowder himself.

(2) 2101 - Experiments with Warpstone Powder leads to the invention of Warped Lightning rods. Skur-en-anor dies.

(2) 2103 - He returns! Skaven begin creating Warped Stone weapons.

(2) 2808 - Some Dwarven holds begin gun crafting.

(2) 2813 - the first God Animals are created.

## **The Third Age - the Age of Man.**

(3) 1000 - The Ancient Empire collapses, the western continent begin using COTA as their form of dating.

(3) 1476 - Vauragan wins the Great Colonial Wars. Victarian is humiliated and flees using some of his divine energy. The Aquitines give up on the western continent. They begin refocusing east.

(3) 1490 - Victarian and the Aquitine Empire focus harder on their holdings in the Risen Lands and the Kubagian Empire they created years ago.

(3) 1500 - Vauragan the Empire Breaker dies due to poisoning, his son Veragorn and his Wife Valeri die as well. With no heir, the Iron Throne is abandoned. The Kingdoms gain independence.

(3) 1544 - Malgor reawakens after dying in the second age.

(3) 1546 - Airag is executed in Bosia. Gets resurrected at the Crystal, a Domina equivalent of the Dungeon Core (which were created by Dorun-Domina) and quickly takes leadership roles from the previous members. Begins quickly building up the Castle and proclaims Preatoria.

The western Colonial Wars end. Helm Drakebutcher wins.

(3) 1547 - Preatoria rapidly expands and manages to defeat an invasion from Bosia.



# Religion

23 July 2025 23:34

Domina - High-god, distant observer

Faithful Gods - beings or pantheons that gain much power from worship.

Surface Gods - Beings that are inheritely powerful. They usually gain more power with time.

# Curse of the Undying/the Perfect Curse

28 July 2025 16:07

If someone is afflicted with Undying, whatever they are, and whatever they are carrying, will not be able to be killed permanently. For after a week, they reset back to the state and location they were when the curse peaked and fully claimed them.

If they had a soul, they retain some memories and intellect they had in life.

All Undying beings are hostile to non-Undying beings, and sometimes, the beings they were hostile to in life (meaning that if two armies fought each other but gained Undying, they would remain enemies even after returning).

The Unburied were an attempt to create an Undead army with Undying. The Ritual failed and tore the souls out of the headless Undead and became uncontrollable.

# Gear (summary)

14 May 2025 13:36

Quality	
Armour	Weapons
<10 is -3: -2 durability and armour. 15 is -2: -1 durability and armour. 20 is -1: -1 armour. 30 is +0: 40 is +1: +1 durability. Good. 50 is +2: +2 durability and 1 armour. Excellent. 60 is +3: +3 durability and 2 armour. Masterwork. 70 is +4: +5 durability and 2 armour. Legendary. 80 is +4: +7 durability and +3 armour. Relic.	<10 is -3: -2 damage and ap. 15 is -2: -1 damage and ap. 20 is -1: -1 ap. 30 is +0: 40 is +1: +1 ap. Good. 50 is +2: +1 damage and ap. Excellent. 60 is +3: +2 damage and ap. Masterwork. 70 is +4: +3 damage and ap. Legendary. 80 is +5: +4 damage and 3 ap. Relic
100+ Every 10 rolled after 90 (100, 110, 120) gain "Relic" benefit and +1 durability. 100 = 8 durability and 3 armour. 110 = 9 durability and 3 armour. So 130 = +10 durability and +3 armour...	100+ Every 10 rolled after 90 (100, 110, 120) gain "Relic" benefit and +1 damage. 100 = 5 damage and 3 ap. 110 = 6 damage and 3 ap. So 130 = +7 damage and +3 ap...
	Silvered weapons cost 75% more.

## Weapons:

### Light

T0 - Small Knife, AP0, D1, B0, PB0, C2, W0.25, Pierce, Agile  
T0 - Small Axe, AP0, D1, B0, PB0, C2, W0.25, Slash, Agile  
T0 - Club, AP1, D0, B0, PB0, C2, W0.25, Blunt, Agile  
T1 - Dagger, AP1, D2, B1, PB1, C4, W0.5, Pierce, Agile  
T1 - Curved Short Sword, AP0, D3, B1, PB1, C4, W0.5, Slash, Agile  
T1 - Short Mace, AP2, D1, B1, PB1, C4, W0.5, Blunt, Agile

### Very Light

T1 - Punch Dagger, AP1, D1, B0, PB0, C6, W0.25, Pierce, Very Agile  
T1 - Claws, AP0, D2, B0, PB0, C6, W0.25, Slash, Very Agile  
T1 - Spiked Fist, AP2, D0, B0, PB0, C6, W0.25, Blunt, Very Agile

### Basic

T0 - Knife, AP1, D2, B1, PB1, C5, W0.5, Pierce, No Specials  
T0 - Axe, AP1, D2, B1, PB1, C5, W0.5, Slash, No Specials  
T0 - Hammer, AP3, D1, B1, PB1, C5, W0.5, Blunt, No Specials  
T1 - Short Sword, AP2, D3, B2, PB2, C10, W1, Pierce, No Specials  
T1 - Axe or Sword, AP1, D4, B2, PB2, C10, W1, Slash, No Specials  
T1 - Mace, AP3, D2, B2, PB2, C10, W1, Blunt, No Specials

### Reach

T0 - Pitchfork, AP1, D3, B2, PB2, C10, W1, Pierce, Reach  
T0 - Scythe, AP1, D3, B2, PB2, C10, W1, Slash, Reach  
T0 - Blunted Spear, AP3, D2, B2, PB2, C10, W1, Blunt, Reach  
T1 - Short Spear, AP2, D3, B3, PB2, C10, W1.5, Pierce, Lesser Reach  
T1 - Long Axe, AP1, D4, B3, PB2, C10, W1.5, Slash, Lesser Reach  
T1 - Quarterstaff, AP3, D2, B3, PB2, C10, W1.5, Blunt, Lesser Reach

### Heavy

T0 - Pickaxe, AP1, D3, B3, PB3, C10, W1.5, Pierce, Heavy  
T0 - Lumber Axe, AP1, D3, B3, PB3, C10, W1.5, Slash, Heavy  
T0 - Basic Sledge, AP3, D2, B3, PB3, C10, W1.5, Blunt, Heavy  
T1 - Heavy Spear, AP3, D4, B5, PB3, C14, W2.5, Pierce, Heavy, Crushing (0)  
T1 - Battle-Axe, AP2, D5, B5, PB3, C14, W2.5, Slash, Heavy, Crushing (0)  
T1 - Warhammer, AP4, D3, B5, PB3, C14, W2.5, Blunt, Heavy, Crushing (0)

### TH Basic

T0 - Spade, AP1, D3, B1, PB2, C8, W0.5, Pierce, No Specials  
T0 - Crude Blade, AP1, D3, B1, PB2, C8, W0.5, Slash, No Specials  
T0 - Wooden Mallet, AP3, D2, B1, PB2, C8, W0.5, Blunt, No Specials  
T1 - Long Spear, AP2, D4, B4, PB3, C14, W2, Pierce, No Specials  
T1 - Bastard Sword, AP1, D5, B4, PB3, C14, W2, Slash, No Specials  
T1 - Long Mace, AP3, D3, B4, PB3, C14, W2, Blunt, No Specials

	Armour		Shields
	0 - Peasant Clothing - A0, 2/2, C0.5		1 - Buckler Shield - A1, 2/2, C5
	0 - Citizien Clothing - A0, 4/4, C2		1 - Light Shield - A1, 2/2, C5
	0 - Noble Clothing - A0, 4/4, C10		2 - Medium Shield - A2, 4/4, C20
	0 - Merchant Clothing - A0, 4/4, C5		3 - Heavy Shield - A3, 6/6, C40
			4 - Towering Shield - A3, 8/8, C75
	1 - Leather Light - A1, 4/4, C4		
	2 - Mail Light - A2, 4/4, C20		
	3 - Brigandine Light - A2, 6/6, C35		
	4 - Plate Light - A3, 8/8, C50		
	1 - Leather Medium - A2, 6/6, C8		
	2 - Mail Medium - A3, 6/6, C40		
	3 - Brigandine Medium - A3, 8/8, C70		
	4 - Plate Medium - A4, 10/10, C100		
	2 - Leather Heavy - A3, 8/8, C16		
	3 - Mail Heavy - A4, 8/8, C80		
	4 - Brigandine Heavy - A4, 10/10, C140		
	5 - Plate Heavy - A5, 12/12, C200		
	5 - Dragonplate Light - A3, 8/8, C100		
	5 - Dragonplate Medium - A4, 10/10, C200		
	5 - Dragonplate Heavy - A5, 12/12, C400		
	5 - Blacksteel plate Light - A4, 6/6, C100		
	5 - Blacksteel plate Medium -		

T1 - Long Spear, AP2, D4, B4, PB3, C14, W2, Pierce, No Specials  
T1 - Bastard Sword, AP1, D5, B4, PB3, C14, W2, Slash, No Specials  
T1 - Long Mace, AP3, D3, B4, PB3, C14, W2, Blunt, No Specials

## TH Heavy

T1 - War Pick, AP3, D5, B8, PB4, C20, W4, Pierce, Heavy, Crushing (2)  
T1 - Heavy Axe, AP2, D6, B8, PB4, C20, W4, Slash, Heavy, Crushing (2)  
T1 - Maul, AP4, D4, B8, PB4, C20, W4, Blunt, Heavy, Crushing (2)

## TH Reach

T1 - Long Spear, AP2, D4, B5, PB3, C16, W2.5, Pierce, Reach  
T1 - Glaive, AP1, D5, B5, PB3, C16, W2.5, Slash, Reach  
T1 - Long Morning Star, AP3, D3, B5, PB3, C16, W2.5, Blunt, Reach

## TH Reach X2

T1 - Halberd, AP2, D3, B6, PB2, C30, W3, Pierce, Reach, Lesser Reach  
T1 - Poleaxe, AP1, D4, B6, PB2, C30, W3, Slash, Reach, Lesser Reach  
T1 - Polehammer, AP3, D2, B6, PB2, C30, W3, Blunt, Reach, Lesser Reach

## TH Long Reach

T1 - Pike, AP3, D4, B6, PB2, C20, W3, Pierce, Greater Reach  
T1 - Fauchard, AP2, D5, B6, PB2, C20, W3, Slash, Greater Reach  
T1 - Lucerne Hammer, AP4, D3, B6, PB2, C20, W3, Blunt, Greater Reach

[illegible]


# Skills

14 May 2025 13:31

Name	Description
Brawn	A measure of your physical build, endurance and strength, or your stamina and dexterity (up to preference). Affects weapon damage, hp, and stamina.
Mind	A measure of your mind's strength and will power. Learning and understanding. Grants +2 skill points each level. All non-combat and non-social skills are capped by this.
Social	A measure of your social aspects. This makes it better to read others, and to improve first impressions with others. This can be because you are more handsome, speak better, or have a certain aura. Additionally, all social related skills are capped by this.
<b>Crafting</b>	
Alchemy	Using herbs and other components to create potions and tinctures.
Smithing	Using smithing and metalworking tools to make metal items.
Woodwork	Using woodworking to create wooden items.
Stonemason	Using stone working to make items made of rock.
Tailoring	Using tailoring to make or mend clothing.
Leatherworker	Using leather to create items.
Cooking	Knowing how to turn raw items into meals. A good cook can make better with less.
Architecture	Creating workable plans for construction.
Engineering	Creating workable contraptions (siege engines or things like water mills or aqueducts)
Repairing	Repairing and maintaining items.
<b>Medical</b>	
Diagnostician	Determines what procedures (for simple or complex) are necessary. Also helps determine any medicine or herbs that may be needed for different situations.
Simple Medical	Healing simpler wounds like cuts and bruises and preventing infections. Targets minor injuries and can heal HP during downtime.
Complex Medical	Healing more complex wounds, such as internal injuries, surgeries, closing deep wounds and more. Targets major injuries.
<b>Survival</b>	
Butchery	Butchering corpses for useful parts. A good butcher gets more per animal.
Fishing	Fishing with rod or spear. A useful skill when in wet areas.
Foraging	Finding and identifying edible food whilst travelling, or resupplying certain supplies.
Herbalism	Finding and identifying usable herbs for medical purposes.
<b>Combat</b>	
Riding	The ability to command and control your mount during combat or other tense times. When making attacks on horseback, those skills are capped by this. I.e, if you have 6 Combat Riding and try to make a Offence attack that has skill 8. It will be brought down to 6. Also how well you are at riding out of combat.
Offence	All melee weapon attacks with an offensive goal.
Defence	All blocking.
Mechanical	Using siege engines, crossbows and gunpowder weapons.
Non-Mechanical	Slings and Bows.
<b>General Combat</b>	
Initiative	Acting before others can. Tracking opponents to try and determine what they will do next. Opposes Sneaking rolls. Can be used during combat to gain advantage over an opponent (failure gives them advantage)
Reacting	Quickly reacting to sudden changes or actions.
Sneaking	Trying to hide yourself, or to make a subtle action.
Tactics	Devising tactics before or during a battle.
Leadership	The ability to command, inspire and direct others.
Agility	Making complex moves. Can be inside combat via a complex attack, or outside for climbing or moving through difficult terrain.
<b>General</b>	
Passive Perception	General sight and hearing.
Stewardship	Managing goods and money. Or other actions that involve math.
Knowledge	Knowing local lore, history and knowing of different facts or groups.
Literacy	The greater this is, the more complex books you can read or write.
Sailing	The greater this is, the easier it is to travel and fight on a ship.
Languages	The greater this is, the easier it is to learn new languages or understand what someone is saying if they have a unknown language. Every 2 skill allows you to learn a new language. You start with 1 language.
Animal Handling	Catering and training animals. Whether they be hound, horse or cow.
Climbing	How well at climbing objects you are.
Swimming	How capable at swimming. Speed, how long you can swim, and how you handle wavy water.
<b>Social</b>	
Diplomacy	Your ability to persuade and discuss with others.
Bard	Your ability to sing and perform.
Guile	Your ability to disguise yourself, lie to others or otherwise manipulate them.
Mercantile	Your ability to haggle and determine value of goods.
Intimidate	Your ability to socially intimidate another. (Physical intimidation uses half your brawn and half this skill)
<b>Magic Themes</b>	
Necromancy	Manipulating Souls, and the Dead
Fire	Manipulating fire
Cold	Manipulating cold
Nature	Manipulating mother nature, and wild animals
Metal	Manipulating metal
Blood	Manipulating, destroying or creating blood.

Demonology	Summoning, destroying and manipulating demons.
Life	Manipulating life, healing, or twisting it into a primitive state
Emotion	Manipulate the emotions, create new ones, or destroy them in beings.
Gravity	Make the enemies see the Gravity of their situation. Flight, reducing weight, increasing weight?
Darkness	Supress light, manipulate shadows and create darkness.
Transmutation	Turn one material to another given time.
Enchanting	Enchanting objects to add new qualities (or graft enchants onto people?)
Grafting	Grafting living (or once living) parts onto other beings. The true Godrick experience.
Holy	Summoning, destroying and manipulating angels.
Illusions	Creating, destroying and manipulating illusions and hallucinations.
Earth	Manipulating rock and dirt
Air	Create, manipulate and destroy air.
Water	Create, manipulate and destroy water.
Magic	Magic as a concept/thing without an element, generally more options with this, but weaker because of it (jack of all trades).

# Races

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Not all races are created equally. Some are worse than others, some are OP. If you are a GM using ROD with Races. You will need to think up the general power levels you want players to have. Rough power levels are located within the brackets next to the race name.

Name	Description
<b>Physical Undead Races:</b>	<b>Undead: All Undead, unless stated otherwise by race, have these perks: No need for food or physical rest. Weak to Holy, Life and Fire, strong against Blood, Cold and Necromancy. All Undead have Dark Vision but have poorer vision in bright places. 'Undead' is optional and added after any other races (such as Standard), priority of 3 for overwriting other race benefits (such as Standard) Uses Magical healing potions. Resistance vs Stamina drain.</b>
Skeleton (0)	+1 Mental. Resistant vs peircing attacks, weak vs blunt.
Zombie (0)	+1 Brawn. Can eat any meat to regain life.
Resurrected (1)	+1 to any attribute. +5 skill points.
Revenant (1)	Same as Skeleton. If you are downed, you gain 50% of your life and will begin reviving yourself after 2 turns. This can be stopped if you are attacked and reduced to OHP whilst downed. You are revived with the HP you had left whilst downed (so if you were downed, and revived without issue, you will have 50% of your life unless you were attacked whilst downed). Sentient or Partially-Sentient Revenants become Wildly Enraged after reviving on a failed DC3d6 Mental roll (this DC increases by 2 each failed roll, it resets back to DC3 upon resting).
Vampire (2)	+1 to all attributes. Requires blood (that is less than 24 hours old) for food. Can use Magical and Non-magical healing potions. Can drink 0.5 weight worth of Blood to regain 2hp.
Wight (2)	+1 to Brawn or Mental. +4 skill points. Attacks gain 1 advantage if you are at or below 50% HP. Cannot be non-sentient.
<b>Spirit Undead Races:</b>	<b>Same as Physical Undead except Spirit Undead types have this: Resistant vs all physical, non-magical or non-silvered attacks. If armour is broken, begin losing 1 health each turn (every 3 turns, health lost each turn increases by 1). Upon reaching 0hp, become unconscious until the armour is fixed. No physical body.</b>
Wraith (1)	+2 stamina. Armour has -1 armour. -2 HP. Can feast on souls to regain 2 HP per soul consumed (1 stamina each soul).
Mors Servant (0)	At reaching 0hp, dies. Does not require Souls to be created. If fully-sentient, upon OHP, will become unconscious instead of dying.
<b>Standard Races:</b>	<b>Standard: All Standard, unless stated otherwise by race, have these perks: Require 1 food per day. Weak vs Blood. Strong against Life. Priority of 1 for overwriting other race benefits. Uses non-magical healing potions.</b>
Human (1)	+1 to any attribute. +5 skill points.
Dwarf (1)	+1 Brawn. +1 hp. +2 max to starting skills. Dark Vision.
Elf (1)	+1 Mental or Social. +6 skill points.
Half-Elf (1)	+1 to any attribute. +5 skill points.
Orc (1)	+1 Brawn. +1 hp. Dark Vision. Sensitive to bright lights
Orc-hadrin/Horic-Ar (1.5)	+2 Brawn. +1 Mental. +1 HP. Dark vision. Sensitive to bright lights
Goblin (1)	-1 Brawn. +8 skill points. -1 Size. +2 agility.
Hobgoblin (1)	+1 Brawn. +7 skill points. Must contest vs a Inner Demon.
Gnome (1)	-1 Mental. +7 skill points. -1 Size
Ogre (2)	+2 Sizes. +3 HP. Eats X4 the amount of Food.
Ratkin (1)	-1 Brawn. +4 Skill points. +2 Agility. Dark vision.
Goliath (1)	+1 Size. +2 Brawn
Kobold (1)	-1 Brawn. -1 Size. +2 survival. +6 skill points. +2 agility.
Minotaur (2)	+2 Sizes. +Sprinting can move 1 more tile. Eats X2 the amount of Food.
<b>Demons</b>	<b>Demons vary based on type which is selected below this area. Except that all are weak vs holy and resistant vs Demonology, and physical non-silvered attacks. Uses magical healing potions.</b>
Half-Kin (1)	+1 to any attribute. Weak vs Cold. Not resistant to physical non-silvered attacks. Can use Magical and Non-magical healing potions.
Lesser (2)	Any Attributes +1. Weak vs Holy and Cold. +8 skills. Cap of 12. Dark Vision.
Beastial (2)	Size +1. Brawn +2. Combat Skills cap of 15. Other skill cap of 5. +12 skills. Dark Vision.
Greater (4)	Size +2. All Attributes +2. Resistances and Weaknesses are increased (weak to very weak, resistant to immune). +30 skills. Cap of 30. Dark Vision.
<b>Demon Type</b>	
Despair	Food is despair from other beings. Does not suffer morale penalties.
Fire	Food is either consuming fire, or burnable fuels. Resistant vs Fire. Weak vs Cold.
Cold	Food is being in cold places. Resistant vs Cold. Weak vs Fire.
Storm	Food is being in high wind, or electrical places. Resistant vs Air. Immune to electrical attacks. Weak vs Fire and Nature.
Forge	Food is Metal (more precious = more filling) or Burnable Fuel. Resistant vs Fire. Weak vs Metal.
Blood	Food is blood. Weak vs Blood. Resistant vs Life.
Manipulator	Food is successfully manipulating others. Weak vs Emotion. Resistant vs Illusion.
Emotion	Food is inciting high emotions in others. Resistant vs Emotion. Weak vs Illusion.
Darkness	Food is being in dark areas devoid of others and staying away from light. Dark Vision. Resistant vs Darkness. Weak vs Fire.
Magic	Food is devouring magical beings, or absorbing raw magic. Strong vs all magical attacks/effects (except Earth). Weak vs physical and silvered.
<b>Angelic Types</b>	<b>Resistant vs Holy, and physical non-silvered attacks. Weak vs Demonology. Sustained by belief. Uses Magical healing potions.</b>
Half-Angel (1)	+1 to any attribute. Weak to Emotion. Can use Magical and Non-magical healing potions.
Angel (3)	Gains Flight. All Attributes +1. +8 skills. Cap of 12. Radiates light.
Greater Angel (4)	Size +1. Gains Flight. All Attributes +2. +20 skills. Cap of 30. Radiates light.



