

# OPEN·LEGEND

OPEN-SOURCE RPG

TM

## CORE RULE BOOK

A GAME OF STORYTELLING & ADVENTURE

# OPEN LEGEND: CORE RULE BOOK

AN OPEN-SOURCE RPG FOR ANY GENRE. FREEFORM STORYTELLING WITH STRATEGIC FUN.



by Brian Feister & Ish Stabosz



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Thanks to our many thousands of playtesters!



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# INTRODUCTION: THIS IS YOUR STORY. TELL IT.

Deep in the bowels of a long abandoned star freighter, a pair of rogues huddle around a massive stasis pod. A shadowy form drifts through the cloudy liquid, barely discernable through the inch-thick glass. One of the explorers, covered head to toe in cybernetic implants, attempts to make sense of the hidden symbols inscribed at the base of the pod, detectable only via the ultraviolet spectrum.

"Hold that UV beam steady!" he mutters to his companion.

But his whispers shatter the perfect silence permeating this vast chamber of the Zeta class cruiser, and soon the echoes are like a siren in the darkness. Pairs of red eyes awaken at the edge of the light, fires of malice that yearn to taste flesh once again. "Zak," stutters the light bearer as she draws a shining six-shooter, "I don't think this freighter is abandoned no more."

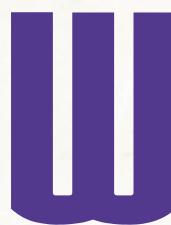
The death throes of the orcs can be heard two realms over as they fall in waves to the heroes making their last stand upon the Ruins of Ravenwatch. Still, there is no end in sight to the horde that blackens the hills like a swarm of locusts.

"They come for the Stone," grunts a dwarf, pulling his axe from the skull of another pig-headed orc. "Just give it to them, and maybe we'll get out of this alive."

It is an elven maiden, tall and clad in battle worn mail, who replies: "I'll have no bard sing tales of Luthiel the Cowardly, who surrendered to orc scum while still she drew breath."

As elf and dwarf bicker, a grey haired man, cloaked in emerald, stands tall atop a boulder at the center of the ruins. His eyes stare distantly, like sharp daggers, at the golden sun landing upon the horizon. With a smirk, he raises his gnarled oaken staff to the sky, where the gathering storm clouds crackle with the fury of nature's electric potential.

"Gentleman, lady..." speaks the druid with soft confidence, "I think the winds have turned in our favor."



Welcome to Open Legend, a tabletop roleplaying game (or RPG) in which the players take the part of mighty heroes and wicked villains in order to tell stories of epic proportion. As in the vignettes above, every game of Open Legend revolves around intrepid characters performing heroic deeds.

They will fight mythic beasts, outsmart cunning foes, break ancient curses, crack baffling cases, discover untold treasures, and more.

If you have never played a roleplaying game before, you can think of it as a movie in which the actors make up the script (and even much of the plot) as the movie is being shot. One player, called the **Game Master** (or GM), acts as producer, director, and writer. The GM establishes the setting, creates the antagonists, and develops enough plot to get the other players started. The GM also acts out the part of the villains and neutral characters in the story.

The rest of the players take the role of **Player Characters** (or PCs). The PCs are the protagonists of the story. In a high fantasy setting, one PC might be a dwarven warrior with a lust for gems, another an immortal elven wizard whose only desire is knowledge, and still another a half-angelic priest who travels the world in order to inspire others to act justly. In another game of Open Legend, the players might star as a rag tag crew of space pirates living from score to score on their barely functioning merchant class starship. All the common tropes could make an appearance: the reckless pilot, the brash captain with a troubled past, the hired gun, the stowaway, and the engineer who gets along with the ship better than with the crew.

Whatever the motivation of their characters, the players share a common goal: to take the plot and setting established by the GM and have fun. At some tables, this might look like *Star Wars* or J.R.R Tolkien's *Lord of the Rings*. In others, it might look more like *Monty Python and the Holy Grail*. Whatever fun looks like at your table, Open Legend will be a part of it.

**This is your story. Tell it.**

## WHY OPEN LEGEND?

If you have played roleplaying games in the past, you may be wondering *What makes Open Legend worth my time? What makes it different?*

The secret's in the title: Open. Everything about the game has been built to open up the doors of possibility so that every table tells a legend worth telling. Here are a few of the possibilities that Open Legend offers.

**Open Source.** That's right. The unabridged core rules are available on the website and the [openlegendrpg.com/community-license](http://openlegendrpg.com/community-license) allows for publication of both commercial as well as non-commercial derivative works using the system. We know the public will love the game as much as we do, and we hope they'll spread the love by publishing their own adventures, rules supplements, and more.

**Open Dice.** In Open Legend, dice explode! That means that whenever ANY die rolls maximum, you get to reroll it and add the new roll to your total, ad infinitum. The volatile nature of dice rolling makes every roll count, and each session of Open Legend is full of tense moments when the tides can turn at a moment's notice, for better or worse.

**Open Legend.** You get to tell the story that you want to tell, with the characters you want to play. You aren't tied down to specific class, archetype, or race combinations. The only limit is your imagination (and maybe the GM's veto power). Rather than a list of set classes with a menu of skills to pick from, you start the game with attribute points that you spend as you wish to give your character the powers they need.



VARGASNI 16

# WHAT DEFINES OPEN LEGEND?

Open Legend is a game designed for players who want enough rules to make a game fair, but not so many that the rules interfere with the fun or imagination. *Open Legend* provides a way to make sure that the game is balanced while adjusting the story of character abilities on the fly. The rules should be robust, but their only value is in telling a story.

For example, Open Legend's streamlined systems for secondary effects (banes) and multi-target attacks mean that all characters use the same mechanics to craft unique attacks. In a fantasy campaign, an elemental mage might blast a fork of lightning to damage and stun his foes. A star trooper in a far future campaign might shoot an energy beam to create the very same effect. The rules for both attacks are the same regardless of the story you want the rules to tell.

As storytellers, we love intricate plotlines that feature characters of depth and beauty. But as gamers, we also love rolling dice. If all we wanted to do with our friends was tell stories, we would write a novel together or join an improv theater group. What we want to do is game. To do that, we need rules.

Without well-defined rules, the decisions made by players and GMs can seem arbitrary or inconsistent. The GM may feel overburdened by a constant need to recall past rulings that they have made, and the players may feel like their decisions don't actually matter because the GM can interpret them however they want. This is the opposite of how a referee operates. The ref doesn't need to create new rules for every play that they call. The rules of the game are already spelled out. They just need to interpret and apply them.

Open Legend was designed to provide enough rules so that players have a clear framework to guide their play, but not so many rules that the game gets bogged down by them. You spend your day job worrying about bookkeeping and policies. We don't want the gaming table to feel like that, and we designed Open Legend to focus on the fun rather than the homework.

For example, you won't have long lists of resources to manage. Any abilities that you can use or spells you can cast in Open Legend can be used at will. Likewise, spellcasters, psions, and techies don't need to worry about poring over page after page of power descriptions in order to make the right choices. Instead, Open Legend uses a system of **banes** and **boons**, or status effects, that any character can apply if they are built to do so.

Other mechanics that will ensure that you can focus on the story you want to tell include simplified wealth and encumbrance systems. In Open Legend, you'll never need to record a single gold piece on your character sheet or even think about how many pounds your revolver weighs.

Open Legend straddles the line between storytelling and rules mechanics by giving the best of both worlds. It emphasizes both storytelling and strategy at the same time, placing less restrictions on both.

We hope that we've built a game for players who love to tell a good story but don't want every decision to be made on a whim.

We hope that we've built a game for players who love to shake the dice and see them roll but don't want to spend

hours min-maxing their characters. Most of all, we hope to have built a game for players like you.

## Core Mechanic: The Action Roll

Most meaningful tasks that a character attempts in Open Legend will be determined by the roll of dice.

To determine the outcome, you roll 1d20 plus any bonus dice granted by your character's attribute that is most relevant to the task. Any dice that roll the maximum possible explode, which means you can roll them again and add the new total to your action roll as well. Continue rerolling dice until none of them explode.

Add all of the dice together to find your action roll total. If your total is equal to or greater than the action's Challenge Rating, then you succeed. Otherwise, the GM decides that you either succeed with a twist or fail in a way that allows the story to progress.

### THE ACTION ROLL

Roll 1d20 + attribute dice (all dice explode)

If the action roll...	then the result is...
equals or exceeds the Challenge Rating,	the player succeeds.
is less than the Challenge Rating,	the player succeeds with a twist. - OR - <i>the player fails but the story progresses. (GM's Choice)</i>

## Greater Treasures Lie Within

Action rolls and exploding dice are just the start of what makes Open Legend a blast to play. Read on to discover how to build exciting characters you'll love to play, equip them for adventure, explore unknown worlds, and perform epic deeds.

### EXAMPLE ACTION ROLL

An adventuring party is traveling through the Darkwood, a forest cursed with malignant energy and cast in shadows at every turn. The party spies a gathering of lights in the distance ahead. At the same time, though, a Shade Demon has crept up behind the heroes. The GM tells Imladril, the elven ranger who is at the back of the marching order, to make a Perception roll against a Challenge Rating of 18. Imladril's Perception score of 5 grants him a 2d6 bonus to Perception action rolls, so he grabs 1d20 + 2d6 and lets them fly.

Imladril rolls a 7 on the d20, and the d6s come up 1 and 6. Since the 6 explodes, the die is rolled again and it comes up a 3, for a grand total of 17 (7+1+6+3), just shy of the required 18. The GM decides to allow Imladril to **succeed with a twist**, so the GM rules that Imladril hears the demon fast enough to alert the party, but the demon is already within melee distance and is able to knock the ranger's bow out of his hands before the combat begins.

Alternatively, the GM could decide that Imladril **fails, but the story progresses**. For example, the GM rules that the demon is able to grab the ranger and drag him silently into the darkness completely unbeknownst to the rest of the party distracted by the lights in the distance.



# CHAPTER 1: CHARACTER CREATION

**B**efore you can start telling your story, you'll need a character to play. This chapter will offer you step-by-step instructions to create your own hero. In Open Legend, you typically begin as a level one character. As you complete missions or quests and gain more experience as a hero, you'll level up and gain more power. These rules explain how to create a character starting at level one. Later, you'll learn what to do when you level up.

Before reading on, take a minute and think of your favorite movies, books, or video games.

*Who were the characters you identified with?*

*Who inspired you?*

Now that you've got some of your favorites in mind, let's create your character.

## STEP 1: DESCRIBE YOUR CHARACTER

Open Legend is a role playing game, which means your character will need more depth than merely a selection of attributes, feats, perks, and gear. To make your character come to life, add some of the following details. If you can't think of anything yet, try to fill in the blanks during your first couple of play sessions as you get to know your character better.

**A heroic name.** Be sure to check with your GM to see if they have any particular setting in mind. Phil the Fighter would feel quite out of place next to Therilas Windcaster and Gorion Skullcleaver.

**Your race.** Your decision of race is limited only by your imagination, the setting, and the constraints provided by your GM. A typical fantasy campaign might feature dwarves, elves, halflings, celestials, and dragon-blooded. If you are playing in a futuristic space opera on the fringes of the galaxy, your GM might have several alien races to choose from. Some campaigns, such as a mystery of Lovecraftian horror, might allow only for regular old humans. Really, though, as long as it is approved by your GM, you can play anything you would like, whether that's a psionic humanoid tiger, a 3-inch tall pixie, or anything in between.

As part of deciding your race, you should also choose your **size**: small, medium, or large. A medium character is roughly the size of an average human. Small creatures range from about 2 - 4 feet in height, while large creatures are about 7 - 10 feet tall. A large creature occupies a 10'x10' square in combat and has a 10' reach (see Chapter 7: Combat for details). The GM may assign advantage or disadvantage during situations in which your size is relevant. For example, small creatures may gain advantage on rolls to hide and receive disadvantage on rolls to kick down a door. Likewise, large creatures might suffer disadvantage on attack rolls when fighting in confined spaces but gain advantage on rolls to intimidate smaller creatures.

At the GM's discretion, you may choose to be smaller or larger than the listed sizes. A large creature's reach is always equal to the length of its base. So, a giant with a 15'x15' base would have a 15' reach. All creatures have at least a 5' reach.

### No RACIAL ABILITIES OR ADJUSTMENTS?

In Open Legend, races do not provide specific mechanical costs and benefits. Instead, you'll have a chance to further define your character in a later step of character creation by choosing your perks and flaws. Some or all of your decisions at that stage may be influenced by your race, and you are encouraged to explain to the rest of your group how your race informs your choice of perks and flaws. For example, if you are playing a psionic humanoid tiger, you might choose the *scent* perk to highlight your hunter's bloodline and the *observant* perk to simulate your extrasensory perception. Likewise, you could select the *hot tempered* flaw to represent the savage animal that still lurks beneath your intelligent outer shell.

**Two exceptional physical traits.** Think of the first two features that other characters notice when they see you. Do your eyes glow red when you are angry? Are you seven feet tall? Is your hair a rainbow hue?

**Two defining social traits.** Maybe you stutter when you're nervous. Maybe you don't trust anyone until they've proven themselves to you. Or, perhaps, you are a winsome bard who almost always talks in sing-song. Your two social traits should be characteristics that others will learn shortly after getting to know you.

**A secret.** Your secret is something that other characters probably won't find out about until they've gotten to know you quite well. It's also a seed for great adventure that the GM can weave into the campaign.

### EXAMPLE CHARACTER SECRETS

Before Volkor changed his name and began wandering the land as a barbarian sellsword, he was heir to the throne.

Sir Thomas Tuckburrough served as an assassin for the local thieves guild until a job went bad and he murdered an innocent child—that's when he began his road to the priesthood.

Talia suffered from a horrible car accident as a youth. She only survived because a mad street doctor found her body and kept it alive with a number of cybernetic implants that have left her half machine, both physically and mentally.

## STEP 2: CHOOSE ATTRIBUTES

Attributes are the backbone of every character in Open Legend. They define what your character can and can't do—the spheres they excel in, as well as their greatest weaknesses. Whenever your character attempts a heroic action in Open Legend, you'll look to your attributes to see how well you succeed or fail.

In Open Legend, attributes are divided into four categories: physical, social, mental, and extraordinary.

A character's skill with each attribute is expressed as a score from 0 (completely unpracticed) to 9 (superhuman). A character cannot use an extraordinary attribute if they have a score of zero, though physical, social, and mental attributes may still be used untrained.

The average commoner or craftsman usually has scores ranging from 1 - 3 in several physical, social, and mental attributes. Extraordinary attributes are generally reserved for characters of power and note.

The Attributes at a Glance tables provide a quick overview of some of the common actions that each attribute will help you accomplish. All of the attributes are explained in further detail in Chapter 2: Actions and Attributes.

### PHYSICAL ATTRIBUTES AT A GLANCE

<b>Agility</b>	Dodge attacks, move with stealth, perform acrobatics, shoot a bow, pick a pocket
<b>Fortitude</b>	Resist poison, shrug off pain, survive in a desert, wear heavy armor
<b>Might</b>	Swing a maul, jump over a chasm, break down a door, wrestle a foe to submission

### MENTAL ATTRIBUTES AT A GLANCE

<b>Learning</b>	Recall facts about history, arcane magic, the natural world, or any information you picked up from an external source
<b>Logic</b>	Innovate a new crafting method, decipher a code, jury-rig a device, get the gist of a language you don't speak
<b>Perception</b>	Sense ulterior motives, track someone, catch a gut feeling, spot a hidden foe, find a secret door
<b>Will</b>	Maintain your resolve, resist torture, study long hours, stay awake on watch, stave off insanity

### SOCIAL ATTRIBUTES AT A GLANCE

<b>Deception</b>	Tell a lie, bluff at cards, disguise yourself, spread rumors, swindle a sucker
<b>Persuasion</b>	Negotiate a deal, convince someone, haggle a good price, pry information
<b>Presence</b>	Give a speech, sing a song, inspire an army, exert your force of personality, have luck smile upon you

### EXTRAORDINARY ATTRIBUTES AT A GLANCE

<b>Alteration</b>	Change shape, alter molecular structures, transmute one material into another
<b>Creation</b>	Channel higher powers, manifest something from nothing, regenerate, divinely bolster
<b>Energy</b>	Create and control the elements—fire, cold, electricity
<b>Entropy</b>	Disintegrate matter, kill with a word, create undead, sicken others
<b>Influence</b>	Control the minds of others, speak telepathically, instill fear, create illusory figments, cloak with invisibility
<b>Movement</b>	Teleport, fly, hasten, telekinetically push
<b>Prescience</b>	See the future, read minds or auras, view from afar, detect magic or evil, communicate with extraplanar entities
<b>Protection</b>	Protect from damage, break supernatural influence, dispel magic, exile extradimensional beings

In Open Legend, you get to define your character's strengths and weaknesses by choosing the attributes that fit your character concept. Described below are several methods by which you can assign your attributes.

### Quick Build

If you are new to roleplaying games, or are just looking to get your character built quickly, choose one of the attribute sets listed in the Attribute Quick Builds table. Assign the scores listed to the attributes that define the type of character you want to play. The rest of your attributes begin with a score of zero.

### ATTRIBUTE QUICK BUILDS

#### Specialized Hero

5, 4, 3, 2, 2, 2

#### Well-rounded Hero

4, 4, 3, 3, 3, 1, 1

#### Jack of All Trades

3, 3, 3, 3, 3, 2, 2, 2, 1

### Custom Build

If you would like more control over your attributes, you can purchase them to create your own set. With this method, at first level, you have a budget of 40 attribute points to spend, and the cost of each score is defined in the Purchasing Attributes table. The highest any score can reach at first level is 5, and you don't have to spend all of your points at character creation.

### PURCHASING ATTRIBUTES

Attribute Score	Cost
0	0
1	1
2	3
3	6
4	10
5	15

## Record Attribute Dice

Every attribute score above 0 grants you bonus dice to increase your chance of success. Consult the Attribute Dice table for each of your attributes and record the appropriate dice. (You'll learn what to do with these dice later on.)

### ATTRIBUTE DICE

Attribute Score	Attribute Dice
1	1d4
2	1d6
3	1d8
4	1d10
5	2d6
6	2d8
7	2d10
8	3d8
9	3d10
10	4d8

## STEP 3: RECORD DEFENSES, HIT POINTS, AND SPEED

When an enemy tries to attack you—whether with the shot of a rifle, a deft sword thrust, or a mental assault—it will first need to overcome your defense. You have three defense scores, and each one protects you from different types of attacks. The higher your defense, the better you are at avoiding or shrugging off whatever your foes throw at you.

$$\text{Toughness} = 10 + \text{Fortitude} + \text{Will}$$

**Toughness** protects you from attacks that test your endurance, bodily health, sturdiness, and survivability. For example, foes attempting to poison you, drain your life force, or stun you will target your toughness.

$$\text{Guard} = 10 + \text{Agility} + \text{Might} + \text{Armor}$$

**Guard** protects you from attacks that can either be dodged, deflected, or directly withstood via raw physical power. Your enemies would need to overcome your guard in order to hit you with a grenade, shoot you with an arrow, or smash you with a maul.

$$\text{Resolve} = 10 + \text{Presence} + \text{Will}$$

**Resolve** represents your character's ability to resist mental domination and stand brave in the face of danger. Enemies who wish to charm you, deceive you with illusions, or frighten you must target your resolve.

$$\text{Hit Points} = 2 \times (\text{Fortitude} + \text{Presence} + \text{Will}) + 10$$

*That is, add your Fortitude, Presence, and Will scores. Multiply the total by 2. Finally, add 10.*

**Hit Points** (or HP) are an abstract measure of how well you can ignore pain, avoid deadly blows, and maintain a presence on the battlefield in spite of wounds or exhaustion. If they reach zero, you fall unconscious and are at risk of death.

**Speed** indicates how far your character can move using a single move action (see Chapter 7: Combat). Your base speed is 30 feet. Other effects, such as banes, boons, and feats may cause your speed to increase or decrease.

### ROLL THEM BONES

If you are new to gaming, you may not be familiar with dice notation, such as 2d6.

As you play Open Legend, you'll often need to roll dice to determine the outcome of actions. **Dice notation** is a shorthand way of indicating which dice to roll.

Every die roll is indicated by a formula such as 3d6. The number before the *d* indicates how many dice to roll, and the number after the *d* indicates how many sides those dice have.

So, 3d6 means that you roll three six-sided dice.

5d4 indicates five four-sided dice.

And so on.

## STEP 4: PURCHASE FEATS

While your character's attributes define your skill at accomplishing heroic tasks, your **feats** are what make you unique among other characters. Feats allow you to customize your character, granting you the ability to accomplish specific actions exceptionally well.

For example, two different characters who specialize in melee combat might both start with a Might score of 5. However, one character is a swashbuckling pirate, so she takes the *Combat Momentum* feat to move deftly from one foe to the next like a whirling dervish. The other, a battle-scarred barbarian, takes *Battle Trance* so that he can fly into a frenzied rage in order to decimate foes.

### Choose Your Feats

Feats are purchased using feat points. At 1st level, you have 6 feat points to spend. Any leftover feat points may be saved for the future.

## STEP 5: CHOOSE STARTING EQUIPMENT

In a typical game of Open Legend, your character will start with the gear they need for the basic adventuring life. The GM, however, may decide that the campaign starts under special circumstances (such as the entire party caged in a slave convoy) that might dictate otherwise.

Usually, though, you begin with a wealth score of 2, and may select up to three items of wealth level 2 and any number of items of a lesser wealth level. See chapter 5 for rules concerning wealth as well as equipment details. After selecting your equipment, be sure to note any changes to your defenses or other statistics.

## STEP 6: CHOOSE PERKS & FLAWS

Perks and flaws provide you with additional ways to define your character's personality, appearance, strengths, weaknesses, and background. Complete descriptions of the available perks and flaws, as well as how they are used in play, are described in Chapter 5: Perks & Flaws.

At character creation, you may optionally choose up to two perks and up to two flaws. You do not have to choose any.

## STEP 7: TELL YOUR STORY

With your character created, you are all ready to start playing Open Legend. Whether you're playing with old friends or complete strangers, and whether you're completely new to roleplaying games or an experienced veteran, the following tips will help ensure a fun time for everyone at the table.

### Relax

Open Legend gives you a chance to step out of everyday life for a few hours and into a fantastical world where you can perform heroic deeds. Pour the Mountain Dew or grab a beer, order some takeout or pop open the pretzels—but whatever you do, shake the dice like your character's life depends on it and have fun. If you're playing a dwarf, maybe pull out your best Scottish accent. If your character's a witch, squint your eyes and speak in riddles. If you're no expert thespian, think of other ways to add to the fun: play adventurous music on your phone, illustrate the party's escapades, and so on.

### Respect the GM

If you've never GM'd before, you might not realize all the work that goes into it. More likely than not, your GM worked for hours to put their campaign together and prep for this session. Go with their storyline, overlook any accidental inconsistencies, and don't cause a ruckus just for the sake of causing a ruckus. If there's a dispute over the rules, accept the GM's final ruling and agree to look it up later for the sake of keeping the game going.

### Respect the Other Players

Different people play roleplaying games for different reasons. Some enjoy the tactical, chess-like combat encounters. Others just want to tell an epic story. Still others are born actors, reveling in every conversation with every character. Whatever it is that you enjoy about playing Open Legend, just remember that not everyone else at the table may enjoy the same aspects. The GM is there to help every character shine, but you can help by not hogging the spotlight and by encouraging the other players to have fun, whatever that means for them.

## ARCHETYPE BUILDS

This section contains an assortment of characters built for a variety of genres. If you do not want to create your own character from scratch, you can use these as is. Just add your own perks, flaws, and descriptive traits and you are ready to go. Alternatively, you might use one of these archetypes to get you started, swapping out attributes and feats to develop your own unique character concept for the setting that you will be playing in.

### Bard

Bards are a little bit of everything: leaders, loremasters, artists, performers, magicians, swashbucklers, and more. A bard is a jack-of-all-trades who gets allies out of the frying pan just as often as they land them in the fire.

### Strategy

Bards can lend a helping hand in almost any non-combat scenario by using their *well-rounded* feat, though they particularly excel in social situations thanks to their strong Presence and Persuasion attributes. Their Influence score also provides access to banes such as *charmed* and *phantasm*, which can be useful for deceiving enemies, winning them over, or prying information out of them.

In combat, a Bard supports allies with *bolster*, using the *boon focus* feat to inspire as many allies as possible at once. When friends are wounded, the Bard uses *heal* to get them back in the fight, and can even help several allies hold the line by invoking a healing *aura*. Bards are reasonably adept in melee combat, using their rapier to disarm foes whenever the opportunity presents itself.

**Attributes:** Agility 3 (1d8), Learning 3 (1d8), Will 3 (1d8), Presence 4 (1d10), Persuasion 3 (1d8), Influence 3 (1d8)

**Hit Points:** 24

**Guard:** 14 (15 with shield - Agility 3, Leather Armor 1)

**Toughness:** 13

**Resolve:** 17

**Speed:** 30'

**Feats:** Well-rounded, Boon Focus I (Bolster), Great Leap

**Notable Equipment:** Leather Armor, Rapier (treat as Longsword), Small Shield, Lore Book, Musical Instrument

### Favored Actions

**En Garde!** (inflict *disarm*): Agility vs. Guard, advantage 1

**Inspiring Word** (invoke *bolster*):

→ 1 target: Auto-success of PL 3 via *boon focus*

→ 10' cube: Presence vs. 16 (PL 3)

**Healing Word** (invoke *heal*): Presence vs. 12 - 18 (PL 1 - 4)

**Song of Vivification** (invoke 5' *aura*: *heal*): Presence vs. 18 (PL 4)

**Winning Smile** (inflict *charmed*): Influence vs. Resolve

**Magic Trick** (inflict *phantasm*): Influence vs. Resolve

## Battle Mage

Battle Mages are masters of might and magic. Gifted with innate talents for melee combat and elemental sorcery, these elite soldiers are a force to be reckoned with on the battlefield. The Battle Mage is typically heavily armored, equipped with a variety of close combat weapons, and crackling with raw magical energy.

### Strategy

The Battle Mages were born and bred for combat, but they can still hold their own in some non-combat situations. They are typically strong leaders who carry an intimidating aura, capable of commanding attention when the circumstances demand it.

In combat, Battle Mages serve as a one man front line brute squad. Their heavy armor makes them nearly impervious to lesser foes, and their command over the element of ice allow them to control the battlefield with area attacks. Making use of the *multi-target attack specialist* feat, they can attack multiple foes without hindrance. When enemies do manage to outmaneuver their wintry gusts and icy bolts, Battle Mages are ready to engage in hand to hand combat with an arsenal of weaponry for any occasion.

**Attributes:** Agility 2 (1d6), Fortitude 3 (1d8), Might 4 (1d10), Presence 3 (1d8), Energy 5 (2d6)

**Hit Points:** 22

**Guard:** 20 (21 with shield - Agility 2, Might 4, Full Plate Armor 3, Feat 1)

**Toughness:** 13

**Resolve:** 13

**Speed:** 25'

**Feats:** Multi-Target Attack Specialist II (Area), Armor Mastery I

**Notable Equipment:** Full Plate Armor, Small Shield, Longsword, Longspear, Mace

### Favored Actions

**Icy Bolt** (damaging attack): Energy vs. Guard

**Frigid Wrath** (damaging attack, 10' cube): Energy vs. Guard

**Frostbite** inflict (*persistent damage*, 10' cube): Energy vs. Guard

**Wintry Gust** (inflict *knockdown*, 10' cube): Energy vs. Guard

**Flashfreeze** (inflict *immobile*, 10' cube): Energy vs. Toughness

**Longsword** (damaging attack): Might vs. Guard

**Longspear** (damaging attack, 10' reach): Might vs. Guard, advantage 1



## Beast Master

The Beast Master summons and commands the creatures of the wild, and is capable of taming even monsters of great legend, such as dragons and manticores.

### Strategy

The Beast Master commands a legendary manticore, which serves as both mount and combatant. The manticore's flight allows the Beast Master access to areas that might be out of reach for the rest of the party. Out of combat, Beast Masters can use their Influence attribute to soothe and command a wide array of animals and mythical beasts, gradually winning their loyalty.

Once combat ensues, the Beast Master takes to the sky, picking off foes with a longbow and commanding dominated creatures to gain control over the battlefield. When their arrows aren't getting the job done, the Beast Master doesn't hesitate to close into melee and let the manticore tear foes to shreds with its razor sharp claws or disable them with its venomous sting.

**Attributes:** Agility 4 (1d10), Fortitude 2 (1d6),  
Might 1 (1d4), Perception 3 (1d8), Will 2 (1d6),  
Presence 1 (1d4), Influence 5 (2d6)

**Hit Points:** 22

**Guard:** 17 (Agility 4, Might 1, Breastplate 2)

**Toughness:** 14

**Resolve:** 13

**Speed:** 30'

**Feats:** Companion III

**Notable Equipment:** Breastplate, Longbow, Longspear

#### Favored Actions

**Longbow** (damaging attack): Agility vs. Guard

**Barbed Arrow** (inflict persistent damage):

Agility vs. Guard, advantage 1

**Longspear** (damaging attack, 10' reach):

Agility vs. Guard, advantage 1

**Charm Beast** (inflict charmed): Influence vs. Resolve

**Command Beast** (inflict dominated):

Influence vs. Resolve

#### Mantid Companion

**Attributes:** Agility 1 (1d4), Fortitude 3 (1d8),  
Might 4 (1d10), Perception 1 (1d4), Will 2 (1d6),  
Entropy 5 (2d6)

**Hit Points:** 20

**Guard:** 15 (Agility 1, Might 4)

**Toughness:** 15

**Resolve:** 12

**Speed:** 30' flying

**Feats:** Flying

#### Favored Actions

**Claws** (damaging attack): Might vs. Guard

**Deadly Sting** (damaging attack): Entropy vs. Guard

**Toxic Sting** (inflict persistent damage): Entropy vs.

Toughness

**Takedown** (inflict knockdown): Might vs. Guard

**Disorienting Sting** (inflict stunned): Entropy vs.

Toughness



## Berserker

Berserkers are the elite frontline forces of the barbarian hordes, known for surmounting impossible odds. Those who don't fall beneath the terror of their frenzied rage will tell tales of the Berserkers' mighty thews that will be the stuff of nightmares for generations to come.

### Strategy

Berserkers are born and bred for the sole purpose of slaying foes. Outside of combat, they can occasionally lend a hand by bending bars, lifting gates, or intimidating foes.

Once combat ensues, the Berserker is a near unstoppable killing machine. Their two handed axe combined with a Might score of 5 ensures that the Berserker will dish out considerable damage. They have exceptionally high defenses, so Berserkers are always willing to call out foes with the *provoked* bane. In particularly difficult fights, they will activate their *battle trance* to fly into a rage, making their attacks even more deadly and further improving their survivability. Berserkers must use their rage sparingly, however, as entering a *battle trance* comes at the cost of one level of the *fatigued* bane.

**Attributes:** Agility 2 (1d6), Fortitude 4 (1d10),  
Might 5 (2d6), Will 3 (1d8), Presence 3 (1d8)

**Hit Points:** 30

**Guard:** 19 (20 in battle trance - Agility 2, Might 5,  
Chainmail 2)

**Toughness:** 17 (20 in battle trance)

**Resolve:** 16 (19 in battle trance)

**Speed:** 30'

**Feats:** Battle Trance, Reckless Attack

**Notable Equipment:** Great Axe, Chainmail,  
Throwing Axe

### Favored Actions

**Great Axe** (damaging attack):

Might vs. Guard, advantage 1

**Forceful Blow** (inflict forced move):

Might vs. Guard, advantage 2

**Devastating Blow** (inflict stunned):

Might vs. Toughness, advantage 2

**Battle Cry** (inflict fear):

Might vs. Resolve

**Foam at the Mouth** (inflict provoked):

Might vs. Resolve

**Warrior's Chant** (invoke bolster):

Presence vs. 16 (PL 3)



## Chronomage

Chronomages see and manipulate the flow of the most powerful force in the universe: time. They possess the power to unravel the very fabric of the universe and rearrange it to suit their needs.

Past, present, and future are all one to the Chronomage, and their preternatural connection to the fourth dimension often creates rifts between those with a more conventional understanding of time.

### Strategy

Chronomages can both control the flow of time and see beyond its usual boundaries. Out of combat, they use this sixth sense by way of the *precognition* boon to peer into past and future events that are beyond mortal ken.

When combat ensues, the Chronomage's control of time offers the party options. Whether the Chronomage is slowing down time to allow their companions to move with seemingly inhuman speed, speeding up the flow of time to exhaust the enemy, or reversing time to close wounds, the Chronomage is able to use their mastery over the fourth dimension to gain an advantage in any situation. They make use of the *boon focus* feat to invoke these beneficial and baleful effects in a field around them or an ally. *Attribute substitution* protects their fragile physical forms, which are neither strong nor agile outside of their powers. When enemies incur their wrath, the Chronomage hyperlapses time within a foe's body, hastening the entropic decay of bones and flesh.

**Attributes:** Will 2 (1d6), Creation 3 (1d8),

Entropy 4 (1d10), Movement 5 (2d6),

Prescience 3 (1d8)

**Hit Points:** 14

**Guard:** 16 (Movement 5 via *attribute substitution*, Steelsilk Armor 1)

**Toughness:** 12

**Resolve:** 12

**Speed:** 30'

**Feats:** Boon Focus I (Aura), Lightning Reflexes I, Attribute Substitution I (Movement > Agility)

**Notable Equipment:** Steelsilk Armor

#### Favored Actions

**Hyperlapse Decay** (damaging attack): Entropy vs. Guard

**Stasis Field** (invoke 5' aura: *immobile*): Auto-success at PL 1 via *boon focus*

**Time Dilation Field** (invoke 5' aura: *slowed*): Auto-success at PL 1 via *boon focus*

**Fast Forward** (invoke *haste*): Movement vs. 14 - 18 (PL 2 - 4)

**Mass Fast Forward** (invoke 5' aura: *haste*): Auto-success at PL 2 via *boon focus*

**Rewind** (invoke *heal*): Creation vs. 12 - 16 (PL 1 - 3)

**Time Step** (invoke *teleport*): Movement vs. 16 (PL 3)

**Futuresight** (invoke *precognition*): Prescience vs. 12 - 16 (PL 1 - 3)

## Courtier

Courtiers are career politicians who make it their life's pursuit to be an embodiment of majestic social grace. The air of gravitas that they carry makes all who encounter them like clay in a Courtier's hands. As a host, a courtier will often have a social gathering engineered down to the most minute detail, such that guests feel exactly as the courtier has planned for them to feel. Often they command respect with regal attire, whether a showcase of Victorian splendor, Far Eastern grace, or the sleek fashion of modern day corporate fat cats.

#### Strategy

Specialized primarily in social situations and of little help when a fight breaks out, a courtier invests most of their effort in engineering circumstances to avoid bloodshed. When that fails, they aim to ally themselves with the side heavily favored to win through the use of Deception, Persuasion, Presence, and Influence. Once the Courtier has earned the trust of a powerful acquaintance via the *charmed* bane, it's common for the target to remain indefinitely loyal to the Courtier, thanks to the *potent* bane and *unending charm* feats.

**Attributes:** Agility 2 (1d6), Will 3 (1d8),

Deception 4 (1d10), Presence 3 (1d8),

Influence 5 (2d6)

**Hit Points:** 22

**Guard:** 13 (Agility 2, Steelsilk Armor 1)

**Toughness:** 13

**Resolve:** 16

**Speed:** 30'

**Feats:** Potent Bane (Charmed), Unending Charm

**Notable Equipment:** Majestic Clothing, Dagger, Compact Pistol (Handgun), Steelsilk Armor

#### Favored Actions

**Master Conversationalist** (inflict *charmed*):

Influence vs. Resolve

**Scathing Insult** (inflict *demoralized*):

Influence vs. Resolve

**Conflicting Stories** (inflict *memory alteration*): Influence vs. Resolve

**Sympathetic Ear** (inflict *truthfulness*):

Influence vs. Resolve

**Personal Favor** (inflict *dominated*): Influence vs. Resolve

**Hidden Pistol** (damaging attack): Agility vs. Guard

## Druid

Druuids are defenders of nature who draw upon its power via a close bond that enables them to shapeshapechange into many of the powerful creatures found in their natural habitats. Not all druids are attuned to the woodlands. Some of them shapeshift into aquatic species and spend long periods beneath the ocean's surface, while others dwell as all manner of avian species in mountain ranges that pierce the clouds high above. Whatever their preferred habitat, druids are nothing if not adaptable.

#### Strategy

Being one with nature, druids tend to use natural surroundings to their advantage, whether summoning up an imposing wall of briars with the *barrier* boon, an animated vine that entwines the target with *immobile*, or hastening the healing power of nature via the *regeneration* boon. Druids also make excellent combatants and scouts. As a scout, they are able to sneak unnoticed into an enemy camp as a naturally occurring animal species. As a combatant, they can shift into a massive and powerful creature, such as a bear, to quickly deal with enemies.

**Attributes:** Agility 2 (1d6), Fortitude 3 (1d8), Might 2 (1d6), Perception 2 (1d6), Will 2 (1d6), Alteration 5 (2d6), Creation 3 (1d8)

**Hit Points:** 20

**Guard:** 17 (Agility 2, Might 2, Splint Mail 3)

**Toughness:** 15

**Resolve:** 12

**Speed:** 25'

**Feats:** Boon Focus II (Shapeshift)

**Notable Equipment:** Splint Mail (treat as Full Plate), Staff, Shortspear

#### Favored Actions

**Shapechange** (invoke *shapeshift*): Auto-success at PL 5 via *boon focus*

**Ensnaring Vines** (inflict *immobile*):

Creation vs. Toughness

**Wall of Briars** (invoke *barrier*): Creation vs. 16 (PL 3)

**Animate Plants** (invoke *summon creature*):

Alteration vs. 18 - 20 (PL 4 - 5)

**Regrowth** (invoke *regeneration*): Alteration vs. 12 - 20 (PL 1 - 5)

## Bear Form

**Attributes:** Might 5 (2d6), Agility 1 (1d4), Fortitude 3 (1d8), Perception 2 (1d6)

**Hit Points:** 20

**Guard:** 19 (Agility 1, Might 5, Splint Mail 3)

**Speed:** 25'

## Hawk Form

**Attributes:** Might 1 (1d4), Agility 3 (1d8), Fortitude 1 (1d4), Perception 5 (2d6)

**Hit Points:** 16

**Guard:** 14 (Agility 3, Might 1)

**Speed:** 30' flying

## Shark Form

**Attributes:** Might 4 (1d10), Agility 2 (1d6), Fortitude 3 (1d8), Perception 3 (1d8)

**Hit Points:** 20

**Guard:** 19 (Agility 2, Might 4, Splint Mail 3)

**Speed:** 30' swimming

## Engineer

Engineers are infused with the spark of creation, and can comprehend the inner workings of extremely complex systems. While Engineers are typically dexterous and tough as nails, their real power lies in the cogwheel gadgets they whip up with ease from spare parts and salvaged goods. These hissing steam gizmos and mechanical implements ensure that the Engineer is prepared for any situation.

## Strategy

In non-combat situations, the Engineer's prowess comes from the versatility of their creations.

Given enough time, they can use the *craft extraordinary item* feat to prepare for a wide variety of situations. Whether they are building a 100' ladder that can collapse to the size of a backpack, a remote controlled scout bot, or a wearable automated wound closing device, the Engineer can always find a way to put their creative skills to provide the party with utility and flexibility.

In combat, Engineers adjust their strategy to the problem at hand to support their companions. The *bolster* boon can represent anything from a pair of spring loaded boots to a guided targeting helmet. When enemies are overwhelming, the Engineer uses *summon creature* to activate one or more of their combat bots. And if their fancy creations and jury-rigged gizmos aren't doing the job, the Engineer is no slouch with a trusty old hand cannon.

**Attributes:** Agility 3 (1d8), Fortitude 3 (1d8), Learning 3 (1d8), Logic 3 (1d8), Perception 1 (1d4), Creation 5 (2d6)

**Hit Points:** 16

**Guard:** 15 (Agility 3, Kevlar Vest 2)

**Toughness:** 13

**Resolve:** 10

**Speed:** 30'

**Feats:** Boon Focus I (Summon Creature), Craft Extraordinary Item I

**Notable Equipment:** Hand cannon (same as revolver), Kevlar Vest, 2 Grenades, Engineering Tools

## Favored Actions

**Hand Cannon** (damaging attack): Agility vs. Guard

**Grenade** (damaging attack, 10' cube): Agility vs. Guard

**Leg Shot** (inflict slowed): Agility vs. Guard, advantage 1

**Reinforcements!** (invoke *summon creature*): Auto-success at PL 5 via *boon focus*

**Gadgets & Gizmos** (invoke *bolster*): Creation vs. 16 (PL 3)

**Jury-Rig** (invoke *genesis*): Creation vs. 12 - 20 (PL 1 - 5)

**Cauterize Wounds** (invoke *heal*): Creation vs. 12 - 20 (PL 1 - 5)



## Gunslinger

Some are lawmen who serve as judge, jury, and executioner. Others are bounty hunters trying to earn enough cash to pay off an old debt. Still others are mercenaries who shoot for the highest bidder. Whatever their motivation, all Gunslingers invoke fear from any fool unfortunate enough to end up on the wrong end of their barrel.

### Strategy

Gunslingers do more than just hurl lead. Their prowess in ranged combat is fueled by entropic energy gained from otherworldly powers, either purchased through diabolical pacts or earned through prowess of mind and spirit. Out of combat, Gunslingers are perceptive and intimidating, and they can overawe lesser folk with ease. While many Gunslingers are loners bent solely on achieving their mission, those who step up to the occasion make excellent leaders to pull a ragtag posse together into a cohesive unit.

When a fight breaks out, Gunslingers keep their distance and use their dual revolvers to rain hell down upon their foes. When damage alone isn't getting the job done, Gunslingers can aim their shots to hinder enemies in all manner of ways: shooting their weapons out of their hands, knocking the wind out of them, or blowing off a toe. The *multi-attack specialist* feat allows them to shoot twice as fast as a lesser gunfighter, enabling them to take on large groups of foes single-handedly. Supplementing their marksmanship with dark powers, they invoke banes and boons with Entropy. Favorites include invoking *life drain* to heal a little bit with every shot and afflicting enemies with the *sickened* bane to render their attacks nearly useless. When foes close in, a Gunslinger doesn't hesitate to use Entropy to create a defensive *aura* or scare enemies away with *fear*.

**Attributes:** Agility 5 (2d6), Perception 3 (1d8), Will 2 (1d6), Presence 3 (1d8), Entropy 4 (1d10)

**Hit Points:** 20

**Guard:** 17 (Agility 5, Heavy Trench Coat 2)

**Toughness:** 15

**Resolve:** 16

**Speed:** 30'

**Feats:** Multi-Attack Specialist II

**Notable Equipment:** Heavy Trench Coat (treat as Kevlar Vest), 2 Revolvers, Rifle

### Favored Actions

**Two-Gun Assault** (focus action, damaging attack, 2 attacks): Agility vs. Guard

**Fan the Hammer** (focus action, damaging attack, 3 attacks): Agility vs. Guard, disadvantage 3

**Bounty's Curse** (inflict stunned): Entropy vs. Toughness

**Toe Shot** (inflict slowed): Agility vs. Guard, advantage 1

**Hand Shot** (inflict disarmed): Agility vs. Guard, advantage 1

**Darkblast Shot** (inflict sickened): Entropy vs. Toughness

**Baleful Shadow** (invoke 5' aura: persistent damage): Entropy vs. 18 (PL 4)

**Soul Syphon** (invoke life drain): Entropy vs. 20 (PL 5)

**Unnerving Gaze** (inflict fear): Entropy vs. Resolve



## Hacker

Knowledge is power, as the saying goes, and the Hacker is a testament to the fact that nearly anyone can be taken down with the right information. Some Hackers are mercenaries that work for the highest bidder, primarily in the game for the adrenaline rush and the thrill of controlling massive amounts of data and the fates of those who depend on it. Others rally behind a larger cause with intent of changing the world for better or worse.

### Strategy

The Hacker is a master of data and information. Above all, they seek to gather information and harness its power. Hackers use information to piece together secrets and data which others assume is secured beyond access. Out of combat, the Hacker uses banes and boons such as *seeing* via their drone and *spying* or *precognition* to track information or persons of interest through databases, servers, surveillance cameras, credit card records, and other sources of poorly secured or encrypted data. If deception is called for, Hackers tap into the almost omnipresent streams of data of systems distributed throughout the world to fabricate video feeds, holograms, or audio transmissions using the *phantasm* bane.

When combat breaks out, Hackers tend to avoid the front lines, relying on their drones to do the fighting for them. From a secure vantage point, the Hacker pilots the multi-purpose drone using a tablet or similar device, using its mounted laser cannon to hold enemies back. In addition to drone combat, Hackers also assist allies with the *bolster* boon through illicit data and hacking nearby systems to gain an edge.

**Attributes:** Logic 4 (1d10), Will 3 (1d8), Perception 2 (1d6), Influence 3 (1d8), Prescience 5 (2d6)

**Hit Points:** 16

**Guard:** 10

**Toughness:** 13

**Resolve:** 13

**Speed:** 30'

**Feats:** Companion I (Drone), Bane Focus (Spying), Untrackable

**Notable Equipment:** Tablet, Laptop, VR Goggles

### Favored Actions

**Dark Web Insight** (invoke *bolster*):

Prescience vs. 16 (PL 3)

**Algorithmic Prediction** (invoke *precognition*):

Prescience vs. 12 - 20 (PL 1 - 5)

**Multivariate Sensor Sweep** (invoke *truesight*):

Prescience vs. 20 (PL 5)

**IoT Zombie Network** (inflict *spying*):

Prescience vs. Resolve, advantage 2

**Hologram Projection** (inflict *phantasm*):

Influence vs. Resolve

**Blackmail** (inflict *charmed*): Influence vs. Resolve

## Drone Companion

**Attributes:** Agility 3 (1d8), Fortitude 1 (1d4), Logic 1 (1d4), Perception 2 (1d6), Will 2 (1d6), Energy 4 (1d10)

**Hit Points:** 16

**Guard:** 13 (Agility 3)

**Toughness:** 13

**Resolve:** 12

**Speed:** 30'

**Feats:** none

### Favored Actions

**Laser** (damaging attack):

Energy vs. Guard

**Stun Ray** (inflict *immobile*):

Energy vs. Toughness



## Mystic

Mystics are typically found far removed from the hustle and bustle of the city and detached from the advances of the society they left behind. They prefer to listen to the still quiet voice within, eschewing all material possessions and living as ascetics attempting to purge themselves of all self-centered ambition.

## Strategy

Out of combat, Mystics command a vast array of capabilities that make them excellent information gatherers, detectives, and supernaturally empowered forensic analysts. They are able to predict future danger via the *precognition* boon, discover all manner of information by divining an item's past with the *reading* boon, utilize the *spying* bane to track enemy movements from far away, and communicate with any creature via the *telepathy* boon.

Mystics who have allied with a larger group typically utilize their powers purely for defense and protection of others, invoking *bolster* to impart psychic insight to allies, *mind dredge* to steal enemy secrets, and using Protection to perform defend actions with the help of the *defensive reflexes* feat. Mystics are also adept at shutting down enemy boons via *nullify*, as well as canceling banes afflicting allies via the *hospitaller* feat.

**Attributes:** Agility 3 (1d8), Will 3 (1d8), Creation 2 (1d6), Prescience 5 (2d6), Protection 4 (1d10)

**Hit Points:** 16

**Guard:** 13

**Toughness:** 13

**Resolve:** 13

**Speed:** 30'

**Feats:** Heightened Invocation I, Defensive Reflexes I, Hospitaler

**Notable Equipment:** Staff, Robe

### Favored Actions

**See the Path** (defend action):

Protection vs. target's attack roll, advantage 1

**Break Free** (special action): Use *hospitaller* feat to grant a resist roll to an ally

**Shared Insight** (invoke *bolster*):

Prescience vs. 16 (PL 3)

**View from Afar** (inflict *spying*): Prescience vs. Resolve

**Mind Link** (invoke *telepathy*):

Prescience vs. 16 - 20 (PL 3 - 5)

**Power Drain** (inflict *nullify*): Protection vs. Resolve

**Read Thoughts** (inflict *mind dredge*): Prescience vs. Resolve

**See the Past** (invoke *reading*): Prescience vs. 20 (PL 5)

**Pierce the Veil** (invoke *precognition*):

Prescience vs. 12 - 20 (PL 1 - 5)

**Rejuvenate** (invoke *heal*): Creation vs. 12 - 14 (PL 1 - 2)

## Ningyozukai

The Ningyozukai, or Puppeteers, are sorcerers capable of channeling their spirits to possess enchanted suits of Yoroi armor, transforming the armor into a powerful animated weapon. Also gifted with magics of healing and protection, Ningyozukai only call on the Yoroi armor when a situation calls for force of arms or brute strength.

## Strategy

The Ningyozukai make use of the *alternate form* feat in order to provide two distinct character options that may be swapped as needed. In their normal form, they are physically frail sorcerers who offer support to the party through boons such as *resistance*, *heal*, and *bolster*. In combat, their only means of inflicting damage is by using *summon creature* to call forth minor guardian spirits. When the situation calls for it, the sorcerer will animate their Yoroi armor, which serves as an indestructible melee warrior. The Yoroi form has very high defenses and hit points, and its Might score of 5 combined with a two-handed naginata ensures that it will deal out significant



damage while also manipulating the battlefield with banes such as *knockdown*, *forced move*, and *immobile*. In perilous danger, the Yoroi enters a *battle trance*, gaining even stronger defenses and better attack prowess.

Although the Ningyozukai make use of the *alternate form* feat, they do not actually physically transform when switching between sorcerer or Yoroi forms. Rather, the Yoroi armor, possessed by the sorcerer's spirit, surrounds its frail master to encase and protect. Activating the *alternate form* feat represents the sorcerer focusing all of their will on possessing the Yoroi to make full use of its offensive powers. Thus, the Ningyozukai can only utilize actions and attributes from one of its forms at any time.

