Intro

Why develop my own TTRPG?

1. I wanted the impact and excitement of DnD character progression while having sound pillars for balance.

2. 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.

3. I wanted a system which supports GM and makes his life easier.

4. Just because, fun :)

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?

➤ 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.

➤ 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.

➤ 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).

- No traditional classes, and therefore no multi-classing, but with a caveat
- 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 path 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).
- 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.
- 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
- 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.
- 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.
- 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.

➤ Less skills, which are clearly defined and are player focused. Meaning diplomacy skill is used to get someone to do something that they would otherwise not be inclined to do without using force, it is both intimidation, persuasion etc. Lore skill is learning and knowing about the world, it is investigation and all the lore skills. It is for players who want to engage the plot. And so on. There are therefore much less skills in the game compared to most TTRPG-s.

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 - acquinted

2 - adept

3 - talented

4 - legendary

Heroes get a total of 6 path 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 path 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.

In addition they get a innate feat for each category they have path 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 * path level of advancement points for that path. In other levels you get to spend 1 * path level of advancement 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 advancement 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 +2 for acquinted, +3 for adept, +4 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 profiency each round / scene.

MAGE advancement options:

- ➤ For feat cost: Adopt a magic related feat
- ➤ For 1/2/3/4 points: Advance proficiency in one school of magic, learn 1 spell from that school
- ➤ For 1 point: increase your maximum mana by 2
- ➤ For 1/2/3/4 points: Advance proficiency in lore skill
- ➤ For 1 point: Learn 2 spells
- ➤ For 1/2/3/4 points: Advance proficiency in will

Martial advancement options:

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

Skilled advancement options:

- ➤ For feat cost: Adopt a skills related feat
- ➤ For 1 point: Increase your maximum number of luck tokens by 1
- ➤ For 1/2/3/4 points: Advance proficiency in any skill
- ➤ For 1/2 points: 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.

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.

Reactions

Some feats provide characters abilities for reactions under certain conditions outside their turn. These still consume dice in the dice pool.

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, these are also called as challanges.

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 two separate 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.

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 disadvanatage 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 is more strict. The surprise round may vary, but afterwards each round works as follows: GM declares the threats and intentions of all the enemies. Players get to damage, move and disrupt the plans of the enemies, and finally the remaining undisrupted threats resolve, meaning players get dealt damage and negative status effects.

If the opposing side has a villain (powerful enemy), then he may interrupt players turns, or do his things with the rest of the enemies. Either way he rolls XD6 as well and plays very closely to player characters.

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.

By spending 2 dice from the dice pool, a player can switch what they are wearing in their hands with a backup setup, the mental slots however cannot be changed.

taking damage and various defenses

If you take X damage then it is mitigated followingly:

1. First substract 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 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.

7. Scarred dice always only mitigate 1 damage.

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.

To heal players must take time out and recover.

During recovery, 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 15 gp worth of resources, to change 2 dice back it costs 50 gp and to change 3 dice back it costs 150 gp worth of resources. To recover all the dice, it coses 250 gp.

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 normally nor do any actions, even if you have bonus actions or dice. Your character can still talk, and crawl 1 sq. per round.

Each damage turns one of the set aside dice into scarred dice (you can only receive healing by scarring a not scarred dice).

If there are no dice left to scar when you take damage, you die.

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 8. For mobs losing half of their HP+DEF they lose 3 moral

Death

When a creature, whose all dice are scarred takes damage, they die.

Death is permanent. So if this happens to a player, they simply discard that character and need to make a new one.

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 recovered during long rest by consuming expensive spices and is used to cast spells. Stamina is recovered each encounter and can be used during combat to increase use scarred dice unconstrained and for some combat abilities, and luck tokens are recovered when a story arch finishes and are used to change the outcome of a single dice in a roll, or to gain advantage.

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. Note that this is for casting spells during combat. When using magic in a scene, the mana cost is tripled with regards to lowering the dice requirements to not trivialise most challanges.

Mana is recovered during rest by consuming quite pricy magical spices. You must spend enough resources to reach maximum man, that means the more you consumed your mana during an encounter, the more pricy it will be.

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

For the next 11 - 30 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 has spent 60 mana and now decides to rest. He can either not recover any mana for now, or can spend 30 (first 10 mana) + 75 (next 20 mana) + 300 (last 30 mana) for a total of 405 gp to recover their mana to full.

Stamina

When advancing in the martial path, characters can increase their maximum stamina. Stamina can be used for following effects:

Recover all defenses with just one R2 dice: 1 stamina

Deal 1 additional damage with your attack: 1 stamina

Double the movement of a single move action: 2 stamina

Only one of the previous options can be chosen per turn.

Another option to spend stamina on is to use a scarred dice ignoring the normal scarred dice limitation.

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

Stamina recovers after every encounter.

Luck tokens

When advancing in the skilled path, characters can increase their maximum luck tokens.

Luck tokens can be used in various ways, but each player can spend only 1 luck token per turn:

1 luck token: Get 2 additional nudges (in addition to your proficiency and aiding)

1 luck token: When throwing risk dice, negative results do nothing.

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

Luck tokens are recovered when the party chooses to take time out and recover.

Time out and recover

When players are heavily scarred and run out of luck, they may find themselves needing to take time out and recover. This should not be done lightly however, since in-game this can be several weeks to months. This means that this gives time for adversaries to advance in their plans, for the situation to change, and for new challanges to be introduced.

In addition they need to find a proper lodging and this time out will cost them money, as they rest and don't earn any money in the meanwhile.

Finally time out cannot be taken mid-session, as GM needs time to prepare and figure out how the world changes. It should be decided always at the end of a game session.

Note, there are costs associated with lodging, and recovering from scarred dice. Luck is recovered on it's own.

status effect

Since whenever someone meets their roll target, then they always succeed, if anyone's actions grant other characters status effetcs 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.

To use fortitude and will you need to spend your dice from the dice pool.

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 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.

Rituals

Rituals are powerful spell effects which take a lot more time to cast and require much more mana than normal spells. Like spells, the ritual caster needs to learn the ritual. However rituals can be casted by multiple spell casters. Only one of them is required to know the ritual, but mages who do not know the ritual have dis-advantage when casting the ritual.

How does it work? There are a certain number of dice that need to be met to complete the ritual. To complete these dice casters need to roll their entire dice pool multiple times. Each time the mana cost to roll the pool increases but using their proficiency they can progress in the ritual.

First roll costs 4 mana, then each consequent roll costs 2 additional mana. Players who have disadvantage, can contribute starting from the second dice that they meet for the target throughout the ritual, so when they roll the second time and they met one roll in the first time they effectively no longer have disadvantage.

Rituals can be used to prepare for combat against the odds.

Some rituals can have semi permanent effects, but they often have some daily mana cost. Meaning it is a constant resource drain for the ritual caster.

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 single 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.

Stealth

There is no stealth skill in the game, instead either survival or concealment skill is used and depending on your familarity with the environment you may get a bonus or penalty. Still there are some things that refer to it, in the forms of penalties and bonuses 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 light or no armor: You have access to dodge.

Having medium armor: No upside or downside with proficiency. You have -1 physique proficiency penalty without medium armor proficiency. You cannot wear any armor if your physique proficiency would go negative as a result.

Having heavy armor: You have -1 physique proficiency penalty if you have heavy armor proficiency. You have -2 physique proficiency penalty without heavy armor proficiency.You cannot wear any armor if your physique proficiency would go negative as a result.

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.

Creative spells

Some spells may leave a lot of room for creativity. In this case it is important to have a way to balance it. It is perfectly alright, if the illusion magician creates whatever kind of illusionary image, question becomes what do they want to achieve with it, what do they think the effect should be on other people? Here is a general balance idea of what various effects should cost in power dices. Keep in mind that a good idea should given an advantage, and perfect ideas even double advantage, while none-sensical ideas can either be dis-allowed or allowed with disadvantage. And of course there can be staples in between, like disorienting with illusion, something your character always does, this can be allowed without advantage or disadvantage. But when a creative opportunity arises and the player notices, then you can reward the player with advantage or more. The goal is to create cool story moments with fun explanations which are still somewhat constrained by balance (RP in following context is power roll, this depends on your school of magic which the creative spell or ability belongs to).

1 RP: 2 damage 1 RP: 1 level of vulnerability, entangled, unbalanced or confusion 2 RP: 1 level of disoriented, afraid, prone, burning or disruption 3 RP: blinded, 1 level of frozen 2 RP: Aid an ally to give them advantage, or upgrade advantage to double advantage X RP: Meet a scene roll-target, X is number of dice required in the roll-target. The dice used for roll-target also override the spell's own power dice.

The default range for effecting someone is 6 sq.

Combat

Combat has usually 2 sides. The player characters and their allies, and the enemy. The combat turns are simple. First the players move in turn order decided by their leader (leader is chosen at each game session based on leadership skill). Then all the mobs move by the following order: Bishops > Pawns > Rooks. Knights can be used in any of the other pieces turns. For each piece type enemy mobs move first, and then allied mobs move second.

The combat is designed so that, you can easily add more than twice as many enemies against the heroes, and they would still be able to win the fight with some wounds, resulting in more epic, and brutal cinematic fights.

