

RPG Below

Guilherme Below

august 2023







# Contents

<b>1</b>	<b>Introduction</b>	<b>5</b>
<b>2</b>	<b>Character model</b>	<b>7</b>
2.1	Basic Character Values . . . . .	7
2.2	Attributes . . . . .	7
2.3	Size . . . . .	8
2.4	Personality and characterization . . . . .	9
2.4.1	Personality Traits . . . . .	9
2.4.2	Sexuality and seduction. . . . .	9
2.5	Races and age . . . . .	9
2.5.1	Races . . . . .	9
2.5.2	Aging . . . . .	10
2.6	Proficiencies, abilities and progression . . . . .	10
2.7	Character creation . . . . .	11
<b>3</b>	<b>Combat and Exploration</b>	<b>13</b>
3.1	Turns and actions . . . . .	13
3.2	Damage . . . . .	13
3.3	How skills Work . . . . .	13
3.4	Movement . . . . .	14
3.5	Basic Skills . . . . .	14
3.5.1	Combat . . . . .	14
3.5.2	Subterfuge . . . . .	15
3.5.3	Athletics . . . . .	16
3.5.4	Intellectual . . . . .	17
3.6	Combat mechanics . . . . .	17
3.6.1	Attack Types . . . . .	17
3.6.2	Special combat actions: . . . . .	18
3.6.3	Combat Positioning . . . . .	18
3.6.4	Concentration and Spell casting . . . . .	19
3.6.5	Status Effects . . . . .	19
3.7	Localized Damage and wounds . . . . .	19
3.7.1	Why having wounds and localized damage? . . . . .	19
3.7.2	Wounds Mechanics . . . . .	19
3.7.3	Healing wounds . . . . .	20
3.7.4	Playing without localized damage . . . . .	20
3.8	Survival . . . . .	20
3.8.1	Why add a survival system? . . . . .	20
3.8.2	Basics . . . . .	20
3.8.3	Hunger and thirst . . . . .	21
3.8.4	Exhaustion, Fatigue and Rest . . . . .	21
3.8.5	Marching and traveling . . . . .	21
3.8.6	Exposure . . . . .	22
3.8.7	Food, water and shelter . . . . .	22
3.8.8	Events and Encounters . . . . .	22
3.8.9	Simplified Survival . . . . .	23
3.9	Social . . . . .	23



3.10	Mental health . . . . .	24
<b>4</b>	<b>Wealth and Gear</b>	<b>25</b>
4.1	Weapons and shields . . . . .	25
4.2	Armor . . . . .	27
4.3	Containers and encumbrance . . . . .	27
4.4	Wealth and money . . . . .	27
4.4.1	How much things cost? . . . . .	27
<b>5</b>	<b>Abilities</b>	<b>29</b>
5.1	Athletics . . . . .	29
5.2	Melee Fighting . . . . .	29
5.3	Marksman . . . . .	31
5.4	Cunning . . . . .	32
5.5	Education . . . . .	33
5.6	Charisma . . . . .	33
5.7	Transcendence . . . . .	34
5.8	Biomancy . . . . .	35
5.9	Alchemy . . . . .	35
5.9.1	Fire . . . . .	35
5.9.2	Frost . . . . .	36
5.9.3	Electric . . . . .	36
5.9.4	Telekinetic . . . . .	37
5.9.5	Light . . . . .	37
5.10	Animancy . . . . .	37
<b>6</b>	<b>Spells</b>	<b>41</b>
6.1	Spells Basics . . . . .	41
6.1.1	Grimoire and learning spells . . . . .	41
6.1.2	Spell Enhancements . . . . .	41
6.2	Types of magic . . . . .	42
6.2.1	Alchemy . . . . .	42
6.2.2	Biomancy . . . . .	44
6.2.3	Animancy . . . . .	46



# Chapter 1

## Introduction

This book explains the most essential system rules for this game. It concerns itself mostly with combat rules. The idea to create this came from the desire to build a system that favors strategic, but quick and brutal combat. This is for players that like building optimized and customized characters and pitting them against formidable enemies.

The intention with this book is to explain the rules concisely, not how to run the game or role play. This assumes that the reader has a basic understanding of how table top RPGs work. The game is supposed to be played mainly on a grid, where the position of characters can be well defined and remembered. Basic concepts like what is a GM, PC, NPC, d20, d10, d6 are considered to be known.

Still not sure if this system is for you? This chapter summarizes some of the design principles selected to produce the rule set, the type of setting it was designed to be played on and the feeling it is supposed give to the adventure.

### Fantasy Setting

Spells, combat maneuvers, stat blocks, skills and all the other features were planned to have a somewhat realistic feel to them. If a giant with an huge axe hits a player, that should hurt like a car crash. If the player evades it, there is no damage done. But if they try to block it, they will mitigate the damage but not prevent it completely. Even with spells, the magical things that are possible are constrained by some rules, like conservation of mass and energy. Questions like "Where does my conjured horse come from and why does it disappear after the spell duration?" are explained by the fact that the horse was made up of energy, so it lasts as long as the energy does. Corporeal things cannot be brought to existence, but they can be assembled from materials on earth and then animated with magic. This attention to verisimilitude is meant to provoke players into asking how things are possible and take advantage of that while role playing. Thoughts like "If this is possible this way, then that should also be possible in the same way" are encouraged and when they happen, they should open new possibilities.

### Action economy and strategy

The action economy, powered by action points, is engineered to make things feel like they fit in the time frame of combat. Each combat turn is meant to be imagined as having 6 seconds. The amount of things that characters can do in this time frame should be consistent, both in terms of game balance and in verisimilitude. Everything that is done by the character, including reacting and defending, have a certain cost in terms of action points. Focusing all the energy on offense will leave a character vulnerable, but maybe a more defense

focused character can protect the glass cannon while it does its magic. Maybe an opponent tried to make the most out of an opportunity and was left vulnerable, this might be the time to focus attention on that one. This kind of strategic thinking is planned to be a decisive factor in fights.

### Customized Character Building

Abilities in this system are class based, but it is not necessary to commit to a single class because although abilities have class level requirements, they can be picked from the bucket at level up. Most abilities in the system can be taken at the very first levels of any class. In fact, although characters have a maximum level set at 20, each class has their apex abilities by level 10 and 11, meaning that it is possible to have all the best qualities of one class and still mix it up with others to a high level. This way it is possible to make a ranger out of a multi class of fighter and druid. Maybe add a few rogue abilities to get sneaky, deadly attacks. But what if someone wants to make a raging wizard? Just add an ability to unlock casting spells while raging! Building a character should be as fun and creative as possible.

### Randomness

Randomness in RPGs can be an important element, but too much randomness will make a carefully crafted character or a mighty dragon perform too well or not well enough. This unpredictability is important to keep things exciting, but in excess it can take away the connection between the imagined characters and their actions in game. Say the distance of a jump is determined by how high the total jump score is. If an Olympic long jumper has +10 to the jump score and a regular



person has 0, rolling a d20 to add to this score would be too much randomness because the regular person will outperform the athlete on a regular basis. Of course it is also possible that the Olympic long jumper had a cramp or stepped on a banana, but this should be a very special exception not to break the feeling intended for the character.

## Complexity

The system is quite complex, but not out of the ordinary for the genre. Chapter 2 has the rules for creating

a character and explanations of the features available and level up mechanics. Chapter 3 has all the core rules to play a combat, including damage and healing, vision and cover, positive and negative effects, the types of movement: basic, dash, careful, crawl, fall and stand up. Attacking actions: Basic Attack, Powerful Attack, Opportunity Attack, Grapple, Overrun, Push and pull, Blocking, Evading, Take Down, Follow and Defend.

Although it seems like a lot, many actions follow the same mechanical patterns. All actions cost either action points or nothing, no exceptions.



# Chapter 2

## Character model

### 2.1 Basic Character Values

There are values that represent the character's abilities and physical status as well as mental status. The three most important resources are **Hit Points and Action Points**.

**Hit Points (HP) and resistance** define how much damage something can take before it loses its function. In case of a character, that is the ability to stay conscious. A character's HP is equal to  $4 \times \text{STR} + 4 \times \text{END}$ . When HP reaches 0, the character becomes unconscious. If it reaches a value equal to negative half of the maximum, the character dies. Resistance defines how much damage a body part can take from one instance to be damaged. Its value equals to STR.

**Spirit Points (SP):** are measure of the spiritual energy. The character's SP is determined by  $4 \times \text{POW}$ . When it reaches 0, the character is unable to cast spells and it is vulnerable to domination. If it reaches a value equal to negative half of the maximum, the character dies.

**Stamina (STA) and Action Points (AP):** Stamina and AP are resources used to perform actions in combat. Stamina represents the character's breath and AP represents time or how many things a character can do in a given amount of time. Stamina is equal to  $\text{AGI} + \text{END}$ , AP is equal to AGI and AP regeneration is equal to  $\text{END}/2$ . If stamina reaches a value equal to negative half of the maximum, the character dies.

**Attributes** represent the character's general capabilities, such as physical strength or intelligence. A regular healthy human is considered to have attributes at around 10.

**Skills** are things that a character can do and become better at. Character proficiency in each skill is determined primarily by their attribute modifiers, but also very importantly by their abilities. Skills can be basic or professional. Basic skills can be attempted by anyone, without any drawbacks from lack of training. Professional ones require some special knowledge to leverage the character's natural talents and they have a different progression method.

**Abilities** are what really sets characters apart. The list can be found in the abilities chapter. Abilities can

give a character new ways of using skills, some can give entirely new moves, some improve character attributes or give them skill bonuses.

### 2.2 Attributes

Attributes refer to general characteristics of a character, such as strength and intelligence. Average Attribute scores are 10 for humanoid races.

Attributes are separated between physical and mental. Strength, Agility and Endurance are the physical ones. Perception, Power and Intelligence are the mental ones. They can be referenced by their abbreviation (STR, AGI, END, INT, PER, POW)

**Strength(STR)** represents the character's physical strength and bulk. Strength is used to determine attack damage bonuses, grappling, brawn and HP. Characters with high strength have a wide frame and bulky build. Each point in STR will give +2 HP and +1 resistance.

**Agility(AGI)** represents the physical speed and agility of movement. Agility gives bonuses to reflex, prestidigitation, stealth and all of the athletic skills. It also increases max AP and stamina by 1 1 per AGI.

**Endurance(END)** represents physical health and vigor. Each END gives and +2 max HP, +2 HP regeneration and +1 Stamina. Endurance also contributes to the health skill, and every 2 points in END will give 1 AP regeneration.

**Intelligence(INT):** the capacity to learn new things, memorize facts, make logical deductions and understand concepts. Also helps with social interactions and spell casting.

**Power(POW):** The spiritual strength of a character. It represents the amount of natural magical energy of a character, increasing spirit points available by 4 per POW. It also helps with resisting magical effects and making spells more powerful.

**Perception(PER):** the perceptiveness and awareness of self and the surroundings. It represents how attentive the character is, not the quality of the



sensors. Improves the ability to detect things, helps prevent being caught by surprise, stay stealthy, balance better and make more precise movements.

## 2.3 Size

Size is characteristic that defines how much space a creature occupies in the grid and modifies the physical qualities of characters, weapons and armor.

For the purpose of interpretation, consider that a creature's weight increases 10x every 2 categories or 3x for every category. A human is a size 3 creature and weighs around 50kg. Therefore, a size 1 creature would be a cat with 5kg and a horse would be a size 5 creature since it weighs around 500kg.

A human shaped normal creature takes up 1 square or hexagon. This can be scaled for every 20 points in size. At which point a square grid character will up its square dimensions by 1 and a hex grid will take up 3 spaces (placing the token in the middle of 3), then 7, then 19 (with the token in the central hexagon and expanding outward 1 hex).

**Damage mod:** multiplies a character's HP, resistance, weapon damage and armor DR.

**Fighting mod:** is a modifier added to deflection, accuracy and reflex.

**Skill mod:** is a modifier added to health, brawn and grapple and subtracted from Prestidigitation and stealth.

**Movement mod:** multiplies the standard movement values.

Size Category	1	2	3	4	5	6	7	8
Damage mod	0.5	0.75	1	1.5	2	3	4	6
Fighting mod	+6	+3	0	-3	-6	-9	-12	-15
Skill mod	-10	-5	0	+5	+10	+15	+20	+25
Movement mod	0.5	0.5	1	1	2	2	3	3



## 2.4 Personality and characterization

### 2.4.1 Personality Traits

A character has three personality traits that define them. These will work as a guideline for role playing, but also provide some mechanical advantages and disadvantages. A character starts with one negative and one positive trait.

Pick three traits out of:

**Nice:** -5 wit when getting seduced, +5 when seducing.

**Unpleasant:** +5 wit when getting seduced, -5 when seducing.

**Agreeable:** -5 wit when getting convinced, +5 when convincing.

**Disagreeable:** +5 wit when getting convinced, -5 when convincing.

**Rational:** Ignores relationship when getting convinced.

**Irrational:** Ignores plausibility when getting convinced.

**Foolish:** Ignores risk when getting convinced.

**Gullible:** Relationship is twice as important when getting convinced.

**Careful:** Risk is twice as important when getting convinced.

**Ambitious:** Plausibility is twice as important when getting convinced.

**Materialistic:** Interest is twice as important when getting seduced.

**Bashful:** Move is twice as important when getting se-

duced.

**Impulsive:** Mood is twice as important when getting seduced.

**Wild:** Ignores mood when getting seduced.

**Nympho:** Ignores move when getting seduced.

**Romantic:** Ignores interest when getting seduced.

It is not possible to have two opposing traits, where something is ignored and twice as important at the same time.

A character's personality traits may change with time, according to how the game goes and how the character develops. This should be decided by the GM and players, but traits may only change during downtime and a character must always have at least 3 and no more than 6.

### 2.4.2 Sexuality and seduction.

Pick at least one race and sex the character is attracted to. Interest in a romantic type of seduction cannot be positive unless race and sex are a match. Optionally, choose to be racist, which always makes interest get negative towards that race.

Pick a favorite seduction tactic: words of affirmation, gift, service, quality time and touch. If the seducer uses someone's favourite tactic when performing a move, as bad as the move might have been, the outcome becomes one level higher. A negative becomes indifferent and indifferent becomes positive.

## 2.5 Races and age

### 2.5.1 Races

Each playable race comes with their own bonuses to attributes. The table below shows the playable races:

Race	STR	AGI	END	INT	POW	PER
Dwarf	+3	-1	+3	0	0	0
High Elf	0	+1	0	+2	+2	0
Dark Elf	0	+1	0	+1	0	+2
Wood Elf	0	+3	+1	0	0	+1
Human	+1	0	+1	+1	0	0
Orc	+2	+1	+2	-1	0	0

#### Dwarves

- +2 to health, defiance, brawn, knowledge
- Has Strong Build biomancy ability (Already added to the attribute bonus table)

#### Dark Elf

- Has Infra red vision biomancy ability
- +2 to stealth skill, Prestidigitation, spot, balance

#### High Elf

- has the awakening transcendence ability (Already added to the attribute bonus table)
- +2 to knowledge, wit, sense and Prestidigitation

#### Humans

- get +3 points for the point buy phase



- get +2 to four skills of your choice except accuracy, block, spell casting and reflexes.

### Orc

- Has the rage animancy ability
- get +2 to listen, smell, grapple, brawn

### Wood Elf

- Has Agile build biomancy ability (Already added to the attribute bonus table)
- Get +2 to balance, Prestidigitation, climb, and listen skills

## 2.5.2 Aging

A character's age influences their attributes and ability to learn new things. A character can be created as a child, a teenager, an adult or older. Each of those ages have their features.

- Child: -3 STR, -3 POW. Considered a size 2 creature.
- Teen: -2 STR, POW.
- Adult: Standard.
- Turning old: Get -1 to all attributes at each stage.

The time span required to advance in age category can vary between races.

Stage	Human
Child	8-13
Teen	14-18
Adult	19-39
Mature	40-49
Old	50-59
Older	60-69
Oldest	70-death

## 2.6 Proficiencies, abilities and progression

Proficiencies are the skills a character can be trained in. They yield skill bonuses and fulfill requisites for many abilities.

The minimum proficiency level for all characters is Novice. Upgrading proficiencies and learning abilities requires training during downtime. The time it takes is based on the character's natural talent and the level of training.

**Level of training:** Abilities and proficiencies have a minimum training level to be able to be upgraded. A basic form of training, such as a low skill trainer or weak

opponents is enough for low proficiency XP, but not for higher levels. For example, level 2 athletics XP cannot be used to learn a level 3 athletics ability or upgrade from athletics 3 to 4.

**Natural talent:** Talent is measured by the character's attributes. Each level of proficiency has a minimum attribute threshold. A character that is 2 points under that level takes twice as long to learn and one that is yet another 2 points below doubles that time again and so on.

Tier	level	XP	Attribute
Novice	0	0	0
Apprentice	1	8	10
Journeyman	2	12	12
Adept	3	16	14
Expert	4	16	16
Master	5	20	18
Grand Master	6	20	20

The XP column in the table represents the amount of XP required to get to that level.

