

RPG Below

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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.

Part I

Part I - System Rules

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) 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 dependant on its endurance and size attributes. When HP reaches 0, the character becomes unconscious.

Spirit Points (SP): are measure of the spirit. The base amount of SP is 0, but this value can be increased by the Power attribute. When it reaches 0, the character falls unconscious.

Action Points (AP) are a resource to perform actions in combat. The maximum AP a character can have is dependant of their Agility attribute and the AP regeneration is based on their endurance. The base value for max AP is 5, while base AP regeneration is 0. When combat starts, characters are at full AP. More are regenerated at the beginning of a character's action after the first turn.

Resistance represents the character's physical integrity and ability to take physical punishment. It sets the limits to how much damage can be taken at once without getting wounded.

Initiative is a value that is used to help determine the order in which characters act on a round. The higher a character's perception, the higher their initiative will be. Its exact value is $PER + \text{initiative bonuses}$.

Attributes represent the character's general capabilities, such as physical strength or intelligence. A regular healthy human is considered to have attributes at around 20. Each attribute is derived into Modifiers or mods, which are calculated by attribute divided by 2 rounded down. Modifiers are added and subtracted to most of the actions in the game.

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. They are separated into different classes with unique style. The list can be found in the abilities chapter. Abilities can give a character new ways of using basic or professional skills, some can give entirely new moves, some improve character attributes or give them skill bonuses.

2.2 Attributes

Attributes refer to general features as a character, such as strength. One can be strong for lifting but maybe not so much for jumping. However, if a character is good at one thing, becoming weaker will definitely make them worse at the skill, so the underlying characteristic is strength while the skill used is jump.

Attributes are separated between physical and mental. Strength, Agility, Endurance and Size are the physical ones. Perception, Attunement, Power and Intelligence are the mental ones.

Average Attribute scores are 20 for humanoid races. Players get 2 attribute points per level at level up. Any time they are referenced by their abbreviation (STR, AGI), it means their modifier, while if referenced by the full name (Strength, Agility) it means the base value.

Strength represents the character's physical strength and size. Strength is used to determine attack damage bonuses, grappling, brawn and most athletic skill bonuses.

Agility represents the speed and stamina of a character. A regular adult person who is in shape has Agility of 20 while an acrobat should have nearly 30. Agility gives bonuses to evasion, reflex, sleight of hand, stealth and some of the athletic skills. It also increases max AP by 1 per modifier and AP regeneration by 1 for every 3 Agility.

Size: it is the character's size. Other attributes are

interpreted relative to the creature's size, meaning that if a person can swing a stick 3 times per second, a giant person can also swing that many times with the same agility. The same analogy works for strength, agility and endurance. Size helps with grappling, strength, and contributes to resistance. It also increases the creature size category every 10 points. The characteristics of creature size are in their own section.

Endurance: represents physical resilience and stress tolerance. It contributes to how much HP the character has, improves health, concentration and deflection. Each END gives and +4 max HP. It can also increase damage reductions in some creatures.

Intelligence: the ability to learn new things and memorize facts. Also helps with wit and deception. Intelligence is a requisite for learning spells. Casters can memorize more spells, make them harder to resist and shape them to fit their needs thanks to intelligence.

Power: 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: the mundane perceptiveness and awareness of self and the surroundings. It improves the ability to detect things, helps prevent being caught by surprise, stay stealthy, balance better and make more precise movements.

Attunement: the ability to connect, empathize and influence other beings. Considering that living beings have a soul and that it is magical in nature, those that can connect better with others are also better at detecting magic. This helps with all social skills as well as with many spells that relate to the minds and spirits of others.

Creature size scales the power of weapons, the DR from armors and the amount of HP and Resistance the character has. Every 10 points in size delineate one category. The table shows how the progression works. The life mod multiplies both the value of Resistance and HP that come from size and endurance. The damage mod multiplies the values of weapon damage, armor DR and shield DR. The fighting mod is applied as a bonus or penalty to ACC, DEF and reflex.

Size categories start at 1 and increase by 1 every 10 points in the size attribute. 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.

The other physical attributes scale with size. If the same fight is performed by two creatures twice but in each one the size category gets altered equally for both creatures, the outcome should be the same.

Note that the damage mod is designed to work with human weapons and human shaped characters. Other creatures, weapons and armor may follow the same pattern but they can also be widely different. For example, a crab is not very strong in general, but their pincer is, so its strength modifier should be high. Damage mod should be modified to accommodate those cases.

The size of a creature defines the size of their token in a grid. 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).

| Size Category | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|---------------|-----|------|---|-----|-----|-----|-----|-----|
| Life mod | 1 | 1.5 | 2 | 3 | 4 | 6 | 8 | 12 |
| Damage mod | 0.5 | 0.75 | 1 | 1.5 | 2 | 3 | 4 | 6 |
| Fighting mod | +6 | +3 | 0 | -3 | -6 | -9 | -12 | -15 |
| Movement mod | 1.5 | 1.5 | 3 | 3 | 4.5 | 4.5 | 6 | 6 |

CHARACTER

PLAYER

MAX AP

AP REGEN

MOVEMENT SPEED

ACTION POINTS

HP

LIFE

ARMOR:

NAME: CATEGORY:

DEFLECTION: PENALTY:

Shield:

DR: CATEGORY:

DEFLECTION: PENALTY:

WEAPON:

DAMAGE: ACC BONUS: CHARACTERISTICS

WEAPON:

DAMAGE: ACC BONUS: CHARACTERISTICS

WEAPON:

DAMAGE: ACC BONUS: CHARACTERISTICS

SYSTEM BELOW

A T T R I B U T E S

| | BASE | BONUS | BUFF | MOD |
|-----|------|-------|------|-----|
| STR | | | | |
| AGI | | | | |
| SIZ | | | | |
| END | | | | |
| INT | | | | |
| POW | | | | |
| PER | | | | |
| CHA | | | | |

CLASSES

RACE

COMBAT SKILLS

| | TOTAL | BONUS | BUFF |
|-----------------------|-------|-------|------|
| ACCURACY (AGI+PER) | | | |
| DEFLECTION (END+PER) | | | |
| BLOCK(END+PER) | | | |
| EVASION(END+PER)* | | | |
| GRAPPLE (STR+SIZ) | | | |
| BRAWN (STR+SIZ) | | | |
| REFLEX(AGI+PER)* | | | |
| HEALTH(END+SIZ) | | | |
| DEFIANCE(2x POW) | | | |
| CONCENTRATION(2x END) | | | |

SUBTERFUGE SKILLS

| | TOTAL | BONUS | BUFF |
|--------------------|-------|-------|------|
| STEALTH (AGI+PER)* | | | |
| SLEIGHT (2x AGI)* | | | |
| SPOUT(2x PER) | | | |
| LISTEN(2x PER)* | | | |
| SENSE(CHA+PER) | | | |

ATHLETIC SKILLS

| | TOTAL | BONUS | BUFF |
|------------------|-------|-------|------|
| JUMP(AGI+STR)* | | | |
| SWIM(AGI+END)* | | | |
| CLIMB(STR+END)* | | | |
| BALANCE(PER+AGI) | | | |

SOCIAL SKILLS

| | TOTAL | BONUS | BUFF |
|------------------------|-------|-------|------|
| CHARM (CHA+INT) | | | |
| INTIMIDATION (CHA+POW) | | | |
| DECEIT (CHA+INT) | | | |
| WIT (CHA+INT) | | | |
| SELF CONTROL (POW+INT) | | | |

D A M A G E R E D U C T I O N S

| | ARMOR | DE/BUFF | TOTAL | | ARMOR | DE/BUFF | TOTAL |
|--------|-------|---------|-------|----------|-------|---------|-------|
| SLASH | | | | ICE | | | |
| PIERCE | | | | ELECTRIC | | | |
| CRUSH | | | | POISON | | | |
| FIRE | | | | MAGIC | | | |

2.3 Class

A character does not belong to any class. Classes are bundles of abilities with a similar theme that are meant to compose an archetype, like a list of skills that a person needs to have in order to perform a complex function. Any character can change their mind and decide to learn an ability from another class.

The requirements for learning an ability are: attributes, other abilities and class XP spent to acquire them. There could be other, more setting specific ways of acquiring new abilities.

2.4 Progression

The goal of player characters is to complete objectives presented in the game. To do that, they must create a quest that will lead to the completion of that objective. It is natural that progression should be tied to completing or failing to complete them.

