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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. Roleplaying, it's still a open fantasy world, players can state what they want to achieve, and what they can or cannot do is determined by the narrative, common sense of the GM and dice.
2. Grid based combat. Measurement unit is 1 sq. (square) though

So what is different?

- 1 Xd6 system, where players start with 6 d6 dice, but gain more as they progress. In this game players first roll the dice at the end of their turn (or beginning of combat or scene), and then see what they can do with these dice. Each actions require a specific combination of dice, and also to upcast spells or to add weapon abilities onto your attack, it requires you to get even more difficult combinations. But basically those Xd6 dice that you roll each scene or each round in combat, become your action economy and success checks at the same time. Also when you take damage you start losing some of those dice making you increasingly weaker until you are healed. But same goes to the enemy. Because of that significantly damaged enemies are much more incentivised to flee or surrender than to continue fighting.
- 2 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.
- 3 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).

- 4 No traditional classes, and therefore no multi-classing, but with a caveat
- 5 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).
- 6 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 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.
- 7 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. You need to spend some of the dice to use these special abilities
- 8 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.
- 9 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.
- 10 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.

- 11 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.

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 2 toughness (determines how much damage you can take before you die), proficiency in light armor and access to some general actions (move, punch, wrestle). They also start with a dice pool of 6 d6 and action limit of 5.

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 at levels 4, 7, 10, 13 and 16

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

The maximum proficiency in anything is determined by the related path. It is +1 for acquainted, +2 for adept, +3 for talented and +4 for legendary. Each consecutive upgrade costs 1 more than previous upgrade start with the cost of 1.

Proficiency allows you to shift the dice results by 1 in order to get the dice result requires to perform the action related with this proficiency. You can perform number of shifts equal to your proficiency each round / scene.

MAGE advancement options:

- 1 Adopt a magic related feat
- 2 Advance proficiency in one school of magic
- 3 increase your maximum mana by 2 and base daily mana recovery by 1
- 4 Advance proficiency in lore skill
- 5 Learn a spell
- 6 Advance proficiency in will

Martial advancement options:

- 1 Adopt a martial related feat
- 2 Advance proficiency with one type of weapon
- 3 Increase your toughness. Cost increases by 1 each time you choose this option.
Maximum toughness is 6
- 4 Increase your maximum stamina by 1
- 5 Advance proficiency in physique or survival skill
- 6 Advance proficiency in either reflex or fortitude saves

Skilled advancement options:

- 1 Adopt a skills related feat
- 2 Increase your maximum number of luck tokens by 1
- 3 Advance proficiency in any skill
- 4 Advance proficiency in will, reflex or fortitude. The maximum proficiency from skilled path for these is 2

All game concepts

Dice pool

All characters have a dice pool. For example by default heroes start with a dice pool of 6 dice. Level ups, feats, spell effects etc. can increase the size of the dice pool. However when a character takes damage they must set aside dice from the dice pool, until they have no more of them in the dice pool at which point they are left incapacitated

Dice Roll

During a dice roll, your entire dice pool is rolled at once. Afterwards you can pick and choose which dice to use on which action taking account the action limit.

Out of combat, dice rolls happens at the beginning of each scene.

In combat, dice rolls happen at the end of each players round. The players can use dice from the dice pool for reactions in between their turns and for actions during their turn.

Power dice and utility dice

Each weapon type, school of magic and combat action has 2 dice, power dice, and utility dice. To activate the action (attack, spell) and to boost it's raw power you need to get power dice. But to augment the action / spell in useful ways, you need utility dice. For example, the power dice of swords is R5 (a dice that rolled a 5) and utility dice is R2.

Action limit

While you can never spend more dice than in your dice pool. You also cannot spend more dice on actions per round than your action limit. By default heroes start with an action limit of 5. Action limit does not apply outside combat or for reactions.

Reactions

Some feats provide characters abilities for reactions under certain conditions outside their turn. These still consume dice in the dice pool, but do not consume action limit.

Roll target

All actions have some certain roll target. For example R6.R6.R6 means that you need 3 dice with the 6 result in order to perform this action. Also various outcomes in social encounters or campaign in general have roll targets, which have to be met in order to get the desirable results.

Proficiency

Players can have proficiency in a skill, weapon class, school of magic or a saving throw. Proficiency allows them to nudge dice results in order to easily meet the roll target so that the desired rolls are met much more consistently.

Proficiency bonus

Proficiency bonus ranges from 1 to 4. That means how many times you can nudge dice by 1 in a given round / scene to meet a roll target that is related to the skill, weapon or school of magic of the proficiency at hand.

For example with a proficiency of 2 you can nudge the roll of 2 dice by 1, or a roll of a single dice by 2. You can only nudge the rolls of a dice used on the roll target that you actually use on the roll target.

Lucky

A player can be lucky during a round or scene. In that case they can switch one of their d6 to any desired result without spending any proficiency nudging.

Advantage and disadvantage

A character who has advantage against an enemy requires 1 less power dice for any attack against them. A character with disadvantage requires 1 more power dice to do an attack.