A regular training session for level 1 and 2 abilities and proficiencies takes 5 days for 1 XP. At levels 3 and 4 it takes 10 days for 1 XP. At levels 5 and 6 it takes 20 days to get 1 XP.

Training can be accelerated through external help, which can be in the form of a very good trainer, special drugs, spiritual guidance, special rituals, special training regimes and other improvement boosting mechanisms. These must be placed in the world by the GM.

### Athletics ( END )

Choose between body building, quickness or endurance to increase strength, agility or endurance by 1.

### Melee Fighting ( PER )

Each level increases melee ACC, evasion and block by +1.

### Marksman( PER )

Each level increases ranged ACC and reflex by +1.

### Cunning( PER )

Every 2 levels increases PER by 1.

### Education( INT )

Increases knowledge by 1 per level and INT by 1 every 2 levels.

### Alchemy (POW)

Alchemists utilize spirit energy to fuel magically active substances. Alchemists can use alchemical components to create physical effects such as explosions, winds, freezes, lightning. They can manipulate primal energies to trigger natural events.

### Biomancy ( POW )

Biomancers can use their magical powers to control bi-



ology. Their powers allow them to heal themselves and others, control plants and enhance their bodies to adapt to their needs.

### **Animancy ( POW )**

Animancy is pure magic, involving very little or no material components. Animancers can see spirits, have out of body experiences, read minds, alter other creature's minds, possess other bodies and allow spirits to possess their own.

### **Transcendence ( - )**

Transcendence does not have any levels.

### **Charisma(INT)**

Increases wit and sense in social situations by 1 per level.

## **2.7 Character creation**

**Step 1:** Choose character personality and core beliefs.

**Step 2:** Point buy stage, where players customize their character's attributes. All attributes start at 8 at character creation. Players get 16 points that they can distribute among their attributes as they like. Raising an attribute over 12 costs double.

**Step 3:** choose a race and age, which gives characters abilities and extra attributes on top of what was picked in step 2.

**Step 4:** Take the initial proficiencies and abilities. Recommended: 24 XP for level 1 proficiencies and abilities, 18 for level 2.

**Step 5:** Gear up.







## Chapter 3

# Combat and Exploration

### 3.1 Turns and actions

**How it starts:** Combat happens when one creature takes offensive action against another one in range. A combat is played in rounds, which represent 5 seconds each. The order at which players will have their turns is based on their reflex + d6, the result is called initiative and the highest value has their action first. Before the first character has its turn, all characters can prepare one action unless they are surprised.

**Actions per turn:** A character must use its action points in order to do most things in combat. In the first round, all characters start at max AP and max stamina. Each round after the first, characters replenish their AP pool by an amount equal to their AP regeneration at the beginning of their turn. If the AP pool is full, any exceeding regeneration replenishes the stamina pool. Conversely, if the AP pool is not full, transfer points from stamina to AP pool. The number of AP can become a negative number, but only as an effect of certain abilities.

**Effects over time:** At the beginning of their turn, characters receive damage and healing from all of their healing and damage over time effects and decrease the countdown timer on all temporary effects.

**Surprise:** A combat can start as surprise. In that case, characters who are not surprised start at full action points, while all others start at half and have their turn after the unsurprised ones. A surprised character cannot prepare any actions at the beginning of combat.

**Reactions:** are actions that can be done in other character's turn, but must be triggered by something. An example is trying to evade an attack, which is triggered by being attacked.

**Grid:** Combat scenes and others that require the position of characters to be well defined should be played on a grid with either square or hexagonal spaces. Each space is considered to have a side of 1.5m, which is approximately the size of a person with arms stretched to the sides.

### 3.2 Damage

**Armor** provides extra damage reduction (DR) and deflection on top of natural armor. Wearing armor is essential for survival, since the weapons are quite deadly for characters without damage reduction.

**Damage:** When someone takes damage, it first gets reduced by Damage reduction(DR), then the rest is dealt to HP.

**Wounds:** can be acquired when taking damage. Different body parts will have different thresholds to being damaged. Those will be based on the character's resistance and their size.

**Death:** happens when negative HP, Stamina or SP is equal to 50% of max of their max value or when a mortal wound leads to death.

**Damage Types:** The damage types are: piercing, slashing, crushing, fire, freezing, electrical, acid, poison and spirit. All of those types except poison and spirit can have their value reduced by armor.

**Multiple types:** Any time an attack deals multiple types of damage, reduce each by its own damage reduction.

### 3.3 How skills Work

Skills are things a character can do and become better at. To obtain the measure of how good someone is, a skill value is calculated.

**Skill value:** it is the sum of attribute, racial, gear, status effects and buffs that affect the particular skill. In other words, every non circumstantial factor added together. The attributes that compose each skill value are marked in each skill description.

**Skill check:** a skill check consists of a dice roll to define the degree of success in performing the skill. They can be either solitary or resisted. Whichever they are, they produce a skill score, which is used to determine the outcome of the action.

**Skill score:** The numerical result of the skill check.

**Difficulty level (DL):** A level that defines how hard it is to overcome something. When it is used offensively, such as in a blast that causes damage, all char-



acters involved must defend actively by rolling the dice and deciding their success. When defense is used actively (when dice is rolled by the defender), when they crit, the result is good for the defender and a miss is bad for them.

**Solitary skill check:** Test for actions like a jump or a memory test, which have low variability between attempts. Roll a d10 plus skill value and bonuses. The result can be used to determine how well the skill was performed or whether it was a success or a failure.

**Resisted skill check:** Test for actions like attacks. Take the difference between the offensive and defensive skill values and roll 1d20 to add with it.

**Constant skill check:** These are tests that have no randomness to them. Outcomes are entirely determined by the system's elements and need no randomness added. Do not roll any dice, simply check whether the skill value is higher or lower than the target DL.

**Degrees of success:** Crit, hit, graze and miss are the degrees of success. Crit is the best success and miss is the worst failure. Regardless of the type of skill check, surpassing the DL of defense by 20 or more is a crit, by 10 or more is a hit, 0 or more is a graze and under 0 is a miss.

**Natural 20 and 1:** If the 1d20 roll yields 20, you will at least hit. In case of 1, you will graze, at most.

**Skill synergies:** Whenever a player can explain how one skill can help in solving a problem instead of another, they get a bonus of up to +5 in that skill depending on how good the explanation was.

## 3.4 Movement

Humanoid characters have a basic movement speed equal to 1m per AP. A character must always end its turn in the center of a square or hexagon, which means moving only a fraction of a space is impossible.

A same size character can pass through a space occupied by another as long as they don't resist the passage, but they cannot end an action on the same space unless utilizing a special action that allows that.

Types of movement:

- **basic movement:** characters will move their movement speed for every AP spent with this kind of movement.
- **dash:** dash is a continuous movement in a straight line with tripled movement speed and a stamina cost of 2 per AP spent. Performing a dash requires the character to spend at least 3 AP to run in a straight line. Small changes in direction are allowed, but only sparsely. If going through difficult terrain, the difficulty level to be tripped is increased by 10.
- **careful movement:** players may halve their move speed in order to avoid falling down when

trying to pass through difficult terrain. Moving like this gives a +10 bonus to the balance check.

- **standing up:** costs 2 AP in light or medium armor and 3 in heavy armor. If hit by an opportunity attack while standing up, the character must pass a strength check or lose the AP and fail to stand up.
- **crawling:** movement speed is reduced threefold in order to crawl. Moving like this gives a +20 bonus to the balance check not to fall.
- **jumping:** a basic jump covers a horizontal distance equal or smaller than the character's basic movement. A long jump costs 2 AP and 1 stamina and it covers 1x movement speed vertical distance and 2x horizontally. If performed during a sprint, it covers 3x movement speed as the horizontal distance.
- **falling:** Falling deals 8 points of crushing damage reduced by DR for every meter when falling on solid ground. If falling upright, the falling damage is reduced by half. Fall speed can be considered 5m per second for the first 10m, then increases to 15m per second until 50m.
- **swimming:** normal swimming speed for humanoids is half the basic movement. Swimming fast costs 2 stamina per AP and doubles swimming speed. Holding breath costs 2 stamina per turn and makes AP regeneration equal to 0.
- **Overrun:** Character tries to go through an occupied space. If the movement is opposed, make a push action to push an opponent out of the way or an evasion check to wiggle through. A hit or crit means a success.

## 3.5 Basic Skills

**Armor penalty:** Skills marked with a \* receive armor penalty. Skills with ! get close faced helmet penalties.

### 3.5.1 Combat

#### Melee Accuracy (Melee ACC)

**Skill value:** PER+AGI

**Description:** Melee Accuracy consists of a weapon swing at a target. The AP cost depends on the weapon used and the type of attack that is performed. An attack consists of a skill check against deflection. A crit deals full weapon damage, a hit deals damage reduced by half of the target's DR, a graze reduces by the full DR and a miss gets reduced by 2x DR in case of a melee attack or misses in case of ranged attacks.

#### Ranged Accuracy (Ranged ACC)

**Skill value:** PER+AGI



**Description:** Ranged Accuracy consists of a throw or shot towards a target. The AP cost depends on the weapon used and the type of attack that is performed. An attack consists of a skill check against deflection. A crit deals full weapon damage, a hit deals damage reduced by half of the target's DR, a graze reduces by the full DR and a miss gets reduced by 2x DR in case of a melee attack or misses in case of ranged attacks.

### Grapple

**Skill value:** STR+PER

**Description:** Used to grab and subdue others. When a character is grappled, it is under the grappled effect and cannot move without dragging the other grappler.

The only actions allowed while under the grappled effect are melee attacks with weapons that have the maneuverable property, evading, blocking, dragging, pushing, disarming and tripping. All of those actions can use grapple instead of their usual skill when used against another grappled character.

To start grappling, characters must make a grapple attack with a grabbing weapon. In order to avoid grappling, the defender must use either evasion or by spending 1 AP to use grapple to defend. On a hit or crit, it becomes grappled. They can grapple back as a reaction without AP cost, but that requires a grabbing weapon to be equipped (having bare hands).

To attempt to escape, spend 2 AP to make a resisted grappling check. The opponent can spend 1 AP to resist or get -10 to their test. If the grappler receives damage equal to its resistance, they will release.

Multiple characters can participate in either party of a grapple. Any skill check done by multiple characters use the best attributes of any of them, meaning it can use one character's strength and the other's size, plus 5/2/1 per additional character. All characters involved must spend the required AP.

### Block

**Skill value:** PER+Shield Block

**Description:** Raise the shield to reduce incoming damage. The damage is reduced by 0 - DR/2 - DR - 2x DR on a crit - hit - graze - miss. The attack continues against armor if the damage is not completely mitigated, but the attack roll does not have to be performed again. It is possible to block any ranged attacks and blasts with a large or tower shield.

It is possible to evade and block at the same time.

### Evasion

**Skill value:** AGI+PER

**Description:** Evasion is used to dodge melee attacks. Spend 2 AP to defend against an accuracy skill check of the attacker's ACC against defender's evasion. In case of receiving a hit or crit, resume the attack using the same attack score against deflection. On a graze or miss, halve the incoming damage or avoid it completely, respectively. Grab and hooked attacks will not trigger

their effects on grazes and misses. It is possible to spend 3 AP to perform a jumping evasion move, which gives +5 to evasion and allows for a normal jump.

### Reflex!

**Skill value:** AGI + PER

**Description:** Used to react to something as quickly as possible. This can be used to evade blasts, projectiles and other effects that require quick reactions.

In case of evading projectiles, defend against an accuracy skill check of the attacker's ACC with defender's reflex. When receiving a crit, take the effect normally. On a hit, take the attack against deflection and then perform a basic jump. On a graze, make a basic or long jump and then take the attack. If the character gets cover with the movement, the cover will take the attack. On a miss, perform a basic or long jump and dodge the projectile. The reflex check costs no AP, but jumping does.

Reflex can be used actively when evading a blast. Make a reflex skill check against the blast DL. On a crit, perform a basic or a long jump to get away before the attack hits. On a hit, perform a basic jump and then suffer the blast. On a graze, spend 1 AP and avoid critical damage, but otherwise take the blast normally. On a miss, do nothing. The reflex check costs no AP, but jumping does.

### Health

**Skill value:** 2x END

**Description:** Represents how strong the character's body is against disease, poison, exposure to the elements, deprivation of food, water and sleep. Getting crit means taking 1.5x damage, hit means 1x damage, graze 0.5x and miss is 0.

### Defiance

**Skill value:** 2x POW

**Description:** The magical resistance of a character and their power of will. How much its spirit can defend itself against incorporeal assaults such as magical attacks. Getting crit means taking 1.5x damage, hit means 1x damage, graze 0.5x and miss is 0.

## 3.5.2 Subterfuge

### Stealth\*

**Skill value:** AGI+PER

**Description:** Skill to remain unnoticed. The stealth skill is used as a DL for anyone trying to locate the character. Staying perfectly still and out of sight 1 turn will make the character stealthy again.

Performing actions while unnoticed may trigger listen, spot or sense reactions from opponents. There are bonuses and penalties to be added to the stealth score depending on the action (multiple of those can be added together in a single check):



- melee attacks: -5
- heavy melee attacks: -20
- ranged attacks: -5
- moving in plain sight: -10
- being still in plain sight: 0
- movement: 0
- careful movement: +5
- dash: -15
- spell casting: -10

### Prestidigitation\*

**Skill value:** 2xPER

**Description:** Represents a character's hand dexterity. Can be used to attempt to steal an object unnoticed, pick a lock, make good calligraphy, balance objects, perform delicate operations with the hands and other hand skills.

The cost of interacting with objects is reduced by 1 AP at skill level 25 and by another 1 AP when it reaches 35. Costs can get to 0, in which case it can be interpreted that the action is very seamlessly performed between the others.

### Spot!

**Skill value:** 2xPER

**Description:** Used by spending 1 AP for spotting concealed things and seeing farther. On a miss, notices nothing. Grazing notices something but identifies nothing. A hit identifies where it came from, but not what it was. A crit identifies what it is and where it came from. Trying to see something hidden from afar will get a -3 penalty for every 10m away the hidden thing is. Gets +5 if used actively and -5 if distracted with something.

### Listen!

**Skill value:** 2xPER

**Description:** Used by spending 1 AP to notice sounds and know the location of their source. On a miss, notices nothing. Grazing notices something but identifies nothing. A hit identifies what it was, but not where it came from. A crit identifies what it is and where it came from. Trying to listen to something from afar will get a -3 penalty for every 10m away the hidden thing is. Gets +5 if used actively and -5 if distracted with something or in a noisy environment.

### Smell

**Skill value:** 2x PER

**Description:** Used by spending 1 AP to sense things through smell. On a miss, notices nothing. Grazing notices something but identifies nothing. A hit identifies what it was, but not where it came from. A crit identifies what it is and where it came from. Trying to sense something from afar will get a -3 penalty for every

10m away the hidden thing is. Gets +5 if used actively and -5 if distracted with something.

### Sense

**Skill value:** PER+POW

**Description:** Used to sense the magical auras or intention from creatures. Trying to sense something from afar will get a -3 penalty for every 10m away the hidden thing is. Gets +5 if used actively and -5 if distracted with something.

## 3.5.3 Athletics

### Climb\*

**Skill value:** END+AGI

**Description:** Make a climb check to overcome a DL and climb a surface. Consider if the surface is moving, quality of the grips, and distance to climb. Climbing speed is equal to crawling speed, but it is possible to jump before starting to climb. On a crit, climbing speed is increased to half the normal moving speed instead of a third. On a hit, climb normally. On a graze, decide to go twice as slowly or give up and simply fall off the surface on a miss.

A character that is climbing is considered prone. An attack that deals damage equal or higher than the climber's resistance will force them to remake their climbing check with a -10 penalty. In case of many climbing checks in a single turn, always take the worst result.

An easy climb, with minimal falling chances is considered a DL 15. A DL of 30 is fine for outside combat, but quite challenging on a pinch. Any DLs higher than 40 will require equipped and specialized characters and can hardly ever be performed during combat. As a general rule, consider that every meter increases difficulty by 1.

### Balance

**Skill value:** PER+AGI

**Description:** Used to avoid falling down and mitigating damage when falling. Any time the character moves through difficult terrain, it must make a balance check. The movement speed is that of careful movement and the DL is based on how slippery, unstable, long and narrow the path is. On a crit, move at normal speed. On a hit, move at careful movement speed. On a graze, move at crawling speed and fall down on a miss.

When falling down, the DL for falling properly is higher for higher falls and the position they were in when they started falling. Jumping down a hole feet first on a 5m cliff will be a DL 20 challenge. Falling from a tree branch while crawling on it is a DL 25. Trying to fall properly when purposefully jumping off a 20m ledge is a DL 30. Being pushed spinning off a 20m cliff by a bomb is a DL 35 or 40.



