

TERRA MACHINA

A Tabletop RPG by Anthony C. Jones

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INTRODUCTION

Over the course of millennia, what began as a world of fantasy and myth advances beyond its ages of primitivity, agriculture, conquest, exploration, and industry. It is now an age of technology. Life transpires on the spectrum of science and sorcery. It is a world where the gods of the machine coexist with the gods of the natural world. Welcome to Terra Machina.

Terra Machina is a tabletop RPG based that takes inspiration from Japanese roleplaying video games of the 32-bit console era. It imagines a fantasy world where time has passed to the point where technology is just as powerful as magic. It is meant to be a unique experience that combines the best elements of fantasy, science fiction, and action.

This rulebook is written with the intended audience being the Game Master (GM for short), but it would also be good for players as well. My recommendation is to read through once and then use it as a reference when planning your next session or one-shot.

MATERIALS

To play the game, each player will need to grab the following:

- A copy of the Basic Character Sheet
- A Class Crystal that the player will use as their base class (it must be a class that does not have any listed prerequisites)
- A pencil
- A set of polyhedral dice
 - o 20-sided die (d20)
 - o 12-sided die (d12)
 - o 10-sided die (d10)
 - o 8-sided die (d8)
 - o 6-sided die (d6)
 - o 4-sided die (d4)

RULES

SKILLS

Rolling skills are how the player will determine if the actions a character takes in or out of combat will succeed. There are 12 basic skills (3 for each stat) that a player may roll depending on the character's actions. We will delve further into this in a little bit.

Unless otherwise indicated, a skill consists of a roll of a d20 + a basic skill and will have the following results:

18 or more	Success
10 to 17	Minor Success (which means, you only partially succeed, or you fully succeed but there are consequences; in combat, this usually means a counterattack)
9 or less	Fail (but the character gains 1 XP)

Each class also has its own set of skills unique to that class. Each class has unique starting skill but also ones that they gain by gaining experience. There are also some skills that have an advanced level to them (denoted by being indented on the sheet) that can only be obtained after gaining the first skill.

There are also *custom skills*. A custom skill is a skill that gets created by the GM or by a player with the approval of the GM based on a critical event in the story, such as defeating an important villain or finding a magical artifact. There is a section on the basic character sheet where the player may write the character's custom skills. Examples of custom skills include:

Epic Roll in a specific situation
Increasing the damage die for a particular weapon
A special attack that can be used in specific circumstances

At the end of this guide, there are some sample custom skills that can be used as a reference.

Certain skills will require the use of a limited pool of points called Spirit Points (SP). Note that if a skill requires SP, the SP is expended regardless of whether the roll is successful or not.

The most important rule on skills is that the GM determines what skills are applicable in the situation and whether the action is even possible. In general, Terra Machina is meant to be extremely freeform and forgiving, where anything is possible. However, the GM may impose limits so that the world makes sense.

GRACE BASIC SKILLS

DIPLOMACY

Diplomacy is how well a character interacts with others. Common uses:

- Recruit an NPC into the party.
- Convince an NPC to do something.
- Lying
- Negotiate a cheaper price on an item to buy.
- Negotiate more money for an item to sell.
- Determine if someone talking to you is lying.

MOVEMENT

Movement determines how well the character can move their body. Common uses:

- Combat order.
- Run fast.
- Sneak around.
- Dodge or avoid danger.
- Leap long distance.
- Climbing a steep hill.

SHOOT

Shoot determines a character's aim. Common uses:

- Throwing an object to hit something.
- Throwing an object for an ally to catch.
- Throwing an object to distract an enemy.
- Shooting a firearm or throwing something in combat.

INTELLECT BASIC SKILLS

DEDUCTION

Deduction determines how good a character is at figuring things out. Common uses:

- Figuring out a puzzle.
- Finding a weak spot in a building.
- Figuring out how old something is.
- Figuring an enemy's weakness.

KNOWLEDGE

Knowledge is what the character knows and can recall. Common uses:

- History of a place you're visiting.
- Politics of a place you're visiting.
- Common knowledge about what's happening.

TINKER

Knowledge is what the character knows and can recall. Common uses:

- Fix something.
- Build something.
- Operate a vehicle.
- Hack computers.

MIGHT BASIC SKILLS

BRAWN

Brawn is how strong the character is. Common uses:

- Lifting an object.
- Breaking an object.
- Knocking down a door.

MELEE

Melee is how well the character can handle close combat. Common uses:

- Close-quarter combat.
- Sucker-punching someone.
- Wrestling competition.

RESILIENCE

Resilience is how physically tough the character is. Common uses:

- Withstanding damage from falling.
- Blocking an object that's going to hit you.
- Overcoming certain statuses.

SPIRIT BASIC SKILLS

WILLPOWER

Willpower governs how mentally tough the character is. Common uses:

- Overcoming certain statuses.
- If knocked out, whether they will survive.

AURA

Aura is how in-tune the character is with the natural and supernatural world. Common uses:

- Spellcasting.
- Taming animals.

SENSE

Sense is how adept the character is at sensing what is around them and finding things.
Common uses:

- Is there any danger?
- Looking for treasure.
- Looking for secret pathways.

ROLLING THE DICE

We discussed in the Skills sections how dice rolls are divided into Success, Minor Success, and Fail rolls. However there are some special circumstances that need to be discussed.

EPIC ROLL

If a skill or circumstance requires an Epic Roll, the player will roll 2 d20 dice and take the better result.

TRAGIC ROLL

If a status or circumstance requires a Tragic Roll, the player will roll 2 d20 dice and take the worse result.

TRAGIC VS. EPIC ROLLS

If the situation calls for both a Tragic Roll and an Epic Roll, the player will just roll 1 die. They cancel each other out. If, for some reason, the situation calls for doubling a Tragic or Epic Roll, then the player will just roll 2 dice (or the same one twice). They do not stack. There will not be a situation where the player should be rolling more than 2 dice or the same die twice.

BREAKTHROUGH

If the player rolls a 20 on the die, regardless of any modifiers, it is considered an automatic success and it's called a Breakthrough. If the player rolls a Breakthrough Roll, you must give the player a special reward.

For example, if the character was attempting a Melee or Shoot to attack an enemy, maybe they instantly kill it. If the character was attempting a Sense roll, maybe give them some hidden treasure.

The easiest and most common thing to do is assign the character a custom skill that relates to the roll they just performed. For example, if the player got a 20 on a roll+Movement to hide from bandits, you could give them the custom move "Among the Shadows: Epic Roll for Movement when hiding from bandits."

CATASTROPHE

If the player rolls a 1 on the die, regardless of any modifiers, it is considered an automatic fail. If the player rolls this type of catastrophic roll, the GM must give them a consequence for their failure.

For example, if the character is attacking maybe their weapon breaks. Or, if they are attempting to repair something, it explodes and causes damage.

TRAVERSAL

As a GM, your primary goal is to build a universe (or multiverse if that's what interests you) that your players can explore and have fun.

AREAS

Characters travel in terms of areas. An area is generally described as a location that's distinct and encompasses the entire line of sight of the characters, though there can be some hidden sections.

Areas of the game are designated as either dangerous or safe. Dangerous areas are those where combat is intended to take place or where a danger is imminent. That doesn't mean that the characters cannot be harmed in a safe area. It just means that the general intention of that area is not intended to be for combat or peril.

SCENARIOS

A scenario is the collection of areas that are available to the player characters to traverse to complete a task that they set out to accomplish. It is comprised of a set of areas, a singular goal, and an ultimate challenge, usually in the form of a powerful enemy. A scenario is usually the length of a single session but can span up to three sessions depending on the characters' decisions and session lengths.

CAMPAIGNS

A campaign in Terra Machina is the entire saga that a set of player characters go through until they complete or fail their goal. A campaign is divided into scenarios.

COMBAT

When it's time to fight, each player will roll+Movement for their characters. The order of turns will go from highest roll to lowest roll. If there are any ties, the rollers who have tied will reroll until that there is a clear higher roll.

A player's turn will consist of a motion action and a combat action.

MOTION ACTION

A motion action allows the player character to move anywhere within the area. They may also pick up an item or drop an item. If the character has any consumables, such as potions, they may also take those as their motion action.

If the character is next to an enemy, they must use their motion to step away from that enemy to shoot them. If the character is away from the enemy, they must use their motion action to get next to an enemy to melee attack them.

COMBAT ACTION

A combat action is where the character uses a skill on an enemy, an ally, or on themselves. This includes any class skill or basic skills.

OTHER COMBAT RULES

If the party has any allies, they will each take a turn after the player characters have gone. If there are multiple allies, then they will take their turn by consensus of the player group, with the GM being the arbiter in case of any disagreements.

Once all players have taken the turn for the round and any allies have taken their turn, the GM will then take a GM combat action. For example, they may summon more enemies into the area or introduce a new story element.

If you've noticed, the enemies don't take an individual turn. This is because in Terra Machina, an enemy will only attack the player characters if they roll a Minor Success or Fail on their combat action. If players roll constant successes, then their characters are just too good to be hit.

ENDING COMBAT

If an enemy's HP reaches 0, the enemy dies unless otherwise specified by the GM or scenario. Combat ends when all enemies have been killed.

Allies (non-player characters) that have their HP reduced to 0 are automatically killed.

If a player's HP reaches 0, they are not dead, but are knocked out. Regular healing items that only restore HP are ineffective. However, all status effects are immediately removed. On their turn, the player that has been knocked out will roll a Revive Roll where they will roll+Willpower to attempt to wake their character up.

