

<b>Intro</b>	<b>3</b>
<b>Character creation</b>	<b>5</b>
<b>All game concepts</b>	<b>9</b>
<b>Status effects</b>	<b>17</b>
<b>Skills</b>	<b>20</b>
<b>General actions</b>	<b>24</b>
<b>Innate feats</b>	<b>26</b>
Racial . . . . .	26
Mage . . . . .	27
Martial . . . . .	28
Skilled . . . . .	30
<b>Progression feats</b>	<b>31</b>
Mage . . . . .	31
Martial . . . . .	32
Skilled . . . . .	33
<b>Normal feats</b>	<b>34</b>
Mage . . . . .	34
Martial . . . . .	39
Skilled . . . . .	49
Mage/Martial . . . . .	54
Mage/Skilled . . . . .	55

Martial/Skilled . . . . .	56
General . . . . .	57
<b>Weapons</b>	<b>58</b>
<b>Spells</b>	<b>62</b>
Force . . . . .	62
Nature . . . . .	63
Harmony . . . . .	65
Elemental . . . . .	66
Dimension . . . . .	69
Discord . . . . .	70
Illusion . . . . .	73
<b>None humanoid creators</b>	<b>76</b>
Beasts . . . . .	76

# Intro

Why develop my own TTRPG?

1. This is not all new. Most is still stolen from DnD or Pathfinder, so no worries.
2. I wanted the impact and excitement of DnD character progression while having sound pillars for balance.
3. Just because, fun
4. I wanted to create a feeling, where all characters feel OP. Obviously when everyone is OP, and the villains are OP then no-one is OP. However I do believe this feeling can be created by allowing characters to really shine in a few things, so the feeling of OP-ness ends up being a rotational, as situations and circumstances change.

What is still the same?

1. Skills and skill checks to see what happens
2. Combat still has initiative order, 6 second rounds, using pathfinder's 3 Action points per round system, all players have move action and basic attack action. You also do special attacks, use abilities and cast spells using APs.
3. Players have Armor class, they add a bonus to their skill checks, attack rolls.
4. Some effects force one to make checks, where they need to pass a certain threshold or they get a status effect etc.
5. Grid based combat, 12 m. move speed for most characters.

So what is different?

1. No attributes. Your character is strictly defined simply by their proficiencies. What school of magic they know, what weapons they are good at, what skills have they mastered. Attributes offered very few interesting choices, and usually were more of an hindrance to creative combinations.
2. No races in a mechanical point of view. You can choose your own race, and if that race is supposed to have some special ability like dark vision, or flying, then there is a trade-off system for these features, and that comes at the expense of your other level 1 powers. Again, that takes away the need to pick a race to get a few numbers advantage for the build and instead you can focus on the role playing, background, flavour aspect of any race (I mean let's face it, that's what custom lineages are for, and now everyone want to have that free feat at level 1 for everyone, so we might as well do away with races).
3. No traditional classes, and therefore no multi-classing, but with a caveat.
4. Instead players get to define their innate ability among 3 paths - mage, martial and skilled. Mages can cast spells, and are really only defined by their school of magics they choose to focus on, but basically they can do stuff noone else can, martials excel in combat, both in being able to take a punch but also excel in their sustained damage dealing potential. Skilled excel in campaign progression, creative solutions to all sorts of problems, and generally in everything out of combat. Heroes get to spread out 6 points when creating their character among the 3 paths. The maximum in each path, one can assign is 4 points, giving them a legendary innate ability in that

path. That means every hero is somewhat acquainted in at least 2 of the 3 paths. The end result of this is that even though there are no classes, the choice of how you distribute the 6 points really defines what your character can be built as, in a way there are 19 meta classes (the number of ways these 6 points can be distributed).

5. There is a simple advancement system. Each level-up you get to advance in your innate paths depending your initial point distribution. Both general things like being able to cast more spells, capping your proficiency in some school of magic, weapon or skill, capping your AC potential and character defining things like picking feats is used by a shared pool of advancements. The advancement options, and also feat options are different for each path.

6. Weapon choice matters. Both because each weapon requires investment to become proficient in it, so you can't be master with all weapons, but also because each weapon can have multiple awesome abilities. The abilities have been made significantly more impactful, but with a caveat. They have a difficulty penalty, so when choosing to use some weapon ability, if you still want to strike at your proficiency maximum for your level, then you need to spend those precious advancement points to off/set that difficulty.

7. Your mage is defined by your schools of magic you choose to focus on. Again, to become proficient and be able to cast the most powerful spells in some school of magic, you need to have spent those precious advancement points on those schools of magic, meaning you cannot have all the spells, and the choices you make really define your character.

8. Less spells is more spells. Instead of having 10 spells that do the same thing but with different numbers, there are less spells, usually each spell is very unique and provides a unique ability or mechanic not achievable through other spells. Instead there are a lot more scaling options for spells. A spell can have 1 or more scaling options. In addition all spells can be augmented by taking one of the many metamagic feats providing additional scaling options. So when you gain the ability to cast more difficult spells, you actually gain the ability to cast your existing spells with additional power. And yes, there is only a single heal spell in the game. It is called heal. One gets access to it at level 1, and you can scale it, in very many ways.

9. Group and personal focuses: Often players want to trick the GM to get rolls for things that are super powerful, super wild, or it may simply feel like getting too much for a single roll of dice. Instead of saying yes or no, you say OK, eventually. Group can choose a cool thing that they care about, and that becomes their focus, either getting an item, learning about a secret, getting discount with all the merchants etc. and depending on how wild the thing they want is, there are a certain amount of progress steps that GM decides needs to be achieved, before they get what they want and to spice things up there can be fail conditions along the way etc.

10. Less skills, and more options to use those skills in various situations, allowing for much more intended overlap. Talking with a charismatic pirate leader you can use both roguery or diplomacy skill to gain his favor, but the story may unwrap differently depending on which one you choose.

11. Using only d6. Instead of d20 skill checks we use 3d6. The base check is 10, and difficulty ranges from +1 to +7.

# Character creation

Instead of classes there are 3 Paths - Mage, Martial and Skilled. You define how good your character is in any of these paths. There are 4 levels in each PATH:

1 - acquainted

2 - adept

3 - talented

4 - legendary

Heroes get a total of 6 points, which they can spread out among these 3 paths defining their innate ability. This determines how fast they advance in these paths while leveling up and what is their maximum potential in these paths. In a way the way they spread it out defines their class, so there are 19 classes in the sense of how many ways you can distribute those 6 points, but each distribution of course has also very many ways to build your character.

For example you could be a Nature wizard who is either Talented or Legendary, and depending on that you could be more or less diversified in other areas.

Absolutely all abilities, actions, spells, maximum mana, armor proficiencies etc. will have to be unlocked using these very precious advancement points that players get each level up. Only things that all players get by default are HP (Health points), 5 Stamina, 1 stamina recovery and ability to do a basic attack, which costs 1 Stamina for first attack in the round, 2 for second and 3 for third and so on.

In addition they get a innate feat for each category they have points in, but the power of the feat depends on their level in that category. This further defines their character progression possibilities. Innate feats are really powerful.

Heroes gain 1 progression feat in each category which they have points in at levels 4, 7, 10, 13 and 16 and before they make their advancement decisions in that level.

Everyone starts with 5 points of stamina and 1 stamina recovery. You need to spend 1 stamina to make your first basic attack with a weapon in a round.

Everyone starts with  $2 * (2 * \text{magic} + 2 * \text{skill} + 4 * \text{martial})$  hitpoints. Each level after level 1 you gain another  $(2 * \text{magic} + 2 * \text{skill} + 4 * \text{martial})$  hitpoints

Finally for levels 1, 5, 11 and 18 you also get to spend  $2 * \text{path level}$  of points to advance in that path. In other levels you get to spend  $1 * \text{path level}$  of points to advance in that path.

## Advancement rules

You need to spend all of your advancement points as you level up and they can not be saved for future level ups. That means you do not get access to feats that cost more than the level up you get for that path. Note that in some levels you get double the amount of points so you can get access to much more powerful feats that you do not get access to in most levels.

MAGE advancement options:

- 1 Adopt a magic related feat
- 2 Gain 2 levels in one school of magic

- 3 increase your maximum mana by 4 and base daily mana recovery by 1
- 4 Gain 2 levels in lore skill
- 5 Learn a spell. Gain one level in the school of magic of that spell
- 6 Gain 3 levels in Will saving throws

Martial advancement options:

- 1 Adopt a martial related feat
- 2 Gain 2 levels in one group of weapons.
- 3 Add 7 MAX HP
- 4 Add 3 to maximum stamina (each encounter is started having max stamina, you cannot recover stamina above maximum stamina)
- 5 Spend 2 advancement points to gain 1 stamina recovery (you recover stamina every round).
- 6 Gain 2 levels in physique or survival skill
- 7 Gain 3 levels in either reflex or fortitude saving throws
- 8 Gain 3 levels in initiative

Skilled advancement options:

- 1 Adopt a skills related feat
- 2 Increase your daily number of luck tokens by 1
- 3 Gain 2 levels in any skill
- 4 Gain 3 levels in will, reflex or fortitude saving throws

You can gain as many levels as you want, but the effective level of any skill, school of magic, weapon or saving throw is capped by your character level and your PATH choices.

The levels in any of those given things determines 2 things.

1. Your proficiency bonus. You're proficiency bonus becomes +1 at level 1, +2 at level 3, +3 at level 6, +4 at level 9, +5 at level 13, +6 at level 18.

2. Higher levels allows you to perform more difficult and complex actions. For magic, allows you to cast more powerful spells, for weapons, allows you to add extras to your attacks, for saving throws, allows you to be more effective with removing negative modifiers etc.

The maximum level is determined by  $\text{PATH\_LEVEL} * \text{CHARACTER\_LEVEL} / 4$ :

Or simply refer to the following table:

CHARACTER_LEVEL	ACQUAINTED	SKILLED	TALENTED	LEGENDARY
1	0	1	1	1
2	1	1	2	2
3	1	2	2	3
4	1	2	3	4

5	1	3	4	5
6	2	3	5	6
7	2	4	5	7
8	2	4	6	8
9	2	5	7	9
10	3	5	8	10
11	3	6	8	11
12	3	6	9	12
13	3	7	10	13
14	4	7	11	14
15	4	8	11	15
16	4	8	12	16
17	4	9	13	17
18	5	9	14	18
19	5	10	14	19
20	5	10	15	20

PATH used for determining max level:

Spell schools: mage

Weapon attacks: Martial

Skill checks: Skilled

Lore skill: Mage or Skilled

Physique skill: Martial or Skilled

WILL: Mage (or Skilled)

REFLEX: Martial (or Skilled)

Fortitude: Martial (or Skilled)

SKILLED PATH has access to all saving throws, but their max level is divided by 2 rounded up. However if your max level would be higher from another PATH, then use that instead.

The proficiency bonus based on the level

EFFECTIVE_LEVEL	PROFICIENCY_BONUS
1	1
2	1
3	2
4	2
5	2
6	3

7	3
8	3
9	4
10	4
11	4
12	4
13	5
14	5
15	5
16	5
17	6
18	6
19	6
20	6



# All game concepts

## Various checks

During gameplay players and NPC/s will need to do various checks, to determine whether they succeed in using their skills, making attacks, saving throws or using magic. The checks are done using 3d6 (3 six sided dice). This means the average results are much more common than the extreme results.

## DC

Dice check. This is used to refer to the difficulty of the dice check. The base DC in the game is 10. that means to succeed the player needs to throw 10 or more using 3d6. The difficulty modifiers for the checks are as follows:

- +1 - has some potential difficulties
- +2 - Difficult
- +3 - Hard
- +4 - Extremely hard
- +5 - Impossible for most mortals
- +6 and +7 - Succeeding in this task is a legendary feat.

## Proficiency

Players can have proficiency in a skill, weapon class, school of magic or a saving throw. That means they have invested path points to gain levels in that proficiency. There exists level of proficiency (based on how much player has invested path points), max level of proficiency (which is based on character and path level, refer to character creation) and effective level, which is the least of the 2 previous.

## Proficiency bonus

When making any check, add your related proficiency bonus to the 3d6 roll. Proficiency bonus is determined based on your effective level in that proficiency (refer to the tables in character creation)

## **Lucky and unlucky**

Some effects can make a dice roll lucky or unlucky. It can theoretically be any dice roll, even damage rolls. A lucky dice roll means that you throw 4d6 and choose the best 3 results to determine the outcome. An unlucky dice roll means that you throw 4d6 and choose the worse 3 results to determine the outcome. When you would be granted lucky and unlucky at the same time, roll as normal, no matter how many sources of luck or unluckyness there are.

## **Advantage and disadvantage**

Some effects can apply advantage or disadvantage to a skill check, attack roll, saving throw etc. On advantage you gain +1 to the result, on a disadvantage you gain -1 to the roll. If multiple sources would grant you advantage, then they do not stack and you still get +1, same with disadvantage. If you would get both advantage and disadvantage then you gain +0 to the roll no matter how many sources there are to either of those effects.

## **Critical success and failures**

When making a d20 check, it is always against some target value called DC (dice check). When you meet it or roll higher along with your bonuses then it is a success, if below, it is a failure. However if your result is higher than DC + critical threshold of 3, then it is a critical success. Effects that reduce the critical threshold cannot reduce it to below +1. When the roll is lower than DC - 3 then it is critical failure. Out of combat, the exact bonus or penalty for these extremes is decided by GM. In combat, even though there is no critical failure penalty (except for a few abilities), when scoring a critical success, all your damage dice are automatically their maximum value. Meaning on average a critical hit is twice as much damage as a regular hit. In addition all flat bonuses to the damage are doubled, unless the flat bonus is specifically given due to the attack being a critical hit.

