Godwill

Core Rulebook

Build 0.3 – Playtest Ready

Introduction

Godwill is what is called a tabletop RPG. You may have heard of some like Dungeons and Dragons and Pathfinder. This game has a system called the Prestige Combat System, making it unique. This game is made mostly by me. I will now give you a crash course in what you absolutely need to play the game.

Firstly, you will need some dice which can be bought online or in store. You will need a d20, a d12, 2d10, a d8, a d6, and a d4. You will also need a character sheet if you are a player and a writing utensil, preferably a pencil. Some other not totally necessary materials would be other Godwill rule books, expansion books, or pre-made stories/settings.

This book will include a pre-made setting and some history and details of the setting. Expansions will usually be on the shorter side and be more like a pamphlet and probably hold a short amount of expansion material. Other rule books might contain extended expansion materials, or they might be a guide to help with GMing, or even be something like a bestiary.

Godwill is a game made to be played by anyone. It might take a decent amount of time to set up characters, encounters, and create stories. This game requires no previous knowledge of games like it. There are usually two types of player, the typical player, and the GM (Game Master). The typical player plays individual characters with a full body of stats, while the GM plays enemies, NPCs (Non Player Characters) like shop keepers and everyday citizens, and usually designs dungeons and other constructions that the PCs (Player Characters) would possibly explore, alongside the story itself. I will now get into the details of rules and such.

Character Creation

Every player needs their own character. Characters can be many classes and races. Characters are usually made of their own player's thought cannon and usually will have unique backstories. These backstories often have a large role in how the character is role played, which is acting as your character. Each character has a class and race which will give them certain racial and class abilities that other races and classes do not have.

Before you pick your class and race though you will want to roll for stats. There are 3 core stats for every character and monster, body (BOD), mind (MND), and personality (PER). For each stat you roll 4d6 and take the lowest roll away, you add the other three together and then add your racial bonus.

Dwarf	+2 BOD, -1 MND
Elf	+2 MND, -1 BOD
Goblin	+1 BOD, -2 MND
Half-Elf	+2 PER
Half-Orc	+3 BOD, -1 MND, -1 PER
Human	+1 to any 1

Each stat is used for an array of skills that effect gameplay. Each class will have a set of skills that you can choose from. Stats can be affected by magical weapons, armor, items, blessings, and curses. After you have your race and stats figured out you should pick your class. Classes usually fit some type of general archetype and description like how a Warrior might be better when it comes to body, but a Priest might be better when it comes to personality.

Class	Prioritized Stat
Archer	BOD
Bard	PER
Bonded	PER
Mage	MND
Priest	PER
Warrior	BOD

This table shows the generally prioritized stat for each class. A prioritized stat is the stat that the class uses most for its skills and abilities. Say if you made a Half-Orc character you would probably want to pick the Warrior class. After you have gotten your skills, stats, class, and race in order you will want to get your equipment. Each class has gear that they will be trained in meaning that they can use them without having a major decrease to things like their attack and damage rolls.

Some classes like the Priest will not have too many trainings in weapons or armors meaning that they should not use them. However, your character can devote in game time and money to be trained in weapons and armor, meaning that you can have an awesome Priest roaming around with a sword in one hand and a fire ball in the other. Anyways each character will have starting gold depending on their class.

You basically have your character set up. If you want you can buy miscellaneous items before the game starts with the

starting gold, or you can save it just in case
you need a certain item to complete a
particular quest.

EXP Required	Level
0	1
500	2
800	3
1250	4
1800	5
2400	6
3000	7
3600	8
4200	9
4800	10

Stat	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30	+10

Dwarf

The dwarves of the hills, mountains, and cliffs. Famous for making beautiful cities deep in the earth and famous for making articulate weapons and armors. They are known to be stout and wide, which is very true.

Racial Bonuses:

Night Vision

Sense Underground

AC Bonus

Racial Traits:

Speed | 25ft

Size | Short & Stout

HP | 1d8+BOD Mod Every Level

All races have racial bonuses, some are unique, and some are not. The dwarf has an AC Bonus, Sense Underground, and Night Vision which will be detailed later. The racial traits are used mostly for reference and character description like how a new Game Master might say that a dwarf is tall, when they are usually short and plump, and a player might correct him on that.

Night Vision

After millennia of living underground dwarves, alongside many other creatures, have developed Night Vision. Night Vision allows the PC to see up to 60ft ahead of them. Night Vision only works in the natural darkness that creatures are used to, if the darkness is created by a magical effect, spell, or enchanted item.

Sense Underground

Since most dwarfs have lived underground most of their lives, they have learned to sense footsteps and other sounds through their feet. If the thing or creature making the noise is within a 50ft radius the sound is clear enough to make out voices. If the sound is created in a 51-65ft radius the sound is muffled, but if it is any further it is not hearable.

AC Bonus

All characters and creatures have an AC (Armor Class) which determines how hard said character or creature is to hit. Dwarfs have extremely thick skin as they adapted from their extremely common craft of smithing where they would have sparks thrown at their skin and would also adapt from them having stalactites commonly fall on them, piercing their skin. This adaptation has allowed them to have a natural, unarmored AC of 12 instead of 10 like most other humanoids, or have a +2 to their armored AC.

Elf

The elves, hailing from the fairy forests in the far east. Born from the nexus of magical power, the Arcanexum. Many are highly spiritual and through generations they have learned a way to prolong their natural lives that only works on elves and half-elves. They must return to the Arcanexum once every twenty-five years and start meditating for seven days and must get their seven days before their birthday so that they do not die.

Racial Bonuses:

Uncanny Arcana

Nexus Point

Arcane Aura

Racial Traits:

Speed | 30ft

Size | Tall & Slim

HP | 1d6+BOD Mod Every Level

Uncanny Arcana

If you look at the skills box on your character sheet there will be a skill called Magic, even if your class does not have you trained in that skill you gain training from being an elf. Since elves come from the Arcanexum they already have strong ties to magical energies allowing them to tap into it to a small degree without being trained or having a patron giving you magic power. However, this does not enable you to use magic you just have general knowledge of it.

Nexus Point

This bonus allows you to restore any magic user's mana. This bonus is known as Nexus Point. Elves can meditate once every rest, when they do this, they can restore 1d6 worth of mana per the elf PC's level. However, they cannot use Nexus Point in combat or when restrained or incapacitated. Nexus Point basically utilizes an elf's natural connection to the Arcanexum to turn themselves into a wellspring of magic energies, but they can only take so much magic energy flowing directly from the Arcanexum and out their body that if they force themselves to meditate for any longer they will take one point of damage for every second too long that they force themselves to connect to the Arcanexum.

Arcane Aura

Like the AC Bonus of the dwarf this bonus is purely defensive. Once per rest they can use their connection to the Arcanexum to create a magical aura around themselves that improves their AC to a 20 for the current turn and two turns after that. If their AC is already higher than 20, they get a +2 to their AC for that turn and the two turns after that.

Goblin

The goblins are mischievous creatures from dirty tribes that hide deep in caves and wooded areas, but they can be civil and well mannered. Goblins were first born when an elf clan disobeyed the king they served under and were cursed by his court mage. Very few who are civilized can be found in the world of Godwill, but they do pop up in the streets of cities. Many cities and organizations discriminate against them for their general nature of evil and do not even allow them in. It is many goblins dreams to be freed of their curse, but at this point it has been bread into them for centuries.