Success	Roll a d8 and restore the character's HP by the result + 1
Minor Success	Restore the character's HP like a Success but take one of the following consequences: <ul style="list-style-type: none">➤ Reduce a basic skill by 1 (to a minimum of -3)➤ Forget (uncheck) a class skill➤ Forget (erase) a custom skill
Fail	Lose 1 SP. If the character has 0 SP, then the character dies

If all characters are knocked out, then they are all killed, and the game is over. All players will need to create new characters.

If combat ends with the enemies being defeated and any of the characters are still knocked out, the other characters will have the opportunity to revive them using means available to them within the area such as skills or items. If the other characters do not have a way to revive the knocked-out character, then the knocked-out character will need to keep rolling Revive Rolls until they awaken or lose all their SP and die.

RECOVERY

To recover from low HP, low SP, or status effects without the use of an item or a skill, the characters may rest. They may attempt to do so if they are in a safe area and not adjacent to any dangerous areas. If the characters don't know if the adjacent areas are safe, then they may still attempt to rest anyways.

If the characters rest in a town, proper lodge, or home in which they are invited, then they recover all HP and SP, and all their status effects are removed.

If the characters rest in a safe area, but not in a proper location, they will restore half their max HP and max SP (rounded up). They will also only remove one status effect if they are affected by multiple.

LEVELING-UP

Every character starts at level 1. Every time the player rolls a Fail, they receive 1 XP. If a character is not in combat, they may spend 3 XP to level-up. If the character levels up, they will increase their level by 1 and increase how powerful they are by choosing only one of the following:

Roll a d4 and increase HP and max HP by the result up to a maximum of 50.
Roll a d4 and increase SP and max SP by the result up to a maximum of 50.
Add 1 to one of character's basic skills up to a maximum of 6 or the value of the related Stat.
Gain a skill from a Class Crystal sheet.
* Raise one stat by 1 and lower another stat by 1 up to a max of 10 and a minimum of 1.
** Acquire a new Class Crystal.

* If stat value is lowered, lower any basic skill that now exceeds the stat limit

** This option is only available if the character has mastered their current class crystals. The character is only allowed to have 3 active classes. If they wish to acquire a new class after their third, they must swap it out.

ELEMENTS

Earlier in the Basic Character Sheet section we discussed how armor and weapons can have elements associated with them. If a weapon has one or more associated elements, then any attack with that weapon uses that element in the attack. If the character's armor has an element associated with it then the attacks that the character are protected by that element.

Enemies can also have one or more elements associated with them. This means that all their attacks use those elements, and they are protected by those elements.

There are 8 elements in the game: Earth, Air, Fire, Ice, Water, Lightning, Holy, and Dark. Each element has an opposing element associated with it so there are 4 opposing element pairs. Earth opposes Air, Fire opposes Ice, Water opposes Lightning, and Holy opposes Dark.

The way this affects combat is as follows. If a character or enemy is protected by an element, if they receive an attack by that same element, the damage is reduced by 1. On the other hand, if they receive damage by the opposing element, then the damage is increased by 2.

For example, let's say you have a character with water armor and a fire sword in combat against an enemy that is of type water. If the character attacks the water enemy with the fire sword, the damage doesn't change because fire and water are not opposing elements. However, if the enemy counterattacks, that damage is reduced by 1 because the enemy's attack has water but so does the character's armor.

ENEMY TYPES

Enemies will have one or more types associated with them. This comes into play depending on certain skills a player's character may have. For example, using Diplomacy will only work on Human enemies. Whereas the player will have to roll+Tinker for Robotic enemies and roll+Aura with animal characters.

BOSSSES

A boss is the enemy at the end of the scenario. A boss should distinguish itself in that it should have a unique element that makes it different from regular enemies. Some example include:

- The Big Bad: A supremely powerful being that has double the characters' power.
- The Shielded Brain: The boss isn't that powerful but hides behind some mechanism that prevents them from being harmed. The player characters must find a way to disable their protection.
- The Mastermind: You could easily kill the boss, but what would that do? Their plan is already in effect. You must figure out what they've done and how to prevent the consequences that may occur.
- The Transformer: The battle is easy, but wait... It is transforming into some monstrous creature. It may do this 2 or 3 times.

ALLIES

At some points, the party may wish to recruit people to join them in their quest. This can include other people in the game, pets, tamed animals, etc. The ally should be played by the player whose character recruited them.

At the end of every scenario, the GM must challenge the player characters to keep an ally within the party. The controlling player will have their character roll+Diplomacy. On a Success, the ally will stay with the party. On a Minor Success, the ally will leave but may come back in the future. On a Fail, the ally leaves forever.

However, at any point, the GM may force the ally to leave if it is required for reasons of the story.

ASSIST

Whenever a character wishes to assist another character in what they're doing, they may roll to assist. What basic skill they roll is up to the GM based on how the player wishes their character to assist the other character who has the original roll. This must be decided before any rolls take place. With the following results:

- Success: The original roll by the character becomes an Epic Roll
- Minor Success: Nothing happens
- Fail: The original roll becomes a Tragic Roll

ASSISTING IN COMBAT

In combat, there is a turn order. To assist, the player does not need to wait for their turn, but if they choose to do so, their next turn is automatically skipped. They may only assist once per round of combat.

FILLING OUT THE BASIC CHARACTER SHEET

We will now go over how each player will fill out their Basic Character Sheet. We will go through each field and discuss how the player should.

NAME

This is where you will put down the name by which your character will be known. What's important here is the first name or nickname that the other characters will refer to this character as.

XP (EXPERIENCE POINTS)

This is the amount of experience the character has. This starts at 0 and will increase by 1 each time the character rolls a Fail. XP may be spent to level-up the character. This will be covered more in the Leveling-Up section.

LEVEL

This is the level where your character's skills are and starts at level 1.

STATS

Each character has 4 stats (Grace, Intellect, Might, Spirit) where the player will distribute the following values: 10, 7, 4, 1. This number represents the maximum number of points that a character can add to basic skills under that stat.

To start, you will have 5 points to spend on any skills up to their individual limit. Any blanks count as 0.

HP (HEALTH POINTS)

HP is how many hits your character can take before being knocked-out, which occurs when your HP hits 0. A character's HP is divided into HP (before the "of" on the character sheet) and max HP (after the "of" on the character sheet). To start, the character's current and max HP should be set to the value of the Might stat + 10.

SP (SPIRIT POINTS)

SP is the character's spiritual energy required to do certain skills. A character's SP and max SP should start at the value of the character's Grace stat + 10. A major difference between SP and HP is that the character does not get knocked out if their SP hits 0.

STATUS

There are 7 statuses that can be inflicted on the character. The way that statuses work are, before a character takes their turn in combat or moves to a new area outside of combat, they will roll against a basic skill. On a Success, they will be healed of the effect. On a Minor Success, they will still have the effect but are not affected at the time. On a Fail, they will be affected by status effect. The following is what happens for each status effect on a Fail:

Status	Basic Skill	Fail Effect
Bleed	Resilience	Reduce your character's HP by 1.
Blind	Resilience	In combat, your character's action will automatically miss if it requires sight. Outside of combat, Sense rolls will automatically fail.
Burn	Resilience	Reduce your character's SP by 1.
Mania	Willpower	Whether in or out of combat, your character will attack a random ally or self.
Numb	Willpower	Roll a Tragic Roll for all skill rolls.
Poison	Resilience	Roll a d4 then reduce your character's HP by that amount.
Scared	Willpower	Roll a d4 then reduce your character's SP by that amount.

MONEY

The currency unit in Terra Machina to purchase items is called bux. A player's character starts with 9 bux.

ARMOR

A character's armor is how much they reduce damage when they are attacked in combat. The rating is the amount of damage that needs to be subtracted from the enemy's attack roll. This can range from 0 to 2. Keep in mind that there any weapons that have Piercing capability will ignore armor. The sum of your armor rating can never exceed 3.

The element(s) is what element(s) the character has when attacked. More information about elements later in this document.

WEAPON

A character's weapon is what the character uses to attack enemies. It also determines what die is rolled for damage. Weapons are divided into Melee and Ranged and, unless otherwise indicated, have the following hit dice.

Weapon	Damage Die
Unarmed, Gloves, Unspecialized	d4
Small 1-hand melee weapons (knives, daggers, hatchets)	d6
Large 1-hand melee weapons (swords, flails, machetes)	d8
2-hand melee weapons (staff, great sword)	d10
1-hand ranged weapons (handgun, short crossbow, javelins)	d6
2-hand ranged weapons (rifle, bow)	d8

Modifier is how much to add or subtract from the damage based on the individual weapon's attributes.

The element(s) is what element(s) the character's attack has. More information about elements can be found later in this document.

CHARACTER DESCRIPTION/SUMMARY

Here is where you will put your information about your character such as their appearance, history, and other aspects of the character that you feel is important.

ITEMS

This is where you will put any items that your character possesses and what they do. Your character will start with 1 potion.

CUSTOM SKILLS

This is where the player will note any custom skills their character has acquired throughout the game.

FILLING OUT THE ALLY SHEET

There is a separate ally sheet for any allies that become part of the party's adventure. It looks like the basic character sheet with some differences.

An ally does not have XP or Level associated with them. The only way the ally may improve is by possibly gaining custom skills.