## **Epic moments**

GM can decide, and players can request for something to be an epic moment, meaning this roll matters. In this case the normal rules of no matter how many sources of lucky, unlucky, advantage or disadvantage you have, they cancel out, does not apply. If one has more sources of lucky than unlucky then they get the lucky bonus and vica versa. Same goes for advantage and disadvantage. However they still do not stack. Advantage and disadvantage will still only provide either +1 or -1

## **Aid**

Usually when a skill check is made, then party must choose who does it, like in the case of diplomacy, or tracking etc. However others can choose to take a helping role. By rolling for the same skill, they need to roll against original DC-2. If they succeed they grant advantage to the player doing the skill check. However if they fail critically they grant disadvantage.

Lore skill can be used for aiding in all skill checks, however when aiding a none-lore skill check, it is done against the original DC.

## **Campaign mode and combat mode**

At all times the game is either in campaign mode or combat mode. In campaign mode the order of things is much more loose and really a constant negotiation and feel good between the GM and players.

In combat however, the order of action is determined by initiative order and the rules of what actions are allowed, what is their effect and where everyone are are strictly determined by the rules of this game.

## **Action points**

Action points (AP) are used to do actions during combat encounters. During each player's turn in a round, they have by default 3 AP, which they can use to attack, cast spells, move or use some other abilities. The base AP can be increased by only 1 Martial innate feat. Each character can gain bonus AP only from a single buff. If multiple buffs would grant AP, then only the best of them is used. Many debuffs can lower the amount of AP.

## **stamina**

Stamina is used to make attacks, dodging, and when wearing heavy armor, then for doing any actions. All characters have by default 5 MAX Stamina, and they recover 1 Stamina per round. All characters start each encounter with full stamina. Martial path can improve their maximum stamina, and also their stamina recovery per round. Basic weapon attack costs 1 STA, and increases the stamina cost of each additional attack by 1, that lasts until the beginning of your next round. That means that reaction attacks also suffer from the additional STA cost from the previous attacks made since the beginning of your last round. Special attacks gained from the martial feat pool have their own stamina costs and they also vary in how much they increase the cost of each additional attack.

## Forced movement / falling damage

When characters are moved forcefully through some effect, but during their movement they meet an obstacle, they take 1d6 damage for every remaining 2m. of movement they were supposed to do.

When a character is moved onto another character, the second character needs to make a REF save of 10 + 1 for every 2m left of forced movement. On fail they both take damage equal to 1d6 damage for every remaining 2m. of movement. On success he dodges and the guy moved forcefully passes through.

When falling from heights, characters take 1d6 damage for every 2 m. after the first 2 m. When also falling from height greater than 2 m. they need to make a REF save of 10 + 1 for every 2 m. On fail they fall prone.

When a character falls onto another character, the character on the ground needs to make a REF save of 10 + 1 for every 2 m. On fail they also take the fall damage and fall prone. The falling character is put onto a random empty tile next to felled upon character.

## Hit points / Health

Hit points determine how much damage you can take before becoming incapacitated, or even worse die. When you fall to 0 or below hitpoints, you fall prone and become incapacitated, meaning you are unable to act. When you have negative HP, you cannot do any actions and every round you must roll one of your hit dice and 1 additional hit die for every 30 HP you are missing from 0 and recover that much HP until you have at least 1 HP. If you don't have the necessary amount of hit dice to roll, you die.

## Hit dice

All players have hit dice, that they need to use whenever they are healing themselves or get healed by other sources. When they have no more hit dice and need to roll a hit dice, they die. All players have a maximum 6 hit dice at level 1, and gain 2 additional maximum hit dice every level. The dice depends on the number of points in martial path.

Legendary martials have d6 +3 as hit dice, Talented martials have d6 +2, Adept martials have d6 +1 and Acquainted and players without any points in martial have d6 as their hit dice. (the +X means that they roll d6 and add X to the result).

When finishing the daily rest, unless player has no food rations, they recover at least 5 hit dice. When finishing it in a comfortable establishment, they recover at least 10 hit dice. By eating special more expensive food, they can recover more hit dice.

## **incapacitated**

When a creature drops to 0 or less hit points, they become incapacitated. They drop on the ground and can no longer act. That means they are prone. When their hit points get back to above 0 through rolling hit dice every turn or through healing they remove incapacitated status condition and gain up to 10 levels of disoriented.

## **Death**

When a creature has 0 or less hit points and they are forced to throw a hit die, but they have none left, they die. Death is permanent. So if this happens to a player, they simply discard that character and need to make a new one.

## **Action difficulty**

Both spells, attacks and other various actions can have difficulty requirement, and additional options that increase the difficulty of the action in addition to making those actions stronger. The maximum difficulty of an action a player can perform is determined by the effective level in the underlying proficiency.

For spells higher difficulty also increases the mana cost by 1 per difficulty. For attacks there is no additional cost for increasing difficulty unless specified otherwise.

## **Mana**

When advancing in the mage path, characters can increase their maximum mana. When casting spells one must spend mana. If one is out of mana, they can no longer cast spells that require them. Mana is required during daily rest. Characters who have taken points in maximum mana also have some amount of daily mana recovery. This base is always recovered. However magic users can consume quite pricey magical spices to recover increased amounts of mana.

For the first 1 - 10 mana, the cost of spices is 3 gp per mana.

For the next 11 - 25 mana, the cost of spices is 5 gp per mana.

For all mana after that, the cost of spices is 10 gp per mana.

Suppose a spell caster with 100 maximum mana, 25 base mana recovery, has spent 60 mana. During the daily rest, he would recover 25 mana as a baseline, but then would need to spend magical spices worth of 30 (first 10) + 75 (next 15) + 100 (final 10) gp = total of 205 gp worth of spices to recover their mana fully. They could also choose to only spend for example 30 gp worth of food and recover only 35 total mana ending up having 75 mana.

## checking for "status effect"

Many spells, abilities or difficulty adjustment options can have a statement: "check for {status effect}". That means whoever needs to check for it, needs to throw a 3d6, add either reflex, will or fortitude proficiency bonus (depending on the status effect) to it and compare it to 10 + attacker's/caster's proficiency bonus. When it was caused by a weapon attack, the weapon proficiency bonus is being used. When by a spell, then the spell school's proficiency bonus is being used. When the one who checks for the status effect fails the check, they gain the status effect.

## Concentration

Some spells can last more than 1 round of combat, but in order to do so they require concentration to be maintained. When a spell has concentration 2, then that means caster would need to spend 2 AP next round to maintain that concentration. In addition to the AP cost, concentration spells also require mana to be spent each round, unless the spell has duration, in which case mana is needed to be spent at the end of duration. The base cost for the concentration cost is spell's difficulty at casting divided by 2 rounded down. Whenever you take damage you must make a WILL check with a DC of 8 + damage / 7 rounded up. If you fail, you lose concentration of one spell of your choice. If you critically fail, you lose concentration of all spells.

## Spell duration

When duration is not specified then the spell effect is immediate or for concentration spells, until you manage to hold concentration. When duration is specified the spell lasts for the duration. If this is concentration spell, it can last longer, but every time it's duration would end you will need to spend the mana cost as described previously when talking about concentration. When your concentration breaks, the spell ends regardless of it's duration. Duration spells without concentration cannot be ended by breaking concentration, but the spell caster may end their effect pre-maturely voluntarily.

## Magical potions

Throughout the game-world players may find potions with magical effects and mages with the potion maker feat can make them themselves. Potions however have limitations. You can safely only use 1 potion per encounter. Each additional potion forces you to make a Fortitude check, second potion having DC of 8, third one 10, and each consecutive increasing DC by another 2. If you fail the save through, you don't receive the effect and instead puke it out, losing your 1 AP and the potion. And yes, to consume a potion requires 1 AP.

## **Stealth**

There is no stealth skill in the game, instead survival skill is used and depending on your familiarity with the environment you get a bonus. Still there are some things that refer to it, in the forms of penalties etc.

## **Different armors**

There are 3 different armor categories in the game. Light armor, which provide between 1 and 2 AC, Medium armor, which provide between 2 and 3 AC and heavy armor providing between 3 and 4 AC (Higher AC versions in each category being exceedingly more expensive). In addition heavy armor provides resistance to to all damage except for psychic damage.

Neither armors nor weapons receive any AC or accuracy bonus from magical effects, instead magical effects focus on other things.

Everyone are proficient with light armor and wearing them has no penalty.

Without proficiency in medium armor, You need to spend 1 STA for each AP you spend on attacks and movement while wearing medium armor. While having proficiency medium armors have no penalty.

Heavy armors have: You need to spend 2 STA for each AP you spend on attacks and movement, or 1 STA for each AP you spend on anything else (like casting spells). when you are not proficient you also get -1AC and -1 AP. However the upside of heavy armor is that you have resistance to all damage except for psychic and lightning.

## **Shields**

Similarly as in Pathfinder, in order to get the bonus AC from shields, which are between 1 and 2, you need to spend 1 AP for the raise shield action. If you are proficient with shields, then raising shield is a free action.

## **Resistance**

You can have resistance to various damage types, the incoming damage to these damage types is halved, rounded down.

## **Attunement**

In order for characters to make use of magical items they need to attune to them. There are also some other effects that require attunement. By default all players can attune to up to 3 items, but some feats in the mage path allow for increased attunement.

## **Story beat / scene**

The story is divided into scenes or beats. Each scene has a setup and description by the GM and they can serve as normal story progression scenes, where players do stuff, or tactical scenes, where players are presented a problem, or problems, or they can spot even more potential problems, and they need to describe a strategy or tactics how they try to solve those problems. Then they decide who does which roles, who aids who, and then they roll the necessary skill checks and the combination of presented problems, hidden problems, their tactics and strategy, and the skill checks presents an outcome moving the story forward.

## **Is there such a thing in the game-world**

During each of the encounters and story beats, each player may ask the GM if there is some thing in the game- world, which the GM didn't describe beforehand but which might sound plausible. When making the request, it is recommended to also ask for the functionality that they imagine they would want to get out of it. This allows the GM to provide something that is more plausible but with similar functionality. The GM sets the base DC (0, very likely, 5, plausible, 10, unlikely, 15, very unlikely, 20, nearly impossible) and rolls a d20 to add to the base DC to make the final DC. Then choose a check they need to make, and if successful then you describe a way this can exist, and how they can achieve what they want using this knowledge.

## **Group focuses**

At all times the group can have 1 group focus active, which let's them progress towards a goal that the players have completely set themselves. This is in addition to the main quest that GM is presenting. Usually a story beat progresses either the main quest or one of the group focuses. Group focuses are often tied to some skill, meaning that these skills are often most important in achieving these goals, but of course not solely used.



# Status effects

## inspiration

When making any check, you can spend your inspiration to make it either lucky or have advantage, or negate unlucky or disadvantage.

## disoriented

(WILL) Has multiple levels, at level 1 disoriented creature gets -1 to all checks and your AC. At level 2, they get -1 AP per turn, At level 3 or higher you can only take the refocus action

## afraid

(WILL) Has multiple levels, at level 1/2 one gets -2/-6 penalty to all their attacks. At level 3, one is unable to attack or cast offensive spells. At level 4 one loses control completely and spends at least 2 move actions per round to run away from the conflict in terror.

## crazed

(WILL) Has multiple levels, at level 1 when it is your turn make a DC 15 WILL check, on failure you make a basic attack against the closest creature. At level 2 you start your turn by making a basic attack against the closest creature, at level 3 when it is your turn make a DC 15 WILL check, on failure you make the highest stamina costing ability against the closest creature, and on success you do a basic attack instead. At level 4 you do make the highest stamina costing ability against the closest creature. If the closest creature is 1 AP move distance away you will move to them without spending any additional AP, otherwise if you would need to attack the closest creature, you do not do the attack action, but instead waste 1 AP steaming with anger.

## vulnerable

You have -1 to your AC per level in vulnerable. Vulnerable levels are lost at the beginning of your round.

## **unbalanced**

(REF) You can have up to 4 levels of unbalanced, you need to spend 1 AP to remove all levels of unbalanced. if you get to 4 levels of unbalanced, you fall over, getting prone status but losing all levels of unbalanced, if you are wearing heavy armor or are a large creature and would get a level of unbalanced, you have a 50 % chance to not get it.

## **entangled**

Your position cannot change until you are entangled. When taking the move action, for every 2 m. of movement you can spend 2 stamina to reduce entangled by 1 level.

## **prone**

Your attacks are unlucky, attacks against you are lucky. You must make a move action to lose this condition

## **poisoned**

(FORT) You have some specific poison on you. Each poison can stack, but only the highest stacked poison takes effect. Every round one poison stack is removed from each poison after applying poison effect. And one can make a FORT check for free to see if they lose one specific poison's stack. On a critical success they lose up to 3 stacks from chosen poison.

## **freezing**

(FORT) Every level of freezing reduces stamina recovery by 1. Every 4 levels of freezing reduces one's AP by 1. There is no default way to lower freezing levels. Freezing and burning levels cancel each other.

## **burning**

(REF) For each level of burning, one takes 1d6 damage at the start of their round. One can fall prone and spend the entire round (losing all concentration etc.) to lose all the stacks of burning. Freezing and burning levels cancel each other.

## **blinded**

Characters who are blinded, cannot see. Attacks made outside their blind sight range have advantage. Character can only attack in melee unless the target is within the blind/sight range. Either way if the target is not within the blind/sight range, that attack has disadvantage. Same targeting restrictions apply to spells.

# Skills

## Skill checks

For various situations during exploring and adventuring GM can have players roll their skill checks or saving throws to determine what happens.

However if players want to pursue some specific goal or achieve something, either to learn about something, get an item, improve relations with a lord etc. they can start a group focus. Group focus consists of a goal, a progress tracked by GM, and fail conditions tracked by GM.

Party can have only 1 group focus active at a time, but Skilled path characters get access to a Planner feat, that let's them start another one. Even with the planner feats, the maximum number of group focuses is 3, and only 1 extra group focus can be initiated per player.

Group focus progresses together with the main story line or whatever the players choose to do, and consists of skill checks after certain well signalled conditions have been met.

Critical successes move the progress forward twice, while critical failures have some chance for negative consequences (GM discretion).

The first check can be done when the goal is set.

Using group focuses it is clear to the GMs what the players hope to get, and what they care about most, and at the same time lowers the amount of "let's try to squeeze lemonade out of anything".