Racial Bonuses:

Thief's Hand

Neuss Grip

Shallow Pockets

Racial Traits:

Speed | 25ft

Size | Small and Thin

HP | 1d4+BOD Mod Every Level

Thief's Hand

If you do not gain training in Stealth from your class, you now gain that from your small size. You also gain training in a skill that cannot be gained from a current class, Stealing, which makes it easier to steal from someone or something without it noticing.

Neuss Grip

Neuss Grip is a bonus that allows turn someone incapacitated if you are holding onto them. You do not need to roll for it at all, but you cannot move or do anything else while you are using Neuss Grip thereby marking you as incapacitated until you cancel your Neuss Grip or die.

Shallow Pockets

The goblin is a very discriminated race that people often assume are poor. Whenever you ask for money there is an 80% chance on a percentile dice roll (2d10/1d100) and if you ever get caught with a unique stolen object or are caught stealing you can utilize your small size and empty pockets to slip through the bars. Your small size can also allow you to slip through anything one 1ft win diameter or more that larger humanoids cannot slip through.

Half-Elf

The result of elves intermingling with humans. Most of the time they have a very loose connection to the Arcanexum comparatively to their elven cousins. They do have one keen feature in that they are used to traveling as half-elves are commonly not accepted in elf civilizations and are rarely allowed in human civilizations, making them the perfect nomad.

Racial Bonuses:

Arcane Overflow

The Wanderer

Mixed Blood

Racial Traits:

Speed | 30ft

Size | Tall & Filled Out

HP | 1d6+BOD Mod Every Level

Arcane Overflow

Normally a half-elf's connection to the Arcanexum is limited but when they are hit with a dump of adrenaline when they are near death (can be activated when at 10% r less of max health) they can kick into Arcane Overflow which is a burst of magic energy coming directly from the Arcanexum. Arcane Overflow allows the PC to deal 1d10 per PC level in AoE (Area of Effect) damage, with a radius of 25ft. This damage does not affect neutral NPCs or allied NPCs and PCs. Arcane Overflow will also deal double damage to any demon or undead.

The Wanderer

This allows for a half-elf PC to gain training the Nature & Survival skill and the Climbing skill. Many half-elves are nomads and have developed these skills in their travels. This bonus also allows the PC to know basic directions to basically everywhere.

Mixed Blood

Through both their human and elf ancestral lines they have inherited many abilities allowing them to gain proficiency in one weapon or armor type that their class does not already give them.

Half-Orc

Half-Orcs commonly live in tribes of barbarian-type warriors who commonly raid local villages. Half-Orcs are used to people fearing them and many are too scared to even agree to talk to them. Living in the wilderness they have gained many skills that most do not have.

Racial Bonuses:

Outsider

Raider Weapons

Mixed Blood

Death Glare

Racial Traits:

Speed | 40ft

Size | Tall & Muscular

HP | 1d12+BOD Mod Every Level

Outsider

This allows for a half-orc PC to gain training the Nature & Survival skill and the Crafting skill. These abilities in crafting come from having to learn how to build items and such on their own as they are not allowed in many major civilizations. The Nature & Survival skill comes from learning how to adapt and use their surroundings in exile.

Raider Weapons

An expansion upon the Outsider bonus. If you use your self-crafted weapons, they deal an extra amount of damage equal to 1.5 times the PCs level. If they use their self-crafted armor it will have a +2 bonus to AC.

Mixed Blood

Through both their human and orc ancestral lines they have inherited many abilities allowing them to gain proficiency in one weapon or armor type that their class does not already give them.

Death Glare

Once per rest a half-orc PC can incapacitate someone by simply looking them in the eye. The incapacitated enemy is incapacitated for five turns.

Human

The most common and civilized race in the world of Godwill. Groups of them have adapted to basically every environment in the world to the point that they gain bonuses in certain areas. Humans are also a very civilized and prefer to live in large, walled cities that are governed by kings instead of in nomadic tribes and clans.

Racial Bonuses:

Ancestral Adaptation

Loyalty to Royalty

Not So Close to Home

Racial Traits:

Speed | 30ft

Size | Tall-Short & Wide-Thin

HP | 1d6+BOD Mod Every Level

Ancestral Adaptation

Through generations of living in a certain environment your character has adapted to be immune or resistant to many things. resistance means that your AC is doubled for that damage type and immunity means that you cannot take damage from it at all. You should choose in your character's backstory where they come from, such as a swamp or a desert. Each environment will have different bonuses based on what would be common in that area. Some environments will not give you resistances or immunities, but instead will give you bonuses that others will not have. They are called Ancestral

Adaptation sub-bonuses and will be detailed later in this race page.

Desert	Fire **R**
Forest	Tree Jumper
Plaines	Open Combat
Swamp	Poison **I**
Tropics	From the Seas, From the Sands

R=Fire **I**=Immune

Ancestral Adaptation | Tree Jumper:

After generations of this bonus being passed down your character has finally mastered it. With the Tree Jumper sub-bonus your character can jump up to 30ft in any direction if the things they are landing and jumping from are both made of wood.

Ancestral Adaptation | Open Combat:

Your character has learned to fight in wide, open spaces their entire life. Your character has learned how to maneuver and fight in these spaces. When your character is in an open space, meaning they are not in a room or cavern with walls and a ceiling, they get a +10 boost to their speed, and have an extra +1 damage to any weapons they are trained in.

Ancestral Adaptation | From the Seas, From the Sands:

All your life you have fished and harpooned fish from the sea to eat them. You have adapted to gain training in throwing weapons and get a +1 to all attack rolls when

you are on sand or in ankle to knee deep water. With your tropical origins you learned how to make small boats such as rafts, kayaks, and canoes.

Loyalty to Royalty

As mentioned before human civilizations are usually governed by a monarch or by many such as earls under kings. Humans have grown accustomed to having a monarchal leader and are less capable without them. If there is a set leader to the party the human PCs deal an extra +2 to their damage, but if they are the leader, they instead gain a +1 to their AC. If they do not have their leader, they temporarily lose their boost, but if they are the leader and they lose their entire team they lose the boost.

Not So Close to Home

If a human PC is not within the city or region where their home/base is they gain a bonus. Humans like to explore and conquest, while home is nice, they prefer to be out and about to fight and adventure. They gain the Climbing skill because of this.

Archer

High in the trees a man wearing long, dark green clothing with a hood and leather boots. He pulls back the string of the bow with a sharp, iron tipped arrow ready to be shot. The arrow shoots through the sky piercing a deer's neck. The deer falls to the ground and the man in the green jumps down to the ground. He checks to make sure it's dead before skinning it and cutting the edible meats off.

The archer is one who sits in the trees and watches from afar. They jump from the shadows to make quick strikes on their opponents. They are hired as assassins by many powerful people for their prowess in quick, deadly strikes. Archers are also commonly hunters or even the caretakers of the local forest that they call home.

Level	Gain
1	Trainings / Quick Shot
2	
3	Stat Score Increase
4	
5	Arrow Storm
6	
7	Shadow Step or Natures Gift
8	
9	Stat Score Increase
10	Perfect Stealth

Each class will have 10 levels in it and each level may or may not allow you to gain from it. You might gain an increase to your stats or a brand-new ability that will allow your character to do some new things in the game.