Mobs

To make the combat flow quicker, then all enemies except for special characters have fixed attack damage, movement range and HP. There are 4 types of mobs, and each opposing encounter composition has the same statistics within a single type. To make it simpler, they are represented by famous chess pieces, which is nice, since you can take them from your chess game laying around and you already have the correct pieces to represent enemy units:

Pawns: the back bone and core of any encounter. They don't have special abilities, and have least HP, ATK and MV. Their tactics usually involve simply attacking the nearest enemy.

Knights: Fast moving, high maneuverable units, they have slightly more HP, ATK than pawns and the most MV out of any of the units. Their tactics involve attacking the weakest links, high aggro targets or someone who is already vulnerable.

Bishops: Ranged supporters, either archers, support spell casters, cyclops throwing stones etc. They often have high ATK but are comparable to pawns with regards to HP and MV.

Rooks: Tanks, high HP units with better ATK than pawns but not necessarily better movement.

In addition, when heroes apply status effects to Mobs, then they disrupt their turns, so that they don't do their move or attack action, but shrug of some of the negative status effects.

While pawns and bishops have disoriented or afraid, they skip their turn and lose 1 level of those. If they have 3 levels of those, they give up and flee the fight. If they have any levels of burning, they take the damage, skip their turn and lose all of them. If they are poisoned by a damaging effect, they simply do their turn and take the damage. If they have any levels of freezing they are removed from combat.

Knights and rooks can lose up to 2 levels of disoriented or afraid or all of burning (still take the damage). If they only lose 1 level of those, they take their turn partially by doing half movement and half damage or either movement or damage, halving is rounded down. If they have 2 levels of freezing, they are also removed from combat, or when they have 5 levels of combined disoriented and afraid. If they have 1 levels of freezing, then they act as if removing one level of some negative effect every turn (without removing it) and can only remove 1 levels of disoriented/afraid.

When a mob is prone, then they need to give up either their entire movement or their entire attack, but they do stand up.

In addition if a mob takes at least half of their hit points in damage they are also shocked and they skip their next turn.

This gives you the baseline. In different line ups, like for example when fighting a tribe of giants, this may differ. Also you could have an elite army, and all encounters against them, even the pawns would feel a lot tougher, and could have much stronger defensive and offensive capabilities.

Disadvantage for mobs halves their damage. And advantage gives them up to 2 extra damage but no more than 50 % of their original damage

Status effects

confusion

When a character gets confusion, then they roll a dice and if they have any same value dice, they lose it until the next re-roll.

disruption

When a character gets disruption, then they lose a dice until the next re-roll chosen by the character who applied the disruption.

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 can spend R3.R4 (reflex) 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 R3.R4) 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

Running the game out of combat

The game out of combat is divided into campaign turns, the exact time frame of the campaign turn is agreed between the GM and players. Each campaign turn starts with all players rolling their dice pool. That becomes the main resource to do anything during that turn.

During campaign turns players get to roleplay, GM gets to describe the scene and what is happening. When players want to do something none-trivial, which either is time-consuming or even challenging then they need to use dice from their dice pool. If the nature of the activity is none-challanging but still time consuming, they need to spend any of the dice to do the activity in the sense that each dice represents a junk of time that they spend on the activity during the scene. If the success of the activity is however not certain, then a target number between 1 and 6 is decided, and the player needs to muster that many dice with the given number. They can of course use their skill proficiency to nudge dice, they may get assisted by their allies, they may try to roleplay in order to get an advantage, and finally there is an option to use up to 3 of your dice to get risk dice, which can end up pushing you right past the success (more on them later).

How do risk dice work? In order to get 1 risk die, you need to spend any die from your pool. You first choose between how many risk dice you get (max 3), spend that many normal dice from your pool, then roll the risk dice. For each result that is +-1 from the target number you get 1 success. Results that are within 2 away from the target number do nothing and results that are 3 or more away from the target number do not harm the current task, but do create complications for the future.

How to determine the target number? Just roll a 1d6 and the result determines the target number.

With regards to choosing the number of dice (challange difficulty), that is required for some action, then this is done solely by the GM and it follows the following logic:

1. The base-line is 3 dice unless specified otherwise.

2. The challenge can have various aspects, which make this more difficult, such as when intimidating someone, they can be prideful, when crafting something, you are missing proper tools or a roof and it is windy. When negotiating with someone but you don't speak their language and so on. Each aspect can have a severity ranging from 1 to 3. It is recommended to usually leave it to 1, but in some cases it can be increased higher. Each lvl of severity adds 1 dice to the challenge.

3. Some aspects can be allowed to be tackled separately. For example another action might be precisely with regards to removing an aspect from your ally. For example to shelter a friend, so that they can craft in peace not worrying about the elements.

4. Some challanges can be tackeled by more than one person, like constructing a shelter, setting up camp, cross a river, these are more difficult challanges, which may require 5, 6 or even more dice in total. In this case one of the players must take the lead in the activity, they get to use their dice with 100 % efficiency. In addition the one who takes the lead in these challanges can use their leadership proficiency instead of the challange's skill proficiency if that is better. Other players need to first pay 1 dice of the target number to start contributing, but all the dice afterwards contribute with 100 % efficiency. Players may choose to not participate in some

particular group effort. All participants may use up to 3 dice to Players may aid each other. When aiding a player may provide 1 dice of the target number (can nudge using their proficiency) to provide an additional nudge for the player doing the action. A player cannot be aided more times this way than their own proficiency (so basically the number of nudges can in maximum double).

When either the scope of the campaign turn ends, or players all have spent their resources, then we can start a new campaign turn. Either way the world also progresses, and even if the scene in it's core is the same, this is the time for the GM to introduce new variable, maybe a new NPC, or to move the plot forward in some way.

One suggested way to really represent the world progressing or the the resources to matter, is for the GM to also draw cards from a stacked deck of normal cards at the beginning of each campaign turn, which they can use to boost encounters, create complications etc. In addition, the complications attained by the risk dice can also be represented by additional cards during the next turn. The exact usage of those cards should still be done in a role gamey wibe, but this is more to remind the GM, that now is fair to ramp up the difficulty and create some tension. You could stack the deck with 1 (ace), 2, 3 and 4-s mostly, with fewer 5 and maybe a single, 6, 7 or 8 for group challanges.

Skills

Skills

The out of combat play experience is split into scenes. Scene is started by GM explaing what is happening, what players experience, see, and then continues by players telling what the intend to do, to which GM either let's them do it or explains what kind of obstacles, challanges or tension is that might not let the players do what they want. This is the negotiation phase. At the end of it, GM provides various challanges for the players to try to do what they want, or get an outcome to their preference. Some of the challanges are inherent to the scene, like watch out, or learn about the history of the temple you are in, others come from the players wishes, like convincing an NPC, preparing an ambush etc.

For all of the challanges GM provides one skill, which proficiency can be used to complete them. Players of course may try to convince the GM why they could also use another skill, or perhaps a creative spell from the school of magic to use it's proficiency instead, but one skill has to be first provided by GM.

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 advantage to diplomacy when interacting with them. But that must come at the cost of having unfamiliriaty towards other group(s) (meaning having disadvantage when interacting with that group). 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 unfamiliriaty 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 familiriarity 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 ot those environments are relevant to the campaign. Examples of environments are: Streets of metropolis, royal court, sea, mountains, forest. While in favored environment you have advantage for survival challanges, in unfavored environment you have disadvantage.

Group focuses:

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

concealment

Deceive, hide your intentions, withhold information, avoid detection. Whenever you want to contest withholding knowledge from someone that is not in their interest, you are dealing with concealment. This is the skill for assassins, spies, agents etc. Basically, if you as a player want to plot, lie, sneak etc. you need this skill.

Group focuses:

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

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 challanges.

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, wrestling, martial arts, dancing.

Group focuses:

General actions

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. This action can only be taken twice per turn.

Defend

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

Recover your defense up to maximum defense

Refocus

Difficulty: R4.R5	Target: -	Range: -	Area radius: -
Action cost: -	Duration: -	Concentration: NO	Proficiency: Will

Remove a level of disoriented or afraid from you.

Difficulty: R4.R5	Use limit: unlimited	Remove all levels of that type from you

Recover

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

Remove a level of poison or freezing from you

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

Study opponent

Difficulty: R4	Target: -	Range: -	Area radius: -
Action cost: -	Duration: -	Concentration: NO	Proficiency: Lore

Study one of the opponents and learn their HP / ATK / MV if they are mobs, or Toughness, Defense and one ability if it is enemy hero.

Difficulty: R4.R4.R4	Use limit: unlimited	Find a vulnerability for the particular opponent, describe what this is, that opponent has 1 vulnerability that is not discarded at the beginning of their turn

Taunt

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

Taunt one opponent, they are more likely to attack you, but if they don't, they have disadvantage

Difficulty: R2	Use limit: unlimited	Target also loses 1 morale

Mark enemy

Difficulty: R3.R3.R3	Target: -	Range: -	Area radius: -
Action cost: -	Duration: -	Concentration: NO	Proficiency: Leadership

Mark an enemy, attacks and spells against him have advantage.