An example:

Players' want to improve relations with the merchants in the town in order to get better prices when buying items. GM asks, how would they like to go about that, and how big of a discount are they aiming for. The players say 20 %. GM decides this should take some while and sets the requirement for this group focus to be 7 steps. The players think, that since they actually want to focus on the main quest, they could just try get along nicely with the merchants, maybe they could seek out some specific things during their travels?

And so the GM decides that fine, they can make the first diplomacy check now as introduction. And each time when they return to town they can make another check if they spend at least a certain amount of gold in the market square. In addition he rolls some few random merchants, who do have some requests, so the players can look out for, certain herbs in the wilderness, or some venom from specific spiders, etc.

So when questing in the wilderness, players get another gathering check to find the herbs. Or maybe they find cave where those spiders could be and they have a fight encounter. All of these things give a diplomacy check opportunity and on a success or even better a critical success the thing progress. Eventually the wibe between the merchants and your group becomes so friendly, that they start giving you that 20 % discount. And maybe the herbalist who you supplied the herbs with gives you a even more special 35 % discount. When you choose to complete a quest for one of the merchants, you can also offer rewards for some of the steps in addition to progressing towards the longer goal.

## diplomacy

Used to either improve relations, or get someone to do something for you who is otherwise not inclined to do so, without using force. It is also used to learn what the other party values highly, in order to achieve a good deal for both parties. When creating your character you can have familiarity with a group of people, granting you a bonus to diplomacy when interacting with them. But that must come at the cost of having unfamiliarity towards other group(s). Discuss with your GM to make sure all the groups are relevant to your campaign. Example of groups: Mages, nobility, peasants, craftsmen, traders, criminals, soldiers, spies. The maximum bonus from a familiarity can be +1, but that means that much of a penalty in some other relevant unfamiliarity to the campaign.

### Group focuses:

- \* improve relations
- \* negotiate a deal to receive a specific item/request/information/boon

## leadership

Group coordination, inspiration, executing of complex plans The same familiarity bonuses and penalties from the diplomacy apply to this skill.

### Group focuses:

- \* Lead a war campaign
- \* Start a revolution
- \* Run for political position
- \* Increase the renown of the group

## survival

Surviving in a tough environment. Tracking, hunting when in the wild. Pick pocketing, escaping from the law when in the streets, having 6th senses about when someone is going to assassinate someone when living in a court of intrigue etc. Spotting threats in general. This is used for hiding and pretty much everything that is required for your survival in any tough environment. When creating your character you can have favored environments, but they must come at a cost of having unfavored environments. Discuss with GM to make sure both of those environments are relevant to the campaign. Examples of environments are: Streets of metropolis, royal court, sea, mountains, forest. The maximum bonus from an environment can be +1, but that means that much of a penalty in some other relevant environment to the campaign.

### Group focuses:

- \* have a great hunt
- \* track someone in the wild
- \* Travel a long distance by foot

## **treasure hunting**

Intuition about where the good loots is. This is used to appraise things, recognise opportunities, which contractors are wealthy, where to look for if you want some specific item etc. The environment bonuses from survival may apply to this skill as well.

### **Group focuses:**

- \* search for specific item (the more room is left for the outcome, the easier it is)
- \* find a lucrative quest
- \* bargain for extra rewards
- \* treasure hunt

## **lore**

Knowing about the history, religion, magic, lore of the game world. This is used to find more about the game and an excuse for the GM to tell you about what is going on. You can use this skill for medical skill checks Both the familiarity and environment bonuses may apply to some lore checks.

### **Group focuses:**

- \* learn about anything
- \* knowledge about disease, or a way to alleviate medical problems

## **crafting**

This skill involves crafting yourself, knowing crafters, knowing good crafters, and anyways knowing what to do in order to craft great items for the party. Crafting for a specific item is easier than finding it, but harder than finding any item of similar power level.

### **Group focuses:**

- \* craft a specific item

## **harvesting**

This is harvesting for specific materials, knowing where to get them, also knowing where to buy them. It also involves knowing how to extract magical, but also none magical materials from slain beasts.

### **Group focuses:**

- \* gather resources for profit

## **physique**

This is used for making all sort of checks requiring bodily accuracy, like when performing acrobatic feats, climbing, having balance while crossing a narrow path, being able to endure long journey etc.

Group focuses:

# General actions

## Refocus

<b>Difficulty: 0</b>	<b>Target: -</b>	<b>Range: -</b>	<b>Area radius: -</b>
<b>Action cost: 1A</b>	<b>Duration: -</b>	<b>Concentration: NO</b>	<b>Proficiency: Will</b>

You attempt use your will to remove crazed, disoriented or afraid status effect from yourself. The DC is equal to the largest DC check you were supposed to make when receiving any of these status effect. When you succeed, remove 1 level of any of these status effects. On a critical success, double the amount of levels you remove using this action.

<b>Difficulty: 2/3/4/5/6</b>	<b>Use limit: 5</b>	When successful remove an additional level
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## Attack

<b>Difficulty: 0</b>	<b>Target: -</b>	<b>Range: -</b>	<b>Area radius: -</b>
<b>Action cost: 1A</b>	<b>Duration: -</b>	<b>Concentration: NO</b>	<b>Proficiency: Weapon</b>

You attack an enemy, make a weapon check if it is equal to or larger than your opponents AC, you hit them. All future attack actions until the beginning of your next turn cost 1 additional STA.



## Wrestle

<b>Difficulty: 0</b>	<b>Target: -</b>	<b>Range: -</b>	<b>Area radius: -</b>
<b>Action cost: 1A</b>	<b>Duration: -</b>	<b>Concentration: NO</b>	<b>Proficiency: Physique</b>

Wrestling is all about getting an upper hand, rooting the opponent in place and draining their stamina faster than you lose stamina. There are a few rules for wrestling:

1. If someone has upper hand against you, then you must first get rid of it before you can get upper hand against them
2. If anyone has upper hand against you, you cannot move
3. If someone gets upper hand against you, you lose upper hand against everyone.
4. Normally 1 character can only have upper hand against 1 other character
5. Upper hand has multiple levels.
6. When someone has upper hand against you, you cannot use weapons, except for dagger and you can only use spells that have a range of touch or target yourself.
7. When you have 3 levels of upper hand against you, you cannot even use the dagger, nor cast spells that touch.
8. You lose STA at the beginning of round equal to the number of Upper hands against you.
9. If someone has upper hand against you, you can only wrestle those who have upper hand against you.
10. Character which has upper hand against another character is considered to be in the same space (same square in battle map)
11. Attacks that miss against characters, which are in the same space, have 50 % chance to hit someone else in that space.

Check physique against 10 + target's physique proficiency bonus. If you succeed, then the enemy loses 1 levels of upper hand against you, if they didn't have any, you gain 1 upper hand against them.

If you wrestled someone who did not have upper hand against you or you didn't have upper hand against them, they do get an attack of opportunity, unless you managed to wrestle them from behind.

# Innate feats

Innate feats are something you get as you create your character, granting you unique powers not available later on. These are usually very unique or special effect. You get an innate feat for each path you have assigned a point into. However if you have put more points into the path, then the innate feat is that much stronger. In addition, if you are of some unique race, which would be able to for example have dark vision, or flying or something else, then refer to the races innate feats. When taking one or more races innate feats you must give up a feat in one of the paths. The power of the racial feat depends on the level of the path, which feat you gave up.

## Racial

### Extraordinary senses

Acquainted: You can see 12 m. in the dark, and 25 m. in low light

Adept: You can see 50 m. in the dark and 100 m. in low light

Talented: In addition to the adept feature, you have blind sight for 10 feet around you.

Legendary: You can see in the dark as well as in the light. You have blind sight for 30 feet around you.

## Wings

Acquainted: You don't take any falling damage as long as you are wearing light armor.

Adept: You don't take any falling damage as long as you are wearing medium armor, and when falling from great heights you can glide, falling 12 m. per round and moving 12 m. per round at any direction.

Talented: You don't take any falling damage. If you are wearing light or no armor, and are not carrying more than 1/5th of your body weight, then you can fly at your move speed.

Legendary: You don't take any falling damage. If you are wearing light or no armor, and are not carrying more than 1/5th of your body weight, then you can fly at twice your move speed.

## Natural armor

With regards to natural armor bonus, this competes with the regular armor and all other kind of armor bonuses. Meaning only the highest one of the armor bonuses has any effect on you. You can still wear armor and get the magical effects of the armor and still benefit from the natural armor bonus, just not get the armor bonus from the armor. Acquainted: you get a +1 natural armor bonus. At levels 7 it increases to +2.

Adept: you get a +2 natural armor bonus. At levels 7 it increases to +3. You cannot dodge.

Talented: you get a +2 natural armor bonus. At levels 7 it increases to +3. Choose between the ability to dodge, +1 AC or +1 AC and being considered wearing heavy armor with it's downsides and benefits (as if having the heavy armor trait).

Legendary: you get a +3 natural armor bonus. At levels 7 it increases to +4. Choose between the ability to dodge, +1 AC or +1 AC and being considered wearing heavy armor with it's downsides and benefits (as if having the heavy armor trait).

## Mage

### Favoured magic

Choose 1 school of magic. Your max difficulty and spell DC for spells in that school is as if you were talented in the mage path.

### Metamagician

Requires: Talented

Metamagic feats cost 2 less to learn but no less than 0. You can apply 1 level of large or distant magic to a spell for free without increasing the difficulty, mana cost or metamagic limit.

### Shifter

Requires: Adept

You have a beastly form, that levels up as you do. In the beastly form, you cannot speak, don't benefit from any of your normal form advancements in any path, but you can level up using the beast path (used to make all the mighty beasts in the game). The level of your beastly path is equal to your magic path. Beastly form has the ability to turn back into your regular form. To turn into your beastly form you need to spend 3 AP and 1 mana per your character level. Your equipment merges into your body and loses it's magical effect until you return to your normal form. When you take damage in your beastly form, it carries over to your normal form when you return. If you go down to 0 HP, you return to your normal form automatically.

## **Divine protector**

You're hit dice can be determined by your mage path instead of martial if your mage path is greater. You're mage path grants you 4 HP per mage path levels instead of 2 (similarly to Warrior path). Using 2 AP, you can transfer any number of your hit dice to one other creature. They cannot go over their maximum number of hit dice this way. When your mage path is talented, you always recover all your hit dice when you finish your daily rest. When your mage path is legendary, you have 50 % more maximum hit dice.

## **Raw caster**

You cannot cast concentration spells, or spells which cast time is greater than 1 round. You also cannot initiate rituals nor spend your mana for rituals. However increase your maximum level in schools of magic by 1. If you are at least talented in mage path, then spells also cost 1 mana less to cast. These bonuses increase by an additional 1 at levels 7 and 14.

## **Martial**

### **Warcaster**

Requires: Legendary

You can cast spells using your stamina instead of mana.

### **Defiant**

Requires: Talented

If you are legendary, then you have 50 % more hit dice.

Each round when you are below half of your hit points you can roll a hit dice, heal rolled amount of life and choose 1 additional benefit:

- \* Recover 2 stamina per level
- \* heal additional  $Xd6$ , where X is your level / 2 rounded up.
- \* Gain 1 bonus AP this turn. At level 11, instead gain 2 bonus AP this turn.
- \* The next 2 attacks you make are lucky. This increases by 1 at levels 5, 10 and 15.
- \* Roar, forcing all enemies in 10 m. radius to check for afraid X times, where X is your level / 3 rounded up.

If after that you are still below 25 % of your hit points, you can roll another hit dice, heal rolled amount and choose another effect.

## **Nimble**

Requires: Legendary

Your base AP per round is 4

## **Versatile**

Requires: Talented

All feats cost 1 less but no less than 1 to take.

## **Anti-mage**

Requires: Talented

You cannot be the target of spells (including those of your allies), nor can you cast spells, nor can spells have any none-damaging effect on you. When you attack a spell caster, they lose 1 mana for every damage dice you roll against them.

## **Life stealer**

Requires: Talented

You cannot be healed using nature magic. Heal 1d6 -1 life for each damage dice you deal in melee combat. Heal 1d6 instead, if your martial path is legendary.

## **Harmonious body**

Whenever you advance in REFLEX or FORTITUDE saving throws. Advance in the other one as well

## **Favored weapon**

Choose 1 weapon category. In that weapon your MAX level is as if your PATH level in Martial was 1 higher (cannot exceed Legendary).

# **Skilled**

## **Wild magic**

Requires: Legendary

You can cast any spell with the speed of at most 1 round not requiring concentration using your luck tokens instead of mana, even if you do not know that spell. Your max difficulty is determined by the Skilled PATH instead of MAGE path and assumes you having max level in the school of magic. Your spell DC is still determined by your actual proficiency bonus in that school.

## **Specialist**

Choose 1 skill. The MAX proficiency bonus for that skill is as if you were 1 level higher in Skilled PATH (but cannot exceed Legendary).

## **Lucky**

Whenever you spend a luck token and still fail the check, you recover that luck token. When you have disadvantage on a roll where you have spent a luck token on, negate disadvantage completely.

## **Good fortune**

You can allow other party members to use your luck tokens. If you are talented/legendary in skilled path increase your daily number of luck tokens by 50 %.

## **Prodigy**

Requires: Adept

At first level gain double the amount of advancements in skilled path (so at legendary skilled you gain 16 advancement points).

# Progression feats

Heroes gain 1 progression feat in each category which they have points in at levels 4, 7, 10, 13, 16 and 19 and before they make their advancement decisions in that level.

## Mage

### Master of one

Choose one school of magic, you're max level in that school is increased by 1 for acquainted and adept in mage path, and by 2 for talented and legendary. Note that the highest possible proficiency bonus is still +6, regardless of the level you achieve through this.

### Variety mage

Each advancement in a school of magic provides 1 additional level in 2 other schools of magic. When you take this feat multiple times, then it still provides at most 1 level per school for the secondary choices, you can simply choose more schools to receive this benefit.