The measure of development is separated into 2 categories of experience points (XP): general and class XP. Those can be spent to acquire new abilities, improve their attributes and learn new skills. General XP can be used for increasing attributes and skills, while class XP is used to pick up new abilities. class XP is tracked separately for each class.

The same event can be experienced by various real people in a multitude of ways and they learn differently from them. In the same token, each character will have their own set of quests and they will acquire XP by completing them. There are class and personal quests:

Class quests - These are related to honing that classes' skills. A wizard may want to acquire and study a specific grimoire, while a fighter can be looking for a duel with someone. The XP yielded depends on the difficulty of the task and what the character did to complete it.

Personal quests - This kind of mission can be anything as long as it has a positive or negative relation to the character's beliefs.

A character can have up to 2 class quests and 2 personal quests active at once. Only 1 class quest per class is allowed at once. Of course, XP can always be awarded for interesting game play.

The amount of XP awarded for a quest varies based on the difficulty of the quest relative to the character's power and quality of completion relative to the character's beliefs.

| difficulty | success | half | fail |
|------------|---------|------|------|
| very hard | 10 | 7 | 3 |
| hard | 6 | 4 | 2 |
| medium | 3 | 2 | 1 |
| easy | 2 | 1 | 0 |
| very easy | 1 | 0 | 0 |

Quest success: Note that a belief could be "I can take on anyone in a duel" and a quest related to that

"Defeat a giant". A success would be defeating the giant. A half success would be not fleeing and not falling unconscious or dying and a defeat would be literally getting defeated. In case someone helped defeat the giant but the character did not realise it, it still counts as a complete success.

If the belief were "I hate giants and I want them to suffer", the success would be dependent on the suffering of the giant. Maybe a better outcome would be earned by just cursing his mother.

Quest difficulty: A quest is a very broad term. It could be convincing someone of something, or winning a fight or stealing something. It could be many things. Giving a definitive answer to the measuring of quest difficulty would be a very complex matter involving too much math. Nonetheless, any "errors" in this area do not have very dramatic consequences, so this does not need to be an exact science.

The skill system offers a very rough estimate of the actual difficulty of a quest. If the most relevant skill check in a quest has about 50% chance of success, it is a medium difficulty. If it has 30 % it is hard and 10 % it is very hard. Of course, other factors need to be taken into consideration, such as length of a quest, amount of help received and other things.

The recommended method is that quest rewards should be given based on the pace that the GM wants its players progressing through the story. Which implies that longer quests, or those that require characters to do more things are harder.

Optional Milestone method: If the whole quest system is not interesting for your game, simply award XP for reaching landmarks.

2.5 Personality and characterization

2.5.1 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, especially in social situations. To create a personality trait, add one +3 bonus and one -3 penalty to any of these characteristics: resist calming down, resist rage, resist charm, charm, intimidation, deception, initiative, resist fear, resist deception. Here are a few examples of personality traits:

Angry : +3 to resist calming down, -3 to resist rage

Careful : +3 resist deception, -3 Initiative

Beautiful : +3 Charm, -3 Intimidation

Bashful : +3 Charm, -3 Intimidation **Naive :** +3 Charm, -3 resist deception **Brave :** +3 resist fear, -3 resist charm

Dishonest : +3 deception, -3 charm

Coward : +3 deception, -3 resist fear

Say a thug is Angry, Dishonest and a coward and his girl is Beautiful, Bashful and Naive. The thug can deceive her all day and she can charm him back whenever she wants. And they were happy forever after.

The maximum bonus any skill can get from personality is +6, the same goes for the penalty. A character's personality may change with time, according to how the game goes and how the character develops.

2.5.2 Beliefs

Any character has to choose between 3 and 5 strong opinions about the world at a time. They are intended to be a motivation for the character's missions and set a particular condition for the mission's success. For example, one's belief can be "I think thieves should be brought to justice". Another character's belief could be

"This thief stole from me, so I want to have his things". Both of these characters can help each other to take down the thief, but the final resolution will require conflict between them. They will be awarded XP based on that outcome.

At the end of each session or interlude during the game, the GM or players can discuss whether the character's current beliefs are making sense for their history and role play, then change them if necessary.

2.6 Character creation

Step one: Choose character personality and core beliefs.

Step 2: choose a race, which gives characters abilities and extra attributes.

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

| Race | STR | AGI | SIZ | END | INT | POW | PER | ATT |
|----------|-----|-----|-----|-----|-----|-----|-----|-----|
| Dwarf | +4 | -2 | 0 | +4 | 0 | +2 | +2 | -2 |
| High Elf | -2 | 0 | +2 | -2 | +4 | +4 | 0 | +2 |
| Dark Elf | -2 | +2 | +2 | 0 | +0 | +2 | +4 | 0 |
| Wood Elf | -2 | +4 | +2 | +0 | 0 | +2 | +2 | 0 |
| Human | 0 | 0 | +2 | 0 | 0 | +2 | 0 | 0 |
| Orc | +4 | +2 | +4 | +2 | -2 | 0 | 0 | -2 |

2.6.1 Dwarves

- +2 to health, defiance, deflection, concentration, brawn and block
- reduces armor penalties to AP regeneration and max AP from 2 to 1.

2.6.2 Dark Elf

- Have Infra red vision druid ability
- +2 to stealth skill, sleight of hand, perception, wit, reflex and Evasion skills

2.6.3 High Elf

- gets the innate magic sorcerer skill
- +2 to defiance, self control, concentration
- gets +5 to channel divinity and nature

2.6.4 Humans

- choose 2 attributes to get +2
- gain 6 extra XP to buy class abilities

2.6.5 Orc

- gets 10 HP per END instead of 8

- +2 to grapple, brawn, climb, deflection, swim and intimidation
-

2.6.6 Wood Elf

- Has Climber's expertise ability
- Agility must be selected as gold standard
- Get +2 to jump, balance, sleight of hand, climb, reflex

Step 3: Point buy stage, where players customize their character's attributes. All attributes start at 18 at character creation. Players get 24 points that they can distribute among their attributes as they like. The maximum value an attribute can have before adding racial bonuses is 24.

Step 4: Get 10XP to pick class abilities from any class. Getting an ability from a class increases its level by 1, so if a character has 3 fighter abilities, it is a level 3 fighter and if it has 0, it is a level 0 fighter.

Step 5: Gearing up and picking professional skills.

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 6 seconds each. The order at which players will have their turns is based on their initiative + d6. 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. Each turn after the first, at the beginning of their action characters recover AP equal to their AP regeneration, receive damage and healing from all of their healing and damage over time effects and decrease the countdown timer on all temporary effects. The number of AP can become a negative number, but only as an effect of certain abilities.

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: An important feature of combat are the reactions. They 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. Only one reaction can be used to react to a single event, even if many are triggered.

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. On average, taking 25% of resistance or more in damage causes a minor wound. Taking more than 50% of resistance causes a Major wound and taking 100% causes a mortal wound.

Death: happens when negative HP 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, spirit and pure. All of those types except pure, poison and spirit can have their value reduced by armor.

Multiple types: Any time an attack deals multiple types of damage, only one damage resistance can be applied at a time. The largest damage resistance is the one that is used. The attacker can drop a damage type from the attack if the damage will be higher that way.

3.3 Movement

Humanoid characters have a basic movement speed equal to 3m 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. The rounding down only happens at the end of the whole movement if the move consists of multiple squares continuously.

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 one space for every AP spent with this kind of movement.
- **dash:** dash is a continuous movement in a straight line with movement speed increased by 1.5m. 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. Dashing causes the character to get one level of winded for every 3 AP it spends running.

- **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:** costs three times as much movement speed to move.
- **falling:** Falling deals 3 points of crushing damage for every 1.5m for size 1 creatures (reduced by armor DR), but that value is multiplied by the size damage mod. A character can perform 1 reaction with a maximum AP cost of 1 - 5 when falling, depending on the height.
- **Overrun:** Character tries to trample or dance around an opponent in order to go through a space occupied by them. It costs 2AP to perform and the defender must use 1AP to resist or move out of the way (moving out of the way is not necessary if opponent is going around). If trying to go around or move out of the way, use an evasion check or defend with evasion. If trying to push through or resist, make a strength check or use strength. A hit or crit means a success.

3.4 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 characters 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, raise the degree of success by 1. In case of 1, lower it by 1. On solitary skill checks, a 10 raises the degree of success by 1.