Difficulty: R2	Use limit: unlimited	Target also loses 1 morale

Wrestle

Difficulty: R2.R2	Target: -	Range: -	Area radius: -
Action cost: 1 stamina	Duration: -	Concentration: NO	Proficiency: Physique

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 1 stamina at the beginning of round, if you have at least 3 levels of upper hand 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. Ranged attacks made onto a character in the space where the wrestling is taking place has a 1/6 chance of hitting the other person.

Difficulty: R2.R2	Use limit: unlimited	Gain one additional level of upper hand

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.

Finally I added one background feat, and may add more in the future. These can also be replaced by one of the path feats similarly to racial feats.

Racial

Extraordinary senses

Acquinted: You can see 6 sq. in the dark, and 12 sq. in low light

Adept: You can see 25 sq. in the dark and 50 sq. in low light

Talented: In addition to the adept feature, you have blind sight in 2 sq around you.

Legendary: You can see in the dark as well as in the light. You have blind sight in 6 sq around you.

Wings

Acquinted: 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 light armor and are not carrying more than 1/5th of your carry weight, 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 as your move action. If you do, move 2 less squares.

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 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.

Acquinted: 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

Claws

Requires: Adept

You have claws. They can be used to attack. They use claw proficiency which can be upgraded using either Martial path or the path which innate feat is replaced by this one.

Adept: You have claws which enable you to do a simple claw attack when unarmed. They use claw proficiency and R2 as the power dice. Check the claw statistics under equipment.

Talented: Your left hand claw uses R4 as the power dice, check the secondary claw statistics.

Legendary: Your claw proficiency is not shared between the two hands.

Four hands

Requires: Legendary

You have four hands, meaning you can hold 4 one handed items, 2 two handed items or any combination in between.

Background

Royalty

Requires: Legendary

You belong to one of the well-known houses in the realm. That grants you access to places commoners don't have access to and guards and many other officials are more forgiving for various problems you may cause. You start the game with 2000 additional gp. and always have a castle to stay in at least one of the major cities. But in most cities there is often someone who is willing to host you for free in a very quality lodging (another house member, allied house member, simply someone who wants favor from your house etc.)

Mage

Metamagician

Requires: Talented

Metamagic feats cost 2 less to learn but no less than 1. 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 meet 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 6, it stays normal. When your mage path is legendary, then it also doesn't become scarred on a 5. This effects also the dice you transfer from allies to yourself.

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. Reroll the dice that you used to cast the first spell during the combat and return them to the dice pool. You do not reroll any virtual dice you gained by using mana, advantage or anything else. Recover that ability at the third, sixth and tenth round of combat.

Duality

Requires: Talented

Choose 2 schools of magic with different power dice values. You can only learn those two schools of magics. You share the proficiency between those schools of magics (you need to progress only once, and spells from both of the schools share proficiency using during combat and scenes).

The school with the lower power dice is called the lower school, and the other one the higher.

You can use the power dice from both schools to cast either school spells as long as the balance wouldn't tip by more than 2 into either direction because of doing so. Outside of combat you can only use it once per scene.

When you spend a lower school's power dice to cast higher school spells your balance tips towards calm, and if you spend higher school's power dice to cast lower school spells your balance tips towards rage.

Savant

Requires: Adept

Choose 1 school of magic, you can only cast spells from that school of magic, and you can only gain proficiency with that school of magic. The proficiency upgrade cost are halved (rounded up) and you can go to 4 proficiency even as an adept mage.

If you are talented or legendary in the Mage path, then in addition you always have advantage when casting spells from that school.

Martial

Warcaster

Requires: Legendary

You can use stamina instead of mana for spellcasting.

Mastery over body

Requires: Legendary

Your body is your weapon. You have made a vow to give up using weapons, armor and magical items, instead you have focused in making your body a supreme weapon. Now and during the level-ups you receive a progression feat, you can pick one additional martial progression feat, but you cannot use weapons, shields, armors nor attune to any magical item.

Bulwark

Requires: Talented

Enemies within 3 sq. of you that attack your allies have disadvantage. If you are legendary in martial then you can spend stamina and mana to reduce damage taken by 1 per stamina or mana spent to you and you can use luck to reduce damage dealt to you by 3.

Defiant

Requires: Talented

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

At the beginning of each round, if you have at least 3 damaged dice, you may choose one of the following:

* Heal 1 damaged dice and recover 1 stamina.

* 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.

Tough

Requires: Talented

If you are talented, then every turn negate the first damage you receive. If you are legendary, then negate the first 2 damage you receive.

Natural killer

Requires: Adept

When you first time damage each enemy dice, gain a blood token that can be used during this encounter. If you are talented or legendary, whenever you gain at least one blood token, gain one additional one.

Whenever you make an attack, you can use one and only one of those options once to boost that attack:

* spend 2 blood tokens to gain advantage or upgrade advantage to double advantage * Spend 5 blood tokens to gain double advantage * spend 1 blood token to deal 1 additional damage * spend 2 blood tokens to disrupt 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 3 unmitigated damage (that damages their dice)

Harmonious body

Whenever you advance in REFLEX or FORTITUDE saving throws. Advance in the other one as well. If you are talented or legendary in martial, also advance in Will proficiency. You cannot advance in will proficiency from mage path in this case.

Skilled

Wild magic

Requires: Legendary

You can cast any spell not requiring concentration using 1 luck token, even if you do not know that spell. For spell schools which power dice is either 4, 5 or 6 the power dice to use this ability becomes 6 and the utility dice becomes 5. For spell schools which power dice is 1, 2 or 3, the power dice to use this ability becomes 1 and the utility dice becomes 2. This ability uses wild magic proficiency, which you can advance using both mage and skilled path. Each spell can however only be used once using this ability until your luck pool is recovered.

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 maximum 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 maximum 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).

Well connected

Requires: Talented

Whenever you need some service, vendor or someone who knows stuff there is a chance you know someone in the current location who could help. In cities it is 50 % chance, in towns it is 25 % chance , in hamlets it is 10 % chance. Just because you know someone doesn't mean that they provide that service for free. They may have a positive disposition and maybe provide a small discount, but that is up to GM-s discretion.

Progression feats

Heroes gain 1 progression feat at levels 4, 7, 10, 13, 16 and 19. All progression feats work retroactively.

General

Mastery

Upgrade a proficiency once. This can be chosen once per proficiency, it doesn't increase the cost of further improvement in that proficiency and is not taken into account when considering the normal maximum proficiency for that skill.

Mage

Variety mage

Grant an additional 2 mental slots that can be used for spells.

Deep pools

Each advancement in maximum mana provides you 1 additional maximum mana

Spice specialist

You recover mana using spices twice as effectively. Meaning the first 20 mana cost 1.5 gp to recover, the next 40 cost 2.5 gp to recover and the rest cost 5 gp to recover. This feat can only be taken once.

Arcane understanding

Whenever you choose to advance in a school of magic or maximum mana, you can learn 1 additional spell from any school. This works retroactively.

Battle mage

The mana cost for offensive spells scales better. It now costs 2 mana for 2 additional power dice, 4 mana for 3 additional power dice and 7 mana for 4 additional power dice

Martial

Enduring

Every second advancement in stamina provide + 1 maximum stamina

Powerful

You have one additional dice during combat

Defensive

+2 maximum defenses, this can only be taken once

Deadly

Each of your attacks applies 1 vulnerable. This can only be taken once

Skilled

Lucky

Every second advancement in luck provides 1 additional luck token.

Resourceful

You have one additional dice during scenes

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

An useful pet

Advancement point cost: 5

Requires: Commune with animals

You have a pet that is useful both in combat and outside of it. Choose a physical form, and then a out of combat ability:

Physical forms:

The pet is a small creature, either flying, or jumping around, they are super agile and so enemies usually cannot hit them easily and therefore ignore them. AoE abilities still knock them out. In combat, they can be ordered to disrupt one enemy each turn. Small pet has 1 HP.

The pet is a large predator who acts like a minion meaning they always do fixed damage of 2 and have fixed HP of 5. Their downside is that they can be taken out by the enemy.

The pet is a mount, who you can ride on. In combat whenever you use a dice for movement you can move 2 extra squares. The mount has 6 HP. When you or the mount are attacked you can choose who defends the attack / takes the damage. AoE effects still effect both of you.

When a pet is knocked out, they require time, care and 20 gp worth of medical herbs to fix them up. If they are knocked out but take additional damage, either because the enemy is sadistic or there is some AoE damaging effect, they die, and your character is devastated by the fact. However it is possible to find a new pet over time as you get over it.

Outside combat bonuses. Choose 1 for the pet:

1. Outside combat you have advantage for survival checks when detecting ambushes, traps and other threats.

2. Outside of combat they give you advantage when tracking or chasing someone.

3. Outside of combat the pet increases your prestige, and thus can give you an advantage in diplomacy checks where appropriate.

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: Rp.Rp	**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

Large magic

Advancement point cost: 2

Roll: Rp	**Use limit: unlimited**	Increase spell radius, which has radius by 1 sq.

Distant magic

Advancement point cost: 2

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

Twin magic

Advancement point cost: 4

Roll: Rp.Rp	**Use limit: 1**	Cast the spell twice. You may choose new targets for second cast. Concentration spells share concentration for both casts.

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.

