**Glittershard’s End - Technical manual**

**Character Creation:**

Glittershard’s End uses the D20 system, so you will need 1 d20, 1 d12, 1 d10, 1 percentile, 1 d8, 1 d6, and 1 d4 to be able to play, along with a piece of paper and a pencil.

**Creating a character:**

To create a character, Several things must be decided up front:

* Race
* Gender
* Class
* Name
* Alignment
* Stats
* Age

Additionally, it is possible to describe a character physically, give them a backstory, and give them a personality and motivations.

* Gender, Alignment, Age and Name help come up with a character.
* Stats, Race, and Class are important to a character mechanically. Any of the three can be chosen first, depending on how you would like to build the character.
* Once all three are chosen or rolled, write down Stats with any bonuses from Race
* Write down Size and Speed
* Write down Traits given by Race
* Write down 1st level perks
* Calculate and write down Max HP
* Calculate Max Magical Stamina
* Write down Max Recovery
* Write down the appropriate number for each skill, adding +2 to any skills trained by the class.
* Write down how much gold your class grants you and items granted by class
* Write down Max weight.
* Write down Armor in the “body” slot under armor or wearables, and write armor rating in the Rested State section.
* Calculate Dodge
* Calculate Melee and Ranged weapons accuracy and damage
* If your character is magical, pick spells as appropriate.

**Stats:**

Stats start at 0. 0 is considered average for a human.

The 8 stats are:

|  |  |  |  |
| --- | --- | --- | --- |
| Strength (Str) | Health (Hea) | Dexterity (Dex) | Charm (Cha) |
| Wit (Wit) | Light magic (LM) | Dark magic (DM) | Survival (Sur) |

To assign stat scores, take one +4, one +3, two +2’s, two +1’s, a 0, and a -1 and assign one to each score. Or, roll 8d6 and subtract two from all rolls to create a new array. If total of all post- subtraction dice is less than 8, re-roll.

**Skills:**

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Key skills | Calculation | Description |
| Animal Handling | Sur, Cha | Sur + ½ Cha | Ability to work with animals |
| Artistry | Dex | Dex | Used for drawing and carving |
| Book - Biology | Wit | WIt | Non-magical medicines |
| Book - Enchanting | Wit | Wit | Magic infused in mundane objects |
| Book - Force | Wit | Wit | Application of force against a target |
| Book - Illusion | Wit | Wit | Sense tricking magic |
| Book - Spatial | Wit | Wit | Magic dealing with an area |
| Brute force | Str | Str | Forcing through obstacles |
| Dark - Cold | DM | DM | Creates cold |
| Dark - Fire | DM | DM | Ability to control fire |
| Dark - Lightning | DM | DM | Ability to control Lightning |
| Dark - Necrosis | DM | DM | Causing flesh to rot |
| Dark - Resurrection | DM | DM | Necromantic arts |
| Deception | Cha, Dex | Dex + ½ Cha | Sleight of hand |
| Exploration | Sur | Sur | Navigation, reading maps |
| Freerunning | Str, Dex | Str + Dex | Ability to navigate quickly |
| Judgement | Sur + Cha | Cha + Sur | Determine if someone is lying |
| Light - Air | LM | LM | Using air magic |
| Light - Earth | LM | LM | Using earth magic |
| Light - Health | LM | LM | Magical healing |
| Light - Nature | LM | LM | Using Nature magic |
| Light - Water | LM | LM | Using Water magic |
| Lockpicking | Dex | Dex | Unlocking non-magical locks |
| Perform | Cha, LM | Cha + ½ LM | Ability to use instruments, dance |
| Poison resist | Hea | Hea | Ability to resist poisons |
| Search | Sur | Sur | Ability to find things |
| Speechcraft | Cha | Cha | Conversing |
| Stamina | Hea | Hea | Ability to endure harsh conditions |
| Stealth | Dex, wght | Dex - weight/20 | How stealthy a character is. |
| Street Smarts | Sur | Sur | Ability to navigate in cities |
| Wilderness | Sur | Sur + ½ Str | Ability to camp, tie knots, Etc |

**Mechanics:**

**Action Hierarchy:** In combat there are three types of actions that can be taken:

Attack: Use a weapon against a foe

Move: Move to a new unit on the board

Small: Small actions are ones like loading crossbows, getting potions out of hip bags, switching weapons.