## Sorcerer Form

**Attributes:** Agility 1 (1d4), Learning 3 (1d8), Perception 1 (1d4), Will 3 (1d8), Persuasion 3 (1d8), Creation 4 (1d10), Protection 4 (1d10)

**Hit Points:** 16

**Guard:** 11 (Agility 1)

**Toughness:** 13

**Resolve:** 13

**Speed:** 30'

**Feats:** Alternate Form II

**Notable Equipment:** None

### Favored Actions

*Spirit Guide* (invoke *bolster*): Creation vs. 16 (PL 3)

*Spirit Guardian* (invoke *summon creature*):

Creation vs. 18 (PL 4)

*Circle of Wonder* (invoke 5' *aura*: *immobile*):

Creation vs. 18 (PL 4)

*Warding* (invoke *resistance*): Protection vs. 16 (PL 3)

*Revive* (invoke *heal*): Creation vs. 12 - 18 (PL 1 - 4)

## Yoroi Armor Form

**Attributes:** Agility 3 (1d8), Fortitude 4 (1d10), Might 5 (2d6), Will 2 (1d6), Presence 3 (1d8)

**Hit Points:** 28

**Guard:** 21 (Might 5, Agility 3, Yoroi Armor 3)

**Toughness:** 16 (19 in *battle trance*)

**Resolve:** 15 (18 in *battle trance*)

**Speed:** 25'

**Feats:** Battle Trance

**Notable Equipment:** Yoroi Armor, Naginata, 3 Javelins

### Favored Actions

*Naginata* (damaging attack): Might vs. Guard, advantage 1

*Fang and Claw* (damaging attack, 2 targets):

Might vs. Guard, disadvantage 1

*Javelin* (damaging attack): Might vs. Guard

*Sweeping Strike* (inflict *knockdown*): Might vs. Guard, advantage 2

*Show of Strength* (inflict *fear*): Might vs. Resolve

*Naginata Snatch* (inflict *forced move*): Might vs. Guard, advantage 2

*Scorpion's Sting* (inflict *immobile*): Might vs. Guard, advantage 2

*Battle Command* (invoke: *heal*): Presence vs. 12 - 16 (PL 1 - 3)

## Ranger

Rangers are folk of the wilderness, hunters, and animal tamers. They can navigate the harshest of terrains and their keen eyes can pick up a trail that has been cold for days. With a faithful animal companion by their side, the Ranger is never alone on the hunt.

### Strategy

Rangers are expert trackers, making use of their *fast tracker* and *master tracker* feats to follow quarry effortlessly without slowing down. Their exceptional Perception score also means that the Ranger will be the eyes of the party: locating traps, scouting for enemies, and revealing hidden passages. Their extraordinary ability to climb allows them to access paths that might be unreachable by their allies.

When combat breaks out, the Ranger typically fights in a coordinated effort with their animal companion. In melee, the wolf will attempt to inflict *knockdown* upon foes, allowing its master to strike with advantage 1 on prone enemies. When not striking for direct damage, Rangers disarm foes or whittle away at them with *persistent damage*. To keep a distance from the enemy, Rangers take to the trees to use their longbow while their wolf uses *immobile* to make the target an easy shot.

**Attributes:** Agility 4 (1d10), Fortitude 3 (1d8), Might 2 (1d6), Learning 2 (1d6), Perception 5 (2d6), Will 2 (1d6)

**Hit Points:** 20

**Guard:** 18 (Agility 4, Might 2, Chainmail 2)

**Toughness:** 15

**Resolve:** 12

**Speed:** 35'

**Feats:** Fleet of Foot I, Master Tracker, Climbing, Companion I

**Notable Equipment:** Longsword, Longbow, Chainmail

### Favored Actions

*Longsword + Dagger* (damaging attack): Agility vs. Guard, advantage 1

*Wounding Strike* (inflict *persistent damage*):

Agility vs. Guard, advantage 2

*Artful Parry* (inflict *disarmed*): Agility vs. Guard, advantage 2

*Longbow* (damaging attack): Agility vs. Guard

*Foot Shot* (inflict *slowed*): Agility vs. Guard, advantage 1

## Wolf Companion

**Attributes:** Agility 4 (1d10), Fortitude 2 (1d6), Might 2 (1d6), Perception 3 (1d8), Will 1 (1d4), Presence 1 (1d4)

**Hit Points:** 18

**Guard:** 16 (Agility 4, Might 2)

**Toughness:** 13

**Resolve:** 12

**Speed:** 30'

### Favored Actions

*Bite* (damaging attack): Agility vs. Guard

*Takedown* (inflict *knockdown*): Agility vs. Guard



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## Shade

Shades are highly trained assassins that draw upon unearthly power from the in-between, the void of shadows where most mortals dare not travel. One with the darkness, they use their powers to deceive and misdirect, catching their prey off guard. These night hunters are trained to slay from a distance—unseen, unheard, and without a trace.

### Strategy

While Shades are trained for the specific task of neutralizing threats, their ability to manipulate shadows provides them with exceptional utility. Out of combat, they make excellent scouts, capable of hiding weapons in the extradimensional void with *absorb object*. Their ability to pass through the void makes them peerless at infiltration. When *teleporting*, even a titanium vault or door is no obstacle for a Shade as they step through the void or dematerialize into a cloud of inky entropy and slip beneath a door.

Shades prefer to remain hidden as much as possible so that when combat ensues they can catch their foes off guard. They fire their silenced sniper rifles from cover, and quickly *teleport* to a new location before they are discovered. On rare occasions where they are spotted, they use *haste* to make a fast getaway or blanket an area in *darkness* and slip away unseen.

**Attributes:** Agility 4 (d10), Perception 3 (1d8), Will 2 (1d6), Entropy 3 (1d8), Movement 5 (2d6)

**Hit Points:** 14

**Guard:** 15 (Agility 4, Trenchcoat 1)

**Toughness:** 12

**Resolve:** 12

**Speed:** 30'

**Feats:** Boon Focus I (Teleport), Lethal Strike I

**Notable Equipment:** Sniper Rifle, Submachine Gun, Handgun, Knife, Trench Coat (treat as Leather Armor)

### Favored Actions

**Hidden Shot** (damaging attack): Agility vs. Guard, advantage 1 if target is unaware or engaging your ally

**Rifle** (damaging attack): Agility vs. Guard

**Tranquilizer Round** (inflict *incapacitated*):

Agility vs. Toughness

**Leg Shot** (inflict *slowed*):

Agility vs. Guard, advantage 1

**Submachine Gun**

(damaging attack, 10' cube):

Agility vs. Guard

**Void Step** (invoke *teleport*):

Auto-success at PL 5 via *boon focus*

**Veil of Shadows** (invoke *darkness*):

Entropy vs. 12 - 16 (PL 1 - 3)

**Shadow Dodge** (invoke *resistance*):

Movement vs. 16 (PL 3)

**Extraplanar Pocket** (invoke *absorb object*):

Movement vs. 18 (PL 4)

## Spellsword

Equally skilled with a blade as they are with sorcery, Spellswords weave magic and martial prowess together into a powerful combination. Whether they are setting foes ablaze with a flaming sword, summoning barriers of force to deflect attacks, or outmaneuvering foes with teleportation, Spellswords control the battlefield with unrivaled magic.

### Strategy

The Spellsword is a master of versatility. Although they shine the most in the heat of battle, Spellswords can also make use of Protection and Movement attributes to provide utility to overcome many obstacles.

Within combat, the Spellsword's *attribute substitution* feat allows them to use their Energy score for weapon attacks, and their trio of extraordinary attributes provides them with access to a versatile selection of banes and boons. *Lightning reflexes* ensures that they will often act early in combat, and Spellswords will use this opportunity to invoke the *resistance* boon or inflict a vulnerable target with *persistent damage*. Once combat is underway, Spellswords focus on finishing off damaged foes so that they can use *combat momentum* to maneuver around the battlefield.



**Attributes:** Fortitude 3 (1d8), Presence 1 (1d4), Perception 2 (1d6), Will 2 (1d6), Energy 5 (2d6), Protection 3 (1d8), Movement 3 (1d8)

**Hit Points:** 22

**Guard:** 17 (Energy 5 *attribute substitution*, Chainmail 2)

**Toughness:** 15

**Resolve:** 13

**Speed:** 30'

**Feats:** Attribute Substitution II (Energy > Agility), Combat Momentum, Lightning Reflexes I

**Notable Equipment:** Chainmail, Falchion

#### Favored Actions

**Falchion** (damaging attack): Energy vs. Guard, advantage 1

**Enflame** (inflict persistent damage): Energy vs. Guard (advantage 1 if using falchion)

**Disabling Strike** (inflict stunned): Energy vs. Toughness

**Wall of Fire** (invoke barrier, 10' line):

Energy vs. 16 - 20 (PL 1 - 5), disadvantage 1

**Smoke Step** (invoke teleport): Movement vs. 16 (PL 3)

**Shield of Force** (invoke resistance):

Protection vs. 16 (PL 3)

## Void Templar

An ancient order of warrior-mages, the Void Templars undergo over a decade of training before they are even permitted their first attempt at the rigorous test which initiates them as full Templars. A deadly mix of soldier and void wielder, they form a heavily armored support unit trained to keep other soldiers out of harm's way. Their highly coveted guardian armor amplifies their control of the void, supercharging their power to nullify enemy attacks.

#### Strategy

Void Templars are built to defend, wielding power from the void that swallows up attacks from lasers, magic, and all manner of attacks. Using their exceptionally high Energy attribute, the Templars can call upon the void to nullify almost any attack. Although their heavy armor makes them slower than the standard soldier, they can *teleport* or even invoke *aura: haste* to speed up themselves and their comrades. Also, *teleport* allows them to access areas and bypass obstacles that others might struggle with.

Within combat, a Templar's primary duty is to keep their allies alive. They make extensive use of the defend action by deploying all manner of countermeasures from their Templar Armor, such as laser netting, or the onboard nano missiles to intercept incoming projectiles. Their *battlefield retribution* feat allows the Templar to turn these defensive actions against the attacker. In addition to these countermeasures, Templars also reshape the battlefield and force enemies into tough

decisions with banes and boons such as *forced move*, *barrier*, and *immobile*.

**Attributes:** Agility 2 (1d6), Fortitude 3 (1d8), Will 2 (1d6), Presence 2 (1d6), Energy 5 (2d6), Movement 4 (1d10)

**Hit Points:** 24

**Guard:** 15 (16 with shield - Agility 2, Templar Armor 3)

**Toughness:** 15

**Resolve:** 14

**Speed:** 25'

**Feats:** Defensive Reflexes I, Battlefield Retribution I, Sentinel I

**Notable Equipment:** Combat Shield, Pistol, Templar Armor (treat as Full Plate), 1 Grenade

#### Favored Actions

**Void Nullification** (defend action): Energy vs. target's attack roll, advantage 1

**Void Matrix** (invoke 10' line barrier): Energy vs. 16 - 20 (PL 3 - 5)

**Quickening Aura** (invoke aura: *haste*): Movement vs. 18 (PL 4)

**Force Push** (inflict forced move): Movement vs. Guard

**Paralysis Beam** (inflict immobile): Movement vs. Guard

**Telekinesis** (invoke: *telekinesis*): Movement vs. 16 (PL 3)

**Suppression Field** (invoke 5' aura: forced move): Energy vs. 18 (PL 4)



# GANING XP AND LEVELING UP

As the legend you are creating unfolds and grows in danger and magnitude, your character's power will grow to match the challenge. This power comes in the form of experience points (or XP), which are rewarded by the GM and allow you to advance in level and gain access to new feats, attributes, banes, and boons.

Your total XP earned determines your level, with every 3 XP allowing you to advance to the next level. Your level is used to determine your maximum attribute score as well as to provide a general indication of your power compared to other characters and enemy or ally NPCs. The Player Character Level Advancement table details the XP requirements and maximum attribute score for each level.

## PLAYER CHARACTER LEVEL ADVANCEMENT

Total XP	Level	Maximum Attribute Score
0	1	5
3	2	5
6	3	6
9	4	6
12	5	7
15	6	7
18	7	8
21	8	8
24	9	9
27	10	9

## Feat and Attribute Points

For every XP that you earn, you also gain 1 feat point and 3 attribute points. These can be spent immediately or saved for later. You gain these points *every* time you are awarded XP, not just when you level up.

Attribute points can be used to increase your current attributes or buy completely new ones. The cost to increase an attribute is equal to the new score. So, for example, to raise your Might from 3 to 4 would cost 4 attribute points. The cost to purchase a brand new attribute is summarized in the Attribute Overview Table, which also details the attribute dice for scores above 5.

See *Chapter 4: Feats* to view the complete list of feats to choose from.

ATTRIBUTE OVERVIEW		
Attribute Score	Cost	Attribute Dice
1	1	1d4
2	3	1d6
3	6	1d8
4	10	1d10
5	15	2d6
6	21	2d8
7	28	2d10
8	36	3d8
9	45	3d10
10	-	4d8

**Note:** An attribute score of 10 cannot be purchased with attribute points. It can only be obtained through feats, boons, or other special means. No attribute may advance beyond a score of 10.

## New Hit Points

In Open Legend, attributes are the means by which your hit points increase. If you want your character to be able to take more hits, increase either your Fortitude, Presence, or Will attribute. As outlined in the default hit point formula, you'll gain 2 hit points each time you raise any of those attributes by one.

## STARTING BEYOND FIRST LEVEL

Sometimes a new player will join a campaign in progress in which the other PCs have already advanced several levels, so it would be unbalanced to insert a first level character into the party. Other times, the GM may decide to run a campaign with PCs who have already accumulated some wealth and power. In situations like these, you can use the Characters Beyond First Level table to determine attribute points, feat points, and wealth for PCs. When choosing starting gear, you may select three items of your current wealth score and any number of lesser valued items.

## CHARACTERS BEYOND FIRST LEVEL

Level	XP	Attribute Points	Max Attribute	Feat Points	Wealth Score
2	3	49	5	9	2
3	6	58	6	12	3
4	9	67	6	15	4
5	12	76	7	18	4
6	15	85	7	21	5
7	18	94	8	24	6
8	21	103	8	27	6
9	24	112	9	30	7
10	27	121	9	33	8



# CHAPTER 2: ACTIONS & ATTRIBUTES

The Introduction and Chapter 1 provided you with the core mechanic for action resolution as well as a brief overview of what the different attributes are used for. This chapter will delve a little bit deeper, explaining when to make different types of action rolls and how to interpret the results.

## WHEN TO ROLL THE DICE

Open Legend is about creating great stories full of epic moments of heroism, and you will roll dice to determine the outcome of those moments. In short, you only need to make action rolls when the outcome of the intended action plays a significant role in the story. In combat, for example, you'll be making plenty of action rolls to clash blades, sling spells, shoot blasters, and leap over treacherous chasms. But you don't need to make a Persuasion roll every time you go to buy something from the bazaar, and you don't need to roll Logic to remember where you left your multi-pass.

Open Legend includes a number of extraordinary attributes that can be used to represent futuristic theoretical science, magic, or inherent supernatural capabilities. For all other types of attribute, you can make an action roll with an attribute score of zero, but extraordinary attributes require a minimum score of 1 in order to attempt a roll.

## EVERY ROLL MATTERS

Another important point in Open Legend is that every action roll should drive the story in a new direction, for better or worse. A failed roll should not let the story stagnate, nor should a failure be easily negated by a successful roll from another character.

If you look back to the Core Mechanic, you can see that a simple failure is not an option:

### The Action Roll

Roll 1d20 + attribute dice (all dice explode)

If the action roll...	then the result is...
equals or exceeds the Challenge Rating,	the player succeeds.
is less than the Challenge Rating,	the player succeeds with a twist. - OR - the player fails, but the story progresses. <i>(GM's Choice)</i>

The following example illustrates how to make every roll matter.

*Pelias Quickenfit, a halfling burglar, is attempting to pick the lock on a door. He makes an Agility roll but gets lower than the challenge rating.*

Here are two potential outcomes for the roll:

*If the GM chooses success with a twist, they might rule that Pelias is able to open the lock; however, just as he finishes the job, he begins to hear a faint hissing sound*

*from the door. A poison gas trap! The burglar immediately falls unconscious, and the rest of the party must decide what to do before the gas reaches them in a matter of seconds.*

*If the GM chooses failure, but the story progresses, they might rule that although Pelias is unable to get the lock open, he hears footsteps approaching from around the corner accompanied by the familiar jingle of a jailer's keychain. If the party can position themselves quickly enough, they may be able to get the keys without a fight.*

Notice how both of these options allow Pelias's action to drive the story forward just as much as a successful roll would have.

## What NOT To Do

In the above example, what might often happen at a gaming table is that upon seeing the halfling's failure, another character immediately steps forward, say the barbarian, and attempts to force the door down. In Open Legend, such a reaction is frowned upon because it would mean that the burglar's roll didn't matter. It didn't drive the story at all. Instead, the barbarian should wait for the GM to interpret the result of Pelias's roll. The GM has a right to interpret the results of a failed action roll so that they can ensure that every roll matters. Players should make a special effort to avoid stepping on the GM's toes in this regard.

### OLD HABITS DIE HARD

If you've played other RPGs in the past, you may be tempted to immediately follow another player's failed roll with an action roll of your own.

The following are common situations in which you should be especially vigilant to give the GM time to interpret the results of a failed action roll:

- Perception rolls to find secret doors or other hidden objects
- Perception rolls to notice when someone is lying
- Persuasion rolls to convince an NPC of something
- Learning rolls to recall useful information

## Keep It Simple: Every Roll Matters for the GM

The "every roll matters" rule was designed to make player actions meaningful to the story whether they succeed or fail. It recognizes the fact that static pass / fail rolls aren't particularly fun for players. But "every roll matters" also adds an extra layer of complexity to the game because it requires the GM to make on-the-fly interpretations.

So when the GM makes a roll, a success is a success and a failure is a failure. This is for the sake of simplicity and fun. When a player fails a roll, it's not very fun if something doesn't come out of it. When the GM fails a roll, though, there is usually much rejoicing at the table.



## INTERPRETING ACTION ROLLS

The previous scenario involving Pelias provides just one method in which a GM might interpret the results of an action roll, but there is a little more to it than that. In this section, you'll get some empowering guidelines to help everyone at the table feel comfortable with the amount of improvisation required for Open Legend.

### Interpreting Success

A successful action roll is by far the easiest to interpret: it means that the player gets what they were hoping for. If they were rolling to climb a cliff, then they climb it. If they were trying to pick a pocket, then it's picked. If they were trying to stab an orc, it is stabbed. And so on.

In some cases, the results of a success are already written into the rules (such as in combat, explained in Chapter 7). Often, though, the GM will need to determine what happens with a successful action roll.

There are two primary factors to consider when adjudicating a success:

**Don't roll if there's nothing to succeed at.** For example, if a character wants to search a corridor for secret passages, but the GM knows there aren't any, they don't need to have the character make a Perception roll, because there's nothing to find; the roll doesn't matter.

**Describe your success.** Whenever the situation allows, the player should show the rest of the table what success looks like. It's their turn in the spotlight, so let them shine. If your rogue successfully disarms a trap, describe how the scything blade just barely nicked your cheek before you finished the job. If your mech knight makes a successful leap attack against an enemy tank, narrate how you use the extra momentum provided by the leap to dig your servo-blades through the tank's hull. Sometimes, of course, the GM has privileged information, so they need to be the one to describe things. Whenever possible, though, the players should describe their own success.

### Interpreting Success with a Twist

When a player fails an action roll, the GM may choose to allow the player's action to succeed with a twist. In this case, the player gets what they wanted originally, but there is some sort of unintended consequence or unexpected cost. The following list is not exhaustive, but it should give you an idea of what qualifies as a twist.

- Put a character in danger
- Expend a resource
- Make an enemy or lose a friend
- Overlook an important detail
- Waste time
- Attract attention
- Find something you weren't looking for

The important thing to realize is that a success with a twist is still a success. It just comes at some sort of a cost: You find the trail of the hydra you're tracking, but it leads you through a swamp infested with undead. You sense that the merchant is overcharging you, but you fail to realize that he's also distracting you from the thugs sneaking up behind you. You are able to land a shot against the zombie, but it costs you the last bullet in your magazine.

### Interpreting Failure, but the Story Progresses

In Open Legend, a failure is never just a failure. It's always an important element in the story, hence the wording that "the story progresses".

Progress, though, can mean a lot of things. When the GM selects this option, the following interpretations should give you some idea of how the story can progress in spite of failure.

**The player finds an opportunity for success.** Even though your magic fails to dispel the curse afflicting your ally, you discover during later study that a rare herb growing in a nearby forest would give you the power you require.

**The danger snowballs.** You fail to jump a chasm while fleeing a band of cannibals and fall along the cliffside, taking some damage. When you gather your senses, you realize that you aren't only separated from the rest of your party, but you've also fallen into the nest of a Roc.

**The information is false.** You think you've got a good read on the mayor during your negotiations. It seems like she's completely in favor of your plan to negotiate an alliance among the neighboring survivor settlements. When you set out the next day, however, it turns out you were wrong, and the guards the mayor sent to ensure your safe passage turn out to be your assassins.

The GM gets to decide how bad a failed action roll turns out to be, and sometimes, it's really bad. While some of these examples are harsher than others, they all share one common factor: they steer the narrative forward. Failure is never just a failure.

## DETERMINING CHALLENGE RATING

Many actions that you will undertake in *Open Legend* have a Challenge Rating (CR) that is determined by the rules. Attacks in combat, for example, use one of the target's defense scores as the CR.

Oftentimes, though, the GM will need to determine the CR for actions that aren't spelled out clearly in the rules. In these cases, the GM can use the Challenge Ratings by Difficulty Table to set an appropriate CR.

It's important to note that Challenge Ratings are not typically set to be relative to the party's level. So, breaking down a strong wooden door is CR 15 whether the party is first level or tenth. However, it may be helpful when creating scenarios for GMs to understand the typical capabilities of a character based on their attribute score. The Average Challenge Ratings vs. Attribute Scores Table lists Challenge Ratings that are of average difficulty for a character with specific attribute scores. A character with the listed score can be expected to succeed at the listed Challenge Rating about **50%** of the time.

### CHALLENGE RATINGS BY DIFFICULTY

Challenge	Difficulty	Rating	Example Actions
Everyday	10	leap a 5' gap, climb a surface with ledges, break down a household door, haggle a simple merchant for a discount	
Challenging	15	climb a rough surface, catch the drift of a text in an unfamiliar language, break down a strong wooden door	
Heroic	20	climb a smooth surface, leap a 15' gap, translate a text in an unfamiliar language, convince a neutral party to take a risk for you	
Epic	25	translate a text in an alien language, break down an iron door	
Legendary	30	leap a 25' chasm, climb a flat surface, befriend an enemy with a vendetta against you	

### AVERAGE CHALLENGE RATINGS VS. ATTRIBUTE SCORES

Attribute Score	Average Challenge Rating
0	10
1	12
2	14
3	16
4	18
5	20
6	22
7	24
8	26
9	28
10	30

## Contested Actions

Sometimes, two or more characters are directly opposing each other in a test of strength, wits, or charm. For example, a mighty barbarian wrestles with a minotaur to get hold of a magical gem. Or three representatives of different star systems attempt to persuade the warleader of the intergalactic reavers to join their forces. Or a stealthy ninja attempts to sneak unseen past the watch of the monks on guard. These sorts of situations are called **contested actions**.

To resolve such contests, each character involved makes an action roll using an appropriate attribute. Whoever rolls the highest succeeds at the action. Sometimes, all parties use the same attribute for their action rolls, but often, each character will use a different attribute, as in the case of the rogue attempting to sneak (Agility) past the guard's watch (Perception).

### EXAMPLE: CONTESTED ACTION

As the Unnamed Necromancer attempts to open a portal to release a shade demon upon the land, Uldric the Protector attempts to exert every ounce of his magical will to close the portal. The GM calls for a contested action between the two. The Necromancer makes an Entropy roll and gets a 25, while Uldric gets a 20 on his Protection roll. Unfortunately for the rest of the world, the demon has been unleashed.

## Group Action Rolls

In certain scenarios, the success of an action relies on the skills of multiple characters, such as a party of treasure hunters attempting to sneak past a pair of guards or two hackers working together to access restricted data. In these cases, all characters who are contributing to the task describe what they are doing and make an action roll using an appropriate attribute. Count the number of successes and failures based on the Challenge Rating of the task. If there are more failures than successes, the task fails. Otherwise, the task



succeeds. The GM interprets this success or failure as if it were a single action roll, rather than interpreting each action roll separately.

The GM always has the final say as to when a group action roll is called for and, if so, which characters may contribute to the task.

## ADVANTAGE & DISADVANTAGE

Sometimes, you will attempt an action under circumstances that give you a significant upper hand, such as when attacking an enemy from behind. Other times, you'll be working against exceptional hindrances, such as when trying to climb a rope that an enemy has covered in grease. In these types of cases, instead of adjusting the Challenge Rating of the task, the GM should assign your roll either **advantage** or **disadvantage**.

Advantage and disadvantage are always expressed with a numeric level, such as "advantage 1" or "disadvantage 3". Multiple instances of advantage and disadvantage can add together, so if you have advantage 1 on an attack because you are flanking a foe, and you also possess a feat that grants you advantage 1, you have a total of advantage 2.

If a situation arises in which you are assigned both advantage and disadvantage, find the difference between the two values to determine your final outcome. For example, if you have advantage 1 and disadvantage 1, they negate each other and thus your action roll is normal. If you have advantage 1 and disadvantage 2, your action roll would be made with disadvantage 1.

### Effects of Advantage & Disadvantage

When you have advantage on an action, roll an extra number of attribute dice equal to your advantage level. Then, when adding your dice together, ignore the lowest  $X$  attribute dice, in which  $X$  is your advantage level.

#### EXAMPLE: ADVANTAGE

Vera leaps down upon her foe from a ledge ten feet above. The GM rules that she gains advantage 1 on the attack. Her Might score is 9, granting her 3d10 for attribute dice. The advantage 1 allows her to roll 1 extra d10. So she rolls 1d20 + 4d10. The d20 rolls a 16 and the 4d10 roll 3, 5, 7, and 9. She removes the lowest d10 before calculating her total, leaving her with a final roll of  $16 + 5 + 7 + 9 = 37$ .

#### EXAMPLE: DISADVANTAGE

Armand attempts to blast his foe with psychokinetic fire. However, he is currently hindered by a smoke bomb hurled by an enemy soldier, granting him disadvantage 1. Furthermore, he has also been subject to the *fatigued* bane, adding on an additional disadvantage 1. Armand's Energy score is 5, granting him 2d6 attribute dice. He rolls 1d20 + 4d6. After rolling, but before calculating his total, he removes the two *highest* rolling d6s.

Disadvantage works in a similar manner. When you have disadvantage, you still roll an extra number of attribute dice equal to your disadvantage value. However, instead of ignoring the lowest dice, you ignore the *highest* dice.

## Advantage & Disadvantage Are Only Applied BEFORE Explosions

Advantage and Disadvantage only apply to your initial pool of dice for an action roll. They do not apply to subsequent rolls granted by exploding dice.

### EXAMPLE: ADVANTAGE & EXPLoding DICE

Tommy "Two Guns" unloads his pistols on a rival gangster. His Agility is 3 and he has advantage 2 on the roll, so he rolls 1d20 + 3d8. Tommy's d20 rolls a 10 and the d8s land 8, 8, and 3. Because of his advantage 2, Tommy ignores the lowest two dice: the 3 and one of the 8s. He re-rolls the remaining 8 because dice explode on their maximum result and gets a 5. His final roll is 23 (10 + 8 + 5).

## Advantage & Disadvantage without Attribute Dice

When making an action roll without attribute dice, advantage and disadvantage affect the d20. For advantage, roll 2d20 and keep the highest. For disadvantage, roll 2d20 and keep the lowest. Additionally, you cannot accrue advantage or disadvantage greater than 1 in such situations. Your character is already so inept at the action that they cannot capitalize on cumulative circumstantial help or hindrances.

These rules apply to both actions performed with an attribute score of zero, as well as non-action rolls (like the d20 used for a Resist roll). In addition, if you make a roll without attribute dice, you cannot voluntarily incur disadvantage for some beneficial effect. Thus, you cannot multi-target attack if you have an attribute score of zero.

## Assigning Advantage & Disadvantage

Advantage and disadvantage can be assigned by the GM due to situational effects, or they can be assigned by feats, banes, and boons. When assigned situationally, the GM should never apply more than one level of advantage or disadvantage. Feats, banes, and boons—on the other hand—will often provide multiple levels as they rise in tier or power level. The Advantage and Disadvantage Examples Table provides a listing of typical situations in which the GM may assign advantage and disadvantage, though this list is by no means exhaustive.

## ADVANTAGE & DISADVANTAGE EXAMPLES

Situations Meriting Advantage	Situations Meriting Disadvantage
Attacking a surprised or unaware foe	Attacking while balancing on a beam
Attacking a foe during an acrobatic stunt	Attacking in a confined space
Attacking a flanked foe	Attacking while prone
Negotiating with someone you have leverage over	Negotiating with someone who has leverage over you
Expendng a valuable arcane focus when casting a spell	Casting a spell in the midst of a heavy storm
Conducting research in a well-stocked library	Conducting research while sick
Tracking a large group	Tracking a creature smaller than a child

## LEGEND POINTS

An additional layer of depth to action resolution comes in the form of legend points, which allow players an opportunity to stack the dice when it comes time to perform a particularly legendary action.

Characters begin play with zero legend points, and the maximum they may acquire is 10. The GM may reward a PC with a legend point when they use one of their flaws to their own disadvantage or for particularly strong roleplaying.

### EXAMPLE: EARNING A LEGEND POINT

Zaax has the *hot tempered* flaw, causing him to easily lose control of his anger. In the middle of the party's tense negotiations with the Imperial Guard, Zaax loses his patience with the high commander and shoots one of the guardsmen. This is a clear example of Zaax roleplaying his flaw despite negative consequences, so the GM awards him with a legend point.

The GM may also feel free to establish other rules for awarding legend points. For example, some GMs like to allow each player to award another PC one legend point each session. Other tables might have a vote for MVP or best roleplayer at the end of each session, with the winner gaining a legend point.

## Spending Legend Points

A PC may spend a maximum number of legend points equal to their level plus one in order to enhance a single action roll.

Before making an action roll, the PC declares how many legend points they are spending, and gains advantage 1 on the roll for each legend point spent. Additionally, for each legend point spent on the roll a +1 is added to the end result.



# CHAPTER 3: BANES & BOONS

## B

Banes and boons are a huge part of what makes *Open Legend* so open. They represent the endless possibilities of effects that your character can have on other characters beyond simply dealing damage. Banes are negative conditions that you inflict upon your foes, such as by stunning them, demoralizing them, or setting them on fire.

Boons are the opposite: helpful effects that assist your allies by allowing them to fly, shrug off damage, or move with extraordinary speed.

Banes and boons are not tied to specific spells, attacks, or items. Any character can invoke any bane or boon as long as the character possesses a prerequisite attribute. Attribute prerequisites are meant to limit the power of banes and boons so that they scale as your character gains power. That is why, for example, your first level necromancer can invoke the *blindsight* boon with their Entropy attribute of 5, but won't be able to invoke the *insubstantial* boon for themselves or their allies until they gain enough experience to increase their Entropy to 7.

## TELLING YOUR STORY WITH BANES AND BOONS

Because *Open Legend* focuses on separating the mechanics from the story, when you invoke a bane or boon, you get to decide what it looks like in the narrative. For example, did you *knockdown* a foe with an agile sweep kick, a herculean shove, or a telekinetic thrust? When you grant your allies *resistance*, do they become coated in armor of ice or are they protected by a swarm of droids that surround them and deflect attacks?

## With Great Power Comes Great Responsibility

When you browse these lists, you will find that your attributes grant access to far more banes and boons than you could typically make use of. Sometimes, attributes can mean different things for different types of characters. For example, imagine using the Alteration attribute to invoke the *shapeshift* boon - a Druid would do so to turn into a massive bear, while a genetically enhanced military operative might assume the identity of a high profile enemy commander. These examples of using *shapeshift* make sense and follow our normal expectations from similar stories, but Alteration also grants access to the *invisible* boon. This can be confusing, because having access to a bane or boon might make you feel that you should use it, but that's not necessarily the case. The best time to use a bane or boon is when it adds to the story and makes the game more fun for everyone.

In *Open Legend*, we use the rules to make sure the game is fair and that everyone gets equal opportunity to drive the story forward - we don't use the rules to ensure the game is logical. Whether or not a story makes sense or is enjoyable is a matter of personal preference. *Open Legend* expects that these details will be worked out

between the players and the GM during a game. Certain attributes give you access to an incredible toolbox of banes and boons, but it is the responsibility of everyone playing the game to respect each other's wish to tell a story that the group can get excited about. So, while your Druid with Alteration might not have a good excuse to become *invisible*, the rules make it possible just in case, and in the process it also becomes possible to play an alien psychic warrior that uses Alteration to bend waves of light and become *invisible*.

## INVOKING BANES AND BOONS

To invoke a bane, the primary method is to succeed at an appropriate attribute roll using one of your target's defense scores as the Challenge Rating, as indicated in the bane description. An alternate method of invoking a bane is to make a successful damaging attack that exceeds the target's defense by 10 or more. When this happens, you may apply one bane of a Power Level less than or equal to the attribute you used for the attack. In order to apply a bane, your attack roll must equal or exceed the appropriate defense for that bane. If your attack targeted multiple foes, you may apply the bane to each qualifying target. While targets may be effected by multiple banes, banes do not *stack*; A bane cannot be inflicted on a target already suffering from it, unless the bane's effect says so (the *fatigued* bane, for example).

To invoke a boon, you must succeed at an appropriate attribute roll with a Challenge Rating determined by the boon's Power Level. The CR equals  $10 + 2 \times$  Power Level. If a boon can be invoked at multiple Power Levels, you decide which Power Level to invoke after making your action roll. While targets may be effected by different boons, you may not *stack* the same boon multiple times; if a second invocation of a boon would affect a character, they choose which boon to keep and which one to negate.

Additional details about invoking banes and boons, such as attack range and targeting multiple creatures, can be found in Chapter 7: Combat.

## READING A BANE DESCRIPTION

Each bane description includes the following elements.

**Power Level.** This number indicates the required attribute score needed to inflict the bane. If multiple power levels are listed (such as 2 / 4 / 6), then the bane can be inflicted at multiple tiers of power. The *persistent damage* bane, for example, deals increased damage as you inflict it at higher power levels.

**Attack.** This list indicates what type of attack roll to make when inflicting the bane. As long as you possess at least one of the listed attributes at a score greater than or equal to the Power Level, then you can inflict the bane. Each entry consists of an attribute that the attacking player should roll and the defense score targeted by the attack. If the attacker's roll equals or exceeds the target's defense score, then the bane is inflicted.

**Duration.** A bane typically remains in effect until the target resists it with a resist roll, hence most banes have

a duration of “resist ends”. If a target fails three resist rolls against a bane, the bane can no longer be resisted. It persists for the longer duration indicated in parentheses.

**Description.** This entry simply provides a general idea of what the bane could look like in the story.

**Effect.** This entry indicates the mechanical effects of the bane on the rules of the game.

## READING A BOON DESCRIPTION

Each boon description includes the following elements.

**Power Level.** This number indicates the required attribute score needed to invoke the boon. If multiple power levels are listed (such as 2 / 4 / 6), then the boon can be invoked at multiple tiers of power. The *heal* boon, for example, heals more damage as you invoke it at higher power levels. The power level of a boon also determines the Challenge Rating of the attribute roll to invoke the boon. The CR equals  $10 + 2 \times$  Power Level.

**Attributes.** This is a list of the attribute or attributes that can be used to invoke the boon. As long as you possess at least one of the listed attributes at a score greater than or equal to the Power Level, then you can invoke the boon.

**Invocation Time.** The required time that it takes to invoke the boon. Most boons have an invocation time of 1 major action. For boons that have a longer time, you must spend the entire invocation time concentrating on nothing other than invoking the boon. If you are interrupted, you must start the casting over.

**Duration.** Most boons have a duration of “sustain persists”, which indicates that the invoker must use a sustain action every round in order to keep the boon in effect. If you have a boon in effect and don’t sustain it, the boon’s effects cease at the end of your turn. Because sustaining a boon is a minor action, which can only be taken once per turn, you can typically sustain only one boon at a time. You do not need to sustain a boon on the round in which it is invoked as long as you are not sustaining any other boons.

**Description.** This entry simply provides a general idea of what the boon could look like in the story.

**Effect.** This entry indicates the mechanical effects of the boon on the rules of the game.

## BANES LIST

### Blinded

**Power Level:** 5

**Duration:** Resist ends (Fail x 3 = 1 minute)

**Invocation Time:** 1 Major Action

**Attack:**

Agility vs. Guard  
Creation vs. Guard

Energy vs. Guard  
Entropy vs. Toughness

**Description:** You blind your foe with anything from a massive explosion, to a handful of sand, to an arctic blast, to a dazzling flash of light. Pirates, snipers, rogues, and necromancers often make use of this bane in combat.

**Effect:** The target cannot see as long as the effect persists. The target automatically fails any Perception rolls based solely on normal sight. Attack rolls and

Perception rolls based partially on sight that can be supplemented by another sense suffer disadvantage 5. The target’s Guard defense is reduced by 3.

### Charmed

**Power Level:** 3 / 4 / 6

**Duration:** Resist ends (special) (Fail x 3 = 24 hours)

**Invocation Time:** 1 Major Action

**Attack:**

Influence vs. Resolve

**Description:** Charms are one of the great banes of legend, wielded by powerful enchantresses like Circe (of Homer’s *The Odyssey*), nymphs, psychics, and other characters who control the will of others, not through total domination, but through a magical spell of love or friendship.

**Effect:** The charmed bane can only be inflicted via a bane attack. Damaging attacks that trigger banes cannot trigger this bane. The charmed bane manifests at two levels: minor and major.

**Minor Charm** - The target is mentally compelled to become more friendly, only changing their attitude toward you moderately. If they are about to strike you, they will restrain themselves - still angry and hostile, but no longer violent. If they want to help you and are leaning toward trusting you, but have some hesitation because you’ve just met, then that hesitation goes away.

**Major Charm** - The attacker chooses whether the major charm is platonic or romantic. If platonic, the bane causes the target to consider the attacker their best friend and one of the most trustworthy and noble people they have met in all their lives. Alternatively, the attacker can choose for this trust and admiration to manifest as romantic love. The target is unable to do anything to plot against the one who afflicted them, and will (at the earliest possible opportunity) tell their charmer of any rumored harm or danger coming their way. The afflicted character becomes immediately suspicious of anyone who speaks ill of their attacker.

The target is mentally compelled to like and trust you more, depending on the power level of the bane when invoked.

**Power Level 3** - You can Minor Charm creatures of animal level intelligence or lower.

**Power Level 4** - You can Minor Charm creatures of humanoid intelligence. You can Major Charm creatures of animal level intelligence or lower.

**Power Level 6** - You can Major Charm creatures of humanoid intelligence.

**Special:** While most banes last until the target actively attempts to resist it, this bane prevents the target from being aware of their affliction and thus prevents them from actively attempting to break free. However, the target’s true mind fights to regain control. As such, at the end of each of its turns, the target receives a resist roll as a free action to break free from the effect. When your target succeeds at a resist roll against this bane, they become immune to all subsequent attempts by you to inflict the bane for the next 24 hours.



## Deafened

**Power Level:** 4

**Duration:** Resist ends (Fail x 3 = 1 minute)

**Invocation Time:** 1 Major Action

**Attack:**

Agility vs. Guard	Entropy vs. Toughness
Energy vs. Toughness	

**Description:** You deafen your foe with a crash of thunder, a deft strike to their ears, or a dark energy that disables their hearing. This bane is common to storm mages, mad scientists, and assassins.

**Effect:** The target cannot hear as long as the effect persists. The target automatically fails any Perception rolls based solely on hearing. Perception rolls based partially on hearing that can be supplemented by another sense suffer disadvantage 3.

## Death

**Power Level:** 9

**Duration:** Resist ends (special) (Fail x 3 = Permanent)

**Invocation Time:** 1 Major Action

**Attack:**

Agility vs. Toughness	Entropy vs. Toughness
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**Description:** Utilizing either incredible precision or the power of entropy, you snuff out the target's life force completely. The deadliest assassins and most powerful necromancers are known for such legendary skill at ending life.

**Effect:** Upon a successful invocation, the target is immediately rendered immobile, unconscious, and unable to take actions. They have disadvantage 5 on all Perception rolls, and any damaging attacks against them count as finishing blows.

If the target fails three resist rolls to shake off this bane, they die. The death is permanent and can only be reversed if the GM allows a special mission, use of a rare technology, or long-forgotten magic to restore the target to life.

**Special:** While most banes last until the target actively attempts to resist it, this bane renders the target incapable of taking actions and thus prevents them from actively attempting to break free. However, the target's body fights to regain consciousness and resist the impending death. As such, at the end of each of its turns, the target receives a resist roll as a free action to break free from the effect. When the target succeeds at a resist roll against this bane, they become immune to all subsequent attempts by you to inflict the bane for the next 24 hours.

## Demoralized

**Power Level:** 3 / 6 / 8

**Duration:** Resist (minor) ends (Fail x 3 = 1 minute)

**Invocation Time:** 1 Major Action

**Attack:**

Agility vs. Resolve	Might vs. Resolve
Energy vs. Resolve	Persuasion vs. Resolve
Entropy vs. Resolve	Presence vs. Resolve
Influence vs. Resolve	

**Description:** Using your quick wit, intimidating presence, or even a strong display of magical power, you cause your enemies to doubt themselves. A berserker might achieve this effect by foaming at the mouth while a swashbuckling space captain might dishearten his foes simply with intimidating words.

**Effect:** The affected target has disadvantage on all action rolls.

**Power Level 3** - Disadvantage 1.

**Power Level 6** - Disadvantage 2.

**Power Level 8** - Disadvantage 3.

**Special:** Resisting this bane is a minor action.

When inflicting this bane using Agility or Might, you may determine range using the Non-Physical Attack Range table (see Chapter 7: Combat).

## Disarmed

**Power Level:** 3 / 6

**Duration:** Instantaneous

**Invocation Time:** 1 Major Action

**Attack:**

Agility vs. Guard	Influence vs. Resolve
Alteration vs. Guard	Might vs. Guard
Energy vs. Guard	Movement vs. Guard
Entropy vs. Toughness	

**Description:** You force an opponent to lose control of an object they are holding, whether through brute force, mental compulsion, a skillful parry, heating the item to unbearable temperatures, shooting it from their hands, or some other means.

**Effect:**

**Power Level 3** - The target drops an object they are holding in a space of your choosing within 15' of the target.

**Power Level 6** - As an alternative to moving the item, you can choose to assume control of it. If you do, you are now the wielder. For the wielder to regain control, they can react with a Disarmed bane of their own to counter the effect or make an attribute roll (typically Might) with a Challenge Rating equal to  $10 + 2 \times$  the attribute score you used to disarm the item.

## Dominated

**Power Level:** 3 / 5 / 9

**Duration:** Resist ends (Fail x 3 = 1 hour)

**Invocation Time:** 1 Major Action

**Attack:**

Influence vs. Resolve
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**Description:** Though rare, domination is seen from time to time in legendary tales, often wielded by vampires, and sometimes by the most powerful of sorcerers or mad scientists who command legions of mindless zombies, completely enslaved to their will.

**Effect:** The dominated bane manifests at two levels: lesser and greater.

**Lesser Domination** - The target obeys a one word command until the end of their next turn, at which time the bane immediately ends.

**Greater Domination** - The target's every action and move is under your control. Unlike the charmed bane, characters under the effect of domination lose control of their actions. Their minds, however, struggle to regain control of their own body. They cannot take actions of any kind (except thought) unless it is ordered by you. Every action which the attacker orders the afflicted character to perform which is in extreme violation of their nature gives the target a resist roll as a free action to end the effect. The attacker does not gain special access to the target's mind and so can only order the character to perform actions that they think the character is capable of. Lastly, each mental order that the attacker gives to the target is a major action. However, the order can be a series of verbal commands, such "Attack enemy X unless someone comes through the door, in which case flee". The dominated creature will continue to obey the last mental command they were given until you give a new command. Only one such command can be active at a given time. Greater Domination has a duration of Resist ends (Fail x 3 = 1 hour).

**Power Level 3** - You can target creatures of subhuman intelligence (animals, some elementals, certain undead, etc.) with Lesser Domination.

**Power Level 5** - You can target creatures of human intelligence or better with Lesser Domination. You can target creatures of subhuman intelligence (animals, some elementals, etc.) with Greater Domination.

**Power Level 9** - You can target creatures of human intelligence or greater with Greater Domination.

**Special:** While most banes last until the target actively attempts to resist it, this bane prevents the target from being aware of their affliction and thus prevents them from actively attempting to break free. However, the target's true mind fights to regain control. As such, at the end of each of its turns, the target receives a resist roll as a free action to break free from the effect. When your target succeeds at a resist roll against this bane, they become immune to all subsequent attempts by you to inflict the bane for the next 24 hours.

## Fatigued

**Power Level:** 5

**Duration:** Special

**Invocation Time:** 1 Major Action

**Attack:**

Entropy vs. Toughness
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**Description:** You cause the target's body to wither and weaken, gradually losing its ability to function until the victim finally succumbs to death. Fatigue may be the result of a necromancer's curse, an assassin's poison, a radiation ray, or similar life sapping effects.

**Effect:** This bane has multiple tiers which are applied in succession. Each time this bane is inflicted, if it is already in effect on the target, the severity escalates by one level.



**Level 1** - The target has disadvantage 1 on all non-attack action rolls.

**Level 2** - The target is affected by the slowed bane, reducing its speed by half. This instance of the slowed bane cannot be resisted as normal. It persists until the fatigue is removed.

**Level 3** - The target has disadvantage 1 on all attack rolls.

**Level 4** - The target loses their attribute bonuses to their defense scores (Agility and Might for Guard, Fortitude and Will for Toughness, Will and Presence for Resolve). They retain any armor, extraordinary, or feat bonuses.

**Level 5** - The target loses consciousness and is helpless. Being forced into a state of rest, one level of fatigue will be removed automatically after 24 hours, unless circumstances prevent the target from resting peacefully.

**Level 6** - The target dies.

**Special:** Unlike other banes, canceling this bane takes time and rest. Each 24 hour period of rest with little or no exertion removes one level of fatigue. If the *restoration* boon is successfully invoked to dispel this bane, only one level of fatigue is removed (in addition to that removed by natural rest). If the *restoration* boon's invoker has an attribute score of 7 or greater, all levels of fatigue are removed instead of just one. A target may only benefit from one invocation of the *restoration* boon to remove fatigue within a 24 hour period.

## Fear

**Power Level:** 5

**Duration:** Special

**Invocation Time:** 1 Major Action

**Attack:**

Creation vs. Resolve  
Entropy vs. Resolve

Influence vs. Resolve  
Might vs. Resolve

**Description:** Through an overwhelming force of physical might or extraordinary power, you strike terror into the hearts of enemies, causing them to flee from your presence. A warrior might invoke this bane by hurling a boulder while a cyber hacker might achieve the same effect by uploading a hallucinatory virus into an opponent's neuro jack.

**Effect:** On its turn, the afflicted target must use its entire turn to get as far away as possible from you. It cannot use its actions to do anything other than retreat, and it cannot willingly move closer to you while the bane persists.

**Special:** While most banes last until the target actively attempts to resist them, this bane prevents the target from thinking clearly. However, the target's logical mind fights to regain control. As such, at the end of each of its turns, the target receives a resist roll as a free action to break free from this effect. When your target succeeds at a resist roll against this bane, they become immune to all subsequent attempts by you to inflict the bane for the next hour.

When inflicting this bane using Might, you may determine range using the Non-Physical Attack Range table (see Chapter 7: Combat).

## Forced Move

**Power Level:** 2 / 4 / 6 / 8

**Duration:** Instantaneous

**Invocation Time:** 1 Major Action

**Attack:**

Agility vs. Guard  
Energy vs. Guard

Might vs. Guard  
Movement vs. Guard

**Description:** With a forceful blow, magical gust of wind, or telekinetic push, you move your target against its will. This bane is favored among ogres, telekinetists, wind mages, super soldiers, and other characters built to reshape the battlefield to their advantage.

**Effect:** The target is moved a distance against their will, as determined by the bane's power level. The ending location is chosen by the attacker.

**Power Level 2** - The target is moved 5'.

**Power Level 4** - The target is moved 10'.

**Power Level 6** - The target is moved 15'.

**Power Level 8** - The target is moved 20'.

## Immobile

**Power Level:** 1

**Duration:** Resist ends (special) (Fail x 3 = 1 minute)

**Invocation Time:** 1 Major Action

**Attack:**

Agility vs. Guard  
Alteration vs. Guard  
Creation vs. Toughness  
Energy vs. Toughness

Entropy vs. Toughness  
Influence vs. Resolve  
Might vs. Guard  
Movement vs. Guard

**Description:** Whether through grappling, a precise nerve strike, entangling vines, mental compulsion, or a bone-numbing blast of cold, you render your foe incapable of movement. This bane is typical among martial artists, special ops agents, enchanters, and wrestlers.

**Effect:** Your target cannot move from its current space. If you invoked the bane with a Might roll and are within 5' of the target, then both you and the target are immobile in your current space for the duration of the bane (locked in a grapple). While grappling in this manner, you can attempt to inflict this bane again upon the target. If successful, you can move your speed and take the target with you. If this attack fails, you can only move by first releasing the target and ending the bane.

If you invoked the bane with any attribute other than Might, you can move freely while the target remains affected.

You can choose to release the target as a free action, immediately ending the bane.

**Special:** When an affected target succeeds at a resist roll to end this effect, they can move 15' as a free action.

## Incapacitated

**Power Level:** 5 / 7 / 9

**Duration:** Resist ends (Fail x 3 = 1 minute)

**Invocation Time:** 1 Major Action

**Attack:**

Agility vs. Toughness  
Entropy vs. Toughness

Influence vs. Resolve

**Description:** Incapacitation is a catch-all bane for a variety of effects, including total paralysis, sleep, petrification, poison, being knocked out, fainting, or similar conditions that render a character completely helpless. Examples of possible causes of this bane include a martial artist's paralyzing strike, an enchanter's magical song of sleep, paralysis by poison, fainting from extreme heat, suffocation, and the gaze of a medusa.