Fire mastery

Advancement point cost: 6

Requires: Pyromancy

Whenever a stack of burning is removed that was applied by you, gain a temporary flame token that lasts until end of combat. You can spend flame tokens to fuel your spells and attacks:

3 Flame tokens: Apply burning on one of the target's of the spell or attack

5 Flame tokens: Remove a negative status effect from yourself and move it onto the target of the spell or attack.

7 flame tokens: At the end of your attack or spell remove all stacks of burning from the target dealing 3 damage per removed stack. If that kills the target, refresh your dice pool. The cost of this ability increases by 5 for the duration of this encounter.

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.

Will breaker

Advancement point cost: 6

As you apply disoriented and afraid onto enemies, your ability to effect the battlefield becomes increasingly stronger based on the total levels of these conditions that are currently active.

At least 5 levels: Enemies with disoriented or afraid cannot attack you and have their damage reduced by 1 for each level of disoriented and afraid.

At least 10 levels: Enemies with disoriented or afraid get disadvantage to will checks.

At least 15 levels: Enemies with at least 3 combined levels of disoriented and afraid will stop fighting and just fall prone and give up. This may not effect enemy heroes.

At least 20 levels: You gain advantage for all your spells targeting enemies with at least one level of disoriented or afraid.

Iron concentration

Advancement point cost: 5

You can spend any dice to maintain concentration

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.

Enchanter

Advancement point cost: 5

Enchantment spells cost 1 less power dice to cast. When the concentration cost is higher than 1 power dice, then that too costs 1 less power dice.

Holy bonds

Advancement point cost: 5

You can attune to any number of your party members instead of items.

Whenever attuned party member receives a negative status effect you can instead move it to yourself.

For spells which the target is self, you can instead cast it targeting one of the attuned party members.

The minimum range for these spells becomes 5 sq.

Other spells targeting attuned party members have advantage

Ritual master

Advancement point cost: 5

You are more skilled at including others in your rituals. All casters who join your ritual, their minimum proficiency is your proficiency - 1.

Improved Ritual master

Advancement point cost: 3

Requires: Ritual master

You are more skilled at including others in your rituals. All casters who join your ritual, who don't know the ritual don't have disadvantage.

Blood magic

Advancement point cost: 6

You may spend your life points the same way you can spend your mana to make spells cheaper. By doing that you take damage directly to your life bypassing defense and damage reduction. For 1 damage reduce the spell cost by 1 dice, for 3 damage, by 2 dice, for 6 damage by 3 dice and for 10 damage by 4 dice. You can combine this with mana, and the maximum reduction using your life points is equal to your spell school proficiency. However the combined total reduction with reduction from mana is your proficiency + 2. So if your proficiency is 4, then you could spend 10 life points and 3 mana to reduce the cost by 6 dice, but you cannot spend 10 life points and 6 mana to reduce it by 7 any more.

Also, you cannot be healed by the heal spell (that includes healing potions which apply the spell on you).

Martial

Dodging

Advancement point cost: 3

Whenever you would receive damage you can react with a R5 physique dice to negate that damage. This cost goes up by 1 X R5 every time you use this ability during encounter. You can take the recover action to reset it to 1 dice again. Dodging requires no or light armor

Base cost: 🎲🎲🎲	Proficiency: physique	Other costs: -
Target: self	Duration: -	Limit: -
Restrictions: -		
reset the dodging reaction dice cost to 1 dice		

Kick

Advancement point cost: 2

Kick is a special unarmed move, which can be used as long as you have light or no armor. You may be wielding weapons. It does use a unarmed (mental) slot.

Base cost: 🎲🎲🎲	Proficiency: unarmed	Other costs: -
Target: -	Duration: -	Limit: -
Restrictions: -		
Push an enemy 2 squares, apply 2 unabalanced		

Difficulty adjustment options:

+ 🎲	Send them flying 2 additional squares and have them take 2 more levels of unbalanced
+ 🎲	+1 damage

Medium armor proficiency

Advancement point cost: 2

Remove the penalty of -1 physique proficiency when wearing medium armor

Heavy armor proficiency

Advancement point cost: 3

Wearing heavy armor only applies a -1 physique proficiency penalty 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

Power strike

Advancement point cost: 3

When making an attack with 2 handed melee weapon you can spend 1 stamina to deal 2 additional damage

Opportunist

Advancement point cost: 3

You have advanatege 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.

Master of defenses

Advancement point cost: 7

Requires: lvl 5.

Defend action now requires only R2. You can also use Defend action as a reaction once between your turns after being attacked.

Savage Axe

Advancement point cost: 5

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:

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

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

Sentinel

Advancement point cost: 5

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 phsyique roll in order to do that. When a pawn enters your ZoC they end their turn, when rook or knight need to pay R6 then they do, but they end their turn after finishing the maneuver, bishops don't enter your ZoC. When a rook ends their turn next to you, the sentinel feat becomes disabled.

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: 5

Gain rage action.

Base cost: ⚁⚁	Proficiency: fortitude	Other costs: -
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: 7

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: 2

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.

Toxicologist

Advancement point cost: 2

When drinking potions, only every other potion adds an R3 to fortitude checks for drinking potions instead of every potion. You have +1 to proficiency against poison, and +2 proficiency to fort saves against alcohol.

Commander

Advancement point cost: 6

Leadership becomes a martial skill.

Gain the coordination action.

Base cost: 🎲🎲🎲	Proficiency: leadership	Other costs: -
Target: One enemy	Duration: -	Limit: -
Restrictions: -		
Once an ally damages the targeted enemy all other allies gain advantage for all attacks and spells targeting that enemy. This lasts until the end of turn.		

Difficulty adjustment options:

+ 🎲🎲	Once two allies have damaged targeted enemy, all other allies gain double advantage for all attacks and spells targeting that enemy.

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 2 damage. (requires mage path)

Skilled

Offer them to surrender

Advancement point cost: 5

You gain the offer enemy to surrender ability.

Base cost: ⚁.⚁	Proficiency: -	Other costs: -
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:

+ ⚄	Increase the moral threshold for surrendering and confusion by 1
+ ⚁.⚁	Target one additional target with this ability

Deep apology

Advancement point cost: 2

When your or your parties past deeds cause a diplomacy challange to become harder, then once per NPC, you can offer a deep apology to reduce the penalty by 1 dice.

Natural leader

Advancement point cost: 5

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

Base cost: ⚂.⚂	Proficiency: -	Other costs: -
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:

+ ⚂	They can give up to 1 additional dice

Master plan

Advancement point cost: 4

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

Base cost: ⚀.⚀.⚀	Proficiency: leadership	Other costs: -
Target: 3 allies	Duration: -	Limit: -
Restrictions: -		
Targeted allies roll 1 extra temporary dice into their dice pool for this scene. These dice can be traded between players on a 1 to 1 basis.		

Difficulty adjustment options:

+ ⚀.⚀	They roll one additional dice

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.

Base cost: ⚁.⚁	Proficiency: -	Other costs: -
Target: 1 creature	Duration: -	Limit: -
Restrictions: -		
target gains inspiration		

Difficulty adjustment options:

+ ⚅	They lose 1 level of Will related status effects
+ ⚅.⚅	They lose 3 level of Will related status effects
+ ⚁.⚁	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.

Expert of sacrifice

Advancement point cost: 4

Requires: 3 proficiency in leadership

When assigning dice to scene roll target's, you can give one of those advantage at the cost of another a disadvantage. The one that is given disadvantage must be one that would be passed if not given disadvantage to (and the dice for passing must still be commited).

Fortunate

Advancement point cost: 5

When negotiating for rewards, finding treasure, selling something unique, you can meet a roll target of R5.R5.R5 for values lower than 500 gp. or R5.R5.R5.R5 for values larger than that but lower than 5000 gp or R5.R5.R5.R5.R5 for even larger values to increase the gold gains by 50 %. You can either use treasure hunting skill for these checks. This roll target needs to be met during the same scene, so it still competes where the whole interaction happens.

Intimidating presence

Advancement point cost: 2

You can use twos in the dice pool for diplomacy roll targets regardless of the roll target. You cannot nudge dice to become twos though, and when you do use this ability, the diplomacy action gets a intimidation aspect to it. You will succeed, BUT!

You must declare when using this ability.

Foresight

Advancement point cost: 2

Base cost: -	Proficiency: -	Other costs: -
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.

Sir, know it all

Advancement point cost: 5

Base cost: ⚂.⚂.⚂	Proficiency: lore	Other costs: -
Target: 1 ally	**Duration: -**	**Limit: -**
Restrictions: -		
Targeted ally is assisted by your knowledge and gets advantage in another skill check of your choosing.		

Difficulty adjustment options:

+ ⚂.⚂	Also provide them double advantage

Excellent instructor

Advancement point cost: 5

Base cost: ⚂.⚂	Proficiency: lore	Other costs: -
Target: 1 ally	**Duration: -**	**Limit: -**
Restrictions: -		
Targeted ally gains your level of proficiency in a skill of your choice for the duration of this turn / scene.		

Difficulty adjustment options:

+ ⚂	You can have another ally gain the same proficency for this scene / turn.