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.

3.5 Basic Skills

Armor penalty: Skills marked with a * receive armor penalty

3.5.1 Offensive

Accuracy (ACC)

Skill value: PER+AGI

Description: Attacking consists of a weapon swing, throw or shot towards a target. The skill value depends on the character's (ACC) and 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 reduces it 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 + SIZ

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 normal actions allowed while grappled are melee attacks with weapons that have the maneuverable property, blocking, evading attacks, dragging and pushing opponents.

To start grappling, characters must make an attack with a grabbing weapon. In order to avoid grappling, the defender must spend 1 AP to use either evasion or grapple to defend against opponent grappling. On a hit or crit, it becomes grappled. They must grapple back to apply the effect to the other. Returning a grapple costs nothing, but requires a grabbing weapon to be equipped.

Special actions are unlocked during a grapple: 2 AP to try to escape, 3 AP to make the opponent prone and 3 AP to disarm or remove something from opponent's hands. They are resolved by a grappling check against opponent grapple. On a hit or crit, the attack is a success. The initiator of any of those actions spends the normal cost of the action and the one trying to resist has to spend 1 AP or fail automatically. The costs apply to all characters involved in the action from each party.

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.

Brawn

Skill value: STR + SIZ

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

Dragging and pushing can be done by spending 2AP to perform a brawn check against opponent's brawn if they resist, which costs the same amount of AP. A hit pushes the enemy 1 space, while a crit pushes them 2 and makes them prone. Every 5 points over a crit pushes for another space. This attack can be evaded, in which case the attacker just passes through. A drag or push can be used to dismount an enemy.

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 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.

3.5.2 Defending

Deflection (DEF)

Skill value: PER + END

Description: Any time a physical attack is received, deflection is used automatically to defend against it and determine the outcome. Using deflection without blocking or evading costs no AP.

It is also possible to block in order to further avoid damage. To do that, 1 AP must be spent as a reaction to add the shield deflection bonus to the skill value and the Shield DR to the armor DR. It is possible to block any ranged attacks with a large or tower shield. Block can also be used against blasts with a large or tower shield.

Another option is to attempt to evade. To do that, 1 AP must be spent in order to get out of the way of an attack and change the outcome of miss and graze. On a graze, halve the incoming damage before reducing it. On a miss, avoid damage completely. In either case, the character can move 1 space afterwards and grab and hooked attacks will not trigger their effects. It is not possible to evade projectiles from shooting weapons.

Reflex*

Skill value: AGI + PER

Description: Spots a threat and spends 1 AP to move away as quickly as possible. This can be used to evade blasts, projectiles and other effects that require quick reactions.

Reflex can be used actively when evading a blast or reactively when running away from projectiles. When receiving a crit, take the effect normally. On a hit, suffer the attack, then move 1 AP. On a graze, allows 1 AP movement without cost before the blast or arrow takes effect, giving an opportunity to take cover. On a miss, allows 2AP movement with the additional cost of 1 AP and evades any arrows.

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.

Concentration

Skill value: POW + END)

Description: Defense used to maintain focus in a task despite perturbation. Taking damage triggers a concentration check. The DL is 20 + 5 per 10 percent health lost.

3.5.3 Social

Intimidation

Skill value: CHA+POW

Description: Attempts to convince someone to do something out of fear. If used in combat, it can be used by spending 2AP to make an intimidation check. Enemies must defend with a self control skill check or be afraid for 3 turns on a miss.

Charm

Skill value: 2x ATT

Description: Can be used outside of combat to convince someone to be friendly or to calm down one or multiple creatures at once. It is defended with a wit defense against charm score. If it succeeds, the creature is calm and friendly to the charmer. Cannot be used in combat unless through bard abilities. A charmed creature is overly friendly and gullible.

Deceit

Skill value: ATT+INT

Description: Can be used out of combat to make someone believe something that is not true. To do this, make a Deceit check to overcome opponent wit defense. Circumstance bonuses may be given if the lie is more or less believable.

Wit

Skill value: ATT+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.

Self Control

Skill value: POW+INT

Description: Defense used to resist compulsions and domination effects. Usually defends against fear, rage and calming down. Getting crit means 1.5x effect duration, hit means 1x, graze 0.5x and miss means nothing happens.

3.5.4 Subterfuge

Stealth*

Skill value: AGI+PER-(SIZ-10)

Description: Skill to remain unnoticed. Use at least 1 AP to move to a concealed spot and hide (use more if the distance is greater). The stealth skill is used as a DL for anyone trying to locate the character.

Performing actions while stealthy 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):

- weight I/II/III/IV attacks: -5/10/15/20
- ranged attacks: -5
- moving in plain sight: -5
- movement: 0
- careful movement: +5
- dash: -15

- spell casting: -10

Sleight of Hand*

Skill value: PER+ AGI

Description: Can be used to do something in plain sight and go unnoticed, but triggers a spot check. Also represents the hand dexterity of a character. 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 for spotting concealed things and seeing farther. Trying to see something hidden from afar will get a -3 penalty for every 15m away the hidden thing is. Gets +4 if used actively.

Listen*

Skill value: 2xPER

Description: Used to notice quiet sounds and know the location of their source. Trying to listen to something from afar will get a -3 penalty for every 15m away the hidden thing is. Gets +4 if used actively.

Smell

Skill value: 2x PER

Description: Used to sense things through smell.

Sense

Skill value: ATT + PER

Description: Used to sense the magical auras or intention from creatures. Trying to sense something from afar will get a -3 penalty for every 15m away the hidden thing is. Gets +4 if used actively.

3.5.5 Athletics

Swim**

Skill value: END + AGI

Description: Attempts to swim without losing any gear or drowning, also increases the amount of time the character can hold his breath. The difficulty level is decided arbitrarily. A negative value for this means the character is drowning.

Jump*

Skill value: STR+AGI

Description: Spend 1 AP to jump a certain distance and height. The DL for jumping can be arbitrary, but for reference, consider that jumping a horizontal distance equivalent to movement speed is a DL 25 (or 35 for vertical jumps) and it increases or decreases by 10 for every doubling or halving of that distance. Jump can be used to mitigate fall damage by performing a jump at the landing and reducing the distance from the

damage calculation.

Climb*

Skill value: STR+END

Description: Climbs a surface. The DC is arbitrary. When evaluating a DL, consider if the surface is moving, quality of the grip, and distance they should be climbed.

Balance

Skill value: PER+AGI

Description: Used to avoid falling down. Any time the character moves through difficult terrain, it must make a balance check.

3.5.6 Intellectual

Spell Casting

Skill value: INT+ATT

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 of knowledge 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.

3.6 Combat mechanics

3.6.1 Attack Types

Weapons have one or more ways of attacking. A warhammer can be used for striking with the blunt part and puncture with the spike. Both moves have different strengths and each has a set of properties. All weapons can perform the basic variation of the attack

skill. Each weapon's attack will have one or more properties, which will unlock attack modifications. All the types of attack are listed below:

Melee Attacks: All melee attack damage is based on STR, the weight type of the weapon that is used and the size of that weapon. The formula is STR x damage mod x weapon weight mod. The standard range for a melee weapon is that the target is adjacent in the grid.

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, gets +2 ACC and allows moving 1 space after attacking on a hit or crit. Triggering actions include casting spells, using some ranged weapons, using consumables and attempting to stand up.

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. In case of a hit or crit, the opponent will be halted and lose 2 AP. Alternatively, if the movement is not stopped for whatever reason, double the attacker's STR in the damage calculation for the attack.

Hooked Attack Melee attack with a hooked weapon. It is triggered by anyone that is moving away from the weapon within attacking range. As a follow up to the attack in case it grazes, hits or crits, either one of 3 effects can ensue depending on how the opponent defended: disarming, taking away the shield and dragging an opponent. **Disarming and taking away the shield:** Can be done if the enemy attempted to parry or block. Make a brawn check against enemy brawn, it disarms or remove shield on a crit. **Drag:** Perform a dragging action against an opponent if they did not try to evade or block.

Cleaving attack: Perform a swing that 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 15m of distance to the target. There are variations to the ranged attack:

- **Shoot:** Basic ranged attack with a shooting weapon. Cannot be evaded or blocked without a heavy or tower shield.
- **Throw:** Basic ranged attack with a thrown weapon.