**Effect:** The target is immobile (can't move from their current space) and unconscious. They have disadvantage 5 on all perception rolls and are incapable of moving. As a result of being completely incapable of movement, an incapacitated character can be the victim of a finishing blow.

**Power Level 5** - The effect can be broken by a moderate disruption, such as a firm shove, a kick, glass of water, loud bang, etc.

**Power Level 7** - The effect can only be broken if the target takes 1 point of damage or more.

**Power Level 9** - The effect cannot be disrupted by external forces. Only the afflicted character's successful resist roll can end the effect.

**Special:** While most banes last until the target actively attempts to resist it, this bane prevents the target from being aware of their affliction and thus prevents them from actively attempting to break free. However, the target's body fights to regain consciousness. As such, at the end of each of its turns, the target receives a resist roll as a free action to break free from the effect. When your target succeeds at a resist roll against this bane, they become immune to all subsequent attempts by you to inflict the bane for the next hour.

## Knockdown

**Power Level:** 1

**Duration:** Instantaneous

**Invocation Time:** 1 Major Action

**Attack:**

Agility vs. Guard  
Energy vs. Guard

Might vs. Guard  
Movement vs. Guard

**Description:** Whether via a thunderous blow from a great axe, an earth shattering bolt of supernatural energy, or a well aimed shove in a direction where the enemy's balance is weak, you knock the target off their feet. Knockdown is a favorite of hulking brutes, telekinetists, martial artists, and earth elementalists.

**Effect:** The target falls prone. Prone targets have disadvantage 1 on all attacks they make. Characters that are prone due to the *knockdown* bane (or any other reason) get +2 to Guard versus Ranged attacks and -2 Guard versus Melee attacks. Standing up from prone requires a move action and costs a character half (round down) of their speed for the round.

## Memory Alteration

**Power Level:** 5 / 6 / 8

**Duration:** Instantaneous

**Invocation Time:** 1 Major Action

**Attack:**

Influence vs. Resolve

**Description:** Warping or controlling the mind is one of the most dreaded powers of enchanters, causing powerful heroes to forget their homes, families, and quests. Memory alteration is often inflicted by mad scientists, necromancers, enchanters, and chronomancers.

**Effect:** You alter the target's memories to an extent based on the power level of the bane.

**Power Level 5** - You temporarily modify a minor aspect of the target's memory. The target automatically regains the lost memory and realizes their confusion 1 hour later.

**Power Level 6** - You permanently erase or alter the last 5 minutes of the target's memory. The target does not know what happened during this time outside of the memories you feed them (including having seen you, if they did). Multiple uses of this bane progressively erase consecutive 5 minute increments.

**Power Level 8** - Instead of the immediate past, you can erase or alter memories from any time.

The memory alteration bane can only be inflicted via a bane attack. Damaging attacks that trigger banes cannot trigger this bane.

This bane confers no special ability to know about a target's memory. The invoker must be aware of the memory either from rumor, personal knowledge, prescience, or other means.

**Special:** When you target an enemy with this bane and your action roll fails to beat the target's Resolve defense, the target is immune to further invocations of this bane from you for the next 24 hours.

## Mind Dredge

**Power Level:** 2 / 4 / 6 / 8 / 9

**Duration:** Resist ends (Fail x 3 = 1 minute)

**Invocation Time:** 1 Major Action

**Attack:**

Prescience vs. Resolve

**Description:** You gaze into the mind of another creature and read their thoughts. The most powerful wielders of this bane can even pry into the distant memories of their subjects. Fortune tellers, psychics, and mentalists all use mind dredge to learn the deepest dreams and darkest secrets of others.

**Effect:**

**Power Level 2** - This power may only target creatures of animal intelligence or lower. You gain access to the target's current thoughts.

**Power Level 4** - This power may target creatures of any intelligence. You gain access to the target's current thoughts.

**Power Level 6** - This power may target creatures of any intelligence. You gain access to the target's current thoughts as well as its recent memories. Initially, you may probe 1 day into the past. For every round that the bane persists, you gain access to an additional day's worth of memories.

**Power Level 8** - This power may target creatures of any intelligence. You gain access to the target's current thoughts as well as its distant memories. Initially, you may probe 1 year into the past. For every round that the bane persists, you gain access to an additional year's worth of memories. Alternatively, you may choose to access the memories associated with a particular place, object, or event.

**Power Level 9** - This power may target creatures of any intelligence. You gain access to the target's current thoughts as well as all of its memories, without limitation by time. Alternatively, you may choose to access the memories associated with a particular place, object, or event.

**Special:** When your target succeeds at a resist roll against this bane, they become immune to all subsequent attempts by you to inflict the bane for the next 24 hours.

## Nullify

**Power Level:** 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8 / 9

**Duration:** Instantaneous

**Invocation Time:** 1 Major Action

**Attack:**

Protection vs. Resolve

**Description:** Through magical power, technological hacking, or similar means, you are able to nullify your enemy's boons. The nullify bane is often used by abjurers, engineers, bards, and similar characters built to neutralize the powers of their enemy.

**Effect:** You cancel a single boon currently in effect if it is of this bane's power level or lower. The invoking power level further impacts the effect as follows:

**Power Level 1** - Cancel a boon of Power Level 1. You can cancel a boon that must be actively invoked. In addition, the target cannot benefit from or have the target boon invoked upon them for 1 minute.

**Power Level 2** - Cancel a boon of Power Level 2.

**Power Level 3** - Cancel a boon of Power Level 3.

**Power Level 4** - Cancel a boon of Power Level 4.

**Power Level 5** - Cancel a boon of Power Level 5.

**Power Level 6** - Cancel a boon of Power Level 6. You can cancel a boon that is permanent, passive, or inherent to the target (e.g. the invisibility of a Will o' Wisp). Effects that would prevent Nullify from being invoked in this way have no effect. In addition, the target cannot benefit from or have the target boon invoked upon them for 1 minute.

**Power Level 7** - Cancel a boon of Power Level 7.

**Power Level 8** - Cancel a boon of Power Level 8.

**Power Level 9** - Cancel a boon of Power Level 9.

**Special:** If the targeted boon covers a large area, you can cancel all of it by targeting any portion of the effect you can see, or multi-targeting a number of 5' cubes you believe it to be in. If the targeted boon is affecting an area rather than a creature, you roll against the CR of the boon instead of a Resolve defense. The CR is  $10 + 2 \times$  the boon's invoked power level.

## Persistent Damage

**Power Level:** 2 / 4 / 6 / 8 / 9

**Duration:** Resist ends (Fail x 3 = 1 minute)

**Invocation Time:** 1 Major Action

**Attack:**

Agility vs. Guard  
Energy vs. Guard

Entropy vs. Toughness

**Description:** Whether by setting the target ablaze, covering them in acid, slicing an artery, or cursing them with a wasting disease, you inflict your foe with a lasting and recurring source of damage. Persistent damage is a favorite among assassins, mad scientists, and elementalists.

**Effect:** At the beginning of the target's turn, before they take any actions, they suffer damage determined by the power level of the bane. This damage automatically bypasses the afflicted character's defenses but it can be reduced by any resistance to damage of a certain type (see the resistance boon). Like all dice rolls, these dice explode.

**Power Level 2** - 1d4 damage per round

**Power Level 4** - 1d6 damage per round

**Power Level 6** - 1d8 damage per round

**Power Level 8** - 1d10 damage per round

**Power Level 9** - 2d6 damage per round

**Special:** Persistent damage comes in a number of different variations: physical damage (bleeding from a vital strike), energy damage (lightning, fire, cold, acid, etc.) and entropic damage (necromantic energy), among others. Each variation has its own cure. When that cure is applied with a major action (either by the afflicted character or another), the target receives a resist roll (as a free action) with advantage 1 to end the effect. The GM has the final word on whether a proposed cure can help a given type of persistent damage, but the following examples can help with arbitration:

- Bleeding damage is cured with a successful roll using Learning, Logic, or Creation.
- Lightning damage is cured by a discharge or grounding of the current.
- Cold damage is countered with warmth, heat, or fire.
- Acid damage is neutralized with alkalizing agents (powder, milk, etc.).
- Fire damage is neutralized with water or smothering.
- Entropic damage is neutralized with extraordinary or magical healing.

This bane may still be resisted in the usual way of using the resist banes action.

## Phantasm

**Power Level:** 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8 / 9

**Duration:** Special

**Invocation Time:** 1 Major Action

**Attack:**

Influence vs. Resolve

**Description:** You create an illusory manifestation to deceive the senses. Some examples include making a meal taste rotten, altering the data on a screen where a user is logging in, creating the sound of a stampede of

horses, hiding allies behind a false wall, or creating an illusion of an intergalactic emperor who can converse intelligibly.

**Effect:** You create a phantasm of your choosing. The power level at which you invoke the bane determines which senses you can deceive as well as the maximum size of your illusion, as follows:

**Power Level 1** - Affect Taste. Manifest a 5' x 5' x 5' area phantasm.

**Power Level 2** - Affect Smell, Sound, or Touch.

**Power Level 3** - Affect Sight.

**Power Level 4** - Manifest a 10' x 10' x 10' area phantasm.

**Power Level 5** - Manifest a 15' x 15' x 15' area phantasm.

**Power Level 6** - Affect All Senses.

**Power Level 7** - Manifest a 20' x 20' x 20' area phantasm.

**Power Level 8** - Manifest a 30' x 30' x 30' area phantasm.

**Power Level 9** - Manifest a 50' x 50' x 50' area phantasm.

Until reaching power level 6, you can combine sensory illusions by adding the required power levels together (e.g., mimicking both sight and sound requires power level 5). While the phantasm persists, you can make logical changes to it freely. For example, an illusory person can speak naturally as you direct it and could be made to fall in response to an attack. However, substantial changes to the illusion (such as transforming a human into a goblin) require a new invocation of the illusion.

**Special:** Unlike other banes, this bane does not work by targeting specific enemies. Instead, your Influence roll for invoking it is compared with the Resolve defense of each character that would perceive the created effect if it were real. If the roll is lower than their Resolve, they perceive none of the phantasm's effects. If the roll is greater than or equal to their Resolve, they perceive the illusory effect you create and react as if it were real.

When mimicking a very specific person, place, or thing that the target is very familiar with, the GM should consider increasing the target's Resolve defense for the purpose of that particular phantasm invocation.

Characters convinced by the phantasm can roll Resist as normal in order to attempt to shake off the bane. If successful, they are no longer deceived by the effect. In addition, you must spend a minor action to sustain the bane during each of your turns. Failing to do so in a given round causes the bane's effects to cease at the end of your turn.

When an affected character succeeds at a resist roll against this bane, they become immune to all subsequent phantasms invoked by you for the next hour.

## Polymorph

**Power Level:** 5 / 6 / 8 / 9

**Duration:** Resist ends (Fail x 3 = 1 hour)

**Invocation Time:** 1 Minute

**Attack:**

Alteration vs. Toughness

**Description:** You alter the size, shape, and composition of the target by causing them to grow, shrink, or assume a completely new form, like that of a sheep or a newt. Polymorph might be accomplished by a druid's curse, a mad scientist's transmogrification ray, or exposure to alien radiation.

**Effect:** Your power level determines the extent to which you can transform your target, as follows. If the target is not a different creature, it uses the Might, Agility, Fortitude, and Perception attribute scores of the new creature.

**Power Level 5** - Polymorph a creature into another creature of the same size. This effect can reduce the target's attribute scores by up to 2. If the new form would have higher attributes, the target becomes an exceptional version of that creature. For example, transforming a deadly sniper with Agility 5 into a clumsy ogre with Agility 0, would leave the target with an Agility of 3 instead of the 0 typical for the new form.

**Power Level 6** - Polymorph a creature into another creature between double and half its size. This effect can reduce the target's attribute scores by up to 3.

**Power Level 8** - Polymorph a creature into another creature between quadruple and one-quarter its original size. Alternatively, transform the target into an object of its original size. This effect can reduce the target's attribute scores by up to 5.

**Power Level 9** - Polymorph a creature into another creature of any size. Alternatively, transform the target into an object of its original size. This effect can reduce the target's attribute scores by up to 7.

In order to keep track of hit points, the target should record the total damage they have suffered. When transforming, damage remains with the character even if their maximum hit points change. For example, Agent Walker has a max HP of 20 but is turned into a sheep and has her Fortitude reduced by 2, leaving her at 16 hit points. During combat, she suffers 10 damage. When she later transforms back into Agent Walker, the 10 damage remains and is subtracted from her new maximum, leaving her with 10 out of 20 hit points. Additionally, if the shift would reduce the target's hit points to less than 1, the target's hit point total becomes 1 instead.

## Provoked

**Power Level:** 4 / 5 / 6 / 7 / 8 / 9

**Duration:** Resist (minor) ends (Fail x 3 = 1 minute)

**Invocation Time:** 1 Minor Action

**Attack:**

Agility vs. Resolve

Creation vs. Resolve

Deception vs. Resolve

Energy vs. Resolve

Influence vs. Resolve

Might vs. Resolve

Persuasion vs. Resolve

Presence vs. Resolve

**Description:** Through a display of awe-inspiring force, intimidation, or leadership, you command attention as the greatest threat, causing others to fear attacking your allies. Examples include a brute smashing the skull of a lesser foe, a gunslinger hurling insults, or a space captain diving into the middle of a swirling melee with plasma blades flashing.

**Effect:** Any attacks made by the target that do not include you as a target suffer disadvantage. If the same target is affected by this bane from multiple sources, as long as their attack includes one of those who targeted them, they are not affected by the penalty. Unlike other banes, your damaging attack against one target can trigger this bane in a different target, provided your roll is greater than or equal to their Resolve defense (that is, by striking one foe, you can provoke another).

**Power Level 4** - The target suffers disadvantage 1 on attacks that do not include you.

**Power Level 5** - The target suffers disadvantage 2 on attacks that do not include you.

**Power Level 6** - The target suffers disadvantage 3 on attacks that do not include you.

**Power Level 7** - The target suffers disadvantage 4 on attacks that do not include you.

**Power Level 8** - The target suffers disadvantage 5 on attacks that do not include you.

**Power Level 9** - The target suffers disadvantage 6 on attacks that do not include you.

**Special:** Resisting this bane is a minor action

When inflicting this bane using Agility or Might, you may determine range using the Non-Physical Attack Range table (see Chapter 7: Combat).

## Sickened

**Power Level:** 5

**Duration:** Resist ends (Fail x 3 = 1 minute)

**Invocation Time:** 1 Major Action

**Attack:**

Entropy vs. Toughness

**Description:** Entropic energy overcomes the target, bombarding their system and inducing nausea that makes self-defense and any kind of action difficult. This bane might stem from a witch's curse, chemical warfare, a powerful poison, or exposure to alien toxins.

**Effect:** The target has disadvantage 1 on all action rolls and -1 to all defenses.

## Silenced

**Power Level:** 2

**Duration:** Resist ends (Fail x 3 = 1 minute)

**Invocation Time:** 1 Major Action

**Attack:**

Agility vs. Toughness      Entropy vs. Toughness

Alteration vs. Toughness      Might vs. Toughness

**Description:** Silence overcomes the target, whether from the warping of sound around the target, or from a physical effect like strangulation or suffocation. The silence bane is a favorite among assassins, sorcerers, engineers, and mad scientists.

**Effect:** If Might, Agility, or Entropy is used to inflict this bane, then the character is suffering strangulation and unable to speak. If the bane is inflicted using Alteration, then all sound within 5' of the target is suppressed through extraordinary means, making their footsteps and the usual clank of belongings they are carrying inaudible.

## Slowed

**Power Level:** 1

**Duration:** Resist ends (Fail x 3 = 1 minute)

**Invocation Time:** 1 Major Action

**Attack:**

Agility vs. Guard  
Energy vs. Guard  
Entropy vs. Toughness

Might vs. Guard  
Movement vs. Guard

**Description:** The target's movement is impaired, either by extreme cold, prolonged heat, poison, or injury to one or both legs. This bane is a favored attack among rogues, ice mages, telekineticsists, and gunslingers.

**Effect:** The afflicted target's speed is reduced to half its current speed, rounded down to the nearest 5' increment. This applies to all movement that is physical (flight, walking, climbing, etc.). If the target is currently under a magical effect that increases speed, the two effects are canceled for the duration that both affect the target.

## Spying

**Power Level:** 5 / 6 / 7 / 9

**Duration:** 10 minutes (special)

**Invocation Time:** 10 Minutes

**Attack:**

Prescience vs. Resolve  
(special)

**Description:** Either through innate extrasensory perception or a special conduit such as a computer terminal, bubbling cauldron, or a crystal ball, you can view the target from a distance.

**Effect:** You can spy on a person or area that you are familiar with. The power level of this bane determines the maximum distance between you and the target. If successfully invoked, you can see and hear everything that goes on within a 60' radius of your target. Anyone within the targeted area who has a Resolve defense score higher than your Prescience action roll to invoke this bane becomes aware of an unseen presence in the area (regardless of whether or not you succeed at the roll). Certain creatures may be able to identify your spying if they are familiar with such powers.

**Power Level 5** - 1 mile or less

**Power Level 6** - 100 miles or less

**Power Level 7** - More than 100 miles, but on the same dimension or plane of reality

**Power Level 9** - Any dimension or plane of reality.

(Peering into certain dimensions may expose you to other dangers at the GM's discretion).

**Special:** When you successfully invoke this bane, at the end of its duration, you can make a Prescience roll to attempt to persist the bane. If successful, the bane persists without requiring the invocation time to be repeated. However, you must retest your new roll against the Resolve scores of those in the targeted area to determine whether or not they can sense your presence.

You can attempt to spy the same target any number of times, but if your action roll fails, that target becomes immune to your spying for 24 hours.

## Stunned

**Power Level:** 4

**Duration:** Resist ends (Fail x 3 = 1 minute)

**Invocation Time:** 1 Major Action

**Attack:**

Agility vs. Toughness  
Energy vs. Toughness

Entropy vs. Toughness  
Might vs. Toughness

**Description:** You disorient the target's senses, causing them to act much less efficiently. Stunning an enemy can be caused by attacks such as a pistol whip to the head, a kick in the groin, and a deafening thunderclap.

**Effect:** During the target's turn, they are limited to either a single major action, a single move action, or a single minor action. Effects that grant additional actions do not circumvent this unless they grant a free action. Note that a target expending its move action to resist this bane will receive the remainder of their usual actions if the resist roll succeeds.

**Special:** This bane has special rules for boss NPCs (See Chapter 8: Running the Game). A boss is only affected by the stunned bane during its normal initiative turn. It may still take all of its boss actions as usual.

## Stupefied

**Power Level:** 7

**Duration:** Resist ends (Fail x 3 = 1 minute)

**Invocation Time:** 1 Major Action

**Attack:**

Influence vs. Resolve

**Description:** The stupefied bane has examples in many stories and legends: a vampire's eyes, a siren's song, and a nymph's beauty are all known to cast a stupor upon the weak-willed. Being stupefied causes a target to be lulled into a false sense of security, tranquility, and pacifism.

**Effect:** The target is in a state of mental fog, lowering their mental defenses. While stupefied, the target's Resolve defense is reduced to 10. In addition, the target has the approximate intelligence of a child. If attacked, it will defend itself until the attack ceases using its natural weapons, but the target will never employ any kind of complex tactic or ability, such as spellcasting. If the target sees fire, it will run away. If it feels pain, it will flee.

**Special:** While most banes last until the target actively attempts to resist it, this bane prevents the target from actively attempting to break free. However, the target's true mind fights to regain control. As such, at the end of each of its turns, the target receives a resist roll as a free action to break free from the effect. Any attack that causes the target mental or physical pain gives the target an additional resist roll to break free from the bane. Also any action that would startle a wild animal (being hit with a rock, slapped on the face, etc.) will also trigger a free resist roll for the target. Unlike other resist rolls, those triggered by damage, fear, and trauma do not count against the target's typically allowed failures of 3, beyond which the duration of the bane would extend. When your target succeeds at a resist roll against this bane, they become immune to all subsequent attempts by you to inflict the bane for the next 24 hours.



## Truthfulness

**Power Level:** 5

**Duration:** 10 minutes (special)

**Invocation Time:** 10 Minutes

**Attack:**

Influence vs. Resolve

**Description:** By controlling the target's mind through compulsion magic, chemical injection, neural probes, or similar means, you render them incapable of lying deliberately. This is a favored bane among enchanters, mad scientists, psychics, and thought police.

**Effect:** The target answers any question asked with honesty, to the best of their knowledge. When compelled to reveal something they would not reveal outside of duress, the target makes a Will roll and you make an Influence roll. If the target's roll is higher than yours, then they resist the bane and the effect ends.

**Special:** When you successfully invoke this bane, at the end of its duration, you can make another Influence roll to attempt to persist the bane. If successful, the bane persists without requiring the invocation time to be repeated.

When a target wins the contested Will vs. Influence roll, you cannot target them with this bane again for 24 hours.

## BOONS LIST

### Absorb Object

**Power Level:** 4

**Duration:** Permanent

**Invocation Time:** 1 Major Action

**Attributes:** Alteration, Movement

**Description:** By restructuring your bodily composition, creating an extradimensional space, utilizing a cybernetic storage implant, or similar means, you absorb an object into your body, leaving it completely hidden from others and ready for access at a moment's notice.

**Effect:** The object remains in place, completely hidden from the perception of others, until the target summons or recalls it (automatically) as a minor action. If anything happens to cancel this boon (such as the nullify bane), the object is immediately shunted out of the target's body as if the object had been withdrawn.

### Animation

**Power Level:** 6 / 8

**Duration:** Permanent

**Invocation Time:** 8 Hours

**Attributes:** Creation, Entropy, Logic

**Description:** You create a being of subhuman intelligence that persists indefinitely and autonomously. It might be a living creature, an undead fiend, a sentient construct, or any similar creation possessing lifelike properties. Examples of this boon in play include a necromancer creating an undead bodyguard, a mad scientist forging a subhuman being from body parts collected from a variety of corpses, and an engineer creating a cyborg from parts collected at a scrap yard.

**Effect:** You are able to create an autonomous being from inanimate material components, such as dirt, bones, water, vines, scrap metal, or sand (the materials used are subject to the GM's discretion). To do so, you must first spend 8 hours completing a ritual, experiment, or similar manufacturing process. After this process is complete, make an action roll to invoke this boon. If successful, the inanimate form is permanently imbued with sentience.

Your ability to animate a creature does not grant you the permanent ability to control it. However, newly animated beings are affected by the charmed bane (see below), and thus treat you more favorably immediately following their creation. The GM, not the player, is responsible for deciding the attributes and abilities of this animated creature and should follow the guidelines established by the "Simple Build" section for creating NPCs in Chapter 8: Running the Game. Creatures created using this boon are typically limited to those of subhuman intelligence, such as zombies, combat droids, and golems.

**Power Level 6** - You can animate a single creature. Your invoking attribute score must be equal to or greater than the highest attribute score of the creature you're animating. With a successful invocation, the creature comes into existence with the charmed (Minor Charm) bane already in effect (no roll is required).

**Power Level 8** - You may choose to animate a group of creatures: Either 10 creatures with a max attribute of 2, 5 creatures with a max attribute of 3, or 2 creatures with a max attribute of 5. In addition, the automatically invoked charmed bane is a Major Charm instead of Minor Charm.

### Aura

**Power Level:** 4 / 6 / 8

**Duration:** Sustains Persists

**Invocation Time:** 1 Major Action

**Attributes:** Alteration, Creation, Energy, Entropy, Influence, Movement, Presence, Prescience, Protection

**Description:** You surround a willing target in an aura that hurts their foes or helps their allies. A shield of gamma radiation that burns attackers, a circle of healing, and an aura of elemental protection are all examples of this boon in action.

**Effect:** An aura extends from a willing target to a distance determined by the power level of this boon:

**Power Level 4** - 5' radius

**Power Level 6** - 10' radius

**Power Level 8** - 15' radius

Choose a single bane or boon which uses the same attribute that you used to invoke Aura. The maximum power level for the chosen bane or boon is one-half the power level of your aura. Your aura radiates the chosen bane or boon as follows:

If the aura radiates a bane, then the target of the aura is not affected by it. All other creatures (friend or foe) who willingly enter the area of the aura or end their turn within it suffer a bane attack to inflict the chosen bane. No creature may be subject to a bane attack from the same creature's aura more than once per round.

**If the aura radiates a boon**, then the target of the aura is also affected by it. The target and all allies who end their turn within the area of the aura automatically gain the chosen boon. Upon leaving the area of the aura, the boon is immediately removed. No creature may gain a boon from the same creature's aura more than once per round.

**Special:** This boon may require special attention and adjudication from the GM, as not all banes and boons may be an appropriate fit for an aura. Telekinesis, for example, is not a boon that can be granted to allies and thus does not work well as an aura.

## Barrier

**Power Level:** 3 / 5 / 7 / 9

**Duration:** Sustain Persists

**Invocation Time:** 1 Major Action

**Attributes:** Creation, Energy, Entropy, Protection

**Description:** You summon forth a wall of thorns, ring of fire, swarm of robotic pests, cloud of entropic fog, or similar barrier to hurt or hinder your foes.

**Effect:** When you invoke this boon, you must use multi-targeting to create a specific area of effect to define the space of your barrier. Upon successful invocation, choose a number of available properties for your wall based on your power level:

**Power Level 3** - Choose 1 property: Damaging (1d4), Obscuring, Hindering

**Power Level 5** - Choose 2 properties: Damaging (1d8), Obscuring, Hindering, Baneful, Mobile

**Power Level 7** - Choose 3 properties: Damaging (1d10), Obscuring, Hindering, Baneful, Mobile, Impassable

**Power Level 9** - Choose 4 properties: Damaging (2d6), Obscuring, Hindering, Baneful, Mobile, Impassable

**Damaging:** A creature who ends its turn within the barrier or willingly enters it, automatically suffers the indicated damage. A creature may only suffer this damage once per round.

**Obscuring:** Creatures cannot see through any part of the barrier or anything within it.

**Hindering:** Creatures move at half speed when travelling within the barrier.

**Impassable:** Creatures and objects cannot move through the barrier. If you place an impassable barrier in a space occupied by a creature, move that creature to the closest position of their choice that is not inside of the barrier. This movement does not provoke opportunity attacks.

**Baneful:** Choose a bane which you can inflict that has a power level less than or equal to the power level of your barrier. When a creature ends its turn within the barrier or willingly enters it, you may immediately make a bane attack against it to inflict the chosen bane. A creature can only be subject to one such bane attack from this barrier per round.

**Mobile:** You may spend a major action to move the barrier up to 30 feet.

## Blindsight

**Power Level:** 5

**Duration:** Sustain Persists

**Invocation Time:** 1 Major Action

**Attributes:** Alteration, Entropy, Perception, Prescience

**Description:** Even in the absence of light you are able to distinguish your surroundings. Some examples of blindsight include tremorsense, echolocation, heat vision, divine insight, or extraordinarily heightened senses.

**Effect:** The target is immune to the blinded bane and they are able to see normally even in conditions of little or no light. Blindsight can also potentially counter invisibility, though the GM will have to decide if the source creating the blindsight is appropriate to counter the source creating the invisible boon.

## Bolster

**Power Level:** 3 / 6 / 8

**Duration:** Sustain Persists

**Invocation Time:** 1 Major Action

**Attributes:** Alteration, Creation, Prescience, Presence

**Description:** You bolster your target's chances of success via inspiration, augmentation, divine blessing, or supernatural insight. Your target becomes more competent than they normally are. You might grant the sight of an eagle, the problem solving skills of an elite computer hacker, or the social grace of a trained courtier.

**Effect:** Choose a single attribute. The target gains advantage on their action rolls with that attribute according to the power level of the boon.

**Power Level 3** - Advantage 1.

**Power Level 6** - Advantage 2.

**Power Level 8** - Advantage 3.

## Darkness

**Power Level:** 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8 / 9

**Duration:** Sustain Persists

**Invocation Time:** 1 Major Action

**Attributes:** Entropy, Influence

**Description:** You create an area of illusory darkness or entropic energy that snuffs out all light. This boon is a favorite among illusionists, shadow casters, psions, and mad scientists.

**Effect:** Choose a space or object within range. Darkness emanates from the target to a radius equal to five feet per power level of the boon. The effect cancels the effect of all natural light within its radius of effect and creatures that depend on light for vision suffer as though they have the blinded bane while in the area of effect. Creatures that do not depend on light for their vision (if they have tremorsense, blindsight, etc.) are unaffected. If the darkness area overlaps an area affected by the light boon, then the one of greater power level supersedes the other. If the power level of both is equal, then they cancel each other out.

## Detection

**Power Level:** 1

**Duration:** Sustain Persists

**Invocation Time:** 1 Major Action

**Attributes:** Prescience

**Description:** You gain extraordinary vision that allows you to see colored auras which correlate to magical, spiritual, or other extraordinary forces. Common examples of this boon include a paladin detecting a suspect's true intentions, a psychic reading the aura of a location, and a cyborg scanning terrain for signs of life.

**Effect:** When calling on this boon, you must choose the type of aura you are detecting: **holy**, **unhol**, **life**, **death**, or **magic**. You can perceive invisible auras pertaining to the chosen type of force and have an approximate sense of their strength (from weak to overwhelming). These auras are usually based on an action that is deliberate, so an otherwise kind shopkeeper would radiate an aura of death for a time after poisoning or killing someone. Even a paladin slaying an evil archmage will give off a radius of death for a time after the killing blow.

**Holy** - Holy energy surrounds extraplanar beings from the heavens or similar good-aligned dimensions where pure goodness is embodied.

**Unhol** - Unholy energy surrounds extraplanar beings from the hells or similar evil-aligned dimensions where pure evil is embodied.

**Life** - Beings from heavenly dimensions, far-future regenerative nanotech, and clerics wielding the power of healing or protection radiate an aura of life for a time after wielding such capabilities.

**Death** - Necromancers, undead, and murderers all radiate an aura of death. For undead, the aura is constant, since the power of death and magic is what animates them.

**Magic** - Extraordinary auras surround objects or places imbued with such effects. Extraordinary creatures who are innately magical, such as a nymph, constantly radiate magic. Natural creatures who wield magic, such as a human wizard, give off an aura only following use of their power.

**Special:** Unlike other boons, this boon cannot target another character. Only the character invoking the boon can see the auras. Additionally, the GM may allow other types of suitable auras to be detected as appropriate to the campaign setting.

## Flight

**Power Level:** 5 / 6 / 8

**Duration:** Sustain Persists

**Invocation Time:** 1 Major Action

**Attributes:** Alteration, Movement

**Description:** By sprouting wings, activating an anti-gravity device, focusing telekinetic power, or similar means, the target takes to the skies.

**Effect:**

**Power Level 5** - The target gains a flight speed of 10'.

**Power Level 6** - The target gains a flight speed of 30'.

**Power Level 8** - The target gains a flight speed of 60'.

If the boon is dispelled while the target is still in flight, they plummet to the ground immediately.

## Genesis

**Power Level:** 1 / 3 / 5 / 7 / 9

**Duration:** Instantaneous

**Invocation Time:** Special

**Attributes:** Creation

**Description:** You create something from nothing. Depending on the power of your invocation, you are able to manifest a wide array of materials, from temporary vegetable matter to permanent crafted goods of remarkable complexity. This boon is commonly invoked by druids to create food or grow plants, and by engineers to jury rig equipment or invent ingenious solutions to complex problems.

**Effect:**

**Power Level 1** - You can create *temporary* non-sentient matter (plants, dirt, water, vines, etc.), anything created in this way deteriorates or decomposes, becoming useless after 1 hour. Using this boon you can create 1 cubic foot of nonliving matter per attribute point of the invoking attribute. The invocation time for this application is 10 minutes.

**Power Level 3** - You can create *permanent* non-sentient matter (plants, dirt, water, vines, etc.). Using this boon you can either create enough food for 1 person or 1 cubic foot of nonliving matter per attribute point of the invoking attribute. The invocation time for this application is 1 hour.

**Power Level 5** - The quantity of *permanent* non-sentient matter (plants, dirt, water, vines, etc.) you can create expands, you can now produce 5 cubic feet per attribute point of the invoking attribute.

**Power Level 7** - You can create *permanent* mundane and organically complex or dense non-sentient matter, such as gems, iron, or marble. The resulting object's value can't be greater than a Wealth Level 2 item. You produce 1 cubic foot of such matter per attribute point of the invoking attribute. The invocation time for this application is 8 hours.

**Power Level 9** - You can create not just raw materials, but *permanent* crafted items - though a craftsman is still required to work anything into an exceptional quality. The invocation time for this application is 8 hours.

## Haste

**Power Level:** 2 / 4 / 6 / 8

**Duration:** Sustain Persists

**Invocation Time:** 1 Major Action

**Attributes:** Alteration, Movement

**Description:** The target moves with extraordinary speed, dodging attacks more deftly and accomplishing actions at an uncanny rate. This may be the result of a chemical injection, psychic enhancement, time-altering magic, or similar means.

**Effect:**

**Power Level 2** - The target's speed is increased by 10'.

**Power Level 4** - The target's speed is increased by 15', and it gains +1 to Guard.



**Power Level 6** - The target's speed is increased by 20', and it gains +2 to Guard. Additionally, the target can make one extra major action on each of its turns. This action cannot be used to perform an interrupt action. If the action requires a roll, it suffers disadvantage 3.

**Power Level 8** - The target's speed is increased by 30', and it gains +3 to Guard. Additionally, the target can make up to two extra major actions on each of its turns. These actions cannot be used to perform an interrupt action. If the target takes 1 extra action that action has disadvantage 3, if they take a 2nd extra action, that action has disadvantage 6.

## Heal

**Power Level:** 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8 / 9

**Duration:** Instantaneous

**Invocation Time:** 1 Major Action

**Attributes:** Creation, Learning, Logic, Presence

**Description:** Healing can be one of two things: the actual mending of wounds and broken bones through sources like medicine, surgery, or supernatural creative life force, or the inspiration of your target to carry on fighting, even in the face of death. This boon is common among clerics, medics, bards, and combat leaders.

**Effect:** Roll dice according to the boon power level below. These dice explode as normal. The target is healed a number of hit points equal to the total roll.

**Power Level 1** - Heal 1d4.

**Power Level 2** - Heal 1d6.

**Power Level 3** - Heal 1d8.

**Power Level 4** - Heal 1d10.

**Power Level 5** - Heal 2d6.

**Power Level 6** - Heal 2d8.

**Power Level 7** - Heal 2d10.

**Power Level 8** - Heal 3d8.

**Power Level 9** - Heal 3d10.

**Special:** This boon does not heal lethal damage.

## Insubstantial

**Power Level:** 7

**Duration:** Sustain Persists

**Invocation Time:** 1 Major Action

**Attributes:** Alteration, Entropy

**Description:** When a creature becomes insubstantial, it is no longer bound by physical barriers. Ghosts, wizards assuming gaseous form, and creatures who blink between dimensions are all exemplars of the insubstantial boon in action.

**Effect:** The target gains the ability to pass freely through all physical barriers as if they were unoccupied spaces. In addition, they gain the ability to freely move in any direction in both the horizontal and vertical planes at their base speed (30' for most characters). While insubstantial, the target becomes immune to all attacks that target either Guard or Toughness. However, they also cannot deliver any attacks that target Guard or Toughness. If concentration is interrupted or the boon ends while the target is inside of a solid structure, then the target is forcibly transported to the alternate plane

they were traveling by way of at the time (typically an alternate dimension or plane).

## Invisible

**Power Level:** 5 / 6

**Duration:** Sustain Persists

**Invocation Time:** 1 Major Action

**Attributes:** Alteration, Influence

**Description:** The target vanishes from the visible spectrum, either by bending light, creating an illusion, or stepping into an extradimensional space between the fabric of the planes. This boon is a favorite of special ops agents, illusionists, shadow dancers, inventors, and similar characters.

**Effect:** Light passes through the target, making them translucent, however their physical form distorts and refracts light in a way that only the keenest sight can perceive. The target gains advantage according to the boon's Power Level on Agility rolls to hide. If completely still, this bonus is doubled. The target's Guard defense is increased against melee and ranged attacks, though it is unchanged against area attacks. When making an attack against target's that can't see you, their Guard defense is reduced. You cannot be the target of opportunity attacks unless the enemy can see you through non-visual means.

**Power Level 5** - Advantage 3 to hide, +3 to Guard against ranged and melee attacks, and -2 to Guard for targets that can't see you.

**Power Level 6** - Advantage 5 to hide, +5 to Guard against ranged and melee attacks, and -4 to Guard for targets that can't see you.

## Life Drain

**Power Level:** 5

**Duration:** Sustain Persists

**Invocation Time:** 1 Major Action

**Attributes:** Entropy

**Description:** Like the bite of a vampire, the soul draining touch of a black mage, or the life sucking ray gun of a mad supervillain, this boon allows the target to steal the very lifeforce of their foes.

**Effect:** While this boon persists, the target heals half (round up) of the damage they inflict with each attack. If an attack damages multiple foes, the target of this boon heals based on the total damage inflicted against all foes.

## Light

**Power Level:** 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8 / 9

**Duration:** Sustain Persists

**Invocation Time:** 1 Minor Action

**Attributes:** Creation, Energy

**Description:** Whether through magical summoning, energy manipulation, or some other means, you illuminate an area with a bright light. An android activating its head lamp, a fire mage creating a dancing torch flame, and an alchemist cracking a glow globe are all examples of this boon in play.

**Effect:** Choose a space or object within range. Extraordinary light emanates from the target to a radius



equal five feet per power level of the boon. If the light area overlaps an area affected by the darkness boon, then the one of greater power level supersedes the other. If the power level of both is equal, then they cancel each other out.

## Precognition

**Power Level:** 1 / 3 / 5 / 7

**Duration:** 1 round

**Invocation Time:** 1 Minute

**Attributes:** Prescience

**Description:** You peer into the future to gain insight into a course of action, an event, a person, or a place. Examples of this boon include a fortune teller throwing the bones, a superhuman detective analyzing evidence, a priest consulting a higher power for direction, and an advanced artificial intelligence calculating every possible outcome of a complex assortment of variables.

### Effect:

**Power Level 1** - The target asks a question about a course of action they plan to take within the next five minutes. The GM communicates the insight through vague symbols, impressions, or a single word such as "favorable" or "unfavorable".

**Power Level 3** - The target asks a question about a course of action they plan to take within the next hour. The GM communicates the insight through vague symbols, impressions, or a single word such as "favorable" or "unfavorable".

**Power Level 5** - The target asks a single question about a particular event, decision, person, place, etc. The GM provides a meaningful (not vague, but still brief) explanation in one or two sentences that is a direct response to the knowledge the target seeks. Only one question can be asked about a given subject each week.

**Power Level 7** - The target can choose a particular event, decision, person, place, etc. After invoking this boon, the target begins to have extraordinary encounters (visions, trances, dreams, etc.) through which the GM will provide the target with detailed information about the subject of your prescience. You can only maintain one such subject at a given time, however concentration is not required to maintain this state, it is perpetuated until you either choose to end it, or you choose to shift your focus.

## Reading

**Power Level:** 5 / 6 / 7 / 8 / 9

**Duration:** Sustain Persists

**Invocation Time:** 1 Major Action

**Attributes:** Prescience

**Description:** Through divination magic, extrasensory perception, or far-future forensic technology you analyze an object or place, gaining the ability to read residual information from it and know what has occurred in its vicinity in the past. This boon is common among psychics, detectives, and specialized hunters.

**Effect:** When you successfully invoke this boon, you gain information from a target object or place as follows:

**Power Level 5** - The target can read vague ideas and impressions to learn what took place near the object or place within the past hour.

**Power Level 6** - The target can see a vivid vision, similar to a recording, of what took place near the object or place within the last hour.

**Power Level 7** - The target can ascertain the most recent owner of the object or the people who have most recently been in a place. This knowledge grants enough information for your target to use the spying bane to locate or view those identified.

**Power Level 8** - Choose one: The target sees a vision of the most recent significant event that took place in close proximity to the object or place - OR - the target asks whether or not a specific event is impressed upon the object or place.

**Power Level 9** - The target is able, given sufficient time, to access all memories impressed upon the object or place. You must maintain concentration, with each 10 minutes yielding a new vision from the object's or place's past. The GM determines the order in which the information is revealed. At the GM's discretion, concealed or particularly distant memories may require a much longer time to discover.

## Regeneration

**Power Level:** 1 / 3 / 5 / 7 / 9

**Duration:** Sustain Persists

**Invocation Time:** 1 Major Action

**Attributes:** Alteration, Creation

**Description:** The target gains an extraordinary ability to heal their wounds. Examples of this include the supernatural regeneration of a troll, a super soldier's adrenal biomod, or the ability to channel energy that results in continuous healing. Regardless of the source, wounds close before the very eyes of an onlooker.

**Effect:** While the regeneration boon is sustained, the target heals hit points at the beginning of each of the *boon invoker's* turns. The amount of healing is determined by the power level of the boon.

**Power Level 1** - 1d4

**Power Level 3** - 1d6

**Power Level 5** - 1d8

**Power Level 7** - 1d10

**Power Level 9** - 2d6

**Special:** This boon does not heal lethal damage.

## Resistance

**Power Level:** 3 / 5 / 7 / 9

**Duration:** Sustain Persists

**Invocation Time:** 1 Major Action

**Attributes:** Alteration, Energy, Movement, Protection

**Description:** Whether through a magical force field, an elemental wall, self-attaching body armor, or a temporary mutation, the target becomes resistant to the effects of damage from a certain type of attack. This boon is common among abjurers, engineers, telekinetists, and elemental mages.

**Effect:** When the boon is invoked, the invoker chooses



one type of attack and the target gains resistance to that type. The types include precise, forceful, fire, cold, lightning, acid, influence, and entropy (other types may be approved by the GM). The effect of the resistance is determined by the power level of the boon (the following are not cumulative):

- Power Level 3** - The target's defense scores are increased by 3 against the chosen attack type.
- Power Level 5** - The target's defense scores are increased by 6 against the chosen attack type.
- Power Level 7** - The target's defense scores are increased by 9 against the chosen attack type.
- Power Level 9** - The target is immune to damage and harmful effects from the chosen attack type.

## Restoration

**Power Level:** 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8 / 9

**Duration:** Instantaneous

**Invocation Time:** 1 Major Action

**Attributes:** Creation, Protection

**Description:** By invoking protective magic, creative force, or similar powers, you cancel all harmful afflictions that are affecting your target. Examples of this boon in action include a cleric breaking enchantments, an engineer deploying a team of rescue bots, or a combat medic applying advanced medical techniques.

**Effect:** You can dispel all banes affecting your target of a power level less than or equal to the level at which you invoke this boon.

- Power Level 1** - Dispel banes of Power Level 1 or less.
- Power Level 2** - Dispel banes of Power Level 2 or less.
- Power Level 3** - Dispel banes of Power Level 3 or less.
- Power Level 4** - Dispel banes of Power Level 4 or less.
- Power Level 5** - Dispel banes of Power Level 5 or less.
- Power Level 6** - Dispel banes of Power Level 6 or less.
- Power Level 7** - Dispel banes of Power Level 7 or less.
- Power Level 8** - Dispel banes of Power Level 8 or less.
- Power Level 9** - Dispel banes of Power Level 9 or less.

**Special:** You can dispel banes of a power level beyond your power level of this boon. In order to do so, you must invoke this boon using an action roll (i.e., it is not compatible with the automatic success granted by the *boon focus* feat). The Challenge Rating to dispel a bane in this manner is equal to 20 + twice the bane's power level. So, for example, a power level 9 bane can be dispelled on a roll of 38 even if the invoker does not have an attribute score of 9.

## Seeing

**Power Level:** 4 / 5 / 6

**Duration:** Sustain Persists

**Invocation Time:** 1 Major Action

**Attributes:** Prescience

**Description:** You are able to see through the eyes of a willing ally. This power might stem from a psychic link, cybernetic implant, or magical enchantment.

**Effect:** For as long as you concentrate, you can see through the eyes of the target, a willing ally. The target

can be any friendly creature, including animals, beasts, and humanoids. The distance of the connection depends on the power level of this boon.

**Power Level 4** - The ally must be within 100'.

**Power Level 5** - The ally must be within 1 mile.

**Power Level 6** - The ally must be anywhere on the same plane of existence.

**Special:** If your action roll to invoke this boon fails, that ally cannot be targeted for 1 hour.

## Shapeshift

**Power Level:** 2 / 3 / 4 / 5 / 6 / 7 / 8

**Duration:** Sustain Persists

**Invocation Time:** 1 Major Action

**Attributes:** Alteration

**Description:** A target's physical structure is temporarily altered, allowing it to assume the form of potentially any creature no matter how fantastic or exotic. Common examples of shapeshifting include lycanthropes (such as werewolves), amorphous alien lifeforms, doppelgangers, and certain types of druids.

**Effect:** The target transforms into a creature whose highest attribute is less than or equal to your Alteration score. With the exception of Alteration, all of the target's extraordinary attribute scores drop to zero, and they acquire the Agility, Fortitude, Might, and Perception attributes of the new form. The GM, not the player, is responsible for deciding the attributes and abilities of creature. It is recommended that this creature follow the guidelines established by the "Simple Build" section for creating NPCs in Chapter 8: Running the Game.

In order to keep track of hit points, the target should record the total damage they have suffered. When transforming, damage remains with the character even if their maximum hit points change. For example, Vera has a max HP of 20 but is turned into a dragon and her Fortitude increases from 5 to 9, increasing her hit points to 28. During combat, she suffers 10 damage. When she later transforms back into her human form, the 10 damage remains and is subtracted from her new maximum, leaving her with 10 out of 20 hit points. Additionally, if the shift would reduce the target's hit points to less than 1, the target's hit point total becomes 1 instead.

Limitations are applied starting at power level 2 and are gradually removed at higher power levels:

**Power Level 2** - The new form cannot be a different size than that of the target. It must possess similar physiology to the target. Examples of different physiology classifications include animals, plants, elementals, and oozes. This list is not exhaustive, and the GM has final say as to what forms are allowed. The target does not gain alternate forms of movement (flight, swimming, climbing, burrowing, etc.). The target does not gain extraordinary attributes of the new form (hence, they cannot inflict banes that rely on the creature's extraordinary attributes).

**Power Level 3** - Shapeshift into a creature between half and double the target's original size. Gain any non-flight movement modes of the new form.

**Power Level 4** - Shapeshift into a creature between one quarter and quadruple the target's original size.

**Power Level 5** - Gain the flying movement mode of the new form, if applicable.

**Power Level 6** - Shapeshift into a living creature of a different physiology, such as an elemental, ooze, or a plant.

**Power Level 7** - Gain all extraordinary attributes possessed by the new form. If both forms have an Alteration attribute, the target chooses between the two scores.

**Power Level 8** - Shapeshift into a creature of any size.

**Special:** Shapeshifting into a specific creature (attempting to impersonate them) requires a Deception action roll which is opposed by Perception attribute of anyone who sees the shapeshifted creature. In addition, at power levels 4 and lower, the target does not gain mastery over any special movement modes granted by the new form. As such, the movement speed is cut in half for movement modes not native to the original form, and the GM may rule that certain actions, such as swimming in combat, suffer disadvantage on relevant action rolls.

## Summon Creature

**Power Level:** 4 / 5 / 6 / 7 / 8 / 9

**Duration:** Sustain Persists

**Invocation Time:** 1 Focus Action

**Attributes:** Alteration, Creation, Entropy, Energy

**Description:** You summon forth a creature to assist your cause, whether they are animals called from the wild, undead minions built from the remains of your foes, or worker bots constructed of spare parts from a salvage yard. This boon is favored by druids, conjurers, engineers, necromancers, and mad scientists.

**Effect:** You create or summon a temporary NPC companion that is under your control, though of limited intelligence. Your minion's statistics are determined by the power level of this boon. You may assign the attributes as you see fit among the following: Agility, Fortitude, Might, Perception, Energy, and Entropy. Their attributes do not affect their hit points or defenses.

Power Level	Hit Points	Defenses	Attributes
4	4	11	2, 1, 1
5	5	12	3, 2, 2
6	6	13	4, 3, 3
7	7	14	5, 4, 4
8	8	15	6, 5, 5
9	9	16	7, 6, 6

Your minion cannot act on the turn that it is summoned. On each of your following turns, your minion acts on your initiative count according to your direction, receiving the usual assortment of actions. Your maximum number of summoned creatures is equal to your invoking attribute score. Feats and other abilities cannot increase this limit.

**Special:** These minions cannot be healed if they reach zero hit points. They are permanently dead. Additionally, creatures summoned by this boon cannot invoke it. Multi-targeting for this boon does not work as it does for other boons. You may use a single invocation to summon multiple creatures. For each additional creature summoned beyond the first, you suffer an additional disadvantage 2 on your action roll to invoke. Any effect that modifies multi-targeting penalties will work as normal in offsetting this disadvantage.

## Sustenance

**Power Level:** 3 / 4 / 5 / 7 / 9

**Duration:** 24 hours

**Invocation Time:** 1 Major Action

**Attributes:** Alteration, Creation, Protection

**Description:** You protect the target from environmental dangers or suspend their usual biological needs. Examples include sprouting gills to allow for underwater breathing, calling on a divine power to be sustained without food, and using far-future biomodifications to endure extreme cold.

**Effect:** You protect the target from one environmental danger, biological need, or similar condition. The power level of this boon determines the type of conditions you may protect against.

**Power Level 3** - Target is unaffected by a chosen type of hostile climate. Examples include heat, cold, and radiation.

**Power Level 4** - Target can sustain a single biological need from an alternate source, such as by breathing the oxygen found in water, drinking from an irradiated stream, or eating food not normally edible.

**Power Level 5** - Target can subsist without the essential nourishment periodically required for sustenance, such as food or water.

**Power Level 7** - Target can subsist without the most critical nourishment, that which is typically consumed on a moment-to-moment basis, such as air.