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

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 meat. These potions have however certain constraints:

1. They 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. Difficulty is based on the number of dice that the spell, which effect is applied to the potion. Maximum number of dice is 6. Through role play, group focuses etc. these may be reduced.

DX means that the underlying spell requires X dice.

D2 and less - 20 gp D3 - 50 gp D4 - 150 gp D5 - 400 gp D6 - 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:

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

2 damage per stack at the beginning of target's turn: 100 gp

stack of disoriented: 50 gp

stack of afraid: 80 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, it takes one more dice to remove a stack of poison from oneself, and by adding an additional 300 gp to the base price, it takes another dice to remove a stack of poison from oneself.

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, poisoned target can meet a R5 fortitude check to remove a stack of poison from themselves.

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.

Enchanted weapons cannot be coated with poison.

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.

Equipment

dagger

Base cost: ⚁ ⚁	Base damage: 2	Range: melee	
+ ⚀	bypass damage reduction	+ ⚁ ⚁	Double damage
+ ⚁	+ 1 damage	+ ⚀	Confuse 2
+ ⚀.⚀	Disrupt 2		

unarmed

Base cost: ⚁	Base damage: 1	Range: melee	
+ ⚁	+ 1 damage	+ ⚁ ⚁	Disorient 1
+ ⚅ ⚅	Disrupt 2		

shortbow

Base cost: ⚅ ⚅	Base damage: 3	Range: 8 squares	
+ ⚅	bypass damage reduction	+ ⚅	+ 2 damage
+ ⚅ ⚅	+ 5 damage	+ ⚀	Confuse 1
+ ⚀.⚀	Disrupt 1		

spear

Base cost: ⚂ ⚂	Base damage: 3	Range: 2 squares	
+ ⚂	+ 2 damage	+ ⚅	Disrupt 1

axe

Base cost: ⚂ ⚂	Base damage: 2	Range: melee	
+ ⚂	Remove guarded status effect	+ ⚂	+ 1 damage
+ ⚂.⚂	+ 3 damage		

sword

Base cost: ⚃⚃	Base damage: 2	Range: melee	
+ ⚂	Recover 1 defense	+ ⚃	+ 1 damage
+ ⚂⚃	+ 3 damage	+ ⚂⚂	Confuse 3

sabre

Base cost: ⚃⚃	Base damage: 2	Range: melee	
+ ⚃	+ 1 damage	+ ⚃⚃	+ 3 damage
+ ⚁	Confuse 1	+ ⚁	Reposition within 1 sq.

2 handed sword

Base cost: ⚄⚄	Base damage: 3	Range: melee	
+ ⚁	Recover 2 defense	+ ⚄	+ 2 damage
+ ⚁⚁	Confuse 4	+ ⚁	Reposition within 2 sq.

1 handed mace

Base cost: ⚄⚄	Base damage: 2	Range: melee	
+ ⚃	Bypass enemy damage reduction	+ ⚄	+ 1 damage
+ ⚃⚃	Confuse 3	+ ⚃	Confuse 1

2 handed mace

Base cost: ⚄⚄	Base damage: 3	Range: melee	
+ ⚄	Bypass enemy damage reduction	+ ⚄	Reduce defenses by 3 before doing damage
+ ⚄	+ 2 damage	+ ⚀⚀	Disrupt 2
+ ⚀	Confuse 2		

two handed axe

Base cost: ⚄⚄	Base damage: 3	Range: melee	
+ ⚄	Remove guarded status effect	+ ⚄	+ 2 damage
+ ⚀⚀⚀	Apply 1 afraid	+ ⚀⚀	Apply 1 vulnerable

Burning two handed axe of the devils

Base cost: ⚅⚅	Base damage: 4	Range: melee	
+ ⚅	Remove guarded status effect	+ ⚅	Deal 1 fire damage and apply a stack of burning onto the enemy
+ ⚀⚀	Apply 1 afraid for every 3 stacks of burning on the enemy	+ ⚀⚀⚀	Apply 1 vulnerable for every stack of burning on the enemy

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.

Base cost: ⚀⚀	Base damage: -	Range: melee	
+ ⚀⚀	Gain an additional damage reduction		

staff

Instead you have 2 additional normal spell slots and 1 signature spell slot. The spell used in the signature spell slot has advantage. Signature spell cannot be switched out mid combat.

staff of freezing

Instead you have 2 additional normal spell slots. In addition you have freezing spell as your signature spell, meaning casting it has advantage. Enables you to cast the freezing skill without elemental proficiency and knowing that spell. You may replace elemental proficiency for casting it using this staff with your highest proficiency in any school minus one.

simple leather armor

Light armor: Provides 2 maximum defense

Heavy chain mail

This is a heavy armor that provides 4 maximum defense and 1 damage reduction

padded leather armor

This is medium armor that provides 4 maximum defense

claw

This is not a weapon, but can be used when taking the unnatural limbs racial innate feat. Also used by beasts

Base cost: ⚀.⚀	Base damage: 2	Range: melee	
+ ⚀	bypass damage reduction	+ ⚀	+ 1 damage
+ ⚀	Apply 1 vulnerable		

secondary claw

This is not a weapon, but can be used when taking the unnatural limbs racial innate feat. Also used by beasts

Base cost: ⚄.⚄	Base damage: 2	Range: melee	
+ ⚅	bypass damage reduction	+ ⚄	+ 1 damage
+ ⚅	Apply 1 vulnerable		

bite

This is not a weapon, but can be used by beasts

Base cost: ⚅.⚅	Base damage: 2	Range: melee	
+ ⚅	+ 1 damage	+ ⚅.⚅	Apply 1 disoriented
+ ⚅.⚅	Also get a level of upper hand as if you had done the wrestle action without spending stamina.		

Spells

Force

Telekinesis

Cost: ⚁.??	Target: -	Range: -	Area radius: -
Duration: -	Concentration: NO		

You can move objects with your mind for various effects. Move a bucket of hot water on top of your enemies, a key from the guard to you for escape, etc. This is a creative spell so please refer to the creative spell section in the glossary

Push/pull

Cost: ⚁.⚁.⚁	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.

+ ⚃	**Use limit: unlimited**	increase the move distance by 2 sq. The target needs to make an additional check for balance
+ ⚄	**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

Cost: ⚁.⚂.⚁.⚄	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

+ ⚄	**Use limit: unlimited**	The force pushed them 2 additional sq. further away and they need to check for balance twice more

Wall of force

Cost: ⚃.⚃.⚃	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

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

Force field

Cost: ⚃.⚃.⚃	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. You can use force proficiency to take the defend basic action.

+ ⚃	Use limit: unlimited	The maximum defense provided by this spell is increased by 1
+ ⚃.⚃	Use limit: unlimited	Gain 1 damage reduction

Nature

Nature's gifts

Cost:	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

Cost: [∘].[∘].[∘]	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.

+ [∘]	Use limit: unlimited	This heal recovers 1 additional damaged dice
+ [∘]	Use limit: unlimited	remove a level of poison
+ [∘]	Use limit: unlimited	remove a level of burning
+ [∘]	Use limit: unlimited	remove a level of freezing

Grant luck

Cost: [∘].[∘].[∘]	Target: single	Range: touch	Area radius: -
Duration: -	Concentration: [∘].[∘].[∘]		

Target can change the result of one dice in the dice pool when you cast and each time you concentrate on it

+ [∘].[∘]	Use limit: unlimited	Target can change another dice in their dice pool

Entangling roots

Cost: [∘].[∘].[∘].[∘]	Target: area	Range: 6 sq	Area radius: 2 sq
Duration: -	Concentration: [∘].[∘]		

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

+ [∘]	Use limit: unlimited	Anyone starting their round or entering the area of effect gain additional 1 level of entangled
+ [∘]	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

Cost: 🎲.🎲.🎲	Target: self	Range: -	Area radius: 1 sq.
Duration: -	Concentration: 🎲		

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

+ 🎲	Use limit: 1	This spell can target others. Gaining the range of touch.
+ 🎲	Use limit: 1	Increase maximum defense of the target by 1
+ 🎲.🎲	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.
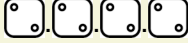
Clarity

Cost: 🎲.🎲.🎲	Target: 1 creature	Range: -	Area radius: -
Duration: -	Concentration: NO		

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

+ 🎲	Use limit: unlimited	Remove one additional level from those status effects
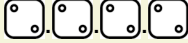
Bless

Cost: 🎲.🎲.🎲.🎲	Target: up to 3 allies	Range: 5 sq.	Area radius: -
Duration: -	Concentration: 🎲.🎲		

Target has an additional bless dice in their dice pool. One can have bless dice only from one source.

+ 🎲.🎲	Use limit: unlimited	Provide one additional bless dice for targets

Recover defenses

Cost: 🎲.🎲.🎲.🎲	Target: area	Range: 5 sq.	Area radius: 1 sq.
Duration: -	Concentration: NO		

All friendly allies in the targeted area recover their defenses

+ 🎲.🎲	Use limit: unlimited	They gain 1 temporary defense pushing their defense over their maximum

Harmony of souls

Cost: 10 X 🎲	Target: Up to 8 willing	Range: -	Area radius: -
Duration: 1 day	Concentration: X / 2 mana		

Harmony of souls is a ritual that connects the souls of the participants in a way that they sense each other's concerns, desires, feelings, excitement, and even though they don't hear each other's thoughts they get glimpses and a sense of some of the thoughts especially if those thoughts make a lot of sense to them or if they have similar thoughts themselves. This allows players to assist each other by using only 2 dice. Assist provides 1 dice for a roll target, attack, spell, action etc.

