

Reference Guide

Character Creation

Follow these steps if you've already completed the character creation before or if you want to create a new character straight away:

- Pick a name, gender, and age.
- Roll or choose your appearance (page 11).
- Roll 3D6 six times and assign each result to one of the six Attributes.
- Multiply each Attribute's score by five to obtain their roll (page 13).
- Calculate your Secondary Attribute scores:
 - Aether: INT+WIL
 - Health: CONx2
 - Luck: Starts at 0
 - Speed: DEX (walking), DEXx2 (running)
 - Stamina: STR+CON
- Calculate your Damage Modifier (DM) using the table on page 15.
- Purchase Skills. You can't choose the same skill twice:
 - Assign a score of 60 to one Skill
 - Assign a score of 40 to three Skills
 - Assign a score of 20 to five Skills
 - Assign a score of 10 to two Skills
 - Regardless of the assigned scores, each skill has an initial score determined by the attribute associated with it.
 - Choose two weapon proficiencies, and one armor proficiency.
- Pick 2 Hearts among the following:
 - Arcane (page 23)
 - Arrow (page 28)
 - Bastion (page 32)
 - Elemental (page 42)
 - Might (page 47)
 - Restoration (page 51)
 - Shadow (page 59)
 - Time (page 64)
- Write down each of the Passive Abilities granted by the Hearts you chose, and pick one Talent from each of the Hearts.
- Add the titles *Stranger* (page 20) and *Protector of Kar Helos* (page 73). One one Title can be active at a time.
- Write down your starting gear (pages 15-16), and add 200A-N.

Core Rules

- **Check:** Roll D100 and if the result is equal to or lower than the tested skill, it's a success.

- A Check may be modified by its **difficulty** (page 79). The difficulty modifier is added to the skill.

- A Result of 96-100 is a **Fumble**. A Result of 01-05 is a **Critical Success**.

- **Opposed Check:** Both characters make the pertinent Skill or Attribute check. Whoever rolls higher without going over their own attribute or skill, wins the opposed check.

Combat

- In order to perform an attack, make a **Brawn** check (for melee weapons), or a **Coordination** check (for ranged or finesse weapons).

- Only physical attacks require a check. Abilities do not require a check, unless they are initiated by a physical attack.

- **Action types:**

- **Standard Action:** Self-contained, they begin and end in the same turn. Using a skill or making a combat check are Standard Actions.

- **Reaction:** Free actions that a character can make as a response to another character's action, and as such they usually require a trigger. A character can use as many Reactions in a round as they need, but each Reaction after the first one suffers a cumulative -20 to all consecutive Reactions they make, until the start of the next round. Dodge and Parry are the most typical Reactions.

- **Free Action:** cost nothing to use. Speaking a few words, dropping an item, dropping prone, casting a Free Ability or ceasing the concentration on an Ability are all examples of Free Actions.

- **Parry:** The character must have equipped a weapon that allows parrying, or a shield. In order to parry, make a check with the weapon you're currently wielding (even when parrying with a shield). Parrying is a Reaction, and can only be used against melee attacks (magical or otherwise).

- **Dodge:** You can attempt to dodge an incoming attack with the Dodge Skill. Dodging is a Reaction and can be used against melee and ranged attacks.

- **Armor:** An armor absorbs an amount of damage determined by their Protection Rate (page 171). All armor has an Integrity value as well determined by a Usage die (page 81).

- **Parrying with a shield** costs 1 Stamina.

- **Disengaging** from combat requires a Coordination opposed check. Failure means they cannot disengage.

- **Dual wielding:** Gain a free parry per round (counts as a Free Action, instead of a Reaction) and deal +2 damage, attack skill is reduced by -30 for both weapons.

- **Unarmed** attacks deal D4 Bludgeoning damage.
- Physical **ranged attacks** shot at a distance of 2 m. or less suffer -20 to the attack roll.

- Attacking a **prone** character grants +30 to the roll.

Attacking a **sleeping** or unconscious target requires no check.

- **Bludgeoning** damage ignores 1 Armor, **Piercing** deals +1 damage when the character performing the attack acts before their target, **Slashing** deals +1 damage against targets with no armor.

- A creature can be **Vulnerable** (damage received is doubled), **Resistant** (damage received is halved), **Immune** (damage received is fully ignored) or **Restored** (gain Health equal to damage received) by a certain damage type.

- A **critical hit** hits automatically regardless of any conditions and circumstances, and its damage is doubled. A **fumble** when making a physical weapon attack requires a roll on the Fumble table (page 86). Enemy NPCs and monsters do not roll on the Fumble table, they simply lose their turn completely and are unable to defend from attacks until their next turn.

