

ACTION LIST (GM CAN ADD MORE):

- Melee hit
- ++ *Melee or Ranged hit*
- + or *Boost melee damage*
- Pick lock (scales with difficulty up to).*
- Ranged weapon hit, or boost ranged damage*
- Jump 5 feet, + Jump 3 feet*
- Climb 20 feet, + Climb 10 feet*
- or +++ *Bluff*
- Barter 10%*
- ++ or *Reload*
- Exploit target creature, they lose 1 success*
- Transfer an opportunity, target creature gets 1 action*
- + *Change melee weapons (in battle)*

REACTIONS - (BURN A DIE)

- *Parry*
- Match attacking or to *Dodge*
- *Riposte with a weapon roll success. Can be boosted*

WEAPONS - REQUIREMENTS

- Long Sword -
- Short Sword/hand axe - or
- Great sword/battle axe -
- Dagger - None
- Quarterstaff - None
- Warhammer -
- Bow/Blaster - or
- Long Bow/Heavy Blaster -
- Crossbow -
- Hand Crossbow - None

ARMOR - REQUIREMENTS/DEFENSE

Deduct 1 damage per grey side rolled. Armor can't block magic.

- Leather -
- Chain Mail -
- Plate Mail -

MAGIC

CP	To Cast	Name	Description	Damage
1		Firebolt	Shoots a small blast of fire or catches something on fire.	1
2		Ice	2 additional exhaustion to target.	1
2		Wall	Create a 5 foot wall for 1 minute. Breaks with .	-
2		Levitate	Make target object/creature levitate up to 10 feet high for 30 seconds. Caster can move them by burning 1 die per 10 feet.	-
2	+	Reflect	Repel magic effect on target by additionally matching cost.	-
1		Telepathy	Read target's mind unless they pay more , or communicate telepathically with willing creature.	-
2		Summon object	Summon object up to 6 inches in diameter per additional +.	-
3		Summon creature	Summon bird or small fox. It obeys your commands and has just 1 action die. Add size and more dice by paying more .	-
2		Invisibility	Target can burn a die to dodge any attack. Loses invisibility by taking action. Lasts 1 minute.	-
2		Hawk eyes	Caster can clearly see and read 1/2 mile per and/or + spent.	-
2	+	Heal	Heals 1 damage per spent.	-
3	++	Fire	Split damage by subtracting 1 from the total.	6
3	++	Compel	Target can resist by burning 3 dice per used. Caster compels target to take or not take actions.	-
5		Burninator	Burninate everything.	Very Yes

Casting spells causes 1 exhaustion per total used. Gemstones to store magic are rare, but available to casters. Casters can store 1 + half their level s worth per day into gemstones if they have at least 4 hours of down time in order to use it as a magic reserve and prevent exhaustion.