Normal advantage and disadvantage does not stack. However some effects can specifically provide double advantage or double disadvantage, in which case it is 2 power dice that is needed less or more.

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.

Combat setup

You may know a lot of spells, or be able to do a lot of actions or use a lot of different weapons. However you can use a limited number of them in combat decided by your combat setup. By default all players have 3 slots. One for right hand, one for left hand, and one for mental. The action available for the right and left hand is decided by what you wield. Mental slot can be filled with a spell, skill action etc. Also by freeing left or right hand you can instead have an additional mental slot. Magical weapons like wands or staves also grant mental slots for spells

taking damage and various defenses

If you X damage then it is mitigated followingly:

1. First subtract damage reduction from the damage
2. Then character's remaining defense mitigates it as much as possible. All mitigated damage lowers character's defense, but not maximum defense.
3. The rest of the damage hits the character's "life pool", see next topic

Defense can be recovered by taking the compose defense action, with which one recovers up to their maximum number of defense.

taking damage to life

In combat or certain situations out of combat characters may take damage. When that happens they set aside dice from their dice pool following these rules:

1. Each dice mitigates damage equal to character's toughness.
2. When you have a dice that is set aside that can still mitigate some damage, it mitigates that damage before a new dice is set aside.
3. When you have no dice set aside which can mitigate damage but there is still incoming damage to be mitigated, then you must take another dice from dice pool and set it aside and use it to mitigate the remaining damage
4. Note that the maximum toughness is 6, so that you can always use the set aside D6 to mark the remaining damage it can still mitigate.
5. Note that you cannot set aside bonus dice from the dice pool, but only the dice granted to you inherently.
6. You cannot set aside scarred dice as long as you have normal dice.

Healing and scarred dice

Each time you receive healing and recover some of the set aside dice, one of those dice become scarred (try to have them in different color, like red for example).

Scarred dice can only be used as 1, 2 or 3 in any roll target. You can still nudge them lower if they roll 4, 5 or 6.

At the beginning of each day after a proper rest, by spending various resources like herbs, good food etc. one can change scarred dice back to normal dice. To change a single dice back it costs 3 gp worth of resources, to change 2 dice back it costs 15 gp and to change 3 dice back it costs 50 gp worth of resources.

Exhausting dice

Some effects force players to exhaust dice. They are set aside from the dice pool. By default players recover 1 exhausted dice per round.

incapacitated

When you have no more dice in your dice pool, you are incapacitated, cannot move nor do any actions, even if you have bonus actions.

moral

All enemies and NPC allies have moral. That means their willingness to fight. GM can obviously determine the moral for enemies. But here are the general guidelines for how moral is lost:

1. Each dice lost from the dice pool loses 1 moral 2. Each ally lost reduces moral by 1 3. Losing a stronger ally reduces moral by additional 2 4. Dropping to 2 dice in your dice pool reduces moral by additional 3 5. Dropping to 1 dice in your dice pool reduces moral to 0 unless enemy is raging or smth equivelant. 6. Getting outnumbered reduces moral by 2 7. Defeating an enemy increases moral by 2

Resources

Each path has a specific resource associated with their path. Mages have mana, Martials have stamina and Skilled have luck. Each resource is used for different effects and have different rules for recovering it. Mana is hardest to recover and is used to cast spells. Stamina is recovered each encounter and can be used during combat to increase action limit, and luck tokens are recovered daily and are used to change the outcome of a single dice in a roll.

Mana

When advancing in the mage path, characters can increase their maximum mana. When casting spells, character may choose to spend mana to reduce the number of dice required to cast that spell.

For 1 mana reduce the spell cost by 1 dice, for 3 mana, by 2 dice, for 6 mana by 3 dice and for 10 mana by 4 dice. You cannot reduce the cost by more than your proficiency in the spell's school of magic.

Mana is recovered 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 pricy 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.

Stamina

When advancing in the martial path, characters can increase their maximum stamina. Stamina can be used to increase the action limit for a given round. Stamina is recovered for every encounter and can be used as such:

Spend 1 stamina to gain 1 additional action limit.

Spend 3 stamina to gain 2 additional action limit.

Spend 7 stamina to gain 3 additional action limit.

Only one of the previous options can be chosen.

In addition some abilities may require stamina or provide means to recover stamina.

Luck tokens

When advancing in the skilled path, characters can increase their maximum luck tokens. Luck tokens can be used to make a roll lucky, meaning you can change the outcome of a single dice. Luck tokens are recovered daily.

In addition some abilities may require Luck tokens to be used.

status effect

Since whenever someone meets their roll target, then they always succeed, if anyone's actions grant other characters status effects they cannot be avoided unless there is a reflex save option. Other status effects have usually other ways to remove them usually using fortitude or will.

When making reflex saves, you roll 2d6 and when you can make the save using those dice and your proficiency you succeed, otherwise you fail. Note that the number of times you can nudge during reflex saves resets only at the beginning of your round. So if you need to make more than 1 reflex save in between your turns they all share the total number of nudges you can do based on your proficiency.

For fortitude you need to spend your dice from the dice pool, but they don't lower your action limit.

