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Character Creation

Method 1: Standard Array

Take these six numbers and assign them to your abilities any way you like: 9, 11, and 11,12,13,15.

Apply your racial ability adjustments after you assign the scores to all your abilities.

Method 2: Customizing Scores

This method is a little more complicated than the standard, but it gives comparable results. With this method, you can build a character who's really good in one ability score, but at the cost of having average scores in the other five.

Start with these six scores: 5, 5, 5, 5, 5, 5. You have 42 points to spend on improving them. And then you may place them on any attribute you want. You may never go below your starting score of 5 and may never add more than 13 points to one ability score at first level.

Method 3: Random Scores

Roll 4d6 and choose the three highest. Repeat 6 times then assign them to your abilities.

Mulligan: You may reroll one set once.

The Realms

There are basically four different dimensions in the world of dreams, the true scape, the dream scape, the shadow scape and, the dread scape.

True Scape

The true scape is the world you came from, a world of rules, limitations and, homework, the "real world" as some call it but who can be sure of that.

Dream Scape

The dream scape is a place where your dreams become reality, and the only limitation is the one you set by your own imagination.

Shadow Scape

The shadow scape is where your fears manifest themselves when you sleep. It is a world not of perpetual darkness as you might think but a world with just enough light to make it hard to see into or out of the shadows. And if you would be safe hiding in the shadows away from the monsters that prowl this realm, you'd be wrong, for the shadows themselves are alive and more deadly than anything else in this realm.

Dread Scape

The dread scape is where your fears manifest themselves well you are awake. This realm is not unlike your own, but it is far more dangerous. It is filled with things you don't have to imagine are dangerous, "real world" dangers, like kidnapers, vacuums and spiders. The only may you can tell you are not in the "real world" is that everything has a greenish hue to it, other than that everything seems the same, your even a human kid again in this realm.

The Races

Aliens

Race	Racial Ability Bonus at first level	Size and reach	Vision	Racial Bonus	Personality	Speed
Alien	+1 Aim +1 Smarts, +1 Building, +1 K. Space, +1 Warfare	Medium reach 1	Normal	Advanced Technology: Once per Battle you may teleport up to 5 Hexs.	As the Alien you are highly intelligent and you know it, but to others you come off as brash. You generally detach yourself from the world which makes you seem distant and intimidating to other. You can very rarely be found at all but when you are seen it's often after a battle, or crawling up out of the earth seemingly form nowhere.	6

Ants

Race	Racial Ability Bonus at first level	Size and reach	Vision	Racial Bonus	Personality	Speed
Ant	+1 Strength, +1 Building +1 Stamina, +1 K. Dungeons	Small Reach 1	Normal	Exoskeleton: +1 armor bonus to AC	As an Ant you are always busy in one way or another, building, digging, hunting, foraging, and most important of all guarding your family.	5
Army Ant	+2 Strength, +1 Stamina, +1 Athletics	Medium Reach 1	Blind. No light	Giant Mandibles: +2 damage to all your melee attacks. Exoskeleton: +1 armor bonus to AC.	As an Army ant you are active, aggressive, and always on the move. You are regularly in search of Prey that includes just about everything in your path. Like other ants you have a mouth with two scissor like jaws, but yours are easily three times the size of a normal ant. Unlike other ants, you do not have eyes, and rely on chemical trails that all creatures leave to find your way about. You can often be found in the forefront of an ant army fighting to protect the queen.	6
Flying Ant	+ 1 Acrobatics, +1 Building,	Small Reach 1	Normal	Fly: Ignore Difficult Terrain.	As a Flying ant you are often employed as a forward scout in battles and take pride in bringing death to	5

	+1 Aim +1 K. Jungle, +1 K. Forest			Stinger: once per you may use your stinger as a basic attack that does 1d 6 + Strength damage.	your enemies from above with the viscous sting.	
Wood Ant	+1 Strength, +1 Building, +1 K. Jungle, +1 K. Forest	Small Reach 1	Normal	Acid squirt: Battle power, range 6 target one monster, and attack: Aim vs. Doge. Hit: 1d6 + Stamina damage.	As an Ant you are always busy in one way or another As the name wood ant implies, you live in wooded areas where there exists no shortage of material with which you can build with. You can secrete acid that can be squirted from several feet if you're alarmed. You tend to take jobs as a construction worker, wood worker, or a lumberjack.	5

Birds

Race	Racial Ability Bonus at first level	Size and reach	Vision	Racial Bonus	Personality	Speed
Bird	+1 Friendliness, +1 Building, +1 K. Forest, +1 Preform, +1 Track, +1 S. Traps	Small Reach 1	Normal	Fly: Ignore Difficult Terrain.	As a bird you are very simple minded and can usually only focus on one thing at a time. You can often be found constructing one thing or another usually in very big trees. When not building you can be found singing in inns for tips.	6
Ostrich	+1 Athletics +1 Friendliness, +1 Preform, +1 Strength	Medium Reach 1	Normal	Kick: you can use your legs as a reach 2 unarmed attack.	As an Ostrich you are big and clumsy and can barely manage to put one giant foot in front of the other. You are made fun of by all the other birds even the penguins for your size and the lack of ability to fly.	7
Penguin	+1 Healing, +1 Friendliness, +1 Preform, +1 Smarts	Small Reach 1	Normal	Slide: you may slide on your belly instead of walking increasing your movement to 8.	As a penguin you are obsessed with trying to flying. You have built more flying contraptions then you can count each one more outlandish then the last and none of them have ever got you more than a foot off the ground. You can often be found researching new ideas in your ice cold basement.	4

Butterflies

Race	Racial Ability Bonus at first level	Size and reach	Vision	Racial Bonus	Personality	Speed
Butterfly	+1 Friendliness, +1 Acrobatics, +1 Healing, +1 Aim	Small Reach 1	Normal	Fly: Ignore Difficult Terrain.	As the Butterfly you are carefree, easy going and easily distracted by shiny, colorful things. You are quick minded and are able to come up with clever solution to any problem. And for some reason you always know which way is south. You can often be found in hospitals and battlefields working as a nurse or doctor.	6
Goliath Butterfly	+1 Friendliness, +1 Acrobatics, +1 Healing, +1 Strength	Medium Reach 1	Normal	Fly: Ignore Difficult Terrain.	As the Butterfly you are carefree, easy going and easily distracted by shiny, colorful things. You are quick minded and are able to come up with clever solution to any problem. And for some reason you always know which way is south. You can often be found in hospitals and battlefields working as a nurse or doctor.	6
Monarch Butterfly	+1 Stamina, +1 Acrobatics, +1 Healing, +1 Aim	Small Reach 1	Normal	Poisonous: whenever a creature hits you with a melee attack that creature takes an ongoing 2 poison damage (save ends). Fly: Ignore Difficult Terrain.	As the Butterfly you are carefree, easy going and easily distracted by shiny, colorful things. You are quick minded and are able to come up with clever solution to any problem. And for some reason you always know which way is south. You can often be found in hospitals and battlefields working as a nurse or doctor.	6
Zebra butterfly	+1 Friendliness, +1 Acrobatics, +2 Aim	Small Reach 1	Normal	Fly: Ignore Difficult Terrain.	As the Butterfly you are carefree, easy going and easily distracted by shiny, colorful things. You are quick minded and are able to come up with clever solution to any problem. And for some reason you always know which way is south. You can often be found in hospitals and battlefields working as a nurse or doctor.	6

Cats

Race	Racial Ability Bonus at first level	Size and reach	Vision	Racial Bonus	Personality	Speed
Cat	+1 Acrobatics +1 Disarm +1 K. City +1 Lock Picking +1 S. Monster +1 Sneak +1 Track	Small Reach 1	Low Light	Agile: Once per Battle you may re-roll an attack roll. Use the second roll, even if it's lower.	As a cat you tend to be somewhat of a loner and enjoy the thrill of the hunt. You hurl yourself into danger, and deal with the consequences as they arise. You depend on your speed and cunning to get you out of trouble. You can often be found prowling the streets at night.	7
Dragon Li	+1 Acrobatics +1 Disarm +1 K. City +1 Sneak +1 Smarts +1 Track	Small Reach 1	Low Light	Dragon breath: once per Battle you can use this power. Close cone 3, Constitution vs Fort, hit: 1d6 poison damage.	As a cat you tend to be somewhat of a loner and enjoy the thrill of the hunt. You hurl yourself into danger, and deal with the consequences as they arise. You depend on your speed and cunning to get you out of trouble. You can often be found prowling the streets at night.	7
Korat	+1 Acrobatics +1 K. City +1 S. Monster +1 Sneak +1 Strength +1 Track	Small Reach 1	Low Light	Black cat: +1 to all your saves vs ongoing damage.	As a black cat you tend to be somewhat of a loner and enjoy the thrill of the hunt. You hurl yourself into danger, and deal with the consequences as they arise. People often miss judge you as unlucky but you seem to be as lucky as they come.	7
Lion	+1 Athletics +1 Disarm +1 S. Monster +2 Strength +1 Track	Medium Reach 2	Low light	A Kings Strength: You gain a +1 bonus to attack rolls against weakened enemies.	As a Lion you are courageous, bold, and strong and tend to be a leader. To you your honor is more important than life itself (yours or others). First and foremost, honor is tied to battlefield conduct. Adversaries should be treated with courtesy and respect, even if they are bitter enemies. Fear is a disease and cowardice is a moral failing. You can often be found in high ranking positions in an army or ruling over a peoples in one way or another, be it mayor, judge, lord or, even king.	6
Pixie-bob	+1 Acrobatics +1 Athletics +1 Disarm +1 S. Monster +1 Smarts +1 Strength +1 Track	Medium Reach 1	Low Light	Kings Blood: You gain a +1 bonus to attack rolls against weakened enemies.	As a Pixie-bob you tend to be somewhat of a loner and enjoy the thrill of the hunt. You hurl yourself into danger, and deal with the consequences as they arise. You have the blood of lions running through your veins and because of this you can be somewhat pompous and arrogant when dealing with other common cats.	7
Sphynx	+1 Acrobatics +1 Disarm +1 Smarts +1 Sneak +1 Track	Small Reach 1	Low Light	Fly: Ignore Difficult Terrain.	As a Sphynx you tend to be somewhat of a loner mostly because everyone makes fun of your hairless Constitution, squinty eyes and big ears. But like another cat you hurl yourself into danger, and deal with the consequences as they arise. Despite what the rumors say you do not have wings.	7

Dinosaurs

Race	Racial Ability Bonus at first level	Size and reach	Vision	Racial Bonus	Personality	Speed
Dinosaur	+2 Stamina +1 Athletics +1 Intimidate +1 K. Mountains +2 Strength -2 Smarts	Medium Reach 2	Normal	Think Skinned: +2 racial bonus to saving throws against poison.	As a dinosaur you are as strong as you are old. You deeply respect Your elders, You place as much value on Wisdom as you do on your Strength. You are polite to elders of any race. You place honor above all else and your honor is tightly linked to your combat prowess, as such you can often be found working as a solder, general, captain or any other job tied to battle.	5
Gallimimus	+1 Athletics +1 K. Desert +1 S. Objects +1 Speed +1 Track	Small Reach 1	Normal	Pack hunter: you get a +1 Accuracy for each ally flanking your adjacent enemy.		6
Pterodactyl	+1 Stamina +1 Athletics +1 Intimidate +1 K. Mountains +1 K. Forest	Medium Reach 2	Normal	Fly: Ignore Difficult Terrain.	As a dinosaur you are as strong as you are old. You deeply respect Your elders, You place as much value on Wisdom as you do on your Strength. You are polite to elders of any race. You place honor above all else and your honor is tightly linked to your	6

	+1 Strength -2 Smarts				combat prowess, as such you can often be found working as a solder, general, captain or any other job tied to battle.	
Stegosaurus	+2 Stamina +1 Athletics +1 K. Desert +1 K. Mountains +2 Strength -2 Smarts	Medium Reach 2	Normal	Spiked Tail: whenever an enemy misses with a melee attack you may make a basic melee attack against that enemy.	As a dinosaur you are as strong as you are old. You deeply respect Your elders, You place as much value on Wisdom as you do on your Strength. You are polite to elders of any race. You place honor above all else and your honor is tightly linked to your combat prowess, as such you can often be found working as a solder, general, captain or any other job tied to battle.	5
Triceratops	+2 Stamina +1 Athletics +1 K. Desert +1 K. Mountains +1 Speed +2 Strength -2 Smarts	Medium Reach 2	Normal	Horned : +2 damage when charging	As a dinosaur you are as strong as you are old. You deeply respect Your elders, You place as much value on Wisdom as you do on your Strength. You are polite to elders of any race. You place honor above all else and your honor is tightly linked to your combat prowess, as such you can often be found working as a solder, general, captain or any other job tied to battle.	4 Charge 8