Archer's Trained Weapon/Armor Types:

Ranged Weapons, Basic Melee Weapons, and Light Armor

Skills: Nature & Survival, Animal Handling, Stealth, and Perception

Quick Shot

Quick Shot is what happens when an Archer become proficient enough with his bow so that he can aim quicker. Any other PC who is not an Archer but has training in Ranged Weapons would have to take two turns to use his bow, one to aim and load it and one to shoot it. However, this is not true for the Archer who has Quick Shot, allowing them to do what would normally take up two turns into only one.

Stat Score Increase

You see your three stats, right? Well pick one or two that you would like to make better and place two points into the stat itself, not the mod. Then do the math and you get your new mod according to the table in Character Creation.

Arrow Storm

Arrow Storm allows an Archer character to shoot three arrows in one turn once per rest.

Shadow Step

Shadow Step is for someone who plays their Archer character as a stealthy character instead of a protector of nature. Shadow Step allows a character to move half of their speed in any direction (round up if it ends up being non-divisible by 5). This ability makes it so that you can pass through walls and over magical mines without setting them off. You move through the shadow dimension which is two times the size of the physical dimension, which is why you only move half your normal speed.

Natures Gift

Natures Gift is for an Archer who is the protector of his or hers local forest. This allows the Archer to have two passive traits, meaning that it does not need to be activated because it is always active. The first is that the Archer has made such a strong emotional and mental link with animals and plant life that they have tuned their brain like a radio through the Arcanexum so that they can telepathically talk to them. The second is the trait of being able to tell what a plant or animal is without having to make a Nature & Survival skill check.

Stat Score Increase

You see your three stats, right? Well pick one or two that you would like to make better and place two points into the stat itself, not the mod. Then do the math and you get your new mod according to the table in Character Creation.

Perfect Stealth

Both a nature's protector and an assassin need stealth. Whether it being to train a possible animal friend or to shoot the opponent from afar. You can now transition into stealth mode to get a stealth attack without having to roll for stealth twice per a rest.

Bard

A woman singing sonnets and reciting poems in her local tavern. As she sings a small translucent blue man appears and he begins to act out a poem's story as he skips through the air. Other translucent figures appear to help to tell the poem, also skipping through the air. At the end of the show the translucent figure spiral together and explode into a ball of blue sparks.

Level	Gain	Mana Points (MP)
1	Trainings / An Arcane Talent	4
2	Stat Score Increase	6
3		6
4	A Sonnet for You and a Sonnet for Me	8
5		9
6	Stat Score Increase	10
7	Seducer	12
8		15
9		16
10	Going Platinum	18

Bards are performers and story tellers and often make their money in taverns and local pubs where they will often sit with a small container where people put gold coins, which they live from. They do like to travel and think of it more as a musical tour or a traveling production of a play instead of a long quest. Bards like to tell stories of their past journeys, making them seem more like epic poems that never truly happened to the small-town people who know very little about these strong, powerful magic creatures.

Bard's Trained Weapon/Armor Types:

Light Melee Weapons, Light Armor, and Musical Instruments

Skills: Persuasion, Performance, Magic, and Acrobatics

An Arcane Talent

Bards perform to cast their magic through things such as song, dance, and poems. When a Bard does any of those things, they can cast the spell that comes to mind if they are able to through their mana points.

Stat Score Increase

You see your three stats, right? Well pick one or two that you would like to make better and place two points into the stat itself, not the mod. Then do the math and you get your new mod according to the table in Character Creation.

A Sonnet for You and a Sonnet for Me

Twice per a rest you can sing a song for someone. This song will allow both the Bard and the one who was serenaded heal 50% of their current HP.

Stat Score Increase

You see your three stats, right? Well pick one or two that you would like to make better and place two points into the stat itself, not the mod. Then do the math and you get your new mod according to the table in Character Creation.

Seducer

Once per a rest you can persuade someone without having to make a Persuasion check. However, if it is an evil creature you must make a Persuasion check but with the max DC (Dice Count, which is the minimum number that you need to make a check) of 10.

Going Platinum

The Going Platinum ability is used mostly as a distraction but can also be used to make money. You can use Going Platinum twice per rest. Going Platinum gathers people and creatures around you, up to 25. While they are gathered around, they will completely ignore all sound, motion, and light flashes. This will last for three turns of combat or three minutes of in game time.

Bonded

A man blasts a burst of dark magical energy from his hand, throwing a small group of goblins against a wall. A black smoke-like mass with red eyes comes forth from his body and casts a giant burst of energy at the goblins, making goblin sized dents in that cave wall almost three feet deep. The black smoke creature whisps over to the man and enters back into his body through the man's ear.

Level	Gain	MP
1	Trainings / The Beast Within	6
2		6
3	Blood Lust	6
4	Stat Score Increase	9
5		9
6	Inhibitor Bonus	12
7		12
8	Blood Lust +	12
9	Stat Score Increase	16
10	Equilibrium	20

Bonded our people who have been used as a prison for powerful magical creatures such as demons, spirits, and fey. The things that inherit their bodies strike deals with the original occupant's souls for strange, but magnificent, powers. They strike these deals so that the creature can use the body more as a home and will protect it whenever its home, but the creature will still vie for control over the body to control it 100% of the time.

Bonded are commonly made when either a weakened creature inherits a humanoid's body to heal, or when orders of mages use a humanoid's body as a prison for a creature. Commonly the agreements they make have a fine text to them saying that once the body's mortal life is done that the creature can use it as sort of a vessel. The reason a semi-immortal creature would want a mortal vessel is usually so that they can interact with mortals and not be hunted or blamed for things that may just be pure coincidence.

Bonded's Trained Weapon/Armor Types:

Light Armor and Light Melee Weapons

Skills: Intimidation, Stealth, Deception, Magic, and Religion

The Beast Within

You now have an inhibitor. Your inhibitor can be several things. These can be a demon, spirit, or fey as mentioned prior. Each one has differentiation, and they will have separate powers as you and your inhibitor's bond grows stronger. Your inhibitor will be inherently strong with magic powers ad will grant you a small piece for allowing him to stay in your body, therefore a Bonded can cast magic spells.

By the time, a Bonded is first level they have grown so strong that it is physically painful to be separated from an inhibitor. When a Bonded is separated from its inhibitor its powers that it has gained from the inhibitor (all gained abilities but

the stat increases). A Bonded can be separated from his or hers inhibitor by spells and rituals and as mentioned prior it is physically painful for the Bonded, but also for the inhibitor itself.

When they are separated the Bonded takes 1d6-BOD modifier in damage for every in-game hour they are separated. The inhibitor itself slowly returns to its true home/resting place and will only survive in the material realm by themselves for Pcs level multiplied by 5 hours. A demon would return to the Underworld, a spirit would return to it is original resting place, and a fey would return to the fairy forests of the far east. This happens because of the spiritual link between a PC and an inhibitor, which is basically because their spirits have basically become almost one.

Blood Lust

Your PC now has the option to go into Blood Lust mode once per a rest. In Blood Lust the PCs body is completely controlled by its inhibitor. Blood Lust makes the character deal 50% more damage and take 50% less. Blood Lust lasts for three turns and at the end of it the PC is worn and deals only 25% damage. Round down on percent-based calculations.

Stat Score Increase

You see your three stats, right? Well pick one or two that you would like to make better and place two points into the stat itself, not the mod. Then do the math and you get your new mod according to the table in Character Creation.

Inhibitor Bonus

As mentioned before as a PC grows closer to its inhibitor, the more power it unlocks, and said power is different depending on the inhibitor type.