### Deep pools

Each advancement in maximum mana provides you 3 additional maximum mana

### Spice specialist

You recover twice as much mana from adding magical spices to your food if you take this trait once, or thrice as much if you take it the second time. This trait can only be taken twice.

### Arcane understanding

Whenever you choose to advance in a school of magic or maximum mana, you can learn 1 additional spell

## **Battle mage**

All spells cost 1 mana less to cast for acquainted and adept in mage path, and 2 mana less to cast for talented and legendary, but no less than 0. This feat can only be taken at most half the times rounded up. (So at most once by level 4 and 7, at most twice by level 10 and 13, and at most three times at levels 16 and 19)

## **Martial**

### **Weapon mastery**

Choose a weapon, your proficiency bonus with this weapon increases by 1. This feat can only be taken once and only by talented and legendary in martial.

### **Versatile combatant**

All advancements in weapon levels provides 2 additional level in another weapon. When you take this feat multiple times, then it still provides at most 2 levels per weapon class for the secondary choices, you can simply choose more weapon classes to receive this benefit.

### **Vigorous**

+1 HP per martial path level for every character level. All advancements in HP provide +5 HP and +1 fortitude

### **Enduring**

All advancements in max stamina provide 2 additional max stamina and every second advancement in stamina recovery provides 1 additional stamina recovery.

### **Defensive**

This feat can only be taken once and only by Talented and legendary martials. Gain +1 AC, and increase your FORT AND REF proficiency bonuses by 1.



## **Skilled**

### **Versatility**

All advancements in some skill provides 1 level in 2 other skills as well.

### **Mastery**

Choose a skill, your proficiency bonus with this skill increases by 1. This feat can only be taken once and only by talented and legendary in skilled.

### **Lucky**

Every other advancement in luck provides 1 additional luck token.

### **Resourceful**

All advancements in Will, Reflex or Fortitude using skilled path provide +3 proficiency in one of the other saving throws as well. +1 to max level for Will, reflex and fortitude. This feat can only be taken once.

# Normal feats

Feats in this chapter are gained using your level up advancement points. Feats are spread out between the paths. For example mage feats can only be taken using mage advancement points. Mixed feats can be taken by combining the 2 path advancement in any way you like.

## Mage

### Speak with animals

Advancement point cost: 2

When meeting beasts, you can make a DC 9 + beast WILL proficiency bonus nature check. On success you are able to communicate with that beast in a simple manner.

### Adept attuner

Advancement point cost: 2

You can attune to one additional magical item

### Talented attuner

Advancement point cost: 4

You can attune to one additional magical item

### Quick magic

Advancement point cost: 3

<b>Difficulty cost: 3</b>	<b>Use limit: unlimited</b>	Reduce spell cast time by 1, minimum cast time is still 1 AP
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### Calm concentration

Advancement point cost: 3

<b>Difficulty cost: 4</b>	<b>Use limit: unlimited</b>	Reduce spell concentration by 1 AP, minimum concentration is still 1
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## Enduring magic

Advancement point cost: 2

<b>Difficulty cost: 2/3</b>	<b>Use limit: unlimited</b>	Can only be applied to concentration spells or spells with duration. Concentration spells without duration gain a duration of 3 rounds. Spells with duration increase their duration by 3 rounds or double it, whichever has greater effect
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## Tricky magic

Advancement point cost: 1

<b>Difficulty cost: 3/5/7</b>	<b>Use limit: 3</b>	Increase the difficulty of all checks forced by this spell by 1
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## Large magic

Advancement point cost: 2

<b>Difficulty cost: 1/2/3</b>	<b>Use limit: 3</b>	Increase spell radius, which has radius by 2 m
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## Distant magic

Advancement point cost: 2

<b>Difficulty cost: 1</b>	<b>Use limit: 2</b>	Increase spell distance by 12 m. or double it, whichever has greater effect
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## Twin magic

Advancement point cost: 4

<b>Difficulty cost: 4</b>	<b>Use limit: 1</b>	Cast the spell twice using the same number of actions. You may choose new targets for second cast. Concentration spells share concentration for both casts.
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## Hex master

Advancement point cost: 6

You can apply max 2 hexes on a creature instead of only 1. Advance in Discord proficiency once and in maximum mana once.

## Pyromancy

Advancement point cost: 6

Whenever a spell or attack forces any number of burning checks on an enemy, They gain 1 additional stack of burning which cannot be saved. Advance once in elemental school of magic and once in maximum mana. If you don't have fireball spell, learn fireball spell otherwise advance once more in maximum mana.

## Wielder of fire and ice

Advancement point cost: 6

When burning or freezing applied to enemies by you cancel out the previous freezing or burning levels, the enemy takes 4d6 damage for each level cancelled out this way. Advance once in elemental school of magic and once in maximum mana.

## Mind expertise

Advancement point cost: 2

When taking this trait, choose one of the WILL status effects. ONCE PER ROUND, when applying the chosen status effect on an enemy, you can force them to check for that status effect once more. This trait can be taken multiple times, but different status effect must be chosen each time.

## Trickster

Advancement point cost: 7

You become a master of manipulating your enemies and their minds. When you would apply a level of disoriented, crazed or afraid on an enemy, you can replace it with another (from disoriented, crazed and afraid). All will checks you force upon your enemies get +1 to their DC When preparing ambushes, or aiding in doing so, your rolls are lucky. Advance in either discord or illusion once, once in will, once in maximum mana and learn a spell from discord or illusion schools of magic.

## **Iron concentration**

Advancement point cost: 8

Your total AP cost for concentration is halved rounded up. And the mana cost for each of your concentration spells after casting is reduced by 1. Advance in 1 school of magic, once in maximum mana and learn 1 spell.

## **Dimension mastery**

Advancement point cost: 6

When taking this feat you craft an object, a talisman of sorts, which, while you are attuned to it, you can cast spells from the point of that object, wherever it is in space as long as your uncapped dimension school level is 5 more than the difficulty of the spell you are casting. You can craft more of these objects. To attempt to craft a second such object, it costs 100 gp to attempt and it's crafting DC is 14. In addition when having 2 of those objects attuned to you, the dimension school uncapped level needs to be 10 more than the difficulty of the spell you are casting. For each other such object the attempt cost quadruples, the crafting DC increases by 2 and the uncapped level requirement goes up by another 5. When taking this feat, advance 3 times in dimension school of magic.

## **Holy bonds**

Advancement point cost: 8

You can attune to any number of your party members instead of items. When casting spells that only target the attuned players or their weapons, you can target any number of other attuned players or their weapons to also receive the benefits of the spell. This does not increase the cost or concentration requirement for that spell. For spells which the target is self, you can instead cast it targeting up to 1 attuned player. The minimum range for these spells becomes 10 m. Advance in any school of magic, twice in maximum mana and learn 1 spell.

## **Blood magic**

Advancement point cost: 8

You may cast spells using your hit dice instead of mana. Each hit dice you spend makes a spell 5 mana cheaper and increases the max difficulty of the spell by 1. Advance twice in any school of magic and learn 1 spell.

## Blood magic expertise

Advancement point cost: 5

Requires: Blood magic

You can use the hit dice of other willing allies within 4 m. of you or enemies who have are either frozen or paralyzed, or have at least 4 levels of disoriented or afraid on them. Note however that few enemies have more than a single hit dice. You can however combine your own, willing ally's and confused enemies hit dice to cast spells.

## Shackles of suffering

Advancement point cost: 8

When gaining this ability, choose between afraid, disoriented or crazed. You gain an action, which binds between 2 and 4 enemies. Whenever these enemies gain a level of chosen status effect caused by your spell effect, the other bounded enemies also get it. However the WILL used to defend against such status effects is the highest WILL value amongst the bounded enemies. You know the Will saving throws of all enemies intuitively. Advance in any school of magic, twice in maximum mana and learn 1 spell.

<b>Stamina cost: -</b>	<b>Other attacks cost increase: -</b>	<b>Other costs: -</b>
<b>Action time: 1-3AP</b>	<b>Target: 2-4 enemies</b>	<b>Duration: 3 rounds</b>
<b>Use limitations: -</b>	<b>Restrictions: -</b>	
The AP cost depends on the number of enemies you want to bind. 1 AP for 2 enemies, 2 AP for 3, and 3 AP for 4 enemies. Binds these enemies into shackles of suffering. Their will save against chosen status effect caused by your spells becomes the highest amongst them and whenever one of them receives a status effect caused by your spells, the others also receive it.		

## Prolonged shackles

Advancement point cost: 3

Requires: Shackles of suffering

Shackles of suffering lasts 1 more round

# Martial

## Basic dodging

Advancement point cost: 1

You gain +1 max dodge tokens and the dodge ability: whenever you would get hit by an attack or as a reaction to anything you may spend 1 dodge token and 2 STA or when failing a reflex save, to move 2 m. and completely negate the effects from the attack or pass the reflex save, for other effects you are just considered to be in the new location. If the attack would have been a critical hit or if you failed your reflex save critically, you need to spend 2 dodge tokens and 3 STA instead. You can only use this ability while wearing Light armor or no armor

<b>Stamina cost: -</b>	<b>Other attacks cost increase: -</b>	<b>Other costs: -</b>
<b>Action time: 3A</b>	<b>Target: self</b>	<b>Duration: -</b>
<b>Use limitations: -</b>	<b>Restrictions: -</b>	
recover all dodge tokens		

## Advanced dodging

Advancement point cost: 2

Requires: Basic dodging

+1 max dodge token

## Extreme dodging

Advancement point cost: 2

Requires: Advanced dodging

+1 max dodge token

## Legendary dodging

Advancement point cost: 3

Requires: Extreme dodging

+1 max dodge token

## **Medium armor proficiency**

Advancement point cost: 2

When wearing medium armor you lose the normal penalty that is applied when wearing medium armor. (normal penalty is -1 AC and +1S cost to all attacks and per AP)

## **Heavy armor proficiency**

Advancement point cost: 4

When wearing heavy armor you lose the normal penalty that is applied when wearing heavy armor. (normal penalty is -2AC and -1 AP per round). You have damage resistance against all damage except for psychic damage while wearing heavy armor.

## **Shield proficiency**

Advancement point cost: 2

Shields provide you their full AC bonus when doing the raise shield action (without shield proficiency, MAX AC bonus from shields is 1 AC). When having a shield in one hand you have 1 bonus AC from shield even when not having the raised shield status.

## **Defensive stance**

Advancement point cost: 2

Requires: Shield proficiency

If you have not attacked or cast an offensive spell since the beginning of your last turn you have an additional +1 shield AC bonus when your shield is raised.

## **Accuracy**

Advancement point cost: 2

With ranged weapons, reduce enemy cover category by 1. If enemy has no cover, you have advantage.



## Menace

Advancement point cost: 3

When you damage an enemy with a melee attack, then until the start of your next turn, they have disadvantage on all attacks against your allies and you have advantage with opportunity attacks against them.

## Opportunist

Advancement point cost: 3

You have advantage with melee attacks against enemies that have damaged any of your allies other than yourself since the end of your last turn.

## Pinner

Advancement point cost: 3

<b>Stamina cost: 1 STA</b>	<b>Other attacks cost increase: -</b>	<b>Other costs: -</b>
<b>Action time: 1A</b>	<b>Target: single</b>	<b>Duration: -</b>
<b>Use limitations: -</b>	<b>Restrictions: -</b>	
Pin a single target. Your allies have advantage when attacking them. You can only pin one enemy at a time. When you attack another enemy, or another enemy attacks you, the pin is broken. When pinned target attempts to move away from you, you're reaction attack against him has advantage. If you hit, the enemy must make a REF saving throw equal to half the damage rounded up. On a fail, they stop their movement and remain within your range.		

## Two weapon fighter

Advancement point cost: 6

When wielding a weapon in both hands, gain 1 shield AC bonus. Whenever making an attack roll while wielding two melee weapons, you can choose which weapon you make the attack with after learning the 3d6 effective roll (after lucky etc.). The difficulty options still have to be declared beforehand. Advance 3 times in any weapon proficiency divided as you choose. Advance once max stamina

## Two weapon master

Advancement point cost: 6

Requires: Two weapon fighter

Reduce attacks' critical threshold by 1 while wielding two melee weapons.

Whenever making an attack roll while wielding two melee weapons, if you have multiple eligible targets near you, you can choose which one of them you attack after learning the 3d6 effective roll (after lucky/unlucky).

Whenever you critically hit an enemy you gain a flow token. You can use the flow tokens in following ways, flow tokens are reset to 0 at the end of an encounter:

- \* When you would get a level of negative status effect, you can spend a flow token to prevent that.
- \* Spend 2 flow tokens to recover a dodge token.
- \* Spend 1 flow token to move yourself 4 m. after finishing an attack action.

## Blade dancer

Advancement point cost: 8

Attacks with one handed swords do not increase stamina cost for further attacks.  
Advance 4 times with one handed swords.

You gain additional difficulty options for one handed swords:

2: When you critically hit, you recover a dodge token

4: As long as you don't critically miss, target gains 1 level of vulnerable against you only.

3: when an enemy attacks you, spend your reaction to first attack them. If you succeed, you stop their attack

5: You're critical hits do double damage.

## Savage Axe

Advancement point cost: 6

Each point of stamina spent doing an attack provides you a savagery point to be used during that attack, you can spend one savagery point to do 2 additional damage. Advance 3 times with two handed axes

You gain additional difficulty adjustment options for two handed axes:

2: As long as you don't critically miss, you can spend a savagery point so that your target must check for afraid

3: When you hit an enemy, spend 3 savagery points to add 1 level of vulnerable to the enemy.

3: When you critically hit the enemy, you can spend savagery points to do 5 additional damage instead of only 2.

## Sentinel

Advancement point cost: 6

When wielding a polearm (includes spears) you get the ability to trade your AP for additional reactions that can be used until the beginning of your next round. When you do so, you can do special attacks that target a single enemy instead of your normal reaction attack. These attacks gain +1 attack bonus.

Advance 3 times with polearms.

You gain additional difficulty options for polearms:

1: When doing a reaction attack, do not spend additional stamina from previously made attacks.