Dogs

Race	Racial Ability Bonus at first level	Size and reach	Vision	Racial Bonus	Personality	Speed
Dog	+1 Athletics +2 Friendliness +1 Intimidate +1 Listen +1 S. Objects +1 Track	Medium Reach 1	Low Light	Loyal: You gain a bonus Trick at 1st level.	As a dog you are dependable, trustworthy and a merry friend. You love the simple pleasures of life- chewing on a bone, chasing your tail, peeing on things, barking at 2 AM- You wear your heart on your sleeve. You can often be found working as a guard or escort for those who can't protect themselves.	6
Border Collie	+1 Athletics +1 Friendliness +1 Intimidate +1 Listen +1 S. Objects +1 Smarts +1 Track	Medium Reach 1	Low Light	Loyal: You gain a bonus Trick at 1st level.	As a border collie you are dependable, hardworking, and at times a little too bossy. You love the simple pleasures of life- chewing on a bone, chasing your tail, peeing on things, barking at 2 AM- You wear your heart on your sleeve. You can often be found working as a livestock herder.	6
Fox	+1 Athletics +1 Listen +1 S. Traps +1 S. Objects +1 Smarts +1 Track	Medium Reach 1	Low light	Cunning: when haggling with a merchant or quest giver you gain a +2 to your Friendliness.	As a fox you are sly and cunning and use both to gain as much gold as you can. You can often be found working in banks, or as a merchant. Nothing brings you more pleasure then finding new ways of turning an easy profit. Where ever the gold is flowing that's where you will be.	6
German Shepherd	+1 Athletics +2 Intimidate +1 Listen +1 S. Traps +1 S. Objects +1 S. Monsters +1 Track	Medium Reach 1	Low Light	Loyal: You gain a bonus feat at 1st level.	As a German shepherd you are dependable and trustworthy. You can often be found working as a guard or escort for those who can't protect themselves, or as an officer of the law.	6
Mutt	+1 Athletics +2 Friendliness +1 Listen +1 S. Objects +1 Track	Medium Reach 1	Low Light	Mutt: You gain a bonus feat at 1st level.	As a Mutt you are looked down upon by other dogs but you are just as dependable, trustworthy and friendly as any other dog. You love the simple pleasures of life- chewing on a bone, chasing your tail, peeing on things, barking at 2 AM- You wear your heart on your sleeve. You can often be found working as a guard or escort for those who can't protect themselves.	6
Wolf	+1 Athletics +1 Intimidate +1 Listen +1 S. Traps +1 S. Objects +1 S. Monsters +1 Smarts +1 Track	Medium Reach 1	Low light	Pack hunter: you get a +1 attack power for each ally flanking your adjacent enemy.	As a wolf you share a lot of the same traits as your brother the dog, but you are obviously the more intelligent and refined then your brother and so are the superior race. You can often be found traveling and hunting in large groups, usually working as a bounty hunter.	6

Fish

Race	Racial Ability Bonus at first level	Size and reach	Vision	Racial Bonus	Personality	Speed
Dolphin	+1 Acrobatics +1 Athletics +1 K. Ocean +1 Preform +1 Smarts	Medium Reach 1	Normal	Family: +1 power attack bonus for each ally within 5 Hexes		5

Fish	+1 Acrobatics +1 Athletics +1 K. Ocean +1 Speed	Small Reach 1	Low Light	Slippery: you gain a +5 bonus when trying to escape a grab, also a +2 to your saving throws vs restrained		4
Flying Fish	+1 Acrobatics +1 Athletics +1 K. Ocean +1 Speed	Small Reach 1	Normal	Fly: Ignore Difficult Terrain		6
Orca	+1 Athletics +1 K. Ocean +1 Smarts +1 Stamina +1 Track	Medium Reach 2	Normal	Flubbed: Reduce all damage done to you by 2	As an Orca you are very family oriented, your family could be anyone you are close to not just who you are blood related to. You like to show off for others especially for large groups. Your concern is to take care of your family and make sure that no harm befalls them.	5

Frogs

Race	Racial Ability Bonus at first level	Size and reach	Vision	Racial Bonus	Personality	Speed
Frog	+1 Acrobatics +1 Aim +1 K. Jungle +1 K. Forest +1 Strength	Medium Reach 1	Normal	Tongue Whip: counts as a reach 2 unarmed weapon.	As a Frog you tend to have a one track mind which usually consist of finding thing to eat and singing loudly in taverns and inns. You can usually be found taking jobs having to do with handling in one way or another food.	6
Tree Frog	+1 Acrobatics +1 Aim +1 K. Jungle +1 K. Forest +1 Strength	Small Reach 1	Normal	Poisonous: whenever a creature hits you with a melee attack that creature takes an ongoing 2 poison damage (save ends).	As a Tree Frog you tend to live in swampy forests where you can find lots of things to eat. Many people say are barbaric or uncivilized just because you choose to live among the trees.	6

Humans

Race	Racial Ability Bonus at first level	Size and reach	Vision	Racial Bonus	Personality	Speed
Human	+1 Building +1 Friendliness +1 Healing +1 K. City +1 Lying +1 Warfare	Medium Reach 1	Normal	Skilled: you gain 1 more Trick and one more Gold Star at first level.	As a Human you are decisive and sometimes rash. Always in search of knowledge and power. Your act first and ponder later, trusting your will to prevail and your resourcefulness to see you through perilous situations. You can be found all over the dream scape a doing any number of tasks.	5
Half-breed <small>You must choose two different races.</small>	Pick a bonus form one of the two races you chose.	Medium Reach 1	Normal	Pick a bonus from one of the two races you chose.	As a half-breed you have a hard time fitting in with any of the races, and tend to be a loner because of it. You end up traveling the country side picking up the odd job here and there while looking for acceptance or end up joining a mercenary band.	6

Monkey

Race	Racial Ability Bonus at first level	Size and reach	Vision	Racial Bonus	Personality	Speed
Monkey	+1 Acrobatics +1 Building +1 Friendliness +1 K. Forest +1 K. Jungles +1 Lying +1 Strength	Medium Reach 1	Normal	Monkey Grip: You can hold one 2 handed weapon and one 1 handed weapon.	As a monkey you are high strung and often say things before thinking which tends to get you into trouble as often as your temper and poop does... You can usually be found in jails as your free tongue and curious behavior quickly get you in to fights.	6

Robot

Race	Racial Ability Bonus at first level	Size and reach	Vision	Racial Bonus	Personality	Speed
Robot	+1 Aim +1 Lock Picking +1 Search Monsters +1 Strength +1 Stamina	Medium Reach 1	No Light	Shields: +2 AC	As a robot you lack the basic concept of feelings and are on a constant search to learn about these "feelings". There is no gray area to you when it comes to the law, and moral situations its either right or wrong, good or bad, there can be no in between. Robots are one of the rarest of the races if you see one in your life time you are lucky.	5

Shape Shifter

Race	Racial Ability Bonus at first level	Size and reach	Vision	Racial Bonus	Personality	Speed
Shape Shifter	N/a	Medium Reach 1	Normal	The Shape Shifter is both a race and a Class. For more information see also Shape Shifter Class.		6

Skeleton

Race	Racial Ability Bonus at first level	Size and reach	Vision	Racial Bonus	Personality	Speed
Skeleton	+1 Aim +1 Disarm +1 Intimidate +1 K. Dungeons +1 Lying	Medium Reach 1	Normal	Bones: All your natural defenses start at +5 instead of +10, but you only take half damage from everything but blunt damage (hammers, clubs, maces, and force damage).	As a skeleton people tend to miss judge you and are always running away from you screaming in terror and you just can't understand why, you are as friendly and polite as anyone could be. One of these days you will stand up to those people and tell them off for judging a book by its cover, but for now you lack the guts to do so.	4

Stuffed...

Race	Racial Ability Bonus at first level	Size and reach	Vision	Racial Bonus	Personality	Speed
Stuffed	+2 Friendliness +1 Healing +2 Stamina	Medium Reach 1	Normal	Stuffed: All your natural defenses start at +5 instead of +10, but you only take half damage from everything Piercing weapons.	As a stuffed animal you are warm and cutely easily liked by others	

Trees

Race	Racial Ability Bonus at first level	Size and reach	Vision	Racial Bonus	Personality	Speed
Tree	+1 K. Forest +1 K. Jungle +1 Stamina +1 Strength	Medium Reach 1	Normal	Natural wooden armor: +2 armor bonus AC. You take 50% more damage from fire attacks.	As a tree you are slow to act and slow of speech which often gets you mistaken for just a normal tree and are cut down for fire wood or used as a bathroom. When you have made a decision about something you can be as stubborn and unmovable as a tree rooted to the ground. You are Rarely seen outside of your home, the forest.	4 Charge 8
Maple tree	+1 K. Forest +2 Stamina +1 Strength	Medium Reach 1	Normal	Hard Wood: +5 HP You take 50% more damage from fire attacks.	As a tree you are slow to act and slow of speech which often gets you mistaken for just a normal tree and are cut down for fire wood or used as a bathroom. When you have made a decision about something you can be as stubborn and unmovable as a tree rooted to the ground. You are Rarely seen outside of your home, the forest.	4 Charge 8
Oak tree	+1 K. Forest +2 Stamina +1 Strength	Medium Reach 2	Normal	Hardy: +1 vs your death saving throws. You take 50% more damage from fire attacks.	As a tree you are slow to act and slow of speech which often gets you mistaken for just a normal tree and are cut down for fire wood or used as a bathroom. When you have made a decision about something you can be as stubborn and unmovable as a tree rooted to the ground. You are Rarely seen outside of your home, the forest.	4 Charge 8
Pine tree	+1 Building +1 K. Forest +1 Stamina +1 Strength	Medium Reach 2	Normal	Evergreen: you only require 2 hours of rest a night, instead of 6. You take 50% more damage from fire attacks	As a tree you are slow to act and slow of speech which often gets you mistaken for just a normal tree and are cut down for fire wood or used as a bathroom. When you have made a decision about something you can be as stubborn and unmovable as a tree rooted to the ground. You are Rarely seen outside of your home, the forest.	4 Charge 8

Leveling

At the end of each class book there is a chart that tells you how much xp is needed to go to the next level, it also tells you what bonuses you will get for reaching that level. Each Class levels differently so make sure to check your classes leveling chart to find out what new and exciting abilities you will get.

Multi-class

At any level above 1, you may choose another class as your sub-class. When multi-classing you may choose a number of powers from your sub-class equal to the power points you have. You still gain Tricks, ability bonuses and job bonuses according to your character level (chart above). You get all the Per-level bonuses such as Defense bonuses and HP bonuses, from whatever class you choose to level. You never gain the class power, class training, and class liked and disliked weapons and armor, from your sub-class. At your next level, you may choose either class to level. For example you could have a level 6 character with 4 levels in Jedi and 2 levels in warrior. Your main class is the class you started with, your sub class then is the 2nd class you chose.

Multi-class level example

	Level 8 Jedi lvl 4\ pirate lvl 4
Misc	= Total

Skills

When you use a skill, you make a skill check, skills cannot be used untrained. This check represents your training, your natural talent, and sheer chance. You may only put skill points into skills you have trained in. If you are not trained in a skill that a check is required in you will instead use the appropriate ability modifier, for example if hero is trying to leap over a hole in the ground that would usually require a skill check in athletics but the character is not trained in athletics the hero would instead use his strength modifier.

The DW tells you if a skill check is appropriate in a given situation or directs you to make a check if circumstances call for one.

Acrobatics

You can perform an acrobatic stunt, keep your balance while walking on narrow or unstable surfaces, slip free of a grab or restraints, or take less damage from a fall.

Athletics

Make an Athletics check to attempt physical activities that rely on muscular strength, including climbing, escaping from a grab, jumping, and swimming.

Disarm

Make a Disarm check to prevent a trap from triggering. You need to be aware of a trap to try to disable it. Make a Search Traps check to find a hidden trap, then a Disarm check, the DC will be set by the DW.

Building

You know how to build simple structures, also making weapons and armor, as well as enhancing items.

Bluff

You can use Bluff whenever you attempt to deceive someone, either verbally or through Your actions.

Diplomacy

You can influence others with your tact, subtlety, and social grace. Make a Diplomacy check to change opinions, to inspire good will, to haggle with a patron, or to negotiate a deal in good faith.

Endurance

Make an Endurance check to stave off ill effects and to push yourself beyond normal physical limits. You can hold your breath for long periods of time (like 25Sec), forestall the debilitating effects of hunger and thirst (like the time you got a new game and didn't even eat all day), and swim or tread water for extended periods.

Heal

You know how to help someone recover from wounds or debilitating conditions, including disease.

Intimidate

You use Intimidate in situations where you attempt to influence someone through threats, hostile action or violence.

Knowledge

You have picked up knowledge related to these skills, including, navigating your way through them, recognizing hazards, finding shelter, knowing what monster may live there, remembering a bit of knowledge of the area or race.

- **City** you use this skill to remember a bit of information about a city, its name or where a city is located.
- **Desert** you know how to survive in a desert, what plants to eat, where to find water and the monsters that may live there.
- **Dreams** you know about the different dream-scapes and the denizens that live within them.
- **Dungeons** you know your way around the underground, what traps, monsters and evil may be waiting there for you. Also you might know where to find a dungeon or its name.
- **Forest** you know how to navigate your way through a forest, what might live in it, the forest name and where it could be found.
- **Jungles** you know where to find jungles, their name and what might be living in it.
- **Monsters** you know the different types of monsters there weaknesses and what they may be capable of.

- **Mountains** you know about mountains. You haven't figured out what you know by now go back and start at the beginning

Listen

Use Listen when you're trying to hear a conversation through a closed door, eavesdrop under an open window, or hear creatures moving sneakily toward you.

Lock Picking

You have picked up Lock Picking abilities and can perform tasks that require nerves of steel and a steady Dex.

Nature

The field of Nature covers knowledge about the natural world including terrain, naturally occurring plants and animals

Preform

You use Preform to amuse an audience with music, dancing, storytelling, or some other form of entertainment.

Search

- **Search Hidden traps**
You can use search hidden traps to find the nasty little things that the GM puts in the game to kill you.
- **Search Hidden objects**
You use Search hidden objects to find secret or hidden chests, items or candy. You can also use search objects whenever you're trying to find a secret pathway, hidden door or passages.
- **Search Monster**
You use search monster to reveal hidden or invisible monsters.