Demon | Demonic Rush: With Demonic Rush the PC releases a manifestation of their inhibitor in a power packed burst of magical energy. Demonic Rush will attack any targeted entity in a 30ft radius, jumping between them. The damage it deals is equal to 5 by the PCs level + PER modifier and can be divided up between entities in any way. Once per rest.

Spirit | A Spirit's Gentle Touch: This sub-ability is used for healing. It will manifest white, translucent hands that will fly within a 50ft radius and use a pool of HP to heal, with a max of 35 HP. Pool of HP will be restored every rest.

Fey | Childish Pranks: Childish Pranks is used to distract opponents. An enthralling or seducing (whatever you choose) illusion will appear in any area you with its max size being a 15x15x15ft cube. The illusion will appear differently to every entity to appeal more to its personal tastes. This can only be done twice per a rest and only lasts 15 in game minutes.

Blood Lust +

The PC can now use Blood Lust twice per rest. It can also now be used for a fourth or fifth extra turn, but it has its costs. If the PC uses it for a fourth turn the PC can only deal 10% of its normal damage and cannot move for the next two turns, if used for a fifth turn the PC is too weak to deal any damage and cannot move for the next two turns. When the PC cannot move it cannot defend itself either, meaning that all attacking it do not have to roll to break AC.

Stat Score Increase

You see your three stats, right? Well pick one or two that you would like to make better and place two points into the stat itself, not the mod. Then do the math and you get your new mod according to the table in Character Creation.

Equilibrium

Your soul and your inhibitor have become perfectly in tuned with each other. With this you can now shoot a small blast of magic energy directly from the Underworld for demons, Spirit Realm for spirits, and fairy forests for fey. The demons will deal burn damage when the others will just deal the undescribed force damage like most other attacks. This damage will shoot enemies back up to 15ft, only stopping before that if they hit a solid object. This has no limit to its use and will deal 1d10 of either burn or force damage.

Priest

A woman rises an offering to her god in a clearing in the woods. She is raising a bowl filled with burning incense, assorted berries, and a stone with the symbol of her god etched into it. A beam of light comes down from the night sky onto a stone altar in front of her where a wounded man lay. The man's wounds suddenly disappear. The woman drops to her knees and begins thanking her god for restoring her friend to health.

Level	Gain	MP
1	Trainings / An Arcane Blessing	5
2	Stat Score Increase	5
3		7
4	A Healer's Heart	8
5	Stat Score Increase	10
6		11
7	A Healer's Heart +	12
8		14
9		16
10	The Highest of Blessings	18

Priests are certain devout men and women blessed by their respective gods. Many of them swear oaths according to the god's guidelines or they will make pacts with a god for power and in the pact swear to convert people to that god's worship. Priests will commonly travel either to convert people or to heal and help people in the name of their gods. Priests do not have to be completely good though, a Priest's god could be a god who wants the blood of the innocence as his sacrifice weekly, or could be a worshipper of a god who likes to heal and bring peace to the world.

Priest's Trained Weapon/Armor Types:

Cloth Based Armors and Light Melee Weapons

Skills: Magic, Medical, and Religion

An Arcane Blessing

Through the blessing of their respective god they now can cast magic. If they have a pact or oath depicted in their backstory and they break said pact they will lose all their abilities besides the stat increases. If they want to repair their relationship with their god they will have to do a tremendous task, some suggested ones are: saving a town in the god's name, retrieving a powerful artifact for the god, or sacrificing a powerful creature to the god. Ultimately giving and taking the powers away from a Priest PC is a GMs choice.

Stat Score Increase

You see your three stats, right? Well pick one or two that you would like to make better and place two points into the stat itself, not the mod. Then do the math and you get your new mod according to the table in Character Creation.

A Healer's Heart

Instead of using a healing spell you now have a pool of HP to heal your group from. With the base A Healer's Heart ability

a Priest PC will have a healing pool equal to their PER mod multiplied by three. This pool will be refilled every time the Priest PC rests. If they expend all the pool on one person in one turn, they will get a burst of recoil equaling 1d6-PER modifier in force damage.

Stat Score Increase

You see your three stats, right? Well pick one or two that you would like to make better and place two points into the stat itself, not the mod. Then do the math and you get your new mod according to the table in Character Creation.

A Healer's Heart +

You now take no recoil from expending all the healing pool at once. The pool is also expanded upon by adding a new thing called blessings, blessings can only be used once per a rest.

Blessing of Invulnerability: A blessing placed on a PC or NPC that makes it so that the next three attacks attempted on them auto miss.

Blessing of Herculean Strike: A blessing placed on someone making their next two attacks auto hit, but they still must roll for damage.

Blessing of Purification: A blessing placed on an object or person that will remove one known negative effect from it/them.

The Highest of Blessings

You have now become either the sword or shield of your respective god (player's choice between the two) which are different in many ways but are still similar. You also get three more blessings.

The Holy Shield of...

As a shield of a god you have sworn yourself into direct service of your god, and when the PCs mortal life ends it will become a Guardian Angel under the service of your god. In the mortal life you gain the ability to be able to block any attack perfectly twice per rest. All NPCs who may be worshippers of your god will automatically recognize and respect the PC as well.

The Holy Sword of...

As a sword of a god you have sworn yourself into direct service of your god, and when the PCs mortal life ends it will become an Angel of Destruction under the service of the PCs god. In the mortal life the PC gains the ability to make any attack without having to roll for it twice per rest. All NPCs who may be worshippers of your god will automatically recognize and respect the PC as well.

Blessing of Regeneration: Anyone with this blessing on them will restore 1d6 of HP each turn for the next three turns, or for the next three in-game minutes.

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Blessing of Protection: Anyone with this blessing on them now has their AC boosted to 20 for three turns. If their AC is already 20 or higher their AC gets a +2 for the next three turns.

Blessing of Smite: Anyone with this blessing on them will do double damage for their next attack.

Mage

A bolt of fire shoots through the air and strikes a troll. The troll hurls itself at the one who casted the bolt. The troll is blasted back with a pulse of magic energy. The Mage who casted the bolt starts speaking in a strange but entrancing language as the troll is put to sleep. The Mage scribbles some notes into his journal about the troll's outer anatomy before taking a small knife and cutting it open to study it.

Level	Gain	MP
1	Trainings / An Arcane Enrichment	8
2	An Arcane Assistant	10
3	Stat Score Increase	12
4		14
5	An Arcane Blast	16
6		18
7	Stat Score Increase	20
8		22
9		24
10	An Arcane Object	26

Mage's Trained Weapon/Armor Types:

Cloth Baes Armors and Simple Melee Weapons

Skills: Magic, Craft, and Persuasion

An Arcane Enrichment

Your PC was born with inherent magical abilities and can now cast magic spells.

An Arcane Assistant

Mages can now summon something called a familiar. A familiar is a small creature that is magically bound to its owner. Familiars can only be small animals and use the same stats as the normal animal. If the familiar somehow dies it will respawn at the owner's side in 1 in-game hour.

Stat Score Increase

You see your three stats, right? Well pick one or two that you would like to make better and place two points into the stat itself, not the mod. Then do the math and you get your new mod according to the table in Character Creation.

An Arcane Blast

If you wish you can expend 10 MP to create a blast of pure arcane energies. The blast deals 3d6 force damage. The blasts can be stacked but you can only expend an amount of MP divisible by 10 at a time with no singular MP being expended. 10 MP Expended = 3d6 force damage.