- **Precise Shot:** Costs 2 extra AP to shoot with +4 to ACC and a -2 penalty from distance instead of -3.
- **Quick Shot:** Costs 1 AP less to shoot but gets -4 penalty to ACC and -5 penalty to distance instead of -3.

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: (stance) Gets a +4 bonus to blocking and reflex, but must be done at the beginning of the character's turn and cannot take any other reactions or block on behalf of others.

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.

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 1 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 3 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.

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. Having cover gives anyone the ability to dodge projectiles by using reflex. Staying behind something reduces the blast 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. Conditions are considered physical or mental.

- Prone (P): -4 reflex -4 ACC -4 DEF.
- Blind (M): -12 ACC to ranged attacks, -6 ACC for melee attacks, -6 DEF, fails checks that involve vision.
- Half Blind (M): -2 ACC -2 DEF.
- Afraid (M): -4 to self control, -4 wit and -2 ACC.
- Rage (M): Always attacks the closest target. Spends all available AP to maximize damage and cannot cast spells.
- Charmed (M): -4 to resist deceit and charm. Does not attack its enchanter, but wears off if the enchanter or their ally attacks it.
- Unconscious (M): cannot take any actions. -PER to DEF.
- Paralysed (P): Cannot take actions. -PER to DEF.
- Fatigued I/II/III/IV (P): -2/4/8 to agility and strength / Unconscious.
- Exhausted I/II/III/IV (M): -2/4/8 to power, perception and intelligence/ Unconscious.
- Winded (level) - Character is out of breath. Reduces AP regeneration by 1 per level. The minimum AP regeneration is half the maximum. Cannot perform any actions that will make the character winded when at the maximum level. Recovers 1 level per turn.
- Grappled (P): -4 ACC -4 reflex -4 DEF.
- Confused (M): -4 to all skills that use INT as bonus. Rolls a d4: On 1, move 2 AP in a random direction. On 2: waste 3 AP. On 3: attack the closest character. On 4: act normally.
- Weakened (P): -4 to all skills that have STR or END as bonus.
- Doomed (P): -4 to all skills that have POW as bonus.
- Suggestioned (M): Under effect of suggestion.
- Dominated (M): Under the control of another character
- Hobbled (P): Halves movement speed (rounded down). -4 to reflex. Prevents dashing and jumping.

- Stuck (P): Cannot move, -4 to reflex. Prevents dashing and jumping.
- Burning (P): Damage over time.
- Ability Damaged (MP): Can be any number to any stat.

3.6.6 Bonuses

There are several different types of buffs, as listed below:

- Morale - Represents psychological well being
- Physical - Represents physical aids, like a better handle or a more well balanced sword
- Insight - Represents some knowledge about something that makes the character more effective
- Magical - Magical aid from spells and enchantments
- Circumstance - Some feature around the person that makes them more effective
- Passive - The character's passive abilities

Each type can only affect a single value once. For example, if there is a physical buff of +2 to ACC from the sword and another physical buff of +1 ACC from the gloves, only the largest buff is applied, in this case, +2. However, if a spell improves morale to add another +1 ACC, total ACC bonus will be +3. The only exception is bonus from passive abilities, for example, weapon focus and martial do training stack. If a character receives +2 physical Agility from its boots, It will add another ACC to the sword attack.

Healing over time (HoT) is also considered a buff and works by the same rules.

3.7 Localized Damage and wounds

If localized damage and wounds do not interest for a particular game, simply disconsider wounds and make all attacks target HP.

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 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 | percent resist | location |
|-----------------|--------------------------|----------|---------|-------------------|----------------|----------|
| Smashed hand | Arm becomes useless | 5 | -5 | crushing | 25% | hand |
| Wounded Arm | Arm becomes useless | 20 | 0 | crushing | 50% | arm |
| Severed Arm | Become crippled | - | 0 | slashing | 100% | arm |
| Smashed leg | Becomes Hobbled | 5 | -2 | crushing | 25% | leg |
| Torn leg tendon | Becomes Hobbled | 5 | -2 | slash/pierc | 25% | leg |
| Hamstrung | Becomes Hobbled | 20 | -2 | slash/pierc | 50% | leg |
| Severed leg | Become crippled | - | -2 | slashing | 100% | leg |
| Sickened | becomes weakened | Antidote | 0 | poison | 10% | health |
| Hemorrhage* | 6x life mod as DoT | 4 | 0 | slashing/pierc | 50% | chest |
| Broken Ribs | weakened | 20 | 0 | crushing | 50% | chest |
| Traumatic Shock | paralysed | 2 | 0 | crushing | 100% | chest |
| Puncture Lungs | winded max | 20 | -4 | piercing | 50% | chest |
| Disoriented | exhaustion I | 3 | 0 | magic | 25% | head |
| Demented | fatigue II | 5 | 0 | magic | 50% | head |
| Shriveled | fatigue IV | 5 | 0 | magic | 100% | head |
| Neck hemorrhage | 6x life mod as DoT | 4 | -10 | slashing/pierc | 25% | neck |
| Severed Head | Dead | - | -10 | slashing | 50% | neck |
| Popped eye | half blinded | - | -20 | slash/pierc | 10% | eye |
| Eye Shot | Dead | - | -20 | pierc | 25% | eye |
| Concussion | Unconscious | 20 | -5 | crushing | 25% | head |
| Crushed head | Dead | 20 | -5 | crushing/slashing | 100% | head |
| Major Frostbite | one limb becomes useless | 20 | 0 | ice blast | 100% | blast |
| Electrocuted | unconscious | 3 | 0 | electrical | 50% | blast |
| Agonising shock | paralysed | 20 | 0 | fire | 100% | blast |
| Blasted | unconscious | 20 | 0 | crushing | 100% | 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, such as Popped eye and Severed Arm. Those require some form of advanced alternative method to fix, like a prosthetic or a high level spell capable of growing 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 20x life modifier. 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 20 has a life modifier of 2, 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 500 Kcal 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 the power attribute and Fatigue's equals endurance. 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, 8 fatigue, 100% HP and SP, +2 cures per wound

- Good sleep = recover 5 exhaustion and 5 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 2.5% of the limit 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 | 30 | 10 | 35 | 30 |
| Desert | 45 | 20 | 25 | 35 |
| Tundra | 35 | 20 | 25 | 35 |
| Grasslands | | 10 | 20 | 25 |
| Cave | 25 | 5 | 30 | 20 |
| Mountain | 25 | 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.

Chapter 4

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
- **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.
- **Opportunistic:** Allows opportunity attacks
- **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 4 shield DR and Parry II has 4 shield DR and +2 to block skill.
- **Weight 0/I/II/III/IV :** Weight 0 adds no STR to damage. Weight I adds 1x STR damage and gives +2 ACC, while weight II deals 1.25x STR bonus damage. Weight III gets -2 penalty to ACC but deals 1.5x STR as damage and weight IV gets -5 but deals 2x STR damage.
- **Cleaving:** This attack can be a cleaving attack.
- **Hooked:** This attack can be a hooked attack.

- **Grabbing:** This attack can be used to perform grappling actions.
- **Thrusting:** This attack can be a braced attack.
- **Long I/II/III:** weapons have reach extended by 1.5m per level.
- **Clumsy:** weapon gets -6 ACC vs characters closer than its maximum reach.
- **Maneuverable:** Attack can be performed during a grapple.
- **Draw:** This is a quick draw weapon and costs 0 AP to draw, but the regular cost for putting away.
- **Mechanism:** Does not add STR to the damage.

Weapons

A few medium sized versions of weapons are shown in the list. To make a larger version, simply add one level of the heavy property on the attacks and add 1AP to the cost. To make a smaller one, cut the static damage value by half for each reduction.