For will saves, the spent dice also count towards your action limit.

Concentration

Some spells can last more than 1 round of combat, but in order to do so they require concentration to be maintained. The concentration cost is displayed next to the spell info. It is also a roll target. At the beginning of your round in order not to lose the effect of the spell one must spend dice on the roll targets. Note that if you need to use your proficiency to meet these targets, then you have that many less nudges for all spells this round of the same school of magic.

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 a concentration spell, it can last longer, but every time its 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 its 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. The roll target for the first potion is RX, meaning any 1 dice will do. The roll target for the second potions is RX for drinking the potion and R3 fortitude check to stomach that potion. After that an additional R3 is added to the fortitude check each time. To make these fortitude checks does not consume action limit, like all fortitude checks.

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, Medium armor and heavy armor.

Armor provides maximum defense. Light armor provides 2-3 maximum defense. Medium armor provides 3-5 maximum defense. Heavy armor also provides 3-5 maximum defense, but it also provides 1-2 damage reduction. The range depends on the quality of the armor and better quality armor becomes available as players progress in the campaign.

However each armor has certain additional upsides / downsides.

Having no armor and no shield: You have 1 additional action limit and have access to dodge.

Having light armor: You have access to dodge.

Having medium armor: No upside or downside with proficiency. You have 1 less action limit without medium armor proficiency.

Having heavy armor: You have 1 less action limit, or 2 less action limit without heavy armor proficiency.

Shields

Shields can be used to provide additional defensive actions. In addition they also provide 1-2 maximum defense.

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

You can spend your inspiration to either become lucky for a round / scene or gain advantage or negate disadvantage for a roll.

cover

You can have up to 3 levels of cover against a ranged attacker. Each level makes them require 1 additional power dice to hit you. First level is achieved with 50 % of your body being covered. Second level when at least 80% of your body is covered from sight of the ranger. Third level is reached when you have full cover. Then you cannot be attacked with ranged attack at all.

disoriented

Each level of disoriented gives you 1 confusion after you roll your dice pool (WILL)

afraid

In order to make any offensive actions during your turn you need to meet a roll target of R5 for each level of afraid. (WILL)

vulnerable

You take 1 additional damage per level in vulnerable, this counteracts damage reduction. Vulnerable levels are lost at the beginning of your round.

unbalanced

(REF R4) You can have up to 4 levels of unbalanced, you need to check R3.R4 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. You need to meet a R5 physique target to reduce the entangled by 1 level.

prone

You have disadvantage. You need to spend dice worth of 10 points total to lose prone status effect.

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.

freezing

(FORT) Every level of freezing disable one dice from your dice pool.

burning

(REF) For each level of burning, one takes 1 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. Movement costs twice as much unless you have blind-sight. Cannot target outside blind sight range. And attacks require 1 additional power dice to make

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

Difficulty: R5.R5	Target: -	Range: -	Area radius: -
Action cost: -	Duration: -	Concentration: NO	Proficiency: Will

Remove a level of disoriented or afraid from you.

Difficulty: R5.R5	Use limit: unlimited	Remove all levels of that type from you
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Recover

Difficulty: R2.R2	Target: -	Range: -	Area radius: -
Action cost: -	Duration: -	Concentration: NO	Proficiency: Fort

This does not spend action limit. Remove a level of poison or freezing from you

Difficulty: R2.R2	Use limit: unlimited	Remove all levels of that type from you
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Move

Difficulty: RX	Target: -	Range: -	Area radius: -
Action cost: -	Duration: -	Concentration: NO	Proficiency: Physique

Move X squares where X is the dice result that you use to move.

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 6 sq. per round and moving 6 sq. 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 carry 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 carry weight, then you can fly at twice your move speed.

Natural armor

You can only have the maximum defensive benefits from the armor you wear or this feat, they do not stack.

You can lower the bonus of the natural armor by 2 to receive the no armor bonus.

Acquainted: Your maximum defense from natural armor is 2.

Adept: Your maximum defense from natural armor is 3.

Talented: Your maximum defense from natural armor is 4.

Legendary: Your maximum defense from natural armor is 5.

Natural armor bonus increases by 1 at levels 7 and 14

Also when you are talented or legendary, then you get the option to take the heavy armor penalty (cannot take both this and no armor bonus) in order to get 1 damage reduction. This increases to 2 damage reduction at level 7 and to 3 damage reduction at level 14

Mage

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 1 mana per your character level and if you are in combat then also meat R5.R5.R5 roll target using nature magic. Your equipment merges into your body and loses it's magical effect until you return to your normal form. Scarred, damaged and wounded dice carry over when transforming to the other form.

Divine protector

You can advance toughness using both mage and martial path. You can transfer a scarred dice from an ally to yourself (their scarred dice becomes normal, 1 of your normal dice become scarred) twice a day outside of combat. When your mage path is talented, When a dice would become scarred, roll it. On a 5 or 6, it stays normal. When your mage path is legendary, then it also doesn't become scarred on a 3 and 4.

Raw caster

Requires: Talented

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 you have an extra raw caster dice, which you roll each round. This can be used to cast spells and it doesn't spend action limit.