2: Reposition yourself 2 m. before doing the attack

2: When the opponent was moving towards you, on a hit you instead stop them before reaching your range and you don't spend a reaction, but you don't do any damage with this attack action.

## Cleave

Advancement point cost: 2

You have a new difficulty options for melee weapons: 3: You attack all enemies around you, but the attack costs 3 additional STA and 1 additional AP.

## Fierce

Advancement point cost: 1

You have a new difficulty options for melee weapons: 1: When you score a critical hit, target needs to check for afraid.

## Double strike

Advancement point cost: 2

You have a new difficulty options for melee weapons: 4: The attack costs 3 additional STA, but you attack twice, making 3d6 check both times, and receiving all other hit effects both times.

## Rage

Advancement point cost: 8

When taking this feat, also advance once in stamina recovery, maximum stamina and once in one weapon proficiency

<b>Stamina cost: -</b>	<b>Other attacks cost increase: -</b>	<b>Other costs: -</b>
<b>Action time: 1A</b>	<b>Target: self</b>	<b>Duration: 5 rounds</b>
<b>Use limitations: once per encounter</b>	<b>Restrictions: -</b>	
You go into rage where you stay for 5 rounds or until you go unconscious. If you are wearing heavy armor, rage lasts for 2 fewer rounds. When entering rage lose all afraid status effect levels. While raging you cannot gain afraid status effect. Your stamina recovery is doubled. When making attacks using stamina you can spread out 2 damage per stamina spent to enemies hit by that attack in melee combat. you cannot cast spells nor concentrate on them while in rage. Afraid checks you force upon your enemies have +1 to their DC while in rage. As a downside for raging, hits against you are lucky		

## Fury

Advancement point cost: 6

Requires: Rage

When raging then enemies within 10 m. of you who choose to attack someone other than you or someone else who is raging they must check once for afraid using your main hand weapon proficiency to calculate DC. When taking damage while raging gain fury tokens which you lose after rage ends. When successfully hitting an enemy you can spend any number of fury tokens to add following buffs to that attack:

- \* 2d6 damage per fury token. If you have proficiency in elemental school of magic, you can convert all your physical damage into fire damage.
- \* Force 1 afraid check per token spent.
- \* Push them away from you forcing them to check for unbalanced for each fury token. The push distance is 2 m. per fury token used this way.

## Prolonged rage

Advancement point cost: 4

Requires: Rage

Your rage lasts 3 additional rounds, or 2 additional rounds if wearing heavy armor.

## Hex arrow

Advancement point cost: 6

When taking this feat, also advance 3 times with bows. Also, choose a {hex spell} of difficulty 1. Whenever you critically hit with this attack, apply that hex, or a hex you can cast yourself to the target. If you choose to apply a hex you can cast yourself, you do have to spend your mana to do so. No concentration costs are necessary to maintain that hex, normal hex limits apply. When you reach level 5/10/15/20, the chosen hex is upcasted to difficulty 3/5/7/9.

<b>Stamina cost: 2 STA</b>	<b>Other attacks cost increase: -</b>	<b>Other costs: -</b>
<b>Action time: 1A</b>	<b>Target: single</b>	<b>Duration: -</b>
<b>Use limitations: -</b>	<b>Restrictions: Bows</b>	
Reduce critical threshold by 1. On a critical strike apply the Hex on the target.		

## Fortress

Advancement point cost: 2

Requires: Heavy armor proficiency

You can use fortitude checks against afraid and disoriented conditions instead of will. You can also use FORT instead of WILL when removing only disoriented and afraid conditions using Refocus.

## Backstab

Advancement point cost: 3

<b>Stamina cost: 2S</b>	<b>Other attacks cost increase: -</b>	<b>Other costs: -</b>
<b>Action time: 1A</b>	<b>Target: single</b>	<b>Duration: -</b>
<b>Use limitations: -</b>	<b>Restrictions: any one handed melee weapon</b>	
You can do this attack only when the opponent is unaware of your presence or is facing their back to you. Reduce critical threshold by 1. On a critical strike, for every 15 total damage dealt they must check for disoriented		

## Shadow

Advancement point cost: 3

You are able to take maximum advantage of disoriented foes. Foes who have at least 1 level of disorientation, have disadvantage for attacks against you. You have advantage with attacks against foes who have at least 2 levels of disoriented. When taking a move action, then one target creature with at least 2 levels of disoriented loses track of you and become unaware of your presence.

## Toxicologist

Advancement point cost: 2

The DC of each consecutive potion increases by 1 instead of 2. You have +1 to fort saves against poison, and +3 to fort saves against alcohol.

## Commander

Advancement point cost: 7

Leadership becomes a martial skill. Advance 3 times in leadership. At the beginning of combat encounters roll for leadership. For every 10 points, the entire party gains +1 to their initiative. Gain the coordination action.

<b>Stamina cost: -</b>	<b>Other attacks cost increase: -</b>	<b>Other costs: -</b>
<b>Action time: 1A</b>	<b>Target: 2 allies (can be yourself)</b>	<b>Duration: -</b>
<b>Use limitations: -</b>	<b>Restrictions: -</b>	
Coordinate the assault of 2 of your allies. Roll for leadership with a DC check of 11. If you succeed then until the start of your next turn if one of the allies deals damage or applies a negative status effect on some enemy, then the other ally gets advantage against these enemies (whoever were damaged or received a negative status effect).		

## Improved coordination

Advancement point cost: 3

Requires: Commander

Coordination action can target 1 additional ally.

## Blessed warrior

Advancement point cost: 6

Increase your armor AC bonus by 1. Whenever you hit an enemy successfully with a weapon attack choose 1 option:

- \* remove a level of negative status effect from you or one of your allies.
- \* recover 1 stamina
- \* spend 2 mana to deal an additional 2d6 damage. (requires mage path)

Advance once in one weapon proficiency and once in max stamina.

## **Blessed Champion**

Advancement point cost: 6

Requires: Blessed warrior

Choose from amongst the following spells: Unity, Guardian, Valor, Force field. You have the selected spell's buff permanently on you. It's max difficulty is based on the martial path. You can readjust it's exact effect (which difficulty modifiers to use) on each level up.

## **Blessed commander**

Advancement point cost: 8

Requires: Blessed Champion

The chosen buff also applies to all your allies within 20 m. of you.



## Skilled

### Offer them to surrender

Advancement point cost: 6

You gain the offer enemy to surrender ability. You also advance 3 times in diplomacy

<b>Stamina cost:</b> -	<b>Other attacks cost increase:</b> -	<b>Other costs:</b> -
<b>Action time:</b> 1A	<b>Target:</b> single	<b>Duration:</b> -
<b>Use limitations:</b> -	<b>Restrictions:</b> -	
You cannot attack, move or use offensive spells during the turn when you use this ability. During combat, you can offer a single enemy to surrender. The base DC is 40, but lower it by 7 for every same or higher ranked ally they have lost more than your party. If their HP is below half, reduce it by additional 7 and If they have less than 10 % of their HP left, then the DC is lowered by an additional 10. Make a diplomacy check against the final DC, if you succeed then they surrender. If you fail, but not critically they need to check 2 times for disoriented against your diplomacy proficiency.		

Difficulty adjustment options:

<b>Difficulty adjustment:</b> 2/4	Make this an area of effect ability, with a 5/10 ft. radius
<b>Difficulty adjustment:</b> 1/2/3	On failure have them check for disoriented 1 additional times

### Agent of chaos

Advancement point cost: 4

Causing chaos comes naturally to you. You can make ploys to disorient a group of enemies before the battle. You can use diplomacy, survival or lore as the main skill to check for it's success. You must still describe how you are going to do it and how using that skill makes sense. The DC check for the ploy is 10 + highest WILL proficiency amongst enemies. If successful all enemies start the combat with 1 level of disoriented. If you succeed critically they start with 2 levels of disoriented. If you fail critically, the combat starts in the enemies' terms however.

### Quick mind

Advancement point cost: 3

You come up with vicious ploys on the spot. You still must come up with the ploy, but during combat, if you are able to act 3 rounds undisturbed, you can deploy a ploy to have an impact. They need to check 3 times against some condition that is fitting for the ploy against a skill check that makes sense and if they fail at least 2 times, then they in addition lose their next round in combat. Depending on the role play quality of the ploy, GM can give advantage or dis-advantage to these checks.

## Lucky finder

Advancement point cost: 3

When rolling loot table, you can spend 2 luck token to be presented with 2 options , you still pick only 1.

## Planner

Advancement point cost: 6

Choose a {skill}. If your party doesn't have that skill related group focus, then you can start an extra group focus related to that skill, it is not counted towards the 1 group focus limit. Advance in that skill 4 times.

## Knowing when to shut up

Advancement point cost: 2

When you use lore to try to aid your allies, critical failures do not cause dis-advantage

## Inspiring

Advancement point cost: 8

Grants you the ability to inspire others by spending luck tokens. Advance in luck three times. Inspirations provided by you are only spent if the inspiration roll changes a fail into success or success into critical success.

<b>Stamina cost: -</b>	<b>Other attacks cost increase: -</b>	<b>Other costs: -</b>
<b>Action time: 1A</b>	<b>Target: 1 creature</b>	<b>Duration: -</b>
<b>Use limitations: -</b>	<b>Restrictions: -</b>	
target gains inspiration		

## Returning hope

Advancement point cost: 4

Requires: Inspiring

When you inspire someone, roll a DC 12 leadership check. On success they also lose a level of negative status effect. On critical success they lose 3 levels of negative status effects divided as they choose.

## Inspiring leader

Advancement point cost: 6

Requires: Inspiring

When using the inspire ability, all your party members gain inspiration and other benefits not just one of them. Advance 2 times in leadership skill.

## Luck bringer

Advancement point cost: 8

Requires: Inspiring

When your ally uses inspiration provided by you, their roll is also lucky. Advance twice in luck.

## Expert of pawn sacrifices

Advancement point cost: 2

During a resolution of the plan, when giving disadvantage to a check to give advantage to another check, you can give advantage to one additional check. Advance 1 times in leadership

## Foresight

Advancement point cost: 3

<b>Stamina cost:</b> -	<b>Other attacks cost increase:</b> -	<b>Other costs:</b> -
<b>Action time:</b> 1 round	<b>Target:</b> -	<b>Duration:</b> -
<b>Use limitations:</b> -	<b>Restrictions:</b> -	
Once every time after visiting a settlement with shops, you can take out a common item from your backpack, which you as a player actually had not bought from the settlement, but consider it having been bought (subtract the gold cost of the item from your balance).		

## Hunter

Advancement point cost: 3

When you score a critical success while tracking someone, you learn a piece of information about them (feat, level, stamina level, spells that they know, GM-s discretion). Advance twice in survival skill.

<b>Stamina cost: -</b>	<b>Other attacks cost increase: -</b>	<b>Other costs: -</b>
<b>Action time: 1 AP</b>	<b>Target: -</b>	<b>Duration: -</b>
<b>Use limitations: -</b>	<b>Restrictions: -</b>	
Appraise a none magical opponent (beast, martial humanoid) and learn about their stamina, HP, AC and wielded weapon proficiency (or attack proficiency for beasts).		

## Grenade maker

Advancement point cost: 6

You can make grenades using gunpowder and various chemicals with differing effects.

Grenades have by default 2m. effect radius. Each grenade also has a potency. Potency affects the effect amplitude.

Possible effects and their base cost:

1d12 damage per potency: 15 gp

Covers the area in smoke, blinding everyone in it for potency number of turns, the area radius for this effect is tripled: 40 gp

Affected check for disoriented for times equal to potency: 10 gp

When attempting to craft a grenade, choose the target potency, potency cannot be larger than your effective crafting level. The cost is base cost \* potency. In addition at potencies of 5 and 10 increases the cost by 50 %.

In addition you can adjust the radius by 2 m. Each adjustment increases the cost by 50%. You can do so twice. (all increases are summed up before applied to the base cost).

You and anyone at least adept in the martial path are able to throw these grenades accurately for up to 20 m. Talented martials can throw them for 30 m and legendary martials for 40 m. Others' can throw them for only 6 m.

Grenades available in the shops in the game world are usually at least twice to three times more expensive compared to those available through this feat.

## **Lore weaver**

Advancement point cost: 6

By spending 1 luck token , you can use the "is there such a thing in the game-world" option one additional time per beat. When taking this feat advance 2 times in lore and 3 times in luck.

## **Excellent instructor**

Advancement point cost: 6

By spending 30 min. to prepare someone in a skill you are proficient in, you can have them do one skill check with your effective proficiency bonus in the next 12 h. You can use this ability twice a day. Advance twice in any skill.

## **Master**

Advancement point cost: 8

Requires: Excellent instructor

For each party member you can choose one skill. Their effective proficiency bonus in that skill is equal to yours. That skill can be changed once a month in game time. Advance three times in any skill.

# **Mage/Martial**

## **Blade enchanter**

Advancement point cost: 10

Weapon enchantment spells that have only been applied to a weapon you wield do not require AP to be spent on concentration, they still cost mana as normal. The max difficulty for these enchantments is as if you were Legendary in Mage path. Advance once in encounter limit, once in one school of magic, learn a spell, advance in 1 weapon and once in maximum stamina and stamina recovery

## **Spell blade (or bow)**

Advancement point cost: 10

Whenever you critically hit an enemy you can also cast a spell that targets a single enemy (the one that got hit), that does not require concentration with a difficulty, which are free to cast for you (costs 0 mana, and not replaced by any other cost like with Blood magic).

# Mage/Skilled

## Potion maker

Advancement point cost: 6

You can make magical potions, which have the effects of spells you know how to cast, and which difficulty requirements you meet. These potions have however certain constraints:

1. Their target is the person who drinks the potion. Spells with area of effect lose the area component.
2. Spell effects that have additional targets, like a location, cannot be made into a potion. The potion can only effect the creature drinking the potion.
3. When these potions have a concentration effect, instead they simply last 3 iterations (normally this is 3 rounds, but if a spell duration is otherwise 5 rounds, that is extended to 15 rounds instead and so on)

In order to make these potions there is a baseline cost for ingredients that is based on difficulty. Maximum difficulty for potions is 10. Through role play, group focuses etc. these may be reduced. D0: 5 gp, D1: 15 gp, D2: 30 gp, D3: 50 gp, D4: 75 gp, D5: 105 gp, D6: 150 gp, D7: 250 gp, D8: 400 gp, D9: 600 gp, D10: 1000 gp.