Unarmed: (parry 0, size 3)

Punch(melee, weight I, maneuverable, crushing, draw) Cost: 1 AP. Bonus: Deals half of STR damage
Grab(melee, hooked, weight 0, draw, grabbing, maneuverable) Cost: 2 AP. Bonus: -

Daggers: (parry I, size 3, draw)

Stab(melee, weight I, opportunistic, maneuverable, piercing) Cost: 2 AP. Bonus:
Throw(thrown, finesse, weight I, piercing) Cost: 2 AP. Bonus:

Rapier: (parry I, size 3)

Stab(melee, weight I, long I, thrusting, piercing) Cost: 2 AP. Bonus: -

Short Sword: (parry II, size 3, draw)

Stab(melee, weight II, opportunistic, maneuverable,

piercing) Cost: 3 AP. Bonus: -

Cleave(melee, weight I, maneuverable, opportunistic, cleaving) Cost: 3 AP. Bonus: -

Spear: (parry I, size 3)

Thrust(weight II, melee, opportunistic, thrusting, long I, piercing) Cost: 2 AP. Bonus: -

Throw(finesse, thrown, piercing) Cost: 3 AP. Bonus: -

Mace: (parry I, size 3)

Strike(weight III, melee, opportunistic, sundering, maneuverable, crushing) Cost: 3 AP. Bonus: -

Hand Axe: (parry I, size 3)

Swing (weight III , melee, opportunistic, maneuverable, hooked, slashing) Cost: 3 AP. Bonus: -

Nail(weight III , melee, opportunistic, maneuverable, hooked, piercing) Cost: 3 AP. Bonus: -

War Hammer: (parry I, size 3)

Strike(weight III, melee, opportunistic, maneuverable, crushing) Cost: 3 AP. Bonus: -

Nail(weight III , melee, opportunistic, maneuverable, hooked, piercing) Cost: 3 AP. Bonus: -

Great Sword: (parry II, size 3)

Swing (melee, two-handed, long I, opportunistic, weight II, cleaving, slashing) Cost: 3 AP. Bonus: -

Half Sword (melee, two-handed, weight II, piercing) Cost: 2 AP. Bonus: +2 ACC

Thrust(melee, two-handed, long I, opportunistic, weight I, thrusting, piercing) Cost: 3 AP. Bonus: -

Lance: (parry I, size 3)

Thrust(melee, two-handed, weight II, opportunistic, thrusting, long II, clumsy, piercing) Cost: 2 AP. Bonus: -

Pike: (parry I, size 3)

Thrust(melee, two-handed, weight II, opportunistic, thrusting, long III, clumsy, piercing) Cost: 3 AP. Bonus: -

Halberd: (parry I, size 3):

Thrust(melee, two-handed, weight II, opportunistic, thrusting, long I, piercing) Cost: 3 AP. Bonus: -

Hook (melee, two-handed, weight III, long I, hooked, slashing) Cost: 3 AP. Bonus: -

Chop (melee, two-handed, weight IV, long I, clumsy,

slashing) Cost: 5 AP. Bonus: -

Lucerne: (parry I, size 3)

Thrust(melee, two-handed, weight II, opportunistic, thrusting, long I, piercing) Cost: 3 AP. Bonus: -

Hook (melee, two-handed, weight III, long I, hooked, piercing) Cost: 3 AP. Bonus: -

Smash (melee, two-handed, weight IV, long I, clumsy, crushing) Cost: 4 AP. Bonus: -

Bardiche: (parry I, size 3)

Cleave(melee, two-handed, weight IV, long I, cleaving, slashing) Cost: 4 AP. Bonus: -

Billhook: (parry I, size 3)

Thrust(melee, two-handed, weight II, opportunistic, thrusting, long I, clumsy, piercing) Cost: 2 AP. Bonus: -

Hook(melee, two-handed, weight II, opportunistic, thrusting, long I, clumsy, slashing) Cost: 2 AP. Bonus: -

Bows and crossbows cannot be evaded, only blocked. 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.

Short bow

Shoot(shooting, piercing) Cost: 3 AP. Bonus: 12 piercing, max range 90m

War bow

Shoot(shooting, weight I, piercing) Cost: 4 AP. Bonus: 8 piercing, max range 150m, max strength bonus 14

Crossbow

Shoot(shooting, weight I, piercing) Cost: 3 AP. Bonus: 20 piercing, max range 150m, 5AP reload

Shields

Shields improve the block skill, but give penalties to skills and melee accuracy due to their unwieldiness and weight.

Carrying a tower shield reduces mobility, reducing 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 | -2 | 0 | 2 | 8 |
| Large Shield | -3 | -1 | 4 | 14 |
| Tower Shield | -5 | -2 | 6 | 14 |

4.2 Armor

Light armor offers the least protection, but also very little disadvantages in using them. They are the only ones that stack with magical armor.

Medium armor offers only light penalties to skill checks and have much better deflection than light armor, but they have metallic parts that produce noise, reflect light and conduct heat and electricity. They reduce max AP and AP regeneration by 1 when worn.

Heavy armor is the most taxing type of armor, but also the most protective. Wearing heavy armor will reduce the maximum AP and AP regeneration by 2 when

worn.

The penalties shown in the armor table are implicated in the values skills that require lightness of movement, athletics and stealth. The complete list is: Stealth, Jump, Deflection (only Evasion), Reflex, Sleight of Hand, Spot, Listen, 2x Swim and Climb. If using localized damage, a character can remove a piece of armor to remove the penalties and bonuses from that location. Removing the helmet eliminates the penalties to Listen, Spot and Reflex as well as half the penalty to swimming. Removing the gauntlets allows for better sleight of hand.

| Name | Slashing | Piercing | Blunt | Fire | Ice | Electric | Deflection | Penal. |
|-------------|----------|----------|-------|------|-----|----------|------------|--------|
| Light | | | | | | | | |
| Gambeson | 4 | 2 | 10 | 6 | 6 | 6 | +2 | -1 |
| Leather | 6 | 4 | 8 | 4 | 4 | 4 | +2 | 0 |
| Hide | 6 | 4 | 10 | 8 | 8 | 8 | +2 | -2 |
| Medium | | | | | | | | |
| Chain Mail | 10 | 6 | 4 | 4 | 4 | 4 | +3 | -2 |
| Scale Mail | 10 | 8 | 6 | 4 | 4 | 4 | +3 | -3 |
| Breastplate | 8 | 12 | 8 | 6 | 6 | 6 | +3 | -3 |
| Light Plate | 12 | 12 | 8 | 6 | 6 | 6 | +4 | -4 |
| Heavy | | | | | | | | |
| Brigandine | 12 | 12 | 10 | 6 | 6 | 6 | +6 | -6 |
| Full Plate | 14 | 14 | 10 | 6 | 6 | 6 | +8 | -8 |

Chapter 5

Skills

Skills can be upgraded by spending XP. The higher the level of the skill, the more expensive it becomes to upgrade it. Since professional skill proficiency is mostly dependent on experience about the craft, they become easier to learn the more talented the character is. Each skill has an attribute to measure the talent to learn it.

The natural costs of upgrading skills are 2 XP from 1-10, 3XP from 10-20, 4 XP from 20-30. The pattern continues to increase 1 XP per 10 levels.

To determine how much an attribute helps with learning skills, take attribute -10 and divide it by 3. That is the modifier for learning skills. It is a multiplicative modifier for the class or personal XP used to upgrade skills. For example, consider that intelligence is 25. If 5 class XP are spent on learning a skill, $24 \cdot 10 / 3 = 5$, so that turns into 25 XP to spend on a skill.

| Tier | level | total XP |
|--------------|-------|----------|
| Novice | 0-10 | 20 |
| Apprentice | 10-20 | 50 |
| Journeyman | 20-30 | 90 |
| Adept | 30-40 | 140 |
| Master | 40-50 | 200 |
| Grand master | 50-60 | 270 |

Note that if a character has 20 intelligence, reaching grandmaster would require 68 class XP, but with 35 intelligence it would take only 39 XP, which does not take very long to acquire.

5.1 Physical skills:

Body building(none)

XP requirement: (For every 5 points, increases strength by 1.)

Athletics(none)

XP requirement: (For every 5 points, increase Agility by 1.)

Toughness(none)

XP requirement: (For every 5 points, increase endurance by 1.)

Education(none)

XP requirement: (For every 5 points, increase intelligence by 1.)

Meditation (none)

XP requirement: (For every 5 points, increase attunement by 1.)

Coordination (none)

XP requirement: (For every 5 points, increase perception by 1.)

5.2 Martial Skills:

Blade master Style(PER)

XP requirement: (Fighter)

Increases accuracy by +1 and riposte accuracy by another +1 for every 10 levels when wielding swords, rapiers and daggers without a shield.

Polearm Style(PER)

XP requirement: (Fighter)

Increases accuracy with polearms by +1 and gets another +1 to hooked attacks for every 10 levels.

Grappling Technique(PER)

XP requirement: (Fighter)

Increases accuracy with grabbing attacks by +1 and increases accuracy against opponents locked in a grapple with the fighter by +1 for every 10 levels.