Martial

Warcaster

Requires: Legendary

You can use stamina instead of mana for spellcasting.

Defiant

Requires: Talented

When your martial path is talented, When a dice would become scarred, roll it. On a 5 or 6, it stays normal. When your martial path is legendary, then it also doesn't become scarred on a 3 and 4.

At the beginning of each round, if you have any damaged dice, you may choose one of the following:

- * Heal 1 damaged dice.
- * Deal additional damage with one attack equal to the number of damaged dice.
- * Roar, all enemies within 5 sq. radius get 1 level of afraid per 3 damaged dice on you rounded down.

Nimble

Requires: Legendary

Your action limit increases by 1

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 unmitigated damage (that damages their dice)

Harmonious body

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

Skilled

Wild magic

Requires: Legendary

You can cast any spell with the speed of at most 1 round not requiring concentration using 1 luck token per power dice, even if you do not know that spell. Power dice for these spells are always D6 and utility dice are always D5.

Specialist

Choose 1 skill. You have an extra +1 for that skills proficiency. Note it does not increase the cost of acquiring proficiency with this skill and also allows the skill to reach +5 proficiency

Lucky

When you spend a luck token, you cannot have disadvantage until the start of your next turn or until the scene ends. If you are talented/legendary in skilled path increase your daily number of luck tokens by 50 %.

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 second 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.

General

Mastery

Upgrade a proficiency once. You still cannot go over the maximum limit of 4.

Mage

Variety mage

Grant an additional mental slot that can be used for spells.

Deep pools

Each advancement in maximum mana provides you 2 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 less mana to cast

Martial

Enduring

Every second advancement in stamina provide + 1 maximum stamina

Defensive

+1 maximum defenses

Skilled

Lucky

Every second advancement in luck provides 1 additional luck token.

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

Commune with animals

Advancement point cost: 2

You are able to communicate with animals. To get desired communication, GM can provide you a dice target for the scene, and you can use nature school of magic proficiency to meet the target

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

Enduring magic

Advancement point cost: 2

Roll: Ru.Ru	Use limit: unlimited	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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Large magic

Advancement point cost: 2

Roll: Ru	Use limit: unlimited	Increase spell radius, which has radius by 1 sq.
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Distant magic

Advancement point cost: 2

Roll: Ru	Use limit: unlimited	Increase spell distance by 6 sq. or double it, whichever has greater effect
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Twin magic

Advancement point cost: 4

Roll: Rp.Ru	Use limit: 1	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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Pyromancy

Advancement point cost: 5

Whenever your spell applies at least 1 stack of burning onto an enemy, it applies one more stack of burning onto them.

Wielder of fire and ice

Advancement point cost: 3

When burning or freezing applied to enemies by you cancel out the previous freezing or burning stacks, the enemy takes 3 damage for each stack cancelled out this way.

Trickster

Advancement point cost: 3

Whenever you apply a level of disoriented or afraid, you also disrupt 1.

Dimension mastery

Advancement point cost: 5

Requires: Expert dimension proficiency

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. If you are are legendary in dimension magic, you can craft one additional such object.

Martial

Medium armor proficiency

Advancement point cost: 2

Remove the penalty of -1 action limit when wearing medium armor

Heavy armor proficiency

Advancement point cost: 3

While wearing heavy armor you only get -1 action limit instead of -2.

Defensive stance

Advancement point cost: 2

If you have not attacked or cast an offensive spell since the beginning of your last turn you have an additional +2 maximum defense while guarded.

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 when attacking your allies

Opportunist

Advancement point cost: 3

You have advantage with attacks against enemies that have damaged your allies but not you since the end of your last turn.

Two weapon fighter

Advancement point cost: 5

Your maximum defense is increased by 1 while wielding two weapons. When wielding two melee weapons which sum of power dice is less than or equal to 6, then you can use R6 from your dice pool as a power dice for attacks with both weapon (and it only consumes a single action limit).

Two weapon master

Advancement point cost: 5

Requires: Two weapon fighter

Whenever you attack with both weapons in a round 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 instantly go to your maximum defense

* Spend 1 flow token to move yourself up to 2 sq. after finishing an attack action.

Savage Axe

Advancement point cost: 6

You gain 1 savagery token per stamina spent. These tokens must be used in the current round. When you attack with an axe you can spend savagery points to deal 1 additional damage per savagery point.

You gain additional difficulty adjustment options for two handed axes:

RU: Spend 2 savagery tokens to add a level of afraid to the enemy

RU: Spend 2 savagery tokens to add 1 level of vulnerable to the enemy.

Sentinel

Advancement point cost: 6

When wielding a polearm, you get a zone of control around you of 2 sq. Enemies that want to move through your ZoC or want to enter within 1 sq. of you need to provide a R6 physique roll in order to do that.

Enemies entering your ZoC give you a attack reaction opportunity.

First reaction attack with a polearm in between your turns has double advantage, the rest have simple advantage.

Rage

Advancement point cost: 6

Gain rage action.