**Power Level 9** - Target is unaffected even when cut off from all biological necessities, including warmth, water, air, food, and any other biological need.

**Special:** You may only have one instance of this boon in effect at any given time. As soon as you invoke it, any previous invocations are immediately cancelled.

## Telekinesis

**Power Level:** 3 / 5 / 7 / 9

**Duration:** Sustain Persists

**Invocation Time:** 1 Major Action

**Attributes:** Movement

**Description:** You reach out and assume control of an unattended inanimate object. This may stem from latent psychic ability, magical manipulation of the element of air, anti-gravity technology, or similar sources.

**Effect:** Immediately upon invoking the boon, and again each round when you sustain the boon, you may move the target object up to 5' times your invoking attribute score. As part of moving an object, you may also manipulate it (for example, turning a door knob or opening a coin purse). A new invocation of this boon must be attempted whenever you wish to target a different object. The power level of the boon determines the size and weight of the objects you may target:

**Power Level 3** - The object must be smaller than a 1' cube or lighter than 10 pounds.

**Power Level 5** - The object must be smaller than a 5' cube or lighter than 100 pounds.

**Power Level 7** - The object must be smaller than a 10' cube or lighter than 1,000 pounds.

**Power Level 9** - The object must be smaller than a 20' cube or lighter than 10,000 pounds.

## Telepathy

**Power Level:** 3 / 5 / 6, 7

**Duration:** Sustain Persists

**Invocation Time:** 1 Major Action

**Attributes:** Influence, Prescience

**Description:** You reach out mentally to a willing target and speak wordlessly with thought-to-thought communication. Examples of this boon in action include a psychic who can connect with the minds of others and a far future artificial intelligence capable of passing information to other beings through the vibration of quantum strings.

**Effect:** You and the target can communicate with each other simply through thought. Note that this telepathy does not bestow intelligence upon creatures, so you could not use it to communicate with a squirrel unless you already possessed other means of doing so.

Additionally, telepathy does not bypass language barriers, so you would need to already speak the language of your target.

**Power Level 3** - You can communicate telepathically with a single creature of animal-level intelligence or lower. Keep in mind that it can only communicate concepts with you that it can understand.

**Power Level 5** - You can communicate telepathically with a single creature of humanoid intelligence.

**Power Level 6** - You can create a mental relay between yourself and up to five other creatures allowing each of them to communicate with the rest of the group simultaneously.

**Power Level 7** - You can communicate telepathically with any number of creatures that you can see.

## Teleport

**Power Level:** 3 / 5 / 7 / 9

**Duration:** Instantaneous

**Invocation Time:** 1 Move Action

**Attributes:** Movement

**Description:** You are able to instantly move yourself or an ally from one place to another, either by stepping into an intermediate realm, deconstructing and reforming a physical body, transporting magically, or similar means.

**Effect:**

**Power Level 3** - Teleport the target to any unoccupied space within 5 feet per Movement attribute score as long as you can naturally see the destination.

**Power Level 5** - Your teleportation range is unchanged, but you can now teleport your target to spaces that you can't see. If you choose an occupied space, your target lands in the nearest adjacent space (roll randomly to decide if there are multiple options) and your target is stunned for 1 round (a resist roll is not needed to end the effect).

**Power Level 7** - You can opt to take longer in invoking the boon. If you choose to do so, for each minute of invocation (delay before making your action roll) you can teleport the target 1 mile, up to a maximum number of miles equal to your Movement attribute score. While the distance is greater, this mode is also dangerous, as a misunderstanding of direction or geography can put your target many miles in an unfavorable direction. You simply choose a direction (relative to your starting location) and teleport your target a number of miles equal to your Movement score. During invocation, you must spend a focus action each turn until the invocation time passes.

**Power Level 9** - Using the same longer invocation time for power level 7, you can now teleport your target to any location without range limit, provided you have personally seen (through magical or normal means) the destination.

## Tongues

**Power Level:** 5 / 6

**Duration:** Sustain Persists

**Invocation Time:** 10 Minutes

**Attributes:** Prescience

**Description:** You or an ally temporarily gains the ability to read, write, and speak languages that they are otherwise unfamiliar with. This ability may come by channeling interplanar spirits, tapping the power of a super intelligence, making deductions based on an extraordinary understanding of the science of communication, or similar means.

**Effect:**

**Power Level 5** - Your target can understand and speak a language of your choice.

**Power Level 6** - Your target can read a language of your choice.

## Transmutation

**Power Level:** 3 / 5 / 7 / 8 / 9

**Duration:** Sustain Persists

**Invocation Time:** 1 Minute

**Attributes:** Alteration

**Description:** You are able to change the size, shape, and composition of physical matter that you touch. Transmute rocks to gold, a wall into a door, or a lump of metal into a loaded gun. This boon is favored among druids, transmuters, engineers, and mad scientists.

**Effect:** Your power level determines the types of matter

you can transmute as well as the duration of the effect. The duration is either *temporary* or *permanent*. A **temporary** transmutation must be sustained every round. A **permanent** transmutation does not have to be sustained and persists until some other effect would cancel it. The maximum volume of matter you can transmute is on 5 cubic feet multiplied by your attribute score.

**Power Level 3** - *Temporarily* transmute an object into another object of the same size and weight.

**Power Level 5** - *Temporarily* transmute an object into another object of the same size and 50% greater or lesser weight. *Temporarily* transmute an object into another object of the same weight and 50% greater or lesser size.

**Power Level 7** - *Permanently* transmute an object into another object of the same size and weight.

*Temporarily* transmute an object into another object of the same size and 200% greater or lesser weight. *Temporarily* transmute an object into another object of the same weight and 200% greater or lesser size.

**Power Level 8** - *Permanently* transmute an object into another object of up to 200% difference in size and/or weight. *Temporarily* transmute a simple object into a mundane object of notable complexity. The resulting object must be of Wealth Level 2 or less.

**Power Level 9** - *Permanently* transmute a simple object into a mundane and complex one. The resulting object must be of Wealth Level 2 or less.

## Truesight

**Power Level:** 5 / 6 / 7 / 8 / 9

**Duration:** Sustain Persists

**Invocation Time:** 1 Major Action

**Attributes:** Prescience

**Description:** You grant yourself or an ally the ability to perceive that which cannot be detected with mundane senses, piercing impediments that would block or deceive normal sight, including darkness, solid objects, illusions, and even the barrier between alternate planes of reality. This power may stem from extrasensory perception, divine blessing, cybernetically enhanced senses, or similar means.

### Effect:

**Power Level 5** - The target sees the presence of extraordinary effects such as magic, cloaking technology, and other effects that could be seen through extra-visual perception. In addition, this boon grants advantage 1 on rolls used to detect mundane concealment such as hidden passages, furniture with hidden storage, and concealed traps or other hazards.

**Power Level 6** - The target's extraordinary sight pierces natural and magical darkness.

**Power Level 7** - The target's extraordinary sight pierces through all illusory effects, allowing them to see a *phantasm* for what it is.

**Power Level 8** - The target can see through solid objects and their natural visual range is unhindered by them.

**Power Level 9** - The extraordinary sight enables the target to peer into alternate planes or dimensions. They can see into dimensional pockets and other planes that overlap with the one they are currently on. In addition, the target's visual range becomes supercharged.



# CHAPTER 4: FEATS

In this chapter, you'll find complete descriptions of all of the feats available to customize your character in Open Legend. Feats are used to define your character's specializations—the actions, tasks, and abilities they excel at beyond all others. Some feats will enhance your major actions, such as by allowing you to multi-attack with reduced disadvantage, while others will grant you completely new powers, such as the ability to change your shape.

## ACQUIRING FEATS

During your adventures, the GM will award you Experience Points (or XP) for accomplishing quests and driving the story forward. Every time you gain a point of XP, you also gain one feat point that can be used to purchase new feats just as you did during character creation. You do not have to spend these feat points when you gain them. You can feel free to save any unused feat points to be used at a later time.

## READING A FEAT DESCRIPTION

Each feat description includes the following elements.

**Title.** The name of the feat. Some feats contain multiple tiers, rising in power with each new tier. If a feat contains multiple tiers, these will be indicated in parentheses after the title (e.g., “Alternate Form (I - II)”).

**Cost.** This is the number of feat points required to purchase the feat. If the feat has multiple tiers, the cost is the same for each tier and must be paid every time the feat is purchased at a new tier *unless otherwise noted in the feat description*. So, to access the Tier 5 ability of a feat, you must pay for the feat 5 times. If a feat does not have a noted exception it can only be purchased once.

**Prerequisites.** Many feats have specific requirements that must be met before a character can purchase the feat. Prerequisites may take the form of a minimum attribute score, another feat, or a special requirement. If a feat has multiple tiers with different prerequisites, the requirements for each tier are separated by a slash.

**Description.** This entry simply provides a general idea of what the feat could look like in the story. Because feats generally provide mechanical benefits that aren't tied to specific sources, you can interpret the look and feel of your feat in a way that best fits your character concept and campaign setting. For example, a paladin in a typical fantasy setting might use the *companion* feat to enlist the assistance of a noble squire, while a technologist in a futuristic campaign might use the same feat to create an automaton combat droid. In both cases, the feat functions the same even though it is described differently.

**Effect.** This entry indicates the mechanical effects of the feat on the rules of the game.

## FEATS LIST

### Alternate Form (I - II)

**Cost:** 3 points

**Prerequisites:**

**Tier 1 - 2:** None

**Description:** You have the ability to transform from one persona to another, whether that be through bodily transformation like a werewolf or through exterior mechanisms, such as a cybernetically enhanced soldier who can call forth a symbiotic mech suit.

**Effect:** Upon taking this feat, you build a single alternate form using the normal character creation rules, though your attribute and feat points are determined by your tier in this feat:

**Tier 1** - Half of your primary form's attribute points (rounded up), and 3 feat points.

**Tier 2** - Same attribute points as your primary form, and 3 feat points less than your primary form.

Whenever your primary form gains new attribute points or levels up, your alternate form also gains points according to the above formulas.

As a focus action, you may change between any two forms (including your primary form or any alternate form). You maintain this capability in all of your forms.

Each form is treated as a completely different character for mechanical purposes - possessing different attributes, feats, perks, flaws, and other defining characteristics. Your alternate form does, however, retain the ability to transform back into your primary form.

In order to keep track of hit points, you should always record the total damage that your character has suffered. When transforming, your damage remains with you even if your maximum hit points change. For example, Dr. Jekyll has a max HP of 15 and Mr. Hyde has a max HP of 30. During combat, Mr. Hyde suffers 10 damage. When he later transforms back into Dr. Jekyll, the 10 damage remains and is subtracted from his new maximum, leaving the doctor with 5 out of 15 hit points.

Additionally, when changing forms, if your hit points would be reduced to less than 1, your hit point total becomes 1 instead.

**Special:** When selecting feats for your alternate form, you may not select the *Alternate Form* feat.

With GM approval, you may take this feat multiple times. If you do, you get access to an additional form. Multiple Alternate Forms can be a powerful way of accumulating new feat points and attributes. The GM should prevent players from exploiting the feat to create an overly powerful character.

## Area Manipulation (I - U)

**Cost:** 1 point

**Prerequisites:**

**Tier 1 - 5:** None

**Description:** Whether unloading your assault rifle on full-automatic or hurling a ball of flame, you are exceptionally precise at choosing targets for area attacks, allowing you to avoid allies who would otherwise be caught in the line of fire.

**Effect:** For each tier of this feat you possess, you can omit a single 5-foot square from being targeted as part of an area attack.

## Armor Mastery (I - II)

**Cost:** 3 points

**Prerequisites:**

**Tier 1 - 2:** None

**Description:** Whether you are a heavily armored mechanized knight or a nimble rogue in studded leather, you and your armor are one. Your training and experience at wearing armor allows you to maximize its protection and minimize its drawbacks.

**Effect:** Your training allows you to sleep in armor without gaining one level of the *fatigued* bane. In addition, while wearing armor, you gain the following benefits:

**Tier 1** - The Fortitude prerequisite for wearing armor is reduced by 1. When wearing armor, you get a +1 armor bonus to your Guard defense.

**Tier 2** - The Fortitude prerequisite for wearing armor is reduced by 2. When wearing armor, you get a +2 armor bonus to your Guard defense. Any movement penalty is reduced by 5'.

## Attack Redirection

**Cost:** 3 points

**Prerequisites:**

**Tier 1:** Defensive Reflexes II

**Description:** You are adept at redirecting your enemy's attacks. Whether using fancy footwork, magical force, or tactical superiority, you know how to force your enemy to attack unintended targets.

**Effect:** When you make a defend action and your roll exceeds the attacker's action roll, you can choose to redirect the attack to a target that is neither you, nor the attacker. The original attack roll does not change, only the target. If the attack was a melee attack, you can redirect it to anyone within 5' of you (as opposed to within 5' of the attacker).

## Attack Specialization (I - III)

**Cost:** 3 points

**Prerequisites:**

**Tier 1 - 3:** Agility 3, Might 3, or Any Extraordinary 3

**Tier 4 - 6:** Agility 5, Might 5, or Any Extraordinary 5

**Tier 7 - 9:** Agility 7, Might 7, or Any Extraordinary 7

**Description:** Like a samurai who masters the art of the katana or an elementalist who specializes in summoning flame, you are so well trained with a particular form of attack that you can devastate foes with much more skill than the average combatant.

**Effect:** When you take this feat, select one weapon or attack type. You gain advantage 1 per tier of this feat for any *damaging* attack made with your chosen attack type. This bonus does not apply to bane attacks or boon invocations. Examples of attack types you can choose to specialize in include fire, cold, lightning, acid, poison, entropy, and force - though this list is not exhaustive.

**Special:** In addition to purchasing multiple tiers of this feat, you may take this feat multiple times and select a new weapon or attack type each time. Your total advantage to an attack is equal to your tier for that particular weapon or attack type. For example, a character might have Attack Specialization II (Fire) for fire attacks and Attack Specialization IV (Longsword) for long sword attacks.

## Attribute Substitution (I - II)

**Cost:** 2 points

**Prerequisites:**

**Tier 1 - 2:** None

**Description:** Your prowess in an extraordinary, mental, or social attribute is linked in a way that empowers another attribute of your character, allowing you to use that attribute for tasks normally reserved for another. Examples of Attribute Substitution in play include a martial artist who is physically weak but capable of using internal chi to throw and disable opponents, an anatomical genius who uses logic to make vital strikes rather than their agility, or a gunslinger whose deadshot aim is the result of a dark pact.

**Effect:** When you take this feat, you create a permanent link between two attributes: one stronger (the primary attribute) and one weaker (the dependent attribute). You may use your primary attribute in place of the dependent attribute for different purposes depending on which tier of the feat you have:

### Tier 1

- Making non-attack, non-defend, non-invocation action rolls
- Calculating hit points, defenses, and other secondary statistics
- Meeting feat prerequisites
- Other situations at the GM's discretion

### Tier 2

- Making attack and defend action rolls
- Invoking banes and boons

The relationship formed by your two attributes is subject to case-by-case approval and must be approved by the GM first. The link must be logical and consistent with the story you are trying to tell. For example, a brawler who substitutes their Logic for their Might to represent their ability to use leverage in grappling rather than strength would likely not get to use their Logic score for an attempt to bend the bars on a prison cell.



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Furthermore, the GM should prevent players from creating illogical substitutions that are purely aimed at making their characters unreasonably powerful. Two examples of proper uses of this feat include a calculating warrior who studies angles, leverage, and physics to substitute Logic for Might, or a gunslinger who channels dark energy, giving her deadshot accuracy and substituting Entropy for Agility.

## Bane Focus

**Cost:** 3 points

**Prerequisites:**

**Tier 1:** Ability to invoke the chosen bane

**Description:** You are specialized in the use of a particular bane that is iconic to your character. Perhaps you are a martial artist known for your stunning strikes, a sniper who knows how to slow a target's escape, or a fire mage who sets enemies ablaze with persistent burning damage.

**Effect:** Choose a bane that you can invoke. When your roll on a damaging attack exceeds the target's defense by 5 or more (as opposed to the usual 10), you can inflict this bane for free. Each attack is still only capable of inflicting a single bane. Furthermore, when making a bane attack to inflict your chosen bane, you gain advantage 2 on the bane attack roll.

**Special:** You may take this feat multiple times. Each time you do, choose a different bane.

## Battle Trance

**Cost:** 3 points

**Prerequisites:**

**Tier 1:** Fortitude 3 or Will 3

**Description:** You can enter a heightened mental state of combat readiness, in which your body is strengthened and your mind transcends fear and pain. Examples include a raging barbarian or an unstoppable samurai with laser focus in the heat of battle.

**Effect:** As a free action on your turn, you may enter a battle trance. While entranced, you have advantage 1 on all attacks. Additionally, your Toughness and Resolve defenses are increased by 3. If your total armor bonus is less than 3, it becomes 3. If you take three consecutive turns without making an attack roll against an enemy creature, the battle trance ends. When the battle trance ends, you automatically suffer 1 level of the *fatigued* bane.

## Battlefield Opportunist (I - U)

**Cost:** 2 points

**Prerequisites:**

**Tier 1 - 5:** Agility 4 or Might 4

**Description:** Your battlefield prowess allows you to capitalize on windows of opportunity that others don't notice, making you far more deadly in melee combat. Whether you wield an axe, plasmablade, or your bare fists, foes struggle to maneuver around or away from you.

**Effect:** You may make an additional opportunity attack per round for each tier of this feat you possess. You can only make one opportunity attack per triggering action (e.g., you cannot make multiple attacks against the same foe when they leave your threatened space).

## Battlefield Punisher

**Cost:** 3 points

**Prerequisites:**

**Tier 1:**

Agility 5, Might 5, or any Extraordinary 5  
Battlefield Retribution

**Description:** Not only can you deal out retributive damage, you can devastate your opponents with a signature secondary effect. Examples of this feat in action include a stalwart paladin who knocks foes prone, a ninja who blinds enemies, or a telekinetic psychic who hurls attacks away.

**Effect:** Choose a bane you can inflict. Any time you use the defend action with an attribute that could inflict the chosen bane and deal 10 damage via the Battlefield Retribution feat, you may choose to automatically afflict the attacker with the chosen bane.

## Battlefield Retribution

**Cost:** 2 points

**Prerequisites:**

**Tier 1:** Agility 4, Might 4, or any Extraordinary 4

**Description:** You are a master of the counter attack. This might take the form of deftly redirecting a strike back upon the attacker or even energetic feedback from an extraordinary barrier that damages the attacker. Your prowess on the battlefield allows you to not only intercept attacks but also decimate your foes with retributive damage.

**Effect:** When you use the defend interrupt action, you also deal damage to the attacker equal to the amount by which your action roll exceeds the attacker's roll.

## Boon Access

**Cost:** 1, 2, 3, 4, 5, 6, 7, 8, or 9 points

**Prerequisites:**

**Tier 1:** None

**Description:** You have a special gift: it might be the result of your heritage, a close encounter with magical energy, or the result of years of training with a master. In any case, although you do not necessarily possess the aptitude to work extraordinary powers for yourself or create a desired effect with your physical capabilities alone, you are able to reliably replicate a single boon.

**Effect:** When you choose this feat, choose one boon that you do not have the requisite attribute to invoke. The cost of this feat is equal to the power level of the chosen boon. You can invoke the chosen boon despite lacking the necessary attribute. For invocation rolls, treat your attribute score as the power level of the boon. If the boon has multiple attribute prerequisite options, you choose one attribute when you take this feat. Additionally,

you count as having access to the chosen boon for the purpose of meeting feat prerequisites, and your attribute for meeting such prerequisites is equal to the power level of the boon. The Boon Access feat bypasses the normal attribute score restrictions based on character level, so a first level character could spend all 6 of their feat points to begin play with access to a power level 6 boon. You may acquire this feat multiple times. Each time, select a new boon.

**Special:** You may take this feat multiple times. Each time you do, choose a new boon to gain access to.

Note that this feat can give access to high-powered boons with a potential for very dramatic impact on the storyline of a game. As such, using this feat to access a boon of power level 6 or higher should be approved by the GM before using it in a game.

If you ever meet the attribute prerequisite for the chosen boon, you may choose at that time to lose this feat and regain the feat points spent. Re-allocate them as you choose.

## Boon Focus (I - III)

**Cost:** 3 points

**Prerequisites:**

**Tier 1 - 3:** Ability to invoke the chosen boon

**Description:** You are specialized in the use of a particular boon that is iconic to your character. Examples of this feat in action include a druid who can shapeshift at-will, a combat medic who can tend the wounds of many with expert skill, and a mad scientist who can animate mechanical minions effortlessly.

**Effect:** Choose a single boon that you can invoke. You gain benefits with that boon according to your tier in this feat.

**Tier 1** - When you invoke the chosen boon on a single target, you succeed automatically and do not need to make an action roll. You can invoke the boon at any of the power levels you could access via your other means. If the invocation is not a single target, success is not automatic, but you get advantage 2 on the action roll to invoke the boon.

**Tier 2** - You gain advantage 3 on your action roll to invoke the boon if you are not single-targeting.

Additionally, you may invoke the boon one time increment faster, as follows: If the invocation time is a major action or move action, it becomes a minor action. If the invocation time is 1 focus action, it becomes 1 major action. If the invocation time is 1 minute, it becomes 1 focus action. If the invocation time is 10 minutes, it becomes 1 minute. If the invocation time is 1 hour, it becomes 10 minutes. If the invocation time for a boon is 1 minor action, it can be invoked only once as a minor action. Beyond that it can be invoked by expending a move or major action.

**Tier 3** - The effect at tier 3 varies based on the duration of the boon:

**If the chosen boon has a duration of "sustain persists",** you gain advantage 4 on your action roll to invoke if you are not single-targeting. Additionally, one instance of the boon can be sustained each round as a free action, rather than a minor action. If the boon is somehow temporarily canceled, in the absence of other rules, you can invoke it again as a free action. If targeted by the *nullify* bane, this effect can only be canceled by a power level 6 or greater invocation of that bane.

**If the boon has a different duration,** you gain advantage 5 on your action roll to invoke if you are not single-targeting.

**Special:** In addition to purchasing multiple tiers of this feat, you may take this feat multiple times and select a new boon each time. Your tier of this feat is independent for each boon.

## Breakfall (I - II)

**Cost:** 2 points

**Prerequisites:**

**Tier 1 - 2:** Agility 4

**Description:** You are as graceful as a swan. Like the martial artists and swashbucklers of legendary tales, your agility enables you to fall from deadly heights unharmed.

**Effect:**

**Tier 1** - As long as you are conscious and able to act, reduce all falling damage by half.

**Tier 2** - As long as you are conscious and able to act, you do not suffer falling damage.

## Brutal Intimidation

**Cost:** 1 point

**Prerequisites:**

**Tier 1:** Might 2

**Description:** Your powers of persuasion stem from application of brute force rather than your social grace. When you smash a table, brandish your blade, or flex your muscles, people stop what they are doing and listen to you.

**Effect:** If you're able to make a show of physical force, you can use your Might attribute in place of Persuasion for the action roll.

## Climbing

**Cost:** 1 point

**Prerequisites:**

**Tier 1:** None

**Description:** You gain the ability to climb or parkour perfectly, akin to certain vampires, aberrant creatures, ninjas, and insects.

**Effect:** You gain a climb speed equal to your base speed and can scale horizontal and vertical surfaces, even climb upside-down, with no fear of falling.



## Combat Follow-Through

**Cost:** 2 points

**Prerequisites:**

**Tier 1:** None

**Description:** You are able to decimate many enemies in quick succession. Like a legendary Samurai warrior or matchless elven archer, your foes fall in waves before you.

**Effect:** Every time you bring an enemy to zero hit points with a Might or Agility attack, you can immediately make an extra attack as a free action.

## Combat Momentum

**Cost:** 1 point

**Prerequisites:**

**Tier 1:** None

**Description:** If you have access to the *teleport* boon, you may use it instead of a normal move.

**Effect:** Every time you bring an enemy to zero hit points with a Might or Agility attack, you can immediately move up to your normal speed as a free action.

**Special:** If you have access to the *teleport* boon, you may use it instead of a normal move.

## Companion (I - III)

**Cost:** 2 points

**Prerequisites:**

**Tier 1 - 3:** None

**Description:** Whether a hired bodyguard, a loyal animal sidekick, or a sibling that follows you everywhere, you have the constant and unflinching loyalty of one particular companion character.

**Effect:** You gain a companion character that acts independently from you. During combat, your companion acts on its own initiative count and gains the usual assortment of actions, which you may choose. You also get to assign your companion's attributes. Whenever you gain a level or purchase a new tier in this feat, you may reassign your companion's attributes and feats.

**Tier 1** - Your companion has a total of 20 attribute points plus 4 per level of your character.

**Tier 2** - Your companion receives 3 feat points.

**Tier 3** - Your companion has a total of 30 attribute points plus 6 per level of your character. In addition, you can optionally grant feats to your companion. In order to do so, you spend your own feat points and the companion receives the feat instead of you. The companion, not you, must meet all feat prerequisites. Any math related to these feats are calculated based on the companion's attributes, feats, etc. If you have spent feat points this way and would gain feat points from any other effect, those feat points are reduced by the number of feat points you have granted to your companion.

**Special:** If you ever lose your companion, voluntarily or involuntarily, you regain the feat points that you have spent on this feat and any of the companion's feats, and may spend them as usual.

In addition to purchasing multiple tiers of this feat, you may take this feat multiple times and select a new companion each time.

## Craft Mundane Item (I - II)

**Cost:** 2 points

**Prerequisites:**

**Tier 1 - 2:** Learning 3, Logic 3, or Knowledge I

**Description:** You have mastered a particular craft, and given proper time and materials, you can create items related to that craft. You might be an expert blacksmith, professional engineer, master alchemist, or any similar manner of professional craftsman.

**Effect:** Choose a specific craft or profession. You can create items that are relevant to your chosen craft, and your GM will determine the speed at which you craft based on the nature of the item and the materials you have access to. Your tier in the Craft Mundane Item feat determines the maximum wealth level of the items you can craft. Unlike acquiring items by using your wealth (described in Chapter 5), crafting does not limit your ability to acquire additional goods.

**Tier 1** - Craft items equal to your wealth level.

**Tier 2** - Craft items equal to your wealth level + 1.

**Craft Examples** (This list is not exhaustive, you can work with your GM to come up with new crafts):

- Alchemy - acid, chemicals, non-magical tinctures, incense, reagents.
- Arcane - magical ingredients, inks, scrolls, exotic components.
- Blacksmithing - metal, leather, weapons, armor, wheels, horseshoes.
- Chemistry - acid, explosives, narcotics.
- Engineering - machines, wheels, gears, guns, vehicles.
- Geography - maps, cartography, instruments of navigation.
- Herbalism - poultices, natural remedies, stimulants, brewing.
- Medicine - medical tools, tonics, tinctures, pain relievers, anti-toxins.

**Special:** In addition to taking multiple tiers of this feat, you may take this feat multiple times and select a new craft or profession each time.

## Craft Extraordinary Item (I - III)

**Cost:** 3 points

**Prerequisites:**

**Tier 1 - 3:** Learning 5, Logic 5, or any Extraordinary 5

**Description:** You are studied in the ways of imbuing magical items, building futuristic technology, brewing potions, or crafting extraordinary devices. Their power is permanent but varies depending on your skill.

**Effect:** Provided you have the appropriate working space and materials (as determined by the GM), you can create extraordinary items (as detailed in Chapter 9: Special Equipment). You can only imbue an item with attributes, banes, and boons that you can access. For example, in order to create a sword with Energy 5, you must possess an Energy score of 5 or higher. The only exception to this is if you possess the Creation, Learning, or Logic attributes. These allow you to imbue items with any attribute, bane, or boon as long as their value is less than or equal to your attribute score. The GM may rule that certain uses of Creation, Learning, or Logic are unreasonable for crafting extraordinary items.

Your tier in this feat determines the maximum wealth level of the items you can create, based on the attribute you are using to craft:

**Tier 1** - Maximum wealth level is attribute minus 2.

**Tier 2** - Maximum wealth level is attribute minus 1.

**Tier 3** - Maximum wealth level is attribute.

For example, a character with Creation 5 and tier 1 in this feat could create items up to wealth level 3.

You can determine the wealth level of the item you want to create by consulting the sample items in **Chapter 9: Special Equipment** or by developing a custom item using the rules for **Building Your Own Extraordinary Items** in that chapter.

Creating an item with the *consumable* or *expendable* property requires one full 8-hour day of uninterrupted work. Other items require a duration of uninterrupted work based on their wealth level, as follows:

**Wealth Level 1 - 3:** Two days per wealth level.

**Wealth Level 4 - 5:** Four days per wealth level.

**Wealth Level 6 - 7:** One week per wealth level.

**Wealth Level 8 - 9:** One month per wealth level.

At the end of this time, your item is created. Crafting an item still counts as an expenditure of wealth, so you must have a sufficient wealth score to purchase the item, following all the rules for spending wealth provided in **Chapter 5: Wealth & Equipment**. The GM may waive some or all of the costs associated with an item if you possess special materials for the crafting of your item. For example, if you have recently collected the hide of a slain red dragon and decide to make a suit of Armor of Fire Resistance, the GM may decide that the dragon's hide is enough to make up most of the costs of the armor, so the armor's wealth level is reduced by 3 for purposes of determining crafting costs.

## Crushing Blow

**Cost:** 3 points

**Prerequisites:**

**Tier 1:**

Might 6

Overpowering Strike

**Description:** Like a reckless ogre wading through combat, your relentless blows not only knock your opponents back, but also knock them off their feet completely.

**Effect:** Any time that you deal damage to an enemy, in addition to pushing them 5 feet (if you choose) from the Overpowering Strike feat, you can also knock them down in the space where the forced move ends; the target suffers the effects of the *knockdown* bane.

## Death Blow (I - II)

**Cost:** 3 points

**Prerequisites:**

**Tier 1:**

Agility 6

Lethal Strike I

**Tier 2:**

Agility 7

Lethal Strike III

**Description:** You are able to quickly finish off enemies that are near death and silence them before they cry out. This attack is one that is commonly seen used by rogues, assassins, and snipers who can silently eliminate weaker enemies without being detected.

**Effect:**

**Tier 1** - If you damage an enemy with a Lethal Strike and their total HP is 5 or less after the attack, then you can choose to reduce them to zero HP instead. In addition, you can choose to silence any enemy reduced to zero hit points by an attack from you.

**Tier 2** - Your death blow HP threshold increases from 5 to 10. In addition, on a successful Lethal Strike, the *stunned* bane is automatically inflicted without counting against your usual 1 bane per attack limit.

## Deathless Trance

**Cost:** 3 points

**Prerequisites:**

**Tier 1:**

Fortitude 7

Battle Trance

**Description:** Whether you are a berserker of the icy north, a hulking superhero of unstoppable might, or a cybernetically enhanced soldier, your battle fury is legendary. You possess the rare ability to fight on long after your body should have given up.

**Effect:** While in a battle trance you cannot be knocked unconscious. All damage dealt to you should be recorded, possibly resulting in a negative hit point total.

Despite any amount of damage, you remain conscious for as long as you can sustain the battle trance. When the battle trance ends, if your hit points are below zero, you collapse unconscious. If you are not healed to zero or more hit points within 1 round of your battle trance ending, you die.

## Defensive Mastery

**Cost:** 3 points

**Prerequisites:**

**Tier 1:** None

**Description:** You know how to turn a strong offense into an even stronger defense. Your special training or experience with defensive implements and shields allows you to capitalize on their defensive benefits far beyond the average wielder. Examples include a martial artist's defensive kata or a soldier equipped with a riot shield.

**Effect:** When wielding a weapon or implement with the *defensive* property, you gain an additional +1 armor bonus. In addition, the *defensive* value of the item is increased by 1 when you wield it. So *defensive* 1 becomes *defensive* 2 and *defensive* 2 becomes *defensive* 3.

## Defensive Reflexes (I - IX)

**Cost:** 2 points

**Prerequisites:**

**Tier 1 - 3:** Agility 3

**Tier 4 - 6:** Agility 5

**Tier 7 - 9:** Agility 7

**Description:** You are a paragon of defensive fighting, able to masterfully thwart enemy attacks. By predicting your opponents' movements, strikes, or shots, you can cut them off before they are a threat.

**Effect:** Any time you use the defend action, you gain advantage 1 on the action roll per tier you possess of this feat.

## Destructive Trance

**Cost:** 3 points

**Prerequisites:**

**Tier 1:**

Agility 7, Might 7, Energy 7, or Entropy 7

Battle Trance

**Description:** In the heat of combat, you become a destructive force to be reckoned with. Whether a raging barbarian or a hyper-focused intergalactic knight, your attacks become particularly ferocious when you enter your battle trance.

**Effect:** When you make an attack roll in a battle trance, all of the dice in your dice pool explode on either maximum or the number 1 below maximum (though the total is still the number rolled). This means that d4s explode on a 3 or 4, d6s explode on a 5 or 6, d8s explode on a 7 or 8, and so on.

## Diehard

**Cost:** 2 points

**Prerequisites:**

**Tier 1:** Presence 3 or Fortitude 3

**Description:** Whether luck shines upon you or you're just really hard to kill, you have a knack for staying in the fight when others would tap out. You might be a plucky rogue who always finds a safe nook to duck into or a veteran marine specially trained to grit your teeth and buck up when things look grim.

**Effect:** Once per day, an attack that would reduce you to less than 1 HP, reduces you to 1 HP instead.

## Energy Resistance (I - IU)

**Cost:** 2 points

**Prerequisites:**

**Tier 1 - 4:** None

**Description:** Whether due to inherited racial traits, specialization in a particular type of energy, or inherent extraordinary protection, you are resistant to a specific type of energy. A fiery sorceress immune to the hottest blaze or a biologically anomalous alien race that is immune to poison are both examples of this feat in play.

**Effect:** Choose from the following energy types: fire, cold, lightning, acid, poison, or another at the GM's discretion. When you are attacked with that energy type, you gain resistance to the attack as follows:

**Tier 1** - Your defense scores are increased by 3 against the chosen energy type.

**Tier 2** - Your defense scores are increased by 6 against the chosen energy type.

**Tier 3** - Your defense scores are increased by 9 against the chosen energy type.

**Tier 4** - You are immune to damage and harmful effects from the chosen energy type.

**Special:** In addition to purchasing multiple tiers of this feat, you may take this feat multiple times and select a new energy type each time.

## Evasive Footwork

**Cost:** 2 points

**Prerequisites:**

**Tier 1:** Agility 4

**Description:** You are able to dodge and weave in combat, deftly sidestepping attacks that would threaten a clumsier combatant. An agile ninja who tumbles and flips around foes and an alien snake creature that slithers throughout the battlefield are both examples of this feat in play.

**Effect:** When you move from a space adjacent to an enemy to another space not adjacent to that enemy, the enemy does not get the usual opportunity attack.

## Extraordinary Defense (I - III)

**Cost:** 3 points

**Prerequisites:**

**Tier 1:** Movement 2, Prescience 2, or Protection 2

**Tier 2:** Movement 3, Prescience 3, or Protection 3

**Tier 3:** Movement 4, Prescience 4, or Protection 4

**Description:** Whether by a magical barrier of force, foresight into the future, or preternatural speed, you are gifted with extraordinary protection from harm. Attacks are less likely to strike you, and when they do, they aren't as damaging as they would be to others.

**Effect:** You gain a +1 bonus to all defenses for each tier you have in this feat. This increases your Toughness, Guard, and Resolve defenses.

## Extraordinary Focus

**Cost:** 3 points

**Prerequisites:**

**Tier 1:** Any Extraordinary 1

**Description:** Your extraordinary power stems from your connection with a particular focus, such as a wand, digital psi amplifier, holy symbol, or spellbook. When this focus item is in your hands, you are a force to be reckoned with compared to others with similar powers.

**Effect:** With the approval of your GM, choose a focus from which your power with a single extraordinary attribute stems. Some possibilities include a wand, a digital psi amplifier, a crystal ball, a spell book, a holy symbol, a weapon, your voice, or an animal familiar. You cannot use the selected extraordinary attribute without your focus. The focus heightens your power and for the purposes of determining your attribute dice for action rolls, you treat the chosen attribute as if it was one greater. For all purposes outside of attribute dice, your ability score remains unchanged (feats, banes, boons, etc.).

**Special:** If you ever lose your extraordinary focus, voluntarily or involuntarily, you regain the feat points that you have spent on this feat and may spend them as usual.

You may take this feat multiple times. If you do, select a new attribute not chosen previously. For each instance of this feat, you may choose an existing focus or select a new one.

## Extraordinary Healing

**Cost:** 3 points

**Prerequisites:**

**Tier 1:** Creation 5

**Description:** Whether you summon priestly magics, utilize advanced technologies, or apply alchemical concoctions, your mastery of extraordinary healing is such that you are able to cure mortal wounds that are beyond the power of the average healer.

**Effect:** When invoking the *heal* boon, you can choose to take one hour instead of the usual invocation time. If you

do, you heal an amount of lethal damage equal to the total healing from the successful boon invocation. This lethal damage is healed in addition to the normal hit point damage that your boon heals.

## Fast Draw

**Cost:** 1 point

**Prerequisites:**

**Tier 1:** Agility 1

**Description:** Whether you're a samurai warrior, the fastest draw in the West, or a flawlessly trained interstellar soldier, you can get to your weapon faster than your opponent can blink.

**Effect:** Once per round, you can draw one additional weapon and sheathe another as a free action. Alternately, you could do the same with any small sized object in your possession.

## Fast Tracker

**Cost:** 2 points

**Prerequisites:**

**Tier 1:** Agility 5 and Perception 5

**Description:** Following a trail is an everyday part of your life, and as such it is no more taxing than breathing or blinking. Whether you are an experienced woodsman, a bounty hunter for the Galactic Senate, or a humanoid cat creature with heightened senses, your expertise at tracking allows you to get it done faster than the average hunter.

**Effect:** You move unhindered and at full speed when tracking your quarry.

## Ferocious Minions (I - III)

**Cost:** 2 points

**Prerequisites:**

**Tier 1:** Invoking Attribute 4

**Tier 2:** Invoking Attribute 5

**Tier 3:** Invoking Attribute 7

**Description:** Whether you are a necromancer who summons hordes of undead, an inventor who crafts autonomous defense droids, or a psychic capable of bending others to your will, minions are exceptionally strong under your command.

**Effect:** Creatures under the effects of your *charmed* or *dominated* banes, or those created by your invocation of the *summon creature* boon, gain advantage 1 on all attack rolls to protect you or act in your favor for each tier of this feat you possess.

## Fleet of Foot (I - III)

**Cost:** 2 points

**Prerequisites:**

**Tier 1:** Agility 3, Fortitude 3, or Movement 3

**Tier 2:** Agility 5, Fortitude 5, or Movement 5

**Tier 3:** Agility 7, Fortitude 7, or Movement 7

**Description:** Whether through cybernetic implants, telekinetic propulsion, or simply hardcore training, you are faster than most. This feat is common to swashbucklers, martial artists, super soldiers, and psychic warriors.

**Effect:** Your speed is permanently increased by 5' per tier of this feat.

## Flying

**Cost:** 3 points

**Prerequisites:**

**Tier 1:** None

**Description:** Whether through a pair of celestial or infernal wings, an inherent telekinetic force, or mutant super powers, you possess the ability to fly.

**Effect:** You gain a flight speed equal to your normal speed. At the GM's discretion, certain hostile actions may be capable of canceling your flight, sending you hurtling to your doom. If your flight is anatomical, the *immobile* bane might render your wings immovable. If telekinetic, an application of the *nullify* bane may cancel your flight.

## Great Leap (I - III)

**Cost:** 1 point

**Prerequisites:**

**Tier 1:** Movement 2 or Agility 2

**Tier 2:** Movement 4 or Agility 4

**Tier 3:** Movement 6 or Agility 6

**Description:** Through extraordinary power or exceptional agility, you can jump much farther than the average creature. A telekinetic superhero and an insectoid race of bipedal cricket-like beings are both examples of this feat in play.

**Effect:** You can use your Movement or Agility score instead of your Might score when determining how far you can jump. In addition, you gain advantage 1 per tier on action rolls to jump.

## Hallucination (I - II)

**Cost:** 3 points

**Prerequisites:**

**Tier 1:** Influence 5

**Tier 2:** Influence 7

**Description:** You are able to use your powers of illusion to not only create phantasmal figments, but to completely dominate the sensory perceptions of individual targets. Such power is wielded by the likes of legendary enchanters, psychics, and shamans. Those who can master such powers are often capable of neutralizing angry mobs without shedding a drop of blood.

**Effect:**

**Tier 1** - When you invoke the *phantasm* bane, you may choose to create a hallucination within a single target's mind instead of an illusion that is perceptible to everyone. You gain complete control over the target's senses (as granted by the power level of your bane), and thus the hallucination is not restricted by size or area. Your hallucination may only target a



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single creature and is not eligible for multi-targeting attacks. In addition, unless the target is damaged, they suffer disadvantage on resist rolls against the bane.

**Tier 2** - When you invoke the hallucination form of the *phantasm* bane, you may target additional creatures within range as determined by your Influence score. This does not count as a multi-target attack and thus does not incur disadvantage on your action roll.

**Influence 7** - 5 targets

**Influence 8** - 10 targets

**Influence 9** - 50 targets

## Heightened Invocation (I - III)

**Cost:** 2 points

**Prerequisites:**

**Tier 1:** Any Extraordinary 4

**Tier 2:** Any Extraordinary 6

**Tier 3:** Any Extraordinary 9

**Description:** By channeling your extraordinary powers through extended research or extensive rituals, such as meditation, fasting, blood letting, or sacrifices, you are able to increase the strength of your invocations. This feat is common among wizards, inventors, advanced AIs,

and similar characters who use extraordinary abilities to achieve great deeds.

**Effect:** When invoking a bane or boon, you may choose to do so as a heightened invocation. The invocation time for a heightened invocation is one increment higher than usual as follows:

- 1 action becomes 1 minute
- 1 minute becomes 10 minutes
- 10 minutes becomes 1 hour
- 1 hour becomes 8 hours
- 8 hours becomes 24 hours

**Tier 1** - When performing a heightened invocation, you may choose one of the following effects to empower your bane or boon:

- Increase the range of the effect as follows:

**Attribute 5** = 500ft

**Attribute 6** = 1/2 mile

**Attribute 7** = 1 mile

**Attribute 8** = 10 miles

**Attribute 9** = 100 miles

- Negate two levels of disadvantage caused by multi-targeting (e.g., target 2 creatures or a 10' square for free instead of disadvantage 2).

For your action roll, treat your attribute score as if it was one greater for purposes of determining attribute dice. Note that this doesn't grant access to banes or boons you could not normally access. It only increases the dice used for the action roll.

**Tier 2** - You gain the following options when you perform a heightened invocation:

- You can lead others to join you in group invocation as long as they are also able to invoke the bane or boon at the same power level that you are invoking it at. At the conclusion of the group invocation, each contributor may choose one of the effects granted by Tier 1 of this feat.
- You gain the following additional options to choose from when empowering your invocations with heightened invocation:
  - Cause a boon to persist for 1 minute automatically without needing to use a sustain action. Furthermore, enemies cannot end the boon through use of a disrupting attack (though the *nullify* bane still works).
  - Targets may not make resist rolls against a bane for one minute after it is invoked.

**Tier 3** - You gain the ability to permanently bestow or dispel banes and boons. In order to bestow the bane or boon, you must rigorously attend to the invocation process for a number of days equal to the power level of the bane or boon to be invoked or nullified. During that time you can eat, sleep, and act normally with two exceptions: 1) You must work actively on the invocation and with minimal interruption for 8 hours out of each day. 2) You can leave the area and move about freely during the down time each day, but for the 8 hours of active heightened invocation you must be in the same physical or geographic location where the invocation was initiated. When the invocation time is completed, make an action roll as follows:

- **Bestow Boon** - Make an action roll to invoke the boon as usual. If successful, you cause a non-instantaneous & non-permanent boon to permanently affect the target. The target can thereafter invoke the boon at will with a free action, without requiring an action roll to do so. The target does not need to use a sustain action to persist the effect, and the effect can only be nullified either temporarily with the *nullify* bane, or permanently with the Heightened Invocation feat (see the Dispel Boon entry that follows).
- **Bestow Bane** - Make an action roll to invoke the bane as usual. If successful, you cause a non-instantaneous & non-permanent bane to permanently affect the target. The bane persists indefinitely and does not allow resist rolls to end its effects. The effect can be canceled either temporarily with the *nullify* bane, or permanently with the Heightened Invocation feat (see the Dispel Bane entry that follows).
- **Dispel Boon** - Make an Entropy roll with a Challenge Rating equal to  $10 + \text{twice the power level of the boon}$  you are attempting to dispel. If successful, you cause a permanent boon to be forever stripped from the target, causing them to lose the ability to invoke the boon automatically.

- **Dispel Bane** - Make a Protection roll with a Challenge Rating equal to  $10 + \text{twice the power level of the bane}$  you are attempting to dispel. If successful, you break the curse of a permanent bane afflicting the target, though your target gains no special immunity to it.

**Special:** Permanently bestowing banes or boons via this feat can dramatically impact the mechanical balance of a story. Just as with other permanent effects like Extraordinary Item creation, the invocation of permanent banes or boons is subject to GM's discretion, and using this feat in a way that makes one particular character overly powerful should be prohibited.

## Hospitaler

**Cost:** 2 points

**Prerequisites:**

**Tier 1:** Creation 4, Presence 4, or Protection 4

**Description:** Through inspiring words, magical healing, or advanced medical technique, you are exceptionally skilled at helping others shake off baneful afflictions. Paladins, bards, and combat medics are all typical examples of characters who are masters of this feat.

**Effect:** You can use a major action to give an ally an immediate resist roll (a free action for the ally) with advantage 1. Additionally, you gain advantage 1 any time you attempt to invoke the *restoration* boon.

## Impervious Trance

**Cost:** 3 points

**Prerequisites:**

**Tier 1:**

Will 7  
Battle Trance

**Description:** In the heightened focus of battle, your will becomes indomitable. Like a monk with unflinching mental focus or a berserker who is too bloodthirsty to be stopped, you cannot be thwarted by fear, charm, or similar attempts to overcome your willpower.

**Effect:** While you are in a battle trance, you are immune to banes that target your Resolve. If you were already under the effect of such a bane, it is negated for the duration of your battle trance and returns when your battle trance ends.

## Indomitable Endurance (I - U)

**Cost:** 2 points

**Prerequisites:**

**Tier 1 - 5:** Fortitude 5 or Will 5

**Description:** Your endurance and willpower are legendary, allowing you to push on when others would keel over from exhaustion. A barbarian able to recover their wind after a mighty frenzy, or a computer hacker capable of routinely going for days without sleep while focused on a singular objective are good examples of this feat in action.

**Effect:** You are able to shrug off the effects of the *fatigued* bane. For each tier you possess in this feat, treat your

fatigue level as one lower than it actually is for the purposes of determining the bane's effects.

## Indomitable Resolve (I - III)

**Cost:** 1 point

**Prerequisites:**

**Tier 1:** Will 3 or Presence 3

**Tier 2:** Will 4 or Presence 4

**Tier 3:** Will 5 or Presence 5

**Description:** Your resolve is exceptional, making you more resilient to mental effects that would overwhelm those of lesser mettle. A keen-minded space captain and a wizened mage are both exemplars of this feat in action.

**Effect:** For each tier you possess in this feat, your Resolve defense is increased by 1.

## Inspiring Champion (I - III)

**Cost:** 2 points

**Prerequisites:**

**Tier 1:** Presence 4

**Tier 2:** Presence 5

**Tier 3:** Presence 6

**Description:** You fight with such bravery, heroism, or bravado that your allies are inspired to fight beyond their usual mettle. Common examples of characters who typify this feat include a shining knight, a fearless platoon leader, and a heroic bard.

**Effect:** Once per round, when your roll for a damaging attack exceeds an enemy's defense by 10 or more, you can grant healing to your allies as outlined below. In order to gain this healing, allies must be within a range of 5' times your Presence score.

**Tier 1** - A single ally that can see the attack heals 1d4 HP.

**Tier 2** - A number of allies equal to your Presence score who can see the attack heal 1d4 HP.

**Tier 3** - All allies who can see the attack heal 2d4 HP.

## Knowledge (I - III)

**Cost:** 2 points

**Prerequisites:**

**Tier 1 - 3:** None

**Description:** Whether through extensive study or years of first hand experience, you have knowledge of a particular subject which far surpasses your general intelligence. A navigator well versed in the galactic map, a barbarian warlord with years of experience with military strategy, and a professor of the paranormal are all examples of this feat in play.

**Effect:** When you take this feat, choose a sphere of knowledge from the list below or, with the GM's approval, create a new one. Example spheres of knowledge include alchemy, anatomy, arcane, cybersecurity, explosives, engineering, geography, herbalism, history, location (must specify), medicine, military strategy, supernatural, and wilderness

Your tier in this feat determines how knowledgeable you are within your chosen sphere.

**Tier 1** - You automatically succeed on any action roll related to your chosen sphere of knowledge with a CR of 16 or lower. For higher CRs, your Learning attribute is considered to be 3 for the action roll unless your Learning score is already 3 or higher, in which case you gain advantage 1 on the roll.

**Tier 2** - You automatically succeed on any action roll related to your chosen sphere of knowledge with a CR of 22 or lower. For higher CRs, your Learning attribute is considered to be 6 for the action roll unless your Learning score is already 6 or higher, in which case you gain advantage 1 on the roll.

**Tier 3** - You automatically succeed on any action roll related to your chosen sphere of knowledge with a CR of 26 or lower. For higher CRs, your Learning attribute is considered to be 8 for the action roll unless your Learning score is already 8 or higher, in which case you gain advantage 1 on the roll.

**Special:** In addition to purchasing multiple tiers of this feat, you may take this feat multiple times and select a new sphere of knowledge each time. Purchasing this feat in this way confers no benefit on other spheres of knowledge.