### Brawn

**Skill value:** 2x STR

**Description:** Used to perform feats of strength, such as pushing, dragging, pulling and lifting things.

Multiple characters can participate in a brawn dispute. Any skill check done by multiple characters use the best attributes of any of them, meaning it can only use one character's strength, plus 5/2/1 per additional character. All characters involved must spend the required AP.

## 3.5.4 Intellectual

### Spell Casting

**Skill value:** INT+POW

**Description:** Spells are special abilities that can be performed by utilizing a magically active object or being. The spell lists and spell mechanics is in the spells chapter.

### Knowledge

**Skill value:** 2x INT

**Description:** Skill used to learn and remember facts. Can be used to actively look for and acquire information of any kind in books, maps, artifacts and such. When using it, make a skill check to learn as much as possible with the material available, taking into consideration how good that material is and how much time is available to study. Get any useful information immediately and save the skill check result for later in case it is needed. In case the character has studied that topic in the past as part of the backstory or campaign events, make the skill check for that moment in the past.

### Navigation

**Skill value:** INT+PER

**Description:** This skill is used to move between destinations without getting lost, facing natural disasters and being tracked down. This skill gets bonuses from having a map and having previous experience with that path.

### Wit

**Skill value:** PER+INT

**Description:** Used to detect when someone is lying, to see through illusions and to detect second intentions from other characters. Getting crit means 1.5x effect duration, hit means 1x and on graze and miss means nothing happens.

## 3.6 Combat mechanics

### 3.6.1 Attack Types

**Melee Attacks:** A basic melee attack is a skill check against deflection performed against an adjacent

enemy on the grid. Other kinds of melee attack will be available depending on the type of weapon used. Only one type of attack can be used at once.

**Opportunity attack:** Melee Weapon attack that can be used as a reaction when an opponent attempts to perform a triggering action while in melee range. The attack requires the normal AP cost and gets +5 ACC. Triggering actions include casting spells, using some ranged weapons, using consumables, grab attacks and moving towards the weapon while inside the weapon's attack range. The triggering action is cancelled and AP lost if the damage is equal or higher than half of the opponent resistance.

**Braced attack:** Melee attack that is triggered by anyone that is moving towards the weapon within striking range. Can be used as a reaction if opponent is moving towards the weapon or actively if the attacker is pushing. If the damage is higher than opponent's resistance, they will be halted and lose the AP spent on the movement. Alternatively, if the movement is not stopped for whatever reason, spend 1 extra AP to add the attacker's STR to the base damage for the attack.

**Hooked Attack** Melee attack with a hooked weapon that use Grapple instead of accuracy. This kind of attack can be of three types: disarming, tripping and dragging an opponent. **Disarming:** Can be done if attacking the hands. **Drag:** Can be done if attacking the head or torso. Adds +STR base damage against sprinting or mounted targets. **Tripping:** Can be done if attacking the legs. If the attack grazes or misses against evasion, the manoeuvre fails.

**Cleaving attack:** Perform a swing that spends one extra AP and hits everything in a semicircle. Decide if attacking from right to left or the other way around and attack enemies in that order in a 180 degree arc. If one character is behind the other, always hit only the closest one. An enemy that blocks the attack with a shield and does not get crit stops the cleave. Cleaving attacks don't hit prone enemies.

**Ranged attack:** Ranged attacks have their damage based on the weapon itself, but may also get some bonus from STR. They get a -3 penalty to the shot for every 10m of distance to the target. There are variations to the ranged attack:

- **Shoot:** Basic ranged attack with a shooting weapon. Cannot be blocked without a large or tower shield.
- **Throw:** Basic ranged attack with a thrown weapon.
- **Precise Shot:** Costs 2 extra AP to shoot with +5 to ACC and a -2 penalty from distance instead of -3.
- **Quick Shot:** Costs 1 AP less to shoot but gets -5 penalty to ACC and -5 penalty to distance instead of -3.



**Magical Projectiles:** Magical projectiles have an accuracy of INT+PER. A magical projectile can be like an arrow or like a bomb. If using it like an arrow, roll for the attack. If using it like a bomb, INT+PER is the DL for the blast attack.

**Blasts:** Result of an explosion of some sort. This kind of attack is the result of something like a bomb or an area of effect spell with a blasting area. This is defended with a reflex skill check against the difficulty level to leave the area.

Blasts have different effects depending on where things stand relative to the center. The center is where the axis of the spell's radius is. For a circle, it is in the middle. For a cone or line, it is in the first space from which the blast fans out. Anyone caught in the center receives critical damage, while in other places inside the area of effect it is a hit, except for the outer ring of the spell, in which it is a graze. The outer ring of a cone or a line is at the end of the spell's radius, or at the end of the line.

Effects of a blast, like pushing enemies get +10 against enemies in the critical area and -10 against those in the graze area. Damage from blasts behaves differently from melee and ranged attacks. It always gets reduced by DR and it deals 150 % damage on a crit, 100% on a hit, 50% on a graze and 0 on a miss.

### 3.6.2 Special combat actions:

**Full Defense:** Spend 5 AP to get a +5 bonus to blocking. Blocking attacks is done automatically without any extra AP cost. The only actions allowed while in full defense are blocking and reflexes. It is not possible to block on behalf of others while in full defense.

**Run away:** It is possible to run away from anyone as a reaction as long as they cannot attack in melee range.

**Follow:** A character can decide on its turn to stay adjacent to another one that is in melee range by following it. As a reaction, they can move after the followed character by spending the appropriate amount of AP to move.

**Protect:** It is possible to follow and defend an ally by standing adjacent to them. When the ally moves, the defender can take a reaction to follow it. When someone attacks, the defender uses its block reaction on behalf of the ally, but it costs 1 extra AP. A successful block will trigger a riposte normally if applicable.

**Disarming:** Disarming can be done when attacking someone's hands with a hooked attack or when in a grapple with a grabbing attack. Disarms on a crit against grapple or brawn. The weapon falls to the floor.

**Tripping:** Tripping can be done when attacking someone's legs with a hooked attack or when in a grapple with a grabbing attack. Takes the opponent down on a crit against grapple or balance.

**Dragging and Pushing:** Dragging and pushing can be done by spending 2AP to perform a brawn check

against opponent's brawn, which costs the same amount of AP to defend. If they spend no AP, they get -10 in that test. A hit pushes the enemy 1 space, while a crit pushes them 2 and makes them prone. Being displaced while mounted will cause the character to be dismounted.

**Identify Spell:** Spend 1 AP as a reaction to identify what spell is being cast before it finishes casting. Use the appropriate knowledge to identify, either arcane, divine or nature. On a success, spell details are revealed. Can warn all characters of a blast spell, which gives anyone that can hear a +4 bonus to reflex against that.

**Interacting with objects:** Consider that 1 AP is equal to half a second and estimate how long an action should take. In general, taking an item from belt or loop around the armor should take about 1 second, while opening a backpack and taking something out costs considerable more.

**Preparing an action:** Any single action that costs 4 AP or less can be prepared in a player's turn. This allows the player to create any trigger they can imagine for a reaction. They must have enough AP to perform the action when the trigger happens. It can happen multiple times in a single turn, but only one action can be prepared.

When shooting a moving target as a prepared action, the amount of AP spent shooting cannot be higher than the amount of AP the opponent uses for moving.

### 3.6.3 Combat Positioning

**Cover:** A character can protect itself against ranged and blast attacks by moving behind something, like an ally or a wall. Staying behind something reduces damage by the cover's DR. A character has cover if the line that goes straight from the origin of the blast or projectile passes through a space that is blocking to get to a destination.

**Flanking:** Being surrounded by enemies makes it harder to block and evade melee attacks. A character is flanked if it cannot fit all of its opponents in a 180 range of vision. In order to consider a space as covered by vision, it needs to be completely inside the 180 degree arc. The defender has a -3 deflection against melee attacks. The bonus increases by 1 per extra enemy and applies in equal value to everyone attacking in melee.

**Visibility:** Important to determine the efficacy of targeted actions. The levels of visibility are good, bad and invisible. If something cannot be seen, it can only be targeted if a listen or sense check is passed. Furthermore, all targeted actions against it will have the blindness effect applied to it. If the target is badly visible, blindness effects are halved and spot checks involving vision receive only a -5 penalty.



### 3.6.4 Concentration and Spell casting

**Concentration:** The only action and only AP allowed to be spent while concentrating other than the focus of the concentration is careful movement. Sometimes a character's AP will not be enough to cover for the action's requirements. In that case, they can hold concentration and continue performing on the next turn.

**Sustained Spells:** are actions that can be performed continuously. Their effect ends when the caster stops concentrating on it. For these spells, the casting skill check needs to be redone for each time the spell takes effect.

**Delaying spells:** Any spell can be delayed, meaning that the casting can be complete but the release delayed. The character must sustain the spell until release, which can be triggered by a previously set prepared action. In case a trigger does not happen, release it in the next turn without any extra AP cost. Losing concentration after the casting is complete but before the release means both AP and SP are lost.

### 3.6.5 Status Effects

Status effects are the negative conditions that can affect creatures. They are standardized in this list to avoid a large amount of different effects that can be difficult to track.

- **Prone:** -5 reflex, -5 ACC. Only basic evading is allowed. (Allows vicious attacks)
- **Hobbled:** Halves movement speed (rounded down). -5 to reflex. Prevents dashing and jumping.
- **Stuck:** Cannot move or use reflex.
- **Grappled:** -5 ACC, -5 reflex, -5 block.
- **Blind:** Fails checks that involve vision. Can only fight using grapple. (Allows vicious attacks)
- **Afraid:** -5 wit, -5 spell casting and -2 ACC. The fear ends when the character is away from danger.
- **Rage:** Becomes immune to afraid, cannot cast spells and cannot end its turn with more than 2AP. The rage ends when stamina is reduced to 5 or less.
- **Confused:** -5 wit, knowledge and spell casting. Rolls a d4: On 1, move 2 AP in a random direction. On 2: waste 3 AP. On 3: go full defense. On 4: act normally.
- **Dominated:** Under the control of another character.
- **Fatigued I/II/III/IV:** -1/2/4 to agility and endurance / Unconscious.

- **Exhausted I/II/III/IV:** -1/2/4 to power and intelligence/ Unconscious.
- **Unconscious:** cannot take any actions. -5 DEF. (Allows vicious attacks)
- **Paralysed:** Cannot take any physical actions. -5 DEF. (Allows vicious attacks)
- **Damaged Attribute:** Penalizes a single attribute.

## 3.7 Localized Damage and wounds

If localized damage and wounds do not interest for a particular game, simply disconsider wounds.

### 3.7.1 Why having wounds and localized damage?

Having wounds is meant to improve the narrative experience of taking damage. It provides a much more fleshed out description of actually being hurt compared to a bland number detracted from HP. It also provides a mechanic to disable characters without killing them, which can force forfeits due to the strong disadvantage that wounds can cause.

Some wounds are harder to heal than others. This is useful to increase the penalty for taking big risks by making lasting damage to their characters, which can give a sense of mortality to them. This is also useful for survival situations, where players must overcome a series of challenges and ration their resources to be fit for the whole experience.

### 3.7.2 Wounds Mechanics

When attacking something, the player must say which area they are trying to attack before rolling for their attack. Each area has its own penalty to ACC, since some areas might be harder to reach than others. The advantage of picking those harder to hit areas is that they have lower damage thresholds to inflict wounds and often cause more debilitating effects.

The damage thresholds are to be compared with the amount of damage to HP that was caused. This amount is compared to the creature's resistance. If the threshold is surpassed, inflict the wound. When multiple wounds from the same location qualify, apply all of them.

Wounds have a required damage type. Blunt attacks tend to have higher damage thresholds, but lower penalties. Piercing and slashing is usually the opposite, having lower thresholds but higher penalties. Fire and frost have high thresholds, but very little penalty.

Blasts will affect the whole body, it will always have no penalty to reach an area, but rather high damage thresholds.



Name	effect	cures	penalty	dmg type	damage	location
hurt hand	Release any grip	0	-5	any	resist/2	hand
Broken Arm	Arm becomes useless	5	0	slash/crushing	2x resist	arm
Severed Arm	Become crippled	-	0	slashing	3x resist	arm
impaled leg	Becomes Hobbled	20	-5	pierc	resist	leg
Broken leg	Becomes Hobbled	20	0	slash/crush	2x resist	leg
Severed leg	Become crippled	-	0	slashing	4x resist	leg
Bleed*	resist/2 as DoT	2	0	slashing/pierc	resist	chest
Hemorrhage*	resist/2 as DoT	5	0	slashing/pierc	2x resist	chest
Broken Ribs	weakened	20	0	crushing	2x resist	chest
Traumatic Shock	paralysed	2	0	crush/slash	3x resist	chest
Puncture Lungs	winded max	20	0	piercing	2x resist	chest
Neck hemorrhage	resist as DoT	5	-15	slashing/pierc	resist	neck
Severed Head	Dead	-	-15	slashing	2x resist	neck
Popped eye	lose eye	-	-30	slash/pierc	5	eye
Eye Shot	Dead	-	-30	pierc	resist/2	eye
Concussion	Unconscious	5	-10	crushing	resist	head
Crushed head	Dead	20	-10	crushing/slashing	3x resist	head
Blasted	unconscious	20	0	crushing	3x resist	blast

\*Hemorrhage heals 1 cure per turn automatically.

This table was created for humanoids, but it works fine for most animals. Creatures with unusual shapes will require a different wounds for things to make sense. When designing wounds for those creatures, give penalties to ACC based on how large the target area is, how tucked away and how mobile it is.

Using this table is optional. The penalties and thresholds were tested and there is in game logic behind the chosen numbers. Understanding the logic is advised for better improvisation.

### 3.7.3 Healing wounds

Wounds have an amount of cures that they need to heal. Each wound has its own amount of heals that it needs to disappear. Obtaining cures can be done by resting well and healing magic or potions.

Medicine is a skill that can be used to obtain cures. It can only be used in a single wound once per day. A crit will give 3 cures, a hit will give 2, a graze 1 and a miss 0.

Some wounds are very crippling. Those require some form of advanced alternative method to fix, like a prosthetic or a high level spell capable of growing or reattaching limbs.

### 3.7.4 Playing without localized damage

The game was designed with localized damage in mind. Many abilities and spells take it into consideration in their design and few others downright require it. However, it is understood that it may be a bit overwhelming for people inexperienced with the system. It is still possible to play without it, but fights may become a bit slow. In that case, simply halve all HPs.

## 3.8 Survival

### 3.8.1 Why add a survival system?

If realism is to be considered, then normal characters need to eat, drink, sleep, heal their wounds, they suffer from exposure to the elements and they need to tend to their wounds. By turning these factors into mechanics, it is possible to share the urgency and seriousness of the situation between players, allowing everyone to know what to expect and remember their character's needs more frequently.

Survival mechanics are meant to introduce radiant events, not to be simply a difficulty increase. Maybe someone ate a poisonous plant and their condition keeps getting worse. Maybe they find a different creature that they can decide to fight or leave alone, which can create tension in the group. Maybe they are in trouble under a snow storm and they find a hut, but a harmless NPC does not let them in. The mechanics are supposed to present some feature of the plot or the world while giving the sensation that the players found it.

### 3.8.2 Basics

The basic needs are separated into Hunger, Thirst, Fatigue and Exhaustion (Fatigue refers to muscle soreness, while exhaustion represents tiredness). The perfect number for those is 0. Allowing those to grow higher will result in a variety of status effects when they pass certain thresholds. The thresholds for fatigue and exhaustion are equal to Endurance and Power, respectively. For hunger and thirst, they are based on the player's size.

The amount of traveling and survival activities such as looking for food or making shelter that characters



perform each will define how many points they will receive in each of those categories.

### 3.8.3 Hunger and thirst

The total hunger and thirst threshold values equal to 4x strength. A character must consume the equivalent of 10% of that value per day. Not eating or drinking water will cause the following effects:

#### Food

- less than 10% = Well fed, no problems
- over 10% = Feeling hungry
- over 25% = Gives fatigue I
- over 50% = Gives fatigue II
- 100% (max) = Gives fatigue II, gets -1 strength -1 endurance each day. Unless they are fat, then they lose size.

#### Water

- less than 10% = Well Hydrated, no problems
- over 10% = Gives exhaustion I
- over 25% = Gives exhaustion II,
- over 50% = Gives exhaustion III,
- over 75% = exhaustion IV
- 100 % = death

One meal is equivalent to 1 point, so a size 3 has a damage modifier of 1, therefore needs 4 meals per day. The same applies to water.

By default, a character can eat 40 % of their maximum food threshold in a single day and they can drink water enough to reset their thirst completely in that time.

For role playing purposes, consider that 1 meal has about 500g and that 1 portion of water is 500ml.

### 3.8.4 Exhaustion, Fatigue and Rest

Being awake makes characters exhausted and physical exertion makes them fatigued. Exhaustion's limit equals to 2x POW and Fatigue's equals 2x END. A full day will exhaust a character by 4 points, while fatigue will depend on how much physical effort they made. The status effect of fatigued or exhausted is applied to characters depending on how close to their limit they are.