Stamina cost: -	Other attacks cost increase: -	Other costs: -
Roll target: 1A	Target: self	Duration: 5 rounds
Limit: once per encounter	Restrictions: -	

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. While raging you are immune to confusion and disruption. You lose all your defense and cannot recover any defense. However you still roll all the dice that were set aside because of damage and scarred dice can be used for targets 4, 5 and 6 as well.

Fury

Advancement point cost: 6

Requires: Rage

When raging then enemies within 5 sq. of you who choose to attack someone other than you or someone else who is raging suffer 1 confusion. When you are damaged, then for every 2 points of damage rounded up, you gain 1 fury token. When successfully hitting an enemy you can spend any number of fury tokens to add following buffs to that attack:

- * 1 damage per fury token. If you have proficiency in elemental school of magic, you can convert all your physical damage into fire damage.
- * 1 confusion per fury token.
- * Push them away from you forcing them to check for unbalanced for each fury token. The push distance is 1 sq. 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.

Fortress

Advancement point cost: 3

Requires: Heavy armor proficiency

You can use fortitude proficiency against afraid and disoriented conditions instead of will.

Backstabber

Advancement point cost: 4

When attacking someone with a one handed melee weapon from behind or while the opponent is unaware of your presence, you have double advantage.

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.

Blessed warrior

Advancement point cost: 5

Increase your maximum defense by 1. Whenever you hit an enemy with an attack involving at least 4 power dice you may choose 1 option:

- * remove one level of negative status effect from you or one of your allies.
- * recover 1 stamina
- * spend 1 mana to deal an additional 3 damage. (requires mage path)

Skilled

Offer them to surrender

Advancement point cost: 5

You gain the offer enemy to surrender ability.

Stamina cost: -	Other attacks cost increase: -	Other costs: -
Roll target: R5.R5	Target: single	Duration: -
Limit: -	Restrictions: -	
An enemy with 3 moral or less will surrender. If they have more than 3 but less than 6 moral remaining they will be get 2 confusion.		

Difficulty adjustment options:

Difficulty adjustment: R5	Increase the moral threshold for surrendering and confusion by 1
Difficulty adjustment: R3.R3	Target one additional target with this ability

Natural leader

Advancement point cost: 5

You gain the coordinate action, which can used both during combat and out of combat.

Stamina cost: -	Other attacks cost increase: -	Other costs: -
Roll target: R3.R3	Target: 2 allies	Duration: -
Limit: -	Restrictions: -	
Targeted allies may give up to 1 dice to the other ally to be used temporarily (that dice preserves it roll). The dice is returned after using it.		

Difficulty adjustment options:

Difficulty adjustment: R3	They can give up to 1 additional dice
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Master plan

Advancement point cost: 4

You gain the master plan action, which can be used during scene. This is a leadership action.

Stamina cost: -	Other attacks cost increase: -	Other costs: -
Roll target: R3.R3.R3	Target: 3 allies	Duration: -
Limit: -	Restrictions: -	
Targeted allies roll 1 extra temporary dice into their dice pool for this scene.		

Difficulty adjustment options:

Difficulty adjustment: R3.R3	They roll one additional dice
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Agent of chaos

Advancement point cost: 5

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. A new roll target is added to combat initiation phase with R5.R5.R3.R3, that you may complete. If you succeed then all enemies start the combat with 1 level of disoriented. For an additional +R5 they start the combat with 2 levels of disoriented instead. Use the chosen skill to achieve this.

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: 3

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.

Inspiring

Advancement point cost: 5

Grants you the ability to inspire others by spending luck tokens. Gain 2 max luck tokens.

Inspire action uses leadership skill.

Stamina cost: -	Other attacks cost increase: -	Other costs: -
Roll target: R3.R3	Target: 1 creature	Duration: -
Limit: -	Restrictions: -	
target gains inspiration		

Difficulty adjustment options:

Difficulty adjustment: R6	They lose 1 level of Will related status effects
Difficulty adjustment: R6.R6	They lose 3 level of Will related status effects
Difficulty adjustment: R3.R3	They gain 1 additional temporary dice that they can use until their next roll

Inspiring leader

Advancement point cost: 7

Requires: Inspiring

When using the inspire ability, you can spend 1 additional luck token so that all your party members except fo your gain inspiration and other benefits of the inspire action. Gain 2 max luck tokens.

Foresight

Advancement point cost: 3

Stamina cost: -	Other attacks cost increase: -	Other costs: -
Roll target: -	Target: -	Duration: -
Limit: -	Restrictions: -	
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).		

Lore weaver

Advancement point cost: 5

By spending 1 luck token , you can use the "is there such a thing in the game-world" option one additional time per scene. When taking this feat advance 4 times in luck.

Excellent instructor

Advancement point cost: 5

By spending 30 min. to prepare someone in a skill you are proficient in, you can have them meet 1 roll target with your effective proficiency bonus in that skill within the next 12 h. You can use this ability twice a day.

Master

Advancement point cost: 7

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.