## Lethal Strike (I - IX)

**Cost:** 3 points

**Prerequisites:**

**Tier 1 - 3:** Agility 3

**Tier 4 - 6:** Agility 5

**Tier 7 - 9:** Agility 7

**Description:** Like a highly trained sniper, a ninja of legend, or a feinting melee dervish, you can devastate your foes with an expertly placed attack when you catch them off guard.

**Effect:** Your attacks are considered lethal strikes whenever you fulfill *one* of the following conditions:

- Your target is caught off guard or otherwise unaware of the attack, such as when you are hidden from them, disguised as a friend, or have successfully deceived them.
- Your target is within melee attack range of an ally.

You gain advantage on lethal strikes equal to your tier in this feat. Additionally, a certain portion of the damage (not to exceed the total damage dealt) is considered lethal damage, which is more difficult to heal from (see Chapter 7: Combat).

**Tier 1** - Advantage 1. Up to 5 lethal damage.

**Tier 2** - Advantage 2. Up to 5 lethal damage.

**Tier 3** - Advantage 3. Up to 10 lethal damage.

**Tier 4** - Advantage 4. Up to 10 lethal damage.

**Tier 5** - Advantage 5. Up to 15 lethal damage.

**Tier 6** - Advantage 6. Up to 20 lethal damage.

**Tier 7** - Advantage 7. Up to 20 lethal damage.

**Tier 8** - Advantage 8. Up to 25 lethal damage.

**Tier 9** - Advantage 9. Up to 25 lethal damage.

## Lightning Reflexes (I - U)

**Cost:** 1 point

**Prerequisites:**

Tier 1 - 2: Agility 2 or Presence 2

Tier 3 - 5: Agility 4 or Presence 4

**Description:** You are always ready for danger, allowing you to easily get the drop on your foes. A highly trained gunslinger with a vigilant trigger finger and a covert operative always prepared for ambush are good examples of this feat in action.

**Effect:** For each tier you possess in this feat, you gain advantage 1 on all initiative rolls.

## Longshot

**Cost:** 1 point

**Prerequisites:**

Tier 1: Agility 5, Might 5, or Any Extraordinary 5

**Description:** Your expertise with a particular ranged weapon or extraordinary power enables you to strike targets at extreme distances that others would find impossible. This feat is common among snipers, fighter pilots, and war wizards.

**Effect:** When you take this feat, select one weapon or attack type. Examples of attack types you include fire, cold, lightning, acid, poison, entropy, creation, and force - though this list is not exhaustive.

With the chosen weapon or attack type, your range with that weapon or attribute is doubled.

**Special:** You may take this feat multiple times. If you do, select a new weapon or attack type each time.

## Martial Focus

**Cost:** 3 points

**Prerequisites:**

Tier 1: Agility 1 or Might 1

**Description:** Like a kensai warrior devoted to mastery of their katana or an assassin who exclusively wields their favored pistols, your training is hyper-focused on a single style of combat to the exclusion of all others.

**Effect:** Choose a single weapon (or choose unarmed combat), and specify the attribute that your martial focus relies upon: Agility or Might. When making attacks using your chosen weapon, your attribute is considered 1 greater for the purposes of determining attribute dice. Your attribute is not changed for purposes of feats, banes, boons, or similar items. Because of your intense focus on a single combat style, any attacks that you make without your martial focus suffer disadvantage 1.

## Master Tracker

**Cost:** 1 point

**Prerequisites:**

Tier 1: Perception 4

**Description:** You were made for the hunt. Whether you gained this ability through years of practice or possess it through heightened senses, the effect is the same: once

you've picked up a trail, you almost never lose track of your quarry.

**Effect:** Unless blinded or thwarted through extraordinary means, you always know the direction of true north. In addition, once you successfully locate the trail of a target, you automatically succeed at all tracking attempts to continue following that trail for 7 days after the time you first picked it up. Only extraordinary concealment, targets in flight, or similarly exceptional cases can cause you to lose your mark.

## Mimic

**Cost:** 2 points

**Prerequisites:**

Tier 1: Alteration 4 and Deception 3

**Description:** You have honed your shapeshifting abilities to be able to not only change your form, but to even imitate specific creatures. Your powers may stem from studying the arts of deceptive magic, from a gene mutation, or even from innate extraordinary abilities.

**Effect:** When you use the *shapeshift* boon, you may take on the features of a specific creature. For example, instead of merely transforming into an elf, you can assume the guise of Galdion the elven king. The disguise is near perfect for those examining you visually. If your behavior or other signs provide reasonable suspicion, an onlooker can attempt a Perception roll with a Challenge Rating equal to 10 + triple your Alteration or Deception score, whichever is higher. If they succeed, they will recognize your disguise.

## Multi-Attack Specialist (I - VI)

**Cost:** 3 points

**Prerequisites:**

Tier 1 - 6: None

**Description:** Whether you are delivering a flurry of blows, wielding two weapons, or calling a chain of lightning bolts from the sky, you have mastered the art of delivering multiple attacks.

**Effect:** At the start of your turn, you may declare that you are multi-attacking. You must state how many extra attacks you would like to make. You receive a corresponding number of additional major actions, which can only be used for attacks. *All* of your attacks this round suffer disadvantage equal to 3 times the number of **additional** attacks you declare (i.e., if you make 2 attacks, you suffer disadvantage 3; 3 attacks suffers disadvantage 6). For each tier of this feat that you possess, reduce the disadvantage penalty by 1.

You may use your attacks to make any combination of bane or damaging attacks, but you may not invoke boons. Resolve each attack individually, applying any other multi-targeting options as you wish. You can move between each of these attacks and they can be used to target the same creature more than once. The number of additional attacks you can make with this feat is limited to 1 + half your level, rounded up. Thus, the limit is 2 additional attacks at 1st level, 3 additional attacks at 3rd level, and 6 additional attacks at 9th level.



**Example** - Vax the Deathbringer has Multi-Attack Specialist (Tier III). He declares that he will be making three attacks this round (two additional attacks). Therefore, all of his attacks suffer disadvantage 3 ( $3 \times 2 = 6$ , minus 3 for feat tier 3). His first attack is a necromantic burst targeting a 10'-cube. Because of the area of effect, Vax suffers an additional disadvantage 2, making his total disadvantage for that attack 5. For his second attack, Vax casts a spell of blindness on a single foe, making an action roll at disadvantage 3. For his final attack, Vax moves in to melee and uses his touch of death on three foes. Targeting 3 foes incurs an additional disadvantage 3, making his final attack roll suffer a total of disadvantage 6.

## Mult-Bane Specialist

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**Cost:** 3 points

**Prerequisites:**

**Tier 1:** Ability to inflict both banes (see description)

**Description:** You have mastered a signature attack that allows you to invoke two banes at once. A blast of ice that blinds and slows your enemy, a thunderous shotgun blast that hurls foes back and knocks them to the ground, and a wormtongue song that puts targets to sleep and alters their memory are all examples of a signature attack that could be created with this feat.

**Effect:** Choose two banes that you are able to inflict and that share a common prerequisite attribute. You are able to inflict both banes with a single attack. The required attribute score for combining the banes is equal to the sum of their power levels (e.g., combining *knockdown* and *slowed*, both power level 1, would require an attribute score of 2). If the banes target different defenses, you choose which defense your attack targets. On a successful attack roll, the target is inflicted with both banes. They each persist independently of one another and must be resisted separately.

**Special:** In order to benefit from the bane focus feat when using a multi-bane attack, you must possess bane focus for both banes.

You may take this feat more than once. If you do, you must choose a different pair of banes for the new instance of the feat.

## Mult-Target Attack Specialist (I - U)

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**Cost:** 2 points

**Prerequisites:**

**Tier 1 - 5:** None

**Description:** You are a master of wreaking havoc on many foes at once, whether it be with a whirlwind of your twin blades, a hail of gun fire, a massive wave of psionic energy, or a devastating ball of flame.

**Effect:** When you choose this feat, you must decide to focus in area, ranged, or melee attacks. For each tier, you reduce the disadvantage penalty associated with multi-targeting for your chosen attack type by 1.

**Special:** In addition to purchasing multiple tiers of this feat, you may take this feat multiple times and select a new multi-target mode (area, ranged, or melee) each time. Track your feat tier separately for each targeting mode that you select for this feat.

## Mult-Target Boon Expert

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**Cost:** 3 points

**Prerequisites:**

**Tier 1:** Boon Focus I and Multi-Target Boon Specialist II

**Description:** You have so mastered the art of aiding groups of allies that you can invoke certain boons effortlessly. A healing nova, a supernatural wind that gives flight to a group, and a time dilation that hastens a group of allies are all examples of this feat in action.

**Effect:** When multi-targeting a boon for which you have the Boon Focus feat, you do not need to make an action roll if the disadvantage normally incurred from multi-targeting is completely negated by your Multi-Target Boon Specialist feat. Your invocation automatically succeeds.

## Mult-Target Boon Specialist (I - IX)

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**Cost:** 2 points

**Prerequisites:**

**Tier 1 - 9:** None

**Description:** You are a master of invoking boons for more than one target. A mass dimensional shift to an intermediary plane and a mass manifestation of entropic life draining are some examples of what this might look like in play.

**Effect:** For each tier of this feat, you reduce the disadvantage penalty associated with invoking boons for multiple targets by 1.

## Natural Defense (I - III)

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**Cost:** 2 points

**Prerequisites:**

**Tier 1:** None

**Tier 2:** Fortitude 1

**Tier 3:** Fortitude 2

**Description:** Whether through draconic heritage, a cyborg exoskeleton, or just a lifetime of conditioning, your skin is tough as nails, allowing your body to deflect blows that would cripple others.

**Effect:** When you are not wearing armor, you gain a bonus to your Guard and Toughness defenses. Your bonus is determined by your tier in this feat:

**Tier 1** - +1 bonus to Guard and Toughness.

**Tier 2** - +2 bonus to Guard and Toughness.

**Tier 3** - +3 bonus to Guard and Toughness.

## Overpowering Strike

**Cost:** 2 points

**Prerequisites:**

**Tier 1:** Might 4

**Description:** In combat, you are like a wrecking ball that clears the battlefield of your foes. The sheer force of your attacks is so great that you send opponents flying. A half-ogre wielding a massive tree branch and a super soldier trained to use the enemy's weight against themselves are both examples of this feat in play.

**Effect:** Each time you deal damage using a weapon that has the *forceful* property, you can choose to push the target five feet away from you.

## Potent Bane

**Cost:** 3 points

**Prerequisites:**

**Tier 1:** Ability to invoke the chosen bane

**Description:** You are so adept at a particular form of attack that your foes struggle to shake off the effects. Perhaps the flames of your fireballs burn hotter. Or maybe you've developed a special chemical to mix in with your blinding powder. Whatever the source and whatever the effect, most enemies are incapable of recovering from your legendary attack.

**Effect:** Choose one bane that you can invoke that has a duration of "resist ends". When a target makes a resist roll to shake off your invocation of the chosen bane, they have disadvantage 1.

**Special:** You may select this feat multiple times. Each time you take it, choose a different bane.

## Reactionary Trance

**Cost:** 2 points

**Prerequisites:**

**Tier 1:**

Will 5

Battle Trance

**Description:** Your intense focus never lapses, allowing you to tap into your heightened battle trance at a moment's notice. Examples of this feat include a hulking brute who snaps into a rage at the first sign of danger and a trained gunslinger who is always ready for a fight.

**Effect:** You can enter a battle trance (as per the Battle Trance feat) as a free action even when it is not your turn. You may choose to do so in reaction to another action, such as an enemy's attack, spell, or insult. You may even declare your intent to enter a battle trance after the action has been resolved (such as after the attack has already been rolled). The benefits granted from your battle trance take place before the triggering action is resolved, potentially negating damage or harmful effects that you would have otherwise incurred.

## Reckless Attack

**Cost:** 3 points

**Prerequisites:**

**Tier 1:** Battle Trance

**Description:** By willingly punishing your own body in the heat of battle, you launch a relentless flurry of attacks that physically drains you but devastates your foes. A super soldier activating a stim pack and a berserker pushing their muscles to the breaking point are examples of this feat in action.

**Effect:** While you are in a battle trance, on your turn you may choose to inflict 5 hit points of damage on yourself to make an attack as a minor action. Effects that prevent or reduce damage cannot affect this self-inflicted damage. You suffer the damage before making your extra attack, so you must be able to remain conscious after the damage is dealt in order to benefit from your extra attack.

## Resilient

**Cost:** 3 points

**Prerequisites:**

**Tier 1:** Fortitude 3, Presence 3, or Will 3

**Description:** Whether through luck, extraordinary will, or exceptional courage, you are able to shake off banes quicker than others. This feat can fit almost any character concept: a halfling who always has luck shining on him, an adrenaline-charged hacker able to code for days without sleep, a sorceress with an aura of protection, or a paladin blessed by a deity.

**Effect:** Any time you make a resist roll, you have advantage 1 on the roll.

## Sentinel (I - III)

**Cost:** 3 points

**Prerequisites:**

**Tier 1 - 3:** Agility 5, Might 5, or Any Extraordinary 5

**Description:** Your heightened awareness on the battlefield means that you are nearly impossible to catch flat-footed and are always prepared to defend yourself or allies. This feat is typified by such character concepts as the bodyguard, the abjurer, and the psychic defender.

**Effect:** Once per round, after you have expended your next major action to perform a defend action, you get an additional major action that must be spent before the start of your next turn to make another defend action. Multiple tiers of this feat grant additional major actions usable only for defend actions.

## Silencing Strike

**Cost:** 3 points

**Prerequisites:**

**Tier 1:** Agility 4

**Description:** Like an expert assassin or ninja, you can render your foes completely unable to alert others of your presence. This might be a dart to the larynx, a garrote around the throat, or simply a hand covering the mouth.

**Effect:** Whenever you deal damage using a weapon with the precise property to a target that is caught off guard or otherwise unaware of the attack, such as when you are hidden from them, disguised as a friend, or have successfully deceived them, the target is afflicted with the *silenced* bane.

## Skill Specialization (I - U)

**Cost:** 2 points

**Prerequisites:**

**Tier 1 - 5:** None

**Description:** You have the eyes of an eagle, the endurance of an ox, the guile of a fox, or some similarly exceptional non-combat talent. It might come from intense training, prolonged study, or even an inherent natural talent.

**Effect:** Choose one attribute. Any time you make a roll using the chosen attribute that is not for initiative, attacks, invocations, or the defend action, you gain advantage 1 on the roll per tier of this feat you possess for that attribute.

**Special:** In addition to purchasing multiple tiers of this feat, you may take this feat multiple times and select a new attribute each time. Track your feat tier separately for each attribute that you choose for this feat.

## Superior Concentration (I - III)

**Cost:** 3 points

**Prerequisites:**

**Tier 1 - 3:** None

**Description:** Your powers of focus are exceptionally honed, allowing you to maintain concentration on multiple extraordinary effects at once. This feat is typical among character concepts built to enhance themselves or their allies, such as bards, platoon leaders, or engineers.

**Effect:** When you take the *sustain a boon* minor action, you may sustain one additional boon per tier of this feat which you possess.

## Swimming

**Cost:** 1 point

**Prerequisites:**

**Tier 1:** None

**Description:** You are made for the water and can swim at surprising speeds with the aptitude of a fish. This might be the result of hard core training, or it may stem from a racial trait, such as webbed feet and hands.

**Effect:** You gain a swimming speed equal to your base speed and do not need to make any special action rolls to maintain this base speed.

## Sworn Enemy (I - IX)

**Cost:** 1 point

**Prerequisites:**

**Tier 1 - 9:** None

**Description:** You are expertly focused on dealing with a particular species, race, or faction. Perhaps your family

was slain by werewolves, and you have devoted your life to studying their mannerisms in order to hunt them down. Or maybe you were raised in a prison on the third moon of Vogax Prime, and you know the Vogans better than they know themselves.

**Effect:** Choose a species, race, or faction (e.g., dragons, Void Templars, gnolls, or vampires). You learn the primary conversational language of that species, and at the GM's discretion, you may have some level of access to other special forms of communication (such as thieves' cant or secret hand signals). Furthermore, you gain advantage 1 per tier of this feat to all Mental attribute rolls (Learning, Logic, Perception, and Will) pertaining to your chosen group.

**Special:** In addition to purchasing multiple tiers of this feat, you may take this feat multiple times and select a new group each time. Your total advantage on Mental attribute rolls is equal to your tier for that particular group. For example, a character might have Sworn Enemy II (Void Templars) and Sworn Enemy IV (Werewolves).

## Tough as Nails (I - II)

**Cost:** 2 points

**Prerequisites:**

**Tier 1:** Fortitude 3

**Tier 2:** Fortitude 5

**Description:** You have a remarkable ability to shrug off pain and punishment that would take down lesser heroes. This power might stem from your rocky carapace, extreme combat training, or simply an extra dose of grit that you acquired from a hard life.

**Effect:** You permanently gain 5 extra hit points per tier of this feat you possess.

## Two Weapon Brute

**Cost:** 3 points

**Prerequisites:**

**Tier 1:**

Agility 4 and Might 5

Multi-Attack Specialist

**Description:** Being both physically powerful and incredibly agile, you are able to wield a weapon in one-hand that requires two hands for others. Good examples of this feat in action include an orcish barbarian wielding a great axe and shield and a survivor in the zombie apocalypse wielding two chainsaws.

**Effect:** You can wield weapons with the two-handed property in one hand and you gain the benefits of both the two-handed and one-handed property while doing so. This means that you gain a total of advantage 2 when wielding a two-handed weapon in each hand, advantage 1 from the power of a two-handed weapon plus advantage 1 from having one weapon in each hand.



## Two Weapon Defense

**Cost:** 2 points

**Prerequisites:**

**Tier 1:**

Agility 4

Attack Specialization

**Description:** Your mastery of two weapon fighting allows you not only to come at your foes with a flurry of attacks, but also to shield yourself exceptionally well by deflecting incoming attacks with your weapons. Duelists, rangers, and space pirates are all concepts that could make use of this feat.

**Effect:** When you wield a weapon you've taken the Attack Specialization feat for in each hand, you gain a +1 armor bonus to your Guard defense.

## Unending Charm

**Cost:** 3 points

**Prerequisites:**

**Tier 1:** Influence 4

**Description:** Whether you are an enchanter, psychic, or mad scientist, you have mastered the art of entralling others. Your charms are so potent that your victims may fall permanently under your compulsion.

**Effect:** When you invoke the *charmed* bane, targets who do not make their resist roll within 24 hours of being afflicted become permanently affected by the bane. They do not receive any more resist rolls to shake themselves free of the effect. Other extraordinary effects like a *nullify* bane can still end the effect (and other methods may work at the GM's discretion).

## Untrackable

**Cost:** 1 point

**Prerequisites:**

**Tier 1:** Agility 3, Alteration 3, or Influence 3

**Description:** Whether this power manifests itself as vines that grow in your wake, a magical ward against detection, or an illusory veil, the effect is the same: you are protected from being tracked.

**Effect:** Your travel is veiled by special means that conceal your tracks and any evidence of your passage even after you are far away. It is impossible to follow your tracks except by extraordinary means.

## Vicious Strike

**Cost:** 2 points

**Prerequisites:**

**Tier 1:** None

**Description:** Whether through brute force, lethal precision, or volatile magic, a deadly attack delivered by you is exceptionally vicious. Berserkers, assassins, and superheroes of exceptional combat skill are all good examples of this feat in play.

**Effect:** Any time you roll a natural 20 on the d20 for an attack action roll, you get advantage 1 on all subsequent d20 re-rolls granted by dice explosions.

## Wealthy

**Cost:** 3 points

**Prerequisites:**

**Tier 1:** None

**Description:** Whether you were born into nobility, come from old money, are heir to a great treasure, or simply a well-established merchant, you are wealthier than the average adventurer.

**Effect:** Your wealth score is increased by 1.

## Well-Rounded

**Cost:** 2 points

**Prerequisites:**

**Tier 1:** None

**Description:** You have a versatile education, a wide range of experiences, or just plain old good luck. The result is that you're pretty good at things you're not specialized in.

**Effect:** Any time you use an attribute with a score of 2 or less to make an action roll outside of combat that is not a bane or boon invocation, you gain advantage 1 to the roll.



ED

PATRIOT

TRAITOR

AEA RATHÉ

# CHAPTER 5: PERKS & FLAWS

In this chapter, you'll find detailed descriptions of the perks and flaws that you can use to round out your character's personality, background, strengths, and weaknesses. Additionally, you'll learn how to activate your perks and flaws to enhance your roleplaying and gain mechanical benefits.

## FLESHING OUT YOUR CHARACTER WITH PERKS AND FLAWS

**Perks** are characteristics that describe very specific skills, attitudes, backgrounds, or opportunities that tend to give your character the upper hand in certain situations. For example, maybe you are a noble and thus able to draw favors from powerful political figures, or perhaps you once served as mechanic on a starship and those technical skills still help you out in your adventuring life today.

**Flaws** are your Achilles' heel. They are weaknesses that your enemies can exploit or character deficits that always seem to hold you back at just the wrong moment. Maybe you are stubborn as a mule and won't accept a compromise under any circumstances. Perhaps your greed tends to get the best of you, and your love of coin will even trump your loyalty to your friends. Your flaws might even be physical in nature: you're blind, missing an arm, or suffer from a wounded knee that slows you down.

### Acquiring Perks and Flaws

At character creation, you may select up to two perks and two flaws, and you do not have to select any. Throughout your adventures, the GM may assign you additional perks and flaws as the natural results of your deeds. For example, if your party spends several months on board a ship, the GM may reward everyone with the *profession: sailor* perk. Likewise, if you are subjected to horrible chemical burns as part of a laboratory explosion, the GM might assign you the *physical deformity* flaw to describe your scarred face.

You too, may decide to adopt new perks or flaws with the GM's approval as your character's personality and background develop through play. Perhaps a series of encounters with powerful forces leads you to take on the *cowardly* flaw. Or maybe you spend significant downtime between adventures training with the local weaponsmith and would like to gain the *artisan* perk. The GM is the final arbiter for deciding when and under what circumstances you may choose new perks and flaws, but you should communicate with them your hopes for your character's development.

### Designing Your Own Perks and Flaws

The lists provided in this chapter are by no means comprehensive, and you are encouraged to work with your GM to create the perks and flaws that you need to define your character.

Flaws are very easy to create, as they simply represent situational triggers that hold your character back. Because the PCs decides when their flaws take effect, there is no need to consider balance when creating new flaws.

Perks, on the other hand, often grant elaborate benefits and even mechanical bonuses. These require you to work closely with your GM to ensure that your perks are balanced with the other perks available to PCs. The first rule to adhere to is that perks should provide non-combat effects, as feats, banes, and boons are the primary means for PCs to boost their combat expertise. Next, try to make your proposed perk limited to a specific type of task or a relatively rare situation. For example, the *artisan* perk provides expertise for a single craft, and the *attractive* perk is only beneficial in social situations that rely on physical attractiveness. If your perk is more generally applicable, then the effect should be more limited than other perks. For example, the *idol* perk makes you trusted by just about anyone, but it is limited to being used once per game session.

### ACTIVATING PERKS

Perks provide very specific bonuses or effects in specific situations. Your perk description will explain exactly what your perk does and how often it can be activated. Some perks can be used whenever the situation merits while others are more limited. If the use of a perk relies on a situation being relevant to the sphere of influence of the perk, the GM has the final say as to whether the perk applies or not. For example, the *profession* perk provides advantage 1 to any non-combat action rolls related to your chosen profession. If a character wants to use their *profession: hunter* perk to gain advantage on a roll to track an orc, the GM would decide whether or not the PC's experience tracking game was relevant enough to aid in the hunt for a humanoid.

### ACTIVATING FLAWS

While perks provide specific benefits according to their descriptions, flaws are actively used by players to hinder the actions of their characters. You would do this for two primary reasons: first, to add depth and variety to your character and the story; and, second, to earn legend points, which can be used to enhance your chances of success on a future action (see Chapter 2: Actions and Attributes). In this way, flaws and legend points provide a sort of karmic balance to one another. Your sacrifice in one situation is rewarded in a future situation.

To activate a flaw, you should intentionally make a disadvantageous choice based on your flaw that creates an interesting or tense moment in the plot. When you do so, let your GM know that you are activating your flaw and describe how it is hindering your efforts or influencing your decisions. If the GM approves that your flaw is creating a significant disadvantage and advancing the story, you receive one legend point. Sometimes, the GM may recognize that you are roleplaying a flaw without

you having to overtly activate it. In such cases, the GM may award you with a legend point as well. You may not gain a legend point from the same flaw more than once per game session. Furthermore, you are in complete control of how and when your own flaws affect you. For example, you might play a blind samurai (using the *disabled* flaw) who has such heightened senses of hearing, smell, and touch that they're usually completely unaffected by their blindness. Only under extreme circumstances does the blindness hinder them.

The type of hindrance caused by activating a flaw should be more than a simple reduced chance of success. Good examples of activating a flaw include putting yourself or an ally in danger, making a bad decision, wasting a resource, and missing out on an opportunity, among others. It's also important to note that a good use of a flaw makes something new and interesting happen in the story rather than ending the narrative. For example, instead of activating a flaw to miss an attack, you might target an ally. Or, rather than activating a flaw to fail to find a secret door, you might make so much noise in your search that you attract unwanted attention.

### EXAMPLES OF ACTIVATING FLAWS

Oxnar the Barbarian was never known for his brains, so when the pixie promised him that eating the golden mushroom would make him as strong as a hundred mules, he gobbled it up with no questions and much gusto. A minute later he was dozing in a puddle of his own drool as the imp made off with his coin purse. The GM awards Oxnar with a legend point for effectively roleplaying his *dimwitted* flaw to his own detriment.

Normally, Celeste's blindness from the *disabled* flaw doesn't stop her from being one of the best shots in the Badlands. Her keen hearing and extrasensory perception more than make up for her lack of sight. The unearthly wailing of these zombie shriekers, however, have overwhelmed her senses. The player who is role-playing Celeste decides that the situation is dicey enough that she will unintentionally target one of her allies. She lets the GM know that she is specifically activating her *disabled* flaw, and the GM agrees that the impact is significant enough to merit a legend point for adding a new level of depth and realism to the story the group is telling together.

The psion Madrina has the *ambitious* flaw. After rescuing a group of mining colony civilians from a catastrophic air lock breach, Madrina is given the chance to ask a reward of the Chancellor. Madrina asks for the hand of the Chancellor's eldest in marriage, rather than a more reasonable request such as a pick from the Chancellor's treasury. The Chancellor becomes infuriated, but the GM awards a legend point for role-playing a flaw in a way that advances the story.

## PERK DESCRIPTIONS

### Ageless

Whether you are an android constructed of space age material that does not erode over time, the loyal servant of a higher power, or the subject of an arcane ritual, you have unlocked the secret to immortality. You are immune to the passage of time and the effects of old age. Your body does not age and you cannot be harmed by extraordinary effects that cause aging. Based on the source of your agelessness, you can decide whether or not your appearance changes over time.

### Artisan

Choose a specific craft, such as gunsmithing, hardware assembly, glass blowing, or brewing. You are a master of a chosen craft, and your reputation goes far and wide. In a time frame decided by the GM, you can craft any mundane item of wealth level 2 or less, if you have access to the right tools. Furthermore, whenever you are performing a task in which your crafting skills would play a role, you gain advantage 1 to any action rolls that you must make. Your reputation means that other students of your craft may actively seek you out as a teacher. Experts in any field that makes use of the items you create will actively recommend that others seek you out. "You want the best overclocked CPU for that supercomputer? You need to talk to Razul, he's the best hardware craftsman this side of the Third Sun."

### Ascetic

You are well-versed in the art of living with less. Whether a cloistered monk, a transcendent psion, or a wizened sage who spent years locked away in a tower of books, you are experienced at going long stretches of time with very little food, water, or company - and as such, these situations tend not to affect you as they do others. You are hardened against physical and mental deprivation and have developed an enviable degree of self-mastery. Whenever your asceticism would play a role in a situation, you gain advantage 1 to any relevant action rolls.

### Attractive

When it comes to physical appearance, you're an absolute knockout. This plays to your favor more than just romantically, and your good looks tend to help you out in all sorts of social situations. Whenever your attractiveness would play a role in a situation, you gain advantage 1 to any relevant action rolls.

### Brute

While others might convince with a silver tongue, you speak the universal language of fear. Once per game session, if you make a show of physical force, you can use your Might attribute for a Persuasion roll. If your Persuasion score is already greater than or equal to your Might score, you get advantage 1 on the roll.

## Courageous

When the odds are stacked against you, you never falter or waiver. Once per game session, as a free action you can cancel all negative effects afflicting you that relate to fear or low morale.

## Crowd Favorite

Whether you are an actor, musician, storyteller, magician, or some other type of performer, the common folk love your work. They adore you for your ability to use your art to transport them to a world beyond their daily drudgery, and you can always find a place to perform and make money at the local tavern or inn.

## Disease Immunity

You are immune to natural disease. This protection does not guard against supernatural curses such as lycanthropy.

## Divine Agent

You serve a higher being and have earned their protection. Once per game session, when you are subject to a *Finishing Blow* while your hit points are below 1, you automatically heal to a hit point total of 1.

## Divine Insight

You possess a supernatural connection to a deity, demigod, or other divine being which grants you otherworldly insight. Once per game session, you can choose a topic relevant to the story. The GM shares some information about that topic which might be useful. If you've just failed a *Learning* attribute roll and use this ability, the GM decides whether to give you information related to that roll or to give you knowledge that is completely unrelated.

## Ear of the Emperor

You have done something in the past to earn the favor of someone in a high place: a senator, the general of an army, a merchant lord, etc. Perhaps you saved their life or spared them from significant monetary loss. Whatever you did, they owe you, and they are willing to help you with minor favors as long as the favors do not subject them to any risk or cost. Once during the campaign, you can call in a large favor that does put your contact in risk or cost them something significant. They will perform the favor, but you immediately lose this trait, as their debt has been repaid.

## Extraordinary Presence

Your inherent extraordinary nature manifests itself in a tangible way of your choosing. For example, your eyes may glow, your skin might emanate an icy chill, or a trail of withering plants could follow you wherever you set foot. Depending on the nature of your presence, it might make others more likely to fear, admire, or trust you—or otherwise depending upon their ideals. Whenever your extraordinary presence is relevant in a social situation, you gain advantage 1 on any action rolls you make.

## Fugitive

You are part of a illegal network, whether it be a thieves' guild, an underground network of stolen data brokers, or otherwise. Once per game session, you can call in a favor from a contact within your network to perform a mundane task such as gathering information or arranging safe passage. If the favor puts your contact at risk, they will still perform it but may ask for an equally risky favor from you in return.

## Idol

Your reputation for some outstanding virtue precedes you, and people tend to hold you in high esteem. Once per session, you can call upon your reputation to inspire trust from someone who is skeptical of you, your actions, or your allies.

## Innocent

Whether from a distant fey ancestry or simply an air of naivety, you possess a childlike quality that can melt even the coldest of hearts. Once per game session, you can leverage your innocence to turn an enemy and cause them to take pity on you. The enemy might choose to look the other way when you've done something illegal, forgive a debt you could never pay, or vouch in your favor before the authorities.

## Jack of All Trades

You have a knack for picking up new skills. Once per game session, provided you are not under pressure from an inordinately tight deadline, you can automatically succeed at a non-attack action roll that relates to some craft, trade, skill, or similar work provided its Challenge Rating is less than or equal to 14.

## Legendary Bloodline

Your ancestry can be traced to dragons, Void Templars, an ancient order of Archmagi, an intergalactic dynasty, or a similar powerful group. As such, a sense of awe follows you when met by those who know and respect your heritage. Choose an area of expertise, such as arcana, politics, or warfare. You are assumed to have knowledge and a destiny for greatness in the chosen area of expertise, and others treat you with deference. This influence could guarantee your placement within an Arcane College, grant you access to the Void Templars securely encrypted database, secure a mentorship under a famous Senator, or cause a Lieutenant who does not know you well to take combat orders from you based on your training in an elite task force.

## Local Hero

You are well-known and respected as a protector of the common folk in a small region. The average citizen in this area will look up to you, and will offer you food, shelter, and other necessities. They will even take risks or assume minor costs to aid or protect you, so long as the risk is not death.

## Lucky

Once per game session, in a moment of need, you can call on luck to shine upon you. The GM decides what form this luck takes. For example, an attack that was meant for you might target an ally instead, you may discover a secret passage to escape from a rolling boulder, or a local law enforcement officer decides to overlook your crime because you happen to have grown up on the same street.

## Merchant

You understand the art of economics as well as the best of businessmen. A master of supply and demand, you have a knack for knowing when to buy and when to sell. You cannot be swindled when it comes to bartering, and you always know whether or not you are getting a fair price. Furthermore, you have friends in merchant circles and guilds in your home city, and you can easily gain such connections in new locations given enough time.

## Nature's Ally

The natural world responds to your deep connection with it. Perhaps you are a preservationist, seeking to restore organic life in a shattered post-apocalyptic wasteland, or maybe you are a hermit closely attuned to the animals and plants of the Sylvan woodlands. Whatever your circumstance, people and creatures connected to the land can sense your deep respect for the natural order. Wild animals are more receptive to your desires, primitive tribes give you the benefit of the doubt by assuming you do not have destructive intentions, and you can typically gain an audience with an elusive Druid or Shaman in a given region who shares your goal in defending nature.

## Observant

Your keen senses allow you to notice details that others typically miss. Once per game session, you can use this ability to notice something out of the ordinary. For example, you might spot a hidden passage behind a bookcase, a trace of blood under the fingernails of another character, or a wig that is not quite convincing. If you use this ability after failing a *Perception* roll, the GM decides whether you notice the initial target of your roll or a different detail.

## Profession

Choose a specific trade, such as sailor, soldier, or miner. You know everything there is to know about the business and are a master of the requisite skills. A sailor, for example, can tie a knot for all occasions, navigate by the stars, and man any station aboard a ship. A soldier is well-versed in a variety of arms, understands military tactics, and knows how to navigate the chain of command with ease. Furthermore, whenever you are performing a task in which your professional skills would play a role, you gain advantage 1 to any non-combat action rolls that you must make.

## Pure-hearted

Any goodly-natured creature you encounter is friendly toward you by default rather than neutral. Circumstances can alter this, but even if rumors or actions you've taken would influence a good creature negatively, it remains one step friendlier than it otherwise would have been.

## Resilient

You are exceptionally difficult to kill or wear down. Once per game session, you can automatically succeed a Fortitude action roll of Challenge Rating less than or equal to  $10 + \text{twice your Fortitude score}$ .

## Scavenger

You have lived a life of need, and thus know how to make do when others would go without. Once per game session, you can easily acquire a single mundane item even though it would otherwise take time to get or be completely unattainable. Depending on the circumstances, the GM may decide that your acquisition is only temporary or subject to reasonable conditions. For example, you might use this perk to acquire a rope in the middle of a desert, but the GM may rule that it is so sunbaked and ancient that it will likely snap after a few uses.

## Scent

Your sense of smell is almost feral or otherwise ultra-heightened. As a focus action, you can discern the number and relative location of living creatures within 60'. With an additional focus action you can lock onto a particular scent and maintain its relative location as long as it remains within 60'. Furthermore, you gain advantage 1 on attempts to track a creature if it has left a scent trail.

## Scholar

You have spent years studying a particular discipline, such as physics, herbalism, dragon lore, history, politics, or religion. Once per session, you can re-attempt a failed *Learning* roll related to your discipline, gaining advantage 2 on the re-roll. Furthermore, you have colleagues and connections within your discipline, and know the proper channels for gaining access to specialty laboratories, libraries, temples, or other collections of lore related to your field of scholarship.

## Silver Tongue

You have practiced the ways of sneaking hidden charms and subliminal messages within everyday conversation. Once per session, when you converse with an intelligent creature for at least five minutes, you will learn one useful secret of the GM's choosing about the creature.

## Stone Sense

While underground you may fail to find what you're looking for, but you can never be truly lost. You can always find your way back to the entrance through which

you entered. Furthermore, you have advantage 1 on any action rolls in which a familiarity with underground environments would prove helpful, such as attempts to identify the risk of a cave-in or to find a secret passage within a cavern.

## Street Rat

You were raised on the streets or at least spent a good deal of time crawling about them. As such, you know how to navigate urban areas quickly, make yourself unseen, and find a bite to eat when you're down on your luck. As one of the invisible urchins that crawl the city, you are also quite adept at picking up rumors in taverns and crowded streets. You gain advantage 1 on rolls for situations in which your street rat nature would be helpful.

## Upper Class

Being of high birth, old money, or otherwise given access to resources beyond the common citizen, you are treated as a benefactor by the lower classes. They will trust and help you in the hopes of being rewarded for their efforts. You are also treated as a peer by those of similar or slightly higher social standing and can typically request an audience with them. In addition, representatives of the law generally assume you to be beyond reproach unless they are presented with compelling evidence to the contrary.

## Vagabond

Having spent significant time fending for yourself in the wilderness, you excel at surviving and navigating in the wild. You always know the direction of true north and you can automatically find enough food to feed yourself plus a number of additional people equal to your Learning attribute score.

## Warrior's Code

As a veteran warrior, you command respect even from foes. Once per session, you can use this perk to cause an enemy or group of enemies to extend special concessions or favorable treatment toward you via an unspoken warrior's code. The GM decides what these concessions look like. For example, your enemies might choose to trust you to come quietly and not shackle you, or overlook an insult that would have otherwise have been cause for bloodshed.

## Whisperer of the Wild

Once per game session, you can ask a single "yes" or "no" question of a plant or animal within earshot. The plant or animal automatically trusts you at least enough to answer the question truthfully. You receive the answer by way of an inner sense, and so this ability cannot be used for further two-way communication.

# FLAW DESCRIPTIONS

## Absent-minded

You live with your head in the clouds. You might just be ditzy, or maybe you just spend your time contemplating loftier matters. Whatever the source of your absent-mindedness, you are slow to notice important details and have a tendency to get distracted at exactly the worst possible moment.

## Addiction

The roll of the dice, the smoke of the Black Lotus, or the escape of the virtual reality machine. Whether your addiction is physical, mental, or social, the effect is generally the same: you've got an itch that you need to scratch, and you'll sometimes do reckless or atrocious things to make sure that you can get your fix. You get to decide the nature and severity of your addiction.

## Ambitious

You are willing to do anything to get ahead in life and often that means trampling upon other people on your way to the top. When presented with a situation requiring empathy for those beneath you, it's typical for you to ignore their need. In addition, you may sometimes overreach in your attempts to get ahead, making bold and risky choices that can put you and those close to you in danger.

## Bloodlust

Battle isn't just a way of life, it is *the way of life*. There isn't a conflict you've encountered that wasn't best solved with steel or lead, and your allies will have a hard time convincing you otherwise. You are prone to starting fights when they aren't necessary and prolonging them even after the enemy has surrendered.

## Brash

You are bold and daring to the point of recklessness. You have no time for plans, calculations, or strategic thinking. A lot of brass and a bit of luck are all you need. Kick in the door and let the details sort themselves out.

## Brauado

You have a flair for the dramatic, and will often undertake bold or daring maneuvers simply for the thrill of it. For example, in combat you might swing from a chandelier even if it offers no tactical advantage.

## Cosmetic Deformity

Something about you makes you less attractive, undesirable to behold, or even just downright abominable. You get to decide the nature and severity of your deformity. Examples include a scarred cheek, vacant white eyes, a burn-covered body, and a missing nose. Whatever form this flaw takes, it is merely cosmetic and thus will generally only affect you in social situations.

## Compulsion

You have an irresistible urge to perform a behavior of your choice. Examples include, grinding your teeth, tapping your foot, biting your fingernails, counting coinage, and washing your hands. Your compulsion can sometimes put you in awkward or embarrassing situations, such as needing to wash your hands immediately after shaking hands with an ambassador.

## Cowardly

You have honed self-preservation into a way of life, and you will do almost anything to avoid danger, pain, and death. Sometimes, the situation at hand and the pumping of adrenaline will lead you to perform acts that appear courageous, but sooner or later your cowardly nature will emerge. You are easy to intimidate and you will almost assuredly crack under interrogation. In combat, you can still choose to fight, but you will attempt to distance yourself as much as possible from harm's way, even if it means leaving an ally in a tough spot.

## Dimwitted

You aren't the sharpest tack in the box. It's not just that you weren't gifted with skill in academia, it's that you pick up on things pretty slowly overall. With the exception of your areas of expertise, you have a hard time learning new skills, following instructions, and maybe even remembering names.

## Disabled

You have some physical deficiency that holds you back in life. You decide the nature and severity of your disability. Some examples of disabilities include blindness, deafness, missing limbs, partial paralysis, bone deficiencies, or allergies.

## Greedy

You can't help it: you just like *things*. Money, gems, items of power - they beckon you at every turn and you'll often take great risks and maybe even betray your allies if the monetary reward is great enough. You're easy to bribe, and you will often push the limits of negotiation or bartering in order to increase your share in the profits, even if it makes you a few enemies.

## Honest

You won't tell a lie or engage in deceitful speech, even to save your own life or the life of another.

## Hot Tempered

Your fuse is short and your explosions are destructive. Sometimes your anger boils slowly over time and other times it erupts completely unexpectedly. But when you do fly off the handle, things rarely go well for you.

## Illiterate

You can't read or write, even in languages that you speak fluently.

## Literal Minded

You struggle with concepts and turns of phrase that are not literally true, such as idioms and metaphors. You might think sorcery is afoot if someone tells you it is "raining cats and dogs". If a friend exaggerates by saying "I'd kill myself if Melzak were elected Supreme Justice", you would be genuinely concerned for your friend's life if Melzak did get elected.

## Mood Disorder

You suffer from a psychological condition that directly affects your mood, such as depression or anxiety. You get to determine the nature and severity of your mood disorder.

## Naïve

Whether you are innocent, uninformed, or inexperienced, the results are the same: you are pretty gullible. You get to define the scope of your naivety. For example, maybe you're a greenhorn from a big city on the east coast, so you are unlearned in the ways of the Wild West. Or maybe your memory was completely wiped out a few weeks ago and you are relearning the rules of civilization, thus your naivety presents itself much more universally.

## Overt

You have a strong aversion to subterfuge, legerdemain, and smooth talking. After all, the shortest distance between two points is a straight line, so why not follow the straight and narrow path? Your overtness may lead to you mistakenly foil the plans of allies, such as by blurting out a sensitive truth in the midst of a tense negotiation.

## Overweight

You are carrying a few extra pounds, and they tend to get in the way at all the wrong times, such as when climbing a ladder or crossing a decrepit rope bridge.

## Pacifist

You disdain combat and bloodshed of any kind, and will generally do whatever possible to avoid it. You can decide the extent of your pacifism. You might just revert to violence as a last resort, or you may be so averse to combat that you won't lift a weapon even in defense of yourself or others.

## Phobia

You are terrified and incapable of rational thought when you are presented with the object of your fear. It could be spiders, snakes, closed spaces, crowds, or something less common like co-dependence: a fear of being alone that causes you to always seek out companionship, even if that companionship has a negative impact on your life overall.

## Proud

Some call it an inflated ego. Others call it conceit. But you know that you really are just that good. The rabble



are inferior, and you're not afraid to let them know. Your pride may be a universal sense of self-worth, or it may only manifest itself within certain spheres or situations. For example, your rank in the Royal Star Force leads you to look down upon anyone trained in less illustrious armed forces.

## **Psychotic**

You are severely mentally deranged to the extent that you occasionally lose touch with reality. You get to determine the extent and nature of your psychosis, including any potential triggers. For example, you might believe that beings from another dimension are trying to abduct you, or perhaps you relive a nightmarish scene from your past whenever you are in the midst of a gun fight.

## **Short-winded**

You have poor lung capacity and easily tire. Sprints, long runs, and forced marches are either impossible for you or they tend to leave you completely incapacitated afterwards.

## **Sick**

You suffer from some sort of chronic illness or condition, such as tuberculosis, cancer, arthritis, or irritable bowel syndrome. Even if you possess the means to treat your disease or control the symptoms, you might still have episodes or flare ups that hinder your adventuring life.

## **Socially Awkward**

Something about your behavior tends to rub people the wrong way. Perhaps you don't respect the personal space of others, tend to ramble in conversation, or share overly

personal details. Whatever the nature of your awkwardness, it makes social situations difficult for you at times.

## **Stubborn**

It's your way or the highway. Maybe not all of the time, but once you've made your mind up on an important matter, you won't budge. You probably won't even compromise.

## **Uncoordinated**

Your body just doesn't work well with itself. You have trouble balancing, catching, throwing, and performing similar physical tasks that require dexterity or nimbleness.

## **Vengeful**

You let no slight go unpunished. While some might be able to shake off an insult from a tavern drunk, you take it as a personal assault that demands satisfaction. The more severe the crime, the greater the vengeance you will mete out.

## **Zealous**

You stand for a cause—whether it is a religion, a nation, a code, a way of life, or otherwise—and you will push the boundaries of normal behavior to uphold your cause. This might mean that you make yourself a social outcast by attempting to convert others to your cause, or it could mean that you are willing to perform an act you might otherwise consider evil, such as putting innocent lives in danger, if doing so would promote your cause.



# CHAPTER 6: WEALTH & EQUIPMENT

**N**o story of heroic deeds is complete without equally heroic gear, weapons and armor. Indiana Jones had his whip, King Arthur had *Excalibur*, and Bilbo had his mithril shirt. In this chapter, you'll learn everything you need to know about how to equip your character at first level and beyond, as well as how to keep track of your wealth as you claim space pirate bounties and dip your hands in the coffers of kings.

## WEALTH

Rather than tracking every gold piece, credit, or fine art object acquired over the course of your adventures, Open Legend uses a simplified wealth system.

Every character has a wealth score, which begins at 2 and can range from 0 to 9, fluctuating up and down as you acquire and spend your riches. Your wealth score provides a general description of how well-off you are and the typical types of goods and services you can acquire. The Wealth Overview table describes the typical lifestyles and available goods for each wealth score.

### WEALTH OVERVIEW

Wealth Score	Example Lifestyles	Example Expenditures
0	beggar, street urchin	3 square meals and a warm bed
1	unskilled laborer	a night on the town, leather armor, simple weapons
2	skilled laborer, town guard, 1st level hero	martial weapons, all-terrain vehicle, chainmail armor, a good horse
3	master artisan, village mayor	armored trench coat, silver bullets, a small boat, a fine horse, a nice car
4	4th level hero, noble, city mayor	elven full plate, a light tank, a small ship, a siege engine
5	lord of a realm, mob boss in a large city	a large cargo ship, a city wall, a heavily armored tank, weapons to outfit a small militia
6	7th level hero, Federation Chancellor	a large warship, a groundbreaking prototype, the workforce of a medium-sized business
7	king, president	a stronghold, a jet fighter, an elite covert task force
8	intergalactic ruler, 10th level hero	a sprawling estate, a large corporate buyout, an army of 10,000
9	supreme emperor	a castle, a space station, an army of 50,000, a fleet of warships

## Acquiring Goods and Services

Whether you are trying to buy new equipment, construct a building, or hire a craftsman, your wealth score determines if you are able. Every good or service is

assigned a wealth level (either in the rules or by the GM). This level is compared with your wealth score in order to determine the cost of acquiring the item, as follows:

If the good you want to purchase has a level **lower than** your wealth score, you can acquire the item easily without taxing your time and resources.

If the item's level is **equal to** your wealth score, you can acquire it, but the expense taxes your resources such that you cannot acquire new goods at that level or higher for two weeks.

If the object of your purchase is **one level higher than** your wealth score and your wealth score is above 0, you can acquire it, but the cost is so great that your wealth score is reduced by 1.

You cannot make purchases that are more than one level higher than your wealth score.

### EXAMPLES OF ACQUIRING GOODS AND SERVICES

Thanks to a recently successful salvage run, Shara's wealth score just increased to 4. She's had her eyes set on a new cargo ship for a while now, which the GM has set at wealth level 5. Shara chooses to spend her savings to get the ship. Because it is one level higher than her current wealth score, her wealth is permanently reduced by 1, leaving her again with a wealth score of 3.

Slade, master of the local thieves' guild, has a wealth score of 5. He wants to outfit all of his men with new weapons, which the GM has decided equates to wealth level 5. Slade can complete the purchase, but it is so taxing on his resources that for the next two weeks he can only acquire goods that are below his wealth score.

Crazy Mac has panhandled his way up to a wealth score of 1. From now on, he can afford 3 square meals and a warm bed every night, because they are priced at wealth level 0.

### The Rule of Common Sense

Your wealth score determines which purchases are possible given the proper circumstances. Obviously, if you are in the middle of a desert, you can't buy a keg of water even if you have the wealth of an emperor. Likewise, even though you have enough money to raise an army, the GM may rule that you still require the appropriate amount of time, effort, and charisma to convince the soldiers to follow you.

### Gaining Wealth

As you travel the stars, slay mythic beasts, and win over affluent nobles, your wealth will increase. The GM decides when a character's wealth increases, and the Wealth Overview table provides a few milestones of typical character wealth scores at different levels. Typical situations of when the GM would grant you an increase

in your wealth score include acquiring a large hoard from a monster's lair, finding a buyer for an item of great power or value, or being rewarded by a great ruler.

## CARRYING CAPACITY

Open Legend is about rolling dice, telling epic stories, and having a good time. So the rules for determining how much you can carry are purposefully simplified so that you and your friends can spend your time on what matters: the game.

### Twenty Items Max

You can carry up to twenty pieces of gear. No more. Only track the items that will actually affect the game. So, no, you don't need to record your pants and shirt on your character sheet. But, your armor does count.

Multiple items of a similar nature that can be stowed together, such as twenty arrows in a quiver or a belt of healing potions, only count as a single item. The GM can use their own discretion to apply common sense limits if necessary. For example, even though technically 1000 clips of ammo would count as a single item, the GM is free to rule that a PC can't carry them or that they would count as a *bulky* item (see below).

### Maximum Heavy Items Equals Might Score

Some items have the *heavy* property. You can carry a number of *heavy* items equal to your Might score. Once you're carrying your maximum number of *heavy* items, your speed is cut in half. A character with a zero Might score cannot carry any *heavy* items.