Lancer Style(PER)

XP requirement: (Fighter)

Increases accuracy with spear by +1 and with braced attacks by another +1 for every 10 levels.

Marksman(PER)

XP requirement: (Fighter)

Increases ACC by 1 with shooting weapons and increases the starting penalty range by 6m.

Shield master(PER)

XP requirement: (Fighter)

Increases shield block bonus and riposte accuracy when using a shield by 1 for every 10 levels.

5.3 Magical Skills

Alchemy (INT)

XP requirement: (Alchemists utilize spirit energy to fuel magically active substances. Every 10 points increases the DL of all alchemy spells by 1 and increases POW for alchemy spells and abilities by 1.)

Enchanting (INT)

XP requirement: (Transmutation is the craft of making lifeless matter magically active.)

Biomancy (INT)

XP requirement: (Biomancers can use their magical powers to control biology. Their powers allow them to heal themselves and others, control plants and enhance their bodies to adapt to their needs. Every 10 points in biomancy increases the DL of biomancy spells by +1 and increases POW for biomancy spells and abilities by 1.)

Animancy (INT)

XP requirement: (Animists use the capabilities of their souls and the souls of others independently of the body. Every 10 points in animancy increases the DL of animancy spells by +1 and increases POW for animancy spells and abilities by 1.)

Psychic (INT)

XP requirement: (Those with psychic talents are better at empathy, they are more charismatic and they get access to magical means of communication. Every 10 points gives access to a new level of psychic spells and +1 to the DL of all psychic spells. Additionally, every 10 points give +1 to intimidation, charm and deception skills.)

Devotion (ATT)

XP requirement: (Devotion is a skill dedicated to a particular deity. It must be upgraded separately for each deity. Improves the quality of abilities and spells watched over by the deity.)

5.4 Survival skills

Survival(PER)

XP requirement: (Druid, Rogue)

This skill improves the character's ability to look for food and shelter. Also improves navigation skills. Every 5 points in this improves spot, listen, smell, sense and navigation to find food, water, safe shelter and not get lost by 1.

Medicine (2x INT)

XP requirement: (Used to identify a disease or poison in a creature, remember facts about anatomy, give first aid care, improve healing while resting.)

Part II

Part II - Setting and adventure

Chapter 6

Abilities

Ectoplasm

Talents can only be taken once unless otherwise stated in the spell.

Attribute requirements refer to the total permanent attribute score, including racial and class bonuses.

6.1 Martial

Riposte

Cost: weapon AP -1

Requirements: 4 XP

Description: After blocking an incoming melee attack and receiving a graze or a miss, the character can perform an opportunity attack with 1 AP discount as a reaction (requires an opportunistic weapon attack). A riposte attack can be blocked or evaded, but does not trigger a riposte back.

Lancer

Cost: passive

Requirements: 6 XP

Description: +4 x damage mod to the damage of braced attacks.

Archer

Cost: passive

Requirements: 6XP, Perception 25

Description: Precise shot only costs 1 extra AP and quick shot changes the penalty to ACC from -4 to -2

Archer mastery

Cost: passive

Requirements: 8 XP, Archer, Perception 30

Description: Precise shot costs no extra AP and quick shot gets no penalty to ACC.

Jump Shot

Cost: 4XP, Archer

Requirements: Quick shot cost+1

Description: The fighter jumps back (jump skill) and performs a quick shot. Cannot be followed.

Feint

Cost: Weapon AP cost +1

Requirements: 4 XP

Description: Feints an attack from a melee weapon, adding ATT/3 to the attack's ACC.

Armor proficiency

Cost: passive

Requirements: 6XP, Strength 25

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

Tank

Cost: passive

Requirements: 6 XP, Armor proficiency

Description: Increases the amount of opponents required to flank by 2, making the fighter only get flanked if attacked by 4 opponents at once.

Second skin

Cost: passive

Requirements: 8XP, Armor proficiency, Strength 30

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

Shield expertise

Cost: passive

Requirements: 6XP, Strength 25

Description: The fighter can block two consecutive attacks from one opponent with a single AP if it does nothing else in between attacks.

Shield mastery

Cost: passive

Requirements: 8XP, Shield expertise, Strength 30

Description: Reduces the ACC penalty of shields by 2.

Protector

Cost: stance

Requirements: 6XP, Shield expertise

Description: Allows the fighter to defend all adjacent allies at the same time.

Shield Bash

Cost: 2 AP

Requirements: 4 XP, Shield expertise

Description: Bash the enemies defenses aside with a shield to trigger a riposte attack. Triggered riposte attacks get an additional +2 to ACC.

Grappling expertise

Cost: passive

Requirements: 4XP

Description: Can use Strength instead of perception as modifier for accuracy against grappled characters.

Grappling Mastery

Cost: passive

Requirements: 8XP, Grappling technique, Strength 30

Description: Gets +2 bonus to all skill checks against a grappled character.

Elite warrior

Cost: passive

Requirements: 10 XP, fighter 10

Description: The fighter gets +2 to ACC, deflection, reflex, brawn, and grapple.

Overwhelming Outclassing

Cost: passive

Requirements: 12XP, fighter 11

Description: Whenever the fighter crits, it triggers a riposte attack. Additionally, riposte attacks get an extra +1 ACC

6.2 Adventuring

A rogue has the clear objective of dealing the most grievous wound possible at every blow. It does not care for sportsmanship, but only about results. Rogues will show up out of nowhere and deal crippling damage to their victims.

All rogue's abilities have something to do with causing wounds, attacking with light weapons, battlefield mobility and stealth.

Find weaknesses

Cost: 2 AP

Requirements: 6 XP, Predator Sense

Description: Make a Survival check in the appropriate habitat against a creature type to gain a +3 to ACC against that type as an insight bonus. Every creature has their own DL.

Deft hands

Cost: Weapon AP cost

Requirements: 4 XP, Perception 24

Description: The rogue has extraordinary dexterity

with its hands, which gives it +5 to sleight of hand.

Battle Coordination

Cost: passive

Requirements: 4 XP, Perception 24

Description: When the rogue is part of a flank, the flank is more effective, making the opponent's deflection get 1 extra point as penalty.

Guerrilla tactics

Cost: passive

Requirements: 6 XP, Perception 24

Description: Increases the rogue's stealth by +4. When performing ranged attacks from stealth, get an extra +2 to stealth.

Lightning Evasion

Cost: passive

Requirements: 8 XP, Agility 30

Description: Gets +2 to evasion. Additionally, it can use evasion to dodge arrows and other fast projectiles.

Battle Dancer

Cost: passive

Requirements: 6 XP, Agility 24

Description: The rogue gets +2 to evasion when it chooses to use the extra AP. it can also add +AGI to its overrun or push tests when choosing the AGI based check.

Climber's expertise

Cost: passive

Requirements: 6 XP, Agility 26

Description: +4 bonus to climb and jump. increases the damage reduction from 2 to 3 points per point in the jump score.

6.3 Biomancy

Muscular Supercharge

Cost: instant

Requirements: 8 XP, POW 24

Range, Area: self

Duration: instant

Effect: Use spiritual power to augment muscle strength, but damages the body. Increases Strength by up to +POW for a single action or reaction and take 4 SP damage.

Muscular Adaptation

Cost: passive

Requirements: 8 XP, Endurance 28, Muscular Supercharge

Description: Muscles become tougher, giving +4 Strength but reducing the muscular supercharge maximum by 4.

Mighty Sprint

Cost: passive

Requirements: 6 XP, Muscular Supercharge

Description: Use muscular supercharge at 10 power to increase dashing speed by +1.5m until the end of the turn.

Mighty voice

Cost: 2 AP, 2 SP

Requirements: 6 XP, POW 24

Description: In combat, make an intimidating shout utilizing the intimidation skill with 2x POW against Defiance. When enemies get intimidated, they take magical damage equal to POW. Shouting into someones face while grappling deals double damage if they get intimidated. Can also shout very loud.

Growth Stimulation

Cost: passive

Requirements: 6 XP

Description: 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

Cost: passive

Requirements: 6 XP, Growth Stimulation

Description: Increases the amount of time one can hold their breath by 3x. Lowers the damage from bleeding effects by half and the amount of cures required by 1.

Cellular Reconstruction

Cost: 2 AP

Requirements: 6 XP, Growth Stimulation

Description: Spends 2 SP to heal POW HP.