An ally does not have starting stats. The stats are determined by the GM or scenario depending on how skilled the ally is, but a general rule of thumb is to distribute 0, 2, 4, and 6 to the stats.

An ally does not have Basic Skills. Instead, all rolls are done against the corresponding Stat. For example, instead of roll+Shoot for shooting a gun in combat, the ally will roll+Grace.

Most importantly, an ally does not have a class. Any extra skills they have will be entered in the Custom Skills section of the ally sheet.

CLASS CRYSTAL SHEET

Every character has an initial class crystal that they choose. Each class has unique characteristics to them. Here is where we will go over the different aspects of the classes.

DESCRIPTION

This field is a general description of the class to give the player a general understanding of the class.

WEAPONS

This field is the different types of weapons that the character can use. **Important Note:** if a character attempts to wield a weapon not in an active class it is considered unspecialized, which means the damage die is a d4.

STARTING WEAPON

The character will automatically have this weapon to use when the class is acquired.

CLASS PREREQUISITES

Only some classes will have this field. It means that the class cannot be chosen at the beginning and must be unlocked later after mastering the classes that are listed. Mastering a class is discussed under Class Mastery Skill section.

SKILLS

These are the skills that the character can acquire throughout the game. Each class automatically has a starting skill that the character can use upon acquiring the class. Obtaining a new class skill is an option for the player when their character levels up. However, they must choose one that is directly connected to a skill they already possess.

CLASS MASTERY SKILL

This skill can be obtained when the character levels up only if all other class skills have been obtained. This is the point when the character has mastered the class and is allowed to select a new class upon leveling up the next time. See Leveling-up section for more information.

GAME MASTER RESOURCES

Now that we've discussed the character sheets and the rules, the rest of this book is dedicated to assisting the GM create great scenarios for their players. The following aren't rules, per se, but will help make the GM's job much easier but, no matter what, you are the ruler of the world you create.

FOLLOW THE RULES... MAYBE?

Some players love the rules. They want you to play the game by the book. Some players trust the GM to be flexible to make the experience more fun. Terra Machina is geared more towards the latter. Some of the information is intentionally left vague for the GM to fill in. So, when something is vague, it's up to you to decide how to handle it.

LEVELS AREN'T THAT IMPORTANT

Though leveling-up gives a character more abilities by adding skills and improving basic skills, a level 1 character can travel with a level 10 or a level 50 character. Whenever a new player character is added to the party, it is recommended to start them at level 1 so the experience of the game changes them. However, it's perfectly fine to start them at a later level. As always, it's up to you, the GM.

CREATING WEAPONS

When designing unique weapons to dole out for players, you have several options to give them a set of unique attributes. Each basic weapon that the player automatically gets when they acquire or start with a class is worth the damage die number of sides. For example, if the weapon does d6 damage, then it is worth 6 bux. Any additional attributes as described below will add on to that base price.

Add +1 damage to the weapon	+10 bux
Add +2 damage to the weapon	+30 bux
Add element to a weapon	+3 bux
Cause a status effect	+12 bux

LIMITATIONS

Hypothetically, a player could do anything with a good enough roll. It's up to you to decide how much of a limit you allow the characters to have. You shouldn't allow a player to break the world or make the game less fun for others, but you also shouldn't deny them a chance to break your planned narrative if they see some sort of weakness in your design.

Another thing to note is that there is no maximum level, but at some point, leveling up will have little or no effect for a player character. This happens when a character has mastered all

classes (though they can only have three active). At that point, the GM should work with the player to retire that character and create a new one.

BUILDING A SCENARIO

THE UNBREAKABLE RULE

The most important rule about creating a scenario, is that you are not telling a story but, instead, building a playground for your players. The playground should provide danger, treasure, and plot points for your players to come across, but you never want your players to feel like they have little agency in the decisions that they can make.

START WITH A MAP

As stated earlier, the characters traverse the world in sets of areas. You should map out the different areas that are a part of the scenario and why they are important. You need to determine if the areas are safe or dangerous. If an area is dangerous, how can the players make it safe? More than likely, this will be the result of combat against enemies, but perhaps there are other solutions. Always reward creativity on behalf of the players. Other things an area may contain: secret treasure, traps, important NPCs.

CREATING ENEMY ENCOUNTERS

When designating an area as dangerous and placing enemies, you should have an idea of what kind or kinds of enemies are going to exist but be prepared to update to create a balanced encounter.

A balanced encounter is one where the enemy's power is close to the main party's power (within 10). An enemy's power is the sum of every enemy's HP + Armor + Highest Attack Die. The party's power is the sum of every player character and allies' HP + SP + Highest Attack Die.

However, it's up to you, the GM, to figure out if this formula applies to your own players. Different players may have different levels of skill when it comes to playing or may just desire less or more of a challenge.

SAMPLE CUSTOM SKILLS

The following is a list of examples to use as custom skills depending on the player:

Name	Description
Big Ears	Epic roll for Sense when listening to others' conversations
Brawler	Epic Roll for Melee when fighting one-on-one
Call of the Wild	Spend 1 SP to summon a Wolf to your side if in a forest. Wolf has 4 HP and can do 1d6 damage and has its own turn during combat.
Cavern Explorer	Epic Roll for Sense when inside a cave or cavern

Chef	Epic Roll for Tinker for creating a delicious meal that will restore 1d4 HP or SP
Detective	Epic Roll for Sense when investigating a crime
Good Shepherd	Epic Roll for when attempting to wrangle a plant-eating animal
Informed Traveller	Epic Roll for Knowledge roll for information about a city/town you haven't been to before
King Speech	Epic Roll for Diplomacy when speaking to rulers of nations
Mountain Climber	Epic Roll for Brawn for climbing mountains
Prosecutor	Epic Roll for Diplomacy when you try to convince others that someone is lying (whether it's true or not)
Forest Dweller	Epic Roll for Sense in a forest
Natural Athlete	Epic Roll for Brawn when competing in an athletic event
Entomologist	Epic Roll for Sense when searching for bugs
Tundra Explorer	Epic Roll for Sense when in cold climates
Executioner	Epic Roll for Melee when intending to kill an enemy
Bard	Epic Roll for Diplomacy when doing an acting or musical performance

ITEMS

Name	Description	Cost
Antidote	Immediately heals Poison	6
Aqua Grenade	A grenade that does 1d6 Water damage	6
Bandage	Immediately heals Bleed	6
Basic Airship	An airship with a capacity of 13. Not very good for combat.	700
Basic Armor	Adds +2 Armor	10
Basic Weapon	Basic type of any weapon (no modifiers)	5
Boat	A watercraft that carries 3 people and can cross still water	180

Brain Boost	Epic Roll for next Deduction Roll	15
Brawl Balm	Epic Roll for next Melee Roll	15
Calming Agent	Immediately heals Scared	6
Concentration	Epic Roll for next Shoot Roll	15
Concoction	Heals 10 SP	10
Concoction+	Heals 30 SP	25
Confidence Booster	Epic Roll for next Diplomacy Roll	15
Dangerous Mushroom	Requires a resilience roll: - Success: Heal 1d6 HP - Minor Success: Heal 1d6 HP but gain Poison - Fail: Gain Poison	5
Elbow Grease	Epic Roll for next Tinker Roll	15
Index Card	Epic Roll for next Knowledge Roll	15
Energy Boost	Epic Roll for next Aura Roll	15
Enhancer	Epic Roll for next Willpower Roll	15
Evil Grenade	A grenade that does 1d6 Dark damage	6
Eye Drop	Immediately heals Blind	6
Flame Grenade	A grenade that does 1d6 Fire damage	6
Flex	Epic Roll for next Movement Roll	15
Frost Grenade	A grenade that does 1d6 Ice damage	6
Helicopter	A flying craft that carries 4 people and can cross up to 8 areas before needing to land	270
Jerky	Restore 3 SP	3
Jetpack	Allows an individual to fly any distance outside of battle	210
Lazarus Tonic	Revives a fainted comrade in battle	100
Light Airship	A flying craft that carries 7 people and can cross long distances	330

Light Ship	A water craft that carries 11 people and can cross oceans	300
Lockpick	Picking a lock does not require a Tinker roll	10
Magnifier	Epic Roll for next Sense Roll	15
Medication	Immediately heals Mania	6
Medicine	Heals 2d10 HP, but can only be used outside of battle	7
Ointment	Immediately heals Burn	6
Potion	Heals 10 HP	10
Potion+	Heals 30 HP	25
Rock Grenade	A grenade that does 1d6 Earth damage	6
Saintly Grenade	A grenade that does 1d6 Holy damage	6
Scale Armor	Adds +2 Armor	10
Shock Grenade	A grenade that does 1d6 Lightning damage	6
Steroid	Epic Roll for next Brawn Roll	15
Stimulant	Immediately heals Numb	6
Tincture	Heals 1d10 HP and 1d10 SP	30
Tincture+	Heals all HP and SP	70
Vitamin	Epic Roll for next Resilience Roll	15
Welder's Gloves	Gloves that add +1 to Tinker Roll	22
Wind Grenade	A grenade that does 1d6 Air damage	6
Yacht	A water craft that carries 5 people and can cross oceans	260
Skinguard	Prevents Bleed twice before wearing off.	3
Eyeguard	Prevents Blind twice before wearing off.	3

Flameguard	Prevents Burn twice before wearing off.	3
Mindguard	Prevents Mania twice before wearing off.	3
Boneguard	Prevents Numb twice before wearing off.	3
Vaccine	Prevents Poison twice before wearing off.	3
Willguard	Prevents Scared twice before wearing off.	3

BESTIARY

Name:	Aquabug				
Description:	An	insect	that	lives	underwater
Power:	26				
HP:	15				
Armor:	3				
Def.	Element(s):		Air, Water		
Location(s)	Found:		Underwater		
Type(s):	Insect				
Attacks:					
Sting:	1d8+1 damage. Causes Poison.				