### One (Maybe Two) Bulky Items

Some items have the *bulky* property. You can carry one *bulky* item at no penalty. You can carry a second *bulky* item, but your speed is reduced to 5'.

## WEAPONS & IMPLEMENTS

The Weapons & Implements table provides information about a wide variety of gear that you will use in combat. It features examples from a wide variety of genres and settings, and you can easily adapt existing weapons to your campaign simply by changing the name and keeping the mechanical statistics. For example, a flamethrower can just as easily become an alchemical acid spitter.

**Examples** list one or more weapons or implements that are mechanically equivalent. It is not an exhaustive list by any means, but simply something to get your brain working. Feel free to discuss with your GM about other items that would make sense.

**Category** is the general group that the weapon falls into. Some weapons may fall into multiple categories. If a weapon falls into multiple categories, for each attack, the wielder must choose the mode being used and the attack gains the benefits of that category. For example, a dagger is both "Close Ranged" and "One-handed Melee". On each attack, the wielder chooses the mode.

**Melee** - weapons in this category are meant for close quarters hand-to-hand combat.

**One-handed Melee** - The weapon uses a single hand and allows the other hand to be used for carrying another object, second weapon, or kept free for other actions. When wielding a one-handed weapon in each hand, if neither has the *defensive* property, you gain advantage 1 to all melee attacks. If both weapons you are wielding have passive benefits such as the *defensive* property, use the best of the two benefits; they are not added together.

**Two-Handed Melee** - The weapon requires two hands to wield and cannot be used with a shield or other weapon. Two-handed melee weapons grant advantage 1 to all attacks.

**Versatile Melee** - The weapon can be wielded either one-handed or two-handed. The wielder can freely switch between the two modes and has all of the benefits and restrictions of whichever mode they are using.

**Ranged** - Weapons in this category can be used to make ranged attacks with no penalty up to their range increment (in feet). Attacks made up to twice the normal range suffer disadvantage 1, and attacks made up to three times the normal range suffer disadvantage 2. Attacks at farther distances cannot be made. Note that ammunition for ranged weapons is generally not kept track of, as it is assumed you have brought enough ammo with you.

#### Range Increments

**Close Ranged** - Range increment of 25'.

**Short Ranged** - Range increment of 50'.

**Medium Ranged** - Range increment of 75'.

**Long Ranged** - Range increment of 125'.

**Extreme Ranged** - Range increment of 300'.

**Close** and **Short** Ranged weapons are built to be compact and effective in close quarters, so they are less bulky. They can be wielded with a single hand, allowing the other hand to be used for carrying a shield, second weapon, or kept free for other actions.

**Medium**, **Long**, and **Extreme** Ranged weapons have various strengths, but are not built for close quarters combat. As such, they require two hands and cannot be used with any weapon or other item in the wielder's off hand.

**Extreme** Ranged weapons are specially built for distance and cannot be used to attack a target closer than 50'.

**WL (Wealth Level)** is an indication of how expensive the item is to purchase. See the **Wealth** section earlier in this chapter for an explanation of how that works.

**Properties** are the descriptors that make each weapon unique from others. These properties translate to specific game mechanics described below.

**Banes** indicate specific banes that the weapon is particularly effective at inflicting. You may use the weapon to inflict the listed banes even if you are not using one of the attack attributes listed in the bane description. When an attacker uses the weapon to

## WEAPONS & IMPLEMENTS

Examples	Category	WL	Properties	Banes
Unarmed Strike	One-handed Melee	0	Forceful, Precise, Swift	Stunned, Knockdown
Bowie Knife, Shiv, Multi-tool	One-handed Melee	2	Precise, Swift	Persistent Damage, Disarmed
Scimitar, Shortsword, Machete, Sawblade	One-handed Melee	2	Forceful, Precise	Persistent Damage, Disarmed
Blow Gun, Dart	Close Ranged	1	Precise	Immobile
Hatchet, Dagger	Close Ranged, One-handed Melee	2	Forceful, Precise, Swift	Persistent Damage, Disarmed
Longsword, Katana, Falchion	Versatile Melee	2	Forceful, Precise	Persistent Damage, Disarmed
Baseball Bat, Club, Improvised Weapon	One-handed Melee	1	Forceful	Knockdown, Stunned
Mace, Warhammer	One-handed Melee	2	Forceful	Knockdown, Stunned, Forced Move
Greatsword, No-dachi, Claymore, Bastard Sword	Two-handed Melee	2	Forceful, Precise, Heavy	Forced Move, Knockdown
Chainsaw	Two-handed Melee	2	Forceful, Heavy	Persistent Damage, Demoralized, Provoked, Fear
Shortspear	Versatile Melee, Short Ranged	1	Forceful, Precise	Persistent Damage, Disarmed, Immobile
Sledge Hammer, Maul, Great Axe	Two-handed Melee	2	Forceful, Heavy	Knockdown, Forced Move, Stunned
Longspear	Two-handed Melee, Close Ranged	2	Forceful, Precise, Reach	Persistent Damage, Disarmed, Immobile
Pitchfork, Staff	Two-handed Melee	1	Forceful	Knockdown, Immobile, Forced Move
Glaive, Halberd, Naginata	Two-handed Melee	2	Forceful, Reach	Knockdown, Immobile, Forced Move
Flamethrower	Two-handed Melee	3	Precise, Slow, Area (5' / 10' cone)	Fear, Persistent Damage
Laser Pistol, Revolver, Handgun	Short Ranged	2	Precise	Persistent Damage, Slowed
Grenade, Firebomb Elixir	Close Ranged	2	Precise, Expendable, Area (10' cube)	Persistent Damage, Knockdown, Forced Move
Light Crossbow	Medium Ranged	2	Precise	Persistent Damage, Immobile
Sawed-off Shotgun	Short Ranged	2	Precise, Slow, Area (10' cone)	Persistent Damage, Stunned, Forced Move
Shortbow, Pump Shotgun	Medium Ranged	2	Precise	Slowed, Persistent Damage, Knockdown
Submachine Gun, M16	Medium Ranged	3	Precise, Area (10' cube)	Persistent Damage, Provoked, Demoralized
Heavy Crossbow, Longbow, Rifle	Long Ranged	2	Precise	Persistent Damage, Slowed
Sniper Rifle, Laser Rifle	Extreme Ranged	2	Precise	Persistent Damage, Slowed
Cannon	Extreme Ranged	2	Precise, Slow, Area (15' square), Delayed Ready, Heavy, Stationary	Persistent Damage, Forced Move, Stunned
Small Shield	One-handed Melee	2	Forceful, Defensive 1	Forced Move, Stunned, Knockdown
Riot Shield, Tower Shield	One-handed Melee	3	Forceful, Defensive 2	Forced Move, Stunned, Knockdown

inflict one of the listed banes, they may treat the power level as reduced by one for purposes of meeting bane invocation attribute prerequisites, which the attacker still must meet. In addition, if you make a bane attack with the weapon, you get advantage 1 on the attack.

## Properties

**Area** - An area weapon always makes multi-target area attacks of the listed size and shape and cannot be used for single-target attacks. If a weapon has multiple area sizes, the attacker chooses from them with each attack. These attacks do not incur any of the disadvantage penalties associated with multi-target attacks.

**Expendable** - An expendable item can be used once to make an attack. Afterwards, the item is expended and cannot be used again.

**Defensive** - A defensive weapon grants advantage equal to the listed value when its wielder takes the *defend* action. Additionally, you gain a +1 armor bonus when wielding a defensive weapon (regardless of the *defensive* value listed). While wielding an item with the *defensive* property, you don't gain the advantage 1 to attacks normally associated with Melee One-handed or Two-handed weapons. A weapon cannot have a *defensive* value greater than 3.

**Delayed Ready** - This weapon can only be used once per round. In addition, prior to using the weapon, the wielder must spend a move action to ready it.

**Forceful** - This weapon can make attacks with the Might attribute and invoke banes accessible via Might.

**Heavy** - The weapon is particularly heavy to carry. You may carry a maximum number of *heavy* items equal to your Might score.

**Precise** - This weapon can make attacks with the Agility attribute and invoke banes accessible via Agility.

**Reach** - This weapon extends the natural melee range of the creature by 5'.

**Slow** - If you are wielding this weapon at the beginning of combat, you gain disadvantage 2 on your initiative roll. If you are not wielding the weapon but plan to use it on your first turn, this penalty is still applied. If you are wielding multiple weapons, your initiative modifier is equal to the slowest among them (slow, swift, or neither).

**Stationary** - The bulk and weight of this weapon is

## WEAPONS AND GAME BALANCE

Open Legend often stresses narrative over balance, and this is especially true when it comes to weapons. Not all weapons will be perfectly balanced (just as they aren't in real life), and so some weapons will often see play more than others. For example, a character would have little reason to use a shortsword over a longsword, mechanically speaking, because they are identical except that a longsword has the versatility of being used in either one or two hands. However, that does not mean that the narrative will never favor or require a shortsword over a longsword. A newly formed thieves guild, for example, might not have the resources to equip everyone with longswords, so their low-level agents might be equipped with shortswords.

## TECH LEVELS

Tech Levels provide a simplified way of defining the technology available to a given society. Open Legend uses the following four tech levels to broadly categorize the technological advances that a society can make:

**TL 0** - Stone Age, Bronze Age, Iron Age, Medieval Age

**TL 1** - Modern Age

**TL 2** - Near Future (mechs, cyborgs, laser weapons)

**TL 3** - Far Future (intergalactic space travel, nanotechnology, quantum-powered technology)

When planning a campaign, the GM can specify which tech level (or levels) the campaign will use. For example, a typical sword and sorcery campaign would be set at tech level 0, while a steampunk campaign would probably use a good mix of tech levels 0 and 1.

**Mixing Tech Levels** You may encounter situations in which one group has a significant technological advantage over another group, such as an intergalactic empire (tech level 3) waging war upon a primitive civilization (tech level 0). In cases like these, the GM may assign blanket advantage or disadvantage to actions equal to the difference of the opposing tech levels. Using the previous example, the primitive civilization would receive disadvantage 3 on all actions in which the technology disparity plays an important role, while the intergalactic empire would conversely have advantage 3.

enormous. Moving it requires a focus action, which allows it to be moved up to 30 feet.

**Swift** - If you are wielding this weapon at the beginning of combat, you gain advantage 2 on your initiative roll. If you are not wielding the weapon but plan to use it on your first turn, you still get this bonus. If you are wielding multiple weapons, your initiative modifier is equal to the slowest among them (slow, swift, or neither).

## ARMOR

The armor table details various types of protection that you might equip in order to keep yourself from harm. Like the Weapons and Implements table, it features examples from a variety of genres that can easily be adapted to fit your campaign. Armor provides a bonus to your Guard defense, thus reducing or negating the damage that you would suffer from many types of attacks.

The Armor table summarizes the following properties of each type of armor:

**Examples** list several suits of armor that are mechanically equivalent and logically grouped together.

**Type** indicates whether the armor is light, medium, or heavy. Generally, light armor provides a defense bonus of +1, medium of +2, and heavy of +3.

**Wealth Level** is an indication of how expensive the armor is to purchase. See the **Wealth** section earlier in this chapter for an explanation of how that works.

**Required Fortitude** lists the minimum Fortitude attribute score that a character requires in order to wear the armor. Without the requisite Fortitude score, a character cannot benefit from the protection it affords.

# ARMOR

Examples	Type	Wealth Level	Required Fortitude	Defense Bonus	Speed Penalty
Leather Armor, Steelsilk, Padded Armor	Light	1	0	1	0
Armored Trench Coat, Electropolymer Armor	Medium	3	2	2	0
Chainmail, Kevlar Vest, Breastplate	Medium	2	3	2	0
Yoroi Armor, Plate Mail, Riot Suit	Heavy	2	3	3	5'
Power Armor, Elven Plate Mail	Heavy	4	1	3	0

**Defense Bonus** indicates the bonus that your character gains to their Guard defense.

**Speed Penalty** indicates the reduction in speed that your character suffers due to the armor's bulk or weight.

## Getting in and out of Your Armor

Donning and removing armor takes 1 round for light armor, 1 minute for medium armor, and 10 minutes for heavy armor. Sleeping in medium or heavy armor is only possible with special training. Without the Armor Mastery feat, sleeping in armor causes your character to gain one level of the Fatigued bane, which applies disadvantage 1 to all non-attack rolls until they get a proper night's rest.

## BUILDING YOUR OWN WEAPONS

Previously, we detailed the mechanical benefits of a variety of sample weapons. But you may be interested in customizing your character or campaign setting with new home brewed weapons. To do so, simply follow the four step process explained in this section. Every weapon begins with a default wealth level of 1, and may be increased or decreased at various stages of this process.

### Step 1: Choose a Category

Typically a weapon belongs to one category, however some weapons, such as a dagger or a hybrid sword-gun might fall into two categories. No weapon should fall into more than two categories, but selecting either one or two categories is at the discretion of the player and GM. This step has no impact on the weapon's cost.

### Step 2: Choose Properties

Every weapon must be either *Forceful* or *Precise*. Some weapons are both. Choose one or both.

Next, choose any other properties that the weapon possesses. Step 4 includes a table that details the wealth level adjustment of each.

### Step 3: Choose Banes

Weapons are distinguished in terms of combat style and effectiveness by the banes associated with them. Banes do not impact wealth level, and a typical weapon will have 2 or 3 associated banes. Weapons with 4 or more associated banes must be approved by the GM.

### Step 4: Calculate Wealth Level

All weapons (with the exception of unarmed strike), begin

with a base wealth level of 1. From there, calculate the wealth level of the weapon based on the decisions you made in steps 2 and 3. Then, compare the weapon to others of similar power. If necessary, adjust the wealth level up or down slightly so that it is an accurate representation of the item's overall influence on the story and intended power level compared to other items.

Property	WL Modifier
Area	+ disadvantage penalty incurred by the area via multi-targeting (see Chapter 7: Combat)
Defensive	+ defensive value
Delayed Ready	-1
Expendable	-1
Heavy	0
Reach	+1
Slow	-1
Stationary	-1
Swift	+1

### WEAPON BUILDING EXAMPLE: KUSARI-GAMA (CHAIN & SICKLE)

The kusaria-gama is an unique weapon from Japanese history. It is a combination of a chain and a kama (traditional farming implement).

**Step 1 (Choose a Category)** While the kusari-gama can be used as a short bladed melee weapon, its chain can also be swung long distances. As such, we will give it both the *one-handed melee* and *close ranged* categories.

**Step 2 (Choose Properties)** Because the kusari-gama can be wielded either with nimble precision or a mighty swing, lets give it both the *precise* and *forceful* properties. For extra flavor, we will say that the chain's ability to intercept and deflect attacks merits the *defensive* +1 property, and also the *reach* property for striking at a distance. Because swinging the weapon is time-consuming, we will also give it the *slow* property.

**Step 3 (Choose Banes)** The kusari-gama can be used to pull, trip, entangle, and threaten enemies in a wide area, as such we will give it the *forced move*, *immobile*, *knockdown*, and *provoked* banes.

**Step 4 (Calculate Wealth Level)** The total wealth level modifier of the properties chosen in step 2 is +1. Added to the base wealth level of 1, we arrive at a final wealth level of 2 for our kusari-gama.



# CHAPTER 7: COMBAT

## S

ometimes, the well-meaning but far too honest paladin blows your cover. Sometimes, the trigger-happy gunslinger gives away your position. Sometimes, negotiations fail.

That's when combat ensues.

In this chapter, you'll learn all the rules for fighting strategic and epic battles.

## WHEN COMBAT ENSUES

The first thing to realize is that not every instance of violence or fighting in your game needs to be broken down into blow-by-blow, round-by-round narration. The outcome of a simple bar fight, which might be important to the story but not particularly fun to play through, could be decided using a few action rolls based around the core mechanic explained in Chapter 2. A final showdown with an evil necromancer fought upon air ships sailing through the clouds, on the other hand, is epic and fun enough to merit a blow-by-blow resolution. The GM is the final arbiter who decides when to start combat, and they can do so with three simple words: "Roll for initiative!".

## STARTING COMBAT

When the GM declares that combat will begin, the game is separated into rounds. Each round represents about six seconds of time in game, and during a round, each PC and each NPC enemy or ally will receive one turn. Before combat begins, there are two things that must be done: determining surprise and rolling for initiative.

### Determining Surprise

In any combat, one or more combatants may be surprised if their enemy catches them off guard or unaware. For example, if a pack of bandits lays an ambush for the PCs in a rocky chasm, the GM may have every member of the party make a Perception roll contested by the bandits' Agility roll. Any PC who fails the roll is surprised. The GM decides when some or all combatants may be surprised.

Surprised characters always act after non-surprised characters, as explained in the rules for initiative. Furthermore, until a surprised character takes their first turn, they may not take any interrupt actions and all attacks made against them gain advantage 1.

### Roll for Initiative

After surprise has been determined, each combatant makes an Agility action roll. The total of a combatant's Agility roll is their initiative score. The GM may decide to make one roll for each group of NPC enemies or allies instead of tracking each NPC initiative individually.

When taking turns in combat, characters act in order from highest initiative score to lowest. In case of ties, characters act in order of their Agility scores (from high

to low). If Agility scores are also tied, determine the order randomly.

**Note:** If any character is wielding a weapon with the *swift* property at the beginning of combat, they gain advantage 2 on their initiative. A character may also gain this benefit even if they are not wielding the weapon at the beginning of combat, but in doing so they commit themselves to drawing the weapon on their first turn.

If any characters are surprised, keep two initiative orders: one for surprised combatants and one for non-surprised ones. All characters in the non-surprised order act first, followed by characters in the surprised order.

### EXAMPLE OF INITIATIVE AND SURPRISE

Zak and Jalani are exploring the crash site of an Armada Star Cruiser for salvage when they are ambushed by a pack of gravity worms.

Zak and Jalani roll Agility to determine initiative, and the GM makes one roll for the worms as a group. Jalani announces that she'll be drawing her Las Pistol, which has the *swift* property, granting her advantage 2 on her Agility roll. Zak was rummaging through a closet at the moment of attack, so the GM rules that he is surprised.

- Zak (Agility 2) rolls  $1d20 + 1d6$ , and gets a 14.
- Jalani (Agility 4) rolls  $1d20 + 3d10$  (keeping the highest d10), and gets a 25.
- The gravity worms (Agility 3) roll  $1d20 + 1d8$ , and get an 11.

The final initiative order is as follows:

#### Non-surprised Combatants

- Jalani 25 (On her first turn, she must draw her Las Pistol)
- Gravity Worms 11

#### Surprised Combatants

- Zak 14

### Waiting to Act

If you do not wish to act when your turn comes, you may choose to defer your turn, either by waiting or by preparing to react in response to some sort of situation. If you wait, you may take your turn at any time after another character has finished their turn but before another character has begun.

If you are preparing to react, then you should give a general description of what you are preparing for, such as "I'll act when a threat comes through the door" or "I'm readying my bow to shoot at an enemy who goes for the altar." When the triggering action occurs, you may choose to take your turn even if it interrupts another character's turn (such as if they are in the process of moving). Once your turn is complete, any characters who you may have interrupted may complete their turn.

If, by the end of the round, your triggering conditions were not met, you may take your turn as usual.

## TAKING YOUR TURN

When your turn in the initiative order comes, you are allowed one major action, one move action, and any number of minor actions (though you may not take more than one minor action of the same type). In lieu of taking any of these actions, you may choose to take one focus action on your turn.

On your turn, you may take...	Or...
1 Major Action*	1 Focus Action
1 Move Action	
Any number of minor actions	

\*Major action may be traded for a move action

## Major Actions

Major actions are what you take to get big things done in combat. Your major action can be taken to do one of the following:

- Make a damaging attack
- Make a bane attack
- Invoke a boon
- Assist an Ally
- Take an extra move action

Each of these actions is explained below.

### Make a Damaging Attack

A damaging attack is one in which you are strictly aiming to reduce your foe's hit points. When you want to attack a target, follow these steps:

1. **Determine attribute vs. defense.** Every attack consists of a single attribute roll that is compared to one of the target's defenses.
2. **Choose your target.** The range of your attack depends on whether you are using a melee, ranged, or non-physical attack.
3. **Roll your attack.** Make an attribute roll. You deal damage equal to the amount that your roll exceeds your target's defense. If you meet or exceed the target's defense, you deal a minimum of three damage. These steps are explained in more detail below.

#### DAMAGING ATTACKS

**Attack Roll Total - Target Defense = Damage Dealt**  
(minimum of 3 on success)

(*Exceptional Success - trigger a bane or disrupt concentration if total is 10 or more over defense*)

#### DETERMINE ATTRIBUTE VERSUS DEFENSE

First, choose the most logical attribute for the type of attack you are making. Every attack is either physical or extraordinary.

**Physical attacks** involve weapons, claws, teeth, or other natural means of inflicting damage that typically rely on the attacker's Might or Agility attribute. When attacking with a weapon, your weapon's *forceful* or *precise* property will determine which attribute to use.

**Non-physical attacks** are those that make use of one of the attacker's attributes other than Might or Agility, such as by using Energy to summon a ball of fire or Logic to spring a trap. A character can only make a non-physical attack with an extraordinary attribute if they possess a score of 1 or higher in the relevant attribute.

Once you have chosen your attacking attribute, determine an appropriate defense (Guard, Toughness, or Resolve) to use as the Challenge Rating for your attack, as follows.

Physical attacks always target Guard.

Non-physical attacks are more open-ended and often require the GM to decide the type of defense targeted using the following guidelines:

- **Guard** protects against attacks that can be dodged, deflected, or avoided by taking cover, such as a ball of flame, magical wall of blades, or a laser beam.
- **Toughness** is used to defend against attacks that require bodily endurance, health, or sturdiness, such as poison and necrotic energy.
- **Resolve** guards against mental assaults and deceptions, such as attacks from a phantasmal beast or damage caused by an illusory pit.

#### CHOOSE YOUR TARGET

You must choose a target within range of the type of attack you are making:

**Melee physical attacks** target foes that are within reach of you.

**Ranged physical attacks** can target foes within the range of the weapon being used at no penalty. Attacks suffer disadvantage 1 per extra range increment beyond the first, to a maximum of disadvantage 2 at three times the weapon's range.

**Non-physical attacks** have a range determined by the score of the attribute being used, as detailed in the Non-Physical Attack Range table. Unlike ranged weapons, these attacks cannot extend beyond their normal range.

#### NON-PHYSICAL ATTACK RANGE

Attribute Score	1 - 3	4 - 6	7 - 9
Range	25 feet	50 feet	75 feet

#### RANGED ATTACKS IN MELEE

Any time you make a ranged attack and there is an enemy within melee reach of you, you have disadvantage 1 on your attack roll. Area attacks are considered ranged attacks if the area does not include at least one space adjacent to the attacker.

#### ROLL YOUR ATTACK

Make an action roll using the attribute determined in step 1. You deal damage equal to your action roll minus the target's defense, ignoring negative results. This damage is subtracted from the target's hit points. If you meet or exceed the target's defense, **you deal a minimum of three damage**.

## USING ATTRIBUTES TO INFILCT DAMAGE

Combat in Open Legend is a swirl of action rolls as blades clash, traps spring, lightning forks, and lasers fly. However, because of the free-form nature of storytelling in Open Legend, you may not always know what attributes can be used to make attacks.

### ALWAYS

Some attributes can pretty much always be used to deal damage. These include Might, Agility, Energy, and Entropy. These are the standards for swinging mauls, shooting guns, raining fire, draining life force, and so on.

### SOMETIMES

A few attributes can be used for damaging attacks in special circumstances in which the story dictates that the damage arises from your skill in the attribute. These include Logic, Protection, Alteration, Influence, and Movement. Though the occasions to use these attributes for damage will be rare, as long as the story makes sense, combatants should be able to damage foes with them. Examples of situations in which these attributes might be used in an action roll for a damaging attack are provided below.

**Logic.** Springing a trap on your foes.

**Protection.** Shielding yourself with a wall of magical knives.

**Alteration.** Causing a tree branch to strangle a foe.

**Influence.** For illusory effects that are convincing enough, any number could mimic damage until your enemy is aware of the trick. For mental compulsion, forcing a dominated enemy to stab himself.

**Movement.** Using telekinesis to hurl a boulder at a foe.

### PROBABLY NEVER

The remaining attributes don't really lend themselves to damage. Without a very good explanation, the following cannot be used for damaging attacks: fortitude, learning, perception, will, deception, persuasion, presence, creation, prescience.

## ROLL YOUR ATTACK

Make an action roll using the attribute determined in step 1. You deal damage equal to your action roll minus the target's defense, ignoring negative results. This damage is subtracted from the target's hit points. If you meet or exceed the target's defense, **you deal a minimum of three damage**.

## EXCEPTIONAL SUCCESS

If your attack roll exceeds the target's defense by 10 or more, you may apply one bane of a power level less than or equal to the attribute you used for the attack. In order to apply a bane, your attack roll must equal or exceed the appropriate defense for that bane. If your attack targeted multiple foes, you may apply the bane to each qualifying target.

As an alternative to triggering a bane, you may choose to disrupt the target's concentration. You cancel a single boon being sustained by the target of your attack. If your attack targeted multiple foes, then you may cancel one boon being sustained by each target.

## MULTI-TARGETING

By default, your attacks target a single foe. However, you may choose to target multiple individual foes or to target an area, provided that all of your targets fall within your attack's range.

Targeting more than one foe causes disadvantage on your attack roll, as described below.

### MELEE MULTI-TARGETING

You may target any number of foes that are within your reach. When targeting more than one foe, you suffer disadvantage equal to the number of foes targeted (2 targets = disadvantage 2, 3 targets = disadvantage 3, etc.)

## COMBAT ON A GRID

Many players prefer to conduct combat on a grid of squares using miniatures or tokens to represent combatants. In this style of play, each square on your grid represents a 5' by 5' square. Movement only occurs in increments of 5 feet, and you must have at least 5' of movement remaining in order to enter a new square. Combatants may not move diagonally across the corner of square containing a solid object that would restrict movement, such as a tree, building, or boulder.

### RANGED MULTI-TARGETING

You may target up to five foes that fall within a 25' square. When targeting more than one foe, you suffer disadvantage equal to the number of foes targeted, as with melee attacks.

### AREA MULTI-TARGETING

Area attacks are only possible when you are using an extraordinary attribute, unless a specific weapon property or other rule allows you to make area attacks without an extraordinary attribute. You may choose from a variety of shapes when making an area attack, as described below. Friends and foes alike that fall within the targeted area will be subject to your attack.

## MULTI-TARGETING SUMMARY

<b>Melee Attacks</b>	Disadvantage = number of targets.
<b>Ranged Attacks</b>	Disadvantage = number of targets. Max 5 targets. Must be within a 25' square.
<b>Cube</b>	Disadvantage = 1 per 5' of length of cube.
<b>Line</b>	Disadvantage = 1 per 5'x10'x10' line.
<b>Cone</b>	Disadvantage = 1 per 5' length of cone.

**Cube.** You target a cube with equal length, width, and height designated by you. The attack suffers disadvantage 1 per 5' length of the cube's sides, unless it's a single 5' cube, which does not incur disadvantage. For example, a 10' cube suffers disadvantage 2, a 15' cube suffers disadvantage 3, and so on.

**Line.** You target a line that is 5' wide, 10' long, and 10' high. You may create several lines as part of a single attack, as long as at least one corner of each line touches. For each line, the attack suffers disadvantage 1.



**Cone.** You target a cone that extends from your space to a length you designate. At any given point, the cone is as wide as its distance from you. Your attack suffers disadvantage 1 per 5' of length of the cone, unless it's 5' long, which does not incur disadvantage.

## Make a Bane Attack

Instead of attempting to damage a target, you may instead choose to inflict your enemy with a bane. In order to inflict a bane, you must possess an appropriate attribute of at least the bane's power level, as detailed in Chapter 3: Banes & Boons. While targets may be effected by multiple banes, you may not *stack* banes. That is, a target cannot be inflicted with a bane it is currently suffering from, unless specified in the bane's effect (such as the *fatigued* bane).

Resolving a bane attack is very similar to making a damaging attack, except as indicated in these steps:

- Determine attribute vs. defense.** The bane descriptions indicate which attributes you can use to inflict a bane as well as the targeted defense.
- Choose your target.** Choosing targets and determining range for bane attacks is identical to the process for damaging attacks, including multi-targeting options. Note that banes invoked with Agility or Might require a weapon or natural attack, and are thus limited by the range of the attack.
- Roll your attack.** Make an action roll using the appropriate attribute. If your total equals or exceeds the target's defense score, your target suffers the bane.

## Invoke a Boon

You can invoke boons in order to aid yourself or allies. In order to invoke a boon, you must possess an appropriate attribute of at least the boon's power level, as detailed in the boon descriptions in Chapter 3: Banes & Boons. To invoke a boon, follow these steps:

- Choose your target.** Choosing targets and determining range for boon invocations is identical to the process for damaging attacks, including multi-targeting options. If you later sustain this boon, that use of the sustain action persists the boon for all targets affected by the original invocation.
- Roll to invoke.** Make an action roll using the appropriate attribute, as determined by the boon descriptions.
- Determine power level.** Some boons only possess a single power level, while others can be invoked at multiple power levels. Use the Boon Challenge Rating Table to determine the highest power level at which you can invoke the boon based on your action roll. Regardless of your roll, you cannot invoke a boon at a power level greater than the attribute you are using to invoke the boon. If you fail to meet the Challenge Rating of your boon's lowest power level, your invocation fails.

### BOON CHALLENGE RATING

Power Level	0	1	2	3	4	5	6	7	8	9
Challenge Rating	10	12	14	16	18	20	22	24	26	28

## EXAMPLE BANE ATTACKS

Takeo is heavily wounded and needs a chance to escape from the samurai who is mercilessly pressing the attack. With a well-timed snake strike, the monk attempts to blind the armored warrior. Takeo is making a melee attack targeting a single foe, so he makes an action roll using his Agility of 5 versus the samurai's Guard of 18. The monk rolls 1d20 + 2d6 and scores a 20, so his foe is inflicted with the *blinded* bane.

Surrounded by a rapidly growing horde of zombies, Selene pumps her sawed-off shotgun and prepares to blast a number out of the way and make a run for her life. Her weapon gives her three benefits in this situation: the ability to make a 10' cone attack without penalty, advantage 1 on *forced move* bane attacks, and access to *forced move* at one power level above her attribute. Since she is only trying to move the zombies rather than damage them, she attacks 3 (the number of targets for a 10' cone) of them with a Forced Move bane attack. Selene's Agility is 5, so she would normally roll 1d20 + 2d6, but the sawed-off shotgun's Forced Move bane property gives advantage 1, so she rolls 1d20 + 3d6 (keeping 2 of the d6's) and gets a total of 23, easily beating the zombies Guard defense of 15. Since the sawed-off shotgun has the *forced move* bane property, Selene can invoke *forced move* at power level 6, which is normally not available with an Agility of 5. Selene blasts all 3 zombies back 15' and begins running for her life.

Zarthakis, the great wyrm, is surrounded by a party of 4 adventurers. He unfurls the full fury of his wings and bellows a mighty roar, instilling terror in his foes as he attempts to inflict the *demoralized* bane using his Presence attribute. The dragon's Presence is 8, giving him a range of 75', quite enough to target all of the heroes. Because Zarthakis is multi-targeting 4 foes, he has disadvantage 4 on his action roll. Normally, he would roll 1d20 + 3d8, but because he has disadvantage, the wyrm rolls 1d20 + 7d8 (keeping the lowest 3 d8s). His total score is 22, which he compares to each target's Resolve defense score separately. The heroes have Resolve scores of 14, 17, 22, and 25, so the dragon manages to inflict the bane on three of the four.

## EXAMPLE BOON INVOCATIONS

Jade attempts to activate her reality distorts in order to make herself and an ally vanish with the *invisible* boon. Jade's Alteration attribute is 6, but she suffers disadvantage 2 due to multi-targeting. She rolls 1d20 + 4d8 (keeping the lowest 2 d8s) and gets a 20. *Invisible* is power level 6, so Jade falls short of the Challenge Rating of 22. The boon fails to take effect.

Stitch is attempting to aid an ally by invoking the *heal* boon. His Learning attribute is 5, so he rolls 1d20 + 2d6 and gets a total of 24. Technically, Stitch rolled high enough to invoke the boon at power level 7. However, because his Learning attribute is 5, he can only invoke *heal* at power level 5, allowing him to heal his ally 2d6 hit points according to the boon description.

## Assist an Ally

You can use your major action to assist an ally with an action roll if they are using an attribute you have a score of 1 or greater in. The ally automatically gets advantage 1 on their roll.

## Take an Extra Move Action

On any turn, instead of taking a major action, you may use an extra move action.

## Move Actions

Move actions are typically what you take in order to maneuver around the battlefield, though you can also use them for a few other purposes. Move actions may be used to accomplish the following:

- Move your speed
- Take special movement
- Resist banes

### Move Your Speed

You may move up to your speed. The base speed for characters is 30'. This movement may be broken up by other actions. For example, you may move 10 feet, use a minor action to open a door, move 10 more feet, and then use your major action to attack a foe.

### Take Special Movement

Special movement includes climbing, jumping, swimming, and other movement that is typically more restricted than just running across the battlefield.

**Jump.** Make a Might roll. You can move up to 10' for free as a running start before jumping. If you do, you get advantage 1 for every 10' by which your speed exceeds 30'.

- **For a long jump,** you cover a number of feet equal to your roll.
- **For a high jump,** you cover a number of feet equal to your roll divided by 2.

**Climb.** You climb at half of your normal speed. The GM may require a Might or Agility roll if the situation is particularly dangerous.

**Swim.** You swim at half of your normal speed. The GM may require a Might or Fortitude roll if you are swimming a long distance, against a very strong current, or in similarly challenging situations.

## Resist Banes

You can use a move action to recover from one or more banes afflicting you. This move action cost is a simplified way of representing any number of different ways you might go about shaking off the wide range of banes you might be afflicted by. Roll 1d20 (with no attribute modifiers). If your roll is a 10 or higher, the bane is removed. Note that some banes have different rules for how they can be resisted.

Many banes will persist for a longer duration after three failed resist attempts to shake them off. As such, you should keep a tally of any banes which you fail to resist.

## EXAMPLE OF RESISTING BANES

After standing toe-to-toe with an Ichor Demon for six rounds, Garcon is afflicted with three banes: *persistent damage*, *slowed*, and *blinded*. He uses his move action to attempt to resist these banes, so he rolls a d20 for each one, getting an 8, 16, and 9, respectively. Therefore, Garcon manages to shake off *slowed*, but he is still suffering from *persistent damage* and *blinded*. He notes on his character sheet that he has failed to resist each of these banes once.

## Minor Actions

Minor actions are tasks that don't require much time or effort, but often set up larger actions. You may take any number of minor actions on your turn, but you cannot take more than one of the same type of minor action. Minor actions include the following:

- Make an opportunity attack
- Sustain a boon
- Draw or sheathe a weapon
- Retrieve an item stored on your person
- Make a Perception roll to observe your surroundings
- Make a Learning roll to recall useful information
- Open a door, chest, drawer, etc.

### Make an Opportunity Attack

An opportunity attack is a special kind of minor action – because it does not take place during your turn. If you are wielding a melee weapon, and an enemy moves from a space within your reach to a space that is not within your reach, you may make a free attack against the enemy. (Note that, as a minor action, you may only make one opportunity attack per round).

Only voluntary movement made on the moving character's turn trigger opportunity attacks. Movement caused by a foe's *forced move* bane or an ally's *telekinesis* boon, for example, does not trigger opportunity attacks.

## OPPORTUNITY ATTACK EXAMPLES

Sir Cathelinaud has no choice but to flee from the three orcs that have closed upon him. He moves as far as he can to get away from them. However, because he moved from a space adjacent to them into a space not adjacent to them, all three orcs get to make an opportunity attack.

Vera is toe-to-toe with two snotlings who flee in terror as she enters a berserker rage. Both snotlings trigger an opportunity attack. However, because she is limited to one opportunity attack per round, Vera can only attack one of them.

Sergeant Rage is wielding a shotgun. A ratman dashes up to him, attacks with a dagger, and then dashes away. Because Sarge doesn't have a melee weapon equipped, he does not get an opportunity attack against the ratman.

## Sustain a Boon

Many boons have a default duration of *sustain persists*, which means that every time a character uses the *sustain a boon* action, the boon remains in effect for 1 additional round. If you have a boon in effect and do not sustain it, the boon ends when your turn is over. Because sustaining a boon is a minor action, you can normally only sustain one boon at a time, and you cannot sustain a boon on a round in which you take a focus action. You do not need to sustain a boon on the round in which it is invoked as long as you are not sustaining any other boons. Each time you sustain a boon, it remains active for all targets affected by the original invocation, so when sustaining multi-target boon invocations, the boon remains active for all of the original targets.

### SUSTAINING BOON EXAMPLES

Ruby invokes the *flight* boon and takes to the skies. On her next turn, she wants to keep the *flight* active, so she uses a minor action to sustain it. An enemy then inflicts her with the *stunned* bane, limiting her to a single major, move, or minor action. When her turn comes up again, she uses a single move action to reach a safe landing spot. Because she is *stunned* she does not have a minor action to use to sustain the boon, so it ends when her turn is over.

Doctor Van Strankenkloff has invoked the *darkness* boon using his patented Light Sucker Mark IV. On his next turn, under cover of darkness, he activates his Personal Transmogrification Belt to invoke the *shapeshift* boon to turn into a mouse. Because both boons have a duration of “*sustain persists*”, and the doctor may only sustain one boon at a time, he chooses to sustain the *shapeshift*. At the end of his turn, the *darkness* is dispelled and the *shapeshift* persists.

## Focus Actions

Using a focus action involves spending all of your energy and attention on one task. If you choose to forgo your major, move, and minor actions for a round, you may instead take a focus action. Choose one of the following types of focus action:

- Superior Action
- Charge

### Superior Action

Make any one action roll with advantage 1.

### Charge

Move up to twice your speed and make one melee attack at disadvantage 1.

### Interrupt Actions

In some situations, you may want to take an action in response to another combatant's action. In these cases, you can use an interrupt action. However, whenever you use an interrupt action, you lose your major action the

next time your turn in the initiative order comes up.

You can use your interrupt action to attempt any of the following:

- Defend
- Improvise

### Defend

You may use a defend action after an enemy has rolled a successful attack against you or an ally in order to attempt to ward off the attack. Describe how you are defending and then make an action roll using an appropriate attribute (Protection, Agility, and Might are all typical examples of attributes used to defend). A single defend action can only be used to defend one target.

If your attribute roll is higher than the targeted defense score, then your roll replaces the targeted defense score for that attack only. (**Note:** Characters wielding a weapon with the *defensive* property gain advantage equal to the weapon's *defensive* value on their defend action roll).

Once per round as part of your defend action, you may also move up to half of your speed at any time during your action. If you are defending an ally and are adjacent to them at any point during your defend action, they may also move up to half of their speed. Neither you nor your ally provoke opportunity attacks with this movement. This movement cannot negate the original attack, even if it takes the defended character out of the reach or area of the attack.

### DEFEND EXAMPLES

Vera is nearing death when the River Troll lunges at her. The troll rolls a 23 against Vera's Guard of 17, so she uses a defend action to catch the troll's arms before he can rend her to death. Vera makes a Might roll and gets a 20, so her roll replaces her Guard, causing her to suffer 3 points of damage instead of 6. Because defend is an interrupt action, when Vera's turn in the initiative comes, she does not get a major action.

A grenade lands at the feet of Zak and Tomlinson. The grenade rolls a 25 against their Guard scores of 12 and 18, potentially dealing 13 and 7 damage, respectively. Tomlinson uses the defend action to move half his speed (15 feet) away, opting to move Zak with him, and then makes an Agility roll to shield his ally. Tomlinson is wielding a riot shield, so he gets advantage 2 on his Agility roll, which totals 26. Zak takes no damage. However, since the defend action can only affect a single target, Tomlinson still takes 7 points of damage. Because defend is an interrupt action, when Tomlinson's turn in the initiative comes, he does not get a major action.

### Improvise

You may also use your interrupt action in order to improvise a response to a situation in combat. For example, if an ally falls off a cliff, you may use your interrupt action to invoke the *flight* boon and save them or to dive and try to catch them at the edge of the cliff. Improvised interrupt actions should generally be limited to non-offensive reactions meant to assist allies.

Improvised actions should help tell an exciting story, if a particular improvised action doesn't fit the narrative well, the GM should disallow it for the sake of the story.

## Free Actions

If a feat, perk, boon, or other source grants a free action, that action can be performed without counting against the normal limits to your actions per turn.

## DAMAGE AND HEALING

Your hit points (HP) are an abstract measure of your character's ability to ignore pain, avoid deadly blows, and maintain a presence on the battlefield in spite of wounds or exhaustion. Whenever you take damage, your hit points are reduced, and whenever you receive healing they are increased.

### Finishing Blows

When you suffer a damaging attack while unconscious, incapacitated, or otherwise unable to defend yourself, the attack counts as a *finishing blow* and may cause immediate death. Your defense against a finishing blow does not include any bonus from your attributes. Furthermore, if a finishing blow deals any damage, you must make a Fortitude roll with a Challenge Rating equal to 10 plus the damage dealt. If you fail this roll, you die.

#### FINISHING BLOW EXAMPLE

Ulric's usual Guard defense is 20 (+3 plate mail, +5 Might, +2 Agility). However, he is unconscious when an assassin cuts his throat, dealing a *finishing blow*. Against this attack, Ulric does not include his attribute bonuses, so his Guard is reduced to 13. The assassin rolls a 22 on his attack, dealing 9 damage to Ulric. Furthermore, Ulric must make a Fortitude roll CR 19 or die.

### Reaching Zero Hit Points

When you reach zero HP, you fall unconscious. Your hit points cannot be reduced below zero. While unconscious, you are helpless and any attack made against you counts as a finishing blow. Any healing that you receive to bring your hit points above zero also causes you to regain consciousness.

### Healing After Combat

After a combat encounter ends and you have at least ten minutes to rest and catch your breath, your hit points return to their maximum if you are already conscious. If you are unconscious, you regain consciousness and all hit points after 2d4 hours.

### Lethal Damage

Lethal damage is used sparingly in Open Legend as a way for GMs to paint a picture of injury consequences over time. This is especially helpful for grim and gritty storylines where the effects of injury should extend

beyond a combat scene. Lethal damage is also appropriate for traps or environmental hazards, which often occur outside of combat and thus would pose no threat using the usual damage and healing rules.

When a character suffers lethal damage, their maximum hit point total is reduced by the amount of lethal damage it sustains. The maximum lethal damage a creature can accrue is equal to its maximum hit points. If a creature sustains lethal damage greater than or equal to its maximum hit point total, the creature is unconscious until it heals at least 1 hit point of lethal damage.

#### LETHAL DAMAGE EXAMPLE

Trish is at full health with 22 hit points when she steps on a land mine which deals 8 points of lethal damage. Her current hit points are now 14, and her hit point maximum is also reduced to 14 until she can heal the lethal damage.

### Healing Lethal Damage

Lethal damage is more difficult to heal than regular damage, healing at a rate of 1 hit point per day per Fortitude attribute point (minimum of 1 hit point). With the full-time attendance of a capable healer or doctor, any number of characters who are located in the same area and avoid strenuous activity heal at an additional rate equal to their attendant's Creation, Presence, or Learning score. Multiple attendants do not cumulatively improve this accelerated healing rate (the bonus is simply equal to the highest score among attendants).

For example, a warrior with Fortitude 4 heals 4 lethal damage per day on their own. With the assistance of a physician with a learning score of 8, the same warrior would heal at a rate of 12 lethal damage per day.

#### CRITICAL HITS (OPTIONAL RULE)

To add a more gritty realism to a game, GMs can implement the optional critical hits rule.

Under this rule, whenever a natural 20 is rolled on the d20 used in a damaging attack roll, the attack inflicts some lethal damage. The amount of lethal damage is equal to the total of subsequent d20 rolls for that attack (i.e., the d20 explosion total), with a maximum equal to the damage dealt by the attack.

## THE CORE MECHANIC IN COMBAT

The core mechanic of Open Legend is meant to inspire creativity in players and GMs so that the story always moves forward and so that no dice roll ever feels wasted. However, in combat, players typically make many more action rolls than usual, so the GM may feel overwhelmed if they are constantly trying to come up with new interpretations of a failed roll on the fly. Some GMs might love that kind of challenge, and for them, **the core mechanic can be used in combat in the same way**

**it is in every other part of the game.** GMs who want something a little more streamlined **may use the following modification** to the usual core mechanic in combat:

### THE ACTION ROLL FOR ATTACKS

**Roll 1d20 + attribute dice (all dice explode)**

If the action roll... then the result is...

equals or exceeds the Challenge Rating, the player succeeds.

is less than the Challenge Rating, *The GM and the PC both choose 1:*

- Deal 3 damage
- Inflict 1 bane of power level <= 3
- Move 10' w/o opportunity attacks

With these modified rules, a player's failed attack roll means that the player may not get what they were aiming for, but they get something. And it comes at a cost because the GM also gets to choose an effect. Remember, also, that the rules for interpreting a failed roll only apply to PCs. For the GM, a success is a success and a failure is a failure (See chapter 2 for more details).

### EXAMPLE OF THE CORE MECHANIC IN COMBAT

Vera hurls herself at the red dragon attempting to cut through his scaly hide. However, her attack roll fails to hit the dragon's Guard of 25. She chooses to inflict 3 damage, but the GM also gets a choice.

He chooses to inflict the *knockdown* bane: The dragon's tail lashes around and sweeps Vera to the floor.

### Why Succeed on a Failed Roll?

Some players might wonder why a PC still gets a taste of success even when their roll fails to meet the Challenge Rating. This might seem unrealistic because in movies and novels, for example, sometimes the bullet just misses or the sword fails to connect. In Open Legend, the "success with a twist" rules for combat ensure that a fight never gets stagnant. Even when the dice go against the player, the battle still builds to a cinematic conclusion as combatants shift around the battlefield and wear away at each other's reserves. Hit points represent more than just physical endurance and missing a target's defense score can mean more than just a shot going wide. Even if a hail of gunfire fails to penetrate an enemy's body armor, it might still weaken their resolve (*deal 3 damage*), force them to take cover (*inflict knockdown*), or give the attacker an opportunity to gain ground (*move 10'*).

### Interpreting Twists and Failures in Combat

Those GMs who would like to use the usual methods for interpreting failed rolls may struggle to create interesting outcomes on the fly, especially if they have prior experience with more binary rules systems. This section aims to inspire GMs with several examples of how to

success with a twist and failure but the story progresses in a variety of combat situations.

### Success with a Twist In Combat

Chapter 2 offered the following types of outcomes as some of the possibilities for adding a twist to a success:

- Put a character in danger
- Expend a resource
- Make an enemy or lose a friend
- Overlook an important detail
- Waste time
- Attract attention
- Find something you weren't looking for

In the examples scenarios that follow, you'll witness several of these at play and have a chance to see how they can be interpreted as part of a combat roll.

### PUT A CHARACTER IN DANGER

Deputy Grey panics amidst the swirling ambush of the cannibal troglodytes. He unloads his shotgun on the enemy barreling down on him, failing to realize that this ally, Doc, was standing right behind his target. The GM interprets Grey's failed roll as a success with a twist and lets him deal five damage to the troglodyte. However, Doc is forced to dive to avoid becoming collateral damage. Now he finds himself prone at the feet of two more of the cannibals.

### EXPEND A RESOURCE

Slade is fighting off two giant spiders with his plasma blade as he hangs from a rope with his other hand. As he stabs at one of the spiders to land a killing blow, his dice don't cooperate. The GM's success with a twist comes in the form of a hard bargain: "You can finish off that spider, but your blade will get lodged in its belly as it falls into the darkness below. Or you can just miss. What do you choose?"

### MAKE AN ENEMY

Soaring over the skyline of New Tokyo, two gangs of Psi-mech Punks settle their differences in the only way they know how: plasma blasts and scatter missiles. Trish sends a heat-seeking warhead to finish off one of her foes, but her roll comes up short. The GM lets the missile hit, destroying the enemy mech and sending it hurtling through the windows of the Dentsu Building. Within moments, the Dentsu security bots have joined the fray and begin unloading their ion cannons on the mechs without prejudice.

### LOSE A FRIEND

The Tactical Assault Team is under heavy fire within the cavernous tunnels of the Bogan homeworld when Jaaxy hurls a grenade to thin out the enemy numbers. Unfortunately, she was never particularly diligent about her equipment checks, and two of her grenade pins were intertwined. Both activate, and while she manages to throw one successfully, the other falls at her feet. Her team is forced to scramble, and the blast from the grenade causes a cave-in. When the dust settles, the team has been separated by a wall of fallen rock, with plenty of Bogans left for each group to deal with.



## **TWIST OR FAILURE?**

A common question that you may have as a GM, especially when it comes to interpreting failed combat rolls, is *Should I use a success with a twist or an outright failure?* There is no hard and fast rule dictating which option should be applied - the intent is that control of the story remain in the GM's hands, because rules can't account for all storytelling scenarios.

To that end, whenever a player fails a roll, you should ask yourself a few questions along these lines:

- *Has the fight been too easy for the players?* If so, a complete failure could raise the severity of the threat.
- *Has the fight been too hard?* Then throwing the PCs a bone would help balance things out a bit.
- *Have the dice been exceedingly for or against one side?* A partial success or complete failure can undo the fickle fate cast by the dice.
- *Has the combat been running too long?* Choose the option that is more likely to end it quickly.
- *What would be the most dramatic action right now?* Remember that the goal of Open Legend is to tell a great story. Think about which outcome would be most memorable for your players several weeks from now.

## **OVERLOOK AN IMPORTANT DETAIL**

The gang is fighting off an evil spirit that they unleashed within the old Harden Manor when Jade attempts to channel her psychic powers to invoke the *dominated* bane and force the spirit to leave the manor. Her roll fails, but the GM allows her to banish the spirit anyway. What she did not foresee, however, was that this spirit had been attempting to escape the manor for centuries. Jade managed to inadvertently break the curse that kept it imprisoned.