# Traits

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Name	Description
Animal friend	Gain 2 Animal handling and animals will generally feel calmer around you. "You are well attuned to the natural world and the animals within it."
Architect's Vision	Gain +1 Architecture. Structures you design are more stable and aesthetically impressive. You envision great castles and fortresses that withstand the ravages of time.
Battlefield Medic	Gain +1 to Wound Dresser and Diagnician. Using medical items requires 2 less Stamina (minimum of 1). "Even in the midst of battle, your hands remain steady as you tend to the wounded."
Blacksmiths Gript	Gain +1 Weight capacity and +1 Brawn.
Bloodthirsty	When entering battle, start with +2 Stamina (goes over your max). When defeating an enemy of similar strength to yourself, gain +2 stamina.
Bone Setter	Gain +1 Complex Medical. You can quickly and accurately set broken bones, reducing healing time. A broken bone is a minor inconvenience when set by your skilled hands.
Brawny	Gain 1 Brawn and 2 Weight capacity. "You are stocky and well built."
Cannoneer	Gain +1 Gunnery. You fire gunpowder weapons with increased accuracy and damage. The crack of gunfire is followed by a sure shot.
Carpenter's Precision	Gain +1 Woodwork. You craft wooden items faster and with fewer resources. Every cut is precise, every joint perfectly aligned.
Combat Surgeon	Gain +1 Complex Medical. You can perform emergency surgery under battlefield conditions with less risk of failure. In the heat of battle, your hands remain steady as you save lives.
Crossbow Expert	Gain +1 Crossbows. You reload faster and deal more damage with crossbows. You can reload twice per turn. Your expertise with crossbows lets you fire with speed and accuracy.
Culinary Expertise	Gain +1 Cooking. You can prepare meals that provide bonuses to endurance or health recovery. A good meal from you can invigorate even the most exhausted warrior.
Diplomatic	Gain +1 Social. Gain +2d6 on calming people down. Words flow easily, and people are often swayed by your patience and reasoning.
Innocent Liar	Gain +1 Social. Gain +2d6 on lying to people. Your words flow like honey that others want to naturally believe you.
Light Armour Expert	Gain +1 stamina when wearing light armour. Increasing the total light armour stamina bonus to 2.
Medium Armour Expert	Equipped Medium armour becomes 50% lighter.
Heavy Armour Expert	Heavy armour Gains +1 armour stat.
Armoured horse rider	Equipped armour on your horse becomes 25% lighter.
Eagle Eyes	Gain +1 Perception. You have keen vision, spotting details others miss. Nothing escapes your sharp eyes.
Expert Butcher	Gain +1 Butchery. You extract more useful materials from corpses, minimizing waste. Nothing is wasted under your blade; every piece is used.
Expert Wound Dresser	Gain +1 Simple Medical. Bandages and dressings you apply help wounds heal faster. A properly dressed wound under your care heals in half the time.
Faithful	Gain +3 Knowledge towards religious matters. The faith has a natural liking to you. "Your faith guides you, and your piety is unwavering."
Far Sight	You can see around 50% further without difficulty "No detail escapes your keen eyesight."
Financial Genius	Gain +1 Stewardship. You manage wealth and resources with great efficiency. Under your watch, every coin and resource is used wisely.
Forager's Eye	Gain +1 Foraging. You quickly spot edible plants or useful materials in the wild. The wilderness provides bounty wherever you tread.
Forsaken Knight	Gain +1 Brawn and +1d6 when deceiving or lying to others. You can also take a Squire. Perceptions about you if discovered will sour "You were knighted, but due to a great failure or act of evil, you have forsaken your oath."
Herbal Concoctionist	Gain +1 Alchemy. You can create stronger potions with fewer ingredients. With a few herbs, you can brew a potent elixir or poison.
Herbal Gatherer	Gain +1 Herbalism. You can identify rare and valuable herbs that others might miss. The forest holds no secrets from your eyes.
Herbal Healer	Gain +1 Diagnostician. You automatically succeed on any Diagnostician check with a difficulty of 15 or lower. You have seen all manners of diseases and injuries. You can easily identify them.
Horseman	Gain 1 Animal Handling and animals bond with you quicker. You feel nearly no discomfort for being in a saddle too long "You've spent more time in the saddle than on your own feet."
Hyper Adrenaline	When you run out of Stamina, you can regain half your stamina but will lose 75% of your stamina next turn. One usage an encounter.
Ingenious Engineer	Gain +1 Engineering. You build more efficient machines and siege engines. Your designs work like clockwork, maximizing efficiency on the battlefield or in daily life.
Inspiring Leader	Gain +1 Leadership. You inspire those around you, granting them bonuses to morale and combat effectiveness. Your presence on the battlefield rallies your allies to fight harder.
Iron Grip	Gain +1 Brawn. You have +2d6 on grappling attempts and cannot be easily disarmed. Your hands are like iron, holding firm even under pressure.
Iron Stomach	Gain resistance to poison and spoiled food. Resistance adds +3d6. "Your stomach is well built and can handle foods that would upset others"
Keen Mind	Gain +1 Mind. You gain +2d6 on checks related to memorization and recalling facts. Your memory is sharp, recalling the smallest details with ease.
Leather Artisan	Gain +1 Leatherworker. You craft leather items that provide better protection and flexibility. The leather you work with is supple, yet strong enough for battle.
Linguist	Gain +1 Languages. You can learn and understand new languages quickly, and gain +2d6 on deciphering unknown tongues. No language is foreign to your ears.
Lore Master	Gain +1 Knowledge. You have deep knowledge of history, cultures, and legends, gaining +2d6 on related checks. Your knowledge of the world is vast and deep.
Lucky Gambler	Once per day, you may reroll a failed roll. "You've always had a knack for defying the odds."
Master Angler	Gain +1 Fishing. You catch more fish and can fish in difficult environments with ease. No fish escapes your hook or spear.
Master of Disguise	Gain +2 Guile "You can blend into any crowd or adopt any persona with convincing ease."
Master Smith	Gain +1 Smithing. You craft metal items with greater durability and quality. Your metalwork is known far and wide for its craftsmanship.
Mender's Touch	Gain +1 Repairing. You repair items faster and to a better condition than others. Broken tools and weapons become like new under your care.
Merciless Duelist	Gain +1 One Handed. When facing a single enemy, you gain +1 max stamina. "In one-on-one combat, no one can match your deadly precision."
Mounted Charger	Gain +1 Combat Riding. You gain +2d6 against falling off or being pulled from your horse. You charge into battle with deadly precision, and no enemy can knock you off.
Night Eyed	You see better in the dark, but worse in the day. -1 perception in day, +2 at night. "Your eyes pierce the darkness, but daylight annoys your sensitive retinas."
Old Wounds	Once per day, you can ignore the effects of a critical hit or severe injury until shortly after a fight. "You've been hurt worse before, and it won't slow you down today."
One-Handed Specialist	Gain +1 One Handed. You attack faster with one-handed weapons, gaining an extra free attack each turn. Your mastery of one-handed weapons is unmatched in speed and precision.
Polearm Master	Gain +1 Polearms. You can make thrusting attacks and swing attacks from above with two handed polearms even if you are using a shield. No enemy can break through your defenses.
Quick Reflexes	Gain +1 Reacting. You gain +2d6 on reaction rolls, allowing you to act swiftly in combat. You react faster than anyone, seizing the moment in a flash.
Savage Brawler	Gain +1 Brawn. Unarmed attacks gain additional AP equal to 1/4th of your Brawn. "Your fists are your favorite weapon, and you're not afraid to use them."
Sea Legs	Gain +1 Sailing. You are immune to seasickness. "The sway of the sea is like solid ground to you."
Sea Warrior	Gain +1 Sailing. You gain +2d6 on combat rolls while on a ship during storms. The deck is your battleground, and the ocean and skies your ally.
Sharp Witted	Gain +1 Mind and 1 Knowledge. "Your mind is as sharp as a well-forged blade."
Sharpshooter	Gain +1 Crossbow and Archery. "Your aim is true, even when your target is barely visible."
First Shot Always Hits	Gain +1 Archery. You gain +2d6 on the first ranged attack you make in an encounter. Your arrows fly true, even from great distances.

Siege Expert	Gain +1 Siege Engines. You operate siege engines with precision, increasing damage and accuracy. Siege warfare is your specialty, laying waste to enemy fortifications.
Silent Walker	You make no noise while moving in Medium or Light armour, even on treacherous or noisy surfaces. "Your footsteps are like whispers, leaving no trace behind."
Silver Tongue	Gain +1 Social, and a further +1 Social against those of the opposite gender "Your words flow like honey, soothing even the angriest of foes."
Sirvivalist	Gain +1 in all survival skills but lose 1 Social. "The wilds are your home, and you thrive where others perish."
Skilled Suture	Gain +1 Simple Medical. Your stitches are strong, reducing recovery time for the wounded. Your stitching seals wounds as though you were sewing fine cloth.
Slinger	Gain +1 Slings. You have increased accuracy and range with slings. A small stone in your sling becomes a deadly projectile.
Squires Reflexes	Gain 2 agility and 1 One Handed "You've trained under knights, dodging heavy blows and deflecting clumsy strikes."
Steady Hands	Gain +1 Lockpicking and Sneaking "You never flinch or falter when working with delicate tools or tasks."
Stealth Expert	Gain +1 Sneaking. You can move silently and hide more effectively. No one sees you coming until it's too late.
Stoic	Gain +2 Mind vs being manipulated and mind altering effects "Your emotions are as calm as still water, unaffected by the chaos around you."
Stone Sculptor	Gain +1 Stonemason. You can create intricate stone carvings and structures that are more resilient to damage. Your stonework stands the test of time and wear.
Tactical Mind	Gain +1 Tactics. You devise battle strategies that give your tactic rolls a +2d6 when first determining a new enemies tactics. Your mind is always two steps ahead of your enemy.
Tailor's Art	Gain +1 Tailoring. Your clothing designs are more durable and appealing, increasing their value. Even the simplest fabric is turned into fine attire by your skilled hands.
Throwing Mastery	Gain +1 Throwing. You deal extra damage and throw weapons with deadly accuracy. A thrown dagger or axe from your hand never misses its mark.
Tireless	Gain +1 Stamina. You can work or travel for longer periods without needing rest, reducing fatigue penalties. You push beyond normal limits, enduring when others fall.
Tough as Nails	Gain +1 Brawl. Once per day, you can shrug off a minor injury without penalty. "You can take a beating and keep going, no matter how bad it looks."
Tracker's Intuition	Gain +1 Tracking. You easily understand what an opponent may do.
Towering	+2 Brawn and Max Brawn. +2 weight (for mounts). Eats twice the amount of food. -1 Stamina. Non-helmet Armour costs increased by 20% and existing armour is likely too small to fit. Shields cover one less area. Light shields barely cover even one area. "This one has the blood of the Ancients within them for they tower above all around them."
Two-Handed Power	Gain +1 Two Handed. Torso attacks force the enemy to make a Brawn test against your own Brawn, if they fail, they are knocked back or over depending by how much. A swing from your two-handed weapon can fell even the mightiest foe.
Wolf Handler	Gain 3d6 to any animal handling checks related to Wolves.
zz - Baron	As you are a Baron, you may have greater facilities or wealth to spend on training yourself, you gain +1 training points. "Barons govern keeps, big or small."
zz - Blood of the North	Gain +1 Brawn. +3 to Brawn checks to endure cold environments. "Born in the frozen north, you are resistant to the bite of frost and snow."
zz - Chivalrous Knight	Those who have honor naturally feel inclined to listen and heed your words. You can also take a Squire. "Your honor binds you, and enemies respect your code."
zz - Crusader	A warrior of Faith, either one who started as a Priest who picked up a weapon for war, or a soldier who has taken greatly to the faith, you gain +1 Brawn and gain +1d6 for matters of faith. For any roll related to knowledge of your own faith, you pass any difficulties of 12 or less. Depending on your religion, you may also be able to pray for enchantments. This replaces "Priest"
zz - Duke	As you are a Duke, you may have greater facilities or wealth to spend on training yourself, you gain +2 training points. "Dukes govern keeps or cities and may have Barons beneath them."
zz - Emperor	As you are a Emperor, you gain +2 Social, you may have greater facilities or wealth to spend on training yourself, you gain +4 training points. "Emperors command over Kings and may have vast territory."
zz - Grand Duke	As you are a Grand Duke, you gain +1 Social, you may have greater facilities or wealth to spend on training yourself, you gain +2 training points. "Grand Dukes govern entire Provinces or large, sparsely populated regions."
zz - High Priest	As a head figure of Faith, you gain +1 Social, you automatically pass all knowledge rolls related to your faith that have a difficulty of 20 or less. You also gain +3d6 to any rolls related to faith. This requires, but replaces Priest. Depending on your religion, you may also be able to pray for powerful miracles.
zz - King	As you are a King, you gain +1 Social, you may have greater facilities or wealth to spend on training yourself, you gain +4 training points. "Kings command over multiple Regions."
zz - Knight	Gain +1 Social. You can also take a Squire. For completing your squireship, or completing a great deed, you were Knighted. Your title is 'Ser'. "By our faith, I charge you to have Honor, Valor, Courage and Mercy. Accept these words into your heart and arise as a Knight!"
zz - Lord Crusader	A Lord, or Great Knight who leads a gathering of Crusaders. You gain +1 Brawn and Social and gain +1d6 for matters of faith. For any roll related to knowledge of your own faith, you pass any difficulties of 12 or less. Depending on your religion, you may also be able to pray for powerful enchantments.
zz - Lord Primaria	As you are a Lord Primaria, you gain +1 Social, you may have greater facilities or wealth to spend on training yourself, you gain +3 training points. "Lord Primarias command entire Regions and any Grand Dukes attached to them."
zz - Noble Bearing	You can command attention in formal settings, and your lineage grants respect. "You carry yourself with an air of authority, fit for royalty."
zz - Priest	As a figure of Faith, you gain +1 Social and gain +2d6 for matters of Faith. For any roll related to knowledge of your own faith, you pass any difficulties of 15 or less. Depending on your religion, you may also be able to pray for miracles.
zz - Veteran	Gain 1 mental and 2 more dice when fighting against fear. "You have seen war, its brutality, and have gotten used to it. Sad, but beneficial."
zz - Malgor	Instead of dying you are returned to your Tomb in your dungeon and slumber for a full week.
Magic - 1 Sorcerer	This being can learn magic up to Magnitude 1 (T3).
Magic - 2 Sorcerer	This being can learn magic up to Magnitude 2 (T6).
Magic - 3 Sorcerer	This being can learn magic up to Magnitude 3 (T9).
Magic - 4 Sorcerer	This being can learn magic up to Magnitude 4 (T12).
Magic - 5 Sorcerer	This being can learn magic up to Magnitude 5 (T15).
Magic - 6 Sorcerer	This being can learn magic up to Magnitude 6 (T18).
Magic - 7 Sorcerer	This being can learn magic up to Magnitude 7 (T21).
Magic - 8 Sorcerer	This being can learn magic up to Magnitude 8 (T24).
Magic - 9 Sorcerer	This being can learn magic up to Magnitude 9 (T27).
Magic - 10 Sorcerer	This being can learn magic up to Magnitude 10 (T30).
zz - Bound to Death	Double cap for Necromancy Summons.
Necrotic Persistence	Undead non-sentient and partially-sentient Summons will become Neutral to you instead of hostile or agitated by you.
Fiery Focus	Reduce the Stamina cost of Fire spells by 1 when targeting a single enemy.
Icy Veil	Cold spells you cast create a chilling mist, imposing disadvantage on enemies' ranged attacks for 1 round.
Thorned Soul	Nature spells can deal piercing damage equal to half your Nature skill bonus when resisted.
Metal Shaper	Metal spells can target two metal objects at once without extra Stamina cost.
Sanguine Surge	Blood spells restore an additional 2 Stamina when used to heal yourself or allies.
Demonic	Demonology spells that summon creatures gain +1 to HP for the summoned creature per its tier (so a T3 creature gains +3hp).

Pactmaster	
Renewal Touch	Life spells optionally heal a nearby target of 50% of any HP given to yourself by a spell you cast. If you heal a target with a Life spell, you also gain 50% of that heal.
Emotive Aura	Emotion spells you cast affect one additional target within short range of the primary target.
Gravity Well	Casting Gravity spells upon yourself becomes easier. Reducing the Magnitude required to cast them by 1.
Shadow Walker	Darkness spells can gain +2 to skill rolls when you are in (natural) shadows, or the dark.
Transmutation Adept	Can transmutate double quantity of materials.
Arcane Smith	Can apply +1 enchantment to items (max enchantments is based on material type and size)
Flesh Weaver	Spending extra time grants +2 Magnitude instead of +1.
Radiant Defender	When casting spells, create a near blinding light for nearby foes.]
Mindbender	When an opponent cannot see you, and you cast Illusion spells on them, gain 2d6 in tricking them.
Stoneward	Casting spells grants temporary life equal to your Earths Total skill.
Windswept	Casting wind spells can push you a distance in the sky in meters equal to the Skills Magnitude X2 (so a M10 spell is 20 meter s).
Wave Master	Water spells gain +2 to skill rolls when in (natural) water.
Binded Spirit	You have a Loyal Spirit bond to you, it allows you to reroll up to 2 failed rolls each day. For PCs, it has its own sheet but no physical body.
Advanced Binded Spirit	Gain benefits of Binded Spirit. The Spirit can also exist in the physical world more strongly, allowing you to summon it into battle. It also becomes immune to being manipulated whilst not physically present.
Leader of All	Loyalty Cap +5

# Items

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Tier	Name:	Stamina:	Type:	Effect
3	3 - Magical Berserker Potion	2 Stamina	Potion	Enters Berserker Enraged state. (See subclass). Works on Magical beings, not on non-magical beings. Lasts 3 turns.
2	2 - Enrage Potion	2 Stamina	Potion	Consumer enters a blind fury, and will always make a weapon attack each turn, even if that means having to attack an ally. If there are no targets or they miss, they will lose +2 stamina. Lasts 3 turns.
1	1 - Weak Berserk Potion	2 Stamina	Potion	Increases the aggression and irritability of the consumer. Making them more prone to fights or outbursts. Lasts 3 turns.