Mage/Martial

Mage/Skilled

Martial/Skilled

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

dagger

Roll: R2.R2	Base damage: 2	Range: melee
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Extra options:

Roll: R1	Limit: -	bypass damage reduction
Roll: R2.R2	Limit: -	Double damage
Roll: R2	Limit: -	Additional 1 damage
Roll: R1	Limit: -	Confuse 2
Roll: R1.R1	Limit: -	Disrupt 2

shortbow

Roll: R6.R6	Base damage: 3	Range: 8 squares
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Extra options:

Roll: R6	Limit: -	bypass damage reduction
Roll: R6	Limit: -	Additional 2 damage
Roll: R6.R6	Limit: -	Additional 5 damage
Roll: R1	Limit: -	Confuse 1
Roll: R1.R1	Limit: -	Disrupt 1

axe

Roll: R3.R3	Base damage: 2	Range: melee
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Extra options:

Roll: R5	Limit: -	Remove guarded status effect
Roll: R3	Limit: -	Additional 1 damage
Roll: R3.R3	Limit: -	Additional 3 damage

sword

Roll: R5.R5	Base damage: 2	Range: melee
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Extra options:

Roll: R3	Limit: -	Recover 1 defense
Roll: R5	Limit: -	Additional 1 damage
Roll: R5.R5	Limit: -	Additional 3 damage
Roll: R3.R3	Limit: -	Confuse 3

2 handed sword

Roll: R5.R5	Base damage: 3	Range: melee
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Extra options:

Roll: R2	Limit: -	Recover 2 defense
Roll: R5	Limit: -	Additional 2 damage
Roll: R2.R2	Limit: -	Confuse 4
Roll: R2	Limit: -	Reposition yourself within 2 squares freely

1 handed mace

Roll: R3.R3	Base damage: 2	Range: melee
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Extra options:

Roll: R4	Limit: -	Bypass enemy damage reduction
Roll: R3	Limit: -	Additional 1 damage
Roll: R4.R4	Limit: -	Confuse 3
Roll: R4	Limit: -	Confuse 1

2 handed mace

Roll: R5.R5	Base damage: 3	Range: melee
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Extra options:

Roll: R5	Limit: -	Bypass enemy damage reduction
Roll: R5	Limit: -	Reduce defenses by 3 before doing damage
Roll: R5	Limit: -	Additional 2 damage
Roll: R1.R1	Limit: -	Disrupt 2
Roll: R1	Limit: -	Confuse 2

Shield

When using the shield action, get guarded buff until the beginning of your next turn which increases your maximum defense by 2 and damage reduction by 1. Also recover 2 defense.

Roll: R2.R2	Base damage: -	Range: melee
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Extra options:

Roll: R2.R2	Limit: -	Gain an additional damage reduction
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staff

Instead you have 2 additional normal spell options and 1 signature spell option. The signature spell has advantage

Roll: -	Base damage: -	Range: -
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Spells

Force

Push/pull

Difficulty: R4.R4.R4	Target: single	Range: 8 sq.	Area radius: -
Duration: -	Concentration: NO		

Move target away from you or towards you for 2 sq. 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.

Difficulty cost: R4	Use limit: unlimited	increase the move distance by 2 sq. The target needs to make an additional check for balance
Difficulty cost: R4	Use limit: unlimited	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

Difficulty: R4.R4.R4.R4	Target: point	Range: 8 sq.	Area radius: 1 sq
Duration: -	Concentration: NO		

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

Difficulty cost: R4	Use limit: unlimited	The force pushed them 2 additional sq. further away and they need to check for balance twice more
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Wall of force

Difficulty: R4.R4.R4	Target: -	Range: 12 sq.	Area radius: -
Duration: -	Concentration: NO		

Create a 2 sq. long wall. arrows that would fly through this area, lose their speed and fall on the ground. It takes 3 sq. worth of movement to go through the wall of force

Difficulty cost: R2	Use limit: unlimited	increase the length by 4 m.
Difficulty cost: R2	Use limit: unlimited	At the beginning of each of your rounds you can move the position of the wall
Difficulty cost: R4	Use limit: unlimited	It requires 2 additional sq. worth of movement to go through the wall of force

Force field

Difficulty: R4.R4.R4	Target: self	Range: touch	Area radius: -
Duration: 5 rounds	Concentration: NO		

Increase your maximum defense to 2 (note, this does not stack with armor and is only useful if you don't have maximum defense from other sources..

Difficulty cost: R4	Use limit: unlimited	The maximum defense provided by this spell is increased by 1
Difficulty cost: R4.R4	Use limit: unlimited	Gain 1 damage reduction

Nature

Nature's bounty

Difficulty: None	Target: -	Range: -	Area radius: -
Duration: -	Concentration: NO		

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

Heal

Difficulty: R1.R1.R1	Target: single	Range: touch	Area radius: -
Duration: -	Concentration: NO		

This is a heal. Target recovers 1 damaged dice or removes all damage from wounded dice, or removes 1 level of burning, poison or freezing.