## **WASTE TIME**

Melchior attempts to weave a mighty spell to inflict the *slowed* bane on a horde of gnarl-toothed rodents, but his roll comes up short. The GM interprets this as a success with a twist by explaining that the spell requires more energy than the wizard originally believed. If he wants it to be cast successfully, it will take an extra round, costing Melchior his major action on his next turn as well.

## **ATTRACT ATTENTION**

Cook's rifle is blazing as he mows down bandits one after another from his lookout on top of Hoss's General Store. He finally gets a clear shot on El Hombre, their leader, but his dice fail him. The GM allows the shot to hit for 3 damage, but it comes at a cost. Cook's position has been compromised, and the offended bandit leader sends five of his men to take to the roof of the General Store.

## **FIND SOMETHING YOU WEREN'T LOOKING FOR**

In perhaps the bravest moment of his life, Snitch creeps within reach of the dreaded Venom Wyvern and attempts a daring sneak attack on the unsuspecting beast, attempting to inflict the *stunned* bane so that his allies can move in for the kill. When Snitch's roll fails, the GM offers a success with a twist. The wyvern notices Snitch

at the last minute, and manages to sweep the rogue away with its tail just as his blade pierces the beast's hide. The wyvern is *stunned*, but Snitch has been knocked down a shallow pit, where he discovers a brood of hungry wyvern hatchlings waiting for their next meal.

## **Failure, but the Story Progresses in Combat**

Chapter 2 presents the fact that in Open Legend failure is never just a failure. A low attack roll is more than just a miss. A failed attempt to invoke a boon means more than just that the spell or power fizzles. Instead, every failure should propel the story forward in a meaningful way. Chapter 2 offers the following suggestions for interpreting an action as *failure, but the story progresses*:

- The player finds an opportunity for success
- The danger snowballs
- The information is false

In the following scenarios, you'll read several examples of how these interpretations can be applied in the context of a combat roll.

## **THE PLAYER FINDS AN OPPORTUNITY FOR SUCCESS**

Durgin summons forth a fork of lightning to consume the pack of wolves charging at him, but his Energy roll fails to hit the Guard of any of the beasts. Not wanting to let the scene run dry with a simple "You miss", the GM rules that the lightning bolt goes wide and strikes a nearby tree at the base, knocking it to the ground and creating a small barrier between the dwarf and the wolves.

Axel unloads his gatling gun on the security bots that are standing between his team and the terminal they need to access, hoping to cut a path for his allies. Unfortunately, the dice are not on Axel's side. The GM rules that, while the attack fails to damage the bots, they need to scatter in order to successfully dodge the hail of gunfire. So, even though the bots are still fully operational, Axel's team now has more of an opening to access the terminal.

## **THE DANGER SNOWBALLS**

Raz is fighting off a sentient pool of Oozing Space Ichor when he attempts a slashing attack with his plasma blade. The dice fail him, and Raz watches in horror as the slime seems completely unphased by the attack. In fact, the strike has split the Ichor in half, and Raz now has two writhing masses of ooze to fight.

## **THE INFORMATION IS FALSE**

Sergeant O'Dell attempts to invoke the *heal* boon in order close a gunshot wound suffered by one of her fellow troopers. Unfortunately, she assesses the wound incorrectly, attempting to remove a bullet that actually went clean through. The patient falls unconscious from the extreme pain caused by O'Dell digging around for a non-existent slug.

Inspector Bell attempts to blast one of the werewolves besetting her party with a shell of silver buckshot from her trusty sawed-off. She watches in horror, however, as the silver holds no power over the fiends. Their investigation was incorrect; these are no ordinary lycanthropes.



# CHAPTER 8: RUNNING THE GAME

## THE GAME MASTER'S CALLING

If you're reading this chapter, then perhaps you've decided to don the most important mantle among roleplayers: that of the Game Master. Answering the call to be the GM isn't always easy, but your fellow game masters will agree that running a good campaign is perhaps the most satisfying act to be enjoyed within this fine hobby. Sure, the players get to slay dragons, amass wealth, and boast of their tales—but the GM gets to rest their head on the pillow after a late night session knowing that none of that fun would have been possible without them. The buzz of a well-run game is addicting, and we hope you'll answer the call.

In this chapter, you'll find everything you need to plan and execute legendary adventures and campaigns using the Open Legend rules system. You'll learn how to plan challenges that are both exciting and fair, as well as how to reward the heroes so that they want to come back for more.

Before we get into all of that good stuff, though, let's take a moment and explore what a good GM is, and perhaps more importantly, what a good GM isn't.

**A good GM likes to tell a story.** If you spent hours as a child developing elaborate worlds in your backyard or writing tales of adventure, or even drawing epic scenes, then you're on the right track. Watching a story unfold based on your inspiration is perhaps one of the most enjoyable aspects of running a game.

**A good GM doesn't railroad the players.** While it is important for you to be well prepared with your story (or skilled at improvisation), you also need to remember that the players should have a meaningful role in how the story unfolds. Players will feel like they are stuck on a railroad from which they can't escape, for example, if no matter what they do the child still gets kidnapped, the planet destroyed, or the ancient artifact stolen.

**A good GM knows the rules.** As the game master, you may very well be the only one at the table who has read this rule book. That means you need to act as a teacher, director, and referee all at once. In particular, you should be prepared to know what each of the attributes can be used for, as well as the banes and boons that your players will be most likely to invoke.

**A good GM doesn't let the rules slow the game down.** Even though the rules are important, they are never more important than the fun being had at the table. Especially when you are first getting started with Open Legend, you may be tempted to pause the game every ten minutes to check the rule book. Ignore that urge. Epic stories can be told with the core mechanic alone. For your first few sessions, do your best working from your memory and take note of anything that you need to check up on later. If disputes arise, designate one player to look up the rules while the rest of the game goes on.

**A good GM knows when the players are having fun.** Being a game master is an important job. It's a lot like hosting a party. For 2 to 6 hours or so, you are the primary person responsible for entertaining a group of friends. So while you are running a game, it's a good idea

to take a moment, look around the room, and ask yourself *Is everyone here enjoying themselves?*

**A good GM doesn't think that everyone defines fun in the same way.** As you look around the room and gauge your table's fun, it's also important to realize that each person may come to the game for different reasons. Some just like to slay evil, others to make tactical chess-like decisions, others to tell epic stories, and still others to take on the role of realistic characters and watch them grow. Some players aren't even all that into roleplaying games, but they love the social aspect of getting together. A good GM realizes that all of these play styles are acceptable. And, while you can't please everyone all of the time you can try to make sure that everyone is having fun at some point during your games.

## CREATING ADVENTURES

Adventure is at the heart of every session of Open Legend. If the players aren't spending their time exploring ruins, negotiating tense political situations, hunting down clues to mysteries, or slaying epic beasts on a regular basis, then your game needs more adventure.

This section will give you the information you need to start planning a variety of different types of exciting adventures.

### What Every Adventure Needs

To start planning your epic quests, you need three primary ingredients:

- **Danger**
- **Motivation**
- **Twist**

The **danger** is the bad stuff that will happen if the players don't intervene:

- *Five children have been kidnapped by a witch who plans to cook them in a stew by sundown.*
- *The Librim Protectis has gone missing from her Majesty's University, and in it are the words of a ritual that can summon forth unfathomable evils from an alien dimension.*
- *A fleet of Bogan Destroyers is sweeping the galaxy, and the players' star system is next in their wake.*

All of these examples provide a real threat that needs to be taken care of by real heroes.

The **motivation** is the reason that the PCs are getting involved. Sometimes the danger and motivation are wrapped up in one, but imagine how much more invested the party would be in the above scenarios if one of the children was a nephew to a PC, or if the Librim went missing on the party's watch, or if the Bogan general had murdered one of their families.

The **twist** in an adventure is a surprise that throws the party off course or upsets their well laid plans. Or, it could just be an exciting change of plot that makes the story deeper than the players assumed. Maybe the witch is actually the town mayor. Imagine that the players find

the Librim Protectis in the hands of a local book dealer who swears he has no idea how it fell into his hands. And perhaps the night before the Bogans are set to launch their attack, the planetary defense matrix uncovers a swarm of interdimensional space mites that have just phased into existence for no apparent reason.

When planning an adventure, it's usually fine to start with nothing more than a danger to overcome and a motivation to get the PCs invested. You can feel free to come up with a twist ahead of time, but some of the best plot twists occur as a natural result of the party's actions.

Once you've got the starting pieces of your adventure sketched out, you can decide how you want to organize your adventure. Two common frameworks are described below: the sequential adventure and the sandbox adventure.

## The Sequential Adventure

In this sort of quest, the GM plans out a logical sequence of encounters and scenes that the party will work their way through. These events could be location-based (such as exploring a series of chambers in the Ziggurat of Kings), or they could be time-based (such as negotiating a peace treaty between two survivor outposts in the zombie apocalypse). An adventure often contains a healthy mix of both location and time-based scenes, as in the example adventure sketch *The System is Down*.

To develop a sequential adventure, you just have to plot out the most logical sequence of events that will occur based on the party's actions. Start with a simple list like the one above. It's best not to get too specific, lest you fall into the trap of forcing the PCs into a single direction. Instead, leave your plan loose enough to redirect it according to how your players interact with the world. For example, what if the party playing through *The System is Down* decides that it's too dangerous to tail Zap? You might decide to make the secret meeting take place on board the Iota with Bogans who are using personal hologram generators to disguise their appearance.

## The Sandbox Adventure

A sandbox is so named because, to a certain extent, the players interact with the adventure in the same way that children explore a sandbox: at their own pace and for their own reasons. In this type of adventure, there is not typically a predictable order of events. Instead, the GM populates an area with plenty of opportunities for adventure and lets the story unfold naturally based on the players' actions and the environment's reactions. Just like a sequential adventure, a sandbox often contains both location and time-based events. The adventure outline for *The Scattered Souls* details a sandbox adventure revolving around a valley wilderness in which a barbarian tribe skirmishes with angelic visitors from another plane.

Developing a sandbox adventure is similar to developing a sequential one, in that you plan out the logical sequence of events most likely to occur. In this case, however, because the PCs have so much room for decision making, the outline differs slightly. The GM plans out all of the relevant locations to the adventure, perhaps mapping and populating them if necessary. Additionally, the GM will make a list for the key actors in

## SAMPLE SEQUENTIAL ADVENTURE OUTLINE: THE SYSTEM IS DOWN

**Danger:** A cyber attack has destabilized the life support system of the Iota One space station, leaving them with only 48 hours of emergency life support.

**Motivation:** The PCs are stationed on Iota One, and at least one of them has family there as well.

### Events

1. *The Iota's cyber response team traces the source of the attack to a small crater of a nearby moon. The PCs are dispatched to investigate and eliminate the threat while the cyber team continues its attempt to thwart the attack electronically.*
2. *The PCs discover a small outpost hidden within the crater. A battle with automated defense bots ensues, and the team discovers and shuts down the terminal originating the cyber attack.*
3. *Returning to the Iota, the PCs learn troubling information from an ensign on the cyber response team: During the life support hub-bub, a separate hack occurred in which the location of the Alliance's secret weapon facilities was leaked. Investigation reveals that the data was taken internally, and that it hasn't left the Iota yet.*
4. *The PCs discover that the hack came from Commander Zap's terminal, but they don't have enough evidence to confront him outright.*
5. *Tailing Zap for a few days, the party learns that the commander has taken a transport craft to the nearby planet Dagaan. They follow him to a secret meeting with several enemy Bogans, and a battle erupts as the PCs attempt to stop the sensitive data from entering enemy hands.*

the adventure. The list provides a series of events that will occur if the party does nothing to intervene.

In the following example, Vargax slowly carries out his plan to infiltrate the barbarians while the Collectors are attempting to create leverage so they can avoid an all out war with the tribes. More likely than not, when the adventure actually plays out, the GM won't end up using all of the events outlined because the party *will* do something to intervene.

When planning your own sandbox adventures, it's helpful to divide the different factions involved into two categories: active and passive. You only need to create a list of events for the active factions. In the example above, the barbarians are the monkey caught in the middle, and so they are a passive faction. They don't need their own list because the plot that unfurls around them depends on the actions of the competing factions: the Collectors and Vargax.

## CREATING A CAMPAIGN

In its simplest sense, a campaign is simply a string of adventures tied together by a common link. This link could simply be the party that is doing the adventuring. In this sort of episodic campaign, there may not be an



overarching plot that ties each adventure together. As long as everyone at the table is having fun, this is perfectly fine.

More often than not, though, the players (and especially the GM) will want more depth in their campaign. This section contains the information you need to start telling your own ongoing stories with Open Legend.

## SAMPLE SANDBOX ADVENTURE OUTLINE: THE SCATTERED SOULS

**Danger:** A remote wilderness known as the Valley of Souls is home to a large collection of soul shards, magical crystals containing the lost souls of those killed in a cataclysmic war centuries ago. A team of angelic servants, called the Collectors, have been charged with retrieving these souls throughout the cosmos and returning them to their proper resting places among the outer planes. Unfortunately, two forces thwart their attempts within the Valley of Souls: a barbarian tribe whose sacred burial grounds contain the soul shards, and a demon named Vargax who seeks to devour the souls for his own.

**Motivation:** The party happens upon the valley during their travels and are thrown into the battle when both the Collectors and the barbarians mistake the PCs for members of the opposition.

### Locations

- The barbarian camps
- The barbarian burial grounds
- The Caverns of Chaos
- The Collector camp

### Vargax Events

1. Vargax sends an emissary to the barbarians. Vargax wins over the tribe's trust by delivering the head of a Collector.
2. Vargax converts the barbarian shamans to worship him. The tribe as a whole begins transformation under demonic influence.
3. Vargax displaces the barbarian chief and assumes control of the tribe.

### Collector Events

1. The Collectors increase reconnaissance missions surrounding the barbarian camps.
2. With their newfound intelligence, the Collectors kidnap the son of the barbarian chief, demanding access to the burial grounds as ransom.
3. Civil war erupts within the tribe, with half of the barbarians supporting the chief's decision to provide the ransom, and half opposing.
4. Infighting reduces the tribe's strength significantly, allowing the Collectors to force their way into the burial grounds.

## Plan The Big Secret

One of the best ways to keep a story interesting and keep yourself inspired is to create one or more big secrets that slowly unfold throughout the campaign. Consider the following examples of big campaign secrets:

- *The sagely university professor who advises the investigators throughout the campaign is actually an imprisoned interdimensional demon manipulating them to win his freedom.*
- *The world is cast in an endless darkness, not because of an ancient curse as legends tell, but because human civilization was forced underground eons ago. No one has ever discovered the "roof" of the world, so they assume that the sun is dead.*
- *A world tree is the source of the planet's life. When it dies, the world will not die, but instead be reborn in a new form. Every intelligent being is tied to an invisible spirit. A very few sinister mages, known as the Warlocks, have discovered how to see and bargain with these spirits in order to manipulate the world to their advantage.*
- *The galactic empress who sits on the throne has a twin sister who was cast out and left for dead at birth because she was prophesied to lead the galaxy to ruin. The twin survived, raised by an evil alien entity, and she will soon return to claim the half of the empire that is her birthright.*

The big secret is an ideal way to start planning your campaign because it will provide you with a common thread to weave every adventure together. Think of your favorite books, movies, or games if you are struggling to come up with a big secret. It is also likely that you will include multiple secrets throughout a campaign, but starting with one core secret will help you ensure that every session has a common link.

## Plan The Campaign Arcs

Once you have your secret (or secrets) sketched out, you can begin to divide the campaign into arcs, or extended storylines that develop the plot and reveal the secrets. You can plan these out from the beginning of the campaign to the end, or you can just start with the first few legs of the campaign - enough to get you started without bogging you down. The outline for *Thank You, Dr. Livingston* imagines how a campaign revolving around one of the aforementioned secrets might develop.

Like most of the steps laid out in this guide to GMing, your campaign arcs should be planned relatively loosely to allow for players to shape the story by their own actions.

## Plan Enough to Get Started

Once you've got your secret and arcs written down, the final step is to plan out enough to get you started. Develop the maps, NPCs, factions, and other elements that you need to get the party through their first couple of adventures. Resist the urge to make everything perfect and plan for every possible player action.

And start with what you love to do. The GM has a big job, so stick to developing the campaign elements that excite you. Some GMs can spend an afternoon drawing

## SAMPLE CAMPAIGN OUTLINE: THANK YOU, DR. LIVINGSTON

**Secret:** The sagely university professor, Dr. Livingston, who advises the investigators throughout the campaign is actually an imprisoned interdimensional demon manipulating them to win his freedom.

### Campaign Arcs

- **Part 1:** The investigators befriend Dr. Livingston while conducting research on a string of ritualistic murders that have taken place throughout London.
- **Part 2:** The PCs assist Dr. Livingston in recovering several artifacts of power scattered throughout the countryside.
- **Part 3:** The investigators accidentally free the doctor. He reveals his true form and begins laying waste to London. The PCs work to gather the components for a ritual to banish the demon from the Earth.
- **Part 4:** The PCs hunt Livingston down to his subterranean lair and attempt to complete the ritual.

an entire world map, and the act of creating that world inspires them with an infinite number of dungeons, plotlines, and adventures to keep the players happy for a year. Other GMs start with a list of NPCs or factions, thinking through their motivations and personalities. Creating this cast of characters allows them to imagine a host of conflicts and conspiracies that will naturally transform into dramatic encounters once the PCs are thrown into the mix. Still other game masters love to start with memorable combat encounters and action scenes, and connect the dots of plot and setting as these epic battles take shape. Whatever aspect of GMing interests you the most, that is where you should start.

Once you've got enough planned to get started, get your group together, make some characters, and start playing. After your first few sessions, you can plan forward based on how your players are interacting with the world and how the plot is developing. Use the time in between sessions in order to adjust your campaign arcs, create new adventures, and plan how you will slowly reveal the next big secret.

## REWARDING THE PLAYERS

The thrill of adventure, the satisfaction of character development, and the joy of seeing a plotline come to its fulfillment are all intrinsically rewarding events that keep players coming back to the gaming table week after week. But still, just as players of any game, your players will also enjoy good old-fashioned extrinsic motivators. In Open Legend, these sorts of rewards typically come in two forms: wealth and power.

### Awarding XP

In Open Legend, the primary way that players gain more power is by gaining experience points (XP) and reaching

higher character levels, thus increasing their attribute scores and unlocking new feats, banes, and boons. Every XP that players receive grants them 1 feat point and 3 attribute points, and every 3 XP results in a new level.

Rather than constantly awarding different experience point values to different adversaries or types of challenges, Open Legend uses a very simple method of determining when players level up: the GM. That's right. You get to decide when your players gain more power. Here are two methods you can use to decide how to award XP:

**Big Milestones.** You could award a new level whenever the players complete a major quest, defeat a powerful foe, or neutralize a serious threat. With this method, you may want to plan out the big milestones that you can foresee being accomplished in your campaign. Whenever your players reach one of these milestones, you give them 3 XP and thus a new level. A milestone map might look something like this:

- **Level 2:** The heroes thwart one of the three foes threatening Woodhold.
- **Level 3:** The heroes discover the Cult of the Dragon.
- **Level 4:** The heroes prevent the cult's Ritual of Three from being completed.
- **Level 5:** The heroes retrieve the treasure at the bottom of the Sunken Star.
- **Level 6:** The heroes end the conflict between the barbarians and the Collectors.
- **Level 7:** The heroes free the village of Hilltop from the grasp of the vampire Tessa.
- **Level 8:** The heroes discover the secret of the Ruins of Mastika.
- **Level 9:** The heroes find a way to weaken Dezzer Kai's power over the land.
- **Level 10:** The heroes defeat Dezzer Kai.

**Time Played.** An easy way to schedule rewards is simply to give players 1 XP at the end of each session. This way, they'll always look forward to gaining that little extra bit of power that comes from attributes and feats. Occasionally, you may decide to switch it up a bit and award players with 2 or even 3 XP if they accomplished a particularly important goal. With this method, you don't have to plan out a campaign's milestones ahead of time, but you may need to adapt on the fly to your players' increasing power.

### Beyond 10th Level

Although officially Open Legend was designed with a maximum character level of 10, there is no reason you can't extend your campaign beyond this threshold if you're up to the task (higher level characters are usually powerful enough that engineering challenges for them can become difficult). Feel free to continue the campaign for as many levels as is fun for both you and your players. To do so, simply continue the established progression of 3 XP to gain a new level, with each XP also providing 1 feat point and 3 attribute points.

## Awarding Wealth

In addition to power, most players enjoy being able to have more influence on the campaign world by amassing hoards of treasure. With money comes the ability to buy better equipment, employ hirelings, construct fortifications, and even raise armies.

Chapter 5 explains Open Legend's simplified wealth system, and the Wealth Overview Table indicates the typical wealth score of PCs at varying experience levels. Players start with a wealth score of 2, and it will increase whenever the GM decides. Just as experience levels represent a vast increase in power, new wealth scores drastically improve the players' access to valuable goods. A character who goes from wealth 3 to 4, for example, has progressed from being able to purchase a fine horse to being able to buy a siege engine.

You can use this table as a rough guideline for when to give players more wealth, particularly if you have also created an outline of milestones for granting experience levels. For example, the table shows that by 4th level, a typical character should have progressed to wealth score 4. Using the experience level milestone plan detailed previously, we could decide that after stopping the first threat to Woodshold, the people of the town take up a collection to reward the heroes. We can also plan to give the Cult of the Dragon a horde of treasure that will again increase the party's wealth score.

However you plan to award wealth, you can see that the general recommendation on the table is for a PC's wealth score to increase twice every three levels.

### WEALTH OVERVIEW

Wealth Score	Example Lifestyles	Example Expenditures
0	beggar, street urchin	3 square meals and a warm bed
1	unskilled laborer	a night on the town, leather armor, simple weapons
2	skilled laborer, town guard, 1st level hero	martial weapons, all-terrain vehicle, chainmail armor, a good horse
3	master artisan, village mayor	armored trench coat, silver bullets, a small boat, a fine horse, a nice car
4	4th level hero, noble, city mayor	elven full plate, a light tank, a small ship, a siege engine
5	lord of a realm, mob boss in a large city	a large cargo ship, a city wall, a heavily armored tank, weapons to outfit a small militia
6	7th level hero, Federation Chancellor	a large warship, a groundbreaking prototype, the workforce of a medium-sized business
7	king, president	a stronghold, a jet fighter, an elite covert task force
8	intergalactic ruler, 10th level hero	a sprawling estate, a large corporate buyout, an army of 10,000
9	supreme emperor	a castle, a space station, an army of 50,000, a fleet of warships

## Understanding Open Legend's Wealth System

If you or your players have a background with other game systems, in which they may have regularly looted every corpse, scavenged every piece of equipment, and dutifully tracked every single gold piece, then Open Legend's wealth system might initially feel a bit awkward. If it does, consider some of the following tips:

**NPCs still have stuff on them.** Just because you don't need to spend hours tracking every piece of loot that the players cut from a corpse doesn't mean that those corpses don't have stuff on them. Their loot just fades into the background so that you can focus on the story. Think of any movie or novel. How often does the action focus on the characters picking at the defeated bodies of the antagonists? Rarely. And, if they do take something from a foe, it's usually to serve the plot.

So, when a combat encounter ends, instead of listing off how many crossbow bolts each bandit has on them, just tell the party that they find a few valuables to add to their ever-growing stash, but that it's still not enough to increase their wealth score. If a player does legitimately need another clip of ammo or another dagger or a new cloak, then you can decide whether or not it makes sense for the NPCs to have them.

**Wealth represents influence.** Since players aren't tracking individual gold pieces, dollars, or gems, situations like bribery might initially prove to be a bit sticky. But a good guideline is that a character can use money to influence someone in the same way they use their wealth score to purchase goods (as described in Chapter 5):

- Characters can easily bribe NPCs with a **lower wealth score**.
- If the recipient of the bribe has the **same wealth score** as the character, then it would be considered a "major expense", which means that it can be done, but the expense taxes resources such that new goods at that level or higher can't be acquired for two weeks.
- If the bribe recipient is **one wealth level higher** than the character's wealth score, the cost is so great that the character's wealth score is permanently reduced by 1. Bribing someone more than one wealth level higher is impossible without other factors in play.

So, a character with a wealth score of 2 will be inconvenienced in bribing a town guard, and a character probably needs a wealth score of 5 before they can easily bribe powerful political figures like the town mayor. Keep these same guidelines in mind when it comes to arbitrating similar situations, such as players trying to hire laborers, schmooze with bigwigs, or impress a crowd with their wealth.

## NON-PLAYER CHARACTERS (NPCS)

No campaign or adventure is complete without monsters for the heroes to defeat or other types of adversaries for them to overcome. But it's best not to go alone, and often the characters will find help along the way. Collectively these friends and foes are called "NPCs" (non-player characters). When planning out a campaign or adventure,



consider that the NPCs of your story typically fall into one of the following categories:

- Henchmen
- Villains
- Allies

## Henchmen

Henchman is a general term to describe any antagonist who simply exists as a small obstacle to the party's short term plans. Examples of henchmen include a wandering band of space pirates that waylays the party mid-flight, a mindless ooze roaming the deep corners of a cavernous dungeon, and a team of assassins dispatched by the local mob boss to put an end to the heroes' meddling. While henchmen typically have realistic motives, their influence on the plot is small enough that you don't need to spend as much energy to make your henchmen deep and convincing. The pirates are motivated by greed, the ooze by hunger, and the assassins by loyalty to their guild.

## Villains

The villain of a plotline is the primary antagonist, and your players will likely deal with multiple villains throughout their careers. Examples include the

necromancer who has taken up residence in the local graveyard, the distributed AI consciousness that controls the galactic senate's every decision, and the bandit king who has united the ruffians of the realm under one banner. Unlike henchmen, your villains will require a good amount of thought to flesh out. To develop strong, convincing villains, consider the following elements.

**Motive.** Every villain should have a realistic motive, or a reason for turning towards their villainous ways. Instead of deciding that your necromancer is simply evil, for example, consider making him fallen. Perhaps he turned to necromancy as a last resort to revive his beloved who was killed in a shipwreck.

**Scheme.** Your villain's scheme is the evil deed they have set out to complete. The scheme is often tied directly to the motive. For example, rather than the necromancer simply being set on snuffing the life out of the town, his scheme involves sacrificing ten villagers as part of a ritual to return his beloved to life.

**Flaw.** A flaw is part of what makes a villain human (even if the villain is an ancient wyrm). A flaw could be a physical vulnerability, such as the bare patch of the dragon Smaug's left breast, or it could be a social, mental, or emotional insufficiency. Our necromancer, for example, could be easily set into a blind rage against anyone who speaks ill of his beloved.



## Allies

NPCs aren't limited to antagonists, of course. Many of the most important characters to your plotline will be allies of the heroes. Perhaps the party is guided by a wizened sage who secludes himself in a high tower and for unknown reasons allows only the PCs access to his wisdom. Another example includes a team of native elves who have been dispatched to see the heroes safely through a haunted wood.

Whatever sorts of allies the party has acquired, it's important for the GM to abide by a few guidelines to ensure that the allies add to the fun rather than detract from it.

**Allies should empower the heroes, not outshine them.** Effective allies provide the players with the power or opportunity to achieve even greater deeds. To put it another way, the allies should help the party shine rather than take the spotlight for themselves. Players want to be the main characters of their story, so it's important to avoid the temptation to make your NPCs the center of attention. Although these tactics might work in some situations, you should generally shy away from the following:

- Allowing an NPC to sweep in and save the day.

- Having an NPC be the primary damage dealer in a fight.
- Creating situations in which the players feel forced to take an NPC's orders or advice.

If you find the NPCs in your game frequently taking these or similar roles, then there's a good chance your players might become frustrated.

Sometimes it can add to the story to have an ally contribute in a way that the players can't, but it's important to find some purpose for the players to fulfill that the NPC can't for one reason or another. For example, a villainous mad scientist uses a poisonous gas to control the minds of a group of soldiers and commands them to attack the players. A powerful ally NPC might use her medical knowledge to create an anti-toxin to protect the minds of the players by breaking the influence over them and half of the soldiers. However, the NPC isn't capable of providing this protection for all of the soldiers - the players must then complete the vital task of subduing (ideally without killing) the dominated soldiers and preventing them from harming anyone.

The above example will likely be an intriguing scene enjoyed by all, because the ally NPC can't prevail without the help of the players.

**Allies can be used to grant knowledge.** In addition to

providing players with new power, allies can also be the purveyors of information. A savvy merchant knows how to gain leverage on the members of the trader's guild; a pitiful sanitation clerk turned wererat possesses the only known map of the city sewers; a sage who acts as patron to the party has discovered the location of the Universe Portal. By using allies to inform the players of secret or hidden knowledge, you put the power of what to do with that information in the PCs' hands.

**Allies should be imperfect.** The best allies are the ones who are flawed just like the PCs. They have physical weaknesses that can be taken advantage of, moral faults that can be exploited, or needs that they can't fulfill on their own. If the allies are so powerful that no mortal can stop them and they want for nothing, the players are likely to wonder why the NPC is giving them the time of day in the first place, and, by finding ways to demonstrate your NPCs' imperfections, you'll further immerse your players in the campaign world.

## NPC Statistics

Many of the NPCs that the PCs encounter throughout their journey will be used solely for the purposes of role playing or setting the mood. These sort of background characters typically don't need a full array of attributes, feats, and favored attacks because, more likely than not, you'll never make a single action roll for them. Angus the Blacksmith, for example, might spice up the town bazaar a bit with his Scottish accent and epic tales of fraudulent accomplishments—but your party is never going to need to engage him in combat.

A good deal of your NPCs, however, will require statistical descriptions to use for combat or social encounters. This section will describe two ways that you can build these statistics: the complex build and the simple build.

### Complex Build

When designing an NPC using the complex build, you simply create the NPC as if it was a player character. Select an appropriate level and use the instructions in Chapter 1 to assign attributes, feats, and other defining characteristics.

The complex build is a good option when you are creating a very important villain or ally who will play a major role in the story line. This process can take a while, so it's not worth going through with underlings, henchmen, or beasts who are only going to be present for a single scene.

### Simple Build

The simple build option is useful when you need to come up with statistics on the fly. For example, imagine the party fails an action roll to move stealthily through a swamp to avoid the local denizens. You decide that they have attracted the attention of a handful of poisonous serpents that lair in the swamp, but you don't have any stats written up for these enemies. In this situation, you could use the simple build rules to get combat rolling quickly.

Use the NPC Simple Build Table to determine the NPCs's most relevant statistics. For the hit point and defense columns, choose values within the given ranges

based on the strengths and weaknesses of the NPC enemy you are building. Choose 1 to 3 primary attributes that will form the main basis of the NPC's attacks and actions, and then choose as many secondary attributes as you need in order to define the NPCs's other capabilities. These form a rough guideline that we recommend you not exceed, though you can feel free to assign lower attributes and even higher ones if you feel that's appropriate. Not all attributes are created equal.

Once you have the basic statistics recorded, choose a few of the following feats to provide your NPC enemy with special attacks and abilities. These feat descriptions have been simplified from the list provided in Chapter 3.

Feel free to select any feat found in Chapter 3 as well, if it helps tell the NPC's story. Some of these are new feats that are only available to GM controlled NPCs.

### NPC SIMPLE BUILD

NPC Level	Hit Points	Defenses	Primary Attributes	Secondary Attributes
1	10 - 22	10 - 16	4	3
2	12 - 24	11 - 17	5	3
3	14 - 26	12 - 18	5	4
4	16 - 28	13 - 19	6	4
5	18 - 30	14 - 20	6	5
6	20 - 32	15 - 21	7	5
7	22 - 34	16 - 22	7	6
8	24 - 36	17 - 23	8	6
9	26 - 38	18 - 24	8	7
10	28 - 40	19 - 25	9	7
11	30 - 42	19 - 25	9	8
12	32 - 44	20 - 26	10	8
13	34 - 46	20 - 26	10	9
14	36 - 48	21 - 27	10	9
15	38 - 50	21 - 27	10	9
16	40 - 52	22 - 28	10	9
17	42 - 54	22 - 28	10	9
18	44 - 56	23 - 29	10	9
19	46 - 58	23 - 29	10	9
20	48 - 60	24 - 30	10	9

#### Attack Specialization (tier equal to NPC level, max 9):

With one attack type, gain advantage 1 per tier. This bonus does not apply to bane attacks or boon invocations.

**Bane Focus:** Pick a bane you can invoke. Whenever a damaging attack deals 5 damage or more, you may automatically inflict that bane. When making a bane attack to inflict your chosen bane, you gain advantage 2 on the bane attack roll

**Superior Bane Focus (available only to GMs):** Pick a bane you can invoke. Whenever a damaging attack deals any damage, you may automatically inflict that bane. When making a bane attack to inflict the chosen bane, you gain advantage 3 on the bane attack roll

**Bane Resistance (tier 1 - 2, your choice, available only to GMs):** Choose a bane and gain these benefits:

**Tier 1:** Gain +5 to your defense against the chosen bane.

**Tier 2:** You are immune to the chosen bane.

**Boon Focus (tier 1 - 3, your choice):** Pick a boon you can invoke. Gain the following benefits:

**Tier 1:** When you invoke the chosen boon on a single target, you succeed automatically and do not need to make an action roll. You can invoke the boon at any of the power levels you could access via your other means. If the invocation is not a single target, success is not automatic, but you get advantage 2 on the action roll to invoke the boon.

**Tier 2:** You gain advantage 3 on your action roll to invoke the boon if you are not single-targeting. Additionally, you may invoke the boon one time increment faster, as follows: If the invocation time is a major action or move action, it becomes a minor action. If the invocation time is 1 focus action, it becomes 1 major action. If the invocation time is 1 minute, it becomes 1 focus action. If the invocation time is 10 minutes, it becomes 1 minute. If the invocation time is 1 hour, it becomes 10 minutes. If the invocation time is 8 hours, it becomes 1 hour. If the invocation time for a boon is 1 minor action, it can be invoked only once as a minor action, beyond that it can be invoked by expending a move or major action.

**Tier 3:** The effect at tier 3 varies based on the duration of the boon:

If the chosen boon has a duration of "sustain persists", you gain advantage 4 on your action roll to invoke if you are not single-targeting. Additionally, the boon is always active for your character and persists each round as a free action, rather than a minor action. If the boon is somehow temporarily canceled, in the absence of other rules, you can invoke it again as a free action.

If the boon has a different duration, you gain advantage 5 on your action roll to invoke if you are not single-targeting.

**Damage Resistance (tier 1 - 3, your choice, available only to GMs):** Choose a either Precise or Forceful and gain the following benefits:

**Tier 1:** Your defense scores are increased by 3 against the chosen damage type.

**Tier 2:** Your defense scores are increased by 6 against the chosen damage type.

**Tier 3:** Your defense scores are increased by 9 against the chosen damage type.

**Tier 4:** You are immune to damage and harmful effects from the chosen damage type.

**Energy Resistance (tier 1 - 4, your choice):** Choose an energy type and gain the following benefits:

**Tier 1:** Your defense scores are increased by 3 against the chosen energy type.

**Tier 2:** Your defense scores are increased by 6 against the chosen energy type.

**Tier 3:** Your defense scores are increased by 9 against the chosen energy type.

**Tier 4:** You are immune to damage and harmful effects from the chosen energy type.

**Evasive Footwork:** When you move from a space adjacent to an enemy to another space not adjacent to that enemy, the enemy does not get the usual opportunity attack.

**Lethal Strike (tier equal to NPC level, max 9):** Your attacks are considered lethal strikes whenever you fulfill *one* of the following conditions:

- Your target is caught off guard or otherwise unaware of the attack, such as when you are hidden from them, disguised as a friend, or have successfully deceived them.
- Your target is within melee attack range of an ally.

You gain advantage on lethal strikes equal to your tier in this feat. Additionally, a certain portion of the damage (not to exceed the total damage dealt) is considered lethal damage, which is more difficult to heal from (see Chapter 7: Combat)

**Tier 1** - Advantage 1, Up to 5 lethal damage.

**Tier 2** - Advantage 2, Up to 5 lethal damage.

**Tier 3** - Advantage 3, Up to 10 lethal damage.

**Tier 4** - Advantage 4, Up to 10 lethal damage.

**Tier 5** - Advantage 5, Up to 15 lethal damage.

**Tier 6** - Advantage 6, Up to 20 lethal damage.

**Tier 7** - Advantage 7, Up to 20 lethal damage.

**Tier 8** - Advantage 8, Up to 25 lethal damage.

**Tier 9** - Advantage 9, Up to 25 lethal damage.

**Multi-Attack Specialist (tier equals NPC level, max 6):**

Before attacking, you may declare that you are multi-attacking, and must state how many extra attacks you would like to make. All of your attacks this round suffer disadvantage equal to 3 times the number of additional attacks you declare (i.e., if you make 2 attacks, you suffer disadvantage 3; 3 attacks suffers disadvantage 6). For each tier of this feat that you possess, reduce the disadvantage penalty by 1.

You may use your attacks to make any combination of bane or damaging attacks, but you may not invoke boons. Resolve each attack individually, applying any other multi-targeting options as you wish. You can move between each of these attacks and they can be used to target the same creature more than once.

The number of additional attacks you can make with this feat is limited to  $1 + \text{half your level}$ , rounded up. Thus, the limit is 2 additional attacks at 1st level, 3 additional attacks at 3rd level, and 6 additional attacks at 9th level.

**Multi-Bane Specialist:** Choose two banes that you are able to inflict and that share a common prerequisite attribute. You are able to inflict both banes with a single attack. The required attribute score for combining the banes is equal to the sum of their power levels (e.g., combining knockdown and slowed, both power level 1, would require an attribute score of 2). If the banes target different defenses, you choose which defense your attack targets. On a successful attack roll, the target is inflicted with both banes. They each persist independently of one another and must be resisted separately.

**Multi-Target Attack Specialist (tier equals NPC level, max 5):** When you choose this feat, you must decide to focus in area, projectile, or melee attacks. For each tier, you reduce the disadvantage penalty associated with multi-targeting for your chosen attack type by 1.

**Potent Bane:** Choose one bane that you can invoke that has a duration of “resist ends”. When a target makes a resist roll to shake off your invocation of the chosen bane, they have disadvantage 1.

**Resilient:** Any time you make a resist roll, you have advantage 1 on the roll.

**Skill Specialization (tier equal to NPC level, max 9):** With a chosen attribute, gain advantage 1 per tier on non-attack, non-invocation rolls.

**Superior Concentration (tier 1 - 3, your choice):** When you take the *sustain a boon* minor action, you may sustain one additional boon per tier of this feat which you possess.

### EXAMPLE SIMPLE ENEMY NPC BUILD: SWAMP SNAKES

Returning to the example at the beginning of this section, let's build our venomous swamp snakes imagining that the party is made up of 3rd level characters, and thus we choose to make the Swamp Snakes using the row for level 3 NPCs. We decide that the snakes aren't particularly tough to kill, so referencing the Simple Build Table, we'll give them the low end of the suggested range and settle on 14 hit points each. When it comes to defenses, snakes are fast, mildly sturdy, and weak willed. So, we'll go with the high range for Guard: 18, the middle range for Toughness: 15, and the low range for Resolve: 12. We'll only assign one primary attribute, giving the snakes an Agility of 5, and we'll assign Perception, Fortitude, and Deception as secondary attributes with a score of 4.

When it comes to feats, we decide to highlight the danger of the venom by choosing Multi Bane Specialist and Bane Focus to allow the snakes to inflict both the stunned and persistent damage banes whenever they land a damaging attack that exceeds the target's defense by 5 or more.

## Boss NPCs

A Boss is a single enemy NPC that is capable of taking on a group of characters due to its extraordinary prowess in combat. Bosses could be epic villains that the party has been pursuing for the entire campaign, such as the Lich King Akrakus, or they could be monstrous beasts with little backstory that simply serve as a dramatic milestone in the course of a larger adventure, such as a bridge troll that must be defeated before the PCs can progress. Other examples of bosses include the Kraken, a legendary gunslinger, a dragon, or the general of an alien armada.

When you decide that one of your NPCs merits boss

status, use the Boss NPC Build Table to generate statistics in the same way you would if using the simple build rules described previously. You'll notice that bosses have more hit points, higher defenses, and better attributes in order to account for their ability to take on entire parties of PCs alone. When using the complex build, you can alter your villain's hit points and defenses based on this table to better represent the appropriate strength of a boss.

Boss Level	Hit Points	Primary Attributes	Secondary Attributes	Boss Edge
Defenses				
1	40	12 - 17	6	4
2	50	13 - 18	6	4
3	60	14 - 19	7	5
4	70	15 - 20	7	5
5	75	16 - 21	8	6
6	80	17 - 22	8	6
7	85	18 - 23	9	7
8	90	19 - 24	9	7
9	95	20 - 25	10	8
10	100	21 - 26	10	8
11	100	21 - 26	10	9
12	105	22 - 27	10	9
13	105	22 - 27	10	9
14	110	23 - 28	10	9
15	110	23 - 28	10	9
16	115	24 - 29	10	9
17	115	24 - 29	10	9
18	120	25 - 30	10	9
19	120	25 - 30	10	9
20	125	26 - 31	10	9

### Boss Edge

A boss is a force to be reckoned with, and as such, it is more powerful in a number of ways. A boss cannot be subject to a finishing blow unless its hit point total has been reduced to zero. Furthermore, a boss NPC gets advantage on all attack rolls equal to its boss edge score. In addition to its normal allotment of actions, a boss also

### OPTIONAL RULE: BOSS FINALE

Some GMs may find the potential of a boss being killed with one very high attack roll (perhaps even before it attacks) to be counter to their storytelling goals and undermining of the boss's intended gravitas. To prevent bosses from dying unceremonious deaths, a GM may institute the following optional Boss Finale rule.

*The first time in a combat when a boss is reduced to zero hit points, it immediately receives a number of boss actions equal to its Boss Edge score plus one. During these boss actions, other characters cannot take interrupt actions. If it was another character's turn and their turn was unfinished, their turn is interrupted by the boss and then resumed when the boss actions are complete.*

receives a number of special *boss actions* on its turn equal to its boss edge score. Each boss action is a single major action that does not count against its normal action limit. Each boss action is resolved at a separate position in the initiative order. Start with the boss's usual array of actions on their initiative roll. The first boss action happens immediately after the initiative of the next lowest PC in the initiative order. Continue staggering boss actions to follow the next lowest PC until there are no more boss actions or no more PC initiatives. Any remaining boss actions happen at the end of the round.

### EXAMPLE INITIATIVE ORDER USING BOSS ACTIONS

The following initiative order imagines a group of 4 player characters fighting a boss with an edge of 4. Only one of the PCs rolled higher than the boss on initiative.

- 1st: PC 1
- 2nd: Boss's Normal Turn
- 3rd: PC 2
- 4th: Boss Action 1
- 5th: PC 3
- 6th: Boss Action 2
- 7th: PC 4
- 8th: Boss Action 3
- 9th: Boss Action 4

## PLANNING COMBAT ENCOUNTERS

The build rules just explained how to create individual enemy NPCs for the heroes to combat, and this section will assist you in building exciting scenarios for those battles.

### Encounter Difficulty

When designing a combat encounter, decide if you want it to be easy, moderate, or hard. An **easy encounter** shouldn't present a significant threat to the PCs unless luck is wildly against them or they make a series of poor decisions. A **moderate encounter** will challenge the PCs, but they are still likely to come out on top. A **hard encounter** will push them to the limits, and may end in defeat or the death of one or more characters.

Use the Encounter Difficulty Table to determine how many total enemy NPC levels you should include in your combat.

#### ENCOUNTER DIFFICULTY

Encounter Difficulty	Total NPC Level
Easy	Total Party Level x .5
Moderate	Total Party Level x 1
Hard	Total Party Level x 2

For example, a moderate encounter for a group of 4 PCs who are all 5th level would have a Total NPC Level of 20. An easy encounter for the same group would have a Total NPC Level of 10, and a hard encounter 40.

Whether you are using the simple or complex method of building your NPCs, you can spend your NPC level

budget until you reach approximately the designated total NPC level for your encounter.

### Bosses

If your encounter includes boss NPCs, multiply their level by 4 for purposes of budgeting (i.e., a 5th level boss would be worth 20 levels).

### Minions

When designing an encounter, you may want to designate some enemies as minions, or easily dispensable grunts that still pose a threat to the party. You can trade any NPC for three minions of the same level. Minions have the same stats as any other enemy NPC of their level, but their hit points are divided by four.

For example, imagine you are planning an easy encounter with a horde of goblins for a group of six 1st level heroes. Your NPC level budget would only allow you to include three 1st level NPCs, but you decide to replace them all with minions, allowing you to include 9 goblin minions. If your goblins would usually have 12 hit points, your minions have one-quarter of that, or 3 hit points each.

### Encounter Setting

Rarely do epic movie fight scenes take place in an empty chamber. There are usually chandeliers to swing from, jets of flame to avoid, ledges to leap from, or rafters to balance upon. When designing an encounter, think about how you can use the setting to inspire the deeds of legend that your players will be talking about for years to come. Here are a few ideas:

**Multiple Levels.** Staircases, ledges, boulders, pits, and other terrain that combatants can ascend or descend will make combat interesting by empowering ranged attacks and spotlighting players who are built for maneuverability.

**Difficult Terrain.** A pool of sludge that cuts movement speed in half or a thin beam that provides a perilous shortcut to the big boss are the sorts of options that allow PCs to make meaningful decisions with their move actions.

**Hazards.** Consider adding an extra count in the initiative for some sort of natural or extraordinary hazard, such as a steaming geyser or poisonous mushroom spore. Once per round, randomly choose a PC or two to fall victim to these perils of the battlefield.

### Ad Hoc Damage

Sometimes in your encounters and adventures, you might have the party take damage from sources other than enemy attacks. For example, the party fails to scour an old battlefield and ends up setting off a chain of land mines. Or maybe someone gets knocked into a pool of lava while invading the red dragon's volcanic lair. Other common sources of ad hoc damage include falling, acid, and frostbite.

In situations like these, in which the damage dealt isn't tied to an attack roll targeting a specific defense, you can roll straight damage dice against the affected characters. Simply pick an appropriate severity level from the Ad Hoc Damage table and roll the dice indicated, calculating

exploding dice as usual. You can use the descriptions in the table to help you choose a severity level, or you can use these rough guidelines:

**Light Damage (Severity Level 1 - 4):** The damage is likely to be a minor nuisance, but not particularly threatening to the character.

**Moderate Damage (Severity Level 5 - 7):** The damage is serious, but probably won't knock the character out of action.

**Heavy Damage (Severity Level 8 - 10):** The damage is life threatening, and could easily knock a character out of action in the right circumstances.

## Ad Hoc DAMAGE

Severity Level	Damage	Examples
1	1d4	Falling 10', falling into a small campfire
2	1d6	Falling 20', 24 hours exposure to extreme temperature
3	1d8	Falling 30', spiked pit trap
4	1d10	Falling 40', catching on fire
5	2d6	Falling 50', a small cave-in
6	2d8	Falling 60', a car crash
7	2d10	Falling 70', falling into acid
8	3d8	Falling 80', a plane crash
9	3d10	Falling 90', falling into lava
10	4d8	Falling 100'+, being completely crushed between two hard surfaces

The GM has the option to make any ad hoc damage *lethal damage*. Typically, this is the case with damage that occurs outside of combat, such as by a trap or environmental hazard.

## Encounter Consequences

Not every fight that your party gets into needs to be a knock down drag out fight to the death, nor does every encounter need to have a binary win/loss condition.

When determining how a fight ends, remember to consider the motivations of the combatants and the demands of the plot. Are the PCs worth more to the orc chief alive than dead? Will the story be more interesting if the dragon doesn't wipe out the entire party? Consider some of the following possibilities whenever deciding how a fight will end.

**Don't be afraid to end it early.** Sometimes, despite all your plans, a combat just takes too long. Or maybe the party's luck runs dry and they spend four rounds trying to kill the last two carnivorous shrubs. It's okay to fast-forward the combat when things are going stale and everyone at the table is ready for the next scene. Simply narrate the gist of what happens, and move on. Generally, you should only do this if the combat is obviously going to end in the PCs' favor. If the bad guys are winning, most parties will likely want to fight to the bitter end. If you are fast-forwarding to a party defeat, be sure that ALL of your players are agreeable first.

**Partial defeat is more interesting than a total party kill.** Battles are much greater swirling maelstroms of chaos than our gridded battle mats, top-down views, and sequential turns would lead us to believe. This means

that the GM has plenty of wiggle room for creating outcomes that might not have come up in the blow-by-blow narrative of the encounter. So, if the entire party is knocked unconscious or otherwise defeated, you are well within your rights to say that, for example, one of the PCs stumbled out of sight unnoticed before passing out, or that the monsters leave half of the party for dead and capture the few that they think are still alive. Little twists like this allow the players a chance to turn a loss into an epic tale for revenge or recovery.

**Hard decisions test a hero's mettle.** A favorite tactic of super villains everywhere is to force the hero to decide between winning the fight or saving a mass of helpless bystanders. Combat encounters in Open Legend can also end in tough decisions for the party: the sorceress hovers over a magma filled chasm so that landing the final blow also means destroying the magical staff she wields, the hill giant reveals that he has an innocent family captive in a cave which he will only reveal if his life is spared, and so on. Though your players will get tired of these tactics if they are used excessively, forcing hard choices on your heroes will help them define their characters and prove their loyalties.

**Death is okay, sometimes.** The above suggestions aren't meant to imply that you should never kill off a PC (or four). They are simply illustrations of the variety of ways that a fight can end in an interesting manner. Sometimes, heroes die, and if your players know that character death is a real possibility, it will make their victories and exploits all the more legendary. If a character does need to die, though, make sure they go out with a bang, with an epic story to be sung by bards for ages eternal.

## On Balance and Fairness

When planning your encounters, you do not need to strive for balance, but you should aim to be fair to your players.

Video games are balanced: they are designed to present players with incremental challenges that grow in difficulty alongside the power of the player. Because of the inherent lack of openness and choice in most video games, players would easily get frustrated if the challenges weren't balanced to their progress in the game.

Role playing games, on the other hand, aren't meant to be balanced all of the time. They are meant to be immersive. They are meant to allow players to push the limits of possibility in fantastical worlds. This level of freedom means that sometimes the heroes will come face to face with threats that they cannot overcome.