It is also possible to increase the duration of those potions to 5 iterations, which would double the cost.

It is also possible to combine 2 spells into 1 potion, but they would add up their difficulties. This option would also double the cost.

Potions are also available through shops in the game world, however their prices would be around twice higher.

# Martial/Skilled

## Poison specialist

Advancement point cost: 6

You can prepare poison coatings and coat weapons with poison. In order to prepare poisons you need to gather poison glands or procure necessary raw materials from the marketplace. Both of them requires you to choose them as your personal focus. Depending on the situation it could require gathering, diplomacy, roguery and would also have a different difficulty, plus may require some extra cost such as gold.

By default a coating of 3 stacks of following poisons on a melee weapon or 2 stack a single arrow costs that much money, this can be reduced with role-play,group focuses:

1d6 damage per stack at the beginning of target's turn: 20 gp

1d8 damage per stack at the beginning of target's turn: 40 gp

1d10 damage per stack at the beginning of target's turn: 75 gp

1d12 damage per stack at the beginning of target's turn: 150 gp

stack of disoriented: 50 gp

stack of afraid: 40 gp

stack of crazed: 100 gp

stack of freezing: 200 gp

The price doubles if you want to apply 5 stacks on a melee weapon or 3 stacks on a single arrow. And doubles again when wanting to apply 7 stacks on a melee weapon or 4 stacks on a single arrow.

By adding 100 gp to the base price, you can increase the DC to 13, and by adding an additional 300 gp to the base price, you can increase the DC to 14.

A successful melee attack made with the weapon moves 1 stack of poison onto the hit target. A successful attack with an arrow moves all stacks of poison from the arrow onto the target.

At the beginning of the turn and after the poison stacks have taken effect, target throws a FORT save of DC 12. On success they remove 1 stack of poisons from them, on critical success they remove 3 stacks of poison from them.

Stacks of disoriented, crazed, afraid, and freezing cannot be reduced normally even though their effects work the same as having the same levels of the these status effects.

Poison cannot be applied to enchanted weapons.



# General

## Legendary magic item user

Advancement point cost: 12

You can attune to one additional magical item. You can double one numerical effect of 1 magical item you wear / wield. You can change the item/effect at the beginning of each of your rounds. If you have the blade enchanter feat, you can use this ability on the enchanted weapon you wield.

# Weapons

## Short bow

<b>Base damage:</b> 2d6	<b>Range:</b> 24 m.	<b>Melee penalty:</b> -2
<b>Proficiency penalty:</b> 0	<b>Sneak penalty:</b> 0	

Difficulty options:

<b>Difficulty:</b> 3	<b>Limit:</b> -	Deal 1d6 additional damage
<b>Difficulty:</b> 5	<b>Limit:</b> 1	Lower critical threshold by 1
<b>Difficulty:</b> 2	<b>Limit:</b> 1	Double the range of the weapon

## Composite bow

<b>Base damage:</b> 3d6	<b>Range:</b> 40 m.	<b>Melee penalty:</b> -2
<b>Proficiency penalty:</b> 3	<b>Sneak penalty:</b> 0	

Difficulty options:

<b>Difficulty:</b> 3	<b>Limit:</b> -	Deal 1d6 additional damage
<b>Difficulty:</b> 5	<b>Limit:</b> 1	Lower critical threshold by 1
<b>Difficulty:</b> 2	<b>Limit:</b> 1	Double the range of the weapon

## Long bow

<b>Base damage:</b> 4d6	<b>Range:</b> 100 m.	<b>Melee penalty:</b> -3
<b>Proficiency penalty:</b> 6	<b>Sneak penalty:</b> -1	

Difficulty options:

<b>Difficulty:</b> 3	<b>Limit:</b> -	Deal 1d6 additional damage
<b>Difficulty:</b> 5	<b>Limit:</b> 1	Lower critical threshold by 1
<b>Difficulty:</b> 3	<b>Limit:</b> 1	Double the range of the weapon

## Dagger

Base damage: 2d6	Range: melee	Melee penalty: -
Proficiency penalty: 0	Sneak penalty: 0	

Difficulty options:

Difficulty: 2	Limit: -	On a critical hit target must check for disoriented
Difficulty: 3	Limit: 1	Reduce critical threshold by 1
Difficulty: 4	Limit: -	On a critical hit target takes an additional 10 damage
Difficulty: 3	Limit: -	On a critical hit move all the remaining poison stacks from the weapon onto the target.

## 1 handed axe

Base damage: 2d6	Range: melee	Melee penalty: -
Proficiency penalty: 0	Sneak penalty: 0	

Difficulty options:

Difficulty: 2	Limit: -	On a miss, but not on a critical miss, the enemy must make a FORT save against your weapon proficiency + 8 or lose "raise shield". If they don't have raise shield they gain 2 levels of unbalanced.
Difficulty: 3	Limit: -	Deal 1d6 additional damage

## Short sword

Base damage: 2d6	Range: melee	Melee penalty: -
Proficiency penalty: 0	Sneak penalty: 0	

Difficulty options:

Difficulty: 3	Limit: -	Use your reaction to retaliate to a hit that critically missed you with advantage.
Difficulty: 3	Limit: -	Deal 1d6 additional damage

## Long sword

<b>Base damage:</b> 3d6	<b>Range:</b> melee	<b>Melee penalty:</b> -
<b>Proficiency penalty:</b> 2	<b>Sneak penalty:</b> 0	

Difficulty options:

<b>Difficulty:</b> 2	<b>Limit:</b> -	Deals an additional 1d6 damage
<b>Difficulty:</b> 3	<b>Limit:</b> -	Use your reaction to retaliate to a hit that critically missed you with advantage.

## 2 handed sword

<b>Base damage:</b> 3d6	<b>Range:</b> melee	<b>Melee penalty:</b> -
<b>Proficiency penalty:</b> 1	<b>Sneak penalty:</b> -2	

Difficulty options:

<b>Difficulty:</b> 2	<b>Limit:</b> -	After attacking with this attack, as long as you don't critically miss you can move away from the target this turn without provoking attack of opportunity from him.
<b>Difficulty:</b> 3	<b>Limit:</b> -	Deals an additional 2d6 damage

## 2 handed axe

<b>Base damage:</b> 3d6	<b>Range:</b> melee	<b>Melee penalty:</b> -
<b>Proficiency penalty:</b> 1	<b>Sneak penalty:</b> -2	

Difficulty options:

<b>Difficulty:</b> 3	<b>Limit:</b> -	If you miss your initial target and there are other targets next to both of you, you can roll to attack again to try to hit the other enemy.
<b>Difficulty:</b> 3	<b>Limit:</b> -	Apply 1 levels of vulnerable to target enemy(ies) if you miss, unless you critically miss.
<b>Difficulty:</b> 2	<b>Limit:</b> -	Deals an additional 1d6 damage

## 2 handed spear

<b>Base damage:</b> 2d8	<b>Range:</b> 4 m.	<b>Melee penalty:</b> -1
<b>Proficiency penalty:</b> 1	<b>Sneak penalty:</b> -1	

Difficulty options:

<b>Difficulty:</b> 1	<b>Limit:</b> -	When this attack hits the enemy during an opportunity of attack, it stops their movement for this AP
<b>Difficulty:</b> 2	<b>Limit:</b> -	This adjustment allows you to do an attack of opportunity for an enemy that enters your weapon reach.
<b>Difficulty:</b> 1	<b>Limit:</b> -	After attacking with this attack, as long as you don't critically miss you can move away from the target this turn without provoking attack of opportunity from him.
<b>Difficulty:</b> 2	<b>Limit:</b> -	Deals an additional 1d6 damage

## 2 handed mallet

<b>Base damage:</b> 4d6	<b>Range:</b> melee.	<b>Melee penalty:</b> -
<b>Proficiency penalty:</b> 0	<b>Sneak penalty:</b> -2	

Difficulty options:

<b>Difficulty:</b> 2	<b>Limit:</b> -	Armor bonus is capped at +2 and shield bonus is capped at +1
<b>Difficulty:</b> 6	<b>Limit:</b> -	Armor bonus is capped at +1 and shield bonus is capped at +1
<b>Difficulty:</b> 2	<b>Limit:</b> -	Enemy checks for disoriented
<b>Difficulty:</b> 2	<b>Limit:</b> -	Deals an additional 1d6 damage

# Spells

## Force

### Push/pull

<b>Difficulty: 0</b>	<b>Target: single</b>	<b>Range: 24 m.</b>	<b>Area radius: -</b>
<b>Cast time: 2A</b>	<b>Duration: -</b>	<b>Concentration: NO</b>	

Move target away from you or towards you for 4 m. Halve the distance for large creatures and those wearing heavy armor. Huge and larger creatures cannot be moved this way. After being moved the target needs to check for balance.

<b>Difficulty cost: 1/1/2/2/3/6</b>	<b>Use limit: 6</b>	increase the move distance by 4 m. The target needs to make an additional check for balance
<b>Difficulty cost: 3</b>	<b>Use limit: unlimited</b>	For the purposes of moving the target and balance checks the creature is considered to not be wearing heavy armor and also to be one size smaller

### Explosive force

<b>Difficulty: 3</b>	<b>Target: single</b>	<b>Range: 24 m.</b>	<b>Area radius: 2m</b>
<b>Cast time: 2A</b>	<b>Duration: -</b>	<b>Concentration: NO</b>	

A force pushes everyone around target point 2 m. away from the point and they must check for balance 4 times

<b>Difficulty cost: 1</b>	<b>Use limit: 4</b>	Have them check for balance one more time
<b>Difficulty cost: 3</b>	<b>Use limit: unlimited</b>	

### Wall of force

<b>Difficulty: 2</b>	<b>Target: -</b>	<b>Range: 24 m.</b>	<b>Area radius: -</b>
<b>Cast time: 2A</b>	<b>Duration: -</b>	<b>Concentration: NO</b>	

Create a 4 m. long wall. arrows that would fly through this area, lose their speed and fall on the ground. It takes 4 m. worth of movement and 2 stamina to go through the wall of force

<b>Difficulty cost: 1</b>	<b>Use limit: unlimited</b>	increase the length by 4 m.
<b>Difficulty cost: 2</b>	<b>Use limit: unlimited</b>	At the beginning of each of your rounds you can move the position of the wall
<b>Difficulty cost: 3</b>	<b>Use limit: unlimited</b>	It requires 4 additional m. worth of movement and 2 stamina to go through the wall of force

## Force field

<b>Difficulty: 0</b>	<b>Target: self</b>	<b>Range: touch</b>	<b>Area radius: -</b>
<b>Cast time: 2A</b>	<b>Duration: 5 rounds</b>	<b>Concentration: NO</b>	

Increase your AC proficiency by 1

<b>Difficulty cost: 1/1/2/2/3/3</b>	<b>Use limit: 6</b>	Gain an armor bonus of at least 2/3/4/5/6/7
<b>Difficulty cost: 1</b>	<b>Use limit: unlimited</b>	increase AC proficiency by 1.
<b>Difficulty cost: 3</b>	<b>Use limit: unlimited</b>	Choose fire, cold, lightning or physical, gain resistance to the chosen damage type.

## Nature

### Nature's bounty

<b>Difficulty: None</b>	<b>Target: -</b>	<b>Range: -</b>	<b>Area radius: -</b>
<b>Cast time: -</b>	<b>Duration: -</b>	<b>Concentration: NO</b>	

After learning this spell, when trying to find food, or otherwise survive in the wilderness, you can use your nature proficiency instead of survival skill to make the checks.

## Heal

<b>Difficulty: 0</b>	<b>Target: single</b>	<b>Range: touch</b>	<b>Area radius: -</b>
<b>Cast time: 2A</b>	<b>Duration: -</b>	<b>Concentration: NO</b>	

A willing target rolls 1 of their hit dice and an additional 1d8 and heals that much HP. If the target does not roll 1 of their hit dice, this spell has no effect.

<b>Difficulty cost: 1</b>	<b>Use limit: unlimited</b>	Heal additional 1d8
<b>Difficulty cost: 1</b>	<b>Use limit: unlimited</b>	remove a level of poison
<b>Difficulty cost: 1</b>	<b>Use limit: unlimited</b>	remove a level of burning
<b>Difficulty cost: 1</b>	<b>Use limit: unlimited</b>	remove a level of freezing

## Grant luck

<b>Difficulty: 2</b>	<b>Target: single</b>	<b>Range: touch</b>	<b>Area radius: -</b>
<b>Cast time: 2A</b>	<b>Duration: -</b>	<b>Concentration: NO</b>	

Until the beginning of your next round all attacks the target makes are lucky

<b>Difficulty cost: 2</b>	<b>Use limit: unlimited</b>	All attacks made against the target are unlucky
<b>Difficulty cost: 3</b>	<b>Use limit: unlimited</b>	All status effect checks target makes are lucky

## Rejuvenation

<b>Difficulty: 0</b>	<b>Target: single</b>	<b>Range: touch</b>	<b>Area radius: -</b>
<b>Cast time: 1A</b>	<b>Duration: -</b>	<b>Concentration: 1</b>	

Target gains 1 stamina recovery

<b>Difficulty cost: 2</b>	<b>Use limit: unlimited</b>	Target gains 1 additional stamina recovery
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## Enhance poison

<b>Difficulty: 3</b>	<b>Target: single</b>	<b>Range: touch</b>	<b>Area radius: -</b>
<b>Cast time: 2A</b>	<b>Duration: 3 rounds</b>	<b>Concentration: 1</b>	

This enhancement can be applied to weapons which are coated with poison. Target weapon which is coated with poison applies 1 additional stack per attack that hits, this additional stack does not spend a poison stack from the weapon.