Stat Score Increase

You see your three stats, right? Well pick one or two that you would like to make better and place two points into the stat itself, not the mod. Then do the math and you get your new mod according to the table in Character Creation.

An Arcane Object

At level 10 a Mage can enchant an object by expending 100 bongids, all their MP, and one object. For weapons you can make it deal an extra either 1d6 fire or frost damage. For armor you can make it have a +2 to AC. For jewelry and other wearable, non-armor objects it can turn some invisible for 10 in-game minutes once per rest or it can make someone invulnerable for 2 turns once per rest.

Warrior

A woman in full plate armor holding a longsword walks through a cavern. She thrashes and slashes goblins down. She clears a way out of the cavern for her injured group, leading them to the Priest that was captured on the other side. She single handedly takes them all down.

Level	Gain
1	Trainings / A Dance of Blades
2	
3	Flurry of Strikes
4	Stat Score Increase
`5	Furious Strike
6	Stat Score Increase
7	
8	Flurry of Strikes +
9	
10	Deathly Blow

A Warrior is one who can slash through their opponents with a chain of continuous blows from both blades and blunt weapons. They are valiant knights protecting a damsel in distress, or a tribal barbarian raiding a village. A Warrior is almost the head of every adventuring group.

Warrior's Trained Weapon/Armor Types:

Light Melee Weapons, Heavy Melee Weapons, Light Armor, and Heavy Armor

Skills: Perception, Intimidation, and Acrobatics. +1 other of your choice.

A Dance of Blades

A Warrior PC can now dodge one attack once per rest. As long as the roll for attacking them is not the same number as their AC, if they use their A Dance of Blades for that attack that matches the AC the charge of the ability is used up, but they do not dodge the attack.

Flurry of Strikes

A Warrior PC can now attack twice in one turn or can just do fifty percent more on only one attack.

Stat Score Increase

You see your three stats, right? Well pick one or two that you would like to make better and place two points into the stat itself, not the mod. Then do the math and you get your new mod according to the table in Character Creation.

Furious Strike

Twice per rest a Warrior PC can deal double damage on an attack. However, you cannot bundle Furious Strike with Flurry of Strikes.

Stat Score Increase

You see your three stats, right? Well pick one or two that you would like to make better and place two points into the stat itself, not the mod. Then do the math and you get your new mod according to the table in Character Creation.

Flurry of Strikes +

The PC can now attack three times in one turn.

Deathly Blow

Once per a rest you can choose to roll an extra 1d20. If the d20 lands on a 1 or 5 you will auto kill.

Prestige Combat System

The Prestige Combat System is a combat system with many much smaller systems with in it. There is one for one on one combat and mounted combat, but the main one is for a more fleshed out battle system.

One on One Combat

Every round of combat each entity or PC gets to do three actions, move, attack, and make a free action/free move. Free moves can be many different things. Free moves are an alternative to attacks.

Free Moves

- Grab
- Tackle
- Shove
- Disarm
- Disengage
- Counterattack

Grab

A grab allows a PC or entity to throw a PC or entity into or at something or someone. To grab a PC or entity they need to be within five ft of the grabbing PC or entity and compete with them on a BOD check. If the grabber wins the grabbed is sufficiently grabbed, but if the grabbed wins they can counterattack. The grabber can only throw the grabbed their BOD modifier by 5 or use

their entire turn and not attack or move to throw them double the normal distance.

Tackle

Tackling a PC or entity can be used to immobilize an opponent. To tackle a PC or entity you must be within 15 or fewer feet of the PC or entity. To tackle you and the opposing team must both make a Body Check. If the tackler succeeds the one who is tackled cannot move for one turn and takes 1d6 Physical damage. If the tackler fails, the tackler takes 1d6 Physical damage.

Shove

Shoving a PC or entity is only used to shove them into an ally of the one who shoved. When a PC or entity shoves another they must make a Body Check. If they succeed, they will be pushed into an ally of the one who shoved, if they weren't successful the one who was shoved gets the opportunity to counterattack, which is an attack they don't need to roll to hit. If they are successful, they roll a 1d6 and multiply it by their Body Mod.

Disarm

To disarm a PC or entity you need to make a BOD Check and the opponent must make a BOD Check. If the disarmer succeeds the weapon or thing they are currently holding is dropped and cannot be picked up for one turn. If the one who is being

disarmed succeeds, they can counterattack, disengage, or shove.

Disengage

Disengage can be used when the disarmed succeeds or just as a plain free move. If it is a reaction from a failed disarming, they do not need to roll. If it is used as a free move, you must make a Body Check with a DC of 12. A disengage can be used to remove a PC or entity from combat. If the disengaged PC or entity is attacked, they are thrown back into combat.

Counterattack

A counterattack can only be used when a shove, disarm, or grab fails. When counterattacking you do not need to roll to hit, and only need to roll for damage.

Initiative

When entering combat each PC and entity must roll for initiative. The initiative is the order in which PC's and entities take their actions.

Sprint

Sprints are used for movement. The farthest you can move is determined by your Speed. If you choose you can move double your speed. If you move double your speed you cannot use any other actions that turn, and your turn immediately ends. That is called a Sprint action.

Mounted Combat

In mounted combat you are on some type of mount, which is a ridable creature. There are certain actions that you can only do when you are on a flying or swimming mount.

Land Mount Actions:

- Cavalry Flank
- Cavalry Charge
- Downward Attack
- Cavalry Round Up

Cavalry Flank

When on the back of a land mount you can charge into the side of an enemy or an enemy unit (a group of multiple enemies that move as one). When you do this roll a d20 twice and take the bigger number. Use the bigger number against the enemy closest to your PC's AC. If it breaks that AC you break the entire groups AC, or just that one enemy's. Count however many enemies there are in that unit and roll for damage. Multiply the damage dice by how many enemies there are and roll. Combine all the unit's HP into a pool and deplete it based on the damage dealt by the multiplied damage dice.

Cavalry Charge

Cavalry Charge uses the same multiplied damage dice as the Cavalry Flank, but a Cavalry Charge can only be done with what is called a unit stealth roll. Pick a head of the charge and pick a head of the unit that is being charged (if the charged unit is a

singular entity then that entity is the head). Roll for stealth with the charging head's Stealth skill. Then use the charged head's Perception skill to compete with the charging stealth. If the charging succeeds, they can attack without rolling, but by using the same damage dice rules as Cavalry Flank. If the charging fails, the charged can countercharge without having to make a Stealth check that competes with a Perception check.

Downward Attack

      When a unit is on a non-flat angle and are all on horseback, they have the option to Downward Attack. When Downward Attacking a unit must be below the attacking unit and the attacking unit must also roll a Stealth check that competes with a Perception roll. If the attacker prevails then roll for damage just like you would with a Cavalry Charge. If the attacked prevails, they can Cavalry Charge as a counter, but they do not need to roll for Stealth.

Cavalry Round Up

      If the head of one unit is contacting members of a unit that is not a head and is not in that head's unit, the non-head unit members can perform a Cavalry Round Up. A Cavalry Round Up is when one unit encircles another. The only prerequisite is that the attacked unit's head is contacting non-head members of the attacking unit. When in a Cavalry Round Up the attacked is encircled by the attackers. Each turn the attackers can use their multiplied damage to attack the attacked, but each turn the encircled head can make a BOD check to break the attacking head's AC, but cannot make it on the initial turn. If the AC is broken, then the attacked can perform a Cavalry Charge as a counter without having to roll for Stealth.