Name:	Arctic Sniper				
Description:	A white-coated person with a long-range rifle				
Power:	14				
HP:	4				
Armor:	0				
Def.	Element(s):		None		
Location(s)	Found:		Tundra		
Type(s):	Human				
Attacks:					
Shot:	1d10-1 Ice damage.				

Name:	Armored Jellyfish				
Description:	A	jellyfish	with	hard	armor
Power:	25				
HP:	14				
Armor:	7				
Def.	Element(s):		Holy		
Location(s)	Found:		Underwater		
Type(s):	Animal				
Attacks:					
Sting:	1d4 damage. Causes Burn.				

Name:	Armored	Rhino
Description:	A rhinoceros with a thick metal hide	
Power:		27
HP:		10
Aarmor:		5
Def.	Element(s):	None
Location(s)	Found:	Plains
Type(s):		Animal
Attacks:		
Charge:	1d12	damage
Ground Stomp: 1d8 damage to 2 enemies		

Name:		Baterina
Description:	A giant bat with legs that wears a tutu	
Power:		18
HP:		6
Aarmor:		0
Def.	Element(s):	None
Location(s)	Found:	Cave
Type(s):		Monster
Attacks:		
Bite: 1d12 damage. Causes Mania		

Name:	Blue	Dragon
Description:	A wingless dragon that can breathe underwater	
Power:		33
HP:		20
Aarmor:		3
Def.	Element(s):	Water, Ice
Location(s)	Found:	Underwater, Shore
Type(s):		Reptilian
Attacks:		
Swipe:		1d6
Water Blast: 1d10-1 Water damage.		

Name:	Bog	Bugs
Description:	Groups of bugs that live in the swamps	
Power:		19
HP:		11
Armor:		0
Def.	Element(s):	Water, Dark
Location(s)	Found:	Swamp
Type(s):	Mob,	Insect
Attacks:		
Scare Bite: 1d8-1 Dark damage. Causes Scared.		

Name:	Bog	Knight
Description:	An armored figure wielding an axe that hangs out in swamps	
Power:		20
HP:		10
Armor:		2
Def.	Element(s):	Dark
Location(s)	Found:	Swamp
Type(s):		Human
Attacks:		
Axe Attack: 1d8 damage		

Name:		Boogeyman
Description:	A scary undead	creature.
Power:		10
HP:		4
Armor:		0
Def.	Element(s):	Air
Location(s)	Found:	City
Type(s):		Undead
Attacks:		
Scare Strike: 1d6 damage. Causes Scared.		

Name:	Brown			Dragon
Description:	Dragons the size of human beings with thick brown scales			
Power:	20			
HP:	10			
Armor:	2			
Def.	Element(s):			Earth
Location(s)	Found:	Sky,	Cave,	Mountain
Type(s):	Animal,			Reptilian
Attacks:				
Scratch:	1d8+3			damage
Bite: 1d8 damage. Will latch onto a character causing the following: -1 to Movement Rolls and automatic 1d4 damage until free				
Dirt Tail Whip: 1d6 ranged Earth damage plus causes Blind.				

Name:	Butter			Fry
Description:	An	electrified	giant	butterfly.
Power:	27			
HP:	15			
Armor:	2			
Def.	Element(s):			Fire
Location(s)	Found:	Sky,	Mountain	
Type(s):	Insect			
Attacks:				
Wind	Blast:	1d10	Air	damage
Fire Blast: 1d10 Fire damage				

Name:				Candlestick
Description:	A	sentient		candlestick
Power:				19
HP:				5
Armor:				2
Def.		Element(s):		Fire
Location(s)	Found:	Desert,		City
Type(s):				Monster
Attacks:				
Bonk:	1d12	+	3	damage.
Burn: 1d4 Fire damage to all enemies.				
Name:		Cave		Driller
Description:	A robotic tank with a drill that can dig in the earth.			
Power:				22
HP:				9
Armor:				3
Def.		Element(s):		Earth
Location(s)	Found:	Cave,		Mountain
Type(s):				Robotic
Attacks:				
Drill:		1d6+3		damage.
Sound Blast: 1d10-1 damage. Causes Mania.				

Name:	Cave	Tortoise`
Description:	A brown tortoise with spikes on its back	
Power:		19
HP:		3
Aarmor:		4
Def.	Element(s):	Earth
Location(s)	Found:	Cave, Mountain
Type(s):	Animal,	Reptilian
Attacks:		
Bite:	1d12	Earth damage.
Spike Shot: 1d6+1 Earth damage to all enemies. Causes Bleed.		

Name:	Cave	Troll
Description:	A troll that lives in a cave.	
Power:		22
HP:		11
Aarmor:		3
Def.	Element(s):	Earth
Location(s)	Found:	Cave
Type(s):		Monster
Attacks:		
Smash:	1d8+5	damage.
Frightening Stance: Causes Scared.		

Name:	Clay	Pidgeon
Description:	A pidgeon made of clay.	
Power:		16
HP:		8
Aarmor:		2
Def.	Element(s):	Earth, Air
Location(s)	Found:	Sky, Plains
Type(s):		Animal
Attacks:		
Birdstrike: 1d6 damage. Causes Scared.		

Name:	Crystal	Ninja
Description:	A crystalline person with martial arts skills	
Power:		21
HP:		8
Armor:		3
Def.	Element(s):	Holy
Location(s)	Found: Swamp, Shore,	City
Type(s):		Human
Attacks:		
Sharp Punch: 1d10-1 damage. Causes Bleed.		
Name:	Crystal	Squid
Description:	A squid that can swim	
Power:		24
HP:		13
Armor:		1
Def.	Element(s):	Water
Location(s)	Found: Underwater,	Shore
Type(s):		Animal
Attacks:		
Snap: 1d10 damage to a single player		
Embrace: 1d4 damage. Traps the player who must make a move to escape		
Water Jet: 1d10 damage to all players		

Name:	Dark	Wolf
Description:	A tall wolf with charcoal-like skin	
Power:		19
HP:		9
Armor:		0
Def.	Element(s):	Dark
Location(s)	Found:	Cave, Forest
Type(s):		Animal
Attacks:		
Bite:	1d10 damage	

Name:	Desert	Rhino
Description:	A yellow rhino that inhabits the desert	
Power:		26
HP:		16
Armor:		2
Def.	Element(s):	Earth
Location(s)	Found:	Desert
Type(s):		Animal
Attacks:		
Trample:	1d8+1 damage to all enemies.	
Glare:	1d6+1 dark damage.	

Name:	Devil	Snake
Description:	A giant snake with a pair of horns	
Power:		26
HP:		21
Armor:		1
Def.	Element(s):	Water, Dark
Location(s)	Found:	Underwater, Swamp
Type(s):		Reptilian
Attacks:		
Snakebite:	1d4 Piercing damage. Causes Poison.	

Name:	Dryad		
Description:	A humanoid guardian of the forest with a treelike body.		
Power:	18		
HP:	10		
Armor:	2		
Def.	Element(s):	Holy	
Location(s)	Found:	Forest	
Type(s):	Monster		
Attacks:			
Smack: 1d6 damage.			

Name:	Eagle Flock		
Description:	A	group	of eagles
Power:	20		
HP:	8		
Armor:	0		
Def.	Element(s):	Air	
Location(s)	Found:	Sky, Forest, Mountain, Plains, Desert	
Type(s):	Animal,	Mob	
Attacks:			
Manic Screech:	A	screech	that causes Mania.
Peck: 1d12-1 damage.			

Name:	Electric Eel		
Description:	An underwater creature that shoots electricity		
Power:	19		
HP:	9		
Armor:	0		
Def.	Element(s):	None	
Location(s)	Found:	Underwater	
Type(s):	Animal		
Attacks:			
Bite:	1d10	damage	
Shock: 1d8 Lightning damage to all enemies. Causes Numb.			

Name:	Experiment
Description:	A person that has been experimented on and no longer looks human. Arms have been replaced with guns
Power:	17
HP:	9
Armor:	0
Def.	Element(s): None
Location(s)	Found: Swamp, Cave, City
Type(s):	Monster, Human
Attacks:	
Manic Shot: 1d8 -1 damage. Causes mania	
Name:	Fairies
Description:	A group of tiny humanoids with wings.
Power:	17
HP:	13
Armor:	0
Def.	Element(s): Holy
Location(s)	Found: Sky
Type(s):	Monster, Mob
Attacks:	
Blind Swarm: 1d4 causes Blind	
Name:	Fire Scorpion
Description:	A big scorpion that has does fire damage
Power:	33
HP:	14
Armor:	7
Def.	Element(s): Fire
Location(s)	Found: Desert
Type(s):	Animal, Insect
Attacks:	
Sting: 1d12 fire damage. Causes burn.	
Pinch: 1d4. Traps the player who must make a move to escape.	