Tier:	Name:	Stamina:	Type:	Skill:	Effect	Cost:	Weight:
0	0 - Bandage	2 Stamina	Medical		Resupplied. Removes 1 minor wound.	0.5	0.1
1	1 - Thread and Needles	4 Stamina	Medical	Complex	Resupplied. Can remove 1 major wound. Requires skill 2 complex to use.	1	0.2
1	1 - Splint	8 Stamina	Medical	Complex	Resupplied. Allows a broken arm to carry up to 50% of your brawn (1 brawn = 0.5 weight normally)	2	0.3
1	1 - Crutches	1 Stamina to equip	Medical		Resupplied. Removes max moment cap from Broken Leg permanent injury.	2	0.5
2	2 - Surgeons Bag	8 Stamina	Medical	Complex	Surgeon. Allows complex rolls in the field (skill 5 and above no longer needs this).	5	1
	-						
1	1 - Lesser Healing Potion	1 Stamina to Drink	Potion		Resupplied. Restores 2d3 (6 hp for 3 stamina) HP. Does not work on non-magical beings (Humans, Dwarves, Goliaths...)	15	0.25
1	1 - Lesser Magical Healing Potion	1 Stamina to Drink	Potion		Resupplied. Restores 2d3 (6 hp for 3 stamina) HP. Does work on magical beings (undead, angels, demons, fay...)	15	0.25
1	1 - Sleep-dill	1 Stamina to Drink	Potion		Resupplied. Removes 2 Stamina, can put someone to sleep.	15	0.25
1	1 - Senseroot	1 Stamina to Drink	Potion		Improves taste sensing to better detect possible poisons. Requires knowing what poisons taste like in the first place.	15	0.25
2	2 - Standard Healing Potion	1 Stamina to Drink	Potion		Resupplied. Restores 3d3 (9 hp for 3 stamina) HP. Does not work on non-magical beings (Humans, Dwarves, Goliaths...)	30	0.25
2	2 - Standard Magical Healing Potion	1 Stamina to Drink	Potion		Resupplied. Restores 3d3 (9 hp for 3 stamina) HP. Does work on magical beings (undead, angels, demons, fay...)	30	0.25
2	2 - Thorn-sap	1 Stamina to Drink	Potion		Resupplied. Restores 2 Stamina.	20	0.25
2	2 - Life-Glove	1 Stamina to Drink	Potion		Resupplied. Cures "Death-Glove" poison effects.	20	0.25
2	2 - Coldlander Guard	1 Stamina to Apply	Oil		Oil, that when applied to someone, increases their cold resistance for 1 hours.	30	0.25
3	3 - Lesser Lifes-Gift	1 Stamina to Drink	Potion		Special potion that enhances regenerative properties for a few days. Can regrow missing limbs or other missing organs and can repair other types of damage during this time. This can be blindness, deafness, paralysis or other such things. Half-effect on Magical beings (up to a week).	200	0.25
3	3 - Greater Magical Healing Potion	1 Stamina to Drink	Potion		Resupplied. Restores 3d4 HP (3 stamina cost restores 12). Does work on magical beings (undead, angels, demons, fay...)	45	0.25
3	3 - Greater Healing Potion	1 Stamina to Drink	Potion		Resupplied. Restores 3d4 HP (3 stamina cost restores 12). Does not work on non-magical beings (Humans, Dwarves, Goliaths...)	45	0.25
3	3 - Hunters-Eye	1 Stamina to Drink	Potion		Resupplied. Improves low-light vision, allowing the user to see better during twilight or dimly lit areas for 30 minutes. Halves low light penalty.	50	0.25
3	3 - Iron Brew	1 Stamina to Drink	Potion		Resupplied. Increases resistance vs poison, alcohol and food poisoning, and increases recovery against such illnesses.	25	0.25
3	3 - Death-Glove	1 Stamina to Drink	Potion		Resupplied. Poison. Cured by "Life-Glove"	15	0.25
3	3 - Soul-Sooth	1 Stamina to Drink	Potion		For 1 hour, gain +2 to all social interactions (that require talking with others). Afterwards lose -1 until you have a long rest.	15	0.25
2	2 - Bonemender	1 Stamina to Drink	Potion		Potion that improves bone healing and setting speed by double for 24 hours.	30	0.25
2	2 - Ashblood	1 Stamina to Drink	Potion		Thickens the user blood for 3 hours, reducing bleeding speed. Afterwards thins blood for 1 hour.	20	0.25
4	4 - Wars Elixir	1 Stamina to Drink	Potion		For 10 minutes, gain +1 to Brawn and all combat skills. Afterwards lose -1 to Brawn and all combat skills until you rest.	40	0.25
6	6 - Lifes-Gift	1 Stamina to Drink	Potion		Special potion that enhances regenerative properties for a few hours. Can regrow missing limbs or other missing organs and can repair other types of damage during this time. This can be blindness, deafness, paralysis or other such things.	500	0.25
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0	0 - Clean Water	1 Stamina	Drink		Only tracked in dry climates. Resupplied at clean water source, or at any other water source with a fire source.	0.4	0.1
0	0 - Water Wine	1 Stamina	Drink		Improves morale when supplied to party. Weak.	2	0.1
1	1 - Oton Wine	1 Stamina	Drink		Improves morale when supplied to party. Weak.	5	0.1
2	2 - Griffinscotch Wine	1 Stamina	Drink		Improves morale when supplied to party. Strong.	10	0.1
3	3 - Forlorn Silver	1 Stamina	Drink		Improves morale when supplied to party. Medium.	30	0.1

	Wine						
3	3 - Silversturn Wine	1 Stamina	Drink		Improves morale when supplied to party. Medium.	30	0.1
3	3 - Drake Spice Wine	1 Stamina	Drink		Improves morale when supplied to party. Medium.	30	0.1
4	4 - Aquitine Gold Wine	1 Stamina	Drink		Improves morale when supplied to party. Medium.	60	0.1
0	0 - Gruel	1 Stamina	Food		Lasts 2 days. Lowers morale when eaten. Can be bulked up with foraged food and meat.	0.1	0.1
0	0 - Hearty Meal	1 Stamina	Food		Lasts 1 days. Improves morale when eaten.	0.4	0.1
0	0 - Ration	1 Stamina	Food		Lasts 3 days.	0.5	0.1
1	1 - Long Lasting Ration	1 Stamina	Food		Lasts a long time.	2.5	0.1
2	1 - Lords Ration	1 Stamina	Food		Lasts a long time. Improves morale when eaten.	5	0.1
	-						
1	1 - Ressupply Box	2 Stamina	Ressupply		Stores 5 supplies.	2	1
1	1 - Supplies		Ressupply		Can be added to a Resupply box. Supplies restores an ammo or Item.	50% the cost of an item.	0
	-						
0	0 - Rope	1 Stamina	Other		Resupplied. Large ammount.	0.5	0.25
1	1 - Tent	4 Stamina	Other		Tent with protective cover.	1	0.5
2	2 - Lockpicking Tools	2 Stamina	Other		Can pick locks	10	0.5
1	1 - Backpack	1 Stamina	Backpack		In your inventory, 6 items below a Backpack, are inside the Backpack. Backpacks can be dropped or equipped using stamina.	2	0.25
1	1 - Heavy Backpack	3 Stamina	Backpack		In your inventory, 12 items below a Backpack, are inside the Backpack. Backpacks can be dropped or equipped using stamina.	4	0.5
1	1 - Waystone	1 Stamina	Magical		A stone, that when spoken a special word and thrown creates a portal to the dungeon heart or any Waygate you know the Runic Word for. 3 created from the Dungeon Heart can exist at any time. 1 is made each day by it. Portals close when its creator enters it.	0	0.25

# Weapons

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## Tier 0 Weapons:

Light:  
P: +1 Damage.  
S: +1 Damage.  
B: +1 AP.

Name:	Damage type:	AP:	Damage:	Brawn:	Block:	Special:	Cost:	Weight:	Description:
0 - Light melee	X1	0	0	0	0	Agile	2	0.25	Could be a (P) small knife, (B) club or (S) small axe.
0 - Basic melee	X1	1	1	1	1		5	0.5	Could be a (P) knife, (B) hammer or (S) axe.
0 - TH melee	X1	1	2	1	2		8	0.5	Could be a (P) spade, (B) wooden mallet or (S) crude blade.
0 - TH Heavy Melee	X1	2	2	3	3	Heavy	10	1.5	Could be a (P) Pickaxe, (B) basic sledge, (S) lumber axe.
0 - TH Reach Melee	X1	1	2	2	2	Reach	10	1	(P) Pitchfork, (B) blunted spear, (S) scythe.

## Tier 1 and above Weapons:

P: +1 Damage.  
S: +2 Damage.  
B: +1 AP.

Every extra tier a weapon is, gain:

T1 and 0: nothing.

T2: +1 damage

T3: -1 brawn requirement

At T3, all weapons get +1 damage type, or Perfect 1.

T4: +1 +1 damage

At T5, all weapons get another +1 damage type, or Perfect 2.

If you have both Perfect 1 and Perfect 2, merge their effects and name it Perfect 3.

Perfect 1 = +1 damage and AP. Reduces Brawn needed by 1. Increases passive block by 1.

Perfect 2 = +2 damage and AP. Reduces Brawn needed by 2. Increases passive block by 2.

All weapons are defaulted to S2.

Every S2 above, they gain +1 damage.

Every S4 above, they gain +1 AP.

So a S10 weapon will have +2 AP and +4 Damage.

Every 1 size larger a weapon is than an entity, increases its brawn requirement by 1 (so a S2 entity trying to use a S4 Light Melee will need 3 Brawn)

Name:	Damage type:	AP:	Damage:	Brawn:	Block:	Special:	Cost:	Weight:	Name:	Pierce:	Slash:	Blunt:
Light	X1	0	0	1	1	Agile	4	0.5	Light	Dagger	Curved Short Sword	Short Mace
Very Light	X1	0	-1	0	0	Very Agile	6	0.25	Very Light	Punch Dagger	Claws	Spiked Fist
Basic	X1	1	1	2	2		10	1	Basic	Short sword	Axe or Sword	Mace
Reach	X1	1	1	3	2	Lesser Reach	10	1.5	Reach	Short Spear	Long Axe	Quarterstaff
Heavy	X1	2	2	5	3	Heavy, Crushing (0)	14	2.5	Heavy	Heavy Spear	Battle-Axe	Warhammer
TH Basic	X1	1	2	4	3		14	2	TH Basic	Long Spear	Bastard Sword	Long Mace
TH Heavy	X1	2	3	8	4	Heavy, Crushing (2)	20	4	TH Heavy	War Pick	Heavy Axe	Maul
TH Reach	X1	1	2	5	3	Reach	16	2.5	TH Reach	Long Spear	Glaive	Long Morning Star
TH Reach X2	X2	1	1	6	2	Reach	30	3	TH Reach X2	Halberd	Poleaxe	Polehammer
TH Long Reach	X1	2	2	6	2	Greater Reach	20	3	TH Long Reach	Pike	Fauchard	Lucerne Hammer
Sling	Ammo	1	0	2	0	1 Range.	4	0.25				
TH Sling	Ammo	2	1	4	1	Two-Hands. 2 Range.	8	0.5				
Short Bow	Ammo	0	0	3	1	Two Hands. 3 Range.	12	0.5				
Long Bow	Ammo	0	1	5	2	Two Hands. 4 Range.	16	1				
Greatbow	Ammo	1	2	7	2	Two Hands. 5 Range. Heavy	25	2				
Hand Crossbow	Ammo	0	0	1	0	2 Range. Loading.	10	0.5				
Light Crossbow	Ammo	1	1	3	1	Two Hands. 3 Range. Loading.	20	1				
Heavy Crossbow	Ammo	2	2	5	2	Two Hands. 4 Range. Loading.	30	2				
Arbalest	Ammo	3	3	7	2	Two Hands. 5 Range. Loading. Heavy.	50	3				
Pistol	Ammo	2	2	2	0	2 Range. Loading.	30	0.5				
Musket	Ammo	3	3	3	3	Two Hands. 3 Range. Loading. Heavy.	50	1				
Basic Repeating Musket	Ammo	3	3	3	3	Two Hands. 3 Range. Loading (3). Heavy.	75	1				
Blunderbuss	Ammo	2	1	4	3	Two Hands. 1 Range. AOE 2. Loading. Heavy.	75	1				
Light Ammo	X1	1	1	0	0		4	0				
Medium Ammo	X1	2	2	1	0		10	0.25				
Heavy Ammo	X1	3	3	3	0		30	0.5				

Name: Weapon base name.

Damage Type: Slash, pierce or blunt. If a weapon has more than 1 damage type, it will show more times in your sheet as different weapons. For example, if you have a TH Reach X2 with Slash and Pierce, you have a pole-axe type weapon. On your character sheet, write the weapon down twice, one with Slash, the other with Pierce (they are functionally the same weapon but you choose with attack type to attack with).

AP (Armour Penetration): The base AP of this weapon type, modified by chosen damage type, tier and quality.

Damage: Base damage of this weapon type, modified by chosen damage type, tier and quality.  
Brawn: Required brawn a character must have to one hand this weapon. If a weapon has Brawn 7, you need 7 brawn to one hand it, or 4 brawn to two-hand it (as two-handing doubles your brawn for the purpose of wielding weapons).  
Block: Passive block value of this weapon. Multiplied by your defensive skill for your total passive block.  
Special: See definitions.  
Cost in silver.  
Weight.  
Then a small table of example melee weapon types. A generic Light Pierce, is likely a dagger or dagger-like weapon. A TH Long Reach with Blunt is likely a Lucerne Hammer or Lucerne Hammer-like weapon.  
*Ranged weapons do not have this smaller table as they gain damage types by ammo.*

See [Status Effects](#) for information of the damage types extra effects.

For damage types, there exists "enviromental" versions. These function the same but are formed in the enviroment (natural or magical). An example is a blizzard, or necrotic storm. Weaknesses and resistances auto target these. Some resistances/weaknesses explicitly targets enviromental effects (the Cloak for example)

# Status Effects

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Status effects (if a status effect has BR (Body Required) beings like spirits and ghosts are immune to the status effect)

**Blunt (BR): AP + apply stun. Every 5 damage (and on critical) will make next action (action does not need to usually cost stamina) of target cost +1 stamina.**

Clears at end of their next turn or when an action that costs stamina is made. Stacks increase costs.

**Slash (BR): Higher damage + apply bleed. Every 5 damage (and on critical) will cause 1 damage per turn for 3 turns.**

Damage taken at start of turn. Stacks increase damage. Duration resets when new bleed is applied. For each bleed, the next bleed will require X2 extra slash damage to propagate (if multiple bleed stacks are applied with one action, they happen at the same time and do not increase each other's cost). Example: Target has 4 bleed, taking 4 damage per turn. To add more bleed, you need 9 slash damage (or a critical, they ignore requirements)

**Pierce (BR): Balanced AP/Damage + apply puncture (create wounds). Every 5 Damage (and on critical) creates 1 wound.**

Roll a 1d6 for each wound on its creation.

Critical hits replace wound with Critical Wound which has twice the effect.

1 = -1 to offensive and defensive skills.

2 = lose 1 stamina.

3 = gain X1 stun.

4 = gain X1 bleed.

5 and 6 = Wound has no effect.

Wounds re-apply their effects if they have cleared at turn start.

Gaining 3 wounds clears all wounds, each wound cleared deals 1 damage. Critical Wounds deal 2 damage.

## Other status effects:

These status effects are usually applied via magic or because of atonements to weapons (a fire weapon, or a poisoned blade...).

**Paralyzed:** cannot make any actions until the start of your next turn.

**Stamina drain (Usually BR):** Reduces stamina each turn unless beaten by an endurance or mental roll.

**Mana drain:** increases cost of next mana using action. Basically Stun for mana.

**Frost:** each stack of frost increases movement cost by 0.5 stamina (rounded down). If you have 5 + your size stacks (X2 if resistant). You are frozen and cannot do anything until you lose stacks. You lose 1 stack each turn (2 if you have resistant). You can spend 3 stamina to remove (your brawn/2) frost. Frost has no negative if you are immune. Weakness takes 1 damage for each stack of Frost if Frozen. Fire damage can directly target and remove these stacks (3 fire damage for 1 stack)

**Decay:** Take 2 damage per turn (extra stacks don't do more damage). Targets armour first. Lose 1 stack per turn. Upon getting 5 stacks, start losing 3 life per turn and 1 stamina per turn. Life damage can directly target and remove these stacks (3 life damage for 1 stack)

**Entanglement:** Lose 1 extra stamina when you move or take 0.5 damage (rounded stack). This stacks. Duration is 10 minutes. Can spend 3 stamina to remove (your brawn/2) Entanglements. Fire damage can directly target and remove these stacks (3 fire damage for 1 stack)

**Burning:** Take 1 damage per turn for 2 turns. Stacks. New stacks reset duration. Can spend 3 stamina to remove (endurance or dodge /2) stacks.

**Life:** As a free action, convert all stacks of life on you into HP.

If Undead, take 2 damage whenever you are given "Life".

**Wet (BR):** lose 1 stack each turn. Cap of 3 stacks. Gain weakness against Air (lightning) and Frost whilst wet.

**Weakness:** your next attack will deal 1 less damage (applied after other effects)

**Frail:** the next attack you take deals 1 more damage (type is based on the highest source of damage).

**Poisoned:** roll a 1d3. 1 = 1 take 0.5 damage per stack. 2 = 2 gain 0.5 weakness per stack. 3 = gain 1 weakness and damage per stack then remove half of current stacks. Damage type is poison (nature)

You can roll Endurance with a difficulty of (poison stack count)d4. If you succeed, lose 1 stack per 5 you rolled. On failure, lose 1 stack per 10 you rolled.

**Fear:** For each fear you have, you gain -1 to all skills made versus the source of your fear, and -0.5 to their allies/related entities.



# Armour

14 May 2025 13:36

## Simple armour:

Armour covers the entire body (using torso armour stats), from feet to your head. You only can equip one armour at a time unless specified otherwise.

## Complex Armour (optional rule):

Armour is split into helmet, torso, arms and legs.

All torso armour uses 3 slots, no quick slots.

All legging armour uses 2 slots, no quick slots.

Helmets use 1 slot, quick slots allowed.

All arms use 2 slots, no quick slots allowed.

You have 4 armour equip slots specifically for equipped armour.

If you are wearing 50% of an armour type, you gain the effects of the heaviest between them (2 light and 2 heavy will make you Heavy)

When rolling an attack that isn't targeted. You attack the torso by default (unless the GM believes this to be a rather wild attack (players can also describe their attack as wild to hit a random location))

## If a wild attack:

Roll a 1d10:

1-5 = **torso hit**.

6-7 = **leg hit**.

8-9 = **arm hit**.

10 = **head hit**.

## If making a targeted attack, gain the following penalty:

Low penalty: -2 or 20% (rounded to nearest), whichever is greatest, to your attack roll.

Medium penalty: -3 or 30% (rounded to nearest), whichever is greatest, to your attack roll.

Torso: None.

Leg: low penalty

Arm: low penalty

Head: medium penalty

Injury rule expansion: injuries are per area. Torso can affect any stat. Head heavily impacts stats. Arms impact combat skills. Legs impact movement.

Wearing a full set of one type of armour (all Plate, all Brigandine (weight (light, medium, heavy) doesn't matter)) gain an extra +1 DR to your armours.

## Sub armour (optional rule):

This optional rule adds

**Further armour division.**

Adds Hands, lower arm, upper arm, shoulder.

Adds feet, lower leg, knee and upper leg.

Adds neck, lower face, upper face, skull.

Adds upper torso, central torso, stomach and waist.

Armour slot usage remains the same but each area stacks up to 4 (so you can have hands, lower arm, upper arm and shoulder in the same slot).

Additionally, you can put anything into quick slots but they only get 1 stack size (so you could attach Gauntlets to your belt).

If 50% or more of an area is of an armour type, it becomes the heaviest between them (2 light and 2 heavy = heavy)

When rolling an attack that isn't targeted. You attack the **upper torso** by default (unless the GM believes this to be a rather wild attack (players can also describe their attack as wild to hit a random location))

## If a wild attack:

Roll a 1d10:

1-5 = **torso hit**.

6-7 = **leg hit**.

8-9 = **arm hit**.

10 = **head hit**.

Then a 1d4 that follows the below list:

1 **Hands**, 2 **lower arm**, 3 **upper arm**, 4 **shoulder**.

1 **feet**, 2 **lower leg**, 3 **knee**, 4 **upper leg**.

1 **neck**, 2 **lower face**, 3 **upper face**, 4 **skull**.

1 **upper torso**, 2 **central torso**, 3 **stomach**, 4 **waist**.

## If making a targeted attack, gain the following difficulty penalty:

Low penalty: -2 or 20% (rounded to nearest), whichever is greatest, to your attack roll.

Medium penalty: -3 or 30% (rounded to nearest), whichever is greatest, to your attack roll.

High penalty: -4 or 40% (rounded to nearest), whichever is greatest, to your attack roll.

## Head:

High difficulty: **upper face**

Medium difficulty: **neck, skull, lower face**

## Torso:

None: **Upper torso, stomach**

Low penalty: **Waist, central torso**

**Arms:**None: **Shoulder.**Low: **Upper arm, Lower arm.**Hard: **Hand.****Legs:**Low: **upper leg.**Medium: **Lower leg.**Hard: **Knee, feet.****Permanent injury expansion:****Each area has a critical and non-critical permanent injury.****Head:**

Upper face: critical can cause blindness, impairment of smell and brain injury (stat decrease).

Rest: non-critical, brain injury.

**Torso:**

Central torso: critical, can severely impact stamina (lung injury).

Rest: non-critical, stat decreases. Waist is mobility, upper chest is arms, stomach can cause extreme weakness.

**Arms:**

Critical: Hand, can no longer use items with one hand (each hand needs a different permanent injury to take out).

Non-critical: rest. Can cause brawn issues and combat skill penalties.

**Legs:**

Critical: feet, can make it exceedingly difficult to move.

Non-critical: rest, decrease movement and agility.

**Layered armour (optional rule):****Each armour area supports three stacks.**

Under armour/Flexible, outer armour/hard, extra/exterior.

*Extra/exterior include cloaks and bags. These already exist as exterior even with simple rules. Rings and jewellery are also counted here.***Gambeson becomes under armour.**

Light and medium chain is under and outer armour.

Brigandine and plate is outer armour.

Cloth materials like bags, tabards or cloaks are exterior.

An example is a large cloak that covers upper torso, neck and shoulders. Then heavy plate. Then heavy gambeson.

*If layered armour optional rule is being used, DR and threshold of gear is halved.*

Regular clothing. Costs organic materials to craft.

DR = Damage Reduction.

Tier:	Name:	Type:	DR:	Hardness:	Threshold:	Cost:	Slot:	Special:
0	0 - Peasant Clothing	Light	0	2	1	0.5	Torso 1	
0	0 - Citizen Clothing	Light	0	2	2	2	Torso 1	
0	0 - Noble Clothing	Light	0	4	2	15	Torso 1	+1 to Social skills.
0	0 - Merchant Clothing	Light	0	3	2	5	Torso 1	+2 to Merchant Skill.