+ 8 X 🎲	Use limit: unlimited	Participants may make will actions instead of other participants. They may also do the recover defenses action for other participants.

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. Roll targets still use R6

Fireball

Cost: 🎲🎲.🎲🎲.🎲🎲.🎲🎲	Target: area	Range: 8 sq.	Area radius: 1 sq.
Duration: -	Concentration: NO		

Deal 2 fire damage to everyone in the area.

+ 🎲🎲.🎲🎲	Use limit: unlimited	Deal additional 3 damage
+ 🎲🎲	Use limit: unlimited	1 target enemy within radius gets a level of burning

Chain lightning

Cost: 🎲🎲.🎲🎲.🎲🎲.🎲🎲	Target: single target	Range: 8 sq.	Area radius: 3 sq.
Duration: -	Concentration: NO		

Deal 4 lightning damage to a target enemy, and then it jumps to another target enemy within radius of the first target dealing 2 less damage. This jumping continues until next jump would do no more damage (that means increasing the initial damage increases the number of jumps). damage

+ 🎲🎲.🎲🎲	Use limit: unlimited	Increase initial damage by 2
+ 🎲🎲.🎲🎲	Use limit: unlimited	Everyone hit by chain lightning get 1 level of disoriented

Tremor

Cost: 🎲.🎲	Target: area	Range: 6 sq.	Area radius: 2 sq.
Duration: -	Concentration: 🎲.🎲		

everyone in the target area gain 2 levels of unbalanced. At the beginning of your round, when you continue to concentrate on this spell, you may move the center of tremor up to 2 sq. When you are outside the range of the tremor you lose concentration.

+ 🎲	Use limit: unlimited	The gain an additional level of unbalanced

Frostbite

Cost: 🎲.🎲.🎲.🎲	Target: single target	Range: 8 sq.	Area radius: -
Duration: -	Concentration: NO		

Target enemy gets one level of freezing

+ 🎲.🎲	Use limit: unlimited	Target gets another level of freezing
+ 🎲	Use limit: unlimited	You get to choose which of the dice are frozen

Rune trap ritual
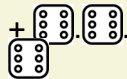
Cost: 2X*🎲	Target: single target	Range: 8 sq.	Area radius: -
Duration: -	Concentration: NO		

Make a trap that when triggered casts either fire-ball, chain lightning or freezing upon the target. The cost of this spell scales depending on the dice cost of the target spell. Let the target spell cost be X*R6

Elemental weapon

Cost: ⚅⚅.⚅⚅.⚅⚅.⚅⚅	Target: single weapon	Range: touch	Area radius: -
Duration: 3 rounds	Concentration: ⚅⚅.⚅⚅		

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.

+ ⚅⚅.⚅⚅	Use limit: unlimited	target weapon deals an additional 1 damage of the chosen type
+ ⚅⚅.⚅⚅.⚅⚅	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
+ ⚅⚅	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 gets 2 confusion.
+ ⚅⚅.⚅⚅	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.

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

Cost: ⚀.⚀	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.

+ ⚀	Use limit: unlimited	Increase the max object weight by 1 kg
+ ⚀	Use limit: 1	When passing a potion onto a willing subject, they can also drink it and receive it's benefit immediately
+ ⚀	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

Cost: 🎲.🎲.🎲	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

+ 🎲	Use limit: unlimited	Increase range by 8 sq.

Teleportation ritual

Cost: 9 X 🎲	Target: -	Range: 50 km.	Area radius: -
Duration: 1 min.	Concentration: 8 mana		

Create a temporary teleportation portal from which up to 10 normal sized creatures can go through to go to a target which is 50 km away. The ritual master or one of the participants must know this target location. The portal stays open for 1 minute or until 10 creatures go through it whichever happens first.

+ 7 X 🎲	Use limit: 3	double the range
+ 10 X 🎲	Use limit: 3	double the range
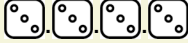
Communication ritual

Cost: 3 X 🎲	Target: -	Range: 10 km.	Area radius: -
Duration: 1 hour	Concentration: NO		

Create a temporary communication link between a mirror you can touch and a mirror one of the participants knows in the world that is within the range of the ritual

+ 3 X 🎲	Use limit: 5	double the range
+ 5 X 🎲	Use limit: 5	double the range

Step between dimensions

Cost: ⚁.⚁.⚁.⚁	Target: self	Range: -	Area radius: -
Duration: -	Concentration: ⚁.⚁		

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.

+ ⚁.⚁	Use limit: unlimited	Target may cast spells that would affect the material plane
+ ⚁	Use limit: unlimited	This spell can target any willing creature. This spell gains a range of touch.
+ ⚁.⚁	Use limit: unlimited	This spell can target any creature. This spell gains a range of touch.
+ ⚁.⚁	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 R2.R2 remove hex action using Will proficiency for weak hexes, R2.R2.R2 for strong hexes and R2.R2.R2.R2 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) if their hex is weaker or equal to your hex's strength, unless you are able to place multiple hexes on the enemy.

Enfeeble hex

Cost: ⚅.⚅.⚅	Target: 1 creature	Range: 6 sq.	Area radius: -
Duration: -	Concentration: ⚅		

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.

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

Pain hex

Cost: 🎲🎲.🎲	Target: 1 creature	Range: 6 sq.	Area radius: -
Duration: -	Concentration: 🎲		

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

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

Maddening hex

Cost: 🎲🎲.🎲.🎲	Target: 1 creature	Range: 6 sq.	Area radius: -
Duration: -	Concentration: 🎲		

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

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

Mage bane hex

Cost: 🎲🎲.🎲	Target: 1 creature	Range: 6 sq.	Area radius: -
Duration: -	Concentration: 🎲		

The mana cost for all spells is doubled

+ 🎲	Use limit: unlimited	Increase the strength of this curse up 1 level

Shattering Shriek

Cost: 🎲🎲.🎲.🎲	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.

+ 🎲	Use limit: unlimited	deal additional 3 psychic damage

Weapon of horrors

Cost: ⚃⚃⚃⚃	Target: 1 weapon	Range: -	Area radius: -
Duration: 3 rounds	Concentration: ⚃⚃		

This weapon requires 1 less power dice to make an attack

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

Illusion

False threats

Cost: ⚀⚀⚀⚀	Target: area	Range: 6 sq.	Area radius: 1 sq.
Duration: -	Concentration: NO		

Pose an illusionary threat to enemies in the area, they gain 2 levels of disoriented

+ ⚀⚀	Use limit: 3	Everyone get 1 additional level of disoriented
+ ⚀	Use limit: 3	One target within radius gets 1 additional level of disoriented

Side step

Cost: ⚀⚀⚀	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.

+ ⚀⚀	Use limit: 2	Target gains 1 level of disoriented

Create illusionary images

Cost: ⚀.??	Target: -	Range: -	Area radius: -
Duration: -	Concentration: NO		

You create illusionary images in the space around you, which can impress, surprise, deceive etc. This is a creative spell so please refer to the creative spell section in the glossary

Invisibility

Cost: [die].[die].[die].[die]	Target: self	Range: -	Area radius: -
Duration: 2 rounds	Concentration: [die].[die]		

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. This can also be used as a creative spell during campaign turns.

+ [die] Use limit: 1		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
+ [die].[die] Use limit: 1		Casting spells no longer creates ripples.
+ [die].[die].[die].[die].[die] Use limit: 1		Attacking no longer creates ripples. This gives you double advantage for attacks
+ [die].[die] Use limit: 1		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.

Shattering presence

Cost: [die].[die].[die].[die].[die]	Target: self	Range: -	Area radius: -
Duration: 3 rounds	Concentration: [die].[die].[die]		

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.

+ [die].[die] Use limit: 1		You can target another creature. This spell gains a range of 6 sq.

Hide large object

Cost: 8 X 🎲	Target: Some object	Range: -	Area radius: -
Duration: 1 day	Concentration: X/2 mana		

This is a ritual to hide, for example a house, or an entrance to a cave, or if you go really wild, then even a castle. The idea is to create an illusion so that something doesn't appear to be there even though it is. The basic version can conceal an object that is no more than 5mx5mx5m in volume and requires 8 dice to succeed, however larger objects can be attempted to be concealed for more dice. Let the final resulting number of dice be X. That X is required for concentration cost

+ 3 X 🎲	Use limit: unlimited	increase the maximum length of one of the dimension by 5m

divination

Diviners advantage

Cost: 🎲🎲🎲🎲	Target: self	Range: -	Area radius: -
Duration: 2 rounds	Concentration: 🎲🎲🎲		

Increase your maximum defenses by 2 and recover all maximum defenses (defense is not recovered every round, only those rounds when concentration cost is paid).

+ 🎲🎲🎲	Use limit: 1	Your attacks go through defense directly and cannot be dodged unless the enemy also has diviners advantage.