Name:	Fire			Spirit
Description:	An undead creature that flies and is made of fire			
Power:				28
HP:				17
Armor:				1
Def.	Element(s):		Air,	Fire
Location(s)	Found:		Sky,	Undead
Type(s):				Undead
Attacks:				
Fireball: 1d10 - 1 Fire damage. Causes Burn.				
Name:				Fireflies
Description:	A	swarm	of	burning bugs
Power:				20
HP:				9
Armor:				1
Def.	Element(s):			Fire
Location(s)	Found:		Sky,	Swamp
Type(s):	Insect,			Mob
Attacks:				
Burn:	1d6	Fire		damage.
Sting: 1d10-3 damage. Causes Numb.				
Name:				Flameknight
Description:	A person in an armor that's on fire			
Power:				16
HP:				4
Armor:				4
Def.	Element(s):			Fire
Location(s)	Found:		City,	Plains,
Type(s):				Forest
Attacks:				Human
Fire Punch: 1d8 Fire damage.				

Name:	Flying	Drone
Description:	A robot in the air that can shoot an enemy	
Power:		17
HP:		10
Armor:		1
Def.	Element(s):	None
Location(s)	Found:	Sky, City
Type(s):		Robotic
Attacks:		
Laser Shot: 1d6 damage		

Name:	Frog	Lancer
Description:	A humanoid frog carrying a lance	
Power:		21
HP:		8
Armor:		3
Def.	Element(s):	Dark, Water
Location(s)	Found:	Swamp, Cave, Forest
Type(s):		Reptilian
Attacks:		
Stab: 1d10 damage.		

Name:	Frost	Ghoul
Description:	An undead creature that travels in snow	
Power:		17
HP:		10
Armor:		3
Def.	Element(s):	Earth, Ice
Location(s)	Found:	Tundra, Mountain
Type(s):		Undead
Attacks:		
Manic Punch: 1d4+1 damage. Causes Mania.		

Name:		Frostflies	
Description: A swarm of white flyings bug found in cold areas			
Power:		28	
HP:		17	
Armor:		3	
Def.	Element(s):		Air
Location(s)	Found:		Tundra
Type(s):	Insect,		Mob
Attacks:			
Ghastly	Swarm:	1d8+1 damage.	Causes scared.
Frost Bite: 1d4 Ice damage.			

Name:		Ghost	
Description: The ghost of a person who has died.			
Power:		15	
HP:		7	
Armor:		0	
Def.	Element(s):		Ice
Location(s)	Found:		Swamp, City
Type(s):			Undead
Attacks:			
Fright Swipe: 1d8+1 damage. Causes Scared.			

Name:		Giant		Weasel
Description:		A	giant	weasel
Power:		17		
HP:		11		
Armor:		0		
Def.	Element(s):		None	
Location(s)	Found:		Forest,	Plains
Type(s):			Animal	
Attacks:				
Attack: 1d6 damage				

Name:	Gull				Flock
Description:	A	flock	of	violent	birds
Power:					23
HP:					11
Armor:					0
Def.	Element(s):				Air
Location(s)	Found:		Plains,	Sky	
Type(s):	Animal,		Mob		
Attacks:					
Dive	Bomb:	2d4-1	Air	damage.	
Pecking Order: 1d12 damage.					

Name:	Gunner				Soldier
Description:	A	soldier	with	a	gun
Power:					21
HP:					7
Armor:					4
Def.	Element(s):				
Location(s)	Found:		City		
Type(s):	Human				
Attacks:					
Gunshot:	1d10	damage	to	an	enemy
Gun Spray: 1d4 damage to all enemies					

Name:	Hammercat			
Description:	A	cat	wielding	a maul
Power:	20			
HP:	10			
Armor:	0			
Def.	Element(s): None			
Location(s)	Found:	Forest,	Plains	
Type(s):	Monster, Animal			
Attacks:				
Blinding	Bite:	1d4+1	damage.	Causes blind.
Smash: 1d10+2 damage.				
Name:	Hornet Swarm			
Description:	A	swarm	of	stinging hornets
Power:	9			
HP:	5			
Armor:	0			
Def.	Element(s): None			
Location(s)	Found:	Forest,	Plains,	Desert
Type(s):	Animal, Insect, Mob			
Attacks:				
Venomous Sting:	1d4+1 damage to all enemies. Causes Poison.			

Name:	Ice	Knight
Description:	A person in white armor in the snow.	
Power:		24
HP:		13
Armor:		5
Def.	Element(s):	Ice
Location(s)	Found:	Mountain, Tundra
Type(s):		Human
Attacks:		
Attack:	1d6+1	damage.
Ice Blast: 1d6-1 Ice damage.		

Name:	Ice	Phantom
Description:	A ghastly apparition made of pure ice	
Power:		17
HP:		10
Armor:		3
Def.	Element(s):	Holy, Ice
Location(s)	Found:	Tundra
Type(s):		Undead
Attacks:		
Frost Breath: 1d4 Ice damage.		

Name:	Ice	Zombie
Description:	An undead that loves the cold	
Power:		16
HP:		6
Armor:		0
Def.	Element(s):	Ice
Location(s)	Found:	Tundra
Type(s):		Undead
Attacks:		
Bite: 1d10 damage. Causes Mania.		

Name: Inker
 Description: A creature with six tentacles and human legs.
 Power: 31
 HP: 15
 Armor: 4
 Def. Element(s): Holy, Air, Water
 Location(s) Found: Underwater, Swamp, Shore
 Type(s): Monster
 Attacks:
 Tentacle Attack: 1d12+3 damage to all enemies. Causes Numb.
 Water Spray: 1d8 Water damage.

Name: Knifefish
 Description: A fish with a knife-like nose
 Power: 9
 HP: 5
 Armor: 0
 Def. Element(s): Dark
 Location(s) Found: Underwater
 Type(s): Animal
 Attacks:
 Cut: 1d4 damage. Causes Bleed.

Name:	Living	Snow
Description:	A group of snowflakes that seem to be sentient	
Power:		15
HP:		4
A armor:		1
Def.	Element(s):	Ice
Location(s)	Found:	Tundra, Mountain
Type(s):	Monster,	Mob
Attacks:		
Strike	Fear: 1d4-1	damage. Causes Scared.
Pelt Ice: 1d10 Ice damage.		

Name:	Lizard	Samurai
Description:	An lizard creature with a katana	
Power:		21
HP:		10
A armor:		1
Def.	Element(s):	Earth
Location(s)	Found:	Plains, Cave, Mountain, Forest
Type(s):	Monster,	Reptilian
Attacks:		
Slash:	1d8	damage. Causes Bleed.
Bite: 1d10-1 damage.		

Name:	Madbot		
Description:	A flying robot with a helicopter propeller and crazy eyes.		
Power:	20		
HP:	12		
Armor:	2		
Def.	Element(s):	Lightning	
Location(s)	Found:	City,	Sky
Type(s):	Robotic		
Attacks:			
Crazy Attack: 1d6+2 damage. Causes Mania.			

Name:	Magmus		
Description:	A humanoid creature made of lava rock		
Power:	17		
HP:	7		
Armor:	2		
Def.	Element(s):	Fire	
Location(s)	Found:	Cave,	Mountain
Type(s):	Monster		
Attacks:			
Fire Punch: 1d8 Fire damage.			

Name:	Marionette		
Description:	A marionette. A puppet on strings.		
Power:	14		
HP:	6		
Armor:	0		
Def.	Element(s):	None	
Location(s)	Found:	City	
Type(s):	Monster		
Attacks:			
Slap: 1d8 damage			

Name:	Mech-Dragon			
Description:	A	flying	robot	dragon
Power:	20			
HP:	7			
Aarmor:	3			
Def.	Element(s):			Fire
Location(s)	Found:	Sky,	Mountain	
Type(s):	Robotic,		Reptilian	
Attacks:				
Fire Breath: 1d10+1 Fire damage. Causes Burn.				

Name:	Merknight			
Description:	An armored merperson bearing a sword			
Power:	13			
HP:	7			
Aarmor:	2			
Def.	Element(s):			Holy
Location(s)	Found:	Underwater		
Type(s):	Human,	Monster,	Animal	
Attacks:				
Slice: 1d4+1 damage.				

Name:	Mollusk			
Description:	A creature with an oyster-like body, lobster legs, and pincers			
Power:	15			
HP:	3			
Aarmor:	4			
Def.	Element(s):			Water
Location(s)	Found:	Shore,	Underwater	
Type(s):	Animal			
Attacks:				
Clamp: 1d8+1 damage				

Name:	Mud	Monster
Description:	An amorphous monster made of mud.	
Power:		14
HP:		7
Armor:		1
Def.	Element(s):	Earth
Location(s)	Found:	Swamp, Mountain, Cave, Plains
Type(s):		Monster
Attacks:		
Mud Punch:	1d6 damage. Causes Blind	

Name:	Murder	Wasps
Description:	A swarm of	wasps
Power:		14
HP:		6
Armor:		0
Def.	Element(s):	Air
Location(s)	Found:	Sky, Swamp, Plains
Type(s):	Mob,	Insect
Attacks:		
Sting:	1d8 Piercing damage. Causes Poison	

Name:	Muskroom
Description:	A muskrat covered in mushrooms
Power:	7
HP:	3
Armor:	0
Def.	Element(s): None
Location(s)	Found: Cave, Forest
Type(s):	Animal
Attacks:	
Scratch:	1d4+3 damage
Bite:	1d4 damage. Causes Poison.
Spore Cloud:	Cause Poison on all enemies

Name:	Paralyzer
Description:	A human imbued in darkness that paralyzes their enemies.
Power:	22
HP:	10
Armor:	0
Def.	Element(s): Dark
Location(s)	Found: City
Type(s):	Human
Attacks:	
Paralyze Punch: 1d12+2 damage. Causes Numb	
Name:	Pirate's Ghost
Description:	A ghastly apparition that looks like a pirate and wields a poisonous blade
Power:	26
HP:	16
Armor:	0
Def.	Element(s): Fire, Water
Location(s)	Found: Underwater, Shore
Type(s):	Undead
Attacks:	
Poison Strike: 1d10-1 damage. Causes poison.	