Magical clothing. Costs 1 magic material per tier and the rest is organic.

Tier:	Name:	Type:	DR:	Hardness:	Threshold:	Cost:	Slot:	Special:
1	Assistant robes	Light	0	2	2	20	Torso 1	+1 to Magical skill 'Total'. +1 Barrier
2	Acolyte robes	Light	0	3	2	40	Torso 1	+2 to Magical skill 'Total'. +2 Barrier
3	Apprentice robes	Light	0	4	2	80	Torso 1	+3 to Magical skill 'Total'. +3 Barrier
4	Master robes	Light	0	5	2	160	Torso 1	+4 to Magical skill 'Total'. +4 Barrier

Gambeson armour. Costs organic.

Tier:	Name:	9	DR:	Hardness:	Threshold:	Cost:	Slot:	Special:
1	1 - Gambeson Light		1	2	4	4	Torso 1	Blunt resistance.
1	1 - Gambeson Medium		2	4	6	8	Torso 1	Blunt resistance.
2	2 - Gambeson Heavy		3	6	8	16	Torso 1	Blunt resistance.

Mail, costs metal.

Tier:	Name:	Type:	DR:	Hardness:	Threshold:	Cost:	Slot:	Special:
2	2 - Mail Light	Light	2	4	4	20	Torso 1	Slash resistance
2	2 - Mail Medium	Medium	3	6	6	40	Torso 1	Slash resistance
3	3 - Mail Heavy	Heavy	4	8	8	80	Torso 1	Slash resistance

Brigandine, costs metal.

Tier:	Name:	Type:	DR:	Hardness:	Threshold:	Cost:	Slot:	Special:
3	3 - Brigandine Light	Light	3	4	6	35	Torso 1	Blunt resistance
3	3 - Brigandine Medium	Medium	4	6	8	70	Torso 1	Slash resistance
4	4 - Brigandine Heavy	Heavy	5	8	10	140	Torso 1	Pierce resistance

Stone, costs stone.

Tier:	Name:	Type:	DR:	Hardness:	Threshold:	Cost:	Slot:	Special:
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3	3 - Stone Light	Light	3	4	6	40	Torso 1	Elemental resistance
3	3 - Stone Medium	Medium	4	6	8	80	Torso 1	Elemental resistance
4	4 - Stone Heavy	Heavy	5	8	10	160	Torso 1	Elemental resistance

Plate, costs metal.

Tier:	Name:	Type:	DR:	Hardness:	Threshold:	Cost:	Slot:	Special:
4	4 - Plate Light	Light	4	6	8	50	Torso 1	Pierce resistance
4	4 - Plate Medium	Medium	5	8	10	100	Torso 1	Pierce resistance
5	5 - Plate Heavy	Heavy	6	10	12	200	Torso 1	Pierce resistance

Dragonplate, costs metal but requires a source of Dragonsteel (Metal infused with Dragon fire)

Tier:	Name:	Type:	DR:	Hardness:	Threshold:	Cost:	Slot:	Special:
5	5 - Dragonplate Light	Light	4	6	8	100	Torso 1	Fire and pierce resistance
6	5 - Dragonplate Medium	Medium	5	8	10	200	Torso 1	Fire and pierce resistance
7	5 - Dragonplate Heavy	Heavy	6	10	12	400	Torso 1	Fire and pierce resistance

Blacksteel, costs metal, but requires obsidian and special magic to create.

Tier:	Name:	Type:	DR:	Hardness:	Threshold:	Cost:	Slot:	Special:
5	5 - Blacksteel plate Light	Light	4	8	7	100	Torso 1	Pierce resistance
6	5 - Blacksteel plate Medium	Medium	5	10	9	200	Torso 1	Pierce resistance
7	5 - Blacksteel plate Heavy	Heavy	6	12	11	400	Torso 1	Pierce resistance

Ancient Tomb Plate, costs metal, requires metal and 2 souls per tier.

No durability loss - Negative quality does not reduce durability

Lost Ward (?) - when durability reaches 1, even mid-damage, gain (?) as barrier before any more damage goes through. Once per day.

Tier:	Name:	Type:	DR:	Hardness:	Threshold:	Cost:	Slot:	Special:
2	2 - Tomb Plate	Heavy	4	6	10	200	Torso 1	No durability loss. Lost Ward (3). Pierce resistance
3	3 - Tomb Plate	Heavy	5	8	10	400	Torso 1	No durability loss. Lost Ward (4). Pierce resistance
4	4 - Tomb Plate	Heavy	6	10	10	800	Torso 1	No durability loss. Lost Ward (5). Pierce resistance

Shields:

Tier:	Name:	Type:	DR:	Hardness:	Threshold:	Cost:	Slot:	Passive Block	Special:
1	1 - Buckler Shield	Light	0	3	4	5	Shield 1	2	Strappable
1	1 - Light Shield	Light	1	3	4	5	Shield 1	2	Strappable
2	2 - Medium Shield	Medium	2	5	8	20	Shield 2	3	
3	3 - Heavy Shield	Heavy	3	6	10	40	Shield 3	4	
4	4 - Towering Shield	Heavy	4	8	12	75	Shield 4	5	

Exterior clothing:

Can be worn over other clothing armour, even if using simple rules.

Tier:	Name:	Type:	DR:	Hardness:	Threshold:	Cost:	Slot:	Slot:	Special:
1	1 - Belt and holster	Exterior	0	3	4	5	0.5	Waist (1)	X2 1 size only quick slots.
1	1 - backpack	Exterior	0	3	4	5	1	Back (1)	X4 slow slots.
2	2 - Cloak	Exterior	0	5	8	20	2	Back (1)	Resistance to environmental cold, weakness to environmental fire
3	3 - thick Cloak	Exterior	1	6	10	40	4	Back (1)	Same as cloak
4	4 - Jewellery (Rings, Amulets...)	Exterior	4	8	12	75	6	Accessory (1)	+2 to total skill when enchanting this.





# Definitions

30 May 2025 15:19

<b>Weapon Definitions:</b>	These are for weapons and/or ammo.
<b>Reach</b>	When an enemy moves into your melee range. You can spend a stamina to make an attack against them.
<b>Lesser Reach</b>	Same as reach, but disadvantage.
<b>Heavy</b>	+1 stamina cost to attack. +1 stamina cost to block this.
<b>Agile</b>	When you succeed an attack, the next attack doesn't cost extra stamina. Once per turn.
<b>Very agile</b>	Same as Agile, can be repeated.
<b>Second Attack</b>	When you succeed an attack, you can make a free second weaker (50%) attack.
<b>Returning</b>	This thrown weapon returns after being thrown
<b>Multi-attack (?)</b>	Can make extra attacks per turn equal to the (bracketed number). These attacks also cost stamina like normal. Stacks with existing multi-attacks a character has.
<b>Reload (?)</b>	After an attack is finished, this weapon must be reloaded to be used again costing stamina as (bracketed number). If you do not attack with this weapon and it is equipped during a turn, reload for free.
<b>Ammo</b>	<p>Uses ammunition. By default attacks are "regular" and do not affect your ammo state. You can "Consume" ammo, if you do this, reduce stamina on all attacks with this ammo by 2 (minimum of 0) for 5 minutes.</p> <p>unusable ammo can not be used for any attacks.</p> <p>A resupply crate can restore "Unusable" ammo to regular ammo or replenished for 50% of the base cost with appropriate skills and facilities.</p>
<b>Crushing (?)</b>	If target succeeds a block, you can start a brawn test against them. On success, you deal (?) damage + Brawn bonus to them. Shields have advantage against this. Being larger than your foe gives you advantage.
<b>Perfect (?)</b>	The first time you deal damage with this weapon each turn, gain (?) to both damage and AP.
<b>Strappable</b>	This shield can be strapped to an arm allowing the hand to be used. This allows using a weapon you are two-handing with a shield. This increases cost of attacks by 1 stamina for weapons being two-handed.
<b>Light Strappable</b>	Same as strappable but no stamina penalty.

<b>Unit Special Definitions:</b>	These are for entities.
<b>Undead (?)</b>	As an undead, this unit can be raised as a minion from corpses. The bracketed number is how many corpses.
<b>Spirit (?)</b>	This unit can be raised from captured souls. Note that 'refining' or 'washing' souls is required to make loyal, brainless servants. Bracketed number is how many souls needed.
<b>Unique Undead (?)</b>	Same as Undead, except it is from a specific corpse (an Undead Dragon cannot be raised from Human corpses, making it a Unique Undead)
<b>Non-sentient</b>	Non-sentient usually means less stats, and no negatives from Morale.
<b>Partially-sentient</b>	Same as non-sentient, but are more capable of free thought. They can experience fear and other emotions but they are dulled, and usually they only 'feel' one main type of emotion.
<b>Commandable</b>	Commandable is a term given to beings that are very easy to command, whether telepathically or because of a strong bond. They do not need to be ordered verbally for simple tasks.

# Crafting and Trading

14 May 2025 13:30

## Crafts and Crafting

There exists multiple crafting skills and each can be used to make different objects and items.

For every 2 skill in a crafting skill, you gain a reroll with one item that uses that crafting skill each week. If you have 6 in smithing, you can reroll 3 smithing projects each week. When rerolling, you pick the best roll out of each (like a DND advantage)

16 is average quality (as that is the average roll of 1d10+3d6).

For each item you are crafting, the GM determines what the main ingredient in it is, and then gets how much that costs in the local area. The player will then roll Mercantile to reduce this cost.

### Crafting time is done by this:

Cost in silver = initial hours to create.

So a short sword costs 24, that is 24 hours by default.

For your smithing roll, every 2 that you roll, reduces this time by 2. **However, you can spend some of the results of your smithing roll, to instead increase the quality of the weapon.** The cost, is below:

-20 is -3: -2 durability and armour. Need 0 skill.

-14 is -2: -1 durability and armour. Need 1 skill.

-8 is -1: -1 armor. Need 2 skill.

0 is +0: Need 3 skill.

12 is +1: +1 armor. Good. Need 4 skill.

20 is +2: +1 durability and armour. Excellent. Need 5 skill.

28 is +3: +2 durability and armour. Masterwork. Need 6 skill.

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*For weapons, replace armour with AP and Durability with damage. So a masterwork (34) weapon will have +2 damage and AP*

*Silvered weapons cost 50% more than their base cost (for time) and silver may be more expensive locally than steel or iron. This is more for low/high fantasy settings (where creatures may have resistance vs non-magical/silvered physical attacks). See durability section at the bottom for another penalty for silvered weapons.*

The fastest an item can be made, is 90% faster. So a weapon that normally takes 24 hours, can be reduced to only need 2.4 hours (rounded to nearest hour in most cases).

You can make things of a higher tier than your skill allows by reducing the items quality (does not make it be built faster). When reducing the time needed to build something by reducing its quality, you do not make something faster if the quality you are building is your highest skill, for example,

you have 2 skill and make a -1 quality item, you do not make it 8 hours faster. You make it 0 hours faster than normal.

## **There exists three types of Crafting assistance:**

**Mass Production tools** - Each one allows creating another item at the same time. Max quality is reduced by 2.

**Machinery** - comes in two types. Quality, and Production. Quality grants +1 for free. Production reduces time needed by 20% (done before applying rolls). This requires knowledge how to use the machinery, and also requires the person to have the ability to make a roll high enough to make something of the quality they want (so you need to be able to get a 26 Roll, in order to get a quality 2 item, even if it is machinery improving it from 1 to 2).

**Manpower** - Two types. **Apprentices and Crafters**. Each comes in tiers.

If you have apprentices, each reduces time to craft something by 10% or 1 hour, whichever is lowest. Different tiers have different effects.

New Apprentice, each reduces time to craft something by 10% or 1 hour.

Standard Apprentice, each reduces time to craft something by 20% or 2 hours.

Expert Apprentice, each reduces time to craft something by 30% or 3 hours.

Crafters can be used to make more items, they use your skill -?% rounded down. Each tier affects this.

Apprentice Crafters, -50% of your skill. Usually 1/2 skill.

Standard Crafters, -30% of your skill. Usually 3/4 skill.

Expert Crafters, -10% of your skill. Round to the nearest rather than down. Usually 5/6 skill.

Master Crafters, +10% of your skill up to a max of 10. Round up rather than nearest. Usually 7/8 skill.

Legendary Crafter. 10 crafting skill regardless of your skill.

Crafters that have worked with the main crafter a lot, may be allowed to use more skill than they would normally.

**The max you can have is based on your Leadership skill.** So if you have 10 Leadership, you can have 10 Crafters or 10 Apprentices, or 5 and 5 (or any other mix).

## **Damage and Threshold**

**Give weapons and armour their threshold value and their hardness value.**

Some abilities and effects target threshold (such as the "Decay" status effect)

**Weapon wear and tear triggers on critical failures.** Critically failing an attack with a Weapon will reduce its threshold by 1. Weapon threshold is (Tier x 2) + quality.

**When armour or shields reaches 0 threshold, its threshold resets and it goes down 1 quality.**

**Weapon wear and tear triggers on critical failures. They do not take damage through normal damage.** Critically failing an attack with a Weapon will reduce its threshold by 1. Weapon threshold

is (Tier x 2) + quality.

A piece of gear can be repaired without advanced facilities 1 quality higher than its current level, as long as it was originally higher than it is currently. However, if a piece of gear drops two levels in quality, it can only be repaired one quality.

So a quality 3 armour, that goes down to 1 quality. Can then only be repaired to a max of quality 2. At advanced repair workshops or well-equipped crafting stations, you can ignore the rule above and repair an item back to its original quality.

When repairing, it costs 50% of the gear's base price (in time and material) each quality repaired (this means that to repair 3 qualities of an item, you are spending 150% (50% $\times$ 3) of the item's original cost).

You require appropriate skills to repair items. Rather than being tied to an item's tier, it is tied to its quality. Repairing a quality 0 (average) item requires 2 skill, then quality 1 (4 skill), then quality 2 (6 skill), then quality 3 (8 skill).

It should be noted that this uses *current* quality, not original quality. So if you find a weapon with -3 quality, but its original quality is +3, and you have 4 skill. You can repair it up to Quality 1. As your skill improves, you could invest and repair the weapon to +2 at skill 6, then +3 at skill 8.

## Trading

When selling goods, the base markup allowed is 10% extra, to get more, a merchant roll is required (this roll replaces the 10%). *However, you can still attempt to ask for more, though you are more likely to be denied (merchant roll makes it easier to sell things for more)*

For every 2 merchant skill, you can reroll this once per week.

For willing customers, they only have so much money they can spend, or are willing to spend. They will be willing to spend whatever the markup is unless it goes beyond this.

A persuasion-related roll can be done to make them spend more.

## (Optional Rule)

**If an attack hits a player, if that damage exceeds the hardness value of the item and armour used to block/absorb damage, then that item and armour loses 1 threshold each.** (Optional addition): The first item/armour that blocks the attack will take 1 threshold, then the next item will use up any excess damage against its hardness (so if a shield has 13 hardness, the armour has 8 hardness, if you get hit by a 15 damage attack, the shield takes 13 to its hardness, and the leftover 2 is not enough to affect the armour's hardness).



# Magic example

14 May 2025 13:30

## Corruption:

Casting powerful spells or a significant quantity of lesser spells creates corruption based on the spells group (nature, blood, death...). Corruption is tied to areas. Corruption twists environments in certain ways. Demonic corruption tends to be more chaotic with regards to laws of the universe and are easier for demons to breach into. Nature areas have faster growing more fertile lands but can have living plants or Ents.

The Source of corruption also influences their environment. A Necromancer who uses their powers for good, their corrupted areas may resurrect Undead that are less aggressive to other Good beings. A evil Druids Nature corruption may make environments openly hostile to unrelated beings.

The source of Corruption can be sentient or non-sentient (such as a object). A magnitude 4 (see below) spell can be used to sense rough direction (the further you are, the less precise) to the largest source of corruption of that area. Powerful casters will usually channel any corruption they produce into a magically object to make themselves harder to track with this ability. To do this, a Mag 4 Manipulate spell can be used to create a bond. The corruption made will still be yours but will be sourced from that object. Using the prior mentioned tracking spell at this bonded entity or object will reveal the rough direction of the **real** source.

Non-sentient Entities created by corruption (say Undead in a Death area) are not automatically loyal to the real source of corruption. They are neutral regardless of that beings alignment. Towards other beings, it depends. If you are friendly to the source (or another major contributor) and nearby, you will likely be fine. The source can cast a Mag 5 spell making you friend to their corruption. Or being a being or potent caster of that magic type. A undead will likely be fine in a Death Corruption area.

The 10 levels of Magical Magnitude.

Every 3 Total skill you have, allows you to cast one Magnitude higher up to Skill 30. Humans by default can go to base skill 10 by default.

## Up Casting:

If you have Time and Materials, you can cast +2 magnitude. So a Level 1 Sorcerer could cast magnitude 3 spells. If given time and material help (the amount of time and material needed increases each magnitude, so up casting from 8 > 10 is massive compared to 1 > 3).

A Greater Ritual can be done, this requires more materials, and 2 casters per desired magnitude of the spell, this can increase the magnitude by +3 (replaces the previous material casting buff).

With further time, the effect the spell has on your mana fatigue can be halved or removed completely (if mag 3 or higher)

## Spell casting:

As you can make up and cast spells on the go, this can be unbalanced. You could make a spell that appears fair, but it is easy to abuse. DMs have the right to change these if needed.

As an extra balance mechanism against this, new spells cost double mana. During a regular rest (roughly 8 hours) players can swap out their active spells. Active spells do not cost double mana. You can have 2 active spells per mental stat you have. (The Spellbinder subclass expands this by added Learned Spells which are cheaper)

## Magnitude 1: Subtle Magic

- **Power Level:** Minor, quick effects with limited range and duration. Can influence a single target or small area.
- **Examples:**
  - Fire: Light a candle, create a small flame in your palm, or cause a brief spark to ignite flammable material or deal minimal damage.
  - Water: Fill a cup, create a single bucket's worth of water in midair, or lightly dampen a small area.
  - Necromancy: Reanimate a single corpse. You can have 5 per your Total skill level.
  - Wind: Create a short gust strong enough to extinguish a medium-sized flame or slow down a person running towards you.
  - Illusion: Produce a faint light, whisper a quiet sound, partially darken someone's vision, or create a fleeting shadow.

## Magnitude 2: Simple Magic

- **Power Level:** Modest, with slightly increased strength, range, or duration. Useful for minor utility or small-scale combat.
- **Examples:**
  - Fire: Create a small fireball capable of burning a target or heating a weapon.
  - Water: Shape water to clean an object or splash an enemy for a slight distraction.
  - Necromancy: Reanimate a single weak humanoid zombie or one small animal for basic tasks.
  - Wind: Push a lightweight object across a room or knock over a person with an unstable stance.
  - Illusion: Mimic a voice or disguise a small object for a few moments.

## Magnitude 3: Noticeable Magic

- **Power Level:** Clearly magical effects that can impact multiple targets or the environment meaningfully.
- **Examples:**
  - Fire: Summon a fireball strong enough to ignite flammable surroundings or deal damage to multiple enemies.
  - Water: Create a small wave or flood a narrow corridor.
  - Necromancy: Reanimate up to three weak undead or one moderately strong zombie.
  - Wind: Knock down a group of small objects or destabilize a group of enemies.
  - Illusion: Create a convincing image of a person for a short duration.

## Magnitude 4: Impressive Magic

- **Power Level:** Significant effects that can change the course of a combat or encounter.
- **Examples:**
  - Fire: Summon a roaring flame to engulf an enemy or a small group.
  - Water: Create a rainstorm or summon a temporary barrier of water.
  - Necromancy: Raise a handful of moderately strong undead or a small horde of Mors Servants.
  - Wind: Summon a strong gale to knock people off balance or blow down doors.
  - Illusion: Create a large illusory creature or mask a group of people for a minute.

## Magnitude 5: Potent Magic

- **Power Level:** Powerful effects capable of dominating the battlefield or significantly altering the environment.
- **Examples:**

- Fire: Rain fire on a group of enemies over a small area.
- Water: Flood a room or summon a tentacle of water to grapple a target.
- Necromancy: Reanimate a horde or leach the life force from a group of targets to replenish yourself.
- Wind: Create a localized tornado to scatter objects or enemies.
- Illusion: Generate an illusory army to intimidate or confuse foes.

### Magnitude 6: High Magic

- **Power Level:** Major effects capable of reshaping the environment or significantly impacting a region.
- **Examples:**
  - Fire: Cause a firestorm that sweeps across a battlefield.
  - Water: Summon a large whirlpool or redirect a river's flow.
  - Necromancy: Convert an army of undead to your command, or become a Liche.
  - Wind: Summon a hurricane over a village or battlefield.
  - Illusion: Create a convincing illusion of a small town or large-scale phantasm.