Glimpse into future

Cost: 🎲🎲🎲🎲	Target: -	Range: -	Area radius: -
Duration: -	Concentration: NO		

During campaign turn you can ask a question about the campaign turn to which GM answers honestly either yes / no / yes and no / yet uncertain

+ 🎲🎲	Use limit: 1	Ask another follow-up question.

See beyond the veil

Cost: 🎲🎲	Target: -	Range: -	Area radius: -
Duration: -	Concentration: NO		

Reveal the strength of a hidden difficulaty aspect

Premade classes

Here we provide some premade classes. Treat these as templates or get inspiration for your own characters. When you start the game, you can of course use them one on one, but whenever you feel like making changes to them, then know that they have been made using the same rules as the normal character creation so adding and removing stuff can be done without worries.

Paladin

Martial: 4	Mage: 2	Skilled: 0

Innate Feats

Divine protector (Adept)

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 6, it stays normal. When your mage path is legendary, then it also doesn't become scarred on a 5. This effects also the dice you transfer from allies to yourself.

Bulwark (Legendary)

Requires: Talented

Enemies within 3 sq. of you that attack your allies have disadvantage. If you are legendary in martial then you can spend stamina and mana to reduce damage taken by 1 per stamina or mana spent to you and you can use luck to reduce damage dealt to you by 3.

Level 1

Choose a primary weapon, either sword, mace or axe, that you are going to use together with a shield. Sword is recomended due to it's reliability of R5, which conflicts least with harmony's R3.

first level of proficiency in harmony

New spell: guardian

2 mana

New feat: Heavy armor proficiency

first level of proficiency in primary weapon

Level 2

first level of proficiency in will

second level of proficiency in will

New feat: Blessed warrior

first level of proficiency in physique

second level of proficiency in primary weapon

Level 3

second level of proficiency in harmony

New spell: bless

first level of proficiency in shield

second level of proficiency in physique

1 stamina

Level 4

4 mana

New progression feat: Defensive

third level of proficiency in primary weapon

1 stamina

Level 5

first level of proficiency in toughness

second level of proficiency in toughness

2 mana

New feat: Master of defenses

1 stamina

Level 6

4 mana

second level of proficiency in shield

2 stamina

Level 7

4 mana

New progression feat: Mastery

extra level of proficiency in sword

New feat: Defensive stance

2 stamina

Level 8

4 mana

third level of proficiency in physique

first level of proficiency in fortitude

Feats

Heavy armor proficiency

Advancement point cost: 3

Wearing heavy armor only applies a -1 physique proficiency penalty instead of -2

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 2 damage. (requires mage path)

Master of defenses

Advancement point cost: 7

Requires: lvl 5.

Defend action now requires only R2. You can also use Defend action as a reaction once between your turns after being attacked.

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.

Defensive

+2 maximum defenses, this can only be taken once

Mastery

Upgrade a proficiency once. This can be chosen once per proficiency, it doesn't increase the cost of further improvement in that proficiency and is not taken into account when considering the normal maximum proficiency for that skill.

Spells

Guardian

Cost: 🎲.🎲.🎲	Target: self	Range: -	Area radius: 1 sq.
Duration: -	Concentration: 🎲		

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

+ 🎲	Use limit: 1	This spell can target others. Gaining the range of touch.
+ 🎲	Use limit: 1	Increase maximum defense of the target by 1
+ 🎲.🎲	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.

Bless

Cost: 🎲.🎲.🎲.🎲	Target: up to 3 allies	Range: 5 sq.	Area radius: -
Duration: -	Concentration: 🎲.🎲		

Target has an additional bless dice in their dice pool. One can have bless dice only from one source.

+ 🎲.🎲	Use limit: unlimited	Provide one additional bless dice for targets

Equipment

sword

Base cost: 🎲.🎲	Base damage: 2	Range: melee	
+ 🎲	Recover 1 defense	+ 🎲	+ 1 damage
+ 🎲.🎲	+ 3 damage	+ 🎲.🎲	Confuse 3

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.

Base cost: 🎲.🎲	Base damage: -	Range: melee	
+ 🎲.🎲	Gain an additional damage reduction		

Heavy chain mail

This is a heavy armor that provides 4 maximum defense and 1 damage reduction

Mercenary (2 weapon variant)

Martial: 3	Mage: 0	Skilled: 3

Innate Feats

Well connected (Talented)

Requires: Talented

Whenever you need some service, vendor or someone who knows stuff there is a chance you know someone in the current location who could help. In cities it is 50 % chance, in towns it is 25 % chance , in hamlets it is 10 % chance. Just because you know someone doesn't mean that they provide that service for free. They may have a positive disposition and maybe provide a small discount, but that is up to GM-s discretion.

Tough (Talented)

Requires: Talented

If you are talented, then every turn negate the first damage you receive. If you are legendary, then negate the first 2 damage you receive.

Level 1

Mercenary is a balanced to be able to perform well both combat and out of combat activities. In this example we chose to use two weapon fighting with sabre and dagger, because their power dice add up to 6 but are furthest appart of each other making use of widest range of dice rolls. As 6, 4 and 2 are already useful without proficiency. And the rest are just 1 away from being used as a power dice for either sabre or dagger.

As for the use of skilled path, it is completely separate and does not need to synergise with the combat part at all. So when making changes to it you can simply choose to only change the choices made regarding skills and skill related feats. The reason why in this variant skilled path doesn't complement combat at all, is that the two weapon fighting already provides a wide dice coverage so adding more options doesn't make it more efficient, only more flexible.

first level of proficiency in treasure hunting

second level of proficiency in treasure hunting

first level of proficiency in sabre

Level 2

New feat: Fortunate

New feat: Two weapon fighter

first level of proficiency in dagger

Level 3

third level of proficiency in treasure hunting

first level of proficiency in physique

second level of proficiency in sabre

Level 4

2 luck

first level of proficiency in survival

New progression feat: Deadly

second level of proficiency in dagger

1 stamina

Level 5

New feat: Lucky finder

1 luck

second level of proficiency in survival

New feat: Two weapon master

first level of proficiency in reflex

Level 6

third level of proficiency in survival

first level of proficiency in fortitude

second level of proficiency in physique

Level 7

New progression feat: Resourceful

first level of proficiency in diplomacy

2 luck

1 stamina

second level of proficiency in reflex

Feats

Fortunate

Advancement point cost: 5

When negotiating for rewards, finding treasure, selling something unique, you can meet a roll target of R5.R5.R5 for values lower than 500 gp. or R5.R5.R5.R5 for values larger than that but lower than 5000 gp or R5.R5.R5.R5.R5 for even larger values to increase the gold gains by 50 %. You can either use treasure hunting skill for these checks. This roll target needs to be met during the same scene, so it still competes where the whole interaction happens.

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).

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.

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.

Deadly

Each of your attacks applies 1 vulnerable. This can only be taken once

Resourceful

You have one additional dice during scenes

Spells

Equipment

sabre

Base cost: ⚅.⚅	Base damage: 2	Range: melee	
+ ⚂	+ 1 damage	+ ⚅.⚅	+ 3 damage
+ ⚁	Confuse 1	+ ⚁	Reposition within 1 sq.

dagger

Base cost: ⚁.⚁	Base damage: 2	Range: melee	
+ ⚀	bypass damage reduction	+ ⚁.⚁	Double damage
+ ⚁	+ 1 damage	+ ⚀	Confuse 2
+ ⚀.⚀	Disrupt 2		

padded leather armor

This is medium armor that provides 4 maximum defense

Genius

Martial: 2	Mage: 0	Skilled: 4

Innate Feats

Prodigy (Legendary)

Requires: Adept

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

Harmonious body (Adept)

Whenever you advance in REFLEX or FORTITUDE saving throws. Advance in the other one as well. If you are talented or legendary in martial, also advance in Will proficiency. You cannot advance in will proficiency from mage path in this case.

Level 1

This example class is meant to demonstrate how to approach a super campaign oriented character. He has minimal offensive capabilities in combat, and is more focused on surviving, using heavy armor and physique skill to recover defenses and not take damage to health. However in campaign is where this character shines. It goes all in to the skilled path and doubles down by taking the Prodigy innate feat, which allows him to spend 16 points on the skilled path at second level. This allows him to take the Master mind and Excellent instructor feat to buff the whole party's ability to do stuff out of combat. This is meant for a true role player playstyle, someone who engages with the story and what is happening around the world, who comes up with plans to influence what is going on, and with this character build are well equipped to do so. Some things to consider, you could switch out Martial with Magic and go for some of the schools of magic instead. Another idea is to instead of Master mind and leadership to instead take Master feat right away at level 2, and choose some other skill instead of leadership to instruct the party on.

first level of proficiency in leadership

first level of proficiency in lore

second level of proficiency in leadership

first level of proficiency in physique

first level of proficiency in reflex

first level of proficiency in fortitude

Level 2

New feat: Excellent instructor

New feat: Master plan

third level of proficiency in leadership

second level of proficiency in lore

first level of proficiency in diplomacy

New feat: Heavy armor proficiency

first level of proficiency in sword

Level 3

third level of proficiency in lore

1 luck

second level of proficiency in physique

Level 4

New progression feat: Resourceful

fourth level of proficiency in leadership

second level of proficiency in reflex

second level of proficiency in fortitude

Level 5

New feat: Master

1 luck

third level of proficiency in physique

1 stamina

Level 6

third level of proficiency in lore

first level of proficiency in survival

second level of proficiency in sword

Level 7

New progression feat: Mastery

extra level of proficiency in leadership

second level of proficiency in diplomacy

second level of proficiency in survival

2 stamina

Feats

Excellent instructor

Advancement point cost: 5

Base cost: ⚅ ⚅	Proficiency: lore	Other costs: -
Target: 1 ally	Duration: -	Limit: -
Restrictions: -		
Targeted ally gains your level of proficiency in a skill of your choice for the duration of this turn / scene.		