- less than 25 % all good
- over 25 % = level 1 fatigue/exhaustion
- over 50% = level 2 fatigue/exhaustion
- over 75% = level 3 fatigue/exhaustion

- 100% = level 4 fatigue/exhaustion

Those levels add up with hunger and thirst. If a character has fatigue I from hunger and fatigue II from Fatigue, they will be at fatigue III.

Resting can be either a Complete, Long or short rest. A complete rest takes a full day without effort. A long rest consists of a night of sleep, or 8 hours. A short rest is just a nap. The default is that a complete rest is always superb, a long one is good and a short one is bad.

- Superb sleep = recover 8 exhaustion, 4 fatigue, 100% HP and SP, +2 cures per wound, heal 1 point of attribute damage.
- Good sleep = recover 5 exhaustion and 3 fatigue, 50% HP and SP, +1 cures per wound
- Little or bad sleep = recover 2 exhaustion and fatigue, 25 % HP and SP
- Insomniac= Does not sleep at all

Sleep quality can vary depending on stressful factors, such as exposure to the elements and mental stress. Those factors can be overcome by making good shelter or by sheer toughness.

### 3.8.5 Marching and traveling

**Division of day:** It is convenient to divide a day into blocks of 4 hours because it separates it into 6 parts if a day has 24 hours. 8 hours marching, 8 hours sleeping, 4 hours setting up camp and looking for food and 4 hours to correct anything that goes wrong or do something else.

**Marching speed and tiredness:** Marching makes a day more tiring. For every 4 hours marching, increase food and water needs by 1 x Damage mod and fatigue by 2. Walking at half speed eliminates those costs, while increasing speed by 50 % doubles them.

**Terrain Difficulty:** The terrain used to travel alters the speed at which characters can travel. In a 4 hour span, they travel 20km in a good terrain, 10km through medium, 5 km through bad and 2km through terrible terrain. Good would be a road, medium would be hills or night at the road, bad would be something like snow without snow shoes and terrible a dense forest or swamp. These are just examples, but the distance categories are those four.

**Navigation:** The navigation skill allows characters to predict the occurrence of natural disasters, find the best path for traveling and correctly assess the safety of shelter placement. Failing at that task can get characters to risk themselves into hazardous areas, taking the wrong path, failing to be able to go back to camp or placing the shelter in a dangerous place. A bad performance in navigation does not always imply that something bad will happen, it only means that when it happens it will be a surprise.



Any time a character has a chance of getting lost or in danger because of poor navigation, the navigation skill should be used.

### 3.8.6 Exposure

Exposure influences how well characters can rest, how hard it is to travel and it can cause direct damage at extreme levels. High endurance can negate the effects of exposure. There are 5 levels of exposure relative to the character.

- Comfortable - normal rest - normal travel
- Uncomfortable - -1 exhaustion healed -1 fatigue healed during rest - +1 fatigue per march
- Inhospitable - -2 exhaustion healed -2 fatigue healed during rest - +2 fatigue per march
- Hazardous - -3 exhaustion healed -3 fatigue healed during rest - +4 fatigue per march
- Deadly - cannot rest - +4 fatigue per march and takes damage and additional effects

To find out what level of exposure a character is subject to, compare health with the terrain's DL. If Health - DL is larger than 19, it is comfortable. If it is between 10 and 19, it is uncomfortable. It is inhospitable between 0 and 9, hazardous between -10 and -1 and everything under that is deadly. This is a constant skill check, so no dice are rolled for this.

When hazardous is hot, the character dehydrates at double rate and becomes weakened for any events that may happen in the meantime. When it is cold, they become hobbled and get the minor wound frostbite within 4 hours.

Deadly literally means that the character cannot survive in those conditions. They will take damage until they die. If deadly is hot, a character will pass out from the heat within 4 hours and then take 4 damage per hour. If it is cold, they will get a major frostbite within 4 hours and take 4 damage per hour.

### 3.8.7 Food, water and shelter

**Survival action time and cost:** Finding food, water, a safe place to shelter and tracking down animals is an action that can take up to 4 hours and contributes to fatigue, hunger and thirst at the same rate as 4 hours or normal marching. This is a spot skill check with the bonus from survival. It takes four hours and can be redone as many times as necessary by spending 4 more hours on each.

**Survival skill checks:** The skills used for survival are navigation and the perception skills, such as spot, smell and listen. They are solitary skill checks, therefore, use a d10. The DL can be significantly different between finding food, water, protecting from exposure

and natural dangers and warding off enemies. It all depends on the circumstances. Nevertheless, it is very well possible to perform all of those actions at the same time in a 4 hour period when all of them include searching for something.

**Foraging:** The skill check for foraging, finding animal tracks and finding water is usually spot. Some characters with very good sense of smell can use smell to track down other creatures, others can use listen to find running water. They should use their special abilities if they have them, but usually they will use vision.

**Taking Shelter:** Finding good shelter depends on navigation skill. Even with the best tent, the river level could rise and wash everything away. Ants can get in and ruin the night. Navigation is the skill used to avoid all of those inconveniences. Success won't stop them from happening, but it will warn characters in advance and allow for better camp placement.

Setting up camp can be time consuming without appropriate gear. Characters can bring their own tent, sleeping bag, flint and tinder. These tools can fulfill the role of warding off against the elements to a great extent without costing much time. If those items are not available, a 4 hour action to build a natural shelter must be executed.

### 3.8.8 Events and Encounters

The intention here is to offer a suggestion on how to use the system to generate situations based on the survival mechanics. This is not a complete list of events that are meant to be used in the game, but only a set of ideas to default back to on a pinch.

**Natural disasters** include: Blizzard, Sandstorm, Storm, Hail, Earthquake, Eruption, Lightning, Flood, Forest fire, Landslide, Fog, Tornado, strong wind, getting covered by insects during sleep and walking into a monster's lair.

**Animal Encounters:** Here are some ideas of animal encounters: a large carcass was found, but it belongs to a predator. A nest full of eggs is found. A large animal is found sleeping in a grove. Something is stalking the party. Hundreds of birds are crossing the sky. A goat is on the side of a cliff. A full herd of bison is near the river. The river is full of alligators.

**NPC encounters:** The player characters are not the only ones in the wilds. Here are some ideas of who they might find: A child is found alone in the woods. A cabin is found in the middle of the path under a blizzard, but the owner does not want to let anyone inside. A merchant is stranded on the road with a broken wagon wheel. A werewolf is found camping in the woods and it offers shelter in its camp.

For quick reference and sizing up DLs, the next table offers a simple model of difficulty for different habitats. Every situation is different, this chart only gives some idea of what to do.



Habitat	forage	exposure	navigation	shelter
Forest	25	10	35	30
Desert	45	20	25	35
Tundra	35	20	25	35
Grasslands	25	10	20	25
Cave	25	5	30	20
Mountain	30	15	20	40

**Forage success:** can be summarized in food quality, food quantity and time spent searching.

**Shelter success:** means that disasters are known and accounted for, exposure is minimized and camp is hidden from threats.

**Navigation success:** means that nobody has gotten lost, the trip was safe from stumbling into monsters or getting followed by them and the path taken is the quickest and safest from exposure and dangers.

### 3.8.9 Simplified Survival

Using the full survival system at all times is unnecessary. Not every situation is a survival situation.

To simplify, allow bringing enough supply for the trip, which eliminates the struggle to stay hydrated and fed.

Exhaustion and fatigue need to continue to work as usual, but exhaustion and fatigue from marching and exposure can be ignored. Consider that camping supplies are sufficient to always provide the best sleep possible for the amount of time resting.

## 3.9 Social

Social interactions are usually resolved through normal role playing, but conflicts will arise where two characters will have opposing interests and they will try to sort it out through some means of communication. There are many ways those conflicts can be resolved and different characters are more proficient and more vulnerable to specific strategies.

**Three strategies** to solve a social dispute: Convince, Seduce and Negotiate. When starting any of these conflicts, state which one is going to be attempted and what is the expected result. For example: "I want you to believe no one is going to break into your house tonight" or "Give me the stuff in your house" or "Let's be friends".

**Negotiate:** A negotiation is an interaction where two parties make offers until both accept to trade.

Whenever someone makes an offer, the other party can analyse the value by performing a knowledge check. On crit, know the exact price. On a hit, knows the price within 50 % of the correct price. On a graze, makes a guess based on the apparent value. On a miss, they have no idea what it is worth.

It is possible to try to convince the other party that it is worth a certain amount.

**Convince/Coerce:** When convincing or coercing someone, relationship, plausibility, risk are the conditions. A condition can be true, false or undefined, referred to as +1, -1 and 0. The condition score is the sum of the conditions.

The one who is doing the convincing must make their case. They can say they are trustworthy because of some title or relationship. They can offer facts and logic that can influence the decision and they can point out consequences of the decision.

Convince rolls can be called at any time by the one who is trying to convince. The whole attempt can be rejected instantly if the score is negative. Whenever the party that is doing the convincing makes a statement, the other one can call the bluff and say that it is a lie. In that case, make a wit or sense check against the liar's wit. On a crit or hit, get evidence that it is a lie and +5 to the convince attempt. If it is not a lie, get penalized with -5 to the next convince attempt. On a graze or miss, no information is disclosed.

- **Relationship:** if someone has a relevant reputation or relationship, the value is +1. If they have reputation or relationship detrimental to the expected result, -1. Otherwise, the value is 0.
- **Plausibility:** if the story makes sense according to what they know or if there is strong evidence, +1. If they have a better point that they believe in and could not be disproved, -1. If it is undecided and both sides could be right, 0. In case of coercion, plausibility represents the odds of winning or losing.
- **Risk:** if the consequences of believing are better than not believing, +1. If the opposite is true, -1. If it is inconsequential, 0. In case of coercion,

Plausibility and risk are subjective factors.

The defender makes a wit or sense check against opponent wit. On a miss, they are convinced with a score of 0. On a graze, success if the score is +1. On a hit, success if the score is +2. On a crit, a success is only achieved if all three conditions are true.

A convinced or coerced character must believe statements or accept to do something. Even if not convinced, it is possible to pretend it worked, but the opponent will know if the result were a graze.

**Seduce** Seducing is similar to convincing. Interest, mood and move are the conditions. The one who is doing the seducing must say things to confirm the conditions. When they make a move, they can go for a wit check defended by wit or sense.

Make a wit check against opponent wit or sense. On a crit, they are seduced if one condition checks. On a hit, they are seduced if two conditions are true. On a graze, they are seduced if three conditions are true. On a miss, believes only if all four are true.



- **Interest:** If the seducer is interesting as a friend or lover, +1. If not, 0. If there is some less obvious quality that is important but not yet known, 0.
- **Mood:** If they are looking for a lover, friend or if they are in a special mood, +1. If they are under threat or suffer from anxiety, -1. If they are neutral, 0.
- **Move:** Doing the right moves and performing smoothly will yield +1. Doing something they dislike or being blunt or creepy yields -1. If it is undecided, 0.

Move is a subjective factor influenced by personality.

Seduction rolls can be called after performing a move. They can be automatically rejected any time by the seduced if two conditions are negative.

When someone is seduced, they trust you and relationship is always positive when trying to convince. They also become vulnerable to some animancy spells and abilities.

### 3.10 Mental health

Whenever a traumatic event happens, a character can become afflicted by a mental health issue. Traumatic events include failure on a mission, loss of a friend, being close to death or getting severely wounded, being tortured, being abused psychologically, being betrayed and being dominated. More traumatic events can be added to the list.

The intensity of the traumatic event will dictate the DL to be surpassed with a defiance check. On a crit or hit, the character is not affected by any disorders. On a graze or miss, they become affected. A very easy DL

is 15, an easy one is 20, a medium is about 25, hard is 30 and very hard is 35.

Possible mental health issues:

**Depression:** Training becomes 50% slower.

**Paranoia:** Has a 25% chance to notice something that is not there (getting 1 on a d4) when using any of the senses.

**PTSD:** Can be prompted to

**Thanatophobia:** Becomes afraid when HP is under 50% and is forced to spend all AP to run away when it is under 25%.

**Creature phobia:** Becomes afraid when facing specific creature or creature type.

**Water Phobia:** Compelled to move away from the edge of places with running water or water levels taller than the character. If forced into a balance check, gets -5 to the test.

**Heights Phobia:** Compelled to move away from the edge of places twice as tall as the character or taller. If forced into a balance check, gets -5 to the test.

**Dark Phobia:** Becomes afraid when it is dark.

**Insomnia:** Cannot sleep unless exhaustion is at least 10.

**Anger issues:** -5 to any check to resist rage or to attempt calming down.

**Kleptomania:** GM can randomly prompt the character to make a defiance check to resist trying to steal something.

**Romantic Mania:** Becomes obsessed about a romantic relationship, which reduces training speed by 50%.

**Food addiction:** Character eats twice as much.

**Substance addiction:** Training becomes 50% slower.

The specific mental health issue that has to be tested against is to be decided case by case.



# Chapter 4

## Wealth and Gear

### 4.1 Weapons and shields

A weapon is a tool used in combat to enhance character skills. Every weapon or shield has at least one way of attacking. Each way has its own properties:

- **Melee:** indicates that it is a melee attack
- **x piercing/crushing/slashing:** indicates the damage type.
- **Shooting:** indicates that it can use the shoot ranged attack, as well as precise shot and quick shot.
- **Thrown:** indicates that it can use the throw ranged attack.
- **Reloading:** The weapon requires reloading to attack again.
- **Size:** Defines what creature size can wield the weapon, what is the STR damage modifier for the damage and what is the ACC penalty. Wielding a weapon one size too large gives -4 ACC, while wielding larger than that is impossible.
- **Two-handed:** Must be wielded with two hands.
- **Parry 0/I/II:** Allows blocking an attack with a weapon. Parry 0 has no bonuses. Parry I has +10 deflection and Parry II has +12.
- **Heavy I/II:** A heavy attack can add 1x STR to damage, but the attack costs 1 extra AP and gets a -5 ACC penalty. A Heavy II attack can deal 2x STR bonus damage but costs 2 extra AP and gets a -10 ACC penalty. Using the heavy property is optional and it cannot be used in conjunction with an opportunity attack.

### Shields

Shields improve the block skill, but give penalties to

- **Cleaving:** This attack can be a cleaving attack for 1 extra AP.
- **Hooked:** This attack can be a hooked attack.
- **Grabbing:** This attack can be used to perform grappling actions.
- **Brace:** This attack can be a braced attack.
- **Long I/II/III:** weapons have reach extended by 1m per level. Long II gives a -2 ACC and long III gives -5.
- **Clumsy:** weapon gets -5 ACC vs characters closer than its maximum reach.
- **Maneuverable:** Attack can be performed during a grapple.
- **Vicious:** Gets +5 accuracy against deflection when not blocked or evaded.
- **Draw:** This is a quick draw weapon and costs 0 AP to draw, but the regular cost for putting away.

### Weapons

A few human sized versions of weapons are shown in the list. To make a different size version, adjust the damage mod and fighting mod to the appropriate size category. Using a weapon of one size category above will double the fighting penalty of the weapon.

The regular range for bows and crossbows is 15m, which is a distance that a normal person with little training can hit a human sized target reliably. Crossbows are easier to use, so the range is 30m. Trying to attack further targets will incur a penalty of -3 to ACC and an extra -3 for every extra 15m.

skills and melee accuracy due to their unwieldiness and weight.

Carrying a tower shield reduces mobility, reducing



Weapons						
Weapon	attack	damage	AP cost	hand	range	properties
<b>Unarmed</b>	Grab	0 crushing	2	one handed	melee	maneuverable, grabbing
	Punch	4 crushing	2	one handed	melee	maneuverable
<b>Dagger</b>	Stab	12 piercing	2	one handed	melee	maneuverable, draw, vicious
	Parry	8 DR	1	one handed	melee	parry I
	Throw	8 piercing	2	one handed	30m	thrown, draw
<b>Rapier</b>	Jab	14 piercing	2	one handed	long I, vicious	
	Parry	8 DR	1	one handed	melee	parry I
<b>Short Sword</b>	Jab	14 piercing	2	one handed	melee	vicious, maneuverable
	Parry	10 DR	1	one handed	melee	parry I
	Swing	14 slashing	2	one handed	melee	cleave, draw
<b>Short Spear</b>	Thrust	14 piercing	2	one handed	long I	braced
	throw	14 slashing	2	one handed	30m	thrown
<b>Mace</b>	Strike	20 crushing	3	one handed	melee	heavy I, maneuverable
	Parry	10 DR	1	one handed	melee	parry I
<b>Battle axe</b>	Strike	18 slash/pierc	3	one handed	melee	maneuverable, heavy I
	Parry	10 DR	1	one handed	melee	parry I
<b>War hammer</b>	Strike	18 pierc/crushing	3	one handed	melee	maneuverable, heavy I
	Parry	10 DR	1	one handed	melee	parry I
<b>Great Sword</b>	Swing	18 slashing	3	two handed	long I	cleaving
	Thrust	14 piercing	2	two handed	long I	
	Parry	10 DR	1	two handed	melee	parry II
	Half sword	14 pierc/slash/crush	2	two handed	melee	maneuverable
<b>Pike</b>	Thrust	14 Piercing	2	two handed	long II	clumsy, braced
<b>Polearm</b>	Hook	10 slash	3	two handed	long I	hooked
	Parry	10 DR	1	two handed	melee	parry II
	Grapple	0 Crushing	2	two handed	melee	grabbing, maneuverable
	Thrust	14 Piercing	2	two handed	long I	clumsy, braced
	Chop	20 Crush/Slash	3	two handed	long I	heavy II
<b>Bardiche</b>	Cleave	20 Slashing	3	two handed	long I	heavy II, cleaving
	Parry	10 DR	1	two handed	melee	parry II
	Grapple	0 Crushing	2	two handed	melee	grabbing, maneuverable
<b>Short Bow</b>	Shoot	14 piercing	3	two handed	15/90m	
<b>Long Bow</b>	Shoot	14 piercing	3	two handed	15/150m	heavy I(max +10)
<b>Cross Bow</b>	Shoot	24 piercing	3+4	two handed	15/150m	reload



max AP by 1. Tower shields can be used as cover. A shield strapped to the body still gives the skill and AP penalties.