Agile/Strong build

Cost: passive

Requirements: 6 XP, ritual

Description: Choose between agile and strong builds. Agile: +4 to agility, -2 strength and increases dashing speed by 1.5m and get +4 to jump. Strong: +4 strength, -2 agility and decreases armor penalties to max AP and AP regeneration by 1, but loses 1.5m from the dash bonus.

Grow!

Cost: passive

Requirements: 10 XP, ritual

Description: Subjects itself to a spell to grow. Get +4 to Size. Side effects may include losing strength, agility and endurance. Undergoing the ritual multiple times increases the severity of side effects.

Immune Body

Cost: passive

Requirements: 6 XP, ritual

Description: Improves personal biology to dispose of pathogens and poison. Increases endurance by 2, and poison DR by 2.

Infra Red Vision

Cost: passive

Requirements: 8 XP, ritual

Description: Modifies the eyes to be able to see in the dark and through fog without difficulty.

Fur / Scales

Cost: passive

Requirements: 6 XP, ritual

Description: Increases endurance by 2. Additionally, choose Fur or scales. Fur: Becomes Furry, which gives it +5 in checks to resist cold exposure. Also increases fire and cold damage reductions by 2. Scales: Makes the skin resemble that of a crocodile. It gains +2 damage reduction against slashing and piercing damage. DR bonus gets multiplied by damage mod

Quills

Cost: passive

Requirements: 8 XP, Fur, ritual

Description: Turns the fur into quills, which makes the character unable to wear any armor, but gives it a natural +8 to all physical DRs and +4 to deflection. DR bonus gets multiplied by damage mod

Osteoderm

Cost: passive

Requirements: 8 XP, scales, ritual

Description: Increases damage reductions against slashing and piercing by +1 and gives another +1 to deflection. DR bonus gets multiplied by damage mod

Prehensile tail

Cost: passive

Requirements: 8 XP, ritual

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

Bear Nose

Cost: passive

Requirements: 6 XP, ritual

Description: Modifies the nose to become very sensitive and may turn it into a muzzle. The druid gets +10 to smell. It gets +10 in any attempt of tracking if there is any smell to follow.

Claws

Cost: passive

Requirements: 6 XP, ritual

Description: Upgrades the unarmed grab attack to a weight I weapon with slashing damage. Also improves climbing and grappling skills by 2.

Pheromone Control

Cost: passive

Requirements: 6 XP

Description: Character gains awareness and control over its pheromones, which gives a +2 bonus to charm against the same sex and a +4 against opposite sex characters.

6.4 Psychic

Telepathy

Cost: passive

Requirements: 4 XP, Psychic 20, ATT 25

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

Cost: passive

Requirements: 4 XP, Psychic 30

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

Speak with Animals

Cost: passive

Requirements: 6 XP

Description: The druid can talk to any animal and use bluff, charm, intimidate and performance to influence them. Allows suggestion to be made against animals.

Rage

Cost: instant

Requirements: 6 XP

Description: Give itself the rage effect. This effect can only end when the character is unconscious, a calming ability is used or a self control check with a DL of 30 is hit or crit. In compensation, it becomes immune to intimidation and afraid. Additionally, the effects of fatigue and exhaustion are suspended until the end of the rage.

Surpassing limits

Cost: passive

Requirements: 4 XP, Rage, Muscular Supercharge

Description: Increases the strength increase of muscular supercharge by 50% when enraged.

Unbridled Wrath

Cost: passive

Requirements: 8 XP, Surpassing limits

Description: Character does not fall unconscious from HP loss.

Anger Management

Cost: passive

Requirements: 6 XP

Description: The character can retain up to 3 AP at the end of its turn. Gets +4 to self control during rage.

Perfect Rage

Cost: passive

Requirements: 12 XP, Anger management

Description: Becomes immune to the rage effect. It is capable of retaining full control during rage.

Chanting I

Cost: 2 AP

Requirements: 8 XP, ATT 24

Description: Enchants words to produce mind altering effects. The effects can be of three natures: deceptive/witty, charming/loyal and intimidating/brave. The nature will determine whether the bard uses charm, deceive or intimidation skill to perform the task. Use the appropriate dice for solitary(d10) skill checks.

Bracing chant, Deceptive: Enhances perception of danger, increasing reflex by skill score/5 as a morale bonus for 1 turn.

Close Friends, Charm: Increases the defense against charm of everyone in the team by skill check/5 for 1 turn

Shout of Bravery, Intimidation: Steels the hearts allies that can listen, increasing defense against fear by skill score/5 as a morale bonus for 1 turn.

Chanting II

Cost: 3 AP

Requirements: 8 XP, Chanting I

Description: Learns level II chants: **Calm, Charm** Tries to calm down all raging characters that can listen, forcing them to hit or crit on a self control check or stop being enraged. Subsequent attempts on the same turn get -5 penalty per each time.

Taunting Mockery, Deceptive Forces enemies to attack the chanter if they miss or graze their self control defense. Gets +5 against enraged characters

Performance anxiety, Intimidation: For 1 round, increases the DL of any spell by 5.

Chanting III

Cost: 3 AP

Requirements: 8 XP, Chanting II, Telepathy

Description: Learns level III chants: **Gaslighting, Deceptive:** Makes all enemies that miss on their wit saving throw confused for 2 turns.

White knight syndrome, Charm: Attempts to apply the charmed effect on one character that can listen and understand what the bard communicates. On miss, they become charmed for 2 turns. Forces anyone that is charmed by the chanter to defend it until charm wears off. in combat.

Bogey Man, Intimidation: Makes an intimidation

skill check. Creatures that are afraid are compelled to try to stay at least 4.5m away from the bard. They cannot get closer by their decision.

Central Intelligence

Cost: passive

Requirements: 10 XP, Telepathic Link

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

Champion's Attack

Cost: Weapon AP cost +1

Requirements: 4 XP, Bardic Chanting I

Description: The bard can attack an enemy with this special attack that can only be used with basic melee or ranged attacks. If it hits or crits, cast Shout of bravery.

Hero's Bulwark

Cost: Block AP cost +1

Requirements: 4 XP, Bardic Chanting I

Description: Any time the bard blocks an attack and it misses or grazes, it can cast Bracing chant.

Stockholm Syndrome Attack

Cost: 1 AP

Requirements: 4XP

Description: When the bard hits someone with a melee attack, it can forfeit the damage to attempt to charm the opponent with a +2 on a hit and +6 on a crit.

6.5 Sorcery

Elementalist

Cost: passive

Requirements: Innate or acquired

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

6.5.1 Fire

Explosive arrows

Cost: 2 AP + 2 SP

Requirements: 6 XP, Elementalist

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

Cost: 4AP + 6SP, 3AP+6 SP per proc

Requirements: 6 XP, Elementalist

Range, Area: 4.5m 60 degrees cone blast

Duration: concentration, sustained

Effect: Creates flames from the caster's hands dealing 2x 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

Cost: 5AP + 15 SP

Requirements: 8 XP, Alchemy 25, Flamethrower

Range, Area: 60m, 6m radius blast

Duration: Instant, concentration

Effect: Casts a ball of fire that deals 3x POW fire damage and pushes enemies away from the center if they didn't jump away.

Internal heat

Cost: passive

Requirements: 4 XP, Elementalist(Fire)

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

6.5.2 Frost

Frozen core

Cost: passive

Requirements: 4 XP, Elementalist(Ice)

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

Ice grasp

Cost: instant + 3SP

Requirements: Elementalist

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 2xPOW ice damage to the grappled area.

Freezing shard

Cost: 3AP + 3SP

Requirements: Elementalist

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

Cost: 4AP + 6SP, 3AP+6 SP per proc

Requirements Elementalism

Range, Area: 4.5m 60 degrees cone blast

Duration: instant

Effect: Creates ice from the caster's hands dealing 2x 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.

6.5.3 Electric

Charged Strike

Cost: 2 AP + 4 SP

Requirements 4 XP, Alchemy 10

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.

Improved charged strike

Cost: passive

Requirements: 6 XP

Description: Charged strike can now be used instantly.

6.5.4 Air

6.5.5 Telekinetic

Force push

Cost: 2AP + 6 SP

Requirements 8 XP

Range, Area: 4.5m cone blast

Duration: sustained

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.

6.5.6 Light

Glow

Cost: modal

Requirements Alchemy 10

Range, Area: none

Duration: self, POW m

Effect: 1 SP per minute

The character's body glows, illuminating an area.