Name:	Psycho	Borealis
Description:	An ethereal creature made of an array of lights	
Power:		15
HP:		9
Armor:		0
Def.	Element(s):	Holy
Location(s)	Found:	Tundra
Type(s):		Monster
Attacks:		
Manic Attack:	1d6-1 Holy damage.	Causes Mania.
Fright Attack:	1d6-1 Holy damage.	Causes Scared.

Name:	Pyro
Description:	A tribal magic user that manipulates fire.
Power:	27
HP:	16
Armor:	3
Def.	Element(s):
Location(s)	Found: Desert, Forest, Mountain
Type(s):	Human
Attacks:	
Fireball:	1d8 fire damage. Causes Burn.

Name:	Ring of	Fire
Description:	A literal floating circle of	fire
Power:		15
HP:		7
Armor:		0
Def.	Element(s):	Fire
Location(s)	Found: Cave,	Mountain
Type(s):		Monster
Attacks:		
Fireball:	1d8 fire damage. Causes Burn.	

Name:	Ring	of	Lightning
Description:	A	literal floating circle of	electricity
Power:			15
HP:			7
Armor:			0
Def.	Element(s):		Lightning
Location(s)	Found:	Cave,	Mountain
Type(s):			Monster
Attacks:			
Lightning Strike: 1d8 Lightning damage. Causes Numb.			
Name:	Rock		Beast
Description:	A humanoid creature made of dirt and rock		
Power:			30
HP:			17
Armor:			3
Def.	Element(s):		Earth
Location(s)	Found:	Plains, Cave,	Mountain
Type(s):			Monster
Attacks:			
Rock	Punch:	1d10	Earth damage
Grab: Entrap an enemy			
Name:	Sand		Crusader
Description:	A warrior dressed in robes carrying a staff		
Power:			29
HP:			19
Armor:			0
Def.	Element(s):		Holy
Location(s)	Found:		Desert
Type(s):			Human
Attacks:			
Holy	Strike:	1d6	Holy damage
Blinding Light: 1d10 -2 Holy damage. Causes Blind			

Name:	Sand			Shredder
Description:	A robot that guards the sands with its sawblades.			
Power:				23
HP:				14
Armor:				1
Def.	Element(s):			Lightning
Location(s)	Found:	Shore,		Desert
Type(s):				Robotic
Attacks:				
Sawblades: 1d8+1 damage. Causes Bleed.				
Name:	Sand			Spirit
Description:	A	spirit	made	of Sand.
Power:				21
HP:				10
Armor:				5
Def.	Element(s):			Earth
Location(s)	Found:	Shore,		Desert
Type(s):				Undead
Attacks:				
Burning Sands: 1d6+1 Earth damage. Causes Burn.				
Name:				Sandblade
Description:	A desert-dweller that's good with a knife			
Power:				16
HP:				11
Armor:				1
Def.	Element(s):			Dark
Location(s)	Found:			Desert
Type(s):				Human
Attacks:				
Cut: 1d4 damage. Causes Bleed.				

Name:	Sandbot		
Description:	A multi-legged robot that walks on sand.		
Power:	28		
HP:	17		
Armor:	5		
Def.	Element(s):	Lightning	
Location(s)	Found:	Shore,	Desert
Type(s):	Robotic		
Attacks:			
Shadowbeam: 1d6+1 dark damage.			

Name:	Sawbot		
Description:	A robot with buzzsaw for hands		
Power:	22		
HP:	8		
Armor:	2		
Def.	Element(s):	None	
Location(s)	Found:	City,	Forest
Type(s):	Robotic		
Attacks:			
Shred: 1d12 - 1 damage. Causes Bleed.			

Name:	Scorch-pion		
Description:	A robotic scorpion with fiery, poisonout tail.		
Power:	27		
HP:	20		
Armor:	1		
Def.	Element(s):	Ice	
Location(s)	Found:	Desert	
Type(s):	Robotic		
Attacks:			
Sting: 1d6 Fire damage. Causes Poison.			

Name:	Serpent			
Description:	A	giant	poisonous	snake.
Power:	21			
HP:	16			
Armor:	1			
Def.	Element(s):			Dark
Location(s)	Found:	Underwater,	Swamp,	Plains
Type(s):	Reptilian			
Attacks:				
Bite:	1d4 damage. Causes Poison.			

Name:	Shard Swarm			
Description:	Flying	intelligent	pieces	of glass
Power:	18			
HP:	12			
Armor:	0			
Def.	Element(s):			Lightning
Location(s)	Found:	Desert,	Shore	
Type(s):	Monster,			Mob
Attacks:				
Multi-Attack:	1d6-1	damage.	Causes	Bleed.

Mirror: Take a turn to cast Mirror. The next time the Shard Swarm is attack, whoever attacks will get the same damage.

Name:	Shoreshocker		
Description:	A robot that hangs on the coastline and deals lightning damage		
Power:	17		
HP:	2		
Armor:	7		
Def.	Element(s):	Lightning	
Location(s)	Found:	Shore	
Type(s):	Robotic		
Attacks:			
Bolt: 1d8+1 Lightning damage.			

Name:	Skeleton	Knight	
Description:	A skeleton in armor with a sword		
Power:	17		
HP:	5		
Armor:	4		
Def.	Element(s):	Dark	
Location(s)	Found:	Cave,	Swamp
Type(s):	Monster,	Undead	
Attacks:			
Slash: 1d8 damage			

Name:	Snow	Drake	
Description:	A white dragon that lives in the snowy parts of the world.		
Power:	31		
HP:	19		
Armor:	0		
Def.	Element(s):	Dark,	Ice
Location(s)	Found:	Tundra	
Type(s):	Reptilian		
Attacks:			
Frost Beam: 1d12 Ice damage. Causes Numb.			

Name:	Snow Vixen			
Description:	A	giant	white	fox
Power:	21			
HP:	11			
Armor:	0			
Def.	Element(s):			Ice
Location(s)	Found:	Tundra,	Forest	
Type(s):	Animal			
Attacks:				
Bite:	1d10			damage
Scratch:	1d6			damage
Snow Beam: 1d10 Ice damage				

Name:	Snowbug			
Description:	A	large	insectoid	ice creature
Power:	19			
HP:	6			
Armor:	3			
Def.	Element(s):			Ice
Location(s)	Found:	Tundra		
Type(s):	Insect			
Attacks:				
Bite:	1d10			damage.
Showshot: 1d6+1 Ice damage.				

Name:	Spiderbot			
Description:	A robotic spider with a cannon up top			
Power:	15			
HP:	4			
Armor:	5			
Def.	Element(s):			None
Location(s)	Found:	City,	Cave	
Type(s):	Robotic,			Insect
Attacks:				
Laser Shot: 1d6 damage				

Name:	Stonewall				
Description:	A	literal	living	wall	of stone
Power:	29				
HP:	11				
Armor:	6				
Def.	Element(s):				Holy
Location(s)	Found:				City
Type(s):	Monster				
Attacks:	Blockhead: 1d12 damage. Causes Numb.				

Name:	Sun Fighter				
Description:	A	living	sun	with	fists
Power:	19				
HP:	11				
Armor:	0				
Def.	Element(s):				Fire
Location(s)	Found:				Sky
Type(s):	Monster				
Attacks:	Fire Slap: 1d6 Fire damage.				
Sunbeam: 1d8-1 damage. Causes Blind.					

Name:	Swarm of Mosquitos				
Description:	A	swarm	of	mosquitos	
Power:	21				
HP:	9				
Armor:	0				
Def.	Element(s):				None
Location(s)	Found:	Air,	Swamp,	Forest,	Cave
Type(s):	Mob,				Insect
Attacks:	Swarm of Bites: 1d12+1 damage. Causes Numb.				

Name:	Thunder	Bird
Description:	A yellow bird emanating electricity	
Power:		18
HP:		8
Armor:		0
Def.	Element(s):	Air, Lightning
Location(s)	Found:	Sky, Desert, Tundra
Type(s):		Animal
Attacks:		
Claws:	1d6-1 damage.	Causes Scared.
Lightning Strike: 1d10 Lightning damage.		
Name:	Thunder	Bugs
Description:	A swarm of flying bugs that burst with electricity.	
Power:		27
HP:		22
Armor:		1
Def.	Element(s):	Lightning
Location(s)	Found:	Tundra, Plains
Type(s):	Mob,	Insect
Attacks:		
Electric Bite: 1d4+1 Lightning damage. Causes Mania.		

Name:	Thunder	Wraith
Description:	An undead creature with lightning power	
Power:		21
HP:		8
Armor:		3
Def.	Element(s):	Dark, Lightning
Location(s)	Found:	Shore, Desert
Type(s):		Undead
Attacks:		
Burning Shock: Blast of electricity that does 1d10 Lightning damage. Causes Burn.		