Sneak

Make a sneak check to conceal yourself from enemies, slink past guards, slip away without being noticed, and sneak up on people without being seen or heard.

This skill is used against another creature's Search check or against a DC set by the DM.

Track

You use Track when you're trying to find or follow a creature.

Warfare

Warfare covers the knowledge of weaponry, fortifications, and military tactics.

Tricks

When you create a 1st-level character, you select one feat. (If you're human or dog, you have an additional feat at 1st level, so you start with two Tricks.) You gain an additional feat at every even-numbered level. In addition, instead of gaining your ability bonus at levels, you may instead get an additional feat.

Name	Prerequisite	Benefit:
Action Surge	Human	You gain a +2 bonus to your rolls when using your hero dice.
Agile Hunter	Athletics 3, Hunter	When you score a critical hit with a melee attack against the target, you can shift as a simple action, and the enemy takes a -2 penalty on attack rolls against you until the end of your next turn.
Armor Smith		All armor you forge gains a +1 AC You can take this feat more than once
Armor Specialization (Heavy)		+1 armor bonus to AC, you do not take a penalty to your movement when wearing heavy armor.
Armor Specialization (Medium)		+1 armor bonus to AC, you do not take a penalty to your movement when wearing medium armor.
Armor Specialization (Light)		You gain a armor bonus of +1 to your movement, and AC.
Backstabber	Ninja, Kage Bunshin no Jutsu	The extra damage from your Kage Bunshin no Jutsu (Shadow Clone Jutsu) class power increase from 7 to 2d8
Better	Attitude bonus better, only at lvl 12	
Bigger book of cheat codes	Gamer Level 12	+1 to your max energy, and +1 to Accuracy.
Blade Opportunist	Str 2	You gain a +2 bonus to opportunity attack rolls with a bladed weapon.
Blind Fighting		You ignore the penalties for being blinded.
Bow Master		+1 Accuracy when using a bow
Bullheaded	Smarts 3	+1 Brain Armor +1 intimidate
Combat Expert	Job weapons master Level 12	+ 1 to your Accuracy and + 5 damage with all weapons.
Combat Medic		You administer first aid to stabilize the dying as a simple action, instead of an Attack action. You also gain a +2 feat bonus to Heal checks
Combat Reflexes	Acrobatics 3	You gain a +1 bonus to opportunity attack rolls.
Coordinated Explosion		When you use any power that creates a cone or an AOE, you gain a +1 bonus to attack rolls against the power's targets if at least one ally is within the cone or the blast.
Create Coloring Page	Level 10	You may create a coloring page for anyone to use. You may create a page for any one of your powers you know.
Critical bleeding	Attack modifier of +5	Whenever you score a critical hit you do an extra 2d4 bleeding damage
Critical blinding	Attack modifier of +5	Whenever you score a critical hit you blind the target (save ends).
Critical Daze	Attack modifier of +7	Whenever you score a critical hit you daze the target (save ends).
Critical Explosion	Attack modifier of +7	Whenever you score a critical hit with an A.O.E. you deafen all creatures within the A.O.E. (save ends).
Critical Save		Whenever you roll a natural 20 on a saving throw you gain 5 temporary hit points.
Critical stunning	Attack modifier of +7	Whenever you score a critical hit you stun the target.
Dark One's Blessing	Jedi, Sith rage	Your Sith Rage power now gives you 1 temporary Stamina.
Deadly Rage	Jedi	You gain a +1 bonus to damage rolls while using sith rage power. The bonus increases to +2 at 5th level.
Defensive Mobility	Cowboy	Benefit: You gain a +2 bonus to AC against opportunity attacks
Detect Awesome	Search Object 5	You can detect the auras of awesome things up to 10 Hexs away like enhanced weapons and armor or hidden doors
Detect Bad	Knowledge: Monster 5	You can detect the bad monsters up to 10 Hexs away.
Die Hard	Level 14, Stamina 6	You always stabilize when dieing
Distant Advantage		You gain +2 Accuracy bonus for ranged or area attacks against any enemy flanked by your allies.
Dodge		You gain a +1 bonus to AC and Dodge defense against monsters larger than you.
Dodge This	Level 6	You may make ranged attacks in melee combat without provoking attacks of opportunity.
Dual Defense	Two weapon defense	You may hold a shield in each hand and use them as an unarmed weapons.
Durable		Increase your Stamina by +1

Elemental Fists		Choose one element, your unarmed attack deals 1d4 extra damage of that element, this feat may be taken multiple times each time choosing a different element.
Elven Precision		When you use a ranged power you gain a +2 bonus to the Accuracy roll.
Energy		+ 1 to your max energy
Evasive	Level 14, Doge 18	Whenever an enemy makes a successful hit against you, you may make a doge saving throw on a d20. 15-19. half damage 20. you take no damage
Far Shot	Aim 5	When you use a projectile weapon such as Sling Shot or a Rubber band gun, increase the range by 5 Hexs.
Fast movement		+1 Speed
Fast Runner	Athletics 5	You gain a +2 bonus to Speed when you charge or run.
Fast Shot	Aim 3	You gain a +2 Trick bonus to your ranged Accuracy rolls when using a ranged weapon.
Faster	Attitude bonus faster, only at Level 12	+1 bonus to your will and AC.
Favored Enemy Dinosaur		Gain a + 2 Accuracy power and damage vs favored enemy, and a further +1 Accuracy power at level 5.
Favored Enemy Goblin		Gain a + 2 Accuracy power and damage vs favored enemy, and a further +1 Accuracy power at level 5.
Favored Enemy Insect		Gain a + 2 Accuracy power and damage vs favored enemy, and a further +1 Accuracy power at level 5.
Favored Enemy Jell-O		Gain a + 2 Accuracy power and damage vs favored enemy, and a further +1 Accuracy power at level 5.
Favored Enemy Rat		Gain a + 2 Accuracy power and damage vs favored enemy, and a further +1 Accuracy power at level 5.
Favored Enemy Shadow		Gain a + 2 Accuracy power and damage vs favored enemy, and a further +1 Accuracy power at level 5.
Favored Enemy Skeleton		Gain a + 2 Accuracy power and damage vs favored enemy, and a further +1 Accuracy power at level 5.
Favored Enemy Snake		Gain a + 2 Accuracy power and damage vs favored enemy, and a further +1 Accuracy power at level 5.
Favored Enemy Spider		Gain a + 2 Accuracy power and damage vs favored enemy, and a further +1 Accuracy power at level 5.
Favored Enemy Wolf		Gain a + 2 Accuracy power and damage vs favored enemy, and a further +1 Accuracy power at level 5.
Force Adept	Jedi	+1 to your max force.
Force Regeneration	Jedi	You gain a +1 to your Force Regeneration.
Fortress		When you take this feat, you gain 1 Stamina. You gain an additional 1 at level 5 and 10.
Greater Initiative	Improved Initiative Level 12	You gain a further +2 Trick bonus to initiative checks.
Greater lessons	Improved lessons, Teacher Level 12	your lessons gain a further +2 effect range
Greater two weapon fighting	Improved two weapon fighting Level 12	When wielding a weapon in each hand you can use two powers with one attack action.
Greater weapon focus	Improved weapon focus Level 12	+1 Accuracy to your chosen weapon group and +3 damage.
Hammer Time		You gain a +2 Trick bonus to damage rolls with hammers.
Harder	Attitude bonus harder, only at lvl 12	+1 to your Doge and AC.
Healing Hands	Jedi, Force Heal	When you use the Force Heal power, the affected ally regains additional hit points equal to your Wisdom modifier
Human Perseverance	Human	You gain a +1 Trick bonus to saving throws
Improved armor Smith	Armor smith Level 12	+ 2 to all your armor enhancement
Improved Blind Fighting	Blind Fighting	You gain a +2 Accuracy power when blinded
Improved charge	Charge Level 12	+1 to Accuracy and damage when charging

Improved combat reflexes	combat reflexes Level 12	Any time an enemy moves away from you, (even if it is only one Hex) you may make an attack of opportunity.
Improved Favored Enemy Dinosaur	Favored Enemy Dinosaur Level 12	Gain a further + 2 Accuracy power and damage vs favored enemy
Improved Favored Enemy Goblin	Favored Enemy Goblin Level 12	Gain a further + 2 Accuracy power and damage vs favored enemy
Improved Favored Enemy Insect	Favored Enemy Insect Level 12	Gain a further + 2 Accuracy power and damage vs favored enemy
Improved Favored Enemy Jello	Favored Enemy Jello Level 12	Gain a further + 2 Accuracy power and damage vs favored enemy
Improved Favored Enemy Rat	Favored Enemy Rat Level 12	Gain a further + 2 Accuracy power and damage vs favored enemy
Improved Favored Enemy Shadow	Favored Enemy Shadow Level 12	Gain a further + 2 Accuracy power and damage vs favored enemy
Improved Favored Enemy Skeleton	Favored Enemy Skeleton Level 12	Gain a further + 2 Accuracy power and damage vs favored enemy
Improved Favored Enemy Snake	Favored Enemy Snake Level 12	Gain a further + 2 Accuracy power and damage vs favored enemy
Improved Favored Enemy Spider	Favored Enemy Spider Level 12	Gain a further + 2 Accuracy power and damage vs favored enemy
Improved Favored Enemy Wolf	Favored Enemy Wolf Level 12	Gain a further + 2 Accuracy power and damage vs favored enemy
Improved force	force Adapt Level 12	+ 1 to your max force points
Improved force regeneration	force regeneration Level 12	Gain a further +1 force regeneration
Improved Initiative		You gain a +4 feat bonus to initiative checks.
Improved knock down	knock down Level 12	When you score a critical hit, all enemies adjacent to your target are knocked down.
Improved Lessons	Teacher Intelligence 18	Your lessons gain a + 2 to their effect range.
Improved Power Attack	Power Attack, Str 20	When making a melee Accuracy, you can take a -2 penalty to the Accuracy roll. If the attack hits, you gain a +4 bonus to the damage roll (or a +5 bonus to the damage roll with a two-handed weapon).
Improved precision	Hawk Eye Precision Level 12	+ 1 to all ranged Accuracy rolls
Improved rapid shot	rapid short Level 12	When You make a successful basic Accuracy you may make a second attack against the same target.
Improved shield proficiency	shield proficiency Level 12	+1 AC
Improved two weapon fighting	Two-Weapon Fighting	While holding a weapon in each hand and making an attack you may roll 3D20 and choose the highest one.
Improved Weapon Focus	Weapon Focus level 6	In your chosen weapon group's critical range is increased by +1.
Improved Weapon smith	Weapon smith Level 12	All weapons you forge gain a +1 Accuracy. You can take this feat more than once.
Innate Heritage	Half-breed 1 st level only	You gain the racial bonuses from both your races.
Insomniac		You only require two hours of sleep a night instead of six to be fully rested.
Iron Will	Level 6	+2 to your Brain Armor
Jack of All Trades	Smarts 3	You gain a +1 Trick bonus to Building, All Knowledge, Lock picking, and Warfare.
Knockdown	Str 4, Warrior	If you score a critical hit the monster is knocked down.

Lethal Hunter	Hunter, On The Hunt	Extra damage dice from you're "On the Hunt" Power +1d6.
Light Footed	Speed 6	You are not slowed by difficult terrain
Lighting Reflexes	Level 6	+1 to AC
Like Armor Heavy	Level 8	You can use heavy armor
Like Armor Light	Level 8	You can use light armor
Like Armor Medium	Level 8	You can use medium armor
Like Daggers		You do not take a penalty when using this weapon.
Like heavy shield		You do not take a penalty when using this armor
Like light shield		You do not take a penalty when using this armor.
Like medium shield		You do not take a penalty when using this armor.
Like non-chucks		You do not take a penalty when using this weapon.
Like one handed guns		You do not take a penalty when using this weapon.
Like one handed hammers		You do not take a penalty when using this weapon.
Like one handed mace		You do not take a penalty when using this weapon.
Like one handed sword		You do not take a penalty when using this weapon.
Like staff		You do not take a penalty when using this weapon.
Like throwing weapons		You do not take a penalty when using this weapon.
Like two handed guns		You do not take a penalty when using this weapon.
Like two handed hammers		You do not take a penalty when using this weapon.
Like two handed mace		You do not take a penalty when using this weapon.
Like two handed sword		You do not take a penalty when using this weapon.
Line Unarmed attack		You do not take a penalty when using this weapon.
Luck of Heroes	1 st level	+1 to AC, Brain armor, Doge
Lucky Dog	Race: Dog	+1 to all your defenses
Master of the Force	Jedi, Level 8	You start with +1 to your max force points and +1 regeneration.
Middle school Teacher	Teacher, Level 4	You may have two lessons active at one time.
More training	Doctor Level 12	+ 3 to your max energy
Nimble Fingers	Level 6	+1 to lock picking
Parry		+1 to AC.
Point Blank Shot	Dex13	You ignore cover if target is within 5 Heks of you.
Potent	Stamina 4, Warrior Wrestler	If you hit a monster with a melee attack add your Constitution modifier to the damage roll.
Power Attack	Str 5	When making a melee Accuracy, you can take a -2 penalty to the Accuracy roll. If the attack hits, you gain a +2 bonus to the damage roll (or a +3 bonus To the damage roll with a two-handed weapon).
Powerful Charge	Str 5	When you charge, you gain a +2 bonus to damage.
Press the Advantage	Gamer	If you score a critical hit, you gain +2 Attack bonus against the target until the end of your next turn. You also gain a +2 feat bonus to initiative checks.
Quick Draw	Cowboy	You can draw a weapon (or an object stored in a belt pouch, or back pack or similar container) as part of the same action used to attack with the weapon or use the object.
Rapid Shot	Aim 5,	Gain an extra attack dice (d20) when using a ranged weapon attack. Choose the highest.