- **Combat steps:**

- At the start of a fight, roll initiative for each side (D10+DEX for PCs, D10+the first digit from their Coordination score for enemies). Initiative is only rolled once.

- The winning side spends their actions. If it's a monster, they roll on their Action table to determine what they do. If it's a melee attack, you then make a Brawn or Dodge check (depending on whether you're parrying or dodging the attack), modified by the monster's Combat Skill. If it's a PC, they must choose between making a physical attack with Brawn or Coordination, or using one of their Abilities. If it's a physical attack (melee or ranged), your skill is modified by the monster's Combat Skill.

- Once both sides have spent all their available actions, the round is over, and a new one commences. Any creatures enduring ongoing damage effects (bleeding, poison, etc.) receiving damage at the start of the new round. All Reaction negative modifiers accumulated by characters during the previous round are also reset back to zero. Once that's taken care of, each participant takes turns once again in initiative order.

Healing & Death

- Characters recover 3 Health naturally after each day of full rest. If another character performs a successful Medicine check every day, the recovering character heals at twice their normal rate.

- A successful Medicine check removes the Bleeding condition. A bandage is necessary for this, though.

- When a monster or NPC reaches 0 Health, they're dead. When a PC reaches 0 (or less) Health, they have CON/2 rounds to be brought back up to at least 1 Health, or they will die. Once dead, they are automatically resurrected back in Kar Helos, but without their gear—the gear will be waiting for them with their corpse. They also lose D4 points from a random attribute, permanently (page 87).

- **Conditions:** Page 88-89.

- **Fatigue:** Page 90.

Traveling

- Travel is abstracted. The basic unit is the Travel Day. This represents both how far and how long a character can travel. Once per Travel Day, a Travel Check is required. A result of 1 means you found something interesting and must roll on the Interesting Location table. A result of 2 requires you to roll on the region's Interesting Finds & Encounters table. A result of 6+ means you must roll on the region's Dangerous Encounters table.

- Each region you travel across has a Travel Die that indicates its danger level:

- Kar Helos: D6

- Arenmist Forest: D10

- Bonespire Peaks: D12

- Violet Sands: D12

- Crystal Plains: D10

- If you encounter a random monster, you must determine its Rank randomly using the table on page 102.

- To determine a random direction, use the table on page 113.

Questing

- At the Questing Board, generate the number of available quests by rolling D4+2 (page 114). New ones appear each 72 hours.

- All threats in a quest are of your same Rank. A party's Rank is equal to that of the highest Rank among the PCs.

- Completing a quest grants +1 Reputation, failing causes you to lose 2 Reputation. At 30 Reputation you can pick which quest types to do.

- Rewards: 100 XP, 200A, and a random piece of magic gear.

- Quest types:

- Escort (page 115)

- Delivery (page 116)

- Monster Hunt (page 116)

- Patrol (page 117)

- Rift Closure (page 117)

Rift Generation & Exploration

- Determine the Rift's Dominion (page 118).
- Roll on the Dominion's Overall Description table to learn how it looks.
- Place the entry portal in the middle of the exploration sheet.
- Generate the number of links from your current Area (page 145).
- Determine in which direction each link goes (page 113).
- When entering a new Area, roll on the appropriate Domain Area Feature table.
- Check if the Riftlord is in your Area. This is a D10 Timer (page 91). If not, generate new links.
- Exploring a single Area takes an average of 1 hour. After a Riftlord is killed, you have 24 hours to exit the Rift.
- When encountering a monster, roll on the Rift monster Rank table (page 146). The Riftlord will always be one Rank higher than you.
- In order to determine which type of monster the Riftlord is, roll on the appropriate encounter table and apply the stat changes associated with a Riftlord (page 210).

Followers & Companions

- When playing with multiple PCs, you must choose which one will be the patron of any Followers that join your party.
- Hiring Followers can only be done at the Questing Board.
- Randomly generate 5 every day, and pick the ones you need.
- Hiring a Follower has a cost of 200A, +10A per day. This is always paid in your Rank's currency.
- You can keep a Follower for as long as you want, as long as you pay their daily fee.
- **Loyalty:** all followers start with 2D4 Loyalty. Each time you activate one of your Follower's traits, their Loyalty is reduced by -1. Once per day, you can attempt a Command check to make your Followers regain D4 Loyalty. One check per Follower is required.
- **Readiness:** 3D10+20. Instead of spending Loyalty, you can make a Readiness check. If successful, the Follower does exactly what you want them to do, allowing you to use one of their Traits.
- **Companions** (combat Followers) roll on their Action table every turn, without the need of Loyalty expenditure or Readiness checks.
- **Follower Rank effects:** page 157.
- **Traits:** page 158.
- **Companion roles:** page 159.