### Magnitude 7: Grand Magic

- **Power Level:** Grandiose effects affecting a large area or a large number of targets with devastating results.
- **Examples:**
  - Fire: Create a volcanic eruption in a localized area.
  - Water: Flood a city district or summon a massive tidal wave.
  - Necromancy: Raise a regiment of undead or summon a giant skeletal dragon.
  - Wind: Tear through fortifications with gale-force winds.
  - Illusion: Cloak an entire army in invisibility or disguise.

### Magnitude 8: Monumental Magic

- **Power Level:** Monumental feats capable of causing regional upheaval or shifting the tide of a war.
- **Examples:**
  - Fire: Burn down an entire forest or create a massive firewall to protect an army.
  - Water: Summon a tsunami to destroy coastal settlements.
  - Necromancy: Reanimate an entire battlefield of corpses into an undead legion.
  - Wind: Envelop a region in storms and chaos.
  - Illusion: Shroud a castle or fort in impenetrable illusions.

### Magnitude 9: Mythic Magic

- **Power Level:** Effects so powerful they verge on divine intervention, reshaping entire regions.
- **Examples:**
  - Fire: Rain fire across an entire city or summon a meteor shower.
  - Water: Shift the course of an ocean or flood a valley.
  - Necromancy: Create a massive undead army or reanimate a long-dead ancient hero.
  - Wind: Spawn a continent-wide storm that lasts for days.
  - Illusion: Create illusions capable of deceiving entire armies or civilizations.

### Magnitude 10: Legendary Magic

- **Power Level:** Unrivaled feats with world-altering potential. These spells are rare and often tied to unique events or artifacts.

- **Examples:**
  - Fire: Ignite a supervolcano or create a firestorm visible from space.
  - Water: Permanently drain or flood a massive lake or inland sea.
  - Necromancy: Reanimate every corpse within a kingdom or bind a death god's essence.
  - Wind: Alter global weather patterns for weeks or summon a godlike storm.
  - Illusion: Craft an illusion so powerful it becomes partially real, affecting the physical world.

Further Examples:

Here's a set of spell ideas organized by **Themes**, with varying Magnitudes for inspiration:

## Necromancy

- **Magnitude 1:** Animate a single corpse as a minion.
- **Magnitude 4:** Animate a group, or meld multiple corpses into a large monster.
- **Magnitude 7:** Totally Dominate the soul of a target. Making it loyal whilst retaining most of the memories and personalities of its past self.

## Fire

- **Magnitude 1:** Launch a spark to ignite a flammable object.
- **Magnitude 5:** Create a blazing wall of fire that blocks movement.
- **Magnitude 8:** Summon a firestorm that engulfs an entire battlefield.

## Cold

- **Magnitude 1:** Frost over a lock to weaken it.
- **Magnitude 3:** Hurl an icicle to pierce armor or freeze a limb.
- **Magnitude 6:** Freeze a small lake to create a bridge of ice.

## Nature

- **Magnitude 1:** Make a single plant grow instantly, such as vines wrapping around a post.
- **Magnitude 4:** Summon a swarm of enraged animals to attack a group of enemies.
- **Magnitude 9:** Cause an entire forest to come alive and protect its land and caster.

## Metal

- **Magnitude 1:** Sharpen a dull blade or mend a crack in a weapon.
- **Magnitude 4:** Warp the armour of a small group of targets.
- **Magnitude 7:** Pull metal objects from enemies' hands across a battlefield.

## Blood

- **Magnitude 1:** Slightly increase the blood flow to heal minor wounds or prevent someone bleeding out.
- **Magnitude 4:** Drain blood from a wounded enemy to strengthen yourself.
- **Magnitude 8:** Control the blood of multiple enemies to immobilize them.

## Demonology

- **Magnitude 1:** Summon a minor imp to carry out simple tasks.
- **Magnitude 4:** Create a demon with your own aspects.
- **Magnitude 5:** Create a pact to grant yourself or another temporary power.
- **Magnitude 9:** Summon a demon lord to wreak havoc on the material plane.

## Life

- **Magnitude 1:** Close a small cut or wound.
- **Magnitude 5:** Revive a recently slain ally with moderate wounds.
- **Magnitude 9:** Resurrect an individual who has been dead for centuries as long as you have a personal item of theirs.

## Emotion

- **Magnitude 1:** Instill a brief sense of calm in a panicked individual.
- **Magnitude 3:** Enrage a single target to distract them from allies.
- **Magnitude 6:** Instill overwhelming terror in a group of enemies, forcing them to flee.

## Gravity

- **Magnitude 1:** Increase the weight of a small object to make it fall faster.
- **Magnitude 4:** Create a localized gravity well to pull enemies toward it.
- **Magnitude 8:** Reverse gravity in a large area, sending everything upward.

## Darkness

- **Magnitude 1:** Snuff out a torch or candle in the room.
- **Magnitude 5:** Create a dome of impenetrable darkness that nullifies sight and sound.
- **Magnitude 8:** Grant your shadow life, effectively cloning yourself for a while.

## Transmutation

- **Magnitude 1:** Turn a single stone into a piece of wood.
- **Magnitude 3:** Temporarily transform a metal door into brittle clay.
- **Magnitude 4:** Turn Silver into Gold for a profit.
- **Magnitude 5:** Determine if that gold is real?
- **Magnitude 7:** Transform yourself into another creature for several hours.

## Enchanting

- **Magnitude 1:** Temporarily enchant a weapon to glow with faint light.
- **Magnitude 4:** Imbue armour with resistance to any attack type of your choice.
- **Magnitude 9:** Permanently enchant a fortress to repel undead creatures or to automatically cast a spell you create (such as granting a Fortress the ability to automatically reanimate any dead within its borders every few turns).

## Grafting

- **Magnitude 1:** Fuse a small foreign object (like a claw) to your hand temporarily.
- **Magnitude 4:** Attach a creature's severed limb to yourself and gain its abilities.
- **Magnitude 8:** Merge two creatures into a single hybrid entity.

## Holy

- **Magnitude 1:** Repel a weak undead for a few moments.
- **Magnitude 5:** Bless an area to protect it from dark forces.
- **Magnitude 10:** Call down a divine avatar to cleanse an entire battlefield.

## Illusions

- **Magnitude 1:** Create a small, flickering image to distract or entertain.
- **Magnitude 4:** Conceal a person's appearance or permanently disguise a door.
- **Magnitude 6:** Fabricate an entire room full of false but believable objects.

## Earth

- **Magnitude 1:** Form a small mound of dirt to trip an enemy.
- **Magnitude 3:** Create a stone barrier to block attacks.
- **Magnitude 6:** Cause an earthquake that cracks the ground over a large area.

## Air

- **Magnitude 1:** Summon a light breeze to move papers or extinguish a flame.
- **Magnitude 5:** Create a vortex to hurl objects and enemies.
- **Magnitude 8:** Summon a hurricane to devastate a town.

## Water

- **Magnitude 1:** Create a small splash to extinguish a campfire.
- **Magnitude 4:** Form a spear of high-pressure water to attack a distant enemy.
- **Magnitude 7:** Summon a flood to sweep through a large area.

# Animal Taming and Training

14 May 2025 13:31

Every six months, roll animal handling checks if you are training your animals. Do one roll each animal, vs a difficulty check (judged below). Combine all (if training multiple animals) difficulty and roll numbers, and get the % difference (say a combined roll of 50 vs a DC of 30 being 40%). That is the quality. Add the new quality to the last quality. Every month, if \*not\* training animals, they lose 10% of their current quality (so if they are at 60% quality, they lose 6 each month)

## Taming quality:

0% = Effectively wild, will not obey most commands, may even be aggressive to owner.

25% = Tamed. Not trained. Trusts owner, may not trust others (depends on the animal personality)

50% = Partly trained. Obeys simple commands. Protects owner. Can be told to stand down.

75% = Mostly trained. Obeys complex commands. Automatically does simple commands. Better aware of friend/foe.

100% = Fully trained. Obeys commands. Automatically does complex and simple commands (tactics). Fully aware of who is friend or foe in battle.

## Difficulty rolls:

Base of 15.

Every 10% that an animal is wild (so at 30% trained, it is 70% wild). Add 5 to DC.

If the animal is generally calm or easy to tame or trusts the trainer, -20DC.

If the animal is generally untrusting of humans or aggressive, +20DC.

Intelligent animal, double effect of positive or negative training quality. Smart animals gain +20DC.

Halved monthly degradation (5% instead of 10%)

Wild animals, unused to human touch or contact, are naturally at -20% tameness and can be lower if they are outright hostile.

You can ride an animal, if it is 1 size larger than you.

# Skills

Tuesday, 20 May 2025 19:24

Skills have their own levels and XP. To get from 0 to 1, 50xp is needed by default. To get from 1 to 2, 100xp. Every skill level adds 100xp.

For each skill, you gain 1d4.

When rolling a skill, roll 1d20+ (your skill)d4

Out of combat skill rolls can be rerolled once if they fail. Describe how you are doing the thing differently. If you were trying to break open a door, maybe now you are directly going for hinges? Before you were asking someone for help, now you are nearly begging? Get caught sneaking, so you try to leap behind some cover?

If you fail, the consequence grows.

You may learn that the Doors hinges are now jammed from your side. Or the person calls for Guards as they feel harassed. Or you leap behind a table but bang it heavily, now that enemy soldier thought he saw something, and has now heard something!

## Skill Level XP Needed

Skill or Class level 0 > 1: XP 50 needed. (Players start at level 1 for classes)

Level 1 > 2: 100xp

Level 2 > 3: 200xp

Level 3 > 4: 300xp

Level 4 > 5: 400xp

And so on. The XP needed for your next level is your current level X100.



# Combat step by step

Saturday, 12 July 2025 11:36

1:

When first entering combat, **roll Reaction**. Entities with the highest Reaction rolls can go first.

If a draw occurs, roll again and add the result after your original (14 > 14.12). If it somehow happens again, roll again (14.12 > 14.1221)

For groups of entities that are NPCs, they share their turn with their group leader. It is the leader that rolls Reactions.

This will result in your turn order being created.

2:

When it is your turn, you can begin spending character resources to do actions. This can be movement, attacks, usage of items, speaking, crouching and more.

Some actions are free, some cost stamina, some gain increasing costs as they are used.

By default, actions that have an increasing stamina cost reset to their base cost at the start of your next turn.

See **Action List** for what can be done.

3:

If after spending stamina, you hit 0, or your absolute minimum (your max reversed (10 > -10)), roll Endurance versus a roll of 1d10. If you roll higher or draw, you do not gain fatigue. Each time you succeed the roll, the next one will have a +1d6 to its roll. This resets after resting. Failing the roll gives you +1 fatigue but does not increase the difficulty roll.

If after spending Mana and hitting the Mana cap, roll Mental in the same manner as Stamina. If you succeed, reset the mana fatigue counter and store the Mana fatigues you have succeeded against. When you fail, activate all succeeded mana fatigues you have (so if you avoid 5 Mana fatigues, then fail the 6th, you will now gain 6 mana fatigue).

4:

If you roll damage versus an enemy, they can let the attack **reduce their HP pools**, or use a **Dodge Roll** to reduce the incoming damage (**If dodging, Guard is then ignored**).

AP lets you ignore a part of a targets armour Threshold (armour HP). For example, if you have 10 AP, if the target has 10 or less Armour Threshold, any damage yet to be inflicted will ignore armour and target the entity (current and future attacks). Armour threshold is restored at the start of your turn.

If enemy armour reaches 0 threshold, its max threshold is reduced by 1. If its max threshold is reduced to 0, it will lose 1 quality and has 0 threshold for the remainder of the battle. It effectively becomes useless until it is repaired (some effects and magic may allow an armour to regain armour threshold, a mid-combat repair in effect).

If you reduce a targets guard to 0, the next attack against them becomes **critical automatically**. Dealing X2 damage.

If you wish to, you can **instead** use the **Shove** action. If you do so, start a contest, on failure, you get to push the target. On critical failure nothing happens. On success and critical success, you make the target prone.

## Guard Break Immunity:

If a target, at the start of an attack against them, has less Guard than their defensive skill X2, they cannot be Guard Broken. Example, you attack someone who has 15 Guard, but they have 10 skill (20 Guard Break Immunity). Even if you then reduce their guard to 0, that will not be considered a guard break.

You can make advanced attacks by targeting specific parts of an enemy (such as eyes to partial blind, or hands to try and disarm), or by attempting something unique (like knocking an enemy over with a shove with the pole of your weapon).

These add X1 disadvantage. You can try more complex moves but these add more stamina to the cost.

HP pools are as follow, Barrier > Guard > Armour threshold > character HP.

## Attacks of opportunity:

When an enemy within sight and melee reach attempts a ranged attack, throw, or complex move, you can spend stamina to make an attack during their turn. Use base stamina cost even if you made multiple attacks the previous turn).

A non-mentioned action that can be done in less than 5 seconds (4 or less) is considered simple.

If the enemy is "Decimated" (where either half their force is beaten, or they lose a powerful unit (such as their leader)) enemies may start needing to roll mental checks of Medium difficulty or higher (depending on circumstance). On failure, they gain Fear.

## Action list:

### Speak:

Speaking is free as long as you say things that fit within a 10 second round (if in combat). Yelling costs 1 stamina and follows the same rules. Hand gestures may require perception checks from others to see them if there are distractions nearby and visibility to not great.

### Movement:

You can freely move to any Region within the Front you are in once per turn (each move afterwards costs +1 stamina).

You can move to an adjacent or diagonal area for 1 stamina. Moving again costs 2 stamina. By default, you cannot move this way three times in one turn.

For exact measurements:

### Jump height is:

(Brawn/2) to twice your size (S2 (standard height of a Human) = max jump of 4m).

**Jump distance is:**

(Brawn). Max length of Size X 5 (S2 = 10m length).

Jumping costs regular movement stamina.

You can spend 2 more stamina to double length or height.

You can combine both jumps in one action but it costs 2 movement actions.

S5 and over: Doubled brawn for Jumping.

S10 and over, these are rather large beings, it is assumed they can jump high or long if they are mobile and strong.

**Prone:**

Getting up from prone costs 1 stamina. Going prone is free. Whilst prone, melee attacks have advantage against you, ranged attacks against you become disadvantage.

Movement costs whilst Prone are doubled.

If you are prone and attacked by an enemy attack, you can spend 3 stamina after it hits you to get up (even outside of your turn)

**Attacking:**

Attacks base cost is 1, with higher costs based on weapons and other things. Each extra attack adds +1 to the stamina cost. Multi-attack lets you make an extra number of attacks without an increase to stamina cost (But these attacks still require stamina).

**Block/Increase Guard:**

During your turn, you can spend stamina to increase your Guard pool. You gain a 1d10 + the Blocking strength of any equipped shield or weapon you have, up to a max of your defensive skill X10. Unequipping the source of your Guard removes 50% of it (so guarding with a shield, then dropping it, will lose 50% of your guard).

At the start of your turn, remove 50% of your current Guard.

If you have a shield, after removing 50% of your guard at the start of your turn, your shield grants you its Block stat X2 as free Guard (up to a max of your defensive stat).

Without a shield, Ranged attacks deal double damage versus your Guard.

**Dodge:**

Dodges can allow you to avoid certain attacks that cannot be blocked, you can roll a 1d10 + your dodge skill. Reduce incoming damage of the next attack by the amount rolled. You cannot dodge when grappled. If you are surrounded, gain X2 disadvantage. If you are surrounded by enemies, and half or more of them are half your size or smaller, you only gain X1 disadvantage.

Dodge stamina costs are based on your armour type. If wearing clothing or nothing, your first dodge is free and advantage. L: 1, M: 2, H: 3. After each dodge, the next one costs + 1 stamina, resets to default at the start of your next turn.

**Brace:**

You brace, it costs 2 stamina if you have not made an attack. If you have made an attack, it costs 1 more stamina for each attack made. Movement whilst braced costs double.

Removes the 50% Guard loss at the start of your next turn.

**Grapple:**

For 2 stamina, you can attempt to grapple a target, you roll agility or brawn versus a targets brawn or agility (their choice)

A grappled target gains disadvantage versus the entity that grapples them. The grappled entity also cannot move by itself. On the targets turn, they can attempt to escape, roll agility or brawn versus their agility or brawn. This costs the grappled 2 stamina.

A grappler can move with their grappled target. This will (if they want to) cause them to try and freely escape. Though they have disadvantage.

**Shove:**

For 1 stamina, and as an attack (meaning it costs extra if you have made other attacks or shoves), you may start a agility or brawn contest versus a targets brawn or agility (their choice). If you succeed, you push the target back a space, if you critically succeed, they also fall prone. On failure, nothing, on critical failure, they can push you back. Pairs great with Guard Breaks.

**Focus:**

For grapple, grapple escape attempts, blocking, dodging, and attacks, you can double the base cost of stamina of the action, and gain +1 advantage. You can do this once per action.

**Rest:**

If you have not spent any Stamina or Mana this turn (this ignores before and after if you blocked or dodged attacks), regain Stamina equal to 50% of your endurance, regain Mana equal to 100% of your default Mana regeneration, and reduce your mana fatigue counter by 2.

If you spent mana but no stamina, you can still Rest to regain Stamina, but you won't regain mana. Opposite is true as well if you spent stamina but no mana.

**Cast Magic:**

select a spell and follow its instructions. See magic rules for custom spells.

**Challenge:**

Can be done in place of an attack, base cost of 1 stamina (+ extra for repeated attacks). A Challenge allows you to make a social attempt versus a target, if you succeed, you mark down you have an advantage against that target. For 10 minutes, you can use that advantage whenever you like. You can stack these up. On failure, nothing happens unless they decide to spend stamina as well before the dices are rolled (base cost for this is 2). Critical failure gives them an advantage versus you.

**Ready:**

Prepare an action and state the requirement for its trigger. For example 'during that enemies turn, if they try to use that lever, I will stab them'. You can only state 1 action for a Ready per turn. This can be any action (including attacks) for any requirement (such as a ranged attack if an enemy leaves cover).

**Swap Weapon:**

Equipping an item is 1 stamina, unequipping an item is 1 stamina. Dropping an item is free.

Equipping or removing armour takes 1 stamina for clothing, 30 seconds for light, 1 minute for medium and 3 minutes for heavy armour (having help halves time required).

**Enter Stealth:**

When in a place that no one can see you, you can enter stealth. However, if the enemy know your general location they have advantage on spotting you again in you re-enter

their vision and they will be more aggressive at finding you.

**Mount/Dismount:**

Mounting or dismounting a creature costs stamina equal to the size difference. A S2 entity mounting a S5 entity will need 3 stamina. Some creatures are "easy to mount", halving (and rounding down) their mount cost. Dismounting is half the mount cost (rounded down as well).

**Defend Ally:**

If wielding a shield, you can defend an ally. If they are attacked, you can use your Guard to defend them. If your Guard is then broken, excess damage is applied to ally (Barrier > Guard...)

**Interact:**

As a free action, you can interact with your environment, gently shove a small object, pull levers or objects, kick things on the ground away (such as a weapon on the ground an enemy is trying to reach for).

**Aid:**

Aiding an ally lets you assist them with their next non-combat skill roll if you have a better skill than them. This grants them an advantage, or, if the source of the one giving Aid decides, 50% of the skill difference (if they have 4 skill and you have 10, you can give them +3d4 to their roll).

Aid can be used as long as the target can see or hear you.

\*\*\*

1. Entities - usually regarded as creatures or similar that can make actions and/or have stats (items are not considered entities by default t)
2. NPC - Non Player Character.

# Magic

Thursday, 17 July 2025 19:38

## Custom spells:

If casting a custom spell, it is unprepared and has a greater cost. Decide its effect then adjust by selecting magnitude.

For determining if a new spell would be destroy, create or manipulate, think like this "if this spell became wide use, how would other beings in the world use it?". If an answer still cannot be reached and the GM is unsure themselves, roll a 1d2 or 1d3, where each number is a skill type.

This can also be useful if, say, you created a summon spell that creates spirit ghosts, but also creates a big explosion. Is it create? Or destroy?

If the spell then also hardens the skin and bone of the zombies, is that Manipulate?

To determine, the biggest mana costing part of that spell, or the largest effect can be used to determine the type of the spell (Or a 1d3).

*GMs hold the right to change or overhaul custom spells as they may not foresee certain usages of it that make a spell too unbalanced.*

Below are examples of generic spell types:

## Destroy:

M1 = 3 damage (where M1 means magnitude 1)

Each magnitude adds 3.

So going from M1:

3, 6, 9, 12, 15, 18, 21, 24, 27, 30.

The above is a linear damage for a touch ability. It has no special perks beyond damage as a melee attack. Thus it is cheaper.

## Create:

Creating something that was not there already.

M1 = T1 or quality -3.

Gaining +1 each M. So 1,2,3,4... or -3,-2,-1,0,1,2...

So a M5 spell can create T5 summons or +1 gear.

## Manipulate:

Manipulate is a rather nuanced type.

You are changing or controlling what already exists.

As this is a sprawling utility type of magic, each magnitude does one of two things:

It gains:

+1 to major effect.