Large and tower shields can be used to block blasts. Large shields apply half the shield DR and tower shields apply the full value.

Name	Skill Penalty	fighting penalty	Deflection	DR
Small Shield	-1	0	12	14
Large Shield	-3	-1	16	18
Tower Shield	-5	-2	18	18

## 4.2 Armor

Light armor offers decent protection, but also very little disadvantages to using them.

Heavy armor is the most taxing type of armor, but also the most protective. Wearing heavy armor will reduce the maximum AP by 2 and AP regeneration by 1 when worn. Dashing will only double movement speed instead of tripling it. Standing up costs 3 AP instead of 2. Swimming speed becomes a third of normal movement speed instead of half.

**Armor penalties:** The penalties shown in the armor and shield tables are implicated in the values skills that require lightness of movement, athletics and stealth. The complete list is: Stealth, Prestidigitation, reflex, balance and climb.

**Localized damage:** If using localized damage, close faced helmets from heavy armor give -5 penalties to Spot, smell and Listen, but give +5 deflection bonus to the head and neck. Opening the visor eliminates the penalties and bonuses.

Name	Slashing	Piercing	Blunt	Fire	Ice	Electric	Deflection	Penal.
Light								
Gambeson	6	6	10	8	8	8	+21	-1
Chain Mail	12	10	10	6	6	6	+22	-1
Scale Mail	12	12	10	8	8	8	+22	-2
Light Plate	14	14	12	8	8	8	+24	-3
Heavy								
Brigandine	16	16	16	10	10	10	+28	-6
Full Plate	18	18	16	10	10	10	+30	-8

## 4.3 Containers and encumbrance

Items can be separated into small, medium, large and huge. Small items weigh less than 250g and occupy as much space as a human fist, at most. Medium items weigh up to 5kg and have the size of a human head, at most. Large items weigh up to 30kg and have the size of a human. Huge items include everything larger than a human.

Carrying too much will cause encumbrance. A character can be in one of four encumbrance levels: light, medium, heavy and hobbled.

- **Light:** A light encumbrance has no effect.
- **Medium:** Medium gives -2 to the armor penalties
- **Heavy:** Heavy will give the heavy armor penalties plus -5 to all armor penalties.
- **Hobbled:** Hobbled means the character is hobbled.

Travelers need to have containers to carry equipment that they are not wearing. Containers can carry a number of items at each level of encumbrance. A small item occupies 1 space, a medium one occupies 10, a heavy one occupies 50 and a huge one requires a huge container.

Name	light	medium	heavy	types
Backpack	10	25	40	small, medium
Belt*	8	-	-	small

\*quick draw

Larger containers requires a stronger or larger character to carry it. Using an oversized container automatically gives medium encumbrance.

## 4.4 Wealth and money

Wealth is separated in three categories. Currency, titles and assets.

Cooper, silver and gold are every day currency. Ten cooper is worth the same as one silver and 10 silver is worth the same as 1 gold.

Titles work as a tool for bargain, access and rights. They can be used to improve negotiations, allow access to exclusive goods, places and services.

Assets represent land, rare items, slaves, investments, a business or some other form of wealth that is owned but has a fluctuating value compared to regular currency.

### 4.4.1 How much things cost?

Training

Armor and weapons







# Chapter 5

## Abilities

Abilities can only be taken once unless otherwise stated in the description. When an ability is taken multiple times, it gets a I, II, III beside its name indicating how many times it had been picked.

It is not possible to acquire an ability unless the requirements are fulfilled.

### 5.1 Athletics

#### Body building/Quickness/Endurance

**Usage:** passive

**Cost:** At Athletics level up

**Requirements:** -

**Description:** Choose to improve Body building/Quickness/Endurance to get +1 STR/AGI/END when leveling up athletics. Choose to increase 2 attributes at Athletics 3 and 4. Get all three upgraded at 5 and 6.

#### Armor proficiency

**Usage:** passive

**Cost:** 6XP, Athletics 2

**Requirements:** Body building II

**Description:** Reduces max AP penalty from heavy armor by 1 and reduces the skill penalties of wearing armor by 1.

#### Second skin

**Usage:** passive

**Cost:** 8XP, Athletics 4

**Requirements:** Armor proficiency, Body building IV

**Description:** Reduces max AP penalty by 1, allows standing up with only 2 AP in heavy armor. Decreases armor skill penalties by 2.

#### Gymnast

**Usage:** passive

**Cost:** 6 XP, Athletics 3

**Requirements:** Quickness III

**Description:** Gets +4 to balance. Falling damage is reduced to a third of the original damage when falling upright.

#### Long jumper

**Usage:** passive

**Cost:** 6 XP, Athletics 3

**Requirements:** Quickness II

**Description:** A long jump becomes longer by 1m.

#### Sprinter

**Usage:** passive

**Cost:** 6 XP, Athletics 3

**Requirements:** Quickness II

**Description:** Increases dashing speed by 1m.

#### Climber

**Usage:** passive

**Cost:** 6 XP, Athletics 2

**Requirements:** Quickness II

**Description:** +4 bonus to climb.

#### Runner

**Usage:** passive

**Cost:** 6 XP, Athletics 2

**Requirements:** Endurance III

**Description:** Dashing only spends 1 stamina.

#### Swimmer

**Usage:** passive

**Cost:** 6 XP, Athletics 2

**Requirements:** Endurance III

**Description:** Swimming fast only spends 1 stamina.

### 5.2 Melee Fighting

#### Grappling specialization

**Usage:** passive

**Cost:** 6 XP, melee fighting 1

**Requirements:** -

**Description:** Increases grappling by 1. Can be upgraded once per level of melee fighting.

#### War grappler

**Usage:** passive



**Cost:** 6 XP, melee fighting 3

**Requirements:** Grappling specialization II

**Description:** Reduces the penalties from being grappled by 3.

### Hook

**Usage:** passive

**Cost:** 6 XP, melee fighting 3

**Requirements:** -

**Description:** Increases grappling for hooked attacks by 2.

### Lancer

**Usage:** passive

**Cost:** 6 XP, melee fighting 2

**Requirements:**

**Description:** Increases the ACC of braced attacks by 2.

### Thrust and hook

**Usage:** passive

**Cost:** 6 XP, melee fighting 3

**Requirements:**

**Description:** Allows thrusting and hooking a single target in quick succession, which causes the hooking action to be 1 AP faster.

### Executioner

**Usage:** passive

**Cost:** 8 XP, melee fighting 3

**Requirements:**

**Description:** Increases the ACC of heavy attacks by +3 against enemies that are open to vicious attacks

### Blocking specialization

**Usage:** passive

**Cost:** 6 XP

**Requirements:** -

**Description:** Increases block by 1. Can be upgraded once per level of melee fighting.

### Shield mastery

**Usage:** passive

**Cost:** 8 XP, melee fighting 3,

**Requirements:** Blocking specialization IV

**Description:** Removes the ACC penalty of shields completely.

### Riposte

**Usage:** weapon AP -1

**Cost:** 6 XP, melee fighting 1,

**Requirements:** -

**Description:** After blocking an incoming melee attack and receiving a graze or a miss, the character can perform an attack with 1 AP discount and +2 ACC as a reaction. A riposte attack can be blocked or evaded, but does not trigger a riposte back.

### Riposte expert

**Usage:** passive

**Cost:** 8 XP, melee fighting 4

**Requirements:** Riposte

**Description:** Riposte gets an extra +2 ACC

### Defender

**Usage:** passive

**Cost:** 6 XP, melee fighting 3

**Requirements:** Blocking specialization IV

**Description:** Defending someone else only costs 1 AP.

### Bash

**Usage:** 2 AP

**Cost:** 4 XP, melee fighting 2

**Requirements:** blocking specialization II

**Description:** Moves forward with a normal jump while blocking. Gets +5 to the block skill against any opportunity attacks. Prevents the special effect from braced attack when the attack grazes or misses against block.

### Tank

**Usage:** passive

**Cost:** 6 XP, melee fighting 3

**Requirements:**

**Description:** Increases the amount of opponents required to flank by 1, making the fighter only get flanked if attacked by 3 opponents at once.

### Sword Specialization

**Usage:** passive

**Cost:** 4 XP

**Requirements:** -

**Description:** Increases damage with swords and rapiers by 1. Can be upgraded once per level of melee fighting.

### Sword expert

**Usage:** passive

**Cost:** 8 XP, melee fighting 4

**Requirements:**

**Description:** Increases ACC and parry with swords by 2.

### Armor breacher

**Usage:** passive

**Cost:** 6 XP, melee fighting 2

**Requirements:**

**Description:** Reduces the penalties of aiming for specific areas by 2.

### Superior precision

**Usage:** passive

**Cost:** 6 XP, melee fighting 4

**Requirements:** Armor breacher

**Description:** Reduces the penalties of aiming for



specific areas by 3.

### Combat Surgeon

**Usage:** passive

**Cost:** 6 XP, Melee Fighting 2

**Requirements:**

**Description:** Increases the ACC bonus of vicious attacks by +3.

### Battle Coordination

**Usage:** passive

**Cost:** 4 XP, Melee fighting 1

**Requirements:**

**Description:** When the character is part of a flank and is not open to vicious attacks themselves, the flank is more effective for them by +2 ACC.

### Combat Acrobatics

**Usage:** passive

**Cost:** 4 XP, melee fighting 3

**Requirements:** -

**Description:** The jumping evasion gives +8 extra evasion instead of +5.

### Evasive Counter attack

**Usage:** passive

**Cost:** 6 XP, melee fighting 4

**Requirements:** riposte

**Description:** Getting missed when evading triggers a riposte.

### Battle Dancer

**Usage:** passive

**Cost:** 4 XP, melee fighting 3

**Requirements:**

**Description:** Gets +5 to its overrun when using evasion.

### Elite warrior

**Usage:** passive

**Cost:** 10 XP, melee fighting 5

**Requirements:**

**Description:** Gets +1 to melee ACC, block, evasion, reflex, brawn, and grapple.

### Legendary warrior

**Usage:** passive

**Cost:** 10 XP, melee fighting 6

**Requirements:**

**Description:** Gets +1 to melee ACC, block, evasion, reflex, brawn, and grapple.

## 5.3 Marksman

### Archer

**Usage:** passive

**Cost:** 6XP, Marksman 1

**Requirements:**

**Description:** Allows performing quick and precise shots.

### Rapid Shooter

**Usage:** passive

**Cost:** 8XP, Marksman 3

**Requirements:**

**Description:** Quick shot changes the penalty to ACC from -5 to -2

### Sniper I

**Usage:** passive

**Cost:** 6XP, Marksman 3

**Requirements:**

**Description:** Precise shot only gets -1 penalty from distance.

### Sniper II

**Usage:** passive

**Cost:** 8 XP, Marksman 4

**Requirements:** Sniper I,

**Description:** Precise shot only costs 1 extra AP and gets +2 ACC.

### Archer muscles

**Usage:** passive

**Cost:** 8XP, Marksman 3

**Requirements:**

**Description:** Allows performing a quick shot with a heavy attack.

### Archer muscles

**Usage:** passive

**Cost:** 8XP, Marksman 4

**Requirements:**

**Description:** Reduces the ACC penalty of heavy shots to -3.

### Strafe

**Usage:** passive

**Cost:** 8 XP, Marksman 5

**Requirements:**

**Description:** Quick shot gets no penalty to ACC.

### Jump Shot

**Usage:** Quick shot cost+1

**Cost:** 4XP, Archer

**Requirements:**

**Description:** Jumps back and performs a quick shot, avoiding opportunity attacks.

### Lightning Reflexes

**Usage:** passive

**Cost:** 8 XP, Marksman 4

**Requirements:**

**Description:** Grazes from projectiles and blasts to reflex deal only half damage.



### Quick reload

**Usage:** passive  
**Cost:** 6 XP, Marksman 2  
**Requirements:**  
**Description:** Reloads weapons 1 AP faster.

### Quick reload II

**Usage:** passive  
**Cost:** 6 XP, Marksman 4  
**Requirements:** Quick reload  
**Description:** Reloads weapons 1 AP faster.

### Archer Mastery

**Usage:** passive  
**Cost:** 10 XP, Marksman 5  
**Requirements:**  
**Description:** +1 Ranged ACC, +1 reflexes.

### Legendary Archer

**Usage:** passive  
**Cost:** 10 XP, Marksman 6  
**Requirements:**  
**Description:** +1 Ranged ACC, +1 reflexes.

## 5.4 Cunning

### Body awareness

**Usage:** passive  
**Cost:** 6 XP, Cunning 2  
**Requirements:** melee fighting or marksman at 3  
**Description:** Gains +1 PER.

### Warrior instincts

**Usage:** passive  
**Cost:** 6 XP, Cunning 4  
**Requirements:** melee fighting or marksman at 5  
**Description:** Gains +1 PER.

### Deft hands

**Usage:** passive  
**Cost:** 6 XP, Cunning 3  
**Requirements:**  
**Description:** Gives it +5 to prestidigitation.

### Silent step

**Usage:** passive  
**Cost:** 6 XP, Cunning 1  
**Requirements:**  
**Description:** +2 Stealth.

### Quick shadows

**Usage:** passive  
**Cost:** 6 XP, Cunning 4  
**Requirements:** Silent step  
**Description:** Reduces the penalty from dashing while

stealthy to from -15 to -5.

### Ambusher

**Usage:** passive  
**Cost:** 6 XP, Cunning 3  
**Requirements:**  
**Description:** When performing melee attacks from stealth, reduces the penalties to stealth by 3.

### Guerrilla tactics

**Usage:** passive  
**Cost:**  
**Requirements:** 6 XP, Cunning 4  
**Description:** When performing ranged attacks from stealth, do not get any stealth penalties.

### Hiker

**Usage:** passive  
**Cost:** 4 XP  
**Requirements:**  
**Description:** Increases navigation by 1. Can be taken once per level in cunning.

### Searcher

**Usage:** passive  
**Cost:** 4 XP Cunning 1  
**Requirements:**  
**Description:** Gains +2 to spot. Increases the bonus from looking actively by +3.

### Visual Acuity

**Usage:** passive  
**Cost:** 6 XP Cunning 4  
**Requirements:**  
**Description:** Gains +2 to spot. Reduces the penalty from distance to spot to -2 per 10m.

### Trained ear

**Usage:** passive  
**Cost:** 4 XP Cunning 4  
**Requirements:**  
**Description:** Gains +2 to listen. Reduces the penalty from distance to spot to -2 per 10m.

### Echolocation

**Usage:** passive  
**Cost:** 6 XP, Cunning 4  
**Requirements:** Bat ears  
**Description:** Gains +4 to listen and +1 to reflexes.

### Smell repertoire

**Usage:** passive  
**Cost:** 4 XP, Cunning 4  
**Requirements:** Bear nose  
**Description:** Recognize smells on a graze if the smell is familiar.



## 5.5 Education

### Literacy

**Usage:** passive

**Cost:** Automatic at Education 1

**Requirements:** -

**Description:** Learns how to read and write in one language.

### Theory of Magic

**Usage:** passive

**Cost:** 6 XP, Education 1

**Requirements:** Literacy

**Description:** The wizard can now memorize up to INT spells. Gives the wizard the ability to maintain a grimoire, which allows it to write down accurate spell instructions for later recollection. Without a grimoire, a wizard cannot memorize new spells. Any spell in the grimoire can be cast as a ritual without memorization as long as the wizard has learned the spell.

### Field casting

**Usage:** passive

**Cost:** 6 XP, Education 3

**Requirements:** Theory of magic

**Description:** Allows the wizard to move at normal speed and perform attacks with one handed weapons while they sustain a spell.