	point blank	
Resist Dark Damage	Level 10	Resist dark damage 5
Resist Element		You may not take this feat more than once. Choose an element you gain a +5 resistance to that element, this resistance increases by +5 at levels 5, 10.
Resist Fire damage	Level 10	Resist fire damage 5
Resist Light Damage	Level 10	Resist light damage 5
Resist Physical Damage	Level 10	Resist physical damage 5
Resist Water	Level 10	Resist water damage 5
Self sufficient		+1 to your Stamina and healing
Sense Danger	Detect Bad	Roll 2D20 for initiative and choose the highest. You can never be surprised
Shield Mater	Shield Proficiency	+1 to AC when using a shield
Shield Proficiency	Str 6	You gain a feat AC bonus that is equal to your current shield AC.
Shield Push	Shield Proficiency	Push target 1 Hex after making a charging attack.
Shoot on the move	Level 10	At any point during your movement you may make a ranged attack. This counts as both a move and attack action.
Stronger	Attitude bonus stronger, only at lvl 12	When making an attack you may substitute your Strength or Charisma for any attack requirement. For example: if the attack reads: attack: Smarts vs. change to Strength vs. or, Friendliness vs.
Sure Climber	Trained in Athletics	You gain a +2 Trick bonus to Athletics checks.
Swap		You may swap places with one adjacent ally as your move action
The force of personality	Friendliness 3	You may use your Charisma modifier instead of your Strength modifier when making melee attacks.
Think Quick	Smarts 5	Use your Smarts instead of your Speed when rolling for initiative.
Two for one	Level 6	You may keep 2 ongoing powers active with one readied stamina.
Two-Weapon Defense	Two Weapon Fighting	While holding a melee weapon in each hand, you gain a +2 shield bonus to AC.
Two-Weapon Fighting	Dex 13	While holding a weapon in each hand and making an attack you may roll 2D20 and choose the highest one.
War forged	Level 10	+1 to saves vs. sleep, stun, poison
Weapon Finesse	Aim 5	You may use your Aim ability instead of your Str for your melee attack rolls.
Weapon Focus		Choose a specific weapon group from one of the weapons your class likes. You gain a +5 Trick bonus to damage rolls with your chosen weapon group.
Weapon Proficiency		Gain +2 Trick bonus to your attack rolls.
Weapon Smith	Smarts 2	All weapons you forge gain a +1 damage. You can take this Trick more than once.
Zen Shot	Smarts 2	You may use your Smarts ability instead of your Aim ability for ranged attacks.

Powers

There is no mystical energy that gives you power in this world, no magical words that can be spoken, no omnipotent being giving you unnatural power, in fact there is no magic at all in a world of dreams and nightmares (dream scape), although it may seem magical to you it is only your imagination. Your imagination is what powers this world, and you, if ever you were made to doubt what and who you are in the dream scape, your powers would fade and be lost to you. The only reason your powers work is because you and those with you imagine they do, you believe you are a warrior, a ninja a teacher or whatever so strongly that it becomes reality in the dream scape. That all there is, no magic, no mystical energies just your imagination made real.

Powers

Powers highlighted in green can be used as many times during a Battle as you have attack actions. Some powers, Tricks or classes allow you to use more than one power in a turn but this is not usually the case.

Utility Powers

Utility powers are usually highlighted in cyan. These powers usually don't require you to make an attack but are more of a passive, or defensive power that can activate on the enemies turn, or they can be as simple as increasing your skills.

Jobs

When choosing a Job remember that each player in Monsters in the closet (MitC) has a certain role to fulfill. Like in any strategy game you have the Tank who absorbs most of the damage and keeps the enemies busy so that the Assassin can sneak up and do mass amounts of damage and the Healer to keep them alive. Of course just because you are a Warrior (Tank Class) does not mean you cannot take the job of being a healer (Warrior/Healer = Paladin) as well. There are many other roles to fill in MitC and the more you have in your party the better equipped you will be to help your team on their journey through the world of dreams and nightmares. At first level you may choose one job from the list available to your class.

Artist

As the artist it is your job to beautify everything around you to your idea of beauty anyway

Assassin

As the Assassin it's your job to, sneak in behind enemy lines unseen to do massive amounts of damage.

Builder

As the builder it's your job to make sure the party's weapons are sharp and armor is strong, but most of all that it is of the best quality.

Cook

As the cook it is your job to keep the party well fed and in shape. When you're not cooking you can be found looking for and trying out new ingredients to put into your cook book.

Crowd control

As a crowd controller it is your job to blow apart the many minions

Fears, Disadvantage, and Advantages

The following are optional rules for helping creating your characters back story and personalities.

Fear

For each fear or disadvantage you take you will incur a penalty for that fear, but may take an advantage of the same degree. The fear or disadvantage you take should be represented in your characters back story as some sort of flaw, if you do not yet have a back story you can use the fear or disadvantage to start building one. The type of fear you to take should influence not only your battle skills but also the way your character would act around the things he is afraid of. For example if you had a minor fear of cats, your character may be able to tolerate being in a room with a single cat but would be hesitant to go

(and sometimes your allies if they get in your way) that may tie up an assassin or tank from getting to and killing the boss monster.

Dungeon deliver

As a dungeon delver it's your job to scout out the caves ahead and disarm any traps that may lay ahead as well as to warn the party of dangerous monsters that may be above their ability.

Jack of all trades master of none

As the Jack of all trades it's your job to fill the void in your party help out when and where ever needed.

Healer

As a healer your job is to keep the party alive and ready to fight, but first you must make sure you won't die in the middle of a battle.

Rock star

As the Rock star it's your job to rock your allies to do awesome deeds and your foes into oblivion (and look good doing it)!

Silver Tongue

As the silver tong it is your job to talk yourself and the party out of a fight. Your job is also to find and make deals with quest givers, merchants, lords, ladies even kings if called for.

Tank

As the tank it's your job to absorb most of the damage and keep the monsters busy so that they don't kill the more squishy characters

Weapons Master

As the weapons master it is your job to make sure everyone is equipped and trained with the appropriate weapons, which means you must also keep up with all the current weapons and train in them yourself. near it or touch it and would probably run away if it came near him. On the other hand if you had a major fear of the dark your character would probably carry a light source with him at all times just in case it ever got slightly dark, and if you ever gotten a situation where he was in the dark he would probably huddle up into a ball and cry being completely useless in whatever situation you're in.

Some examples of different fears would be, fear of cats, fear of spiders, fear of falling, fear of the dark, fear of fire, fear of Jell-O, fear of being alone, etc...

Minor fear: if in a situation where your fear could come into play, such as trying to attack a troll and you have "minor fear of trolls" as your fear, you would roll a Willpower save with the DC being 15+ your level, if you save out then you are able to attack the monster, if you fail your save then the attack fails and your turn ends immediately. The same would apply in none combat experiences if you have a minor fear of the dark and the lights go out or you---

temporarily blinded you will make the same Will save, if you fail you will be paralyzed by fear and not be able to continue until there is light again.

Major fear: if in a situation where your fear could come into play, such as trying to attack a troll and you have "major fear of trolls" as your fear, you would roll a Willpower save with the DC being 25+ your level, if you save out then you are able to attack the monster, if you fail your save then the attack fails and your turn ends immediately. The same would apply in none combat experiences if you have a "major fear of the dark" and the lights go out or you temporarily blinded you will make the same Will save, if you fail you will be paralyzed by fear and not be able to continue until the lights are returned.

Disadvantage

A disadvantage could be a physical element such as only having, one hand or one eye. Disadvantage could also be a personality flaw such as never being

of bonuses would be appropriate for your advantage.

Minor advantage +3 max bonus

Major advantage +8 max bonus.

Whatever the case should be whether it advantage, disadvantage or a fear they should always be appropriate to your characters job, class, race and most importantly his back story, and should always be discussed with your DW.

Gear

When you create a 1st-level character, you start with basic clothing 20 gold leaf to spend on adventuring gear, also you may choose any one item from the MitC's book of items that is 2 levels higher than your character, one item that is 1 level higher, and two items that are the same as your characters level. As you go up in level, you acquire more and more gold leaf that you can spend on items.

Standard Adventurer's Kit

You're assumed to start with basic clothing, and before your first adventure, you should equip yourself with weapons, armor, and other gear.

Standard Kit: a backpack, a sleeping bag, a belt pouch, one flash light with two batteries, 50 feet of rope, and a lunch box to store your rations in (and maybe Darkness too).

Ammunition: rubber bands come in a ball that holds thirty, imaginary finger bullets come in an imaginary case that holds ten, darts come in a case of 20 and rocks come in a pouch that holds twenty. Ammunition is used up when you fire it from a projectile weapon.

Climber's Kit: a grappling hook with 50 feet of rope. When you use a climber's kit, you gain a +2 bonus to Athletics checks for climbing.

Cookies: These cookies provides all necessary nutrients with only a few small bites, so you can carry food for a long journey without weighing yourself down. And you'll never get sick from eating too many! Heals 5 HP when eaten, one time use.

Ever Glowing Stixs: This torch never stops burning. It sheds light but no heat, so you can stow It in a bag or a pouch. You can't set fire to anything with it. Lights 10 Hexs.

Flash Light with two Batteries: Its dark in the dungeons of the nightmares you're going to need some light. Lights 4 Hexs, batteries last for one dungeon.

Your little Sisters Plastic Keys: To use the Lock Pick skill properly, you need some plastic keys. Plastic Keys grant a +2 bonus to open a lock or to disarm a trap.

able to say no to a pretty face, or always have to tell the truth, it could also be something from your back story such as You double-crossed someone and now they will stop at nothing to get back at you, are you were banished from a city because of something you did or something your family did. The penalties from a disadvantage is colored by the words that you choose to describe it, you and your DW should discuss what type of penalty would be appropriate.

Minor penalty maximum-5

Major penalty maximum-10

Advantages

For each minor or major fear or disadvantage you create you may create a subsequent advantage. Advantages can be many different things they could be a trait such as "always getting a discount on weapons or they could be a battle bonus such as a "hatred of Orcs". You and your DW should discuss what type

Level	Name	Armor Bonus	Movement Penalty	Price	Type
1	House Robe Armor	0	+1	1	Light
1	Bubble Rap Armor	1	0	25	Light
1	Leafy Armor	1	0	30	Light
1	Blanket Armor	1	0	30	Light
1	Paper Bag Armor	2	0	40	Light
1	Quilt Armor	3	0	45	Medium
1	Stick Armor	3	0	45	Medium
1	Plastic Toy Armor	4	0	50	Medium
1	Pillow Armor	4	0	50	Medium
1	Pots and Pans Armor	5	-2	55	Heavy
1	Foot Ball Armor	5	-1	60	Medium
1	Bark Armor	6	-1	65	Heavy
2	Cardboard Armor	6	-1	70	Heavy
2	Paper Clip Chain Mail	8	-1	80	Heavy
3	Imaginary Armor	14	0	100	Any
Level	Shields	Shield Bonus		Price	Type
1	Leafy Shield	1	0	10	Light
1	Pillow Shield	1	0	25	Heavy
1	Bark Shield	2	0	30	Medium
2	Cardboard Shield	2	0	40	Heavy

Basic Armor

Armor Bonus: Armor provides this bonus to AC.

Shield Bonus: Shields provide this bonus to AC defense

Basic Weapons

Liked and disliked weapons

When you dislike a weapon this means you take a -2 attack power when using it, if a weapon is not mentioned as liked or disliked this means you don't really like to use it but will -1 attack power when using those weapons. When you like a weapon this means you don't take any penalty for using it.

Level	Name	Damage	Range	Price	Critical Range	Damage Multiplier	Hands	Type
1	Unarmed	1d4		N/a	20	x1.5	2	Melee
1	Rubber Dagger (5)	1d4	8	1LF	20	x1.5	1	Melee/Ranged
1	Stick Dagger	1d4		10 LF	20	X1.5	1	Melee
1	Single Band Rubber Band Gun	1d6	15	20LF	20	x1.5	1	Ranged
1	Leafy Staff	1d8		25LF	20	x2	2	Melee
1	Water Gun	1d6	10	20LF	20	x1.5	1	Ranged
1	Sling Shot	1d6	15	20LF	20	x2	2	Ranged
1	Plastic Dagger	1d4		20 LF	19, 20	X1.5	1	Melee
1	Ruler Sword	1d6		20LF	20	x1.5	1	Melee
1	Single Barrel Finger Gun	1d8	20	25LF	20	X1.5	1	Ranged
1	Sock Non-chucks	1d6		20LF	20	X1.5	1	Melee
1	Cardboard Tube Staff	1d8		25LF	20	x2	2	Melee
2	Padawans Light Saber	1d8		30 LF	19,20	x2	1	Melee
2	Stuffed Animal Mace	1d8		30LF	20	x2	1	Melee
2	Towel Whip	1d6		30LF	20	X1.5	1	Melee
2	Foot Ball	1d6	10	30LF	20	x2	1	Melee/Ranged
2	Pillow Sword	1d6		30LF	19,20	X1.5	1	Melee
2	Pillow Throwing Star	1d6	6	30LF	20	x2	1	Ranged
2	Card Board Tube Small Sword	1d6		30LF	19,20	X1.5	1	Melee
2	Card Board Tube Sword	1d8		35LF	20	x2	2	Melee
3	Pillow Mace	2d6		55LF	20	x3	2	Melee
3	Cardboard Tube Dart Gun	1d10	10	55LF	20	x2	2	Ranged
3	Pillow Warhammer	1d8		50LF	20	x3	2	Melee
3	Card Board Tube Claymore	1d8		50LF	20	x3	2	Melee
4	Light Saber	2d8		100LF	19,20	x3	1	Melee
4	Double Barrel Finger Gun	2d6	20	100LF	20	x2	1	Ranged
4	Butterfly Sword	2d6		100LF	19, 20	X2	1	Melee
4	Double Band Rubber band Gun	2d6	15	100LF	20	x2	2	Ranged
5	Gun Hammer	2d6	10	100LF	20	x1.5 ranged x2 melee	1	Melee/Ranged

Combat

Initiative

Before the first round of combat, the heroes roll a Warfare check to decide in what order they will go in. The highest roller will go first descending to the lowest roller. This will be the initiative order. If there is a tie the two players compare their base warfare score, whoever has the highest goes before the lower. The DW rolls for the monsters putting them in the lineup, in-between the heroes in the same descending order.