+2 to minor effect

A spell that applies Stuns to a target can apply 2 (minor effect) for 1 turn (major effect).

Or it gains:

+1 to extreme effect (such as paralyses, making a limb regenerate and so on)

Adding Major and Minor, or a Extreme effect beyond what the base magnitude allows, adds +2 to the mana cost.

You can also apply weaknesses to these effects to reduce mana cost (such as allowing a target to attempt a mental roll to resist).

Major and extreme effects will by default allow a target to avoid them (such as a endurance roll to resist paralysis)

For 3 mana, you can add extra effects (1 extreme, or 1 major and 2 minor)

## Extra:

You can customise this by adding new perks (range, special features, more damage...) at the cost of existing perks, negative effects (such as costing life or stamina, or needing a Mental morale check, or...) or increasing the cost.

The cost of a spell, if not increased or lowered in cost, is 50% of its magnitude rounded up. So a M10 and M9 spell by default is 5 mana.

The max cost, is the base cost times the magnitude. So a M10 spell can cost 50 Mana (needing multiple turns of casting or multiple users to use)

Where a M5 can only do  $3 \times 5 = 15$  mana max cost

But some effects demand more power. You can **cast a spell as a ritual** to push its limits (see below).

### Standard cost adding:

You get 1 free mana per magnitude to spend on the below (Or on other effects).

#### Adding 1 damage:

1 mana = 1 damage.

At M5, 0.5 mana = 1 damage.

#### Adding 1 level of range:

1 range: 1 mana.

#### Adding 1 AOE:

3 mana. At higher Magnitude levels you can spend more to target greater sized areas.

At M3, increase cost to 7 mana, but AOE targets a full front of an area.

At M5, cost is 15 but targets full areas or 100x100 meters (football field in length). In smaller battles, areas are usually shrunk down to around 10mx10m)

At M8, cost is 30, but targets the whole map or 3 kilometre radius.

#### No friendly fire:

This removes friendly fire from the spell.

Cost is  $2 \times$  spell magnitude. If the spell has no AOE, divide this cost by 3 and round down (Minimum of 1 mana cost).

#### Duration:

By default buffs/negatives and creations last until the end of your next turn.

Damage is applied instantly.

Duration costs 3 mana and adds 1 turn to duration.

You can instead spend 15 Mana to make the spell/ability last 5 minutes (30 turns). If you do, extending duration for 3 mana adds 5 minutes instead of 1 turn (a turn is normally 10 seconds).

(In large scale battles, 1 turn can be 1 minute)

You can spend 30 mana to make a spell permanent.

You then customise the effects after the first turn. For example, you create a spell that does 6 damage. And add 2 turns of duration. By default, your 6 damage is only for creating the spell. Now you decide what happens during the duration. Effects you add during the duration have X3 the mana cost (so adding 3 damage for the duration will cost 9 mana)

#### Ways to spend more Mana:

Casting as a ritual adds time equal to magnitude \* magnitude.

So a M1 spell is 1 minutes.

A M10 spell is 100 minutes

#### Casting as a ritual doubles the amount of base Mana you can spend.

You can do this again after a break (equal to the time it takes to do the ritual) even for the same ritual (so you can do one spell as a ritual multiple times over to massively increase its mana cap). Doing a M10 spell 3 times this way increases its max mana from 50, to 200 (base of 50, +150 from 3 rituals). You can only do 3 rituals per spell for a max of the base cost X4 (so a M1 spell would be 20 mana max).

- Each ritual applies to a **single spell instance only**
- Rituals can be **interrupted**, and may require **focus, components, or safety**
- You may need **safe environments** or protective wards to perform higher-level rituals

### Summons and You: The Three Laws of Created Beings

1. Obedience ends at independence.

2. Power costs control.

3. Sentience remembers.

There are three rough types of summons:

Non-sentient.

Partially sentient

## Sentient.

Non-sentient summons are things like basic zombies, lesser elementals or golems that have no thoughts of their own. They obey without question. Their stats do not increase as they cannot learn things beyond what they were created to do. If they can speak, they will likely only say "yes" "no" "I don't know that".

Partially-sentient summons have some awareness and lesser emotions. If given the ability to speak, it would be rather robotic. They can be taught some skills after their creation but these are temporary and will be forgotten with time (usually a day).

Sentient summons are fully aware of their environments. They can learn new skills on their own and if they can talk, can be as conversational as any other person if allowed during their creation.

**Non-sentient summons are totally loyal and require 1 summon cap.**

**Your total summon cap is tied to your single highest magic total skill**, but must still obey its own theme. I.e, if you have 9 necromancer total skill (allowing M3 spells), you can have 9 Necromancer summons.

If you also have 3 Fire skill. You can instead of 6 Necromancer summons and 3 fire summons (only 3 fire summons as you have 3 total fire skill). The total is 9, but still capped by each type.

**The summon cap cost is based on the creatures tier.** A T4 creature requires 4 cap.

**If you summon outside your cap, the summons become independent.** Non-sentient will become highly aggressive to beings not related to them (Zombies will attack all non-undead beings). They will perceive other similar themed summons as friendly (even those that are still loyal). So if 30 zombies and 30 skeletons become independent, they will be on the same team. If you send 5 of your own skeletons pass them, they will be ignored.

**You can attempt to retain summons by:**

Doing a Mental roll vs the summons mental + their Tier (so a T4 summon with 3 mental has 7 to its difficulty). On draw or higher, you retain them for a turn. On critical success, you retain them for 5 minutes. On failure, they become independent but do not become hostile to previously friendly forces until the end of their next turn.

On critical failure, they instantly become independent and act like it. They also perceive you as hostile even if you match their type (undead, demonic...)

Partially sentient summons cost the same summon cap, but if they become independent, they may be hostile to even other beings of the same type (An independent Revenant may be hostile to undead players)

Sentient summons do not use the summon cap by default, rather, they have loyalty. If you do use summon cap on sentient summons, they gain +20 loyalty, but if they become independent, they lose -20 automatically (if a sentient summon is at 100 loyalty and you free them, they will still be at 80 and still very loyal).

Default sentient loyalty, if not using a pre-existing soul, is roughly  $20 + (\text{your social skill} \times 3)$

Non-sentient and Partially-sentient creatures, even if they have magic, do not increase the summon cap of their creator, unless you increase their cost and give them a unique ability.

# Character Creation

21 July 2025 14:53

When creating a character, choose a race of the GMs allowed power levels (see brackets next to race names for their rough power level)

You start with 2 in all attributes. You then roll 4 1d3s, and apply to the attributes in your choice (one each).

Roll another 3 1d3s. These deduct from attributes. If your previous 4 rolls totalled together are equal to or are less than 5, you do not roll deduction dice.

You then gain skill points depending on the GM.

Combat skills cost 2. Magic skills cost 3. You cannot go higher than 4 skills.  
40 is the default.

You start with 60 silver and 1 main class. **Excess silver can be kept, or turned into XP at a rate of 1 silver = 10 XP.**

GMs can decide to increase the skill cap and starting points by 50% if they wish for a more powerful party (useful if you wish for a more intense adventure)

## **Optional:**

### **Aged experience:**

For campaigns intended to be longer, players that have old characters, if the GM explicitly allows this optional rule, give older player characters double skills, a starting class level of 8, but tripled experience needed for level ups for skills and their class.

## **Distant Histories:**

Each player will have 2 Histories they share with 2 other player characters.

These can be made up and revealed mid campaign, or created at the start, to grant an extra skill.

Savalion Sharp was a mercenary animal hunter from a distant land, they met Steven Dalliard when Savalion learned the creature he was hunting happened to be captured by the bandits Dalliard are fighting.

They join forces and beat the bandits and kill the creature. Savalion gained Perception for his tracking abilities. Dalliard gained one more offensive skill.

NPCs, with GM approval, can also be sources of connections (especially for smaller parties, or solo parties).

# Overmap travel

24 July 2025 16:18

Each hex takes this amount of time to walk:

Roads: 1 hour

Plains or hills: 2 hours

Bog or forest: 4 hours

Mountains 8 hours

1 hex is 3 miles from the middle of one edge to the opposing edge.

Horizon is usually 3 miles away. Meaning standing in the middle of a hex, assuming an unobstructed view, will reveal parts of nearby hexes.

Being up high (Big towers or mountains) double view distance for lower hexes.

In-depth search takes the same amount of time as entering it. This can potentially (after a dice roll) reveal things like Dungeons, special shops, hidden encounters or other such things that could be missed by walking past or looking at it from afar.

Every 4 hours of travel will require an endurance check from party members. Difficulty Medium. Failure adds 1 fatigue.

If you have 4 fatigue, when you travel, you must pass a Mental or Endurance Medium roll. Success lets you travel more, failure means you travel 50% slower for the rest of the day unless carried, every other attempt after a success is the same but with a +1 to the difficulty.



# Downtime

24 July 2025 16:23

## Healing:

5 gold per major injury, 5 silver per minor injury

## Exterior camping:

Setting up a camp is dependant on your camp size.

1 camp size takes 1 person 1 hour to set up.

Camp size is increased by:

1 per 2 people in a party.

Camp upgrades.

A camp takes a minimum of 10 minutes to set up.

Once camp is set up, you can then rest and use camp upgrades.

Each hour of rest removes 1 fatigue.

Every 4 hours of rest removes 1 minor injury.

Every 8 hours of rest removes 1 major injury.

If you have interrupted rest (you do straining physical actions or are awake for more than 10 minutes after resting. Entering combat does not trigger this but doing lots of movement and attacks will), roll a endurance check. Difficulty is 1d4 for each minor injury you have and 3d4 for each major injury you have. If you succeed. Your progress to removing an injury is not reset. If you fail, minor injuries with 3 or more hours left are reset. Major injuries with 6 or more hours left are reset.

Optional: minor injuries need 8 hours. Major injuries need medical attention and 24 hours of rest.

## Urban camping:

Camping in an urban area will usually disallow the setting up of an exterior camp. However, urban areas will usually have existing facilities that fulfil these roles.

This includes areas to rest and eat which are classed as Extended rest (8 hours default)

## Free living:

Free.

You live on the streets. You may roll different skills like perception, survival and stealth to improve it.

If you do not improve it, you do not gain any food, water, and you only lose half of your fatigue or 3 (whichever is largest)

## Cheap Living

Average 3 copper.

This is the living of the poor here, you are given gruel, perhaps watery, perhaps thick with vegetables and honey. Regardless it fills you. The bed is of low quality materials or thatch.

And there is no place to store your items except on the floor.

Lose all fatigue.

## Standard Living

Average 3 silver.

This is getting middle-class living standards. You will be fed, given water or cheap wine, and a bed that is painfully average. Cleaning facilities are provided but the water is lukewarm and you must spend time to clean your gear (done as part of this rest). Some closets or cupboards exist for you to store items in.

As a result, lose all fatigue. Once today, you can make a social roll as an advantage.

## Costly Living

Average 3 gold.

This is getting the best accommodation possible at a place. You will be fully fed, given comfortable sleepwear, secure places to keep valuables and free bathing and cleaning of your gear. As a result, lose all fatigue. Add -1 to your fatigue for today (adding a buffer before fatigue affects you) and, once today, you can make any roll as an advantage. Injuries heal 50% faster.

## Travel

Average 2 silver per person.

This is to pay for a caravan to guide you to a nearby settlement. They traverse overmap hexes in half the time.

## Modifiers:

**Guards:** Increased cost, usually X3 or more, to receive bodyguard protection during the journey.

Half the cost to instead join a pre-existing caravan.

**Join caravan:** They may depart at later times, very soon and/or have other locations they must head to first. These caravans also usually have other members, including guards. You may be able to offer services (guarding, moving goods or doing a favour) to the caravan leader to get on even cheaper or instead to be paid to join them.

## Crafting:

Following crafting rules you can use spare time to craft, repair or upgrade items. Inside a settlement you may be able to pay for required materials.

## Training:

If you have training books, or a camp member who has more skill than you in something, you both with consent from both train. Gain the difference in skill levels X2 as XP per hour spent (if you are training with someone with 4 more levels in a skill, or with a book 4 levels higher, you gain 8xp per hour). Each hour spent training adds 1 fatigue and increases hunger.

If you have 4 fatigue, when you train, you must pass an Endurance (for physical skills) or Mental (for intelligence skills) Medium roll. Success lets you train, failure prevents any more training this day, every other attempt afterwards is the same but with a +1 to the difficulty.

## Guard/Scout/Forage.

Guarding can be done and lets you use perception to spot potential threats before they arrive. If you are successful at spotting a threat, everyone near you is awoken with no

penalty.

If you fail, those nearby who are sleeping remain asleep. They are awoken in panic and have disadvantage on all actions until the start of their next turn. Within each area of a camp, only 3 guards can attempt perception checks.

Scouts can attempt to spot targets before they arrive. If they succeed, they can attempt to alert guards or camp members (waking people up and allowing preemptive moving), set traps, ambush the enemy or attempt to draw them away. Stealth is likely needed for many of these.

Foragers are effectively scouts, but they have disadvantage at spotting enemies and use their foraging skill to try and provide food supplies and healing items to camps.

GM Rates the liveability of an area between 1 and 10. 10 is nearly impossible. 1 is extremely lush, fruit, veg and herbs nearly everywhere. Then roll difficulty as: Rating D4.

Then roll foraging skill is then rolled by foragers. Each time they surpass the difficulty they feed someone or heal a minor injury of someone.

*Magical beings may only benefit if there is magic in the area.*

# Difficulties of rolls

24 July 2025 23:38

Very Easy:

2d4

Easy:

4d4

Medium:

1d10+4d4

Troublesome:

1d10+6d4

Hard:

1d10+8d4

Very Hard:

1d10+10d4

Extreme:

1d20+12d4

Impossible:

1d20+14d4

The above matches similar to what player skills can reach. HOWEVER, some races, and some campaigns, allow players to go over the skill cap of 10. That is why the Difficulty+ system exists. If a character regularly needs to pass Difficulty+ variants, the usual difficulty rolls may be possible to pass without needing a roll. A Archangel or Greater Demon shouldn't need to roll to lockpick a door or avoid getting stung by nettles that Steve the Bandit Robber needs to.

To convert a difficulty to its + version, upgrade the dice

(1d4 > 1d6, 1d10 > 1d20, 1d20 > 1d20+1d10).

For example:

Hard:

1d10+8d4

Hard+:

1d20+8d6

Extreme:

1d20+12d4

Extreme+:

1d20+1d10+12d6

# Relations and Influence

25 July 2025 01:00

Faction scores range -10 - 10. At 0, you are unknown or neutral, At 3, you are tolerated. At 6, trusted. At 9, revered. Lower than 0 begins causing mistrust, below 3 becomes subtly hostile, below 6 is hostile. Below 10 is vilified.

## NPC relations work slightly differently:

They go from -10 (hated) to +10 (loved). But the max they can go is further increased by your social skill. By default, an NPC can go to +7. Every 2 social increases this max cap by +1.

Going over 10 means that even if you displease them, they may still love you if they are 10 or higher.

If an NPC likes you, they are more willing to do things for you, even things they may not normally have done.

*Note: Doing something huge for a NPC can increase their relations beyond the cap. Saved the Old Knights Daughter? You are now 9/8 relations. Saved a fair maiden from a Dragon? They now have an opinion of 11/10 of you. Being within the cap just makes it partly easier to get them to like you without needing to go the extra mile.*

The Social attribute can be rolled to try and get a read on how someone, or a group of people view you. Skilled targets may be extremely hard to decipher and may even give wrong results.

Determining how a nation views you can be very difficult if it is a larger nation. Speaking to its leaders may be the best bet or listening to see if the people have anything to say about you when they think you aren't around.

# Meta resources

26 July 2025 09:43

## Luck:

Every session you gain Luck Dice (d4) up to your cap (4 by default).

You can regain luck dice by critically failing any roll (once per roll, i.e being X3 critically attacked with one enemy attack will not restore to you 3 luck dice, just 1)

If you end a session at or above max luck dice. Gain +1 for your next session (up to twice your max)

You can spend these dice on any roll before or after they have been made as long as the GM has not explained the outcome.

# Injuries

26 July 2025 10:22

Injuries can be gained as a result of failed rolls, getting critically hit or being downed in combat.

(Optional) **Major injuries** either remove 1 attribute until removed, reduce an entire skill group by 1, or a certain skill by 3. This can be injured eyes, broken legs or arms...

Having two major injuries will need a 1d4 dice roll of the below table or the GM can choose what makes most sense:

## (Optional) Permanent Injury:

Requires medical equipment and rolls or strong magic to heal. Each permanent injury reduces max hp by 2 down to a minimum of 1 hp.

- 1 Broken leg. You can only move once per turn and it costs double stamina.
- 2 Broken arm. One of your arms can only carry items with a max weight of 10% of your brawn. (1 brawn = 0.5 weight normally)
- 3 Concussion brain injury. You gain 2 stun each round.
- 4 injured eye: gain partially blinded. Gain disadvantage on all visual perception checks and combat action rolls that may require sight (attacking, blocking, dodging...)

**Note:** gaining enough skill levels whilst partially blinded removes its penalty for rolls that are not 2 or higher ranged attacks.

For non-humanoid beings, the listed injuries should be interpreted symbolically. A 'broken arm' may mean a ghost's phantasmal limb weakens, or a dog's jaw is dislocated instead of a literal arm fracture.

## (Optional) Minor injuries.

Minor injuries reduces a skill by 1 until removed.

## When rolling to heal an injury, roll diagnosis.

Difficulty is:

1d20 +

1d4 per minor. Max of 6d4

2d4 per major. Max of 6d4

4d4 per permanent. Max of 10d4

1d4 per 2 hp missing. Max of 10d4

-3d4 per hour spent (down to 0d4). If you remove all 1d4s, 1d20 is turned to a 1d10.

Base time is 10 minutes.

If you fail the roll, you cannot do another roll until the next day and medical rolls made this day are disadvantaged against the target. On success, nothing. On each critical success, you gain +1 advantage. Each Critical failure adds +1 disadvantage.

Against magical beings, your medical rolls are capped by your arcane skill.

Then roll Simple to remove minor injuries or heal hp. This takes 1 hour.

Difficulty is  $1d20 + 2d4$  per each minor injury or 2hp you want to deal with at the same time.

Or roll complex to remove major injuries. This takes 4 hours.

Difficulty is  $1d20 + 3d4$  per major injury you want to deal with at the same time.

**Note:** If not using the Injury optional system, complex rolls can restore 4hp for  $3d4$  difficulty each.

Medical facilities grant bonuses. These can be found in urban areas are as Camp upgrades

# Camp upgrades and facilities

Saturday, 26 July 2025 12:03

Camp upgrades can be added to camps to improve their usefulness and to act as a collective way of improving the party.

They cost silver or construction materials to make and take weight to move (wagons and work animals have large carrying capacities).

Note that unless a party gets a lot of NPCs, most upgrades may not be needed. A party of 4 will probably not need Palisades unless they have a plan.

Upgrades can be given improvements to improve their functionality. Unless stated otherwise, an improvement can be taken once per upgrade.

## Sleeping Tents:

1 free per party member.

Allows resting.

## Improved sleeping tent:

+1 camp size.

20 silver worth of construction materials.

Upgrading this has the same cost and adds 1 member capacity.

Enhances resting for 1 member of the camp. Every 2 hours of rest will remove an extra fatigue.

NPCs will feel more comfortable (potential relation boost. Or relation fall if an NPC feels they should have this)

No improvement slots.

## Workshop:

+3 camp size.

60 silver worth of construction materials.

Each level afterwards costs 30 silver worth of materials, adds +1 camp size and adds 5 weight but allows 1 more worker and 1 improvement to be added.

Allows metal and wood related crafting and repairing by 1 person. 1 improvement slot by default.

Can be improved with:

**Mass Production Tools and Machinery** (see crafting rules).

Can have multiple.

Generic upgrades (see bottom)

## Healing tent:

+2 camp size.

40 silver worth of construction materials.

Each level afterwards costs 30 silver worth of materials, adds +1 camp size and adds 5 weight but allows 1 more worker, 2 more patients and 1 improvement to be added.

1 medical member and 2 patients can be here.

Grants the ability for healing related rolls to be rerolled. Patients resting here will passively heal injuries 50% faster.

Improvements:

Generic Upgrades (see bottom)

## More beds:

1 camp size. 10s materials.

Allows 3 more patients to rest here.

Can have multiple.

## Better tools:

1 camp size. 50s materials.

Gives advantage to all medical rolls made by one medical member.

Can have multiple.

## Camp Fortifications:

50% of camp size.

5 silver worth of construction materials per camp size of this.

Constructs a S2 basic wooden fence and gates around the camp (weak to fire. 15 durability and 1 armour each segment), good at warding off wild animals but does little against humanoids or large vicious creatures.

Whenever another camp upgrade is added, you may update the cost of this upgrade to also protect the new upgrade.

## Upgrade 1:



Doubled cost.