Attacks can be traded in for moves, and moves can be traded in for small actions.

**Armor:** Damage absorption. Reduces the damage taken from a physical attack that connects by the same number of points as the armor provides.

**Armor Piercing (AP):** If a weapon is armor piercing, it ignores armor entirely.

**Breath Weapon:** Utilizes 12 Magical stamina. There are six types: Fire, Lightning, Necrotic, Earth, Cold and Water. Cone shaped, starts in unit in front of dragonkin. Travels 10 feet.

**Brewing:** Potions must be brewed. One hour must be spent creating the mix, and 8 hours must be spent adding magic to it. Potions must not be disturbed while preparing or brewing or they will fail, and as such cannot be brewed on the run or in a fight. Potion preparations can be stored for two days before the brewing starts. Potions have a Spell component cost determined by potion.

**Bullrush:** Once a day, an extra move action can be used in one turn.

**Carrying Cap:** Without any bags, only gold and what can be worn or carried in the entity’s hands can be brought along. Bags can be bought to allow for more items to be carried, but be mindful of the weight limit. Items of negligible weight can be carried in pockets without penalty. Only one potion may be carried in a pocket.

**Charm:** While charmed, an entity is not in control of its actions. Instead, the charmer is in control. Charm can only take effect on sapient entities not already under someone’s control, and the target must be of the opposite gender or suffer a -1 penalty to have the charm take effect.

1d20 + Cha vs 1d20 + Judgement

**Climbing:** An entity can climb a surface with a bonus equal to Str + Dex. The challenge of the slope is determined by material and angle.

**Disarm:** People can be disarmed. Weapons fall to the ground, and can be picked up with a small action.

**Dodge:** The chance an attack will miss altogether. Negative dodge does not have any effect.

Dodge = 20 - size penalty - armor penalty + Dex

**Down:** When knocked down, movement speed is reduced to 2 units. Standing up takes 3 units of movement to complete. All attacks made while down take a -10 penalty to accuracy, and dodge takes a -10 point penalty.

**Equipment:** Every humanoid entity has 7 slots to put gear into:

L and R rings, Head, Necklace, Torso, Legs, Shoes.

Only one ring can be worn on each hand.

**Experience:** Experience is earned in combat, by completing quests, by winning skill challenges, and by talking to NPCs

**Fall damage:** When something falls, it takes 1d6 damage per unit fallen.

**Fear:** Target of fear loses attack for 10 seconds.

1d20 + Speechcraft vs 1d20 + Judgement

**Flight:** Flight allows an entity to maneuver over obstacles. One must be able to move to fly. Anything that restricts movement will cause a flying entity to stop moving and fall. Maximum height is twice movement speed of the entity. Grants +5 to dodge.

**Food:** Food can be filling, satiating, or mediocre.

**Force Feed:** You can feed or splash a potion to an unconscious or willing participant with a small action. Must be in melee range. An unwilling target requires an attack to feed the potion.

**Gold:** Currency in Glittershard. 1 gold is equivalent to a decent meal, and 1 gold is equal 100 pennies for change.

**Healing:** Healing comes in two forms: Magical and Mundane

Magical healing: Adds amount of HP specified by treatment, removes recovery point.

|  |  |
| --- | --- |
| Ailment | Description |
| Broken limb | Caused by blunt weapons, doing more than ¼ max health. Limb cannot be used to attack, and walking on limb will slow creature by 2 units. |
| Open wound | Caused by bladed weapons, doing more than ¼ max health. Open wounds are susceptible to infections |

**HP (Hit Points):** A measure of how healthy you are. If these fall below 0, an entity falls unconscious. If twice the maximum number of HP of damage is incurred, the entity dies outright.

Level 1 Max HP = Race base health + 3 \* Hea

**Infections:**

|  |  |
| --- | --- |
| Name: | Description |
|  |  |
|  |  |
|  |  |
|  |  |

**Invisibility:** While invisible, an entity cannot be seen. They are still physical, can make noise, and be attacked by creatures with Enhanced senses.