### Biomagical studies

**Usage:** passive

**Cost:** 6 XP, education 3

**Requirements:** Theory of magic

**Description:** Each level in biomancy increases spell casting for biomancy spells by 1.

### Alchemical studies

**Usage:** passive

**Cost:** 6 XP, education 3

**Requirements:** Theory of magic

**Description:** Each level in alchemy increases spell casting for alchemy spells by 1.

### Animantic studies

**Usage:** passive

**Cost:** 6 XP, education 3

**Requirements:** Theory of magic

**Description:** Each level in animancy increases spell casting for animancy spells by 1.

### Battlemage

**Usage:** passive

**Cost:** 4 XP, Education 2

**Requirements:** Theory of Magic

**Description:** Teaches the wizard how to quicken spells. Increases spell casting by +1.

### Laws of Telemotion

**Usage:** passive

**Cost:** 4 XP, Education 2

**Requirements:** Theory of Magic

**Description:** The wizard learns how to increase a spell's range. Increases spell casting by +1.

### Applied Mathemagics

**Usage:** passive

**Cost:** 4 XP, Education 2

**Requirements:** Theory of Magic

**Description:** The wizard learns how to increase a spell's area of effect. Decreases the chance that a blast spell will affect an ally by reducing its DL by 5 for allies. Increases spell casting by +1.

### Magical Stability

**Usage:** passive

**Cost:** 4 XP, Education 2

**Requirements:** Theory of Magic

**Description:** Teaches the wizard how to extend a spell's duration. Increases spell casting by +1.

### Subconscious spellweave

**Usage:** passive

**Cost:** 4 XP, Education 2

**Requirements:** Theory of Magic

**Description:** Teaches the wizard how to cast a concealed spell. Increases spell casting by +1.

### Magician

**Usage:** passive

**Cost:** 6 XP, Education 4

**Requirements:** Subconscious spellweave

**Description:** Casting concealed spells does not increase the DL.

### Master wizard

**Usage:** passive

**Cost:** 10 XP, Education 5

**Requirements:** Theory of Magic

**Description:** Gets +1 to INT and +1 to spell casting.

### Legendary wizard

**Usage:** passive

**Cost:** 10 XP, Education 6

**Requirements:** Theory of Magic

**Description:** Gets +1 to INT and +2 to spell casting.

## 5.6 Charisma

### Obfuscation

**Usage:** passive

**Cost:** 4 XP, Charisma 3

**Requirements:**

**Description:** Gets +5 to wit against sense when trying to seduce.



### Sexiness

**Usage:** passive

**Cost:** 4 XP, Charisma 3

**Requirements:**

**Description:** Gives +5 against wit when trying to seduce.

### Conversationalist

**Usage:** passive

**Cost:** 4 XP, Charisma 3

**Requirements:**

**Description:** Gives +5 against wit when trying to convince.

### Beautiful

**Usage:** passive

**Cost:** 6 XP

**Requirements:** picked at character creation or ritual

**Description:** Gains +2 to all friendly social interactions and +5 to all romantic ones if the other party is interested.

### Haggling

**Usage:** passive

**Cost:** 6 XP, Charisma 2

**Requirements:**

**Description:** +5 wit to convince or resist being convinced that an item has a different value than it seems.

## 5.7 Transcendence

### Awakening

**Usage:** passive

**Cost:** 6 XP, Alchemy or Biomancy or Animancy

**Requirements:**

**Description:** Increases POW by 1. Can be taken once per level to match the highest of alchemy, biomancy or animancy.

### Elementalist

**Usage:** passive

**Cost:** 8 XP, Alchemy 4

**Requirements:** innate or ritual

**Description:** Chooses either fire, ice, electric, light or telekinetic. The character's ectoplasm gains magical properties associated with that element.

### Agile/Strong build

**Usage:** passive

**Cost:**

**Requirements:** racial or ritual

**Description:** Choose between agile and strong builds. Agile: +2 to agility, -1 strength and increases dashing speed by 1m and get +1m to long jump. Strong: +2 strength, -1 agility and decreases armor penalties to max AP and AP regeneration by 1, but always gets heavy armor penalties to dashing and long jump.

### Grow!

**Usage:** passive

**Cost:**

**Requirements:** growth stimulation, racial or ritual

**Description:** Subjects itself to a procedure to grow. Increase size by 1.

### Fur / Scales

**Usage:** passive

**Cost:**

**Requirements:** racial or ritual

**Description:** Choose Fur or scales. Fur: Becomes Furry, which gives it +5 in checks to resist cold exposure and increases fire and cold damage reductions by 2. Scales: Makes the skin resemble that of a crocodile. It gains +2 base damage reduction against slashing and piercing damage.

### Quills

**Usage:** passive

**Cost:**

**Requirements:** Fur, racial or ritual

**Description:** Turns the fur into quills, which makes the character unable to wear armor unless it is custom made, but gives it a natural +12 to all physical DRs and +24 to deflection.

### Osteoderm

**Usage:** passive

**Cost:**

**Requirements:** scales, racial or ritual

**Description:** Increases damage reductions against slashing and piercing by +2 and gives another +1 to deflection.

### Retractable Claws

**Usage:** passive

**Cost:**

**Requirements:** racial or ritual

**Description:** Gives the unarmed grab attack a base 8 slashing damage. Also improves climbing and grappling skills by 2.

### Prehensile tail

**Usage:** passive

**Cost:**

**Requirements:** racial or ritual

**Description:** +4 to balance and climbing. Can hold things with the tail.

### Bear Nose

**Usage:** passive

**Cost:**

**Requirements:** racial or ritual

**Description:** Modifies the nose to become very sensitive and may turn it into a muzzle and gets +10 to smell.



**Bat ears****Usage:** passive**Cost:****Requirements:** racial or ritual**Description:** Modifies the ears to pick up on a wider range of frequencies and become more sensitive, giving a +5 bonus to listen.**Infra Red Vision****Usage:** passive**Cost:****Requirements:** racial or ritual**Description:** Modifies the eyes to be able to see in the dark and through fog without difficulty.**Holy connection****Usage:** passive**Cost:** 6 XP, Animancy 1**Requirements:****Description:** Allows the character to use devotion instead of the respective spell skill to roll for spell casting.**Divine Channeler****Usage:** passive**Cost:** 10 XP Animancy 2**Requirements:** Holy Connection**Description:** Fills the channeler with divine energy in the form of SP based on the devotion skill. The spells and abilities that are affected by this need to be in the spell list of the deity. Spend 3 AP to get 3x Devotion temporary SP to be used for divine spells and abilities.**Avatar****Usage:** 5 AP**Cost:** 12 XP Animancy 5**Requirements:** Divine Channeler**Description:** Calls a divinity from its realm to take control over the body. While in this state, it is not necessary to make a spell casting check to cast the deities miracles because they always crit and they are always quickened. Any skill bonuses from the divinity are transferred to the character.

## 5.8 Biomancy

**Muscular Supercharge****Usage:** instant**Cost?** 8 XP, biomancy 1**Requirements****Range, Area:** self**Duration:** instant**Effect:** Use spiritual power to augment muscle strength. Increases Strength by 5 for a single action or reaction and spend 5 SP.**Mighty Sprint****Usage:** passive**Cost:** 6 XP, Biomancy 2**Requirements:** Muscular Supercharge**Description:** Use muscular supercharge to increase dashing speed and long jump by +1m until the end of the turn.**Metabolic boost****Usage:** passive**Cost:** 6 XP, biomancy 2**Requirements:****Description:** Improves personal biology to dispose of pathogens and poison. Increases health by 2, and poison DR by 2.**Growth Stimulation****Usage:** passive**Cost:****Requirements:** 8 XP, metabolic boost, biomancy 3**Description:** Gives +2 health and improves physical recovery from resting. Get 1 extra cure, heals 25% extra HP and recovers 50% extra fatigue at any level of rest except Insomniac.**Vascular Control****Usage:** passive**Cost:** 6 XP, biomancy 2**Requirements:** Metabolic boost**Description:** Decreases AP loss from not breathing by 1. Lowers the damage from bleeding effects by half and the amount of cures required by 1.**Cellular Reconstruction****Usage:** 3 AP**Cost:** 8 XP, biomancy 4**Requirements:** Growth Stimulation**Description:** Spends 5 SP to heal POW HP and get 1 cure. Increases fatigue by 2.**Blood magic****Usage:** 1 AP**Cost:** 6 XP, biomancy 4**Requirements:****Description:** Converts up to 10 HP into SP.

## 5.9 Alchemy

### 5.9.1 Fire

**Explosive arrows****Usage:** 2 AP + 3 SP**Cost?** 6 XP, Alchemy 2**Requirements** Elementalist(fire)**Range, Area:** 30m**Duration:** instant**Effect:** Creates balls of fire that can be thrown at



enemies or attached to a projectile. When they hit, they deal POW fire damage. They can be deployed individually or as a group, make a single test for each group.

### Flamethrower

**Usage:** 4AP + 6SP, 3AP+6 SP per proc

**Cost?** 6 XP, Alchemy 3

**Requirements** Elementalist(fire)

**Range, Area:** 4.5m 60 degrees cone blast

**Duration:** concentration, sustained

**Effect:** Creates flames from the caster's hands dealing 1.5x POW fire damage to all in a cone in front of the caster. The flamethrower can be sustained. For every proc, it deals damage again and can be retargeted. Enemies need to remake their reflex defense.

### Fire bomb

**Usage:** 5AP + 12 SP

**Cost?** 8 XP, Alchemy 3

**Requirements** Elementalist(fire)

**Range, Area:** 60m, 4.5m radius blast

**Duration:** Instant, concentration

**Effect:** Launches a magical projectile that explodes dealing 2x POW fire damage and pushes enemies away from the center if they didn't jump away.

### Burning soul

**Usage:** passive

**Cost:** 8 XP, Alchemy 5

**Requirements:** Elementalist(fire)

**Description:** Increases the damage of fire abilities by 50 %

### Internal heat

**Usage:** passive

**Cost:** 4 XP

**Requirements:** Elementalist(Fire)

**Description:** This character can produce all the heat its body needs and does not suffer from cold exposure.

## 5.9.2 Frost

### Frozen core

**Usage:** passive

**Cost:** 4 XP, Alchemy 1

**Requirements:** 4 XP, Elementalist(Ice)

**Description:** This character can cool down its body and does not suffer from heat exposure.

### Ice grasp

**Usage:** instant + 3SP

**Cost?** 6 XP, Alchemy 2

**Requirements** Elementalist(Ice)

**Range, Area:** melee, target

**Duration:** instant

**Effect:** Charges the user's hands with freezing energy during a grapple. If the enemy is still grappled at the end of its action, they take 1x POW ice damage to the grappled target.

### Freezing shard

**Usage:** 3AP + 3SP

**Cost?** 6 XP, Alchemy 3

**Requirements** Elementalist(Ice)

**Range, Area:** melee, target

**Duration:** charged, 5 turns

**Effect:** Creates a shard of freezing energy and throws it or attaches it to something. The shard attaches itself to anything it touches. It then creates a thick cold fog cloud, making anyone inside the fog blind and giving bad visibility to those trying to see inside. The shard deals POW ice damage each turn for the duration of the spell.

### Cone of frost

**Usage:** 4AP + 6SP, 3AP+6 SP per proc

**Cost?** 6 XP, Alchemy 3

**Requirements** Elementalist(Ice)

**Range, Area:** 4.5m 60 degrees cone blast

**Duration:** instant

**Effect:** Creates ice from the caster's hands dealing 1.5x POW ice damage to all in a cone in front of the caster. The cone can be sustained. For every proc, it deals damage again and can be retargeted. Enemies need to remake their reflex defense.

### Frozen core

**Usage:** passive

**Cost:** 8 XP, Alchemy 5

**Requirements:** Elementalist(Ice)

**Description:** Increases the damage of frost abilities by 50 %

## 5.9.3 Electric

### Charged Strike

**Usage:** 2 AP + 4 SP

**Cost?** 4 XP, Alchemy 1

**Requirements** Elementalist(shock)

**Range, Area:** melee, target

**Duration:** charged, 5 turns

**Effect:** Charges the user's hands and anything made out of metal with electricity. If an attack deals damage, it deals an extra POW electric damage.

### Electric skin

**Usage:** passive

**Cost:** 4 XP Alchemy 2

**Requirements:** Charged Strike Elementalist(shock)



**Description:** Allows using charged strike without AP cost when performing grappling actions with the hands or a metal object.

### Sustained Lightning

**Usage:** 4 AP + 6 SP, 3AP+6SP per proc

**Cost?**

**Requirements** Alchemy 3, Elementalist(shock)

**Range, Area:** 9m

**Duration:** sustained

**Effect:** The caster tries to open a sustained electric arc between himself and a target, dealing 1.5x POW electrical damage and stunning the target for 4 AP if they get crit on their Health defense. If the target leaves the spell range, the spell ends. If it touches the caster, the arc short circuits, dealing critical damage to both the caster and its target.

### Super conductive soul

**Usage:** passive

**Cost:** 8 XP, Alchemy 5

**Requirements:** Elementalist(shock)

**Description:** Increases the damage of electric abilities by 50 %

## 5.9.4 Telekinetic

### Force push

**Usage:** 2AP + 4 SP

**Cost?** 6 XP, Alchemy 2

**Requirements**

**Range, Area:** 4.5m cone blast

**Duration:** instant

**Effect:** Blasts an area in front of the caster, pushing enemies in a cone with 2x POW as the DL. Anyone in the critical zone of the blast have to face a DL of 3x POW.

## 5.9.5 Light

### Glow

**Usage:** modal

**Cost?** Alchemy 1

**Requirements** Elementalist(Light)

**Range, Area:** none

**Duration:** self, POW m

**Effect:** 1 SP per minute

The character's body glows, illuminating an area.

### Revealing light

**Usage:** 4 AP + 4SP

**Cost?** 8 XP, Alchemy 3

**Requirements** Glow

**Range, Area:** self

**Duration:** 1 SP per minute

**Effect:** A bluish light emanates, revealing all kinds of mysteries and invisible things. Gives everyone the

ability to use Spot to see something invisible and adds a +4 bonus to find magically concealed things.

### Darken

**Usage:** modal

**Cost?** 8 XP, Alchemy 2

**Requirements** Elementalist(Light)

**Range, Area:** self or 1m radius

**Duration:** 2 SP per minute or 5 SP per minute

**Effect:** Absorbs all light that enters an area, making it difficult for anyone on the outside to see what is inside. Makes anyone inside badly visible. Normally this only shrouds one character, but it can be enhanced to cover a 1m radius by increasing the SP cost.

### Blur

**Usage:** modal

**Cost?** 8 XP, Alchemy 2

**Requirements** Elementalist(Light)

**Range, Area:** self

**Duration:** 2 SP per turn

**Effect:** Makes the caster's body look blurry. Increases deflection, evasion and reflex by +4 as a circumstance bonus while active.

### Invisibility

**Usage:** 3 AP 12 SP

**Cost?** 8 XP, Alchemy 3

**Requirements** Darken

**Range, Area:** self

**Duration:** 6 SP per minute

**Effect:** Bends the rays of light around the caster for the duration to make it invisible, giving +10 circumstance bonus to the stealth skill for the duration.

## 5.10 Animancy

### Synesthesia

**Usage:** 0AP + 1 SP per turn

**Cost?** 6 XP, Animancy 2

**Requirements** Awakening I

**Range, Area:** 6m radius

**Duration:** instant

**Effect:** Sustains a perimeter of energy that amplifies perception. This character does not suffer the effects of flanking from anyone inside the area and it triggers a sense check to perceive invisible things the same way a spot check would be triggered if they were visible.

### Enhanced Synesthesia

**Usage:** passive

**Cost:** 6 XP, Animancy 3

**Requirements:** synesthesia, power 15

**Description:** Allows increasing the range of extended



senses to up to 30m by spending 2 SP per turn instead of 1.

### Speak with Animals

**Usage:** passive

**Cost:** 6 XP, Animancy 2

**Requirements:**

**Description:** Gains the ability to talk to any animal. Allows suggestion to be made against animals.

### Spirit walk

**Usage:** 2 AP

**Cost?** 8 XP, Animancy 3

**Requirements**

**Range, Area:** self

**Duration:** instant

**Effect:** Exits the body and travels in any direction with a move speed of 6m. This form is immune to any type of damage except magical, but takes 5 magical damage per turn while outside its body. The spirit alone is able to cast spells, but it can only perform animistic abilities.

### Possession

**Usage:** 4 AP

**Cost?** 8 XP, Animancy 4

**Requirements** Spirit walk

**Range, Area:** target

**Duration:** sustained

**Effect:** Attempts to possess another body. That is only possible during spirit walk if the body has 0 SP or less SP or if the target allows the possession. A possessed body has the mental attributes of the possessor and the physical ones of the possessed. It is not possible to regenerate SP by resting while possessing another body.

### Wild Spirit

**Usage:** passive

**Cost:** 8 XP, Animancy 4

**Requirements:** Speak with animals, Possession

**Description:** Allows possessing the body of an animal. Staying in an animal's body will damage intelligence by 2 per day until it matches the animal's.