Wooden fence is upgraded to a short barricades around S3 tall. Weak to fire, 20 durability each segment, 3 armour. Further preventing creatures entering and meaning humans have to jump to climb over.

#### Upgrade 2:

X2 base cost (total of 150%)

Wooden barricades and gates are upgraded to basic S5 palisades. Weak to fire, 30 durability each segment, 5 armour.

Palisades are large and sturdy enough to halt most advances.

#### Upgrade 3:

X2 base cost (total of 200%)

Basic palisades are turned to S6 Advanced Palisades (Weak to fire, 40 durability, 6 armour) which have walkways on top of the m. On a walkway you are S5 high with medium cover. Stairs or ladders exist to get up there. S4 siege engines can be installed every other segment.

#### Upgrade 4:

X3 base cost (total of 300%)

Bottom half of palisades are bricks and boulders or fortified palisades. S8 in height. Weak to fire, 50 durability, 6 armour. If the bottom S4 half is attacked, it is now resistant to elemental attacks (including fire) and has +2 armour.

#### Upgrade 5: (final)

X5 base cost (total of 400%)

Wall is fully stone bricks and boulders and the gate is thick wood with a metal bracing.

S10, resistant to elemental attacks, 60 durability and 8 armour.

Fortifications have no improvement cap.

Improvements:

#### Towers:

A tower costs the size of the wall X2 construction materials. The wall has 50% more durability than the wall and is 50% taller.

Being on a tower grants advantage on perception checks if conditions are clear. S4 siege engines can be installed (such as scorpions).

At upgrade 4, up to S8 siege engines can be installed (so 1 S8 or 2 S4)

Can have multiple.

#### Citadel:

Requires level 6 wall.

Same as Tower except:

X4 construction cost of the wall.

100% more durability and size than the wall.

Up to S20 siege engines (trebuchet) can be installed.

Cannot have multiple.

#### Moat:

No material cost. Costs 50% of the walls base upgrade 0 camp size cost.

If a source is nearby, the moat can be filled with water.

A basic bridge exists at each gate (if the wall is upgrade 3, bridges are draw gates. A lever is at each gate that pulls the bridge up or down.

Moving through the moat slows enemies.

Name	Camp size	Build cost	Effect	Upgrade path



# Inventory

Tuesday, 29 July 2025 18:41

Players and NPCs have a **slot count of 5 + 1 every 2 Brawn**.

Items and gear use these slots. Some items may need more than 1 slot. Others can be stacked multiple times in one slot.

Items can only share a slot if both have the same size and stack limit.

Backpacks and bags add **Slow Slots**. Taking items out of or putting them in costs +1 stamina.

Belts and pouches add **Quick Slots**, the reverse of Heavy Slots.

**Over Stack slots exist, you start with 5. Using these slots gives you the over-encumbered penalty**

For carrying entities, or things that do not have an explicit slot usage mentioned, 1 size = 3 slot usage. So picking up a standard Human needs 6 slots.

You start with enough slots to equip 1 gear to each area. If using simple armour rules, this means you have Body + 2 Back + 3 Accessory slots.

If using complex, replace Body with Torso, Arms, Legs and Head + 2 Back + 3 Accessory slots. If using Divided, then you also have Hands, feet, upper arms, lower legs... + 2 Back + 3 Accessory slots.

If using layered, you receive under and over armour versions for Torso, Arms... (depending on the rule set used. If using simple, you will just have under body armour and over body armour as an example)

# Class

17 May 2025 22:45

In Realm of Deeds Classes can only be levelled to 3. After reaching level 3 you can spend your Level up to instead acquire Perks from any class that is Level 3 or a subclass you have unlocked.

The way you acquire perks or classes is via character Levels. Each time you Level up you gain a point. you choose your first class for free.

unlocking a second class costs 2 points.

(optional Rule) you can unlock a 3rd and 4th class for 2 and 3 points respectively.

(optional) upon reaching Level 10 in a single class, you can choose another subclass.

(optional) upon reaching Level 15 in a single class, you can choose another subclass (again).

(optional) upon reaching Level 20 in a single class, you can choose another subclass (again).

(Optional) you can choose any subclass. Mage Berserker? Why not. Warrior shaman? cool. A Warrior Outlaw? Nice.

## Class Level XP Needed

1 → 2	200 XP
2 → 3	300 XP
3 → 4	400 XP
4 → 5	500 XP

# Warrior

16 May 2025 13:51

## Warrior Class: combat expert all about using weapons and armour with good combat skills.

Subclasses include the knight, the Siege Engineer the Runeblade and the Berserker.

Level 1: Gain 600xp for combat skill points, to divide between combat Skills, Gain 1 Brawn and 1 Endurance.

Level 2: choose a subclass. Gain +1 attribute.

Level 3: you can now choose Perks from this class and chosen subclasses. (You can also choose a perk now)

### Perks:

Conservative strike: Scoring a hit with any weapon will regain any stamina used to make the attack. Only the first attack in a turn can do this. Can be done once per multi-attack you have.

Expert Fighter: Gain +1 Multi-attack. Gain Advantage on any initiative related rolls. Heavy armour no longer affects stamina.

Adrenaline Rush – Once per rest, roll a 1d4 (plus an additional 1d4 every 3 character levels). Gain the result as Stamina. This can go over your maximum Stamina, up to twice your Stamina.

Also removes a total of 5 of Stuns, Stamina Drain or Weakness.

Focus of attention: Any attacks made against objects or creatures other than you in the area you are conscious in become disadvantage. If that target object or entity is OVER twice your size, this no longer works.

Immortal: gain Boundless (your character Level). Resets after resting. Removes 50% of all negative status effects.

Skilled warrior: The max skill level of your combat skills is increased by how many warrior or warrior subclass perks you have. Reduces XP needed for all weapon skills by 100 (to a minimum of 50). This increases to 200xp if the weapon skill is level 6 or higher.

Experienced Rester – After resting, start with -1 Fatigue. This offers no benefit beyond giving a buffer before fatigue impacts your performance.

Deep Sleeper – Getting interrupted sleep no longer affects HP or Fatigue restoration. If you have Experienced Rester, your rest time is reduced from 8 hours to 5 hours.

Night Watch – Gain advantage on spotting entities while resting or guarding a location for more than 10 minutes. If paired with Deep Sleeper and Experienced Rester, you gain an additional advantage while resting (but not while guarding).

Veteran – Gain +3d6 on mental fear checks. If you have the Berserker class, increase this to 5d6 and become Enraged on success. This version of Enrage can be used once per day and has no Stamina cost.

In the Midst – While outnumbered in an area, gain +2 Stamina regeneration. If you have Immortal, the Boundless effect also recovers all Stamina.

Bloodied, Not Beaten – When below 50% HP, gain 2d3 Barriers (plus 1d3 every 4 class levels). You also make a free (no cost) attack against a target of your choice in range with your currently equipped weapon (even when it's not your turn).

Adaptable – When an enemy is about to attack you, you may change stance. This still has the stance change cost (1 stamina by default).

Feinter – You can spend 1 Stamina to make a combat Weapon Skill check against an enemy using their chosen weapon skill. If you succeed, they must make their attack against you with Disadvantage. If they miss, you may make an attack against them with Advantage. If paired with Adaptive, gain both the offensive and defensive stance bonuses while doing this.

Targeted aggression:

Repeated attacks made during your turn against a target gains +1 non-magic combat skill. Stacks infinitely. Resets at end of your turn.

## Tactician – A support class that uses a unique Leadership resource to apply buffs to allies and negatives to enemies.

First selected class bonus – Gain +1 Mental and +1 Social.

Class unlock bonus – Gain +1 Social and +2 to Tactics and Leadership. You gain 1 max Command resource per point in Social and Leadership skills combined. You regain 2 Command per turn. You start combat with half your total Command.

Unlocked abilities:

Focused Attack – Target a willing ally and an enemy within their range. The willing ally makes an advantaged attack against the enemy.

Inspiring Call – Spend Command and select an area. All allies in that area gain 1 Stamina per Command spent. If there are only 1 or 2 allies in the area, they gain 2 Stamina per Command instead.

Rally – Spend 1 Command to remove Fear from a target. You may spend an 3 Command to instead target yourself.

### Perks:

Free Advice – Spend 2 Command to grant a target your Tactics skill as a static bonus on their next roll. If you have the Warrior Veteran perk, the target also gains 1d6 (+1d6 per 5 character levels). Can be used multiple times on a target, but each time costs double command (2, 4, 6, 8...)

Frontline Expert – Select an area. Every turn, up to 3 (+1 per 3 Leadership stat) allies (including yourself) in the area gain 1 Barrier each, up to your Leadership stat. Costs 1 Command per turn, and 2 Stamina to activate.

Killing Field – Mark an area. Attacks against enemies in that area gain a 1d10 bonus. If you have 4 or more Leadership skill, this becomes a 1d20 bonus. Costs 1 Command per turn, and 2 Stamina to activate.

Tactical Reprieve – Once per day, target an ally in an area with no enemies. They lose 1 Fatigue and regain (Tactics skill divided by 2) Stamina (Stamina can go over cap to twice their normal stamina). They also gain an extra turn that starts when this is selected (they do not regain any stats until their actual next turn)

Quick March – Target allies in your own area and nearby areas. Their movement costs 2 less Stamina. Increases party world map movement speed by 10% if you have 1 Leadership per party member (1 leadership handles 10 minions), excluding yourself. If alone, you still gain the 10% speed.

Disarm Command – Target one enemy with a tier equal to your Tactician skill divided by 3. Make a Social (Intimidate) skill check versus their Mental stat. On success, they drop a weapon or item they are wielding.

Aura of Authority – If in an area you are trespassing. The first time someone tries to get you to leave an area, you may make a Social check plus 2d6 versus their Mental stat. On success, they become more passive. On a high success, they believe you are allowed to be there and will leave you alone.

## The Knight Subclass: Durable and skilled with specialised and varied perks.

Unlock bonus: Heavy Armour no longer reduces maximum stamina. If you have Expert Fighter, all armour and clothing provide +1 extra max stamina.

Unbreakable Shield: The damage needed to reduce the threshold of your equipped shields is increased by 2. Gain +2 Shield skill.

Heavy Weapon Expert: The first attack made with a heavy weapon in a turn will ignore the "Heavy" attribute. Successful attacks with heavy weapons, once per turn, will cause a Brawn contest with the target. On success, the enemy goes prone. On failure, you can attempt this again with another attack. Entities more than twice your size are immune. If they are 2 or more sizes larger, they gain advantage.

Duelist: Twice per rest, mark a target. Choose an effect: you gain advantage on defensive or offensive rolls against the target. You can mark a single target twice to gain both effects.

Charming Presence: When a creature of your choosing enters the same zone as you, they must pass a Social check or lose 1 Stamina. If they critically fail, they lose 2 Stamina and gain disadvantage on offensive rolls against you. Gain +1 Social.

Executioner:

Attacks against a foe with 2 or more permanent injuries gain advantage.

If you inflict a major wound, roll a 1d4, on a 4, you inflict 2 major wounds.

Dual Wielding Expert – You no longer receive any penalties for dual wielding. You can also swap an extra item for free each turn. When Bracing, choose one of any wielded weapon you are holding. Double its block until the start of your next turn.

Vanguard Knight – Once per day, you can grant yourself and an ally Rally. If you have the Warrior Veteran perk, both you and the ally also gain Advantage (but not the usual Rally Advantage roll). Additionally, gain +2 to all Defense rolls.

Stances – Gain a +2 bonus to the positive effects of your stance. Applies to Warrior class stances.

Courtly Presence – Gain +2 Social and +2 to Social skills while in clothing or armour that is at least Quality 1.

## The Siege Engineer Subclass: A heavy item, heavy armour, and ranged subclass.

Unlock Bonus: Replacing combat consumables or weapon-focused subclass equipment is 50% cheaper. This includes replacing your ammunition.

Quick Hands – Using an item costs 1 Stamina once per turn. Reloading weapons costs 1 less Stamina.

Strong Throw – Thrown items or weapons have +1 Range (Short becomes Medium, Medium becomes Long, Long becomes Very Long).

Bandoliers – Items weighing 1 or less no longer have any weight. This caps at 10 items.

Artillery Expert – Heavy ranged weapons gain +2 Range. If attacking a hidden target, roll Tactics as well. If either your Weapon Skill or your Tactics Skill succeeds, you hit. Tactic roll is not done at disadvantage and only works for targets at Long Range or farther.

War Ender – When combat starts, you may make a free ranged attack against any enemy in Medium or further range, regardless of Initiative. Reload for free after this attack.

Juggernaut – Gain +1 Armour versus ranged attacks. Gain +12 HP. You can roll Endurance + (Armour Value)d6 against enemy ranged attacks.

Blaster – Gain +1 Armour versus melee attacks. Your ranged attacks against enemies in melee no longer trigger Reactions. No longer suffer split penalties.

Siege Expert – Count as 3 crew when operating siege engines. If it needs fewer than 4 crew, gain Advantage on attacks made with it.

Siege Engineer – You count as 5 people for assembling siege engines. Once per rest, choose a siege engine; until you rest again, it weighs half as much.

Heft – The "Heavy" attribute on ranged weapons has no penalties. Deploying such a weapon grants you +2 Weapon Skill with that weapon while it is deployed.

Siege Crafter – Gain +2 to skill checks related to creating items, but not alchemical or medical items. Also gain access to explosive crafting if not already known.

**Runeblade – An enchanting-focused subclass that can apply temporary enchantments to their weapon or magic of choice from a list of enchantments they know. Highly versatile subclass. Can make 1 enchantment per turn; these last for 2 minutes.**

Mages, Warriors and Rogues can choose this subclass.

Unlock Bonus – Add +1 to Enchant Magnitude and Duration. You can also make one of your temporary enchantments permanent (either to a gear, or a spell you have).

Elemental Vizier – You can have 2 primary elemental enchantments active on a weapon at the same time. If you fully convert the weapon to multiple elements, divide the effects 50/50.

Pushed Enchanter – Each time you make a temporary enchantment, roll a Mental skill check vs a DC. On success, make another enchantment immediately, but the next two you make suffer -2d6 on rolls.

Elemental Swapper – Select an armour, weapon, or shield and move the enchantment from it to another piece of gear you use. Use your Mental vs the gear's Quality x2 DC (so a Quality 3 item would be DC 6). You can use your Enchant Magnitude and Duration instead of Mental for this check.

Assisting Enchanter – You can instead apply enchantments to gear or spells being casted you can see, whether it's friendly or enemy (if targeting a spell or gear of an enemy, begin a mental skill check vs them).

Mad Enchantments – You can make enchantments with double effects, but when using them, roll a 1d6. On a failure, the enchantment explodes. Roll an Agility check vs (Enchantment Magnitude x2)d6. The explosion deals (Enchantment Max x2) damage and AP.

**Berserker – A close-range combatant who can spend (or gain) Stamina to become enraged, with effects based on their armour type.**

If chosen as the first class, gain +1 Stamina and +2 HP.

Unlock Bonus – Gain "Enrage." Gain a Barrier equal to your character level x2. Gain +1 Multi-Attack when enraged. You gain:

- +2 Stamina if naked or wearing clothing.
- Normal stamina effect if wearing light armour or nearly naked.
- +25% stamina cost if wearing medium armour.
- +50% stamina cost if wearing heavy armour.

You may use Enrage a limited number of times per day. Resets after resting.

Armoured Juggernaut – Enraging while in heavy armour costs 2 less Stamina. Gain +1 Armour while enraged in heavy armour.

Unstoppable Brute – While enraged, gain advantage on any skill checks vs being slowed, movement impaired, or made prone. Sprinting also allows you to ignore attacks of opportunity.

Angry Lift – While enraged, double your carrying capacity.

Angry Throw – While enraged, gain +1 Range for thrown items or objects.

Dual Berserker – When dual wielding, landing an attack resets the stamina cost of your next attack with your other weapon while enraged.

Shield Ram – Gain advantage on attempts to knock targets prone with shield attacks.

Berserker's Charge – Gain advantage on attacks made after Sprinting. If enraged, replace the initial damage hit die (d10) with a d20. If already using a d20, roll 2d20 and take the higher.

Wounded Anger – Upon reaching half HP or lower, gain Barrier equal to your missing HP until the end of your next turn. If "Pain is Anger" is active, this also triggers Enrage (unless it has already been used).

Grudger – Gain Grudge Setter (your Level x2). You can hold up to 3 random triggers for Grudge.

Crusher – When using a heavy melee weapon, you can make an Area of Effect attack that hits all enemies in your area. This costs double stamina (max of 3). This ends your Enrage state.

Slammer – Same as Crusher, but with unarmed attacks.

Pain is Anger – Instead of spending Stamina, you can spend HP to trigger Enrage.

Unarmed Champion – When making unarmed attacks, you may spend double Stamina to perform an Area of Effect attack targeting up to 3 enemies in close proximity. Note: If your legs are free, you can make improvised attacks even if your hands are not free.

Angry Nerd – While enraged, you are no longer capped at casting only magnitude 2 spells (even with skill-boosting items like staves). Spells above magnitude 2 instead cost +2 Mana.

Undeterred:

When you enter rage, injuries no longer have negative effects until you stop being enraged.

If you gain injuries whilst enraged, you can spend 2 stamina to remove all injury negatives until you stop being enraged.

**Militant – A religious or oath-based warrior with (possibly) magic. When selecting this class, choose a god, pantheon, powerful oath, or other worthy object/person of worship.**

You add your Religion skill plus your Devotion level (a unique stat for religious characters, Seers, and Militants) to three magic types or skills the chosen entity represents. For example, a War God or Oath might bolster certain weapon skills. This bonus is divided by 2. The skill bonus does not become negative if Devotion becomes negative.

The Militant subclass can be selected by Warriors, Rogues and Mages.

First class bonus – Gain +2 Devotion and +1 Religion.

Devout Protection – Gain a Barrier equal to your Devotion, with 1 regeneration per turn.

Renegade's Vengeance – Add 1d4 to hit chance for each point of negative Devotion you have (caps at -5).

Renegade's Oath – Gain a Devotion bonus if it becomes negative.

Crusader – Gain a static Religion bonus to your rolls against beings that oppose your Devotion.

If you have Renegade's Vengeance, this instead works against those that align with your Devotion. For attack rolls, use the static bonus if it's greater than your rolled result.

Zealot – 1 point of positive Devotion counts as 2 for the purposes of bonuses.

Zealous Defiance – Gain Boundless (Devotion x3) once per day. If you have Zealot, this becomes Boundless (Devotion x4).

Penitent – Gain 1 Penitent Devotion each time you are downed, up to a maximum of 4. This is treated as "Penitent Devotion" and functions the same as regular Devotion, but each point reduces your maximum HP by 2. When you gain regular Devotion, it removes one point of Penitent Devotion instead.



# Mage

22 May 2025 12:57

**Mage – The Mage excels at the arcane and the art of spellcasting. Many of their effects stack, and some perks allow manipulation of things already possible through magic. In cases of overlap, they stack. Got a cold spell that slows a target down, but you also have a perk that makes all cold spells slow targets? That spell now double slows!**

Level 1 – Gain 500 XP to use on Mental, Mana, and Arcane Magic types.

Level 2 – You may select a Mage subclass. You also gain +1 Attribute.

Level 3 – You may begin investing level-ups into acquiring class and subclass perks.

Restful Gain – Regain 2 Mana during rest. May also trigger mid-combat under specific restful conditions.

~~Caster of the Deep – Gain bonuses to Necromancy, Cold, and Darkness. Cold Destruction spells increase Sprint Stamina costs by 1 for the target (not being used as perks got split to each spell school).~~

Cold Steps – Gain +1 to Cold. Movement effects from Cold-based spells are influenced by target resistances and the Stamina cost of the spell's magnitude.

Darkness Encroachment – Darkness created or manipulated by you gains increased resistance to Light-based magic and magical light sources.

Call of the Dead – Partial-sentient undead are typically 50% as skilled as the original creature when first created/summoned, gaining up to 75% after a few days. This perk reverses this, instead of starting at 50% and going up to 75% over a few days. They start at 100% and go down to 75% after a few days.

Call of the Grave – When summoning undead, they gain a temporary Barrier equal to ((your Class Level/2 + Summon Tier Level), rounded to the nearest whole number) for 30 minutes.

Spectral Weapons – When summoning allies, they can be given spectral weapons. These deal 50% less damage than normal weapons, but scale in quality based on the total skill you have in the spell group you used to summon them. Spectral weapon quality starts at -2, and improves by +1 for every 3 total spell skill points you have in the magic type that summoned them. Weapon tier is also based on the magnitude of the Summon spell (starting with Magnitude 1 spells at Tier 0). So a Mag 5 spell will allow summons to have T4 weapons like Halberds.

Spectral Armour – Same as Spectral Weapons, but for armour and shields. Spectral armour has -50% durability (minimum of 1)

If you have Spectral Weapons as well, penalties are halved:

Weapons: -25% damage instead of -50%

Armour/Shields: -25% durability instead of -50%.