Sky Mount Actions:
- Swoop
- Drill Dive

Swoop

      When riding on a mount with the ability Fly the mount can Swoop. Swooping is an action that includes the mounts normal attacks, meaning that you can do a Swoop for a land attack if you are not on the ground, so that thee mount doesn't have to expend any of their speed. Using this action uses up your attack and your free action.

Drill Dive

      If your flying mount dies in mid-air, they perform a Drill Dive as they fall to the ground where they deal two times their max HP to all that they fall on.

How Combat Works

This is a guide to how combat works in Godwill. If you have played any other d20 TRPGs then you basically know this already, but there are a few key differences. First, each player must roll for initiative alongside with the GM who rolls for the enemies and other entities. The initiative, as you probably already know, is the order in which the entities take turn in combat.

Second, you must start taking turns. Whoever has the highest initiative roll goes first and then the one under that goes, and so on and so forth. Turns have multiple actions the PCs and other entities can make, to be more precise there are three. The first is an attack which can either be with a weapon or spell, the second is movement meaning that you can move a certain distance based on the PC or entities' speed, the third is a free action.

These three actions in a turn can go in any order and your speed does not have to be expended in one action and you can move multiple times in one turn in between or before/after your other two actions. However, once your movement limit or speed is used up you cannot move, and once you use your other two actions in the turn your turn automatically ends. If you or another player does not want to use all the actions in a PC or entity's turn you can end it prematurely by just saying that you want to end that PC or entity's turn.

Third, each PC and entity has an HP. If either the group of PCs or the opposing group all fall to 0 HP in combat, then combat is over and the group with the greatest number of members wins the combat encounter. If any PC/entity flees anyone within 10ft of them can make a Grab free move that will be a success 100% of the time. The Grab free action cannot be freely made if the fleeing is result of a Disengage.

Remember to roll for attacks properly. Each spell or attack that is made must match or exceed the entity that it is targeted ats AC. AC is not necessarily how good their armor is, but also it is a measurement of how well the entity or PC is at maneuvering properly, dodging, and blocking. Some enchanted weapons will make it even easier for an entity or PC to make a hit. After the hit is made roll for the damage it will deal, if it is a physical damage it will be modified by the BOD modifier but if it's a magical attack it will depend on the classes prioritized stat.

Equipment

Equipment is the gear and items an adventuring group might need on a perilous journey. There are different things such as armor, weapons, and common items used to make and break stuff like traps. Like said prior certain characters have training in certain weapon and armor types. If a PC does not have training in that specific armor type and is wearing said type, they will take a -3 to their AC, and if it's a heavy armor they will also take half off their speed.

If a PC or entity does not have training in that weapon type, they will deal half damage and all their attack rolls will have a -3 on them. Now that we are done with that, I can give you information on the equipment.

Armors

Cloth Based Armors	AC	Cost
Priest's Robes	10	5
Padded Robes	11	7
Reinforced Robes	12	8
Light Armor	--------	----------
Gambeson	14	15
Mail	15	20
Mail & Gambeson	16	35
Heavy Armor	-------	----------
Plate Armor	17	30
Plate & Gambeson	19	45

All ACs beside Cloth Based Armors are modified by BOD modifiers.

Weapons

Simple Melee	Damage Dice + BOD Mod	Cost
Club	1d6 Force	3
Wild Spear	1d6 Force	4
Great Club	1d8 Force	4
Quarter Staff	1d6 Force	2
Small Knife	1d4 Force	2
Closac	1d8 Force	4
Whip	1d6 Force (Reach)	5

Light Melee	-------------------------	-----
Arming Sword	1d8 Force	9
Falchion	1d8 Force	9
Dagger	1d6 Force	6
Short Sword	1d6 Force	6
Hatchet	1d6 Force	6
Sabre	1d8 Force	8
Rapier	1d8 Force (Reach)	8
Halberd	1d6 Force (Reach)	7
Flail	1d8 Force (Reach)	8
Glaive	1d6 Force (Reach)	7
Spear	1d6 Force (Reach)	7
Heavy Melee	-------------------------	-----
Battle Ax	1d12 Force	13
Long Sword	1d10 Force	12
Great Sword	1d12 Force	13
Lance	1d10 Force (Reach)	11
Ranseur	1d10 Force (Reach)	11
War Hammer	1d12 Force	13
Ranged	-------------------------	-----
Longbow	1d8 Force	8
Crossbow	1d6 Force	6
Blowgun	1d4 Force	4
Recurve Bow	1d10 Force	10

All weapons are modified by the BOD modifier. The Reach description on some of the weapons means that instead of being only able to hit what is directly next to you with a melee weapon you can now hit things up to 10ft (or 2 squares) away. Weapons will break every now and then. Simple Melee weapons require a BOD check with a DC of 12 to intentionally break and so do Ranged weapons. Heavy and Light melee weapons require a BOD check with a DC of 16 to be intentionally broken.

The Closac is a weapon that is almost like a sock in shape but made with burlap and filled with heavy stones. Closacs are commonly used by wild Goblin tribes. Many Simple Melee weapons are used by wild tribes of Orcs and Goblins because they are easy to make. PCs can make their own weapons if their Craft skill modifier is high enough. We recommend using this table to

scale how powerful they can make their weapons and armors.

Cost of Weapon/Armor	Craft Skill Modifier
1-5	0
6-10	+1/+2
11-15	+3/+4
16-20	+5/+6 or more

This Craft skill table can also be used for other items that are priced. All the currency that is represented as Cost in these tables are in the silver coin currency of the world, a bongid. Each PC starts with 40

Items

Items	Cost
10 ft of Rope	2
50 ft of Rope	10
25 Matches	3
15 Arrows	4
Backpack	10
Bait & Tackle	1
Blanket	5
15 Blowgun Darts	2
Bucket	3
Caltrops	2
15 Crossbow Bolts	3
Fishing Rod	4
Kit of Alchemy	17
Kit of Cooking	17
Kit of Crafting	17
Kit of Herbalism	17
Vial of Acid	3
Vial of Extreme Healing Potion	12
Vial of Oil	4
Vial of Simple Healing Potion	6
Vial of Simple Poison	5

That table has an assortment of different items that an adventurer might need on his or hers quests. Other rule books might have expanded item lists. I will now explain the more complex items.

Kit of Alchemy

The Kit of Alchemy has essential items for making poisons and potions. When crafting a poison or potion it adds a +2 to who or whatever is using its Craft skill.

Kit of Cooking

Holds a small cookbook inside alongside some portable pots and pans. For every non-poisonous ingredient put into a dish the dish will restore another 1 HP + Craft skill bonus. The Kit of Cooking also adds a +2 to who or whatever is using its Craft skill while cooking.

Kit of Crafting

Holds a small collection of tools and a guide on how to fix common armors and weapons. The Kit of Crafting also adds a +2 to who or whatever is using its Craft skill while repairing or crafting a weapon or armor.

Kit of Herbalism

Holds a mortal and pestle alongside other common items for herbalism. Can be used to craft non-liquid medical items and for every Craft skill bonus it will add another +1 HP to the medicine. also adds a +2 to who or whatever is using its Craft skill while making non-liquid medicines.

Vial of Acid

A small amount of acid. Just enough to splash at someone or something dealing 2d6 burn damage per vial. The spot where the creature is hit with the damage will be a weak point and all attacks made specifically on that point will deal 50% more damage.