<b>Difficulty cost: 5</b>	<b>Use limit: unlimited</b>	Apply an additional stack per attack that hits.
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## Entangling roots

<b>Difficulty: 1</b>	<b>Target: area</b>	<b>Range: 12m</b>	<b>Area radius: 2m</b>
<b>Cast time: 2A</b>	<b>Duration: -</b>	<b>Concentration: 2</b>	

Requires being in the wild. Roots grow from the ground and entangle anyone. Anyone starting their round or entering the area of effect gain 2 levels of entangled

<b>Difficulty cost: 1/2</b>	<b>Use limit: 2</b>	Increase radius by 2 m
<b>Difficulty cost: 2</b>	<b>Use limit: 5</b>	Anyone starting their round or entering the area of effect gains 1 additional levels of entangled
<b>Difficulty cost: 1</b>	<b>Use limit: unlimited</b>	Anyone starting their round or entering the area of effect take 1d6 piercing damage



# Harmony

You can use harmony proficiency instead of diplomacy when interacting with large crowds, or individuals who are not evil, power hungry or emotionless.

## Guardian

<b>Difficulty: 1</b>	<b>Target: self</b>	<b>Range: -</b>	<b>Area radius: -</b>
<b>Cast time: 2 AP</b>	<b>Duration: -</b>	<b>Concentration: 1</b>	

When target has the raised shield status, that shield AC bonus applies also to their allies within 2 m. of the target. (creature can have only 1 active shield AC bonus).

<b>Difficulty cost: 3</b>	<b>Use limit: 1</b>	This spell can target others. Gaining the range of touch.
<b>Difficulty cost: 2</b>	<b>Use limit: 2</b>	Increase the shield AC bonus range by 2 m.
<b>Difficulty cost: 5</b>	<b>Use limit: 1</b>	If the target is willing, he may direct an attack onto them for all attacks made to an ally with this spell's shield AC bonus.
<b>Difficulty cost: 4</b>	<b>Use limit: 2</b>	Increase target's shield AC bonus by 1

## Valor

<b>Difficulty: 1</b>	<b>Target: touch</b>	<b>Range: -</b>	<b>Area radius: -</b>
<b>Cast time: 2 AP</b>	<b>Duration: -</b>	<b>Concentration: 1</b>	

When target successfully hits an enemy, they recover 1 stamina, but no more than their maximum stamina.

<b>Difficulty cost: 2</b>	<b>Use limit: unlimited</b>	Target recovers one additional stamina per hit
<b>Difficulty cost: 3</b>	<b>Use limit: 1</b>	Target gains inspiration on a critical hit
<b>Difficulty cost: 5</b>	<b>Use limit: 1</b>	When target hits critically, his next attack is lucky

## Clarity

<b>Difficulty: 3</b>	<b>Target: 1 creature</b>	<b>Range: -</b>	<b>Area radius: -</b>
<b>Cast time: 2 AP</b>	<b>Duration: -</b>	<b>Concentration: NO</b>	

Remove 1 lvl from all negative status effects related to WILL saving throws.

<b>Difficulty cost: 2</b>	<b>Use limit: 2</b>	Remove one additional level from those status effects
<b>Difficulty cost: 3</b>	<b>Use limit: unlimited</b>	target one additional creature

## Clear mind

<b>Difficulty: 2</b>	<b>Target: 1 creature</b>	<b>Range: 6 m.</b>	<b>Area radius: -</b>
<b>Cast time: 1 AP</b>	<b>Duration: 10 min</b>	<b>Concentration: NO</b>	

Remove hexes from the target, the next time target would be unlucky doing d20 check, make the check normal instead

<b>Difficulty cost: 3</b>	<b>Use limit: unlimited</b>	target one additional creature
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## Unity

<b>Difficulty: 0</b>	<b>Target: 1 creature</b>	<b>Range: 10 m</b>	<b>Area radius: -</b>
<b>Cast time: 1 AP</b>	<b>Duration: -</b>	<b>Concentration: 1</b>	

Target has a +2 magical bonus to attacks and spell DCs against creatures that damaged any target's ally since the beginning of target's last turn.

<b>Difficulty cost: 2</b>	<b>Use limit: 2</b>	Increase the bonus by additional +1
<b>Difficulty cost: 2</b>	<b>Use limit: unlimited</b>	target one additional creature

## Clear heart

<b>Difficulty: 7</b>	<b>Target: 1 creature</b>	<b>Range: 10 m.</b>	<b>Area radius: -</b>
<b>Cast time: 1 AP</b>	<b>Duration: 1 hour</b>	<b>Concentration: full</b>	

Target's diplomacy check get +5 magical bonus. The target has to be someone other than you. The target can only use this bonus when trying to persuade, or otherwise engage in friendly and cooperative diplomacy.

<b>Difficulty cost: 4</b>	<b>Use limit: unlimited</b>	Increase the bonus by additional +1
<b>Difficulty cost: 3</b>	<b>Use limit: unlimited</b>	This bonus may be used on any diplomacy check, however if it doesn't meet the initial requirements, there is a 50% chance that you lose concentration and may not cast any harmony spells until the next day. The bonus still applies for that check.

## Elemental

## Fireball

<b>Difficulty: 0</b>	<b>Target: area</b>	<b>Range: 24 m.</b>	<b>Area radius: 5ft</b>
<b>Cast time: 2A</b>	<b>Duration: -</b>	<b>Concentration: NO</b>	

Deal 1d8 fire damage to everyone in the area. Then they check for burning.

<b>Difficulty cost: 1</b>	<b>Use limit: unlimited</b>	Deal additional 1d8 fire damage
<b>Difficulty cost: 2</b>	<b>Use limit: unlimited</b>	They check for burning an additional time

## Tremor

<b>Difficulty: 0</b>	<b>Target: area</b>	<b>Range: 12 m.</b>	<b>Area radius: 5ft</b>
<b>Cast time: 2A</b>	<b>Duration: -</b>	<b>Concentration: 1</b>	

everyone in the target area check for unbalanced twice. At the beginning of your round, when you continue to concentrate on this spell, you may move the center of tremor up to 4 m. Then the unbalanced checks are done for all creatures in the new area of effect. When you are outside the range of the tremor you lose concentration.

<b>Difficulty cost: 1</b>	<b>Use limit: unlimited</b>	They need to check for unbalanced an additional time
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## Frostbite

<b>Difficulty: 1</b>	<b>Target: single target</b>	<b>Range: 24 m.</b>	<b>Area radius: -</b>
<b>Cast time: 2A</b>	<b>Duration: -</b>	<b>Concentration: NO</b>	

Target needs to check for freezing twice

<b>Difficulty cost: 1</b>	<b>Use limit: unlimited</b>	Deal additional 1d6 cold damage
<b>Difficulty cost: 3</b>	<b>Use limit: 3</b>	Target must make an additional freezing check

## Enchant weapon

<b>Difficulty:</b> 1	<b>Target:</b> single weapon	<b>Range:</b> touch	<b>Area radius:</b> -
<b>Cast time:</b> 2A	<b>Duration:</b> 3 rounds	<b>Concentration:</b> 1	

Choose fire, cold or lightning. Enchant target not enchanted weapon. Target weapon deals 1d6 extra damage of the chosen damage type with every attack that it hits

<b>Difficulty cost:</b> 3	<b>Use limit:</b> unlimited	target weapon deals an additional 1d6 damage
<b>Difficulty cost:</b> 9	<b>Use limit:</b> 1	You need to have chosen cold. Convert all physical damage target weapon does to cold damage. Each time that weapon hits an enemy. They must check for freezing against your spell DC for each damage dice added by this spell.
<b>Difficulty cost:</b> 7	<b>Use limit:</b> 1	You need to have chosen lightning. Convert all physical damage target weapon does to lightning damage. Each time that weapon hits an enemy, the enemy must check for disoriented against your spell DC for each damage dice added by this spell.
<b>Difficulty cost:</b> 5	<b>Use limit:</b> 1	You need to have chosen fire. Convert all physical damage target weapon does to fire damage. Each time that weapon hits an enemy, the enemy must check for burning against your spell DC for each damage dice added by this spell.

## Haste

<b>Difficulty:</b> 3	<b>Target:</b> single	<b>Range:</b> 12 m.	<b>Area radius:</b> -
<b>Cast time:</b> 2A	<b>Duration:</b> -	<b>Concentration:</b> 2	

Target gains an additional AP in their turns. Only 1 buff can grant additional APs to a character.

<b>Difficulty cost:</b> 6	<b>Use limit:</b> 1	Upgrades the buff to grant 2 APs instead
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## Shatter rock

<b>Difficulty:</b> 4	<b>Target:</b> area	<b>Range:</b> 6 m.	<b>Area radius:</b> 1 m.
<b>Cast time:</b> 2A	<b>Duration:</b> -	<b>Concentration:</b> NO	

Break stone into small pieces in the radius of effect

## Clean water

<b>Difficulty:</b> 0	<b>Target:</b> vessel filled with water	<b>Range:</b> touch	<b>Area radius:</b> -
<b>Cast time:</b> 1 minute	<b>Duration:</b> -	<b>Concentration:</b> NO	

Clean a water in a constrained vessel

## Dimension

### Pass object

<b>Difficulty: 0</b>	<b>Target: 1 creature</b>	<b>Range: 12 m.</b>	<b>Area radius: -</b>
<b>Cast time: 1 AP</b>	<b>Duration: -</b>	<b>Concentration: NO</b>	

Teleport a tiny object weighing no more than 1 kg. onto the possession of another willing creature. You can place it on them wherever you would like.

<b>Difficulty cost: 1</b>	<b>Use limit: unlimited</b>	Increase the max object weight by 1 kg
<b>Difficulty cost: 1</b>	<b>Use limit: 1</b>	When passing a potion onto a willing subject, they can also drink it and receive it's benefit immediately
<b>Difficulty cost: 3</b>	<b>Use limit: 1</b>	When passing a vial of poison onto a willing subject, you can coat their melee weapon or next arrow with that poison vial instead

### Communicate

<b>Difficulty: 0</b>	<b>Target: Anyone(known)</b>	<b>Range: 1 km.</b>	<b>Area radius: -</b>
<b>Cast time: 1 round</b>	<b>Duration: -</b>	<b>Concentration: NO</b>	

Send a short message over a long distance. If recipient is within the range of the spell, they will hear that and may choose to reply shortly.

<b>Difficulty cost: 1</b>	<b>Use limit: unlimited</b>	double the range
<b>Difficulty cost: 4</b>	<b>Use limit: 1</b>	open a line of steady communication with the target, it stays open as long as you concentrate 3, concentration does not consume additional mana
<b>Difficulty cost: 3</b>	<b>Use limit: 1</b>	You can have another party member do the communicating.

### Blink jump

<b>Difficulty: 2</b>	<b>Target: empty space</b>	<b>Range: 16 m.</b>	<b>Area radius: -</b>
<b>Cast time: 2 AP</b>	<b>Duration: -</b>	<b>Concentration: NO</b>	

Instantly disappear from your current location without provoking any attacks of opportunity and reappear in the target location

## Teleport

<b>Difficulty: 3</b>	<b>Target: -</b>	<b>Range: 1 km.</b>	<b>Area radius: -</b>
<b>Cast time: 30 minutes</b>	<b>Duration: -</b>	<b>Concentration: NO</b>	

Teleports a none disoriented person within your touch range to a place within range that you know or can imagine. If this place is not a teleportation circle, then they need to make a DC 12 fortitude save, if they fail, they get 2 levels of disoriented, this effect can only be removed by doing a long rest.

<b>Difficulty cost: 2</b>	<b>Use limit: unlimited</b>	double the range
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## Step between dimensions

<b>Difficulty: 5</b>	<b>Target: self</b>	<b>Range: -</b>	<b>Area radius: -</b>
<b>Cast time: 3 AP</b>	<b>Duration: -</b>	<b>Concentration: 1</b>	

You become corporeal becoming unaffected by all effects in the material plane. By default you cannot attack, cast spells or concentrate on spells in a way that would affect anyone in the material plane.

<b>Difficulty cost: 4</b>	<b>Use limit: unlimited</b>	You may cast spells that would affect the material plane
<b>Difficulty cost: 5</b>	<b>Use limit: unlimited</b>	This spell can target any willing creature. This spell gains a range of touch.
<b>Difficulty cost: 8</b>	<b>Use limit: unlimited</b>	This spell can target any creature. This spell gains a range of touch.
<b>Difficulty cost: 3</b>	<b>Use limit: unlimited</b>	You may concentrate on spells that would affect the material plane

## Discord

Regarding hexes. Each creature can by default have only 1 hex placed on them. This can be overwritten by certain very rare feats. Any creature with a hex on them may spend 1 AP to attempt to remove that hex from them, make a Will check against spell casters DC, if successful the hex is removed. Hexes cannot be applied to your allies to override hexes by your enemies. However if an ally has hexed a creature, then your hex would override their hex(s), unless you are able to place multiple hexes on the enemy

## Enfeeble hex

<b>Difficulty:</b> 1	<b>Target:</b> 1 creature	<b>Range:</b> 12 m.	<b>Area radius:</b> -
<b>Cast time:</b> 1 AP	<b>Duration:</b> -	<b>Concentration:</b> 1	

Target's hit rolls are unlucky. Whenever exactly one of their dice would succeed on an unlucky roll (other than saving throw against this hex), they may roll a WILL saving throw against spell DC to break this hex.

<b>Difficulty cost:</b> 4	<b>Use limit:</b> unlimited	Their damage rolls are also unlucky	
<b>Difficulty cost:</b> 6	<b>Use limit:</b> unlimited	Their saving throws are unlucky	

## Pain hex

<b>Difficulty:</b> 1	<b>Target:</b> 1 creature	<b>Range:</b> 12 m.	<b>Area radius:</b> -
<b>Cast time:</b> 1 AP	<b>Duration:</b> -	<b>Concentration:</b> 1	

Whenever target is hit, they take 1d6 extra psychic damage and they may spend their reaction to roll a WILL saving throw against spell DC to break this hex. If they succeed they still take the damage for this time.