### Strength of spirit

**Usage:** passive

**Cost:** 6 XP, Animancy 2

**Requirements:** Awakening II

**Description:** Increases magical damage reduction by 2.

### Mighty spirit

**Usage:** passive

**Cost:** 6 XP, Animancy 5

**Requirements:** Awakening V

**Description:** Increases magical damage reduction by

2.

### Smite

**Usage:** 0AP + 5 SP

**Cost?** 6 XP, Animancy 2

**Requirements**

**Range, Area:** target, melee

**Duration:** instant

**Effect:** Releases spiritual energy along with a weapon attack, unloading it on an enemy as POW magical damage whenever the attack deals any physical damage.

### Purge Magic

**Usage:** 3 AP + 3 SP

**Cost?** 6 XP, Animancy 3

**Requirements**

**Range, Area:** 9m

**Duration:** instant

**Effect:** Make a resisted check to remove the magical effect of a spell from a target. The DL depends on the magic that is getting purged. In general, that value is equal to the casting DL.

### Chaotic spike

**Usage:** 1 AP + 3 SP

**Cost?** 6 XP, Animism 1

**Requirements**

**Range, Area:** 18m

**Duration:** instant

**Effect:** As a reaction after seeing an enemy casting a spell, shoot a chaotic spike that forces an enemy to make a concentration check against the DL of 2x POW.

### Improved spike

**Usage:** passive

**Cost?** 4 XP, Animancy 3

**Requirements** Chaotic spike

**Range, Area:** 18m

**Duration:** instant

**Effect:** Increases the DL of chaotic spike by +4.

### Superior spike

**Usage:** passive

**Cost?** 4 XP, Animancy 5

**Requirements** Chaotic spike

**Range, Area:** 18m

**Duration:** instant

**Effect:** Increases the DL of chaotic spike by another +4.

### Telepathy

**Usage:** passive

**Cost:** 4 XP, Animancy 2

**Requirements:**

**Description:** Gets the ability to speak directly to people's minds at a maximum distance of 30m. Cannot communicate to animals unless it has speak with animals druid ability.



### Read superficial thoughts

**Usage:** passive

**Cost:** 4 XP, Animancy 3

**Requirements:** Telepathy

**Description:** Allows reading the superficial flow of thoughts in someone's mind who is in telepathy range, which enables it to hold a telepathic conversation with anyone.

### Central Intelligence

**Usage:** passive

**Cost:** 10 XP, Animancy 4

**Requirements:** Read superficial thoughts

**Description:** All characters linked by telepathic link can choose to use the highest party wit score instead of their own.

### Rage

**Usage:** instant

**Cost:** 6 XP Animancy 1

**Requirements:**

**Description:** Gains the ability to give itself the rage effect and improves the effects of the rage condition. The effects of fatigue and exhaustion are suspended until the end of the rage and max AP and AP regeneration are increased by 2.

### Unbridled Wrath

**Usage:** passive

**Cost:** 8 XP Animancy 3

**Requirements:** Rage

**Description:** Character does not fall unconscious

from HP loss.

### Anger Management

**Usage:** passive

**Cost:** 6 XP Animancy 2

**Requirements:** Rage

**Description:** The character can retain up to 4 AP at the end of its turn.

### Perfect Rage

**Usage:** passive

**Cost:** 12 XP, Animancy 5

**Requirements:** Anger management

**Description:** Becomes capable of retaining full control during rage.

### Performance anxiety

**Usage:** passive

**Cost:** 4 XP, Animancy 2

**Requirements:**

**Description:** Increases the spell casting DL of all spells by 5 on any enemies that are afraid.

### Bogey man

**Usage:** 4 SP per turn

**Cost?** 4 XP, Animism 4

**Requirements**

**Range, Area:** 10m

**Duration:** instant

**Effect:** If an enemy is afraid, they will have to defend against the overwhelming terror spell when performing any offensive action against the caster.







# Chapter 6

## Spells

### 6.1 Spells Basics

A Spell is a type of magic that consists on commanding magical material to do as it is told. The ability to cast spells depends on skill and power. Power is represented by the character's POW, while skill depends on intelligence and the magical skill level associated with the spell and character attribute modifiers.

**Casting a spell:** To cast any spell, make a spell casting resisted skill check (roll a d20) against the spell's casting DL. The result can be a crit, hit, graze or miss. In case of a crit, the spell is empowered. In case of a hit, the casting is successful. On a graze, choose whether the spell costs double the amount of SP or fails. On a miss, it fails.

**Concentration:** All spells require concentration to be cast. A concentration test is done by remaking the spell casting test.

**Offensive spells:** Spells with harmful effects use the same INT+POW as a DL to target a specific defense. The defender must roll their defense skill check against that defense.

#### 6.1.1 Grimoire and learning spells

**Grimoire:** A wizard can have a grimoire, where all the instructions to cast their spells are stored. Any spell that has been inscribed can be memorized to be used in combat. The number of spells that can be memorized is equal to INT.

**Learning and Inscribing:** Learning spells from scrolls and grimoire takes time. To learn a spell, make a knowledge skill check with the magical skill that corresponds to the magic type as bonus. If the score is exactly the same as spell DL, it takes 10 days to learn. For every point that exceeds the spell's DL, reduce 1 day. If it only takes 1 day, learn it within a long rest. If a spell has multiple magic types, roll for each of them separately.

Learning a spell yields 2 XP to its magic proficiency advancement if its requirement is at the same level as the character's. For example, a spell with Alchemy 2 requirement yields 2 XP if the character is at Alchemy 2 and none if it is higher. This shortens the amount of

time necessary to upgrade a proficiency proportionally. If Upgrading from alchemy 1 to 2 yields 10 XP and takes 90 days or 3 months, then after learning the spell it will only take 8/10 times that. Meaning it will take 72 days. It is possible to upgrade a magical skill proficiency just by learning spells.

**Memorizing:** A wizard can spend the equivalent of 1 short rest time to memorize up to INT/2 spells.

#### 6.1.2 Spell Enhancements

Enhancements are modifications that casters can do to their spells in order to make them more powerful or more suited to their needs. Applying those to a spell changes how difficult it is to cast it.

In order to perform any enhancement, it is necessary to pick the related ability. Not all spell enhancements can be done to any spell. The spell descriptions has what each enhancement can do and how many times the same enhancement can apply to a spell.

- **Extend Spell:** Increases casting DL by 3 to increase the duration of a spell by 2. The amount that can be increased is in the description.
- **Enlarge spell:** Increases casting DL by 3 to enlarge the area of a spell that is not a blast. Can be used as many times as indicated in the description.
- **Quicken spell:** Increases casting DL by 3 to Quicken a spell by 1 AP. Can be used to reduce casting time as many times as to halve the original value.
- **Elongate Spell:** Increases casting DL by 3 to stretch a spell's reach. Can be used as many times as the indication on the spell.
- **Careful Spell:** Increases casting time by 2 AP to reduce casting DL by 3.
- **Concealed casting:** Increases casting DL by 3 to make noise, light and magical aura from the casting disappear and removes the penalty to stealth from casting a spell.



**Empowering spell:** Spells can be stronger or weaker depending on the conditions. For example, converging the light rays into a laser will be more potent when the sky is clear than when it is raining. Those conditions are to be applied depending on the interpretations of how the spells work.

Some spells may even be impossible to cast if minimum conditions are not met. Making rain fall in the desert is impossible if there is no water in the sky.

The highest level of empowerment is only attainable on a casting crit in perfect conditions. For example, calling down lightning is at its highest power during a thunderstorm. With perfect spell casting performance it is possible to direct that energy to a specific place at a specific time and cause devastating damage.

## 6.2 Types of magic

### 6.2.1 Alchemy

#### Light

**Spell Cost:** 3AP + 4 SP

**Learning DL** Alchemy 1

**Casting DL:** 16

**Range, Area:** touch, 6m radius

**Empowerment:** +3/6/12m radius depending on the metal

**Duration:** 30 minutes

**Effect:** Creates a ball of light on a metallic object you can touch

#### Lasers

**Spell Cost:** 6 AP + 8 SP, 3 AP + 6 SP per proc

**Learning DL** 36

**Casting DL:** Alchemy 5

**Range, Area:** 200m

**Empowerment:** +0.5/1/2x damage depending on the light source

**Duration:** sustained

**Effect:** Converges the rays of light of a large light source into a single point out in the distance, causing 5+ POW fire damage to the target per proc. The path from sun to target must be a straight line and must be unobstructed.

#### Northern Lights

**Spell Cost:** 6 AP + 4 SP

**Learning DL** Alchemy 4

**Casting DL:** 32

**Range, Area:** 500m

**Empowerment:** Can be seen during the day

**Duration:** 1 minute

**Effect:** Draws or writes a simple, blurry message in the sky that can be seen during the night for 50 km.

#### Bend fire

**Spell Cost:** 4AP + 6SP

**Learning DL** Blast

**Casting DL:** Alchemy 3

**Range, Area:** 15m, 6m radius blast

**Empowerment:** +0.5/1/2x damage depending on the fuel and size of the fire

**Duration:** instant

**Effect:** Intensifies the burning of some fuel and spreads the fire, dealing POW fire damage to anyone in the area.

#### Extract Water

**Spell Cost:** 4 AP + 2 SP

**Learning DL** Alchemy 1

**Casting DL:** 24

**Range, Area:** melee, target

**Empowerment:** +1x/2x as much water depending on air humidity

**Duration:** 30 seconds

**Effect:** Draws humidity from the air and directs it somewhere, which could be a recipient. The amount of water extracted equals to 0.5L.

#### Create Fog

**Spell Cost:** 6AP+6 SP

**Learning DL** Alchemy 2

**Casting DL:** 28

**Range, Area:** 15m, 50m radius

**Empowerment:** 5/10/20 ice damage

**Duration:** 1 minute

**Effect:** The druid condenses the water in the air in a large area, creating a thick fog that makes visibility bad.

#### Rain

**Spell Cost:** 10 AP + 6 SP

**Learning DL** Alchemy 3

**Casting DL:** none

**Range, Area:** 100m, 45m radius

**Empowerment:** none

**Duration:** 10 minutes

**Effect:** If there are enough clouds, converges them to a location and makes it rain there, making everything wet.

#### Freeze Water

**Spell Cost:** 5 AP + 8 SP

**Learning DL** Alchemy 2

**Casting DL:** 24

**Range, Area:** 15m, 15 spaces

**Empowerment:** +10/20/40 spaces

**Duration:** 1 round delay

**Effect:** Freezes the water in an area after one round. A puddle becomes slippery, becoming a DL 25 difficult terrain. A sheet of ice 10 cm thick is created on a water surface, but additional layers can be placed if there is enough water. Anyone that is inside the water becomes frozen.



### Ice Hail

**Spell Cost:** 5AP + 12 SP

**Learning DL** Alchemy 3

**Casting DL:** 32

**Range, Area:** 30m, 9/12m radius

**Empowerment:** +2/4/8x instances depending on how full the clouds are

**Duration:** 1 turn delay, 4 turns

**Effect:** The druid freezes the water in the sky, if there is any, creating large balls of ice that rain over the battlefield causing 4 instances of 10 crushing damage to anyone that starts their turn inside the storm each turn. To avoid damage, characters have to leave the area or block with a large shield or larger.

### Call Wave

**Spell Cost:** 5AP + 4 SP

**Learning DL** Alchemy 3

**Casting DL:** 32

**Range, Area:** 60m, semicircle 9/12m radius

**Empowerment:** +4/8/12 DL depending on how full of waves that water is

**Duration:** 1 turn delay

**Effect:** Pulls a wave from a body of water. It hits everyone that is still in the area and attempts to pull them into the water with a pull action that cannot be evaded. The closer they are to the water, the higher the DL. The semicircle must start at the edge a body of water, if someone is at the edge, the DL is POW, while for anyone in the middle is 2x POW and for those at the center the DL is 3x POW.

### Ghostly Sound

**Spell Cost:** 3AP + 4 SP

**Learning DL** Alchemy 1

**Casting DL:** 24

**Range, Area:** 30m

**Empowerment:** +4/8/12 DL depending on how believable the sound is

**Duration:** 1 minute

**Effect:** The wizard makes a sound propagate from a point in range that he does not need to see, but only point the general direction. The target needs to make a Wit check to try to immediately know that it is an illusion, otherwise it will react normally to the sound. The sound may be as loud as a scream.

### Strong Wind

**Spell Cost:** 4AP + 6 SP

**Learning DL** Alchemy 2

**Casting DL:** 28

**Range, Area:** self, 9m radius, 30m in length

**Empowerment:** +1/2/4 DL

**Duration:** 5 turns, 1 turn delay

**Effect:** Pushes the wind in one direction. Any projectiles going against the wind or perpendicular to it get

-4 ACC. Clear away fog and dust.

### Dust Cloud

**Spell Cost:** 6AP +6 SP

**Learning DL** Alchemy 2

**Casting DL:** 28

**Range, Area:** 30m, 15m radius

**Empowerment:** +15m radius if there is a lot of dust

**Duration:** 1 minute

**Effect:** Swirls of wind pull earth and sand from the ground making a large dust cloud, making anyone inside blind, but also very hard to see from the outside. Cannot be cast if there is no sand or dirt.

### Call lightning

**Spell Cost:** 12AP + 14 SP

**Learning DL** Alchemy 5

**Casting DL:** 40

**Range, Area:** 100m

**Empowerment:** +0.5/1/2x damage

**Duration:** instant

**Effect:** As long as there are enough clouds, call down a lightning strike at a designated point. The lightning deals 2x POW electrical damage and stuns the victim for 6 AP on a crit against Health.

### Jagged Path

**Spell Cost:** 6 AP + 8 SP

**Learning DL** Alchemy 24

**Casting DL:** 24

**Range, Area:** 15m, 8m radius

**Empowerment:** +8m radius

**Duration:** instant

**Effect:** Causes any rock surface to become jagged, becoming DL 30 difficult terrain and dealing 4 piercing damage per square traversed at normal speed. Falling prone in one of these deal 12 piercing damage.

### Soften Earth

**Spell Cost:** 6AP+8 SP

**Learning DL** Alchemy 28

**Casting DL:** none

**Range, Area:** 15m, 12m radius

**Empowerment:** +2/4/8 DL depending on how soft the earth is

**Duration:** instant

**Effect:** Soften any earth to make it muddy. This is considered difficult terrain DL 30.

### Landslide

**Spell Cost:** 5AP + 5 SP

**Learning DL** Alchemy 32

**Casting DL:** 32

**Range, Area:** 100m

**Empowerment:** +0.5/1/2x damage depending on what is

**Duration:** 1 turn delay

**Effect:** Creates tremors in a location. One turn later,



causes a landslide that deals crushing damage on anyone that is still in the area. 5 + 2x POW crushing damage.

### Shape Rocks

**Spell Cost:** 5AP + 3 SP

**Learning DL** Alchemy 28

**Casting DL:** none

**Range, Area:** touch, 10m radius

**Empowerment:** none

**Duration:** 18 seconds

**Effect:** Transforms 1 cubic metre any rock the druid can touch to any shape. The shaping is too slow and weak to cause any direct damage, so trying to cover a live opponent with stone can only be made if the target is immobile for 3 turns. The shaping starts at the druid's hand and extends up to maximum range.

### Sand coffin

**Spell Cost:** 6AP + 12 SP

**Learning DL** Alchemy 36

**Casting DL:** 36

**Range, Area:** 30m

**Empowerment:** +1/2/4 DL

**Duration:** 5 turns

**Effect:** Attempts to cover a size 4 or smaller creature with sand, paralysing and suffocating it for 1 turn if they miss or graze on their defense. The effect is reapplied every turn until the end of the duration. Requires large amounts of sand.

## 6.2.2 Biomancy

### Decaying Gas

**Spell Cost:** 2 AP, 3SP

**Learning DL** Biomancy 24

**Casting DL:** 24

**Range, Area:** 9m, 6/9m radius

**Empowerment:** + 0.5x poison damage

**Duration:** 4 turns

**Effect:** Infects the target with toxic magic, causing 4 + POW/2 poison damage per turn and blocking healing effects. Deals double damage to undead.

### Carrion Weed

**Spell Cost:** 6AP + 3 SP

**Learning DL** Biomancy 28, Animancy 28

**Casting DL:** 28

**Range, Area:** self, 30m radius

**Empowerment:** none

**Duration:** 1 minute

**Effect:** The druid enchants the weed and grass on the floor to speed up the cycle of life and drain energy from the dead. Each time a size 2 or larger creature dies, the caster recovers 3 SP. The effect triggers the exact moment the creature dies.

### Nervous Shutdown

**Spell Cost:** 6AP + 6 SP

**Learning DL** Biomancy 32

**Casting DL:** 32

**Range, Area:** 30m, 4.5m radius

**Empowerment:** +3 DL

**Duration:** 3 turns

**Effect:** Attempts to magically block nervous communication through a target's nerves, paralysing them if they miss on a defiance check and stunning them for 5 AP if they graze and 8 AP if they miss.