The Start of Your Turn

When your turn comes up in the initiative order, it's time for you to act. Your turn has three parts: the start of your turn, the actions on your turn, and the end of your turn. Before you act, you keep track of certain effects. The start of your turn always takes place, even if you're unconscious, and it takes no time in the game world.

Actions

You can take your actions in any order you wish, and you can skip any of them.

Attack Action: The core of combat. You can normally take one attack action on your turn. Examples: most attack powers, charging an enemy. You can trade an attack action for a move action or a simple action.

Move Action: Move actions involve movement from one place to another. You can normally take them only on your turn. Examples: walking, sliding. Pushing, pulling, sliding or moving one Hex. Moving one Hex away from an enemy and ending your movement phase there does not provoke attacks of opportunity. You can trade a move action for a simple action

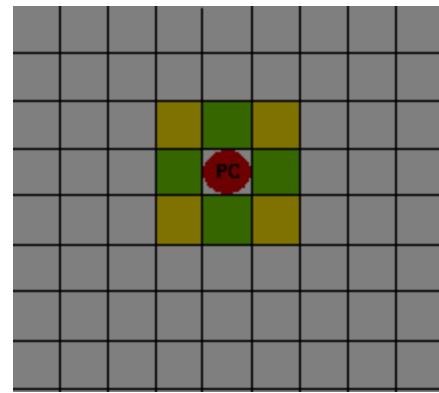
Ongoing: Some AOE's have the ongoing rule, this requires you to spend an amount of energy or time to sustain that AOE. For example if the power says Ongoing that power requires you to spend a simple action at the beginning of your turn to keep it active.

Simple action: simple actions take almost no time or effort. You can take 1 simple actions during your turn. The DM can restrict the number of simple actions in a turn.

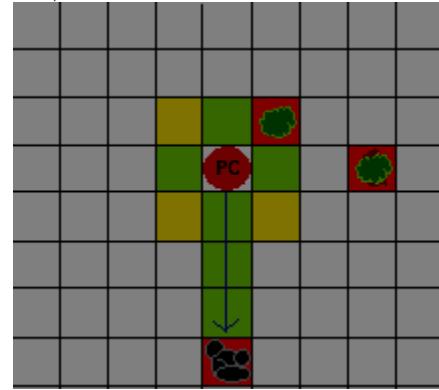
Movement

Each character has one movement action. A movement action can be traded in for two simple action. Your movement is based at your race, for example a human has a movement of 6, and this means on his turn he may move up to 6 Hexes. If you move more than one Hex away from an enemy that enemy may make a free basic attack against you, this is called an attack of opportunity. Moving diagonally counts as moving two hexes (see example 1).

Example 1



Example 2



Green takes one movement to move through, yellow takes two movement and orange takes two movement and counts as low cover

Damage and Ongoing Damage Effects Order

Ongoing Powers: some powers and effects can be sustained for multiple turns. Check if you have any ongoing powers then, spend the required simple action to sustain that power or if the class uses a source of energy, like the Jedi the power may read **ongoing 1** in which case you will need to spend the necessary energy to sustain that power.

Ongoing Damage: If you're suffering ongoing damage, you take the damage now.

Regeneration: If you have regeneration, you regain hit points now.

Other Effects: Deal with any other effects that occur at the start of your turn.

End Effects: Some effects end automatically at the start of your turn.

No Actions: You can't take any actions at the start of your turn.

The End of Your Turn

After you act, you keep track of any effects that stop at the end of your turn or that continue. The end of your turn always takes place, even if you're unconscious, and it takes no time in the game world.

Saving Throws: You now make a saving throw against any effect on you that a save can end. The save is always 10+.

Check on going Powers some powers and effects can be sustained for multiple turns. Check that you spent the action required to sustain a power or an effect during your turn. If you didn't spend the action, the power or effect ends now.

End Effects: Some effects end automatically at the end of your turn.

No Actions: You can't take any actions at the end of your turn.

Making an Attack

All attacks follow the same basic process:

1. Choose the attack that you want to use.
2. Choose targets for the attack. Each target must be within range. Check whether you can see and target your enemies.
3. Make an attack roll.
4. If a hit is scored roll damage and apply any other effects.

Attack example:

Tom Black: player character (PC)

Dream Weaver (DW)

Tom Black: "I will charge 6 Hexs and attack the shadow hurting my friend."

DW: "OK charging is a basic attack with a +2 attack bonus."

Tom Black: "That's fine, what's the shadows AC?"

DW: "you know I can't tell you that."

Tom Black: "while my attack power is 8 +2 for charging is +10." (rolls Dice)

"Leave my friend alone you shadowy freak!" "That's a 15 plus my attack bonus which is 10 so that's 23, do I hit!?"

DW: "Yeah that will hit, what's the damage?"

Tom Black: "My weapon damage is 2d6 (rolls some Dice) I got a 4 and a 3 so that's 7 plus my damage bonus, 6 plus 2 for charging so that's 15 damage... to its Face!"

Melee Attack

Melee attacks target individuals. A melee attack against multiple enemies consists of separate attacks, each with its own attack roll and damage roll. Melee attacks don't create areas of effect.

Range

A melee attack's range usually equals your melee reach. (Sometimes a power specifies that it affects only adjacent targets, though, so even if you're using a reach weapon, you can't attack more distant targets with that power.)

Two weapons

If you have a weapon in both hands you must choose ONE before rolling for damage, which weapon you will use. Some Tricks and powers allow you to make an attack with both weapons.

Ranged Attack

Ranged attacks target individuals. A ranged attack that targets multiple enemies is treated like one enemy, i.e. The attack and damage is rolled once for all enemies. Basic Ranged attacks don't create areas of effect.

If you're using a projectile weapon to make a ranged attack against multiple targets, you do not need to keep track of ammunition for each attack, this is a dream world after all.

Range

Some powers set a specific range ("Ranged 10") or allow you to attack any target you can see ("Ranged sight"). If you're using a weapon, the attack's range is range of your weapon, as shown on the Ranged Weapons table.

Attacks of opportunity

If you use a ranged attack while adjacent to an enemy, that enemy can make an opportunity attack against you.

Area of Effect (AOE)

Area of Effect: An area attack creates an area of effect, usually a cone or a wall, within range. An area attack affects certain targets within its area of effect, which has a certain size. An area attack's area of effect, range, and targets are specified in its power description.

Origin Hex: You choose a Hex within an area attack's range as the attack's origin Hex, which is where you center or start the area of effect. You need line of effect from a Hex in your space to the origin Hex. For a target to be affected by an AOE attack, there needs to be line of effect from the origin Hex to the target. You don't have to be able to see the origin Hex or the target, and concealment between the origin Hex and the target doesn't apply.

Multiple Attack Rolls but One Damage Roll: When you make a AOE attack that targets multiple targets, you make one attack and one damage roll for all targets in the area of effect. A giant or huge creature hit by a AOE attack is affected only once by the attack, even if multiple Hexs of the creature's space are in the area of effect.

If you're using a projectile weapon to make an area attack, you need one piece of ammunition for each target, and if you're using thrown weapons, you need one for each target.

Ongoing AOE: Some AOE's have the **Ongoing** rule and can effect the area for

multiple turns. Check if you have the ongoing rule on the power you are using then, spend the required simple action to sustain that power or if the the class uses a source of energy, like the Jedi, the power may read **ongoing 1** in which case you will need to spend the necessary energy to sustain that power. When you sustain an ongoing power, The **effect** remains active until you decide not to sustain that power anymore.

Provok Opportunity Attacks: If you use an AOE power while adjacent to an enemy, that enemy can make an opportunity attack against you.

Close Attack

Area of Effect: A close attack creates an area of effect, usually a blast or a cone. A close attack affects certain targets within its area of effect, which has a certain size. A close attack's area of effect and targets are specified in its power description.

Origin Hex: A close attack's area of effect defines the attack's origin Hex, which is the attack's starting point. A close cone uses your space as its origin Hex. A close blast uses a Hex within your space as its origin Hex. For a target to be affected by a close attack, there must be line of effect from the origin Hex to the target.

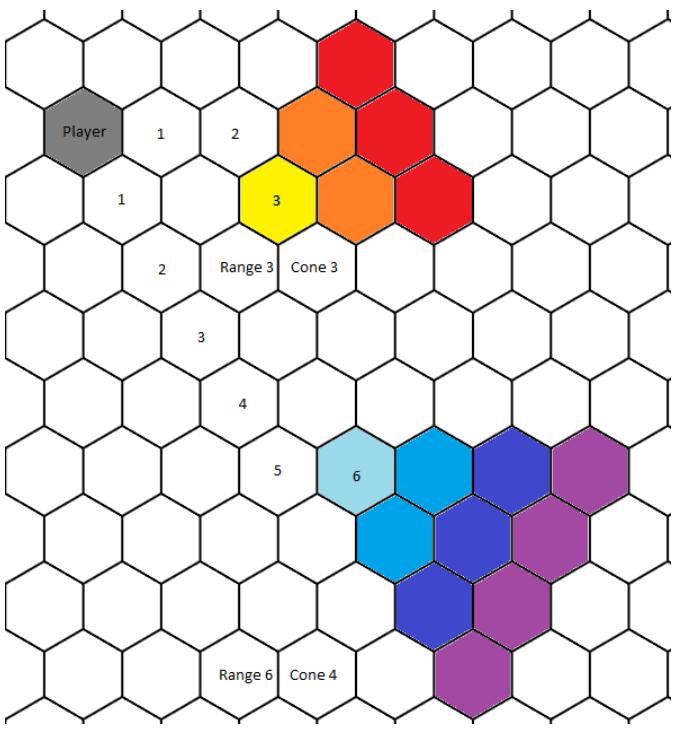
Multiple Attack Rolls but One Damage Roll: When you make a close attack that targets multiple targets, you make one attack and one damage roll for all targets in the area of effect. A giant or huge creature hit by a close attack is affected only once by the attack, even if multiple Hexs of the creature's space are in the area of effect.

AOE Types

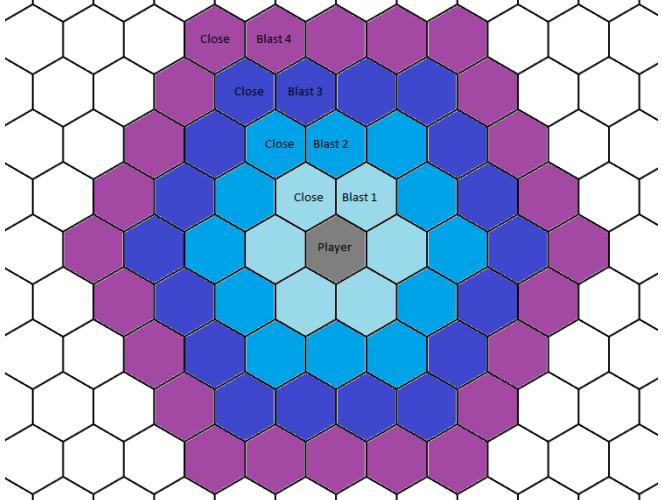
Close cone: A cone fills one Hex adjacent to you and grows the farther it goes. Count out the number of hexes in a straight line from the adjacent hexes. A cone affects a target only if the target is in the blast's area.



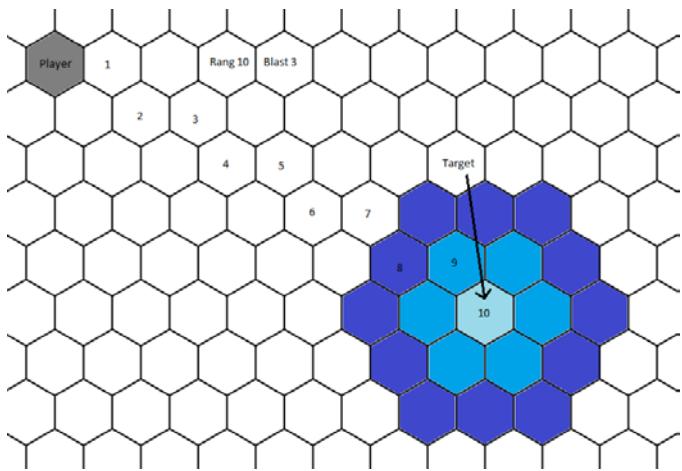
Ranged cone: A ranged cone works the same as a close cone except its origin Hex is the one you choose with in its range and cone out from that hex. A cone affects a target only if the target is in the blast's area.