Vial of Extreme Healing Potion

Will heal up to 1d6 per PC level in HP. Can be found commonly in military hospital tents.

Vial of Oil

Creates a 10ftx10ft puddle of oil which will burn for two turns when lit on fire and deal 2d8 burn damage to anyone or thing that walks through the flames. It will also slow the PC or other entity down to half their speed when walking through the viscous oil.

Vial of Simple Healing Potion

Will heal up to 1d4 per PC level in HP. Can be found as a common pharmaceutical in homes and with traveling or local doctors and healers.

Vial of Simple Poison

Holds a one-use poison that will deal 2d8 poison damage to anyone who consumes it.

Mounts

Mounts are rideable beasts and other creatures. Most mounts are horses, mules, or donkeys. Mounts have their own separate speed. In this section I will list mounts, their general price, their entity capacity, rank, pulling strength, HP, AC, and speed.

1 PS = 1000 Pounds

Common Mounts:

Draft Horse
HP: 13
AC: 15
Speed: 50
Entity Capacity (EC): 2
Pulling Strength (PS): 8
Cost: 111

Draft Mule
HP: 10
AC: 12
Speed: 40
EC: 1
PS: 5
Cost: 90

Draft Donkey
HP: 8
AC: 10
Speed: 35
EC: 1
PS: 3.5
Cost: 75

War Horses

Common Cavalry Horses
HP: 11
AC: 16
Speed: 60
EC: 1
PS: 0.25
Cost: 135

Fine Cavalry Horse
HP: 13
AC: 16
Speed: 70
EC: 1
PS: 0.5
Cost: 150

Military Pulling Horse
HP: 14
AC: 16
Speed: 55
EC: 2
PS: 10
Cost: 140

Greater Mounts

Pulling Horse
HP: 13
AC: 15
Speed: 45
EC: 2
PS: 10
Cost: 125

Jousting Horse
HP: 14
AC: 16
Speed: 65
EC: 1
PS: 7.5
Cost: 145

Noble Mounts

Noble Horse
HP: 12
AC: 12
Speed: 60
EC: 1
PS: 1.5
Cost: 140

Aerial Mounts

Wyvern
HP: 620
AC: 19
Speed: 80
EC: 1
PS: 482
Cost: 685
Ability: Fly, Claw, and Thunderous Voice

Roc
HP: 335
AC: 17
Speed: 60
EC: 4
PS: 225
Cost: 438
Ability: Fly & Claw

These mounts are just the ones in the Core Rulebook, and there might be some more included in expansion books. I will now describe what the abilities are.

### Fly
Any creature with this ability can fly, their speed in the air will match their speed on the land.

Claw
When a creature with this ability is on the ground, they can use their claws or nails to scratch at an entity dealing 2d6 force damage.

Thunderous Voice
The Thunderous Voice ability deals 1d8 force damage and throws all within its reaches back 20ft. The reach is a cone shape 15ft forward and 25ft wide. For a visual representation look at this here:
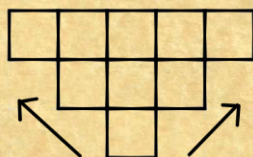
Magic in Godwill

Magic in the Godwill System can be accessed by many classes. In Godwill's magic system there is MP, or Mana Points. MP is used to pay for spells. Magic can only be accessed by certain people like Bards or Mages. Anyone who can use magic is born with an inherently strong connection to the Arcanexum. Some connections to the Arcanexum are genetical such as in Elves.

As previously mentioned, the Arcanexum is the wellspring of magical energy in the mortal realm. All beings have a trace of magical energy in them even if it is not big enough to allow them to use magic to their advantage. There are even certain cracks in the mortal realm which powerful spell casters have created accidentally. These cracks seep magic energy through, but they also let out powerful magical creatures. Whenever a spell caster who has created a crack uses magic the crack that they created gets wider.

When these cracks, called Arcachasmas, get larger more and more magical energy can flow through them allowing more powerful creatures to pass through. Back to magic itself, magic is an invisible, tasteless, scentless, and mysterious mist that covers all the realms of the universe of Godwill. Spell casters merely have a strong connection to it so they can manipulate better and easier than most people. All classes can use all spells. I will now provide a list of spells and their requirements.

Animate Dead
MP: 5

Can now animate and control one skeleton or corpse of any humanoid. You can use 5 MP for every corpse or skeleton you would like to animate. Animated skeletons and corpses cannot attack until the spell caster is 3rd level. For an animated dead to attack they will automatically have 10 AC and deal 1d4 force damage unless they already have a weapon or are made to have a weapon. Animated dead can move and take an attack action, but they cannot use mounts or take free actions. Lasts for 3 actions or 30 minutes of in-game time.

Animate Hand
MP: 4

Takes the hand of the caster off temporarily and can be used by the caster as normal, but it floats around at will for 2 rounds or 20 in-game minutes and cannot go further than 25ft from the caster.

Animate Object
MP: 3

Animate and control one object. Mounts cannot be controlled, and PCs can only control objects that they could realistically hold and manipulate with their own hands. Animate Object lasts for 6 turns or for 60 in-game minutes.

Burn Ward
MP: 4

An instantaneous spell that does not need to be used on your turn. Protects whoever casts it from one attack that deals burn damage. If the attack that deals burn damage is being made on the PC at that moment it will be immediately cancelled out. If the spell is casted ahead of time it will be used up and cancel out the first attack that deals burn damage against the one who casted it.

Charm
MP: 4

Doubles the casters PER modifier for 1 round or for 10 in-game minutes.

Curse of Confusion
MP: 6

This spell must break AC. If the spell breaks AC than the person or creature it is casted at will be confused for the next two rounds. When a person or creature is confused, they will move in the opposite direction, use all their attacks against themselves, and not be able to make free actions. If they are confused and attempt to make an attack, they will not have to roll to break their own AC.
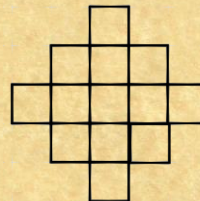
Extreme Heal
MP: 10

Extreme Heal heals a person or creature 1d10 per the caster's level. The Extreme Heal must be in the range of 60ft from the caster.

Fireball
MP: 6

Casts fourth a ball of fire that explodes and consumes all within a 5by 5 circle. Deals 1d8 burn damage to all in the circle.

Firebolt
MP: 2

Casts fourth a small bolt of fire dealing 1d6 burn damage to any person or creature hit by it. If the caster is 5th level or higher the Firebolt deals 1d8 burn damage

and if the caster is 8th level or higher the Firebolt deals 1d10 damage.

Fist of Force

MP: 4

A translucent fist flies at a target knocking them back 10 ft and dealing 1d10 force damage. Range is 20ft from the caster.

Flick of Force
MP: 3

An invisible pulse of force pushes a target back up to 25ft. Range is 50ft from caster.

Flurry of Frost
MP: 2

Shoots 3 icicles at a target dealing 2d4 frost damage. If the caster is 5th level it shoots 4 icicles and deals 3d4 frost damage and if the caster is 8th level Flurry of Frost shoots 5 icicles and deals 4d4 frost damage.

Flurry of Sparks
MP: 2

Arcs a small amount of electricity through the air dealing 2d4 shock damage. At 5th level it deals 3d4 shock damage and 8th level it deals 4d4 shock damage.