Difficulty cost: R1	Use limit: unlimited	This heal recovers 1 additional damaged dice
Difficulty cost: R1	Use limit: unlimited	remove a level of poison
Difficulty cost: R1	Use limit: unlimited	remove a level of burning
Difficulty cost: R1	Use limit: unlimited	remove a level of freezing

Grant luck

Difficulty: R1.R1.R1	Target: single	Range: touch	Area radius: -
Duration: -	Concentration: NO		

Target can change the result of one dice in the dice pool.

Difficulty cost: R1.R1	Use limit: unlimited	Target can change another dice in their dice pool, this option increases mana cost by 1 less
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Entangling roots

Difficulty: R1.R1.R1.R1	Target: area	Range: 6 sq	Area radius: 2 sq
Duration: -	Concentration: R1.R1		

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

Difficulty cost: R1	Use limit: unlimited	Anyone starting their round or entering the area of effect gain additional 1 level of entangled
Difficulty cost: R1	Use limit: unlimited	Anyone starting their round or entering the area of effect take 2 piercing damage

Harmony

You can use harmony proficiency instead of diplomacy when interacting with large crowds, or individuals who are neither evil, power hungry nor emotionless.

Guardian

Difficulty: R3.R3.R3	Target: self	Range: -	Area radius: 1 sq.
Duration: -	Concentration: R3		

When you have the guarded buff, then allies standing within radius. of the target also have that buff.

Difficulty cost: R4	Use limit: 1	This spell can target others. Gaining the range of touch.
Difficulty cost: R3	Use limit: 1	Increase maximum defense of the target by 1
Difficulty cost: R4.R4	Use limit: 1	If the target is willing, he may direct an attack onto them for all attacks made to an ally within this spells radius.

Clarity

Difficulty: R3.R3.R3	Target: 1 creature	Range: -	Area radius: -
Duration: -	Concentration: NO		

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

Difficulty cost: R3	Use limit: unlimited	Remove one additional level from those status effects
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Bless

Difficulty: R3.R3.R3.R3	Target: up to 3 allies	Range: 5 sq.	Area radius: -
Duration: -	Concentration: R3		

Target has an additional bless dice to be used in roll dice and for actions. One can have bless dice only from one source.

Difficulty cost: R3.R3	Use limit: unlimited	Provide one additional bless dice for targets
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Elemental

Elements are fire, water, earth and air. In addition to the combat spells this school provides. One can manipulate the elements out of combat, by describing what they want to achieve and GM then setting a roll target for that, so that they get to use elemental proficiency when attempting to meet it. You need to have some elemental proficiency to even have the option however.

Fireball

Difficulty: R6.R6.R6	Target: area	Range: 8 sq.	Area radius: 1 sq.
Duration: -	Concentration: NO		

Deal 2 fire damage to everyone in the area.

Difficulty cost: R6.R6	Use limit: unlimited	Deal additional 3 damage
Difficulty cost: R1	Use limit: unlimited	1 target enemy within radius gets a level of burning

Chain lightning

Difficulty: R6.R6.R6	Target: area	Range: 8 sq.	Area radius: 1 sq.
Duration: -	Concentration: NO		

Deal 2 fire damage to everyone in the area.

Difficulty cost: R6.R6	Use limit: unlimited	Deal additional 3 damage
Difficulty cost: R1	Use limit: unlimited	1 target enemy within radius gets a level of burning

Frostbite

Difficulty: R6.R6.R6.R6	Target: single target	Range: 8 sq.	Area radius: -
Duration: -	Concentration: NO		

Target enemy gets one level of freezing

Difficulty cost: R6.R6	Use limit: unlimited	Target gets another level of freezing
Difficulty cost: R1	Use limit: unlimited	You get to choose which of the dice are frozen

Enchant weapon

Difficulty: R6.R6.R6.R6	Target: single weapon	Range: touch	Area radius: -
Duration: 3 rounds	Concentration: R6.R6		

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

Difficulty cost: R6.R6	Use limit: unlimited	target weapon deals an additional 1 damage of the chosen type
Difficulty cost: R6.R6	Use limit: 1	You need to have chosen cold. Convert all physical damage target weapon does to cold damage. Each time that weapon hits an enemy the enemy gets one level of freezing
Difficulty cost: R6	Use limit: 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 gets confusion 1.
Difficulty cost: R6.R6	Use limit: 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 gets one level of burning.

Haste

Difficulty: R6.R6.R6.R6	Target: single	Range: 6 sq.	Area radius: -
Duration: -	Concentration: R6.R6		

Target gets +1 action limit haste buff. Each character can have the haste buff from only one source

Difficulty cost: R6.R6	Use limit: 1	Haste buff provides additional +1 action limit
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Dimension

School of dimension deals with overcoming great distances and moving between planes. Most things however, like teleportation, long distance communication or moving to other planes is a complex matter and requires rituals to be made.

Pass object

Difficulty: R3.R3	Target: 1 creature	Range: 6 sq.	Area radius: -
Duration: -	Concentration: NO		

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.