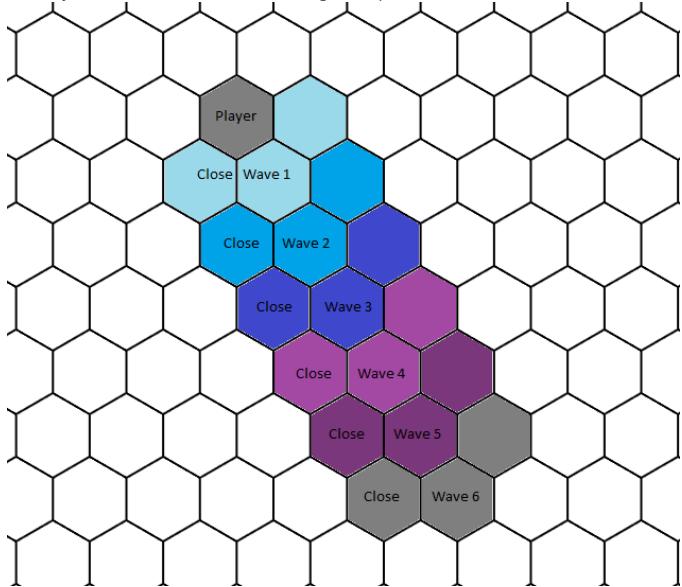
Close Blast: A blast starts in an origin Hex and extends in all directions to a specified number of hexes from the origin Hex. A close blasts origin Hex is the Hex you are currently occupying. A close Blast you create does not affect you.



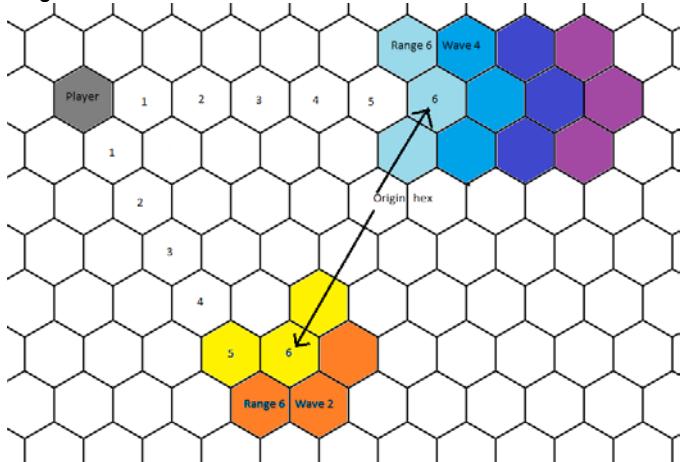
Range Blast: A ranged blast works just like a close blast except a ranged blast you create can affect you. A Blast starts in an origin Hex and extends in all directions to a specified number of hexes from the origin Hex. A ranged blasts origin Hex is the Hex you choose with its range.



Close Wave: a close wave works like a close cone but instead of filling one hex adjacent to you it fills three. Count the number of hexes in a straight line from the adjacent hex. A wave effect a target only if it is in the blast.

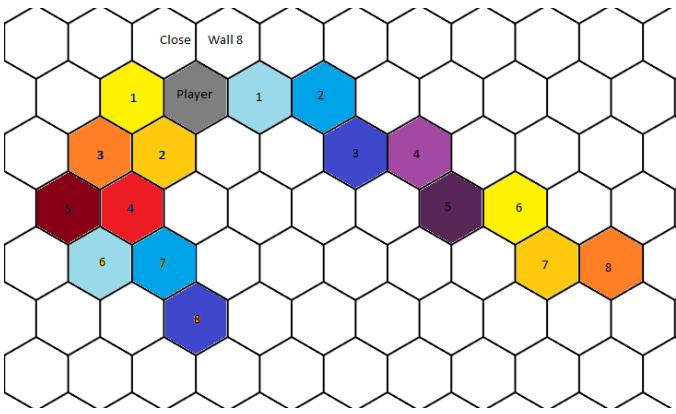


Ranged Wave:

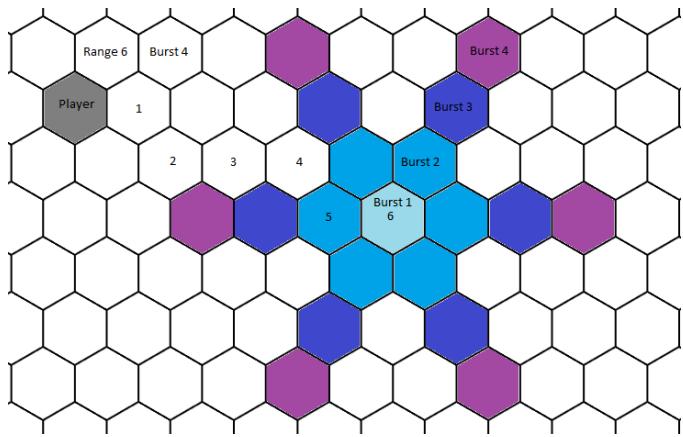
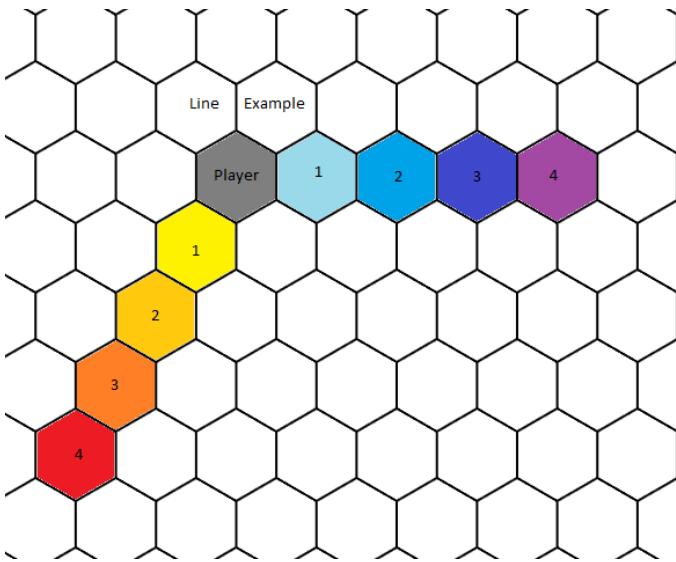


Wall: A wall fills a specified number of Hexes within range, starting from an origin Hex. Each Hex of the wall must share a side—not just a corner—with at least one other Hex of the wall, but a Hex can share no more than three sides with other hexes in the wall. Walls can never be stacked into the same Hex. You can shape the wall however you like within those limitations.

A solid wall, such as a wall of ice, cannot be created in occupied hexes.



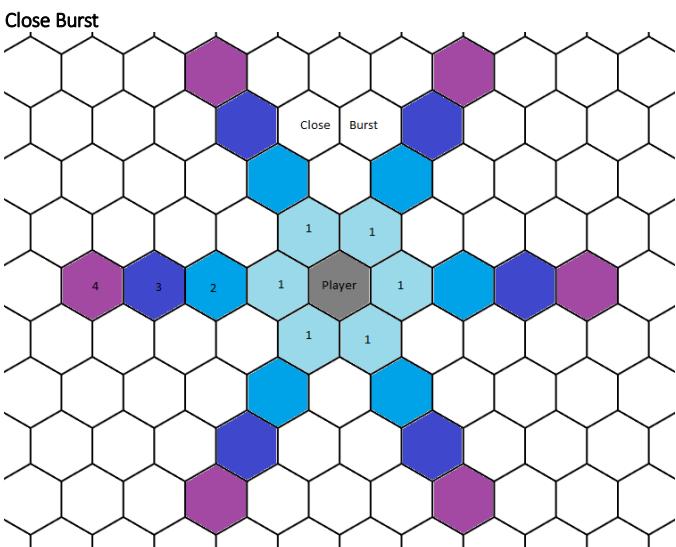
Line: A line operates a lot like a wall the exception being that the line cannot bend but must continue in a straight line to its completion effecting each monster it passes through. Also lines can pass through solid objects.



Overpowering an attack

You may attempt to overpower any attack by spending a full round (attack, move, and simple action) focusing on using that attack. First pick an attack you wish to overpower then choose a legal target of the attack. Then on your next turn before any other action is made, you may roll to hit with the overpowered attack applying the overpowered attack bonuses, this counts as your attack action for that turn.

Well overpowering an attack you will not be able to take any immediate reactions or immediate interrupts, also any attacks made against you have a chance of interrupting your attack. For each round you spend overpowering your attack you may add an extra attack and damage dice. This means if you spend one full round overpowering an attack that is a 1d20 to hit and 1[wd] or depending on the power you use 1d4 damage, it becomes a 2d20 to hit and 2[wd] or 2d4 damage. You may not overpower more than one power per battle, in addition any power you overpower cannot be used again in that battle, even if it misses.



Range Burst

Focusing

As stated previously you may not take any immediate reactions or immediate interrupt while focusing your attack. If you are attacked while attempting to overpower your attack you must then make a willpower saving throw, you have a 40% chance of success that your Focus will not be broken. If you are attacked multiple times in the same turn you must make a saving throw for each attack that hits you. If the enemy you are focusing on attempts to leave your line of sight or break away from your reach, The attack then becomes an immediate interrupt but without the overpowered bonuses.

Liked and disliked weapons

When you dislike a weapon this means you take -2 attack power when using it, if a weapon is not mentioned as liked or disliked this means you don't really like to use it but will -1 attack power when using those weapons. When you like a weapon this means you don't take any penalty for using it.

WD Weapon Damage

When a power deals a number of weapon damage dice (such as 4 [WD]), you roll the number of the dice indicated. If the weapon's damage die is an expression of multiple dice, roll that number of dice the indicated number of times. For example, a Pillow sword (which has a damage die of 1d6) deals 4d6 damage when used with a power that deals 4[W] on a hit.

Critical hits

You're Chances of finding a weakness in your opponent's defense's or exploiting an opportunity of distraction is represented by critical hits. Critical hits usually are indicated when rolling to hit against an enemy.

Critical Range

With most weapons rolling a 20 with no modifiers (Natural 20) means you have scored a critical hit. Some powers, Tricks, weapons, and items can increase the critical range of the weapon. For example a cardboard tube sword has a critical range of 20 where as a pillow sword has a critical range of 19 or 20, this means that if a natural 19 or 20 is rolled to hit it counts as a critical hit.

Critical Multiplier

Each weapon has its own critical damage multiplier. For example the cardboard Tube sword has a critical damage multiplier of x2, and a damage dice of 1d6, so if your damage roll is a 5 you would do 10 damage + the appropriate modifier. Some enhanced weapons do extra damage on top of that, this is added to the total after it has been multiplied.

Hero Dice

Your heroic endeavors as a dream walkers in a world of nightmares grants your abilities that normal people don't have. Hero dice represent the ability to bind the dream world to your will, even if it's just a little.

Hero dice and you

Hero dice can be rewarded at the DW discretion to the players for, good role playing, good tactics in battle, cool descriptions of what they are doing and whatever the DW fills is adding to the fun of the game a hero dice is a d6 that you can:

- Added to your attack power before or after rolling to hit a target.
- Added to your damage rolls before or after rolling for damage
- Added to a skill check before or after rolling
- Using a hero dice class power

Defenses

Your ability to avoid injury and other ill effects is measured by four defenses:

Special Conditions

Conditions, Powers, monsters, traps, and the environment can all cause conditions. A condition imposes a penalty, a vulnerability, a hindrance, or a combination of effects.

Name	BLINDED type 1	DAZED type 1	DEAFENED type 1	DOMINATED type 1	DYING	EXHAUSTED type 1
Effect	<ul style="list-style-type: none">◆ You grant +2 to hit to your attacker.◆ You can't see any target.◆ You take a -5 penalty to Search and spot checks.◆ You can't flank an enemy.	<ul style="list-style-type: none">◆ You grant +2 to hit to your attacker.◆ You can only make one action this turn.◆ You can't flank an enemy.	<ul style="list-style-type: none">◆ You can't hear anything.◆ You take a -5 penalty to Listen and spot checks.	<ul style="list-style-type: none">◆ You're dazed.◆ The dominating creature chooses your action. The only attack actions it can make you use are basic attacks.	<ul style="list-style-type: none">◆ You're unconscious.◆ You're at 0 or negative hit points.◆ You make a death saving throw every round.	<ul style="list-style-type: none">◆ You take a-1 to Strength and Dexterity modifiers.◆ You count as being immobilized.
	BLINDED type 2	DAZED type 2	DEAFENED type 2	DOMINATED type 2		EXHAUSTED type 2
	<ul style="list-style-type: none">◆ You grant +3 to hit to your attacker.◆ You can't see any target.◆ You take a -10 penalty to Search and spot checks.◆ You can't flank an enemy.	<ul style="list-style-type: none">◆ You grant +3 to hit to your attacker.◆ You can only make one action this turn.◆ You can't flank an enemy.	<ul style="list-style-type: none">◆ You can't hear anything.◆ You take a -10 penalty to Listen and spot checks.	<ul style="list-style-type: none">◆ You're dazed.◆ The dominating creature chooses your action. If an attack action is chosen it may only be from those already recharged.		<ul style="list-style-type: none">◆ You take a-2 to Strength and Dexterity modifiers.◆ You count as being immobilized.◆ You drop the items in your hands.
	BLINDED type 3	DAZED type 3	DEAFENED type 3	DOMINATED type 3		EXHAUSTED type 3
	<ul style="list-style-type: none">◆ You grant +4 to hit to your attacker.◆ You can't see any target.◆ You take a -15 penalty to Search and spot checks.◆ You can't flank an enemy.	<ul style="list-style-type: none">◆ You grant +4 to hit to your attacker.◆ You can only make one action this turn.◆ You can't flank an enemy.	<ul style="list-style-type: none">◆ You can't hear anything.◆ You take a -15 penalty to Listen and spot checks.	<ul style="list-style-type: none">◆ The dominating creature chooses your action. The only attack actions it can make you use are basic attacks.		<ul style="list-style-type: none">◆ You take a-3 to Strength and Dexterity modifiers.◆ You count as being immobilized.◆ You drop the items in your hands.
Name	FEAR type 1	FEEBLE type 1	HELPLESS type 1	HIDDEN	IMMOBILIZED type 1	INVISIBLE
Effect	<ul style="list-style-type: none">◆ You run your move directly away from the attacker.	<ul style="list-style-type: none">◆ You take a-1 to your Constitution and	<ul style="list-style-type: none">◆ You grant +2 to hit to your attacker.	<ul style="list-style-type: none">◆ You gain a +5 bonus to <u>all</u> your defenses	<ul style="list-style-type: none">◆ You can't move from your space,	<ul style="list-style-type: none">◆ You gain a +7 bonus to <u>all</u> your defenses

Armor Class, Fort, and Will. Your defense scores rate how hard it is for an enemy to affect you with attacks.