Name:	Thunderclapper
Description:	Flying robotic hands that are electrically charged
Power:	14
HP:	1
Armor:	3
Def.	Element(s): Lightning
Location(s)	Found: Sky
Type(s):	Robotic
Attacks:	
Electric Slap: 1d10+1 Lightning damage.	

Name:	Tortussle
Description:	A giant tortoise with glowing eyes
Power:	32
HP:	18
Armor:	2
Def.	Element(s): Water
Location(s)	Found: Underwater, Shore, Swamp, Forest, Plains
Type(s):	Animal, Reptilian
Attacks:	
Bite:	1d12+2 damage

Name:	Wakebot
Description:	A small robot that rides the coastline.
Power:	15
HP:	6
Armor:	1
Def.	Element(s): Lightning
Location(s)	Found: Shore
Type(s):	Robotic
Attacks:	
Lightning Strike:	1d8 Lightning damage. Causes Numb.

Name:	Walking Shark
Description:	A shark on two legs
Power:	19
HP:	9
Armor:	0
Def.	Element(s): Water
Location(s)	Found: Shore
Type(s):	Monster, Animal
Attacks:	
Bite:	1d10 damage. Once bitten, 3 damage every turn until the enemy escapes.

Name: Waterbone				
Description: A skeleton inside a bubble of water				
Power: 22				
HP: 9				
Armor: 1				
Def.		Element(s):		Water
Location(s)		Found:		Underwater
Type(s):		Undead		
Attacks:				
Bubble	Attack:	1d10	Water	damage
Bone Attack: 1d12 Dark damage.				

Name: White Asp				
Description: A snake that lives in the snow				
Power: 11				
HP: 7				
Armor: 0				
Def.		Element(s):		Holy, Ice
Location(s)		Found:		Tundra
Type(s):		Reptilian		
Attacks:				
Frost Bite: 1d4 Ice damage. Causes Scared.				

Name: Yellow Dragon				
Description: A dragon with yellow scales				
Power: 33				
HP: 19				
Armor: 4				
Def.		Element(s):		Air
Location(s)		Found:		Sky, Mountain
Type(s):		Animal, Reptilian		
Attacks:				
Wind	Blast:	1d10	Air	damage
Scratch: 1d8 - 1 Piercing damage				

BASIC CHARACTER SHEET

Name _____ **XP:** _____ **Level:** _____

Stats (Distribute the following: 10, 7, 4, 1)

Grace _____ Intellect _____ Might _____ Spirit _____

HP _____ of _____
(Start: Might+10. Max: 50)

SP _____ of _____
(Start: Spirit+10. Max: 50)

Custom Skills

Grace Basic Skills

(Individual Max = 6. Total Max = Grace)

_____ Diplomacy
_____ Movement
_____ Shoot

Status

- ☐ Bleed (Lose 1 HP | Resilience)
- ☐ Blind (Attack Fail | Resilience)
- ☐ Burn (Lose 1 SP | Resilience)
- ☐ Mania (Atk ally/self | Willpower)
- ☐ Numb (Tragic Rolls | Willpower)
- ☐ Poison (Lose d4 HP | Resilience)
- ☐ Scared (Lose d4 SP | Willpower)

Intellect Basic Skills

(Individual Max = 6. Total Max = Intellect)

_____ Deduction
_____ Knowledge
_____ Tinker

Money _____ bux

Armor

Name: _____
Rating: _____
Element(s): _____

Might Basic Skills

(Individual Max = 6. Total Max = Might)

_____ Brawn
_____ Melee
_____ Resilience

Weapon

Name: _____
Hit Die: _____ + Modifier: _____
Element(s): _____

Spirit Basic Skills

(Individual Max = 6. Total Max = Spirit)

_____ Willpower
_____ Aura
_____ Sense

Description | Summary | Items

ALLY SHEET

Name _____

Stats Grace _____ Intellect _____ Might _____ Spirit _____

HP _____ of _____ (Might+10)

SP _____ of _____ (Spirit+10)

Status

- ☐ Bleed (Lose 1 HP | Resilience)
- ☐ Blind (Attack Fail | Resilience)
- ☐ Burn (Lose 1 SP | Resilience)
- ☐ Mania (Attack ally/self | Willpower)
- ☐ Numb (Tragic Rolls | Willpower)
- ☐ Poison (Lose d4 HP | Resilience)
- ☐ Scared (Lose d4 SP | Willpower)

Armor

Name: _____

Rating: _____

Element(s):

Weapon

Name: _____

Hit Die: _____ + Modifier: _____

Element(s):

Description | Items | Custom Skills

ENGINEER

Class Crystal

A support class that uses science and technology.

Weapon(s): Gloves, Makeshift

Starting Weapon: Worker Gloves (1H, d4)

✓ Design Flaw: Epic Roll for Knowledge rolls when finding the weakness of a Robotic enemy

o Makeshift Weapon (1 SP): Roll+Tinker to create a makeshift melee weapon out of an object

- Success: The weapon does d8 damage
- Minor Success: The weapon does d6 damage

o Makeshift Projectile (1 SP): Makeshift weapon is a ranged weapon

o Mechanic: Epic Roll for Intellect roll to repair a piece of machinery

o Surgeon (1 SP): Roll+Tinker to revive an ally using technology

Success: Character is healed for 1d12 HP

Minor Success: Character is healed for 1d4 HP

o Chauffeur: No roll necessary to pilot a vehicle and any Tinker rolls are Epic rolls when maneuvering a vehicle.

o Crystal Mastery - Requires all other class crystal skills

Inventor (5 SP): Roll+Tinker to destroy 2 objects and combine them into a single object

Success: Produce a useful item

Minor Success: Produce a useless item that can be sold for 2 bux

GUNSLINGER

Class Crystal

A long-range class that shoots guns at their enemies

Weapon(s): Guns

Starting Weapon: Pistol (1H, d6)

✓ Loud Noises: Shoot in the air to cause a distraction. All enemies and allies will know your exact location.

- Hunter: Epic Roll for Shoot when shooting at an animal

- Sharpshooter: Shoot pierces all armor

 - Beyond Sight: Shoot doesn't require line of sight

- Frost Shot (1 SP): Shoot does Ice damage

- Threaten: Epic Roll for Diplomacy when brandishing a weapon

- Crystal Mastery - Requires all other class crystal skills

Barrage (5 SP): Shoot d20+2 damage split across all enemies.

KNIGHT

Class Crystal

A sword-wielder with a sense of honor.

Weapon(s): Swords

Starting Weapon: Short Sword (1H, d8)

✓ Disarm: Roll+Melee to strike a blow that disarms an armed enemy instead of doing damage.

○ Help the Helpless: Epic Roll for any roll to assist an unarmed civilian

○ Feint (1 SP): On Melee, roll two damage dice and take the better result

○ Double-Cut (3 SP): On Melee roll 2d6 damage

○ Parry (1 SP): If a Melee attack results in a counterattack, roll d6. If result is 1 the counterattack misses

○ Flawless Parry (2 SP): Roll a d4 for Parry

○ Wind Blade (1 SP): Roll+Movement to spin weapon around to create a wind blast that knock an enemy or object away

○ Crystal Mastery - Requires all other class crystal skills

Earthquake (1 SP per enemy): Roll+Melee to slam sword into the ground and cause a quake that does 1d6 Earth damage to all enemies

MONK

Class Crystal

A powerful offensive class with healing capabilities.

Weapon(s): Gloves

Starting Weapon: Basic Gloves (2H, d4)

✓ Energy Punch: Roll+Aura instead of Melee to do a melee attack that can do d4 damage

- Soul Punch (1 SP): Energy Punch does Holy damage

- Ki Lightning (2 SP): Roll+Aura to generate a strike that does d6 Lightning damage. Causes Numb.

 - Ki Storm (2 SP per enemy): Can apply Ki Lightning to multiple enemies

- First Aid (1 SP): Restore d8 HP to any ally (up to Max HP)

 - Greater Recovery (2 SP): When doing First Aid, can spend additional 2 SP to heal all statuses

- Reflect Damage (2 SP): Next time you are attacked, deal equal damage to your attacker that you received

- Crystal Mastery - Requires all other class crystal skills

- Divine Wave (5 SP): Disperse a wave of energy that deals d6-1 Holy damage to all enemies and heals d6 to all allies

PROTECTOR

Class Crystal

A magical class that aids their allies when necessary.

Weapon(s): Gloves

Starting Weapon: Basic Gloves (2H, d4)

✓ Heal (1 SP): Restore d4 HP (up to Max HP)

- Heal All (1 SP per character): Restore d4 HP to each member of party and allies

- Heal+ (2 SP): Restore d10 HP (up to max HP)

- Recharge: Restore d8 SP to self or ally (up to Max SP)

- Wall (1 SP): Roll+Aura to create a temporary magical barrier that reduces all damage from the next attack and disappears once attacked

- Wall+ (1 SP per character): Can apply Wall to multiple characters

- Wellness (1 SP): Remove 1 status

- Revival (3 SP): Roll+Aura to revive ally from 0 HP.

- Success: 5 HP
 - Minor Success: 1 HP

- Crystal Mastery - Requires all other class crystal skills

Phoenix (6 SP): Pray for the revival of a character from 0 HP. HP is restored to Max HP.

SORCEREX

Class Crystal

A magical class that uses the elements to target their enemies.