Revealing light

Cost: 4 AP + 4SP

Requirements Glow

Range, Area: self, POWm

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

Cost: modal

Requirements 8 XP, Alchemy 20

Range, Area: self or 1.5m 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 1.5m radius by increasing the SP cost.

Blur

Cost: modal

Requirements 8 XP, Alchemy 20

Range, Area: self

Duration: 2 SP per turn

Effect: Makes the caster's body look blurry. Increases Deflection by 4 as a circumstance bonus while active.

Invisibility

Cost: 3 AP 12 SP

Requirements 8 XP, Alchemy 30, 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.

6.6 Animancy

Synesthesia

Cost: passive

Requirements: 6 XP, Animism 10, ATT 25

Description: Makes auras, souls and everything magical become visible.

Power!

Cost: passive

Requirements: 10 XP, ritual

Description: Subjects itself to a spell to grow. Get +4 to Power. Side effects may include losing intelligence, perception and attunement. Undergoing the ritual multiple times increases the severity of side effects.

Holy connection

Cost: passive

Requirements: 6 XP, devotion 10

Description: Allows the character to use devotion instead of the respective spell skill to roll for spell casting.

Divine Channeler

Cost: passive

Requirements: 8 XP, devotion 20

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 Devotion/3 temporary SP to be used for divine spells and abilities.

Avatar

Cost: passive

Requirements: 10 XP, devotion 40

Description: Calls a divine being 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.

Spirit walk

Cost: 4AP

Requirements: Animist 30

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 4 SP damage per turn while outside its body. The spirit alone is able to cast spells, but it can only perform animistic abilities.

Possession

Cost: 4 AP

Requirements:

Range, Area: target

Duration: sustained

Effect: Attempts to possess another body.

Purge Magic

Cost: 3 AP + 3 SP

Requirements: Animism 20

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

Cost: 2 AP + 3 SP

Requirements: 6 XP, Animism 40

Range, Area: 18m

Duration: instant

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

6.7 Wizardry

Theory of Magic

Cost: passive

Requirements: 6 XP, Intelligence 24

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 change the spells it can use. Allows the wizard to activate magical items using the appropriate knowledge.

Spell Control

Cost: passive

Requirements: 6 XP, Perception 25

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

Battlemage

Cost: passive

Requirements: 4 XP, Theory of Magic

Description: Teaches the wizard how to quicken spells.

Laws of Telemotion

Cost: passive

Requirements: 4 XP, Theory of Magic

Description: The wizard learns how to increase a spell's range.

Applied Mathemagics

Cost: passive

Requirements: 4 XP, 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.

Magical Stability

Cost: passive

Requirements: 4 XP, Theory of Magic

Description: Teaches the wizard how to extend a spell's duration.

Subconscious spellweave

Cost: passive

Requirements: 4 XP, Theory of Magic

Description: Teaches the wizard how to cast a concealed spell.

Magician

Cost: passive

Requirements: 4 XP, Subconscious spellweave

crease the DL.

Description: Casting concealed spells does not in-

Chapter 7

Spells

7.1 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 the magical skill level associated with the spell and character attribute modifiers.

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. Breaking concentration will result in a miss or graze in the spell casting attempt.

Offensive spells: Spells with harmful effects use the same skill value used for casting as a DL to target a specific defense. The defender must roll their defense skill check against that defense.

7.1.1 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.

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

7.1.2 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 as many times as allowed in the description.
- **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.

7.2 Types of magic

7.2.1 Alchemy

Alchemy spells use ATT + POW as the attributes for its spell DL.

Light

Spell Cost: 3AP + 4 SP

Learning DL Alchemy 24

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: 8 AP 8 SP, 3AP + 6 SP per proc

Learning DL 36

Casting DL: Alchemy 40

Range, Area: 200m

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

Duration: sustained, concentration

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: 6AP + 4 SP

Learning DL Alchemy 32

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.

Ghostly Sound

Spell Cost: 3AP + 4 SP

Learning DL Alchemy 24

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.

Bend fire

Spell Cost: 4AP + 6SP

Learning DL Blast

Casting DL: Alchemy 28

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 20

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 28

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 32

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 28

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 32

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 28

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.

Strong Wind

Spell Cost: 4AP + 6 SP

Learning DL Alchemy 28

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 28

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 40

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.

7.2.2 Psychic

Psychic spells use INT+ATT as the attributes for its spell DL.

Maddening psychosis

Spell Cost: 8AP + 2SP

Learning DL Psychic 28

Casting DL: 28

Range, Area: 15m, 6m radius

Empowerment: +3 DL

Duration: 3 turns

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

Curse of darkness

Spell Cost: 8 AP + 2 SP

Learning DL Psychic 32

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 self control defense.

Pain

Spell Cost: 3AP + 3 SP

Learning DL Psychic 32

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 2 AP on

a graze on a self control defense.

Unstoppable Resolve

Spell Cost: 5 AP+ 3 SP

Learning DL Psychic 36

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 Psychic

Casting DL: Self Control

Range, Area: 9m, target

Empowerment: +1/2/4 DL

Duration: 3 turns

Effect: The cleric 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 Psychic 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 ATT to any Wit checks against the target or anything related to it.

Suggestion

Spell Cost: 3 AP + 2 SP

Learning DL Psychic 24

Casting DL: 24

Range, Area: 30m

Empowerment: +3 DL

Duration: 3 turns

Effect: The bard tells a charmed, confused, enraged or afraid creature to do something. The description must be short and precise. Use charm against charmed creatures, intimidation against afraid and deception against confused or enraged ones. In case they fail a self-control check, they have to obey the command for 3 turns. They can remake the saving throw every turn.

Psychoactive Coaching

Spell Cost: 3 AP

Learning DL Psychic 28, Read superficial thoughts

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 bard can remake any Self-control, wit or will 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 Psychic 24, 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: 4 AP + 4 SP

Learning DL Psychic 24

Casting DL: 24

Range, Area: 4 XP

Empowerment: 30m

Duration: +3 DL

Effect: 3 turns

Make two intimidation checks. If they graze twice, they become afraid for 3 turns. If they miss once, they are compelled to run 4 AP away and become afraid for 3 turns. If they miss twice on their self control check against fear, they become paralysed for 2 turns.

Numb senses

Spell Cost: 3AP + 3 SP

Learning DL Psychic 28

Casting DL: 28

Range, Area: 6m

Empowerment: +3 concentration

Duration: 1 minute

Effect: Makes a target tougher by numbing its senses and extending the body's limits. Increases Concentration by 4.

Mental probe

Spell Cost: 2 AP + 4SP

Learning DL Psychic 24, 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 showing the relevant memories.

Mental palace

Spell Cost: 2 AP + 4SP

Learning DL Psychic 28

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.

Mental binding

Spell Cost: 6AP + 5 SP

Learning DL Psychic 40

Casting DL: 40

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 self control defense. The creature can remake the self control check every turn.

Dominate

Spell Cost: 6 AP, 6 SP

Learning DL Psychic 40, Suggestion, Telepathy

Casting DL: 40

Range, Area: 15m

Empowerment: +3 DL

Duration: until unconscious

Effect: The bard can make someone completely obedient. Make two charm attempts against an opponent that is under the effect of suggestion. On a double crit, they become completely obedient. Falling unconscious removes the effect.

Torment

Spell Cost: 8 AP + 6 SP

Learning DL Psychic 36

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 self control 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.

7.2.3 Biomancy

Biomancy spells use ATT+POW as the attributes for its casting DL and spell DL.

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.

Virulent Poison

Spell Cost: 6AP + 6SP

Learning DL Biomancy 28

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 + 6SP

Learning DL Biomancy 28

Casting DL: Biomancy 28

Range, Area: 15m, 6m radius

Empowerment: +25%

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 20% of their total HP as damage per turn

Preserve corpse

Spell Cost: 1 minute ritual + 3SP

Learning DL Biomancy 24

Casting DL: 24

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: 24

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 + 4 SP

Learning DL Biomancy 24

Casting DL: 24

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 pre-

served 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.**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.

7.2.4 Animancy

Animancy spells use ATT+POW as the attributes for its casting DL and spell DL.

Spiritual Wall

Spell Cost: 4 AP + 4SP

Learning DL Animancy 24

Casting DL: 24

Range, Area: 15m, 6/7.5m

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 Animism 40, Biomancy 40

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 32, Animancy 32

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 24

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.