Armor Class (AC) measures how hard it is for your enemies to land a significant blow on you with a weapon or an effect that works like a weapon. Some characters have a high AC because they are extremely quick or intelligent and able to dodge well, while other characters have a high AC because they wear heavy protective armor that is difficult to penetrate.

Fort measures the inherent Fort, mass, Strength, and resilience of your physique. It is the key defense against attacks that include effects such as disease, poison, and forced movement.

Will is your defense against effects that daze, disorient, confuse, or overpower your mind. It measures your Strength of Will, self-discipline, and devotion.

Difficulty Class

When you make skill checks, high results are best. You're always trying to meet or beat a certain number. Often, that's a fixed number, called a Difficulty Class (DC). The DC depends on what you're trying to accomplish and is ultimately set by the Dungeon Master. The DM sets the DCs for specific situations based on level, conditions, and circumstances. All DCs assume acting in situations that are far from normal the DM should call for checks only in dramatic situations. A normal DC check would be 10, the DM should use this as a starting point then increase the DC the tougher the situation is.

Opposed Checks

Sometimes, you make a skill check as a test of your skill in one area against another character's skill in the same area or in a different one. When you use sneak, for example, you're testing your ability to hide against someone else's ability to spot hidden things (the Perception skill). These skill contests are called opposed checks. When you make an opposed check, both characters roll, and the higher check result wins. If there's a tie, the character with the higher check modifier wins. If it's still a tie, both sides roll again to break the tie.

	◆ You do not provoke attacks of opportunity from the attacker.	Intelligence modifier. ◆ You cannot charge. ◆ You are Slow type 1			although you can teleport and can be forced to move by a pull, a push, or a slide	◆ You do not count as the closest target.
	FEAR type 2	FEEBLE type 2	HELPLESS type 2			
	◆ You run your move directly away from the attacker. ◆ You do not provoke attacks of opportunity from the attacker. ◆ You are helpless type 1	◆ You take a-2 to your Constitution and Intelligence modifier. ◆ You cannot charge. ◆ You are Slow type 1	◆ You grant +3 to hit to your attacker.			
	FEAR type 3	FEEBLE type 3	HELPLESS type 3			
	◆ You run your move directly away from the attacker. ◆ You do not provoke attacks of opportunity from the attacker. ◆ You are helpless type 2	◆ You take a-3 to your Constitution and Intelligence modifier. ◆ You cannot charge. ◆ You are Slow type 2	◆ You grant +2 to hit to your attacker. ◆ You are Dazed type 1			
Name	KNOCKED DOWN	MARKED type 1	RESTRAINED	REGENERATION	SLEEP	SLOWED type 1
Effect	◆ You grant +2 to hit to your attacker making melee attacks against you. ◆ You get a +2 bonus to all defenses against ranged attacks from nonadjacent enemies. ◆ You're lying on the ground. (If you're flying, you safely descend a distance equal to your fly speed. If you don't reach the ground, you fall.) ◆ You take a -2 penalty to attack rolls. ◆ You can go to ground as a simple action.	◆ You take a -2 penalty to attack rolls for any attack that doesn't target the creature that marked you.	◆ You grant +2 to hit to your attacker ◆ You're immobilized. ◆ You can't be forced to move by a pull, a push, or a slide. ◆ You take a -2 penalty to attack rolls.	◆ You gain +x to hit points at the end of your turn ◆ You cannot regenerate hit points if you are unconscious or dying.	◆ You grant +2 to hit to your attacker ◆ You are immobilized ◆ You cannot flank enemy's	◆ Your movement is at -2. This speed applies to all your movement modes, but it does not apply to teleportation or to a pull, a push, or a slide. You can't increase your move above 2, and your move doesn't increase if it was lower than 2. If you're slowed while moving, stop moving if you have already moved 2 or more Hexs.
		MARKED type 2				SLOWED type 2
		◆ You take a -3 penalty to attack rolls for any attack that doesn't target the creature that marked you.				◆ Your movement is at -4. This speed applies to all your movement modes, but it does not apply to teleportation or to a pull, a push, or a slide. You can't increase your move above 2, and your move doesn't increase if it was lower than 2. If you're slowed while moving, stop moving if you have already moved 2 or more Hexs.
		MARKED type 3				SLOWED type 3
		◆ You take a -4 penalty to attack rolls for any attack that doesn't target the creature that marked you.				◆ Your movement becomes 2. This speed applies to all your movement modes, but it does not apply to teleportation or to a pull, a push, or a slide. You can't increase your move above 2, and your move doesn't increase if it was lower than 2. If you're slowed while moving, stop moving if you have already moved 2 or more Hexs.
Name	STUNNED type 1	SURPRISED	UNCONSCIOUS			
Effect	◆ You grant +2 to hit to your attacker ◆ You can't take actions. ◆ You can't flank an enemy.	◆ You grant +2 to hit to your attacker ◆ You can't take actions, other than simple actions. ◆ You can't flank an enemy.	◆ You're helpless. ◆ You take a -5 penalty to all defenses. ◆ You can't take actions. ◆ You fall prone, if possible. ◆ You can't flank an enemy.			
	STUNNED type 2					
	◆ You grant +3 to hit to your attacker ◆ You can't take actions. ◆ You can't flank an enemy.					

	STUNNED type 3					
	◆ You grant +4 to hit to your attacker ◆ You can't take actions. ◆ You can't flank an enemy.					

Attack Modifiers

Circumstance	Modifier
Attacker is Knocked down	-2
Attacker is restrained	-4
Target has cover	-2
Its dark	--4
Blind	--2

Charging

Move and Attack: Move your movement +2 as part of the charge and make a melee basic attack at the end of your move. Counts as both your movement and Attack action. You gain a +2 Bonus to the Attack Roll.

Movement Requirements: You must move at least 2 Hexs from your starting position, and you must move directly to the nearest Hex from which you can attack the enemy. You can't charge if the nearest Hex is occupied. Moving over difficult terrain costs extra Hexs of movement as normal.

Provoke Opportunity Attacks: If you leave a Hex adjacent to an enemy, that enemy can make an opportunity attack against you.

No Further Actions: After you resolve a charge attack, you can't take any further actions this turn.

Grab

Target: You can attempt to grab a creature that is smaller than you, the same size category as you, or one category larger than you. The creature must be within your melee reach (don't count extra reach from a weapon).

Strength Attack: Make a Strength attack vs. AC. Do not add any weapon modifiers. You must have at least one hand free to make a grab attempt.

Hit: The enemy is immobilized until it escapes or you end the grab. Your enemy can attempt to escape on its turn.

Sustaining a Grab: You sustain a grab as a simple action. You can end a grab as a simple action.

Effects that End a Grab: If you are affected by a condition that prevents you from taking opportunity actions (such as dazed, stunned, surprised, or unconscious), you immediately let go of a grabbed enemy. If you move away from the creature you're grabbing, you let go and the grab ends. If a pull, a push, or a slide moves you or the creature you're grabbing out of your reach, the grab ends.

Moving a grabbed target

Strength Attack: Make a Strength attack vs. Fort. Do not add any weapon modifiers.

Hit: Move up to half your movement and pull the grabbed target with you.

Opportunity Attacks: If you pull the target, you and the target do not provoke opportunity attacks from each other, and the target doesn't provoke opportunity attacks from adjacent enemies. However, if you leave a Hex adjacent to an enemy, that enemy can make an opportunity attack against you.

Sneaking

Sneak: Before the move action.

Opposed Check: Sneak vs. Spot. If multiple enemies are present, your Sneak check is opposed by each enemy spot check.

Becoming Hidden: You can make a sneak check against an enemy only if you're in cover or outside the enemy's line of sight. Outside combat, the DM can allow you to make a sneak check against a distracted enemy, even if you don't have cover and aren't outside the enemy's line of sight. The distracted enemy might be focused on something in a different direction, allowing you to sneak up. Also see Sneak below.

Success

You are hidden, which means you are silent and gain a bonus to all your defenses.

Great success

You are invisible, which means you are silent do not count as the closest enemy and gain a bigger bonus to all your defenses.

Failure

You can try again on your next turn. If you no longer have any cover against an enemy, you don't remain hidden from that enemy. You don't need cover to stay outside line of sight, but you do need some degree of cover to remain hidden. You can't use another creature as cover to remain hidden. If you speak louder than a whisper or bring attention to yourself, you don't remain hidden from any enemy that can hear you. If any enemy's spot check beats your check result, you don't get the bonuses for the defenses. If you attack, you don't remain hidden. If you take an action that causes you not to remain hidden, you retain the benefits of being hidden until you resolve the action. You can't become hidden again as part of that same turn.

A monster can try to find you on its turn. If a monster makes a spot check on its turn and beats your sneak check result (don't make a new check), you don't remain hidden from that enemy. Also, if an enemy tries to enter your space, you don't remain hidden from that enemy.

Healing

When you take damage, subtract that number from your current hit points. As long as your current hit point total is higher than 0, you can keep on fighting. When your hp total drops to 0 or lower, you are dying.

Powers, abilities, and actions that restore hit points are known as healing. You might regain hit points through rest, heroic actions, or powers. When you heal, add that number to your current hit points. You can heal up to your maximum hit point total, but you can never exceed

Hit Points

Damage reduces your hit points.

◆ Maximum Hit Points: Your class, level, and Constitution score determine your maximum hit points. Your current hit points can't exceed this number.

◆ Weakened Value: You are weakened when your current hit points drop to your weakened value or lower. Your weakened value is one-half your maximum hit points (rounded up). Certain powers and effects work only against a weakened enemy or work better.

◆ Dying: When your current hit points drop to 0 or lower, you fall unconscious and are dying.

Healing in Combat

Even in a battle, you can heal. You cannot heal yourself unless you have a

power that allows you to do so.

When a power heals you, you don't have to take an action. Even if you're unconscious, the power restores hit points.

Temporary Hit Points

- ◆ Not Real Hit Points: Temporary hit points aren't real hit points. They're a layer of insulation that attacks have to get through before they start doing damage to you. Don't add temporary hit points to your current hit points (if your current hit points are 0, you still have 0 when you receive temporary hit points). Keep track of them as a separate pool of hit points.
- ◆ don't Count toward Maximum: Temporary hit points don't count when you compare your current hit points to your maximum hit points, when you Determine whether you're bloodied, or for other effects that depend on your current hit points.
- ◆ Lose Temporary Hit Points First: When you take damage, subtract it from your temporary hit points. If you take more damage than your temporary hit points, extra damage reduces your current hit points.
- ◆ Don't Add Together: If you get temporary hit points from different sources, use the higher value as your temporary hit point total instead of adding the values together.
- ◆ Last until You Rest: Your temporary hit points last until they're reduced to 0 by damage, are hit by an attack, or until you take a rest.

Death and Dying

- ◆ dying: When your hit points drop to 0 or fewer, you fall unconscious and are dying. Any additional damage you take continues to reduce your current hit point total until your character dies.
- ◆ Death Saving Throw: When you are dying, you need to make a saving throw at the end of your turn each round. The result of your saving throw determines how close you are to death.
 - Lower than 10: You slip one step closer to death. If you get this result three times before you take a rest, you die.
 - 10–19: No change.
 - 20 or higher: You regain hit points equal to your con modifier + your level, when you do so you are considered to have 0 hit points, and then your healing, restores hit points as normal. You are no longer dying, and you are conscious but still knocked down.
- ◆ Death: When you take damage that reduces your current hit points to your weakened value expressed as a negative number, your character dies.

Healing the Dying

When you are dying, any healing restores you to at least 1 hit point. If someone has stabilized you using the Heal skill but you receive no healing, you regain hit points after an extended rest.

- ◆ Regain Hit Points: When you are dying and receive healing, you go to 0 hit points and then regain hit points from the healing effect.
- ◆ Become Conscious: As soon as you have a current hit point total that's higher than 0, you become conscious and are no longer dying.

Skills Definition

Athletics

Make an Athletics (or strength check if untrained) to attempt physical activities that rely on muscular Strength, including climbing, escaping from a grab, jumping, and swimming.

Climb

Make an Athletics check to climb up or down a surface. Different circumstances and surfaces make climbing easier or harder. Climb: Part of a move action.

- ◆ DC: Set by DM. If you use a climber's kit, you get a +2 bonus to your Athletics check. If you can brace yourself between two surfaces, you get a +5 bonus to your check.

◆ Success: You climb at your movement. When you climb to reach the top of a surface, such as when you climb out of a pit, the distance to reach the top includes allowing you to arrive in the Hex adjacent to the surface. The last Hex of movement places you on that Hex.

◆ Fail by 4 or Less: You stay where you started and lose the rest of your move action, but you don't fall. You can try again as part of a move action.