**Kick away:** A move action can be used to knock a weapon on the ground away.

**Level:** A rough estimate of how powerful an entity is. Level is also used to determine how powerful spells are. Levels are gained through experience

**Lucky:** Lucky weapons do additional 1d6 damage

**Magic stamina:** How much magic can be cast before it starts draining hit points.

Max Magic Stamina = LM/DM/Wit \* 3 (Use largest of the three, does not stack)

Magic stamina replenishes 1 point every ten seconds.

**Magical Components:** 10 Magical components can be used in place of one Magical Stamina point.

**Max Weight** An entity can only carry so much weight. Once they exceed this weight, movement speed is reduced by one for every 10 pounds over max weight. Str and Dex take a -2 penalty.

Max weight = 50 + 10 \* Str

**Melee:** Melee attacks are attacks with short (5 ft) range.

Attack: Str + Weapon accuracy + 1d20

Hit: Str + Weapon damage

**Movement Speed:** The number of units an entity can move in one turn

Movement speed = 6 + ½ Dex

**Natural Weapons:** Some entities cannot hold weapons, but have claws or beaks or horns.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Implement | Accuracy | Mini | Sm | Med | Lar | Tower | Imme | Special |
| Beak | +2 | 2 | 1d4 | 1d6 | 1d6 | 1d8 | 1d8 | AP |
| Claws | +1 | 3 | 1d4 | 1d6 | 1d8 | 1d10 | 1d10 |  |
| Constriction | +3 | 1 | 3 | 1d4 | 1d4 | 1d6 | 1d8 | Restricts movement |
| Fangs | +2 | 3 | 1d4 | 1d4 | 1d6 | 1d6 | 1d6 | Poisons target, Slow Attack |
| Fangs - Vampire | +2 | 3 | 1d4 | 1d4 | 1d6 | 1d6 | 1d6 | Drains blood and gain HP +3/10 sec, Slow Attack |
| Hooves | 0 | 2 | 3 | 1d4 | 1d4 | 1d6 | 1d8 | Blunt |
| Talons | +1 | 2 | 1d4 | 1d4 | 1d6 | 1d8 | 2d4 |  |
| Teeth - Herbivore | +1 | 1 | 3 | 1d4 | 1d4 | 1d6 | 1d6 | Slow Attack |
| Teeth - Predator | +2 | 2 | 1d4 | 1d6 | 1d8 | 1d8 | 1d10 | Slow Attack |
| Unarmed fist | +1 | 1 | 1d4 | 1d6 | 1d6 | 1d8 | 1d8 | Blunt, unarmed |

**Overhealing:** When being healed, any healing done over the healed entity’s max health is divided by two and added on top of the cap. Overhealing is reduced by one hit point per round, and is subtracted from health first.

**Paralyzed:** A paralyzed entity cannot move or take actions.

**Poison:** Poisons cause damage over time. A heal check of poison level + 1d10 (rolled when poison is applied) can be passed to get rid of the poison.

**Ranged:** Ranged weapons are weapons that can attack at distances greater than arm’s reach. These generally include bows, crossbows, thrown daggers, Etc. Weapon determines accuracy, damage ratings, range, ammunition type, loading times.

Attack: Dex + weapon accuracy + 1d20

Hit: Dex +Weapon damage

Bows require one small action to draw an arrow, and one small action to get an arrow unless arrow is in a quiver.

Crossbows require two small actions to load a bolt, one small action to tension the string, and one small action to retrieve a bolt if not in a quiver. Crossbows can be pre-tensioned before battle, but cannot be kept that way for long periods of time.

**Recovery:** How many times magical healing may be used on an individual before potions and other medical supplies must be used to stabilize an individual.