<b>Difficulty cost:</b> 3	<b>Use limit:</b> unlimited	Increase the damage they take by 1d6	
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## Maddening hex

<b>Difficulty:</b> 1	<b>Target:</b> 1 creature	<b>Range:</b> 12 m.	<b>Area radius:</b> -
<b>Cast time:</b> 1 AP	<b>Duration:</b> -	<b>Concentration:</b> 1	

At the beginning of their turn, the hexed creature gets 1 level of either disoriented, afraid or crazed. To reduce 1 level of any effects gained through this hex, they can spend 1 AP to make a WILL saving throw against your spell DC. On a critical success they lose 3 levels divided by any of these effects as they choose.

<b>Difficulty cost:</b> 3	<b>Use limit:</b> 1	It takes 2 AP to attempt to remove this hex	
<b>Difficulty cost:</b> 5	<b>Use limit:</b> 2	Hexed creature also gets 1 level of one of the other effects	

## Mage bane hex

<b>Difficulty:</b> 1	<b>Target:</b> 1 creature	<b>Range:</b> 12 m.	<b>Area radius:</b> -
<b>Cast time:</b> 1 AP	<b>Duration:</b> -	<b>Concentration:</b> 1	

The mana cost for all spells is increased by 2

<b>Difficulty cost:</b> 3	<b>Use limit:</b> 1	It takes 2 AP to attempt to shake this hex off	
<b>Difficulty cost:</b> 1	<b>Use limit:</b> unlimited	The mana cost for all spells is increased by additional 1	

## Shattering Shriek

<b>Difficulty: 0</b>	<b>Target: 1 creature</b>	<b>Range: 24 m.</b>	<b>Area radius: -</b>
<b>Cast time: 2 AP</b>	<b>Duration: -</b>	<b>Concentration: NO</b>	

A extremely loud shriek hits, heard loudest by the target. It deals 1d8 psychic damage and the target has to make your spell DC WILL save or give up concentration of 1 spell.

<b>Difficulty cost: 3</b>	<b>Use limit: 1</b>	The target makes a DC WILL save for each spell they are concentrating on
<b>Difficulty cost: 1</b>	<b>Use limit: unlimited</b>	deal additional 1d8 psychic damage

## Shattering presence

<b>Difficulty: 5</b>	<b>Target: self</b>	<b>Range: -</b>	<b>Area radius: -</b>
<b>Cast time: 1 AP</b>	<b>Duration: 3 rounds</b>	<b>Concentration: 1</b>	

Your existance becomes questionable as you start to blur, and appear to be in multiple close places at once. It becomes hard to see target you. Any offensive spell or attack targeting you has a 50 % chance to fail.

<b>Difficulty cost: 5</b>	<b>Use limit: 1</b>	Concentration doesn't consume APs
<b>Difficulty cost: 5</b>	<b>Use limit: 1</b>	You can target another creature. This spell gains a range of 12 m.

## Paranoia

<b>Difficulty: 7</b>	<b>Target: 1 creature</b>	<b>Range: -</b>	<b>Area radius: -</b>
<b>Cast time: 2 AP</b>	<b>Duration: 1 minute</b>	<b>Concentration: NO</b>	

Target must make your spell DC check. On failure their disposition to one random ally changes to hostile. When target is still hostile to players, they may still choose to attack the players instead, but if presented with a convenient opportunity they may attack that ally instead.

<b>Difficulty cost: 5</b>	<b>Use limit: 1</b>	The ally is no longer random, but chosen by you
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## Weapon of horrors

<b>Difficulty: 3</b>	<b>Target: 1 weapon</b>	<b>Range: -</b>	<b>Area radius: -</b>
<b>Cast time: 2 AP</b>	<b>Duration: 3 rounds</b>	<b>Concentration: NO</b>	

Critical threshold for attacks with the target weapon is reduced by 3

<b>Difficulty cost: 2/3</b>	<b>Use limit: 2</b>	Critical threshold is further reduced by 1
<b>Difficulty cost: 5</b>	<b>Use limit: 2</b>	When you hit target critically, they must check once for disoriented or afraid, your choice
<b>Difficulty cost: 2</b>	<b>Use limit: unlimited</b>	Critical hits deal additional 2 damage

## Illusion

You can use illusion proficiency when doing sneak and other stealth requiring checks.

## False threats

<b>Difficulty: 1</b>	<b>Target: area</b>	<b>Range: 12 m.</b>	<b>Area radius: 2m.</b>
<b>Cast time: 2 AP</b>	<b>Duration: -</b>	<b>Concentration: NO</b>	

Pose an illusory threat to enemies in the area, who must check once for disoriented

<b>Difficulty cost: 2/3/4</b>	<b>Use limit: 3</b>	Check for disoriented an additional time.
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## Side step

<b>Difficulty: 3</b>	<b>Target: 1 creature</b>	<b>Range: -</b>	<b>Area radius: -</b>
<b>Cast time: reaction</b>	<b>Duration: -</b>	<b>Concentration: NO</b>	

When a hit would hit you, you may instead move 2 m. to your chosen direction without provoking any attacks of opportunities and the attack misses.

<b>Difficulty cost: 3</b>	<b>Use limit: 2</b>	Target must check for disoriented.
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## Mirror image

<b>Difficulty: 1</b>	<b>Target: empty space(s)</b>	<b>Range: 12 m.</b>	<b>Area radius: -</b>
<b>Cast time: 2 AP</b>	<b>Duration: 5 rounds</b>	<b>Concentration: NO</b>	

A mirror illusion copy of you appears, who mirrors your actions and confuses enemies. They have an AC of 10 + your effective AC bonus from martial path. When someone attacks you there is a equal chance for them to attack a illusion instead of you. When they hit the illusion, the illusion disappears.

<b>Difficulty cost: 2/3/5/7</b>	<b>Use limit: 4</b>	You summon an additional illusion
<b>Difficulty cost: 3</b>	<b>Use limit: 1</b>	'When you land a hit on an enemy, one illusion also lands an hit and the enemy must make your spell DC will save or suffer half your hit's damage as psychic damage. If he succeeds, the illusion disappears however

## Create illusions

<b>Difficulty: 0</b>	<b>Target: empty space(s)</b>	<b>Range: 24 m.</b>	<b>Area radius: -</b>
<b>Cast time: 2 AP</b>	<b>Duration: 1 min.</b>	<b>Concentration: 1</b>	

Crete a static illusion within range occupying 2 m. cube area

<b>Difficulty cost: 3</b>	<b>Use limit: 1</b>	Illusions can be animated and you can alter their position during your turn.
<b>Difficulty cost: 2</b>	<b>Use limit: unlimited</b>	Create 1 additional static illusion within range occupying 2mx2mx2m of space
<b>Difficulty cost: 3</b>	<b>Use limit: 1</b>	Each illusion can instead occupy a 10x10x10 feet cube's space
<b>Difficulty cost: 3</b>	<b>Use limit: 1</b>	The duration is instead 1 hour

## Invisibility

<b>Difficulty: 3</b>	<b>Target: self</b>	<b>Range: -</b>	<b>Area radius: -</b>
<b>Cast time: 2 AP</b>	<b>Duration: 1 min.</b>	<b>Concentration: 1</b>	

You appear invisible as long as you are standing still. When you move, cast spells, attack or otherwise perform a action with rapid movement, there are ripples that hint others that there is somewhere there where you are and also the nature of the movement. Attacks against enemies that rely on sight have advantage, and attacks by enemies against you who rely on sight have disadvantage. This allows you to sneak in broad daylight.

<b>Difficulty cost: 3</b>	<b>Use limit: 1</b>	When you move at half speed, then no ripple is creating so you have perfect invisibility. This allows you to sneak in broad daylight with advantage
<b>Difficulty cost: 5</b>	<b>Use limit: 1</b>	Casting spells no longer creates ripples.
<b>Difficulty cost: 4</b>	<b>Use limit: 1</b>	You can select another ally as the target of this spell. This spell gains the range of touch. To maintain the illusion the target must remain within line of sight from you.

# None humanoid creators

None humanoid creatures (beasts, monsters, undead) are created similarly like player characters. Only difference is that they have their own base archetypes, with custom features, kinda like having innate feats and then they have a path, with it's own feats and advancement options. Note that when looking at the HP per level, then first level still has the 3 times multiplier similarly to player characters.

## Beasts

beasts have weak will, but high fortitude, so they gain a natural bonus of +1 to FORT saves, but -1 to will saves. Their basic attacks have same stamina costs as humanoids and deal 1d6+X damage, where X is based on their archetype.

## Archetypes

### small animal

13 AC (1 natural armor, 2 size bonus), small amount of HP (2 per path level per level), damage dice is d6, Has advanced senses. +1 REF saves +2 to survival checks, 25 move speed.

### medium sized predators

13 AC (3 natural armor), high amounts of HP (4 per path level per level). Damage dice is d6+1. Has advanced senses. This is Leopards, wolves, tigers etc. 12 m. move speed.

### large sized predators

12 AC (3 natural armor, 1 size penalty), very high amounts of HP (5 per path level per level). Damage dice is d6+2. Has advanced senses. This is something like a bear. 14 m. move speed but after first move action per turn movement costs 1 STA.

### Bird predator

12 AC (2 natural armor), OK amounts of HP (3 per path level per level). Damage dice is d6. Has advanced senses. Has legendary wings. Example: eagle

## Tiny bird

14 AC (no natural armor, 4 size bonus), few amounts of HP (1 per path level per level). No damage. Has advanced senses. Has legendary wings. +2 REF saves, +2 to survival checks, 12 m. fly speed Example: mockingbird

## Advancement options

- 1 Adopt an undead feat
- 2 Increase level in all your attacks by 2.
- 3 Add 10 MAX HP
- 4 Add 4 to maximum stamina (each encounter is started having max stamina, you cannot recover stamina above maximum stamina)
- 5 Increase your AC by 1. This bonus cannot be higher than the total bonus from all other sources.
- 6 Increase your REFLEX or FORTITUDE saving proficiency by 3

## Bite grappling

Advancement point cost: 3

if you succeed in a bite attack, then in addition to the damage and other effects, target becomes grappled. While grappled, target cannot take the move action if their size is same or smaller than yours. Otherwise, if they do a move action, they move you along with them. If you take damage, make a FORTITUDE check with a DC of damage / 2. When you fail the check, the grappling ends. You must spend 2 STA to hold the grapple at the beginning of your turn. While grappling you cannot do another bite attack.

<b>Stamina cost: 3S</b>	<b>Other attacks cost increase: 1S</b>	<b>Other costs: -</b>
<b>Action time: 2A</b>	<b>Target: single</b>	<b>Duration: -</b>
<b>Use limitations: -</b>	<b>Restrictions: -</b>	
3d6+X damage piercing damage bite attack		

## Claw attacks

Advancement point cost: 2

<b>Stamina cost: 2S</b>	<b>Other attacks cost increase: 1S</b>	<b>Other costs: -</b>
<b>Action time: 1A</b>	<b>Target: single</b>	<b>Duration: -</b>
<b>Use limitations: -</b>	<b>Restrictions: -</b>	
Attack with your claws twice, dealing 2d6+X damage with each attack		

## Legendary speed

Advancement point cost: 4

During your move action you can spend 2 additional stamina to move additional 20 feet.

## Fast beast

Advancement point cost: 2

During your move action you can spend 1 additional stamina to move additional 15 feet.

## Leaper

Advancement point cost: 3

During your move action you can spend 2 stamina to leap over all obstacles for 15 feet. These 15 feet must still be part of your move distance.

## Venomous bite

Advancement point cost: 5

When choosing this trait, choose an effect: at the beginning of round, deals 1d6 poison damage, acts as 1 lvl of afraid, acts as 1 lvl of disoriented, acts as 1 lvl of crazed, acts as 1 lvl of freezing.

<b>Stamina cost: 3S</b>	<b>Other attacks cost increase: 1S</b>	<b>Other costs: -</b>
<b>Action time: 2A</b>	<b>Target: single</b>	<b>Duration: -</b>
<b>Use limitations: -</b>	<b>Restrictions: -</b>	
1d6+X piercing damage. A successful attack applies 2 stacks of poison with your chosen effect. A critical attack applies 4 stacks instead. You can only do 3 venomous bites per encounter. This poison's DC is 8 + attack proficiency.		

## Rampage

Advancement point cost: 3

<b>Stamina cost: 6 stamina</b>	<b>Other attacks cost increase: 3 stamina</b>	<b>Other costs: -</b>
<b>Action time: 2A</b>	<b>Target: single</b>	<b>Duration: -</b>
<b>Use limitations: -</b>	<b>Restrictions: 2 handed melee weapon</b>	
Attack all enemies around you twice. When scoring a critical hit, the target needs to succeed 8 + weapon proficiency DC WILL save or gain 1 level of afraid. Until the start of the next turn you gain 1 levels of vulnerable.		

## Leaping attack

Advancement point cost: 3

## Charge

Advancement point cost: 6

<b>Stamina cost: 5S</b>	<b>Other attacks cost increase: 2S</b>	<b>Other costs: -</b>
<b>Action time: 2A</b>	<b>Target: single</b>	<b>Duration: -</b>
<b>Use limitations: -</b>	<b>Restrictions: -</b>	
Charge at an enemy at least 15 feet away from you, but no further than your move distance doing 3d10 damage and forcing them to check for unbalanced 4 times. If you are large, then they need to check for unbalanced 2 additional times.		

## Web

Advancement point cost: 6

<b>Stamina cost: 2S</b>	<b>Other attacks cost increase: -</b>	<b>Other costs: -</b>
<b>Action time: 2A</b>	<b>Target: single</b>	<b>Duration: -</b>
<b>Use limitations: -</b>	<b>Restrictions: -</b>	
The target gains 4 levels of entangled.		

## Web range

Advancement point cost: 3

Requires: Web feat

Range of the web action increases to 25 m.

## **Powerful web**

Advancement point cost: 6

Requires: Web feat

Web action applies another 3 levels of entangled.

## **Fearless**

Advancement point cost: 4

Immune to afraid condition and has advantage against all WILL saves.