◆ Fail by 5 or More: You fall and lose the rest of your move action.

◆ Taking Damage: If you take damage while climbing, you must make a Climb check using the DC for the surface you're climbing. If that damage makes you weakened, increase the DC by 5. If you fail the check, you fall from your current height. You may try to catch yourself as a free action the DC will be set by the DW.

◆ Catch Hold: If you fall while climbing, you can make an Athletics check as a simple action to catch hold of something to stop your fall. The base DC to catch hold of something is the DC of the surface you were climbing plus 5, modified by circumstances. You can make one check to catch hold. If you fail, you can't try again unless the DW rules otherwise.

◆ Climb Speed: While climbing, creatures that have a climb movement (such as spiders) use that movement, ignore difficult terrain, and do not make Athletics checks to climb.

Surface	Athletics DC
Ladder	0
Rope	5
Uneven surface (cave wall)	15
Rough surface (brick wall)	20
Slippery surface	+5
Unusually smooth surface	+10

Escape from a Grab

Make an Athletics check to muscle out of a grab. You can also make escape attempts to get away from other immobilizing effects, as directed by your DM.

Jump

Make an Athletics check to jump vertically to reach a dangling rope or a high ledge or to jump horizontally to leap across a pit, a patch of difficult terrain, a low wall, or some other obstacle.

High Jump: Part of a move action.

◆ Distance Jumped Vertically: Make an Athletics check and divide your check result by 10 (round down). This is the number of feet you can leap up. The result determines the height that your feet clear with a jump. To determine if you can reach something while leaping, add your character's height plus one-third rounded down (a 6-foot-tall character would add 8 feet to the final distance, and a 4-foot tall character would add 5 feet).

◆ Running Start: If you move at least 2 Hexes before making the jump, divide your check result by 5, not 10.

◆ Uses Movement: Count the number of Hexes you jump as part of your move. If you run out of movement, you fall. You can end your first move in midair if you double move.

Long Jump: Part of a move action.

◆ Distance Jumped Horizontally: Make an Athletics check and divide your check result by 10 (don't round the result). This is the number of Hexes you can leap across. You land in the Hex determined by your result. If you end up over a pit or a chasm, you fall and lose the rest of your move action.

◆ Distance Cleared Vertically: The vertical distance you clear is equal to one-quarter of the distance you jumped horizontally. If you could not clear the vertical distance of an obstacle along the way, you hit the obstacle, fall prone, and lose the rest of your move action.

◆ Running Start: If you move at least 2 Hexes before making the jump, divide your check result by 5, not 10.

◆ Uses Movement: Count the number of Hexes you jump as part of your move. If you run out of movement, you fall. You can end your first move in midair if you double move.

Swim

Make an Athletics (or strength if untrained) check to swim or to tread water. Different conditions make swimming harder. See the Endurance skill for information on swimming or treading water for an hour or more. Swim or Tread Water: Part of a move action.

- ◆ DC: See the table.
- ◆ Success: You swim at one-half your speed, or you stay afloat and tread water.
- ◆ Fail by 4 or less: Stay where you are and lose the rest of your move action. You can try again as part of a move action.
- ◆ Fail by 5 or More: Sink 1 Hex and risk suffocation by drowning (details are in Chapter 9 of the Dungeon Master's Guide).
- ◆ Uses Movement: Count the number of Hexes you swim as part of your move.
- ◆ Swim Speed: While swimming, creatures that have a swim speed (use that speed and do not make Athletics checks to swim).

Water Type	Athletics DC
Calm	10
Rough	15
Stormy	20

Bluff

Your Bluff check (or charisma if untrained) is opposed by an observer's motive check. Your check might be opposed by multiple motive checks, depending on how many observers can see and hear you and care about what's going on. During a skill challenge, you might need to beat your observers' motive checks multiple times to succeed at bluffing them.

Bluff: Standard action in combat or part of a skill challenge.

- ◆ Opposed Check: Bluff vs. Motive.
- ◆ Create a Diversion to Hide: Once per combat Battle, you can create a diversion to hide. As a standard action, make a Bluff check opposed by The Motive check of an enemy that can see you (if multiple enemies can see you, your Bluff check is opposed by each enemy's motive check). If you succeed, you create a diversion and can immediately make a Sneak check to hide.

Diplomacy

You can influence others with your tact, subtlety, and social grace. Make a Diplomacy (or charisma if untrained) check to change opinions, to inspire good will, to haggle with a patron, to demonstrate proper etiquette and decorum, or to negotiate a deal in good faith.

A Diplomacy check is made against a DC set by the DM. The target's general attitude toward you (friendly or unfriendly, peaceful or hostile) and other conditional modifiers (such as what you might be seeking to accomplish or what you're asking for) might apply to the DC. Diplomacy is usually used in a skill challenge that requires a number of successes, but the DM might call for a Diplomacy check in other situations.

Building

You know how to build simple structures, also making weapons and armor, as well as enhancing items. Make a building check (or intelligence if untrained) to reveal a bit of information about an item or structure or when making a structure or item.

- ◆ DC: The check DC varies based on the situation.
- ◆ Success: You build whatever it is you are attempting.
- ◆ Failure: You can't try again until circumstances change or a certain amount of time has elapsed.

Building type	DC per day	Time
Temporary hut	15	3 hours
Repairs	Varies	Varies
Shack	25	3 days
Small house	30	3 months
Large house	40	1 year
Castle	50	10 years

Endurance

Make an Endurance check (or a construction if untrained) to stave off ill effects and to push yourself beyond normal physical limits. You can hold your breath for long periods of time, forestall the debilitating effects of hunger and thirst, and swim or tread water for extended periods.

Some environmental hazards—including extreme temperatures, violent weather, and diseases—require you to make an Endurance check to resist and delay debilitating effects.

Endurance: No action required.

- ◆ DC: See the table. The check DC varies based on the situation and the level of a hazard.
- ◆ Success: You endure a particular situation.
- ◆ Failure: You can't try again until circumstances change or a certain amount of time has elapsed.

Task	Endurance DC
Endure extreme weather	Base 15
Resist disease	Varies
Hold breath (each round after 5)	10 + 1 per round
Swim or tread water (after 1 hour)	15 + 2 per hour

Heal

You know how to help someone recover from wounds or debilitating conditions, including disease.

First Aid

Make a Heal (or intelligence if untrained) check to administer first aid. First Aid: attack action.

- ◆ DC: Varies depending on the task you're attempting.
- ◆ heal in combat: Make a DC 10 Heal check to allow an adjacent character to regain hit points equal to their con modifier+their level without the character having to spend an action.
- ◆ Stabilize the Dying: Make a DC 15 Heal check to stabilize an adjacent dying character. If you succeed, the character can stop making death saving throws until he or she takes damage. The character's current hit point total doesn't change as a result of being stabilized.
- ◆ Grant a Saving Throw: Make a DC 15 Heal check. If you succeed, an adjacent ally can immediately make a saving throw, or the ally gets a +2 bonus to a saving throw at the end of his or her next turn.

Treat Disease

Make a Heal check to treat a character suffering from a disease.

Treat Disease: Part of the diseased character's extended rest. You must attend the character periodically throughout the extended rest, and you make Your Heal check when the rest ends.

- ◆ Replaces Endurance: Your Heal check result determines the disease's effects if the result is higher than the diseased character's Endurance check result.

Intimidate

Make an Intimidate check (or charisma if untrained) to influence others through hostile actions, overt threats, and deadly persuasion.

Intimidate can be used in combat Battles or as part of a skill challenge that requires a number of successes. Your Intimidate checks are made against a target's will defense or a DC set by the DM. The target's general attitude toward you and other conditional modifiers (such as what you might be seeking to accomplish or what you're asking for) might apply to the DC.

Intimidate: Standard action in combat or part of a skill challenge.

- ◆ Opposed Check: Intimidate vs. Will (see the table for modifiers to your target's defense) If you attempt to intimidate multiple enemies at once, make a separate Intimidate check against each enemy's Will defense. Each target must be able to see and hear you.
- ◆ Success: You force a weakened target to surrender, get a target to reveal secrets against its Will, or cow a target into taking some other action.
- ◆ Failure: If you attempted to intimidate the target during combat, you can't try again against that target during this Battle.
- ◆ Target Becomes Hostile: Using Intimidate usually makes a target hostile toward you, even if you don't succeed on the check.

Enemy is ...	Will Defense Modifier
Hostile	+10
Unfriendly	+5

Knowledge

Make a knowledge check to remember a useful bit of knowledge about the arena of knowledge you are trained in.

- City
- Dreams
- Dungeon
- Desert
- Forest
- Jungle
- Monster's
- Mountains
- Towns

- ◆ DC: The check DC varies based on the situation.
- ◆ Success: You recall something about the area, environment, or monster.
- ◆ Failure: You can't try again until circumstances change or a certain amount of time has elapsed.

Dreams, Dungeon, desert, forest, jungle, mountain

If you have selected this skill as a trained skill, your knowledge represents formalized study or extensive experience, and you have a better chance of knowing information in this field.

Forage

Make a appropriate skill check to locate and gather enough food and water to last for 24 hours.

Forage: takes 1 hour.

- ◆ DC: DC 15 to find food and water for one person, DC 25 for up to five people. The DW might adjust the DC for the different environments.
- ◆ Success: You find enough food and water for 24 hours.
- ◆ Failure: You find no food or water. You can forage again but in a different area.

Make a appropriate skill check to remember a useful bit of knowledge about the area, terrain, climate, weather, plants, or seasons.

Monster, Dreams

If you are trained in this skill you may make a knowledge monster check to identify the monster, its defenses, skills, hp and powers.

Search

Search: No action required—either you notice something or you don't. If you want to use the skill actively, you need to take a standard action or spend 1 minute listening or searching, depending on the task.

Search traps
Search monster
Search hidden object

◆ Opposed Check: search monster vs. Sneak when trying to spot or hear a creature using Sneak.

- ◆ Success: You see or hear something.
- ◆ Failure: You can't try again unless circumstances
- ◆ searching: When actively searching an area or looking for something specific, assume you're searching each adjacent Hex. The DM might allow you to do this as a standard action, but usually searching requires at least 1 minute.

Search	DC
Barely hidden	10
Well hidden	25
More than 10 Hexs away	+2
In Combat	+2

Listen

Listen check: No action required.

- ◆ DC: The check DC varies based on the situation.
- ◆ Success: You have can hear stuff'
- ◆ Failure: You can't try again until circumstances change or a certain amount of time has elapsed.

Perception	DC
Battle	0
Normal conversation	10
Whispers	20
Through a door	+5
Through a wall	+10
More than 10 Hexs away	+2

Tracking

You use Track when you're trying to find or follow a creature.

Find Tracks	DC
Soft ground (snow, loose dirt, mud)	15
Hard ground (wood or stone)	25
Rain or snow since tracks were made	+10
Each day since tracks were made	+2
Quarry obscured its tracks	+5
Huge or larger creature	-5
Group of ten or more	-5

Sneak

This skill is used against another creature's Perception check or against a DC set by the DM.

Sneak: Part of whatever action you are trying to perform sneakily.

- ◆ Opposed Check: Sneak vs. Spot. If there are multiple observers, your Sneak check is opposed by each observer's Spot check.
- ◆ Cover: Unless a creature is distracted, you must have cover the creature to make a Sneak check. You have to maintain cover to remain unnoticed. If a creature has unblocked line of sight to you (that is, you lack any cover), the creature automatically sees you (no Spot check required).
- ◆ Distracted Creature: If a creature is distracted, you can attempt to hide from that creature even when you don't have cover. In combat, creatures are assumed to be paying attention in all directions. Outside combat, a creature might be paying attention to something in a certain direction, allowing you to hide behind the creature's back. You make a Sneak check as normal to avoid the creature's notice, since it might hear you.
- ◆ Success: You avoid notice, unheard and hidden from view. If you later attack or shout, you're no longer hidden.
- ◆ Great Success: if you beat the opposed spot check by at least 10 points you count as being invisible.
- ◆ Failure: You can't try again unless observers become distracted or you manage to obtain cover.
- ◆ Light Source: Observers automatically see you if you're carrying a light source, or are directly in front of one.
- ◆ Hidden: +5 to all your defenses while you are hidden.
- ◆ Invisible: + 7 to all your defenses while you are invisible.

Disarm

- Disarm Trap: Standard action in combat or part of a skill challenge.
- ◆ DC: See the table.
 - ◆ Delay Trap: You get a +5 bonus to the check if you try to delay a trap, rather than disable it.
 - ◆ Success: You disable or delay the trap. Disabling a trap makes it harmless until it resets. Delaying a trap makes the trapped area safe for passage until the end of your next turn.
 - ◆ Fail by 4 or Less: Nothing happens. You can try again as a new action.
 - ◆ Fail by 5 or More: You trigger the trap.

Trap	DC
Simple	20
Complex	30
Extremely complex	35
In Combat	+5

Lock Picking

- Open Lock: Standard action in combat or part of a skill challenge.
- ◆ DC: See the table. You get a +2 bonus to the check if you use Plastic Keys tools.
 - ◆ Success: You pick the lock.
 - ◆ Failure: You can try again as a new action.

Locks	DC
Simple	20
Complex	30
Extremely complex	40
In Combat	+5

Warfare

Warfare covers the knowledge of weaponry, fortifications, and military tactics

- Imitative checks

Warfare check: No action required.

- ◆ DC: The check DC varies based on the situation.
- ◆ Success: You have knowledge of the weaponry, tactics or whatever you are looking for.
- ◆ Failure: You can't try again until circumstances change or a certain amount of time has elapsed...