Difficulty cost: R3	Use limit: unlimited	Increase the max object weight by 1 kg
Difficulty cost: R3	Use limit: 1	When passing a potion onto a willing subject, they can also drink it and receive it's benefit immediately
Difficulty cost: R3	Use limit: 1	When passing a vial of poison onto a willing subject, you can coat their melee weapon or next arrow with that poison vial instead

Blink jump

Difficulty: R3.R3.R3	Target: empty space	Range: 8 sq.	Area radius: -
Duration: -	Concentration: NO		

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

Difficulty cost: R3	Use limit: unlimited	Increase range by 8 sq.
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Step between dimensions

Difficulty: R3.R3.R3.R3	Target: self	Range: -	Area radius: -
Duration: -	Concentration: R3.R3		

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.

Difficulty cost: R3.R3	Use limit: unlimited	Target may cast spells that would affect the material plane
Difficulty cost: R3	Use limit: unlimited	This spell can target any willing creature. This spell gains a range of touch.
Difficulty cost: R3.R3	Use limit: unlimited	This spell can target any creature. This spell gains a range of touch.
Difficulty cost: R3.R3	Use limit: unlimited	Target 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 feats. Any creature with a hex on them can make a R5.R5 remove hex action using Will proficiency for weak hexes, R5.R5.R5 for strong hexes and R5.R5.R5.R5 for extreme hexes. 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

Difficulty: R1.R1.R1	Target: 1 creature	Range: 6 sq.	Area radius: -
Duration: -	Concentration: R1		

Each time target enemy rolls, you may change the outcome of 1 dice. It has to be a different dice than was changed by lucky condition, if the enemy was lucky and is done after the lucky dice is chosen.

Difficulty cost: R1	Use limit: unlimited	Increase the strength of this curse up 1 level
Difficulty cost: R1.R1	Use limit: unlimited	You may change the outcome of 1 additional dice

Pain hex

Difficulty: R1.R1.R1	Target: 1 creature	Range: 6 sq.	Area radius: -
Duration: -	Concentration: R1		

Whenever target is hit, they take 1 extra psychic damage. After that they may use a reaction to remove this curse if they have the required dice

Difficulty cost: R1	Use limit: unlimited	Increase the strength of this curse up 1 level
Difficulty cost: R1.R1	Use limit: unlimited	Target takes 1 additional psychic damage when hit

Maddening hex

Difficulty: R1.R1.R1.R1	Target: 1 creature	Range: 6 sq.	Area radius: -
Duration: -	Concentration: R1		

At the beginning of their turn, the hexed creature gets 1 level of either disoriented or afraid.

Difficulty cost: R1	Use limit: unlimited	Increase the strength of this curse up 1 level
Difficulty cost: R1.R1	Use limit: unlimited	Hexed creature also gets 1 level of the other status effect

Mage bane hex

Difficulty: R1.R1.R1	Target: 1 creature	Range: 6 sq.	Area radius: -
Duration: -	Concentration: R1		

The mana cost for all spells is doubled

Difficulty cost: R1	Use limit: unlimited	Increase the strength of this curse up 1 level
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Shattering Shriek

Difficulty: R1.R1.R1.R1	Target: 1 creature	Range: 12 sq	Area radius: -
Duration: -	Concentration: NO		

A extremely loud shriek hits, heard loudest by the target. It deals 2 psychic damage and the target has to give up concentration of 1 spell.

Difficulty cost: R1	Use limit: unlimited	deal additional 3 psychic damage
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Weapon of horrors

Difficulty: R1.R1.R1.R1	Target: 1 weapon	Range: -	Area radius: -
Duration: 3 rounds	Concentration: R1.R1		

This weapon requires 1 less power dice to make an attack

Difficulty cost: R1.R1	Use limit: 2	When that weapon deals at least 6 damage with an attack, target enemy gets 1 level of afraid
Difficulty cost: R1.R1	Use limit: unlimited	Target weapon deals 1 additional psychic damage per power dice spent

Illusion

You can use illusion proficiency when doing sneak and other stealth requiring checks. In addition you can create illusions out of combat, things that appear to be one way, but are actually different. The exact difficulty of each illusion is determined by GM. Weather or not the illusions achieve the desired result is determined by a roll target in a scene provided by the GM.

False threats

Difficulty: R4.R4.R4.R4	Target: area	Range: 6 sq.	Area radius: 1 sq.
Duration: -	Concentration: NO		

Pose an illusionary threat to enemies in the area, they gain 1 level of disoriented

Difficulty cost: R4.R4	Use limit: 3	Everyone get 1 additional level of disoriented
Difficulty cost: R4	Use limit: 3	One target within radius gets 1 additional level of disoriented

Side step

Difficulty: R4.R4.R4	Target: 1 creature	Range: -	Area radius: -
Duration: -	Concentration: NO		

When a hit would hit you, you may instead move 1 sq. to your chosen direction without provoking any attacks of opportunities and the attack misses.

Difficulty cost: R4.R4	Use limit: 2	Target gains 1 level of disoriented
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Shattering presence

Difficulty: R4.R4.R4.R4.R4	Target: self	Range: -	Area radius: -
Duration: 3 rounds	Concentration: R4.R4.R4		

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 targeteing you has a 50 % chance to fail.

Difficulty cost: R4.R4	Use limit: 1	You can target another creature. This spell gains a range of 6 sq.
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