### Virulent Poison

**Spell Cost:** 6AP + 6SP

**Learning DL** Biomancy 3

**Casting DL:** 28

**Range, Area:** 30m, 4.5/6m

**Empowerment:** +1/2/4 turns

**Duration:** 3 turns

**Effect:** The wizard causes a corpse to release poisonous gas. Undead count as corpses. Anyone that is in the area at the beginning of their turn makes a health defense to avoid becoming infected by a poison that deals 4+ POW/2 poison damage per turn for 3 turns. Missing and grazing repeatedly will stack the damage up to three times.

### Animate dead

**Spell Cost:** 6 AP + 5SP or as ritual 1 min + 3 SP

**Learning DL** Biomancy 32

**Casting DL:** 32

**Range, Area:** 9m

**Empowerment:**

**Duration:** 10 minutes

**Effect:** Turns a dead body back on through magic. It can only move at its normal speed when alive and attack or grapple enemies. The caster can direct it to attack something, but selecting a new target costs 1 AP. If the target dies, the corpse will automatically look for another. Multiple animated corpses can be commanded at once. The corpse maintains its strength, size and endurance, but the rest of the attributes become 12. The dead cannot evade or block, but still wear the armor they had when they died. If out of combat, you can try to talk to the undead. If its brain is undamaged, it may answer some questions.

### Necrofire

**Spell Cost:** 6 AP + 8SP

**Learning DL** Biomancy 28

**Casting DL:** Biomancy 28

**Range, Area:** 15m, 6m radius

**Empowerment:** 50% more damage

**Duration:** 4 turns

**Effect:** Conflagrates enemies with a special flesh eating energy that increases all damage dealt to HP by 25 % (but not the wound threshold) if they miss or graze.



If cast on undead, deals POW fire damage per turn

### Preserve corpse

**Spell Cost:** 1 minute ritual + 3SP

**Learning DL** Biomancy 24

**Casting DL:** 20

**Range, Area:** melee, touch

**Empowerment:** none

**Duration:** 1 day

**Effect:** Prevents decay from afflicting a corpse or part of one for a full day.

### Enhanced Sleep

**Spell Cost:** 6AP + 3SP

**Learning DL** Biomancy 24

**Casting DL:** 20

**Range, Area:** melee, touch

**Empowerment:** +2 cures +2 fatigue

**Duration:** 1 rest

**Effect:** Blesses the sleep of a target for the night, allowing it to get 3 extra cures and recover 2 points of fatigue.

### Healing touch

**Spell Cost:** 3AP + 6 SP

**Learning DL** Biomancy 24

**Casting DL:** 20

**Range, Area:** melee, target

**Empowerment:** +0.5x healing

**Duration:** 3 turns

**Effect:** Touches a target and floods it with healing energy, applying a magical heal over time effect of POW HP per turn over 3 turns.

### Healing wisps

**Spell Cost:** 5 AP + 8 SP

**Learning DL** Biomancy 28

**Casting DL:** 28

**Range, Area:** self, 9m radius

**Empowerment:** +3 wisps

**Duration:** 1 minute

**Effect:** Generates 5 wisps of healing energy that fly around the area. Any time anyone in the area takes damage, one wisp fuses with the wound, healing them by POW HP.

### Healing avatar

**Spell Cost:** 5AP + 10 SP

**Learning DL** Biomancy 36

**Casting DL:** 36

**Range, Area:** 9m, target

**Empowerment:** +0.5x healing

**Duration:** 3 turns

**Effect:** Sends a hefty amount of healing energy towards a target, applying a magical heal over time effect of 2x POW HP per turn over 3 turns. Makes the target immune to bleeding effects for the duration.

### Revivify

**Spell Cost:** ritual + 8 SP

**Learning DL** Biomancy 32, Animancy 32

**Casting DL:** 36

**Range, Area:** melee, target

**Empowerment:** none

**Duration:** 1 minute ritual

**Effect:** Performs a 1 minute ritual to revive a creature in melee range as long as the body is in condition to be alive and the soul still lingers nearby. The target is revived with 0 HP.

### Spirit Antidote

**Spell Cost:** 4AP+5 SP

**Learning DL** Biomancy 28

**Casting DL:** 28

**Range, Area:** self 4.5m radius

**Empowerment:** +3 Health +2 DR

**Duration:** 1 minute

**Effect:** Enhances its own ectoplasm to be a magically active gas that when inhaled increases Health by 4 against poison effects for the duration and increases poison DR by 3 for 1 minute.

### Clone

**Spell Cost:** ritual + 10 SP

**Learning DL** Biomancy 40, Medicine 40

**Casting DL:** 40

**Range, Area:** melee

**Empowerment:** none

**Duration:** 4 hours per 25kg of flesh

**Effect:** Converts the genetics of a corpse's body part to match someone else's. The model needs to be present at the ritual. The body is inert and needs to be preserved or it will deteriorate.

### Limb reattachment

**Spell Cost:** 4 SP + ritual

**Learning DL** Biomancy 32, Medicine 32

**Casting DL:** 32

**Range, Area:** melee, target

**Empowerment:** 5 minutes faster

**Duration:** 10 minutes

**Effect:** Magically attaches a limb into a body. The recipient may reject the new limb if it has different genetics, which will cause it to be weakened for 7 days. Any damage sustained by the limb is carried over to the recipient.

### Regeneration

**Spell Cost:** 1 minute ritual + 4 SP per cure

**Learning DL** Biomancy 24, Medicine 28

**Casting DL:** 24

**Range, Area:** melee, target

**Empowerment:** +1 cure per SP

**Duration:** sustained

**Effect:** Actively manipulates body functions of a target to speed up healing. Can heal up to 5 cures



### Sculpt Face

**Spell Cost:** 1 minute ritual + 4SP

**Learning DL** Biomancy 32

**Casting DL:** 32

**Range, Area:** self

**Empowerment:** none

**Duration:** permanent

**Effect:** Character is able to change how their face and body looks without altering the weight. Looks exactly the way the caster wants on a crit. Has only slight imperfections on a hit. On a graze, gets an unpredictable, but normal looking result and becomes deformed on a miss

### Hasten Blossoming

**Spell Cost:** 4AP + 2SP

**Learning DL** Biomancy 20

**Casting DL:** 20

**Range, Area:** melee, target

**Empowerment:** -2 minutes

**Duration:** 5 minute

**Effect:** Makes a plant mature faster. The plant will go through its stages of development very quickly, draining nutrients and water from the earth and bearing fruit if it can. The amount of food generated depends on the plant.

### Tree House

**Spell Cost:** ritual, 5 SP

**Learning DL** Biomancy 28

**Casting DL:** 28

**Range, Area:** target

**Empowerment:** +4 cubic metres

**Duration:** up to 5 minutes

**Effect:** Takes a tree and shapes it to have hollow space enough inside to serve as a room. The spell's effect is permanent, but it takes the spell duration to shape the tree. The space inside is equal to 6 cubic metres, but it can be increased by empowering the spell.

### Path of the wild

**Spell Cost:** 1 SP per minute

**Learning DL** Biomancy 28

**Casting DL:** 28

**Range, Area:** self, 6m radius

**Empowerment:** none

**Duration:** sustained

**Effect:** The trees open a path in the woods to let the caster pass and close it afterwards. Tracking the group from sight alone is impossible. Gets another +10 to the DL of tracking in any other way.

### Haunt tree

**Spell Cost:** 4AP+3 SP

**Learning DL** Biomancy 28

**Casting DL:** 28

**Range, Area:** 9m

**Empowerment:** +3/6/12 attack bonus +3/6/12 grappling bonus depending on the tree

**Duration:** 10 minutes

**Effect:** A tree becomes alive and uses its branches to attempt to grapple everyone that stands within reach of its branches. The tree's attack bonus is +25 and grappling bonus is +25. The tree can grapple any number of creatures at a time as long as they are in reach of its branches.

### Tree prison

**Spell Cost:** 6AP + 5 SP

**Learning DL** Biomancy 28

**Casting DL:** 28

**Range, Area:** 30m, 6/9m radius

**Empowerment:** none

**Duration:** 1 minute

**Effect:** Encircles a perimeter in the forest with thick branches, trapping anyone inside. A section of the wall large enough for a medium creature to pass has 100 HP. The wall is tall as the tree trunks. The trees resist anyone trying to climb the wall, making a climbing attempt have a DL of 30 and another +5 for every meter above 3.

## 6.2.3 Animancy

### Maddening psychosis

**Spell Cost:** 6AP + 2SP

**Learning DL** Animancy 3

**Casting DL:** 28

**Range, Area:** 15m, 6m radius

**Empowerment:** +3 DL

**Duration:** 3 turns

**Effect:** Anyone that gets a miss in their defiance defense against the spell DL becomes enraged.

### Curse of darkness

**Spell Cost:** 8 AP + 2 SP

**Learning DL** Animancy 4

**Casting DL:** 32

**Range, Area:** 9m, 4.5/6m radius

**Empowerment:** +3 DL

**Duration:** 3 turns

**Effect:** Causes all enemies in the area to believe they are blind for the duration if they miss on their defiance defense.

### Unstoppable Resolve

**Spell Cost:** 5 AP+ 3 SP

**Learning DL** Animancy 5

**Casting DL:** 36

**Range, Area:** 6m, 6m radius

**Empowerment:** none

**Duration:** 1 minute

**Effect:** Does not allow any ally affected by this to fall



unconscious from HP loss.

### Plague of Confusion

**Spell Cost:** 5AP + 3SP

**Learning DL** Animancy 2

**Casting DL:** 24

**Range, Area:** 9m, target

**Empowerment:** +1/2/4 DL

**Duration:** 3 turns

**Effect:** Assaults someone's mind and leaves a chaotic virus that interrupts the flow of thought. If the target hits or crits in the defiance check it goes away unscathed, otherwise it stays confused for the duration of the spell and the plague jumps to the nearest victim.

### Polygraph

**Spell Cost:** 8 AP + 1SP, +1 SP per 5 minutes

**Learning DL** Animancy 24, Telepathy

**Casting DL:** 24

**Range, Area:** 9m, target

**Empowerment:** none

**Duration:** sustained

**Effect:** Attunes to a target to identify when they are lying. It can try to resist, but if it does, it will be known. If the spell succeeds it adds +10 to any Wit checks against the target or anything related to it.

### Suggestion

**Spell Cost:** 3 AP + 2 SP

**Learning DL** Animancy 2, Telepathy

**Casting DL:** 24

**Range, Area:** 30m

**Empowerment:** +3 DL

**Duration:** 3 turns

**Effect:** Tells a charmed, confused, enraged or afraid creature to do something. If they fail on a defiance check, they will comply. That thing must be done immediately and cost no more than 5 AP. Can tell an enraged character to attack someone. Can tell one that is afraid will run away. If they are charmed, they will comply with protecting someone and if they are confused they will do any of the three.

### Psychoactive Coaching

**Spell Cost:** 4 AP + 2SP

**Learning DL** Animancy 4, Central Intelligence

**Casting DL:** 28

**Range, Area:** 15m

**Empowerment:** none

**Duration:** instant

**Effect:** Focuses on one creature, melding its mind with theirs and sharing their senses. The caster can remake any wit or defiance check to resist or remove a mental status effect on behalf of that creature. If it fails, the bard is also affected.

### Telepathic link

**Spell Cost:** 4 AP

**Learning DL** Animancy 1, Telepathy

**Casting DL:** 20

**Range, Area:** 6m

**Empowerment:** none

**Duration:** 10 minutes

**Effect:** Creates a telepathic link with a nearby willing creature that can speak to the caster. The caster and its target can speak to each other freely for the duration of the spell or until the maximum distance of 500m is exceeded, at which point the spell breaks.

### Overwhelming Terror

**Spell Cost:** 5 AP + 4 SP

**Learning DL** Animancy 3

**Casting DL:** 24

**Range, Area:** 4 XP

**Empowerment:** 30m

**Duration:** +3 DL

**Effect:** 3 turns

Force enemies to make a defiance check. If they graze, they become afraid for 3 turns. If they miss, they are compelled to run 4 AP away and become afraid for 3 turns. If they are already afraid and they miss, they will run away for 1 turn.

### Taunting mockery

**Spell Cost:** 3AP + 3 SP

**Learning DL** Animancy 2

**Casting DL:** 20

**Range, Area:** 18m

**Empowerment:** +3 DL

**Duration:** 2 turns

**Effect:** Forces enraged and confused targets to attack the caster if they graze or miss on a defiance check.

### Mental probe

**Spell Cost:** 2 AP + 4SP

**Learning DL** Animancy 3, Read superficial thoughts

**Casting DL:** 24

**Range, Area:** 6m, target

**Empowerment:** +3 to DL

**Duration:** 1 minute

**Effect:** The caster can force itself into seeing memories from its target. The memories that show up must be in the target's stream of consciousness, so it needs to be convinced or coerced into to showing the relevant memories.

### Mental palace

**Spell Cost:** 2 AP + 4SP

**Learning DL** Animancy 2

**Casting DL:** 28

**Range, Area:** target, melee

**Empowerment:** +3 DL

**Duration:** 10 minutes

**Effect:** Helps someone remember something, getting +4 to any knowledge check. Additionally, it can remember every detail of anything that it can perceive



for the duration of the spell.

### Pain

**Spell Cost:** 3AP + 3 SP

**Learning DL** Animancy 2

**Casting DL:** 32

**Range, Area:** 15m

**Empowerment:** +3 DL

**Duration:** 1 minute

**Effect:** Causes a great sensation of pain, which stuns a target for 5 AP on a hit, 8 AP on a crit and 3 AP on a graze on a defiance defense.

### Mental binding

**Spell Cost:** 5AP + 5 SP

**Learning DL** Animancy 5

**Casting DL:** 36

**Range, Area:** 15m

**Empowerment:** +3 DL

**Duration:** 4 turns

**Effect:** Completely binds a creature's mind, paralysing it completely for the duration if the creature gets a miss on its defiance defense. The creature can remake the defiance check every turn.

### Dominate

**Spell Cost:** 6 AP, 6 SP

**Learning DL** Animancy 6, Suggestion, Telepathy

**Casting DL:** 40

**Range, Area:** 15m

**Empowerment:** +3 DL

**Duration:** until unconscious

**Effect:** The bard can make someone completely obedient if they fail on a defiance check. Falling unconscious removes the effect.

### Torment

**Spell Cost:** 8 AP + 6 SP

**Learning DL** Animancy 5

**Casting DL:** 36

**Range, Area:** 15m, target

**Empowerment:** +3 DL

**Duration:** until wakes

**Effect:** Infects an unconscious target in range with a terrible and extremely realistic dream, which keeps the victim asleep until it manages to escape the dream by getting a hit or crit in a defiance check. They can retry to wake up every hour. The victim does not heal with that sleep and it loses 4 SP for every hour they are asleep.

### Spiritual Wall

**Spell Cost:** 4 AP + 4SP

**Learning DL** Animancy 24

**Casting DL:** 24

**Range, Area:** 15m, 6/8m

**Empowerment:** +2/4 defiance

**Duration:** 10 turns

**Effect:** Increases defiance for anyone inside the area by +4 .

### Interference Matrix

**Spell Cost:** 5 AP + 6 SP

**Learning DL** Animancy 28

**Casting DL:** 28

**Range, Area:** 18m, 6m radius

**Empowerment:** 3 turns

**Duration:** Hurls a ball of chaotic energy towards an area. Everyone inside is affected by the matrix. When afflicted, all spells get +5 to their DL and grazing on spellcasting automatically fails.

**Effect:**

### Life Detection Totem

**Spell Cost:** 6AP + 2 SP

**Learning DL** Animancy 20

**Casting DL:** 20

**Range, Area:** melee, 500m

**Empowerment:** none

**Duration:** 8 hours

**Effect:** Detects any life within 500m and points to its general location.

### Transfer soul

**Spell Cost:** ritual + 10 SP

**Learning DL** Animancy 6, Biomancy 4

**Casting DL:** none

**Range, Area:** melee

**Empowerment:** none

**Duration:** 4 hours

**Effect:** Transfers a soul into an empty body. The adaptation period can be extensive depending on the body.

### Forest Avatar

**Spell Cost:** 6 AP +7 SP

**Learning DL** Biomancy 5, Animancy 5

**Casting DL:** 36

**Range, Area:** self, 1km

**Empowerment:** none

**Duration:** 1 minute

**Effect:** The druid's soul leaves its body and possesses trees in the spell's radius. It can cast any spell while inside a tree. Any physical and poison damage taken will damage the tree, but magical damage affects the druid and deals double damage. Attacking as a tree is possible and damage depends on the size of the tree. Larger or smaller trees follow the creature size progression and use POW as the attribute for damage instead of STR.

### Anchor soul

**Spell Cost:** 5AP + 4SP

**Learning DL** Animancy 3



**Casting DL:** 24

**Range, Area:** melee, target

**Empowerment:** none

**Duration:** 3 days

**Effect:** The cleric anchors the soul of a creature to an

appropriate object, not allowing it to vanish. Can be done to the souls of creatures dead for up to 10 minutes. If the soul is still present, resurrection is possible, but the soul will wither away in 3 days without a body.