Weapon(s): Gloves

Starting Weapon: Basic Gloves (2H, d4)

✓ Recharge: Restore d8 SP to self or ally (up to Max SP)

○ Dirt Clod (1 SP): Roll+Aura to shoot dirt for d6 Earth damage

○ Burn (1 SP): Roll+Aura to shoot d6 Fire damage and cause Burn

○ Aqua Blast (1 SP): Roll+Aura to shoot a stream of water for d6 Water damage

○ Gust (1 SP): Roll+Aura to launch a gust of wind that can knock away an enemy

○ Icicle (1 SP): Roll+Aura to shoot an ice spear for d6 Ice damage that is piercing

○ Bolt (1 SP): Roll+Aura to shoot a lightning bolt at an enemy for d6 Lightning damage and a d4 chance of causing Numb

○ Crystal Mastery - Requires all other class crystal skills

Dark Fury (2 SP per enemy): Roll+Aura to release an array of magic that does d8 Dark damage for each enemy

SCOUNDREL

Class Crystal

A roguish class that strikes from the shadows.

Weapon(s): Knives, Daggers

Starting Weapon: Knife (1H, d6)

✓ Con Artist: Epic Roll for Diplomacy when trying to convince others to give you money

o Feeling Lucky? (1 SP): Roll a d12 for a chance to place a status of an enemy

- | | | | |
|----------|-----------|-----------|---------------|
| 1. Bleed | 2. Blind | 3. Burn | 4. Mania |
| 5. Numb | 6. Poison | 7. Scared | 8+: No effect |

o Shadows: Epic Roll for Movement when attempting to hide

o Stealth Attack: If successfully, add d4 damage to a successful Melee

o Steal: Epic Roll for Movement for stealing an object

o Rob: On Melee, roll d10, on a 7+ steal random item from an enemy

o Trash-Talk (1 SP): If counterattacked, roll a d6. On a 1, the enemy attack misses.

o Crystal Mastery - Requires all other class crystal skills

Assassination (5 SP): Roll d10 after a successful Melee. On a 7+, enemy will be killed. Otherwise, do normal damage.

WARRIOR

Class Crystal

A melee class that uses the energy within for combat

Weapon(s): Unarmed

Starting Weapon: None

✓ Energy Punch: Roll+Aura instead of Melee to do a Melee attack that can do d4 damage

○ Teleport (1 SP): Roll+Aura to transport anywhere within the area

○ Energy Blast (2 SP): Roll+Aura to do d8 damage to a distant enemy

○ Blast Radius (2 SP per enemy): Can attack multiple enemies with Energy Blast

○ Burning Blast (2 SP): Roll+Aura to do d6 Fire damage and cause Burn to an enemy

○ Battle Rage: Gain d8 SP in battle

○ Sunlight (1 SP per enemy): Roll a d8 for each enemy. On a 5+, inflict Blind on that enemy

○ Power-Up (3 SP): Restore d8+1 HP in battle to self

○ Crystal Mastery - Requires all other class crystal skills

Devastation (5 SP): In combat, take 3 rounds then Roll+Aura to unleash a wave of energy

- Success: 2d20 damage to all enemies
- Minor Success: d20 damage to all enemies
- Fail: d10 damage to all enemies and allies

ADVANCED CLASS SHEETS

The following sheets are “Advanced” classes. What differentiates these from the class sheets above, are that they cannot be obtained unless other class crystals have been mastered.

ASSASSIN

Class Crystal

A sharpshooter intent on killing.

Weapon(s): Guns

Class Prerequisites: Scoundrel, Gunslinger

✓ Stealth Shot: If successfully hidden, add 1d4 damage to a successful shot

- Stealth Shot+: Use 1d6 instead of 1d4 for Stealth Shot

- Hunter: Epic Roll for Shoot against Animal enemies

- Flame Shot (1 SP): Shoot does Fire damage and causes Burn

- Poison Shot (1 SP): Shoot causes Poison

- Double-Shot (3 SP): Shoot 2 targets in 1 turn

- Setup Shot (1 SP): Skip motion and combat actions for 1 turn. If you Shoot next turn, it is an automatic success.

- Multi-Shot (2 SP per enemy): Shoot multiple targets in 1 turn

- Crystal Mastery - Requires all other class crystal skills

Killshot (5 SP): Roll a d10 after a successful Shoot. On a 7+, enemy will be killed. Otherwise, do normal damage.

BRUTE

Class Crystal

A muscle-bound class who smashes any obstacle with their hammer.

Weapon(s): Hammers

Class Prerequisites: Knight, Warrior

✓ Brute Force: Can use Brawn instead of Melee for melee attacks

○ Thunderous Blow: When attacking enemies with your hammer, you may add d4 Lightning damage.

○ Throw Hammer: Roll+Brawn to throw hammer in a ranged attack and have it return

○ Intimidate: Can roll+Brawn instead of Diplomacy for convince

○ Wilderness Savagery: Epic Roll for Resilience rolls within a particular region

○ Flatlands: Plains, Deserts, and Tundra

○ Woodlands: Forests and Jungles

○ Depths: Water, Swamps, and Beaches

○ Crystal Mastery - Requires all other class crystal skills

Blood of Enemies (5 SP): Enter a state where you may only Melee enemies. For every successful attack, gain 2 HP. State ends after combat has ended.

DESTROYER

Class Crystal

A class that controls the destructive magicks

Weapon(s): Gloves

Class Prerequisites: Sorcerex

✓ Jolt (2 SP): Roll+Aura to summon lightning from the skies that does d8 Lightning damage to an enemy.

- Storm (2 SP per enemy): Jolt can hit multiple enemies.

- Mist Blast (3 SP): Cast Blind on an enemy

- Fog (3 SP per enemy): Cast Mist Blast on multiple enemies.

- Lightning Strike (1 SP): Add 1d4 Lightning damage to a Melee attack.

- Fireball (2 SP): Roll+Shoot to launch a fiery blast that does d8 Fire damage. Causes Burn.

- Crystal Mastery - Requires all other class crystal skills

Inferno (11 SP): Roll+Aura to summon a wave of fire that engulfs all enemies.

- Success: d12 damage to all enemies. Causes Burn.
- Minor Success: d6 damage to all enemies.

DRAGOON

Class Crystal

A class that is known for their high jumping and dragon-like abilities.

Weapon(s): Spears, Lances, and Polearms

Class Prerequisites: Knight

✓ Jump: Roll+Movement to jump high into the sky. Can stay in the air until the next skill roll.

- Skewer: After Jump, if still in the air, double damage when you roll+Melee

- Survey: After Jump, if still in the air, Epic Roll for Sense roll

- Fire Breath (1 SP): Blow fire toward an enemy for d6 Fire damage. Causes Burn.

- Fire Breadth (1 SP per enemy): Fire Breath can hit up to 4 enemies

- Pierce: All Melee attacks ignore armor

- Dragon Slayer: Epic Roll for Melee when attacking Reptilian enemies

- Crystal Mastery - Requires all other class crystal skills

Thunderstrike (1 SP per enemy): Roll+Aura to raise a weapon in the air to conduct lightning toward all enemies doing d8 Lightning damage towards all enemies.

GLADIATOR

Class Crystal

A machine of war dedicated to a single master.

Weapon(s): Swords, Spears

Class Prerequisites: Knight

✓ Dominus: Declare a master _____

- Epic Roll for any roll commanded by your master
- Tragic Roll for any roll that disobeys your master
- Master can only change upon previous master's death or approval

○ Beast Killer: Epic Roll for attacks against Animal enemies

○ Contest of Champions: Epic roll for attacks during a tournament or game

○ I am Spartacus: Epic Roll for Diplomacy when convincing others you are somebody else

○ Block (1 SP): Roll+Resilience to block a counterattack

- Success: Reduce all damage
- Minor Success: Reduce damage by 1

○ Crystal Mastery - Requires all other class crystal skills

Killer Blow (1 to 10 SP): On a successfully Melee, can spend up to 10 SP to increase damage by the amount of expended SP.

HUNTER

Class Crystal

A slayer of monsters and the undead.

Weapon(s): Guns, Knives

Class Prerequisites: Gunslinger, Knight, Scoundrel

✓ Death Hunt: Epic rolls for attacks against Undead enemies

○ Monster Slayer: Epic rolls for attacks against Monster enemies

○ Destined for Life (1 SP): Can spend 1 SP to make a Revive roll an Epic roll

○ Dark Child (1 SP): Add Dark element to any attack

○ Extra Sense: Can detect Monster enemies within the area without a Sense roll, even when they are hidden.

○ Crystal Mastery - Requires all other class crystal skills

Possessed (13 SP): Let a demon possess you. All rolls become Epic rolls but reduce your HP by 1 for every roll. Can dismiss the demon at any time.

WINTERBORN

Class Crystal

A master of the frigid air and water.

Weapon(s): None

Class Prerequisites: Sorcerex

✓ Ice Hammer: Roll+Aura to create a hammer made of ice

- Success: The weapon does d8 damage. Causes Numb.
- Minor Success: The weapon does d6 damage

○ Aqua Blast (1 SP): Roll+Aura to shoot a stream of water for d6 Water damage

○ Aquatic Wave (1 SP per enemy): Aqua Blast can attack multiple enemies

○ Gust (1 SP): Roll+Aura to launch a gust of wind that can knock away an enemy

○ Icicle (1 SP): Roll+Aura to shoot an ice spear for d6 Ice damage that is piercing

○ Ice Wave (1 SP per enemy): Icicle can attack multiple enemies

○ Crystal Mastery - Requires all other class crystal skills

Twister (12 SP): Summon a tornado that does d10 damage all enemies within an area.