Force Ward
MP: 4

An instantaneous spell that does not need to be used on your turn. Protects whoever casts it from one attack that deals force damage. If the attack that deals shock damage is being made on the PC at that moment it will be immediately cancelled out. If the spell is casted ahead of time it will be used up and cancel out the first attack that deals force damage against the one who casted it.

Frost Ward
MP: 4

An instantaneous spell that does not need to be used on your turn. Protects whoever casts it from one attack that deals frost damage. If the attack that deals frost damage is being made on the PC at that moment it will be immediately cancelled out. If the spell is casted ahead of time it will be used up and cancel out the first attack that deals frost damage against the one who casted it.

Furious Blizzards
MP: 7

Creates a giant spike of ice that takes up a circular area which freezes all entities in that area, the spike stays frozen for 2 turns afterward. When the entities are frozen in ice, they take 1d6 frost damage per turn, and does not need to roll to break AC.
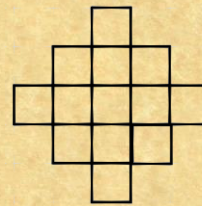
Furious Flames
MP: 7

Creates a cylinder of flames around the caster, which lasts for 2 turns. Any entity inside of the cylinder besides the caster takes 1d8 burn damage per turn. The caster has to stay where they were when they casted the spell and cannot move or cast another spell until the cylinder goes down.

Furious Sparks
MP: 7

Requires a long object like a rod or staff. Arcs three stems of sparks through the air hitting three enemies of the casters choice dealing 1d8 shock damage to the chosen entities and 1d4 shock damage to the caster, not recommended if the caster is low

on health. If the caster is 5th level it will deal 1d12 shock damage, and at 8th level it deals no damage to the caster at all.

Major Explosion
MP: 8

Creates an explosion taking up a 5 by 5 space which deals 1d12 burn damage and shoots any entity 20ft in whatever direction they are from the center of the explosion. Center can only be up to 30ft away from caster.
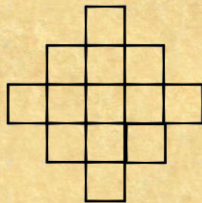
Major Heal
MP: 8

Major Heal heals a person or creature 1d8 per the caster's level. The Major Heal must be in the range of 60ft from the caster.

Major Illusion
MP: 8

Creates a large illusion within a 15 by 15 by 15ft cube. This illusion will only last for 3 rounds or 30 in-game minutes. This illusion cannot move outside of its cube but can make sound, generate light, and generate a scent.

Minor Explosion
MP: 4

Creates an explosion taking up a 5 by 5 space which deals 1d6 burn damage and shoots any entity 10ft in whatever direction they are from the center of the explosion. Center can only be up to 30ft away from caster.

Minor Heal
MP: 4

Minor Heal heals a person or creature 1d4 per the caster's level. The Minor Heal must be in the range of 60ft from the caster.

Minor Illusion
MP: 4

Creates a large illusion within a 5 by 5 by 5ft cube. This illusion will only last for 3 rounds or 30 in-game minutes. This illusion cannot move outside of its cube but can make sound, generate light, or generate a scent. It cannot do more than one of those effects at once.

Raining Fire
MP: 26

Creates a sphere where Firebolts rain down from the sky for one turn. Anyone inside of this sphere will take 1d6 burn damage. The burn damage scales with Firebolt.

Reveal Invisible
MP: 6

If any entity is invisible in thee line that the caster casts the spell in, they will immediately turn visible.

Shock Ward
MP: 4

An instantaneous spell that does not need to be used on your turn. Protects whoever casts it from one attack that deals shock damage. If the attack that deals shock damage is being made on the PC at that moment it will be immediately cancelled out. If the spell is casted ahead of time it will be used up and cancel out the first attack that deals shock damage against the one who casted it.

Smite of Fire
MP: 7

Casted on a weapon before using it. When the weapon that has the Smite of Fire on it is used to make an attack it deals an extra 1d6 burn damage. If the weapon user is 5th level it deals 1d8 burn damage and if the weapon user is 8th level it deals 1d10 burn damage.

Smite of Frost
MP: 7

Casted on a weapon before using it. When the weapon that has the Smite of Frost on it is used to make an attack it deals an extra 1d6 frost damage. If the weapon user is 5th level it deals 1d8 frost damage and if the weapon user is 8th level it deals 1d10 frost damage.

Smite of Shock
MP: 7

Casted on a weapon before using it. When the weapon that has the Smite of Shock on it is used to make an attack it deals an extra 1d6 shock damage. If the weapon user is 5th level it deals 1d8 shock damage and if the weapon user is 8th level it deals 1d10 shock damage.

Speak with Beasts
MP: 9

When this spell is casted it will allow whoever or whatever it is casted upon to telepathically speak with both humanoid NPCs and creatures for 6 rounds or 60 in-game minutes.

Speed Burst
MP: 6

Doubles the casters speed for one round, if it is casted on something or someone who is not the caster it only adds 50% of their speed on top.

Strengthen
MP: 4

Doubles whoever is casted upon BOD modifier for 1 round or 10 in-game minutes.

Terra Crack
MP: 5

Creates a crack in the earth in a straight line that is 10ft long in front of the caster and is also 25ft deep. If any entity somehow gets into the crack either by being shoved in or by already being on the land that was cracked open, they will take 1d12 force damage – BOD modifier and fall in the crack.

Terra Pillar
MP: 6

Creates a 5 by 5ft cylindrical pillar of earth that is 25ft tall. Will lift anything that is not larger than it and if anything is on the space that it is casted at it will take those entities with it.
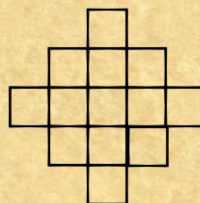
Terra Shake
MP: 14

Creates an earthquake within a 25 by 25ft area with the caster at the center. Will deal 1d12 force damage to everyone in the area including the caster and their allies unless they are holding on to an object that is mounted to the ground or floor. Can be destroyed by the caster at will.

Terra Spike
MP: 4

Shoots 3 spikes of earth at a target dealing 2d4 force damage. If the caster is 5th

level it shoots 4 spikes and deals 3d4 force damage and if the caster is 8th level Terra Spike shoots 5 spikes and deals 4d4 force damage.

Transmute to Animal
MP: 15

Allows the caster to transform themselves into a small creature such as a dog or cat, or anything smaller than that. The caster will absorb all the gear on their person into the animals body and will go back on to the casters body when they transform back at will. This spell lasts 3 rounds or 30 in-game minutes, can also be cancelled at will by the caster. The caster takes the stat block of whatever animal they transform into.

Trap in Vines
MP: 9

Traps the target in vines for 2 rounds or 20 in-game minutes. If the trapped entity wishes to get out of the vines before the duration of the spell ends, they can make a BOD check with the DC of 17 or they can have either force of burn damage made on the vines with the AC of 0 and the HP of 9. When an entity is trapped in vines, they cannot make any actions and their future turns are automatically skipped until they are freed from the trap. Has the range of 30ft.

Turn Invisible
MP: 12

Turns the caster invisible for 3 rounds, 30 in-game minutes, they no longer wish to be invisible, or Reveal Invisible is casted on them. While invisible anything on their person is also invisible. If an entity throws things such as flour on an invisible entity the flower can be seen on the invisible entity for 1 round or 10 in-game minutes, but after that the flour turns invisible as well.

Weaken
MP: 6

Cuts the targets BOD modifier in half for 5 rounds or 50 in-game minutes.