Recovery = Hea +2

**Senses:** Some entities have enhanced or reduced senses.

Nightvision - Can see without light present

Enhanced Sight/smell/hearing/touch/taste - Sense is twice as sharp under same conditions

Poor Sight/smell/hearing/touch/taste - Sense is half as sharp under same conditions

**Shaped attacks:** Some attacks have shapes.

Rectangle attacks fill a certain number of units at a time, for specified width and height

Conical attacks have a point of origin, a direction, and a distance

**Shapeshifter:** The ability to change shape. If an entity can shapeshift, it gains a +1 to deception checks if target is unaware of the entity’s ability to shapeshift. Shapeshifts do not change the size of entities.

**Size:** Winged creatures are medium with their wings folded up, and large with them unfolded.

|  |  |  |
| --- | --- | --- |
| Size | Dodge penalty | Speed penalty |
| Mini | 0 | -2 |
| Small | -5 | -1 |
| Medium | -10 | 0 |
| Large | -15 | 0 |
| Towering | -20 | 0 |
| Immense | -25 | -1 |

**Sleep:** A character must rest for six hours within an eight hour period every 36 hours or incur a -1 to all stats until rest is had. Cannot sleep more than once every twelve hours.

**Slow Attack:** An attack with this tag means the creature cannot move and use this attack

**Summons:** Summons are entities that exist separate from the controlling entity. The summons have their own stats, and use the actions of their controller.

**Training:** Training is the ability to do certain things. Playing an instrument, smithing, brewing potions, etc.

**Transformation:** SImilar to the ability to shapeshift, but with only one form. Form may be any Natural or humanoid Fey creature. When transformed, all sense enhancements are lost and stats revert to 0 plus any racial bonuses.

**Unit:** A unit is 5 ft x 5 ft x 5 ft.

**Unsleeping:** Does not require sleep. Instead, requires two hours of downtime every 48 hours to recharge spells. Cannot rest more than once every sixteen hours.

**Vampirism:** This disease causes the entity to need to suck blood from a natural or fey creature every 24 hours or suffer -1 penalty to all stats. If one target is drained three days in a row, that entity becomes a zombie.

**Combat:**

**Combat** is started any time two parties are intent on using violence on one another.

When combat is started, each character rolls a d20 and adds their Dex. This is their initiative.

Highest number goes first, and higher Dex goes first in event of a tie. Tie breaker from there is Sur. Further ties are determined by dice roll.

Each person gets four actions on their turn: 1 attack, 1 move, 2 small actions

Each round of combat lasts ten seconds real time.

Combat ends when one side is defeated (Dead, unconscious, ran away)

**Skill challenges** start the same, but instead of enemies, it’s PVE. Get initiatives, and creatively try to get around an obstacle using skills instead of attacks. You need to succeed a certain number of times before you fail a certain amount of times

**Leveling:**

When enough experience is earned, a level is gained. Health increases by Hea (min 0) + ½ level per level.

|  |  |  |  |
| --- | --- | --- | --- |
| Level | Experience | Total Experience | Perks: |
| 1 | 0 | 0 | Class, Race, 100 gold, 2 training |
| 2 |  |  | +1 to a stat |
| 3 |  |  | +1 skill point |
| 4 |  |  | New class perk |
| 5 |  |  | +1 skill point, 1 training |
| 6 |  |  | +1 to a stat |
| 7 |  |  | +1 skill point |
| 8 |  |  | New class perk |
| 9 |  |  | +1 skill point |
| 10 |  |  | +1 to a stat, 1 training |
| 11 |  |  | +1 skill point |
| 12 |  |  | New class perk |
| 13 |  |  | +1 skill point |
| 14 |  |  | +1 to a stat |
| 15 |  |  | +1 skill point, 1 training |
| 16 |  |  | New class perk |
| 17 |  |  | +1 skill point |
| 18 |  |  | +1 to a stat |
| 19 |  |  | +1 skill point |
| 20 |  |  | New class perk, 1 training |

**Supplemental material:**

Character sheet

Lorebook

Spell List

Class and Perks List

Item List

Bestiary

* PC races
* Monster creation steps
* List of monsters
* How to build fights

===================================================================

EVERYTHING BELOW THIS IS SCRATCH SHEET

===================================================================

**Main TODO:**

Infections

**Numeric Fixes:**

Set numbers for XP system