*Note – Appearance of spectral gear is unique. Feel free to describe how it looks.*

Life's Breath – Life magic spells deal increased damage to undead, and Healing spells cause damage to living targets that are near death.

Nature's Grasp – Nature spells that roll a 5 or 6 on a Nature die (likely a d6 system) will also affect the natural environment around the caster based on spell magnitude. Examples include: grass or vines slowing enemies, tree branches swinging at enemies, and bushes growing thorns to hinder foes but parting to allow allies through.

Earthen Might – When you drop to 50% hp, gain a Barrier equal to your total Earth skill stat. Additionally, gain a Barrier equal to your spell's magnitude x2 when casting Earth spells. These Barriers last until the end of your next turn.

Hell's Friend – Gain advantage on Mental save checks versus demonic entities. Additionally, areas of demonic corruption will no longer be hostile to you by default.

Pyromancer – Gain resistance to Fire damage if you have 3 or more Fire Manipulation skill. Also gain +1 to your total Fire-based Destroy, Create, and Manipulate skills.

Beacon of Light – Gain +2 Mana and +1 Mana regeneration when facing demons. You can no longer be blinded by bright lights.

Great Enchanter – When enchanting, roll a d6. On a result of 6, increase the enchantment's magnitude by 1 for free.

Part Collector – Your personal limit of grafted parts is doubled.

Master of the Graft – Increases the graft limit of other entities by 25% or +1, whichever is higher.

*Normal graft limit is 2x the entity's size. Beyond the normal limit, the entity must roll a d20. On a result of 9 or lower, negative or bizarre effects may occur.*

**All That Glitters...** – When someone tries to determine if an item you transmuted is unnatural or fake, they roll with Disadvantage. This makes it easier to pass off transmuted goods as genuine.

**Drenched** – When fighting in water that is at least 25% your height or 5cm deep (whichever is greater), you gain a static bonus to all Water Magic rolls equal to your character level.

**Blood** – Against living creatures, you gain 10% of the blood damage you deal as HP. You can also absorb pools of blood to restore life (1 litre = 2 HP). You may absorb an amount of blood in litres equal to your size each turn.

**Air Caster** – Jump height and distance are doubled. You can also hover in the air for one turn. This can be done (Air Manipulate skill ÷ 3) + 1 times per day. You can also jump while mid-air.

**Metalist** – Metal armour no longer reduces Stamina, even if it is heavy. After 10 minutes of work, you may reduce the quality of metal gear to repair your own. The amount repaired is based on the tier of the gear. This can also be used to heal or repair metal objects or entities, such as buildings or golems.

**Illusionist** – Gain advantage on tricking people who are unaware that you use illusion magic. Also gain advantage on saving throws or checks to resist being tricked.

**Emotional Fuel** – Gain +1 Mana regeneration when your emotions are high, or you are near others with heightened emotions. This includes happiness, despair, rage, fear, and other extremes.

**Purist** – You may attempt to dispel a spell as a reaction by spending 2 Stamina (plus the usual spell cost) when you see someone begin casting a spell within your view.

**Spammer** – Magnitude 1 spells cost 1 less Mana, to a minimum of 0.

**Potential** – Same as the "Skilled Warrior" perk, but only affects one spell group per 4 class levels. You may select one group at class level 1, two at class level 7, three at class level 11, and so on.

**Latent Power Absorption** – If your spell is dispelled within the turn it was cast or while it is being cast, regain 50% of the Mana spent (rounded down).

## **Spellbinder Subclass – A subclass focused on bolstering spells you have learned.**

**Unlock Bonus** – Select half of your active spells to become Learned Spells. Learned Spells can be cast at +1 magnitude for no additional cost.

**1st Subclass Bonus** – Gain +1 Mental and +2 active spell slots.

**Overpower** – Once per day, you may cast a Learned Spell at magnitude +2 instead of the usual +1 bonus.

**Repeated Casts** – When casting a Learned Spell, you may choose to reduce its magnitude by 1 (or by 2 if the spell is magnitude 5 or higher). Doing this allows you to cast another spell immediately afterward, as long as the new spell is of the same or lower magnitude as the one you just cast.

**Mana Reserves** – Your Mana Fatigue threshold increases from 8 to 10.

## **Warmage - a close combat-specialist mage.**

**Unlock Bonus** – You no longer gain Disadvantage on magical ranged attacks against targets in the same area as you. Every 3 class levels, you may choose a Warrior perk instead of a Mage perk (if you skip it, you may select it at a later time). You also gain 250 XP to spend on combat skills.

**Armoured Caster** – You no longer lose Stamina, Mana Regen or Mana as a Mage or Metalist due to armour type. If you have both Mage and Metalist, instead gain +1 Mana and +1 Stamina maximum.

**Shielded Magician** – Equipped shields gain resistance to magic and all elements except physical. If a shield already has magic or elemental resistance, it becomes full immune to that type.

Shield Caster – Shields count as open hands for the sake of casting.

Weapon Caster – Weapons count as open hands for the sake of casting.

If you also have Shield Caster, gain +20% damage of the last magic type you cast (if you cast a fire spell, your weapon gains fire damage until your next spell cast). Shields gain resistance to the last magic type they blocked (if a shield blocks a Necromancer bolt, it gains resistance vs Death damage after the block).

Multi-Strike Caster – After casting a spell, gain +1 Multi-Attack that can only be used for unarmed or melee attacks.

Magic Absorption – When you are hit by a magical attack, gain 1 Mana for every 3 damage it deals (caps at 5 Mana gained per attack).

Danger Close – Gain x2 Advantage on avoiding damage from your own spells. This includes your own spells that are deflected or redirected back at you.

Mana Inflection – You can convert 2 Mana into 1 Stamina, and 2 Stamina into 1 Mana.

Stamina Interdiction – When Mana Fatigue is triggered, you may choose to reduce your maximum Stamina instead of your maximum Mana.

## Shaman – A subclass that uses spirits, avatars, or aspects to empower spell groups. Warrior, Mage and Rogue can choose this.

These spirits can be physically summoned to aid, but they tend to be marginally weaker than other similar tiered entities. You can give it your own skill XP as it cannot gain skill XP on its own.

Unlock Bonus – Choose a spell group and you will gain spirit companion related to it. While the spirit is summoned, you gain your class level/2 as a bonus to all spells within that group. The spirit is treated as a Wraith-type entity, but it gains resistance and bonus healing from effects within its chosen spell group.

The spirit respawns after a rest or can be revived with a magnitude 3 spell. Spirits always are at maximum loyalty and can never willingly disobey or betray you.

Choose a form for the spirit. This form can only be changed via certain perks.

Except for stats, you decide how the spirit looks or behaves. The spirit may cast or support magic, depending on its form.

Available Forms:

Beast – Takes the form of a small or medium beast. Gains increased speed. Gains moderate combat stats. Can be mounted.

Monster – Takes the form of a large humanoid monster. Gains increased combat stats and durability. Can be mounted. However, it is slow, so keep that in mind.

Humanoid – Takes the form of a humanoid figure. Can speak fluently in any languages you know and interact socially. Gains bonuses to social actions and charm.

Spirit – Takes the form of a floating or hovering orb. Gains increased magic ability and 360-degree perception. Can passively create light if needed.

Spirits can learn all skills. Magic skills that are not part of the spirit's chosen spell group cost double XP.

A spirit can be summoned for 3 Mana. It can be freely unsummoned at any time. Spirits do not expire or time out.

A spirit can be given gear, provided that gear has been "Spirited." You can create Spirited gear through a basic ritual that takes 10 minutes. Spirited gear can be unspirited the same way as long as you were the one to spirit it (if another person did it, you must do a skill check vs their skill even if they are long dead to affect the status).

When a spirit is summoned, it will appear wearing or holding any Spirited gear it was last equipped with. This gear retains the durability and quality it had when it was last Spirited.

When a spirit is summoned, your **maximum Mana** is reduced by **50%**.

To level up a spirit's skill, **you must give it your XP**.

If you are downed, your spirit summon will begin losing 1 health each turn (every 3 turns, health lost each turn increases by 1). Upon reaching 0hp, they unsummon themselves.

This same effect happens if you are asleep.

**Perks:**

**Spiritual Strength** – Your spirit's Tier increases by 1 for every 3 class levels you have.

**Hidden Spirits** – Spirits gain +3 to Stealth. While near you, your spirit becomes invisible to all except powerful magical beings or other Shamans of a similar level. Invisibility is cancelled for 10 minutes if the spirit leaves your area or makes an attack or major action.

**Spiritual Forms** – Once per week, you may change the form of your spirit.

At class level 6, this becomes once per day.

At class level 12, this becomes once per hour.

**Spiritual Morphing** – You may change your spirit's form once per turn. Doing so reduces the spirit's max HP by 50%.

If you have *Spiritual Forms*, the HP reduction is only 25%.

At class level 10, this ability no longer reduces HP at all.

**Strong Bonds** –

- When *you* are downed, all of your spirits regain 50% of their max HP.
- When a *spirit* is downed, you gain 50% of its max HP as Barrier.

Each of these effects can trigger once per day.

**Spirit Army** – Gain +1 total spirit capacity for every 5 class levels.

Each additional spirit (summoned or not) reduces the *tier* of all your spirits by 1 (to a minimum of Tier 1).

Extra spirits use simplified minion stat sheets.

**Spirit Protection** – When you would take fatal damage, one of your summoned spirits may choose to sacrifice itself to protect you.

The spirit is downed, and you gain its current HP as a Barrier for 10 minutes.

**Lord of Spirits** – Your spirits gain +50% maximum HP.

However, any damage you take is also applied to all of your spirits at 2× the amount.

(For example, if you take 3 damage, all spirits take 6 damage each.)

**Spirit Empowerment** – While you have a spirit summoned, double the magic type bonus that spirit provides to you.

However, the Mana cost of all spells *not* from your spirit's associated magic type is increased by 1 or 25% (whichever is greater).

**Spirit Transformation** – For 2 Mana and 2 Stamina, and as long as your main spirit is *not* currently summoned, you may take on its form.

While transformed, use the highest attributes and skills between you and your spirit (e.g., if it has higher Brawn and you have higher Stealth, you use its Brawn and your own Stealth).

If this form is downed, you return to normal and gain 2 Fatigue.

**Upsized Spirit** – During battle, your main spirit increases its size by 1.

At class level 8, this becomes +2 size categories.

**Guardian Watcher** – Your spirits no longer degrade when you are sleeping or resting.

However, any rolls they make during your rest period are made with Disadvantage.

**Standing Spirits** – When you are downed, any HP previously lost by your spirits to Wraith Degeneration is regained as Barrier for 10 minutes.

Note: Wraith Degeneration damage ignores Barrier. This perk ensures your spirits have comparable staying power during combat, but they will still eventually fall to Wraith degeneration.

# General Subclasses

17 May 2025 23:52

## Alchemist

Bomb Crafter - Craft throwable bombs with area damage. Types: Fire, Smoke, Acid. If you are a Siege Engineer with Siege Crafter, bombs gain +1 to their AOE stat.

Potion Expert - Your healing/buff potions become more potent or last 1 round longer.

Efficient Brewing - Craft time for alchemy halved; ingredients needed reduced.

## Blacksmith

Heat Forged - Weapons you craft gain +1 Durability, armour gains threshold.

Battle Smith - May repair weapons, gear or armour mid-combat for 3 Stamina. This requires a related skill check, every 10 rolled restores 1 durability. Cannot increase quality.

Master Templates - Can craft one tier higher than normal without quality loss. Doing so increases its cost in material by 100%.

## Hunter

Marked Quarry - Gain +1d4 to attack and tracking rolls vs a chosen enemy type. Marking a target costs 1 stamina. If you are a Tactician or Ranger, allies also benefit from this.

Efficient Tracker - Travel 15% faster when pursuing or stalking prey. If a Ranger, double the benefit.

Skinner's Art - Gain extra resources when butchering animals. If a Shaman and the animal is at least size 2, also regain 2 Mana that can go over your max. This mana lasts 1 hour (can gain a max of 4 mana this way).

## Forager

Keen Eye - When foraging, no longer gain disadvantage on perception, and gain advantage on your first forage.

Wilderness Provider - Foraged food counts as rations, instead of lasting a day, they last a week without need of drying or cooking.

Bark & Root Remedies - Can craft basic medical brews without alchemy gear or materials, just a lush environment is needed. Allows making healing potions in Rank 3, 2 and rank 1 environments on every third successful forage roll.

## Scholar

Linguist - Learn new languages at 50% XP cost. Gain +2 to all decoding rolls. Gain +2 to deception rolls when mimicking another person's voice.

Lorekeeper - +2 Knowledge, and may ask the GM one "setting truth" per rest (this is a piece of factual lore, player can be specific if the GM agrees).

Field Researcher - Gain +1d6 (+1 every 3 character levels) to identify unknown creatures, items, or corruption.

## Orator

Commanding Presence - +2 to Social (and Social skills) when in front of a crowd.

Greater Aid - When using the Aid action, target receives advantage and 50% of the skill difference.

Words of Flame - Once per rest, give allies in hearing range +1 Stamina or +2 Barrier with a speech. Effects are increased by +1 or +2 respectively per 4 character levels. These bonuses last 10 minutes.

## **Charming Personality:**

Diplomat: +2 to Faction relation cap.

Charming smile: +2 to NPC relation cap.

Disarming warmth: When not acting in a hostile manner, hostile NPCs/Factions will treat you as if you were two relations higher (caps at 0)

## **Lucky:**

In bed with Luck: your max luck dice capacity is increased by +2.

It's just skill: Luck dice are replaced with d6s, max luck reduced by 1.

Push your luck: after rolling luck, you can reroll the luck dice and double the result. If you still fail, the luck result is set bsck to its number before being doubled, and is taken away from your main roll making it worse.

Example:

You rolled 20 and rolled 3 luck dice and got 4.

You Push your Luck. You reroll the 3d4 (or 3d6). Let us say you rolled 7. You double the result for a total of 14.

If you still fail with 20+14, you instead do 20-7 (the rerolled luck dice without being doubled)

# Rogue

22 May 2025 14:06

Rogue – A class that revolves around sneaking, using status debuffs, infiltration, and being tricky.

**Unlock Bonus** – Gain +2 to Sneaking, +1 to Social, and +1 to Endurance.

Once per day, an Attack made while in Stealth against a target that cannot see you deals +1 Critical damage.

If the attack is already a Critical (e.g. beating an enemy's Passive Block or Threshold by a large margin), increase its Critical tier by 1.

For example, if an enemy's Block is 10 and you roll a 30 (normally X1 normal and x2 Critical), it becomes x3 Critical instead.

**1st Class Bonus** – XP required to level up Sneak and Deceive is halved.

Status effects can be applied through armour.

Knight Killer:

If 1st class: once per day, you can double status effects you have directly created since the end of your last turn.

If not 1st class: Status effects can be applied through armour with a disadvantage to your attack roll.

Tricky fighter:

If using complex armour rules, once per day per 3 class levels, you can shift a targetted or wild attack that hits you to an area nearby (arm > torso), (hand > lower arm)

# How to create a creature

18 May 2025 15:11

## Average Tier 1 Entity Stats

- **Tier:** 1
- **Size:** 2
- **Weight:** 3–5
- **Race:**
- **HP:** 3–5
- **Stamina:** 2–4
- **Barrier:** 0–2
- **Mana:** 0–3
- **Combat Skills:** 0–2
- **Other Skills:** 0–2
- **Stealth & Perception:** 0–2
- **Armour:** 0–2 | **Durability:** 0–3 | **Quality:** –3 to –1
- **Shield Armour:** 0–2 | **Durability:** 0–3 | **Passive Block:** 0–13 | **Quality:** –3 to –1
- **Weapon Damage:** 1–3 | **AP:** 0–2 | **Passive Block (weapon):** 1–7
- **Magic Theme (Total):** 0–1 | **Other Themes:** 0–1
- **Attributes (Brawn, Endurance, Mental, Social):** 1–3 total
- **Item Value:** ~2 silver in extra items
- **Tactics:** Basic
- **Specials:** Basic or none

## Increased Size

Size does not affect Tier. You could have a Size 30 creature that remains Tier 1 if its other stats fall within Tier 1 limits.

For example, a Size 30 lesser golem could devastate smaller foes with sheer mass and reach, but would likely be defeated by 15 well-coordinated Tier 2 entities of Size 2 due to superior skills, tactics, and gear.

For mechanical effects of Size, see: *Stats and Their Meaning* → *Size Benefits*.

## Up-Tiering Guidelines

When increasing an entity's Tier, adjust the above stat ranges using the modifiers below. If increasing by multiple tiers, multiply accordingly.

(Note: +1/+1 means both the minimum and maximum value can be raised by 1.)

- **HP:** +1 / +1
- **Stamina:** +1 / +1
- **Barrier:** +0 / +1
- **Mana:** +0 / +1
- **Combat Skills:** +1 / +1
- **Other Skills:** +0 / +1
- **Stealth & Perception:** +1 / +1
- **Armour / Shields:**
  - **Armour:** +1 / +1
  - **Durability:** +1 / +1
  - **Quality:** +0 / +1
  - **Shield Passive Block:** +5 / +5
  - **Weapon Damage:** +1 / +1
  - **Weapon AP:** +0 / +1
  - **Weapon Passive Block:** +3 / +3
  - **Magic Theme (Total & Individual):** +0 / +1



- **Other Magic Themes:** +0 / +1
- **Attributes:** +0 / +1 (weighted toward higher values)
- **Item Value:** +2 silver per tier
- **Tactics & Specials:** May become slightly more complex

## Extra Notes

These are **guidelines**, not hard limits.

An entity may have stats outside the listed ranges (e.g., low HP) if compensated by advantages elsewhere (e.g., stealth, magic, regeneration, etc.).

Race bonuses should be applied as well.

For weapon damage, if a weapon exceeds 10 damage, divide its damage into blocks. I.e, if a weapon does 33 damage, it should be divided into 10, 10, 10, 3. This allows armour DR to still have an effect.

# Culture Advantages

06 August 2025

12:35

Optional Rule:

Nations/Culture groups have unique properties for their troops and equipment. Some are stronger than others. This is a way of tying mechanics and lore together. You can create your own or use the below.

## Risen:

### Roar of the Wilds:

**Requirement:**

Be a Risen.

**Description:**

Once per day, add your brawn to the next roll you make (if you have 6 brawn, add +6 to your next roll).

### Roar of the Warlords:

**Requirement:**

Be a Risen and have the blood of a Warlord in your veins (within 3 generations).

Have not spent any stamina since the start of your current turn.

**Description:**

Once per day, create a barbaric roar, and slam your weapon/hands into the ground. Roll Brawn check with advantage. Nearby entities (friend or foe) within the current area must pass their own Brawn check against this or be made prone (entities are only immune if they are X5 your size). At Brawn 6 and above, range is increased to affect adjacent and areas as well (no diagonals). Those that fail this roll take half your brawn (rounded down) as damage.

## Forlorn:

### Blessing of the Heavens:

**Requirement:**

Be a Forlornian.

**Description:**

Once per day, add your religious skill to the next roll you make (if you have 6 religion, add +6 to your next roll).

### Knights of the High Table:

**Requirement:**

Be a Risen and have the be a knight of the high table.

**Description:**

Upon reaching 50% HP once per day, regain all your HP, then continue applying damage, then bless all allied and own weapons within the current area, they deal extra Holy damage equal to half your religion score, range is increased to adjacent (including diagonal) areas if you have 5 religion or more. This ends at the end of your next turn.

## Aquitine:

### Perfect Eloquence:

**Requirement:**

Be a Aquitinian.

**Description:**

Once per day, add your social skill to the next roll you make (if you have 6 social, add +6 to your next roll).

### **Knights of the High Table:**

#### **Requirement:**

Be a Risen and have the be a knight of the high table.

#### **Description:**

Upon reaching 50% HP once per day, regain all your HP, then continue applying damage, then bless all allied and own weapons within the current area, they deal extra Holy damage equal to half your religion score, range is increased to adjacent (including diagonal) areas if you have 5 religion or more. This ends at the end of your next turn.

Example adventures:

Band of Nightingales:

You are a group of people who have volunteered to join an effort by the local Baron as a dark plague has stricken the lands nearby.

Players make their own characters.

Each player has Nightingale trait.

Each player gains 6 skill points to divide between medical skills and arcane.

Players each start with basic horses.

Party has 2 work horses pulling 1 large wagon with 60s construction materials.

# Combat idea

06 August 2025 21:04

Guard value - extra pool pf HP you regain by using stamina + defense rolls. Replaces blocking rolls

Armour gives static HP each turn.

Question: what are attack rolls rolled against?

Switch to a roll damage system? How does combat skill influence it?

Weapon Damage dice x your skill? (Or some weapons give static bonuses X skill?)

Weapon guard dice x your skill?

What does AP and armour stat do?

Armour stat: static pool of hp.

AP: if targets armour HP is less than AP, go to normal HP?