Difficulty adjustment options:

+ ⚄	You can have another ally gain the same proficency for this scene / turn.

Master plan

Advancement point cost: 4

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

Base cost: ⚂ ⚂ ⚂	Proficiency: leadership	Other costs: -
Target: 3 allies	Duration: -	Limit: -
Restrictions: -		
Targeted allies roll 1 extra temporary dice into their dice pool for this scene. These dice can be traded between players on a 1 to 1 basis.		

Difficulty adjustment options:

+ ⚂ ⚂	They roll one additional dice

Heavy armor proficiency

Advancement point cost: 3

Wearing heavy armor only applies a -1 physique proficiency penalty instead of -2

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.

Resourceful

You have one additional dice during scenes

Mastery

Upgrade a proficiency once. This can be chosen once per proficiency, it doesn't increase the cost of further improvement in that proficiency and is not taken into account when considering the normal maximum proficiency for that skill.

Spells

Equipment

sword

Base cost: 🎲🎲	Base damage: 2	Range: melee	
+ 🎲	Recover 1 defense	+ 🎲	+ 1 damage
+ 🎲.🎲	+ 3 damage	+ 🎲.🎲	Confuse 3

Heavy chain mail

This is a heavy armor that provides 4 maximum defense and 1 damage reduction

Pyromancer

Martial: 0	Mage: 4	Skilled: 2

Innate Feats

Lucky (Adept)

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 maximum number of luck tokens by 50 %.

Metamagician (Legendary)

Requires: Talented

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

Level 1

first level of proficiency in elemental

second level of proficiency in elemental

New spell: Fireball

New spell: Chain lightning

2 mana

first level of proficiency in survival

first level of proficiency in diplomacy

Level 2

New feat: Pyromancy

third level of proficiency in elemental

New spell: Frostbite

New feat: Deep apology

second level of proficiency in survival

Level 3

6 mana

New feat: Distant magic

second level of proficiency in diplomacy

Level 4

New progression feat: Deep pools

fourth level of proficiency in elemental

New spell: Elemental weapon

2 luck

Level 5

New feat: Twin magic

10 mana

third level of proficiency in survival

first level of proficiency in physique

Level 6

2 mana

first level of proficiency in will

second level of proficiency in will

second level of proficiency in physique

Level 7

8 mana

New progression feat: Battle mage

2 luck

Feats

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.

Deep apology

Advancement point cost: 2

When your or your parties past deeds cause a diplomacy challange to become harder, then once per NPC, you can offer a deep apology to reduce the penalty by 1 dice.

Distant magic

Advancement point cost: 2

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

Twin magic

Advancement point cost: 4

Roll: Rp.Rp	Use limit: 1	Cast the spell twice. You may choose new targets for second cast. Concentration spells share concentration for both casts.

Deep pools

Each advancement in maximum mana provides you 1 additional maximum mana

Battle mage

The mana cost for offensive spells scales better. It now costs 2 mana for 2 additional power dice, 4 mana for 3 additional power dice and 7 mana for 4 additional power dice

Spells

Fireball

Cost: 🎲🎲.🎲.🎲	Target: area	Range: 8 sq.	Area radius: 1 sq.
Duration: -	Concentration: NO		

Deal 2 fire damage to everyone in the area.

+ 🎲.🎲	Use limit: unlimited	Deal additional 3 damage
+ 🎲	Use limit: unlimited	1 target enemy within radius gets a level of burning

Chain lightning

Cost: 🎲🎲.🎲.🎲	Target: single target	Range: 8 sq.	Area radius: 3 sq.
Duration: -	Concentration: NO		

Deal 4 lightning damage to a target enemy, and then it jumps to another target enemy within radius of the first target dealing 2 less damage. This jumping continues until next jump would do no more damage (that means increasing the initial damage increases the number of jumps). damage

+ 🎲.🎲	Use limit: unlimited	Increase initial damage by 2
+ 🎲.🎲	Use limit: unlimited	Everyone hit by chain lightning get 1 level of disoriented

Frostbite

Cost: 🎲🎲.🎲.🎲	Target: single target	Range: 8 sq.	Area radius: -
Duration: -	Concentration: NO		

Target enemy gets one level of freezing

+ 🎲.🎲	Use limit: unlimited	Target gets another level of freezing
+ 🎲	Use limit: unlimited	You get to choose which of the dice are frozen

Elemental weapon

Cost: 🎲🎲.🎲🎲.🎲🎲.🎲🎲	Target: single weapon	Range: touch	Area radius: -
Duration: 3 rounds	Concentration: 🎲🎲.🎲🎲		

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.

+ 🎲🎲.🎲🎲	Use limit: unlimited	target weapon deals an additional 1 damage of the chosen type
+ 🎲🎲.🎲🎲.🎲🎲	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
+ 🎲🎲	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 gets 2 confusion.
+ 🎲🎲.🎲🎲	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.

Equipment

staff

Instead you have 2 additional normal spell slots and 1 signature spell slot. The spell used in the signature spell slot has advantage. Signature spell cannot be switched out mid combat.

None humanoid creaters

None humanoid creatures (beasts, monsters, undead) can be 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. This is more to create epic monsters, but ideas can also be gotten for mob monsters.

Beasts

Archetypes

small animal

Free dodge per turn. -1 Toughness, max toughness is 3. Raw damage is halved. +1 reflex. Has bite attack only

medium sized predators

3 Defense. Has 2 claws and bite attack

medium sized spider

2 defense, is a web weaver, Can bite.

large sized predators

3 Defense, 1 damage reduction, -1 reflex. 50 % more raw damage, -1 progression points per level. Has 2 claws and bite attack

Bird predator

3 Defense, ability to fly, -1 progression points per level. Has 2 claws and bite attack

Tiny bird

Free dodge per turn, -1 toughness, max toughness is 3. Raw damage is halved, +1 reflex, - 1 progression points per level. Has bite attack only

Advancement options

- For feat cost: Adopt a beast related feat
- For 1/2/3/4 points: Advance proficiency in claw, bite, physique, concealment, fortitude or reflex
- For 1/2/3/4 points: Increase your toughness. Cost increases by 1 each time you choose this option. Maximum toughness is 6
- For 1 point: Increase your maximum stamina by 1
- For 1/2 points: Advance proficiency in will

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.

Legendary speed

Advancement point cost: 4

During your move action you can spend 1 stamina to move additional squares equal to the number on the dice used to move.

Fast beast

Advancement point cost: 2

Your move action allows you to move 2 additional squares

Leaper

Advancement point cost: 3

During your move action you can spend 1 stamina to leap over all obstacles for 3 sqares. These 3 squares must still be part of your move action

Venomous bite

Advancement point cost: 5

When choosing this trait, choose an effect: at the beginning of round, deals 1 poison damage, acts as 1 lvl of afraid, acts as 1 lvl of disoriented, acts as 1 lvl of freezing. Adds a new option for bite: For 1 power dice to apply 1 level of poison.

Rampage

Advancement point cost: 3

You get a new option to spend 3 stamina to make the copy of an attack you did to one target, to attack another target who is adjacent to you.

Leaping attack

Advancement point cost: 3

You are can do a melee attack to someone who is 2 squares away from you and there is a free space between you and the target. Leap to the free spot and make the attack. You do not trigger any attacks of opportunities this way, since this is not a move action.

Web

Advancement point cost: 5

Requires: Web weaver

Using the web requires web proficiency

Base cost: ⚅.⚅.⚅	Proficiency: -	Other costs: -
Target: single	Duration: -	Limit: -
Restrictions: -		
The target gains 4 levels of entangled.		

Difficulty adjustment options:

+ ⚅.⚅	The target gains 3 additional levels of entangled
+ ⚁.⚁.⚁	Apply 2 lvls disoriented

Web range

Advancement point cost: 3

Requires: Web feat

Range of the web action increases to 5 sq.

Fearless

Advancement point cost: 3

Immune to afraid condition

Thick skin

Advancement point cost: 3

Get 1 additional defense

Rage

Advancement point cost: 5

Gain rage action.

Base cost: ⚁	Proficiency: fortitude	Other costs: -
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. 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.		

Dodging

Advancement point cost: 3

Whenever you would receive damage you can react with a R5 physique dice to negate that damage. This cost goes up by 1 X R5 every time you use this ability during encounter. You can take the recover action to reset it to 1 dice again.

Dodging requires no or light armor

Base cost: 🎲.🎲.🎲	Proficiency: physique	Other costs: -
Target: self	Duration: -	Limit: -
Restrictions: -		
reset the dodging reaction dice cost to 1 dice		