As a GM, you don't need to have any anxiety over putting an impossible challenge before your party. But you do have to be fair about it. You are responsible for warning the party to the danger that lies ahead. It would be unfair, for example, to drop an ancient red wyrm upon an unsuspecting party of first level PCs with no option to escape. It would be perfectly fair, however, if the party encounters the dragon after exploring the ancient ruins that make his lair despite warnings from the locals and tremors that grow stronger with every step deeper into the ruins.

## ATTRIBUTES AND ACTION ROLLS IN PLAY

The primary focus of this chapter so far has been to help GMs prepare for the game: outlining campaigns, plotting adventures, and developing encounters. Eventually, all of that hard work will come to fruition, and the time will come to actually run a game for your players. To close this chapter, we offer inspiration for one of the biggest challenges you'll face while GMing a session of Open Legend: interpreting action rolls.

As previously explained, whenever a character needs to determine the outcome of a meaningful task, they make an action roll using an appropriate attribute. Sometimes, the results of the roll will be very clearly spelled out in the rules, such as when making attacks or invoking banes and boons. Oftentimes, though, PCs want to attempt an action that isn't spelled out explicitly in the rules. As game master, it's your job to decide what players can do with their attributes, set an appropriate challenge rating, and interpret the result of their roll.

While deciding what a successful action looks like is usually pretty straightforward, interpreting a failure often requires a bit of creativity and improvisation. In this section, you'll find examples of the sorts of actions that PCs can accomplish with every attribute, as well as some suggested interpretations of "success with a twist" and "failure, but the story progresses".

For each attribute, we offer examples of actions classified at three levels based on difficulty and extent of impact on the narrative:

**Challenging (CR 15):** Success at the task indicates overcoming a minor challenge or altering the narrative in a way that isn't disruptive.

**Heroic (CR 20):** Success at the task indicates overcoming a major challenge or altering the narrative in a mildly disruptive way.

**Epic (CR 25):** Success at the task indicates overcoming a near impossible challenge or altering the narrative in a very disruptive way.

## Might

Might is the attribute of brute strength and physical power. Your Might score represents your ability to actively overpower your foes and your environment through sheer muscle.

### Challenging Test of Might (CR 15)

In the midst of combat, a small boulder proves to be a nuisance for maneuvering into tactical positions, so Rogar employs his mighty thews to shove it 10 feet out of the way.

**Success with a twist:** Rogar manages to move the boulder. However, he pulls a muscle and suffers the slowed bane.

**Failure, but the story progresses:** Rogar is so focused on moving the boulder that he fails to notice the pair of goblins that have now flanked him.

### Heroic Test of Might (CR 20)

While fighting atop a raft amid a surging river, Lily is knocked into the rapids. She attempts to fight the current and swim back to the raft before being swept away from her allies.

**Success with a twist:** Lily makes it back to the raft safely, but the only way she is able to swim well enough is to drop her blade and shield into the river.

**Failure, but the story progresses:** In her vain attempt to swim against the rapids, Lily is knocked unconscious when she hits her head on a rocky outcropping. Her allies see this happen, and must act fast to save her from drowning.

### Epic Test of Might (CR 25)

While his party is busy strategizing about back doors, secret passages, and disguises to gain entrance to the Iron Fortress, Krund steps up to the iron portcullis and girds his loins for a deadlift of epic proportions.

**Success with a twist:** Krund lifts the gate, and several members of his party get through. However, his strength gives way before they all escape, and now the party is divided.

**Failure, but the story progresses:** Despite all his might and main, Krund cannot lift the gate more than a foot. When he releases it, the loud clang alerts several guards within.

## Agility

Agility is a measure of your character's dexterity, nimbleness, motor skills, and reaction time. It governs tasks such as remaining unseen, swinging from chandeliers, maneuvering in a dogfight, and picking a lock.

### Challenging Test of Agility (CR 15)

As Terri chases Gizmo the Gnomtorous bounty hunter through the narrow corridors of the space station, her quarry releases his patented Slip Slime Bomb, covering the ground between them with a slippery greenish grease. Terri attempts to slide nimbly through the slime instead of letting it slow her down.

**Success with a twist:** Terri glides gracefully across the grease, but fails to notice the broken exhaust pipe hanging from the ceiling until the last minute. She manages to dodge the pipe only by grabbing hold of it and swinging around it, which forces her to drop her shotgun. If she's going to keep up with Gizmo, she'll have to do it unarmed.

**Failure, but the story progresses:** With all the grace and agility of a drunken elephant, Terri falls on her face in a pile of green goo. By the time she struggles to the other edge of the slime, Gizmo is nowhere in sight, and she'll have to think fast to decide which direction to take at the T-intersection up ahead if she doesn't want to lose her quarry.

### Heroic Test of Agility (CR 20)

Jax is piloting his Starfighter in a high speed dogfight against a pair of Dalturian Destroyers. They're both on his tail, and if he doesn't shake them soon, they'll have locked on their homing missiles. Jax slams the throttle



forward and attempts to speed through a narrow canyon up ahead.

**Success with a twist:** Jax zooms through the rocky terrain at breakneck speed. When he comes out the other end, he has managed to lose one of the Dalturians, but the second is still hot on his trail.

**Failure, but the story progresses:** Jax zooms between two pillars of raw earth, and misjudges their width by a few inches. He hears a metallic crack as one of his wings is mangled beyond function and Jax crash lands. Shattering the glass hull, he manages to escape with his life, but his flier isn't going anywhere.

## Epic Test of Agility (CR 25)

Winston, renowned as the finest archer in the land, has been captured by the giant lord Glorrg. Glorrg demands that Winston proves he really is who he says he is. The giant has one of his servants release four hummingbirds in the air and demands Winston to shoot them all down before they can escape.

**Success with a twist:** In his signature style, Winston knocks 4 arrows at once and lets them fly. All four birds fall to the ground. However, the archer was not completely aware of his surroundings, and one of the arrows skewers one of Glorrg's servants, sending the giant lord into a fit of rage.

**Failure, but the story progresses:** Winston fires arrow after arrow, but he can only manage to fell three of the birds. Glorrg is not impressed, and he orders the archer to be stripped of his bow and thrown into the Pit of Beasts.

## Fortitude

Fortitude governs your ability to withstand physical punishment. Tests of Fortitude include fighting off disease, surviving malnourishment, and marching long stretches without rest. In most cases, you'll be making Fortitude rolls at the GM's prompting in response to a situation, rather than actively choosing to make a roll.

## Challenging Test of Fortitude (CR 15)

Sheriff Bates and his posse of deputies are tracking a pair of bandits through the desert. In an effort to make up for lost time, they attempt to double march despite the blazing heat. The GM calls for a Fortitude roll to resist the harsh cruelties of the desert.

**Success with a twist:** Those who fail their roll are able to keep up with the rest of the crew, but they suffer one level of the *fatigued* bane.

**Failure, but the story progresses:** Everyone who fails simply cannot keep up. If they don't rest, they will assuredly pass out. The posse must make a tough decision: make camp and risk the bandits escaping, or split up the party to let the hardier members cover ground.

## Heroic Test of Fortitude (CR 20)

While traversing the deep reaches of space, Zak was unfortunately infected with the Chronos Plague - a debilitating disease that distorts the infected's perception of space-time. He lies in the Rebel HQ sick bay, struggling to fight off the illness, and makes a Fortitude roll to

determine how well he recovers.

**Success with a twist:** After a day or two of rest, Zak makes a full recovery and is now immune. However, unbeknownst to him, he has become a carrier of the pathogen, endangering his unwary allies.

**Failure, but the story progresses:** Zak's immune system is too compromised, and the disease persists. However, while Zak was confined to the sick bay, his ally Dr. Vreck was hard at work researching a potential cure. Vreck has learned of a rare sub thermal lichen that grows only on the asteroids of the Alpha System. This lichen may hold the secret to reversing the disease.

## Epic Test of Fortitude (CR 25)

A party of legendary heroes has followed the Shadow Demon Yrrlx to his native home on the entropic plane. Every moment within this realm of shade and chaos bites away at the very existence of the heroes, and the GM calls for Fortitude rolls to determine how the party weathers the destructive forces of this foreign plane.

**Success with a twist:** The hero is able to keep his very existence from unraveling. However, upon returning to the material world, he will be forever changed, as some part of his reality was lost to the place of shadows.

**Failure, but the story progresses:** The hero succumbs to forces of entropy that enshroud this plane, and his material body fades from existence. He may travel the entropic plane freely. However, he cannot return to the material plane until he finds a way to restore his bodily shell.

## Learning

Learning is the attribute of raw knowledge, memory, and the ability to apply the right facts in the right situation. You make a Learning roll whenever you attempt to recall important information, make sense of conflicting details, or assimilate unfamiliar knowledge into your own context. An important note about Learning is that it represents both the knowledge that you are familiar with and also your ability to gain new knowledge quickly. So, a foreigner in a strange land wouldn't be able to recall facts about local history just because they have a high Learning score. However, their high Learning score would be of use when it comes to quickly assimilating the lore of the new environment.

## Challenging Test of Learning (CR 15)

Gregory, student of the arcane arts, is travelling with his companions through the Tomb of Sharakandra when they come upon an open doorway carved with eldritch runes. Gregory attempts to decipher the runes based on his past studies.

**Success with a twist:** Gregory successfully identifies the runes as a protective ward. However, to do so, he must spend nearly an hour sifting through the tomes of lore that he carries with him.

**Failure, but the story progresses:** While attempting to decipher the runes, Gregory traces his fingers across one of them, immediately activating a trap. He is struck with a bolt of lightning and a loud thunderclap alerts the entire tomb of the interlopers.

## Heroic Test of Learning (CR 20)

While traversing the jungle planet Thox, Selena encounters a race of alien squid men who speak in a series of gurgles and hisses. Though their language is foreign, she is well practiced in a number of alien languages, and so she attempts to comprehend theirs as well.

**Success with a twist:** Selena can understand the squid language well enough to gather a general impression of what they are trying to communicate, though complex ideas are impossible to transmit.

**Failure, but the story progresses:** In her attempt to learn the language, Selena mimics several of the gurgles and hisses of the squid men. They take her mimicry as an insult, and they are on the verge of taking her prisoner if she cannot find a way to make peace.

## Epic Test of Learning (CR 25)

Belmont the Bard is attempting to negotiate peace between two gnoll tribes that have been feuding for nearly a century. Searching the depth and breadth of his bardic lore, Belmont attempts to recall some sort of historical fact about the feud that could give him leverage in the negotiation.

**Success with a twist:** Although Belmont cannot come up with anything to help him immediately, he does remember hearing a story of a gnoll witch named Yaga Balbassa who is said to have lived for 200 years in the marsh at the center of the realm. She would likely have memory of how the feud began.

**Failure, but the story progresses:** Belmont falls short in his bardic lore, and the gnoll chief has no more patience for the unwelcome meddling of an outsider. He immediately orders another raid on the enemy.

## Logic

Logic is the mental attribute of deductive reasoning and problem solving. Characters who are skilled in Logic might be riddle masters, expert programmers, military geniuses, uncanny sleuths, or ingenious trap smiths. The

GM will call for a Logic roll when you attempt to decipher a mystery, predict an opponent's behavior, or devise a foolproof plan.

## Challenging Test of Logic (CR 15)

Commander Grimm's sky ship, *The Danger*, is under attack by a half dozen enemy gliders. The gliders can turn on a dime and easily outmaneuver the powerful gatling guns mounted at the bow the *Danger*. Grimm takes a moment to analyze their attack formation and predict the gliders' most probable movements in hopes of catching as many of them as possible at the front of his ship during the next run.

**Success with a twist:** Grimm's experience pays off, and he is able to issue his crew commands to catch three of the gliders within range of the gatling guns. However, the turn leaves him in vulnerable position to the other three gliders, who receive advantage on their attacks this round.

**Failure, but the story progresses:** Grimm thinks he's got the gliders right where he wants them, but his crew is slow to take orders, and the gliders manage to completely avoid the gatling guns this round.

## Heroic Test of Logic (CR 20)

Cyril the android is stranded in Junkland, a miles long island of debris that floats in the ocean outside of New L.A. Cyril's core battery has been severely damaged, making his CPU process at half speed. The android scavenges through the hills of Junkland for enough spare parts to jerry-rig a temporary repair.

**Success with a twist:** Cyril finds what he needs to repair his battery, but the materials are unstable. The GM rules that until Cyril can find appropriate materials, he will suffer the *stunned* bane every time he rolls a 5 or less on the d20 for an action roll.

**Failure, but the story progresses:** Cyril can't find anything salvageable from the junk heaps nearby. What he does manage to stir up, however, are a pair of Techno Pack Rats who eye his circuitry and armored plating with much envy.

## Epic Test of Logic (CR 25)

Azure and party are attempting to negotiate with the Dragon Council in order to convince the wyrms to break their vow of neutrality and aid the races of good in the Demon War. Things are looking grim, but Azure is well-studied in the Dragon Code, and he attempts to find a loophole around the Council's insistence that the Law of Gold requires that any dragon who serves the lower races must be paid its weight in gold for the service. The legalistic wyrms insist that even if any of their kin were willing to fight along the humanoids out of the goodness of their hearts, the Law of Gold would still need to be satisfied.

**Success with a twist:** Azure notes to the Council that if the payment were to take place on the plane of Chaos, where weights and measures shift unpredictably, then the humanoids could readily provide enough gold to satisfy the law provided the exchange occur at the proper moment. Although much of the Council is dissatisfied with this proposition, they bring it to a vote and favor falls on Azure's side. However, for the inconvenience of interdimensional travel, the Council rules that every wyrm employed must also be compensated with a magical artifact of acceptable power.

**Failure, but the story progresses:** Azure fails to come up with a reasonable loophole, and the Council rules that any wyrm who aids in the Demon Wars without the Law of Gold being satisfied will be deemed an outcast of dragonkind.

## Perception

Perception governs your ability notice important details in people, places, and things. You roll Perception when you are trying to find a secret passage, follow a trail, sense ulterior motives, or spot a hidden foe. For Perception rolls especially, it's important to remember that *every roll matters*. The GM should only ask for a Perception roll when there is actually something to be perceived. Furthermore, the GM should ask for the roll



only at the moment when the outcome matters. So, if a rogue enters a dungeon and declares that he will be searching for traps in every room, the player should not actually roll until he might actually discover a trap. That way, the outcome of the roll will be meaningful and the game won't be slowed down by unnecessary dice rolling.

### Challenging Test of Perception (DC 15)

Yldris is interrogating a captured goblin to learn more about the threats of the goblin lair. The captive reveals the location of several pit traps as well as two guard outposts. However, he is holding something back, so the GM asks Yldris to make a Perception roll. If successful, Yldris would sense that the goblin is holding out on him out of fear of reprisal from the goblin king.

**Success with a twist:** Yldris can tell that the goblin is keeping something secret, but he thinks it is out of greed rather than fear.

**Failure, but the story progresses:** Yldris falsely senses that the goblin is about to attempt an escape.

### Heroic Test of Perception (DC 20)

Zak and his party are exploring the remnants of an abandoned space colony. Several signs suggest that something new has taken up residence in the colony, so Zak tells the GM that he will be searching for traps ahead of the party. After clearing several rooms, the party is walking down a corridor that the GM knows to contain a proximity mine, so she asks Zak to roll Perception.

**Success with a twist:** Zak notices the mine just as he steps within its activation zone. He's able to warn his party, but he takes the full blast impact from the mine.

**Failure, but the story progresses:** Zak sets off the trap, and the explosion collapses part of the chamber, separating him from his party.

### Epic Test of Perception (DC 25)

Therilas attempts to track a pixie through the Fey Wood. The trail is two days old, and because the pixie flies, his only hope is to search for occasional drifts of pixie dust settled on leaves and branches.

**Success with a twist:** Therilas loses the trail a mile into the woods. As he searches about in frustration,

he is approached by a sentient fox who offers to reveal the location of the pixie—for a price.

**Failure, but the story progresses:** Therilas wanders for hours in the Fey Wood trying to pick up the trail. Finally, he finds it, though it seems oddly fresh. Too late does he realize that he has been tricked—the pixie has led him into a trap. He finds himself surrounded by denizens of the Fey Wood and hears the pixie's mischievous laughter from the canopy above.

## Will

Will is the attribute of mental fortitude and willpower. It represents your character's ability to fight back against threats to their sanity, bravery, or focus. While your Will often plays a passive role by contributing to your Resolve defense score, you will also make active tests with this attribute when you are calling solely on your willpower to overcome a mental threat or directly pitting your Will against an outside force, as in the following examples.

### Challenging Test of Will (CR 15)

Setting Sun and his companions are lost in the desert. They've been without food and water for 2 days, and the GM asks what each of them are doing to stave off the negative effects of dehydration and starvation. While the monk's allies call upon their Fortitude to grit their teeth through the pain or their Alteration magic to bolster their bodies, Setting Sun

retreats into the calm of his meditative mind, relying on his Will to get him through the trial.

**Success with a twist:** The monk's meditation works to an extent. He is only able to stave off his hunger, but not his thirst, so he suffers one level of the *fatigued* bane.

**Failure, but the story progresses:** Setting Sun's training was good, but the calm of the monastery is hard to recall amidst his current struggles. Overcome with hunger and thirst, the monk suffers 2 levels of the *fatigued* bane.

### Heroic Test of Will (CR 20)

Deep in the lower chambers of Overhill Asylum, the investigators discover an ancient and alien evil whose very existence in the physical dimension seems an impossibility. Unable to reconcile their understanding of the laws of nature with the creature's writhing form and material instability, the PCs begin to lose touch with reality. The GM calls for each investigator to make a Will roll.

**Success with a twist:** The PCs are overcome with an uncontrollable but temporary horror. While they remain in the Asylum, they suffer a special form of the *demoralized* bane (Power Level 3). It cannot be resisted until they leave the Asylum.

**Failure, but the story progresses:** In addition to suffering the *demoralized* bane, the PCs gain the *psychotic* flaw until they find some means of reorienting their understanding of the universe and its laws.

### Epic Test of Will (CR 25)

While jacked deep into the Network, Snitch encounters a data file that has been encrypted by Prime, who is said to be the first Jacker to find a way to enter the Network.

Prime detects the intrusion, but the overzealous Snitch chooses to go head to head with the legend rather than jack out. Snitch puts the full power of his Will against Prime in hopes of breaking through his firewall.

**Success with a twist:** Snitch actually manages to find a way to break through Prime's guard and access some of his data. However, the oldest Jacker in the Network is no pushover. During the battle of wits he discovers a leak in Snitch's security systems. When Snitch jacks out, he discovers that his bank account has been emptied of every single credit he owned.

**Failure, but the story progresses:** Snitch's Will is no match for the first Jacker. Prime protects his data and ejects Snitch from the Network.

## Deception

Deception is the attribute of fooling others, both directly and indirectly. You make a Deception roll whenever you attempt to bluff, lie, socially dodge, or otherwise convince someone else that false information is true. Deceptive characters can fool interrogators, create believable disguises, and pass off fake documents.

### Challenging Test of Deception (CR 15)

Slade has acquired an appropriate disguise to pass as a city guard. As he attempts to gain access to the armory, the GM calls for a Deception roll to determine if he can act naturally enough to avoid arousing suspicion from other guards.

**Success with a twist:** Slade does really well at keeping up his disguise, but he fails to address a superior officer appropriately at one point. Although he will gain access to the armory, this officer remembers the altercation and will be able to identify Slade at a later time if suspicion is ever raised.

**Failure, but the story progresses:** Slade's military etiquette faux pas is worse than expected. The offended officer immediately requests to know Slade's commanding officer so that he can report the offense.

### Heroic Test of Deception (CR 20)

Adele scans her multi-pass to gain entry to a level 5 sector of her office building, even though she only has clearance up to level 4. When the security sentry on duty questions her, Adele spins a tale about how she's been having trouble with her multi-pass all day ever since she got caught in a mag storm on the way to work and that she's just trying to get back into her office to grab her lunch.

**Success with a twist:** The sentry believes the story, but just to cover his butt he has to escort her to the office so that he doesn't get in trouble.

**Failure, but the story progresses:** The sentry is suspicious and tells Adele that he will need to contact his shift commander about this.

### Epic Test of Deception (CR 25)

The chronomancer Rapture has Sarge and his crew tied up as he prepares to unleash his dreaded Time Cannon upon the unsuspecting moon colony below. To power this attack, Rapture loads the Void Crystal, which he has recently stolen back from the heroes. In a final attempt to



buy some time, Sarge lies through the skin of his teeth: "Too bad for you, Rapture, 'cause we switched out the crystal back on Alpha Prime. I can't wait to see what happens to your precious Time Cannon when you try to fire it with that ringer locked and loaded. With any luck, it will blow this whole ship to space dust."

**Success with a twist:** Rapture is convinced enough to power down the cannon before it can finish charging, thus buying the heroes a little more time. In a fit of rage, though, he orders one of his lieutenants to slit Sarge's throat, immediately applying the *death bane*.

**Failure, but the story progresses:** Rapture calls Sarge's bluff and immediately gives the command to fire.

## Persuasion

Persuasion is the social attribute of negotiation and smooth talking. You make a Persuasion roll whenever you are trying to convince someone to see your way or take your suggested course of action based on a clear or clever argument. Persuasion is about selling your ideas to others, whether that be through the use of solid

evidence, emotional appeal, political pressure, bribery, or similar mechanisms. A Persuasion roll often takes place as the result of a good deal of dialog and other roleplaying. In these cases, the GM should not ask for a roll until a pivotal decision point is reached—a moment when the success or failure of the roll will determine the course of the negotiation.

### Challenging Test of Persuasion (CR 15)

Pelias is trying to trade a valuable ruby to the barkeep in exchange for the names of three gentlemen who were drinking at the tavern last night. The barkeep says he'll give the rogue one name, so Pelias tries to convince him of the gem's value in order to get more info out of him.

**Success with a twist:** The barkeep offers to give him two names. If the rogue wants all three, he'll have to throw in a sack of gold.

**Failure, but the story progresses:** It's clear that the barkeep is worried about more than just money. The rogue's entreaties have spooked him completely and he won't even give up a single name anymore.

## Heroic Test of Persuasion (CR 20)

When they reach the town of Haven, the survivors find the gates closed. The guards inform them that the Overseer has placed a blockade on all outsiders due to reports of an outbreak of a new strain of Virus Z.

With a few smooth words, Wendell manages to get the Overseer to come to the gate. Now he must convince the guard that the group isn't infected and that they would be a valuable asset to the town.

**Success with a twist:** The Overseer finds the group's deeds impressive and believes their story. However, he will accept them into Haven only if they agree to a one week quarantine, which significantly delays their agenda.

**Failure, but the story progresses:** The Overseer doesn't care how valuable the group might be to his town, he simply cannot put his people at risk of another outbreak. He orders them away, and commands his guards to shoot them on sight if they return.

## Epic Test of Persuasion (CR 25)

Professor Durst and his team of investigators have managed to take one of the cultists of the Black Claw alive. The cultists are known to be diehard loyalists who will take the secrets of their guild to the grave, but Durst is well versed in the arts of psychological interrogation. He uses every mental tool at his disposal to get the cultist to see the error of his ways and aid their cause.

**Success with a twist:** Durst has managed to leverage the cultist's deeply suppressed emotions of guilt to get him to denounce the Black Claw. However, the terror of the dark deeds he has taken part in cannot be reconciled with the cultist's former self, driving him insane. The cultist might provide some useful information to the investigators, but it is always hidden between maniacal ramblings and diabolical riddles.

**Failure, but the story progresses:** Durst thinks he has broken the cultist, and unties him as a show of goodwill. However, as soon as the cultist has the chance, he jumps through a nearby window breaking his neck in the fall.

## Presence

Presence is the social attribute of leadership and charisma. A character with a high Presence will be able to attract powerful allies, inspire followers, and strike fear in the hearts of enemies. You will make a Presence roll whenever you are attempting to sway others with your force of personality, such as when making speeches, singing ballads, or staring down a foe.

## Challenging Test of Presence (CR 15)

Shazben Hazben, the halfling bard, enters the tavern with a well-tuned mandolin but not even two coppers to scrape together. After striking up a conversation with the barkeep, Shazben offers to entertain the guests in exchange for room and board. The bartender likes the halfling's style, so he gives him a chance to win him over on stage that night.

**Success with a twist:** The crowd loves the halfling, even bringing in a few silver for tips. However, the greedy

barkeep says the bard can stay as long as he gets a cut of half the tips.

**Failure, but the story progresses:** Shazben gets booted off the stage after inadvertently insulting a local folk hero in song. He is no longer welcome at the tavern.

## Heroic Test of Presence (CR 20)

Gunner Dag has gotten himself into another one of his situations. He lost big at poker with a few of the local miners, used a bit of harsh language about one of their mother's, and now he finds himself standing on main street at high noon, his Volt Pistol hanging at his hip and his eyes glaring at another stranger that he really doesn't want to kill. He grits his teeth, hardens his eyes, and calls on every nerve of steel he has to overawe this yokel into backing down before things get bloody.

**Success with a twist:** The miner can see in Dag's eyes that he is a born killer. He throws down his gun, but he still wants revenge. He will catch Dag in an alley later with many more thugs if he can.

**Failure, but the story progresses:** Dag's hard eyes spook the miner into drawing his gun. Now the gunner has to decide if he's going to kill the local or try to find another way out of this.

## Epic Test of Presence (CR 25)

The peasant militia is poorly trained, under armed, and small in number. Their odds are hopeless. Still, Maximus knows that the distraction they can provide against the advancing orcish army is the only way that his elite strike force will have the time to reach the shaman commanding the orcs—but only if they stand and fight. The paladin can read the cowardice on their faces, so he gives a long, rousing speech to lift their hearts and instill them with courage they need to get the job done.

**Success with a twist:** Unfortunately for Maximus, the cowardly mayor is working against him. He has already convinced half of the militia to retreat with him and leave the village for the orcs to sack. The remaining half, however, are ready to die for their home alongside the paladin if need be.

**Failure, but the story progresses:** Maximus doesn't have what it takes to sway the hearts of such hopeless soldiers in so hopeless a cause. The militia disbands, and the village is surely lost to the orcs.

## Alteration

Alteration is the attribute of changing matter from one form to another. It can be used to animate tree roots, carve statuary from boulders, shapeshift into a dragon, and transmute flesh to stone.

## Challenging Test of Alteration (CR 15)

Syll needs to reach the top of a short cliff, but he hasn't the skill in climbing to manage. He is one with the earth, though, so he attempts to mold the cliff face temporarily to create a rough stone ladder upon which he can ascend.

**Success with a twist:** Syll's magic doesn't fail him, but it doesn't work as efficiently as expected and his climb takes twice as long as it should have.

**Failure, but the story progresses:** Syll fails to take into account the delicate nature of the cliff, causing a small landslide to fall upon his party. However, after dusting themselves off, they discover that the landslide revealed a cavern opening that was previously concealed.

### Heroic Test of Alteration (CR 20)

Wrench and his squad are being pursued through the corridors of a wrecked space station by a horde of cannibalistic mutants. While the mutants are temporarily delayed breaking down one of the blast doors, Wrench attempts to animate the electronic gizmos in the room to slow down the horde and buy the group enough time to get back to their ship.

**Success with a twist:** It looks like it's going to take Wrench a little longer to spring his trap than he thought. The GM says that the rest of his party will have to fend off the mutants for five rounds to buy Wrench enough time, forcing them to make a tough decision.

**Failure, but the story progresses:** The spare parts in the room just aren't good enough to work with. However, Wrench does discover a ventilation shaft in the ceiling that could provide an alternate means of escape—if the mutants don't already know about it.

### Epic Test of Alteration (CR 25)

Artemis isn't going to let a little thing like a thrice-locked stone door keep him from the king's vault. With arcane words and gestures, he attempts to dig a hole right through the door.

**Success with a twist:** Artemis doesn't have the power to burrow through the wall. It seems that some arcane magic protects the stone. However, he is able to use his magic to disable one of the three locks.

**Failure, but the story progresses:** Before Artemis's magic can work its wonders on the stone, a magical trap springs and zaps the wizard, draining some of his hit points and leaving him unable to get past the door.

## Creation

Creation is the attribute of healing and forming matter out of nothing. It can be used to close wounds, summon creatures out of thin air, and even raise the dead. Creation is also a tool for channeling higher powers, and thus it can be used to empower allies with divine might, inspiration, or similar effects.

### Challenging Test of Creation (CR 15)

Jaaxy is trying to gain entrance into the headquarters of the Order of Outlanders, but she lacks an appropriate keystone attuned to her biometrics required by the door guards. Having studied the shattered remains of a keystone acquired from a previous member of the Order, Jaaxy sits in her lab attempting to create a new one.

**Success with a twist:** Jaaxy's keystone is good enough to get her through the door. However, unbeknownst to her, a magnetic field erases the key right after she enters.

**Failure, but the story progresses:** Jaaxy thinks her creation is perfect, but the door guards aren't fooled so easily. They identify the forgery and imprison her. She's within the headquarters now, just not on her own terms.

### Heroic Test of Creation (CR 20)

Therilas is attempting to lead a party of refugees safely through the Decaying Desert. Were he in the woods, the druid could easily forage enough food and water to keep them alive. Lost in the desert, however, he is forced to use his magic to summon forth sustenance for the desperate masses.

**Success with a twist:** The only way that Therilas is able to harness enough energy to feed so many people is to draw on his own life reserves. The GM rules that he suffers one level of the *fatigued* bane.

**Failure, but the story progresses:** Unfortunately, despite his best efforts, Therilas can only create half of the food and water that it would take to adequately sustain the refugees. Half of them won't survive the journey without further intervention.

### Epic Test of Creation (CR 25)

Father Ezekiel is stranded on a jungle island. He attempts to use divine magic to create a massive airship out of nothing so that he and his companions can escape.

**Success with a twist:** The GM rules that Father's magic will only be strong enough to create the airship if he can find a magical focus of appropriate power somewhere within the island.

**Failure, but the story progresses:** Father thinks he has crafted a skyworthy vessel. However, shortly after taking to the sky, the magic binding the ship unweaves, the party must think fast as the ship begins to plummet to the ground below.

## Energy

Energy is the extraordinary attribute that governs the control and creation of elemental energy. Though the list is not exhaustive, typical energy types include fire, ice, electricity, water, earth, acid, plasma, and lasers. You could be called upon to make an Energy roll when you attempt to create flame out of nothing, calm rough waters at sea, or power up a futuristic plasma cannon beyond the normal range of technology for your setting. A character's energy score governs their skill at manipulating all forms of energy, though the character must have a logical explanation for individual uses of this attribute. For example, a storm mage could use energy for manipulating electricity, thunder, water, and wind—but the GM might not allow him to summon ice and fire.

### Challenging Test of Energy (CR 15)

Asger and Hertha have trekked long and hard through the frozen Fjords of the Titans, and as night falls they manage to take shelter in a cave before the midnight winds drop the temperature to deadly levels. Still, the cave is cold, and though Asger starts a meager fire to keep them warm, Hertha attempts to use her fire magic to maintain and multiply the heat to ward off hypothermia.

**Success with a twist:** Hertha's spell works, though the cold is stronger than she realized. In order to maintain the magic throughout the night, she must sacrifice a component of minor value to empower her charm. With the GM's approval, Hertha decides to melt down her golden bracelet to power the spell.



**Failure, but the story progresses:** Asger's fire is enough to keep them from freezing to death, but without Hertha's magic, they are still quite frostbitten and exhausted by the morning. Both PCs suffer one level of the *fatigued* bane.

### Heroic Test of Energy (CR 20)

Doctor Heller accompanies his posse in raiding a train that is transporting a large sum of Pinkerton cash. They've neutralized the guards and taken control of the train, but they still have to get the safe open. Doc powers up his patented Slow Drip Acidic Disseminator and attempts to burn through the lock with expert precision.

**Success with a twist:** Doc's mad science works a bit too well as the Disseminator overloads and burns through the entire door of the safe, destroying about one-fifth of the score along with it.

**Failure, but the story progresses:** It turns out the safe has been coated with a corrosion proof chemical that renders Doc's acid harmless. The good news is that Doc is smart enough to recognize this. The bad news is that it takes him so long to figure it out that the Pinkerton reinforcements have arrived on horseback.

### Epic Test of Energy (CR 25)

Hamlin Harbuckle sits peacefully on the deck of *The Rest*, a merchant vessel his party has been hired to protect. The ship tosses and turns as a typhoon rains down lightning and thunder. As crew members hoist ropes and batten hatches, the quiet halfling Storm Caller opens wide his white eyes. His hair stands on end as he attempts to take control of the storm and calm the seas.

**Success with a twist:** As Hamlin wrestles with the power of the typhoon, he soon realizes that the only way to control its power is to absorb it. To save his friends and wards, Hamlin channels all the power of the storm into a single lightning bolt that strikes him unconscious and half dead.

**Failure, but the story progresses:** Hamlin attempts to settle the waves and the wind to no avail. A massive lightning bolt sunders the mast to pieces.

## Entropy

Entropy is the extraordinary attribute of destruction, death, and negative energy. It is the stuff of necromancers and anti-matter rays, ghosts and demons. You would make an Entropy roll in order to destroy solid matter, complete a dark ritual, or close a portal to a plane of evil or shadow.

### Challenging Test of Entropy (CR 15)

Gizmo attempts to bypass a lock on a mundane door with his Pocket Matter Disintegration Device. He focuses the beam on the lock and rolls to remove it from existence.

**Success with a twist:** Gizmo's device works, but overheats in the process due to the volatile nature of his mad science. He can't use it again until he has the time and equipment to make repairs.

**Failure, but the story progresses:** The device overheats before it can get fully powered up and explodes in Gizmo's face. He suffers the *blinded* bane, and the loud noise alerts the guards down the hallway.

### Heroic Test of Entropy (CR 20)

Balthazar has delved deep into the Tomb of Aliko to gain access to the powerful death magics rumored to be buried within. The necromancer encounters the shade of Aliko himself, who demands that Balthazar prove his power over the things of the night or face his own destruction. Balthazar channels his necromantic magic to manipulate the shadows in the chamber, shaping and moving them about to his desire.

**Success with a twist:** The spell works, though the ghost is unimpressed. Aliko animates the shadows to attack the necromancer, stating that Balthazar can prove his worthiness by defeating the shadows.

**Failure, but the story progresses:** Balthazar's spell fails, and the shadows do not bend to his will. With a maniacal laugh, Aliko attacks the necromancer, attempting to inflict the *death* bane.

### Epic Test of Entropy (CR 25)

Xu Ming and his team of survivors have journeyed in their starcruiser to an abandoned sector of the galaxy emitting a strange energy signature. Touching down on the surface, they discover hordes of nightmarish aliens pouring through a massive portal. As the rest of the team mows down the advancing horde, the voidtouched psion Stryx attempts to channel void energy from a higher dimension to nullify the portal.

**Success with a twist:** Stryx must contend with a horrifying alien brood master holding the portal open and preparing to make the jump itself. It uses all of its mind-warping power to twist her mind and break her. She prevails and manages to close the portal, though the mental battle scars her for life. She suffers a permanent level of the *fatigued* bane until she can find a means to cure herself.

**Failure, but the story progresses:** Although she doesn't have the power to close the portal, Stryx realizes that it is being held open by an alien brood master on the other side. If her team dares to enter the portal and slay the creature, the portal should close.

## Influence

Influence is used to cover such extraordinary powers as turning invisible, controlling minds, and creating illusory phantasms to deceive others. Any time you are using extraordinary means to affect what another creature perceives or to exert mental control over them, you will likely be making an Influence roll.

Influence differs from the attributes Presence, Deception, and Persuasion in that it is used for extreme or supernatural effects. Whereas Persuasion might be used to convince a creature to agree with you by using a strong argument and evidence, Influence would be used to accomplish the same effect using mental charm or domination.

### Challenging Test of Influence (CR 15)

Ensign Destiny attempts to convince the bouncer at the cantina that her friends should be allowed to leave peacefully. To stack the deck against the bouncer, Destiny activates the Pheromone Enhancement Matrix on her cyberwear to cloud his judgement.



**Success with a twist:** The trick works, but her cyberwear has obviously been miscalibrated. Rather than simply convinced, the bouncer has been seduced. He is under the distinct impression that Destiny is hitting on him.

**Failure, but the story progresses:** Unfortunately, this bouncer got fooled by Pheromone Enhancements last week and his employer was not too happy about it. He recognizes the trick quickly, and the negotiation quickly escalates to combat.

### Heroic Test of Influence (CR 20)

Shipwrecked on a remote jungle island, Allister and his companions find themselves surrounded by a horde of tiny tribal lizard men out for blood. With a grand show of illusory lights, Allister attempts to use his magic to convince the lizards that he was sent from the stars to command them.

**Success with a twist:** The lizards are convinced of Allister's god-like nature, but they still do not trust his companions, treating them as mere slaves of a god.

**Failure, but the story progresses:** A shaman among the lizardfolk recognizes Allister's illusions and calls him out on them. The lizards, inflamed with rage at the deception, launch an attack.

### Epic Test of Influence (CR 25)

The only thing that stands between Sir Thomas and the Sword of Light is an undead skeletal dragon named Char. Char engages the paladin in a test of words, attempting to use his wyrm speak to ensorcell Thomas. Never one for words, Sir Thomas relies instead on his divine magic, channeling the power of his goddess to strike fear in Char's undead heart and make him quit his word games.

**Success with a twist:** Sir Thomas's prayer is heard, though Char's power is greater than the paladin realized. The dragon fails to completely ensorcell Thomas, but when the fight breaks out, the paladin begins with the *stunned* bane.

**Failure, but the story progresses:** Sir Thomas is far from his god in this dank pit and cannot channel enough divine power to overcome the dragon's wyrm tongue.

Before he realizes what he has done, the paladin has revealed his deepest secrets to the ancient beast. Thomas begins the fight with the *stunned* bane and Char gains advantage 1 on every action roll throughout the combat due to his deep knowledge of the paladin's inner self.

## Movement

Movement governs extraordinary means of locomotion, travel, and speed—as well as secondary effects that are tied to these spheres. Movement is typically used to invoke boons such as *haste*, *teleport*, and *flight*. However, the GM may call for a straight Movement roll when the success of the action isn't tied so much to the successful invocation of the boon as it is to the circumstances of the action. The examples below illustrate such instances.

### Challenging Test of Movement (CR 15)

Victoria is trying to create enough of a distraction to allow her ally, Nick, to escape from the two junkyard

thugs who have him at gun point. She taps into her telekinetic powers to create a storm of debris from the junk littered around the area, attempting to throw the thugs' attention away from Nick.

**Success with a twist:** The whirlwind of junk distracts the guards long enough to let Nick dive behind some cover and grab an improvised weapon, but the thugs are right on his tail.

**Failure, but the story progresses:** Nick thinks he's got a chance to make a break for it, but Victoria's powers fail her at just the wrong moment, and one of the thugs pistol whips Nick unconscious as he attempts to escape.

### Heroic Test of Movement (CR 20)

Gizmo's party is attempting to evade a pack of wererats amidst the narrow alleys and busy streets of Ystril. The GM asks each PC to describe what they are doing to escape their pursuers. Gizmo decides to rely on the power of his patented Mark VI Rocket Boots to propel him from rooftop to rooftop.

**Success with a twist:** Much to the surprise of his allies, Gizmo's invention does the trick, and he easily evades the wererats pursuing him. However, he has pushed them to the limit, and they will not function again until he can get access to a workshop and repair them.

**Failure, but the story progresses:** Gizmo's Rocket Boots hurl him haphazardly about the city, and to no one's surprise, they conk out mid-air in an explosion of gears and smoke, sending the gnome hurdling into dark alley. When he gets to his feet, he finds himself flanked by wererats.

### Epic Test of Movement (CR 25)

Ace is piloting the escape pod his crew used to break free from InterGal HQ. Their escape did not go unnoticed, however, and the pod is being pulled back in by the star cruiser's tractor beam. In a last ditch effort to secure their freedom, Ace jacks himself into the pod's power matrix and attempts to use every trick up his sleeve to boost its velocity beyond the force of the tractor beam.

**Success with a twist:** Ace manages to override all of the pod's failsafes in order to redirect every ounce of its power into the forward thrust. The ship escapes the tractor beam, but its navigation systems get fried in the process. The crew no longer has control over their trajectory, and must drift aimlessly through space until they can manage a repair or find some aid.

**Failure, but the story progresses:** Ace can't break the ship's safety protocols, and the pod is quickly swallowed back into InterGal HQ. It will only be a matter of minutes until they are swarmed by Galactic Troops.

## Prescience

Prescience is the attribute that governs knowledge gained from extraordinary sources such as extrasensory perception, divination magic, or even a super heightened awareness of details. You make a Prescience roll whenever you are attempting to use means beyond the scope of a normal creature in order to perceive details or communicate with beings that would otherwise be impossible.

## Challenging Test of Prescience (CR 15)

The crew is barricaded in the sporting goods store of the mall with a horde of zombies attempting to tear down the entrance gate. They have two means of escape to choose from: take the air ducts to the roof or exit from the loading dock into the parking lot. Victoria, gifted with psychic abilities ever since the Event, attempts to gain a glimpse of the risk of each path. The GM knows that a handful of zombies crawl about the ducts and that an entire horde lurks in the loading dock.

**Success with a twist:** Victoria gets impressions of death in the air ducts, but she is a neophyte in the ways of her powers, and suffers a severe headache before she can get a reading on the loading bay.

**Failure, but the story progresses:** Victoria's mind is too cluttered by the moans and groans of the undead to effectively get a reading. Even worse, the zombies have started to tear down the gate, so the group must make a decision immediately on which path to take.

## Heroic Test of Prescience (CR 20)

As Shane chases him through the corridors of Payne Manor, the Doctor ducks into a side room. Seconds later, Shane busts into the room, only to find no sign of the Doctor, and no other visible exits. Unbeknownst to our hero, his quarry has opened a secret passage behind a bookshelf that is activated by dialing a number on the phone that rests on a nearby desk. Shane takes a deep breath, calms his nerves, and attempts to use his cybernetically enhanced senses to detect the Doctor.

**Success with a twist:** Shane gains no perception of the secret passage, but he does notice that the phone is slightly askew and the items nearby it disheveled as if having been recently disturbed.

**Failure, but the story progresses:** Shane loses the Doctor, and he wastes a good deal of time in the study trying to pick up a trail. By the time he gives up hope, the Doctor is long gone.

## Epic Test of Prescience (CR 25)

Ruby is investigating the scene of the lord mayor's assassination. There are no obvious physical signs of the cause of death, so she touches her hand to the mayor's heart and attempts to communicate with his spirit and learn whatever she can.

**Success with a twist:** Ruby can speak briefly with the mayor. However, her connection with his troubled soul becomes semi-permanent. She is tortured by his desire for vengeance until his killer is brought to justice. Ruby suffers a level of the *fatigued* bane, until his soul is at rest.

**Failure, but the story progresses:** In her attempts to contact the dead, Ruby instead makes contact with something far more sinister. An undead shadow takes form before her and attacks.

## Protection

The Protection attribute represents a character's extraordinary means of preventing harm, warding off danger, and breaking unwanted control. You might make a Protection roll in order to keep allies safe in the face of a trap or hazard, prevent unwanted creatures from approaching, or hold back a powerful force of nature.

## Challenging Test of Protection (CR 15)

As Balthazar and his companions make their way up the narrow ledge that encircles the Mountain of Shade, a snowy gale of unnatural force threatens to hurl them to their doom. Balthazar slams his staff into the ground and utters a spell of shielding to wrap his companions in a shield of force to deflect the wind.

**Success with a twist:** Balthazar manages to complete his spell, but his shield is not as big as he had hoped. Two of his companions must resist the winds on their own.

**Failure, but the story progresses:** The mighty gale hurls Balthazar's staff from his hands before he can finish the spell. Now he must not only fight to remain on the cliff, but he also risks losing his staff.

## Heroic Test of Protection (CR 20)

Star and her platoon pilot their mechanized combat suits through the wastelands of Primus, the first moon of New Terra. During their week-long trek, one of Primus' much-feared corrosive acid clouds settles over the soldiers, threatening to slowly eat away at their armor. The GM asks each PC what they are doing to protect their mechas, and Star decides to use her Protection attribute to activate her suit's enviro shields to ward off the acid.

**Success with a twist:** Star's enviro shield does the trick, but the acid storm is so strong that she is forced to reroute power from her mech's combat defenses in order to maintain the shield. As long as she keeps her enviro shield up, Star's max HP is reduced by 5.

**Failure, but the story progresses:** Star's enviro shield just wasn't meant for such prolonged exposure to corrosive matter of this level. After three days in the acid cloud, her mech's hull is severely corroded, reducing her Armor bonus by 3 until it can be repaired.

## Epic Test of Protection (CR 25)

Despite the warning of her mentor sage, Bell has dared to glimpse into the accursed pages of the Book of the Damned, exposing herself to a spiritual assault from devilish foes. She becomes engrossed in the book and compelled to read more. Bell recognizes that an otherworldly force is taking control of her, so she grasps her amulet of warding and attempts to force the demons to leave her presence.

**Success with a twist:** Bell manages to regain control of herself and close the book. However, unbeknownst to her, one of the demons remains and will assail her from time to time until she discovers it and has the fiend properly exorcised.

**Failure, but the story progresses:** Bell's magic is not strong enough to hold back the forces of hell, and she is compelled to read from the book for hours on end. When the attack finally ends, Bell is changed. She has permanently gained the *psychotic* flaw.



# CHAPTER 9: SPECIAL EQUIPMENT

**C**hapter 5 introduced you to the most common types of equipment your characters will make use of. In this chapter, we present rules for specialized equipment that won't see quite as much play time. First, you'll read about extraordinary items: weapons, armor, and other gear that is imbued with magic, forged with extraordinary skill, enhanced with superior technology, or otherwise granted power above and beyond that of mundane equipment. Then, you'll read about mounts and vehicles that your characters can ride or pilot for enhanced mobility and additional tactical options.

## EXTRAORDINARY ITEMS

In Chapter 5, we talked about memorable and extraordinary items and how important they are in stories - items of power, such as King Arthur's **Excalibur**, H.P Lovecraft's **Necronomicon**, Thor's hammer **Mjolnir**, and Frank Herbert's "**The Spice**" (Melange) from the novel *Dune*. Many great stories hinge upon such relics, and in this section, we'll show you how to create them for your Open Legend game.

In Open Legend, such items of power are called *extraordinary items* because they grant powers beyond those of mundane weapons, armor, and other gear.

### Acquiring Extraordinary Items

Extraordinary items can be acquired in a number of ways. They may be taken from the horde of a fallen enemy, gifted from a patron as a reward for a job well done, purchased from an obscure wandering merchant, or even crafted by a PC using the *Craft Extraordinary Item* feat.

However, extraordinary items are so powerful that they have the potential to dramatically alter the course of the story and the wielder's capabilities. As such, they always require the approval of the GM to acquire. The GM can use an item's wealth level as an indication of the relative strength of an extraordinary item, but the decision to allow a character to acquire such an item should depend on factors such as how much it adds to the story and how it affects the balance of power among all of the PCs.

### Extraordinary Item Descriptions

Extraordinary items are different from weapons, armor, and other gear because they give the wielder access to attributes, banes, and boons that are beyond their current power—or they bolster the attributes, banes, and boons that the wielder can already access. The Extraordinary Items Table outlines a variety of such items spanning many genres. The examples include weapons and gear of powerful magic, alchemy, and technology—and they should provide plenty of inspiration for coming up with your own extraordinary items for your campaign.

**WL (Wealth Level)** indicates the wealth level associated with this extraordinary item. Acquiring the item requires a sufficient wealth level and follows all of

the rules for wealth established in Chapter 5: Weapons & Equipment.

**Attributes** indicate which attributes, if any, the item can make use of. An item can use an attribute to make attacks, invoke banes and boons, and perform other actions that would reasonably fall within the item's capabilities. The wielder spends their own actions to use an item's attributes, but all attribute dice and power levels are determined by the item's attribute score, not the wielder's. The wielder's applicable feats still apply. If the wielder's attribute is greater than the item's by one or two points, they may use their own attribute, and the item instead grants advantage 1 on rolls with that attribute. This bonus can only be applied once to a given attribute, regardless of how many items you wield that possess the attribute.

**Banes & Boons** indicate the banes and boons that the item grants access to. The wielder can use the item to invoke the listed bane or boon. The numeric value is used to determine both the power level and the attribute dice used for the invocation roll. The wielder may choose to invoke at a lower power level than that listed, in which case the attribute dice rolled are not reduced. All of the same rules for items with attributes apply, except in this case the granted access is for the listed banes or boons only.

**Properties** are the descriptors that make each extraordinary item unique from others. These properties translate to specific game mechanics listed below.

### Properties

**Augmenting** - Banes associated with this item can be delivered via an alternate method, such as a weapon or other damaging attack. Applying the item's augmentation to an attack is a move action which consumes the item. Upon application, you choose a bane the item can invoke. The next attack made with the augmented item triggers that bane if your roll is **equal to or above the target's defense score**. Examples of the *augmenting* property include poison, special ammo cartridges, and magical jewels that can be attuned to a weapon to enhance its power. All *augmenting* items must have the *expendable* property.

**Area** - An item with the area property always makes multi-target area attacks or invocations of the listed size and shape and cannot be used to make non-area attacks. If an item has multiple area sizes, the attacker chooses from them with each attack. Attack and action rolls do not incur any of the disadvantage penalties usually associated with multi-targeting.

**Armor (type)** - The item functions as a suit of armor of the given type, bestowing all of the benefits and restrictions of that armor upon the wearer.

**Autonomous** - When created, the item's crafter sets a specific condition that causes the item to trigger one particular action. This autonomy could be magical guidance, algorithmic targeting via a guidance system, or even mundane autonomy, such as pressure plates surrounded by murder holes (arrow slits with self-reloading crossbows).



# SPECIAL EQUIPMENT

Item	WL	Attributes	Banes & Boons	Properties
Adhesion Boots	2			Special
Aegis of Warding	4	Energy 5		Autonomous, Special
Adrenal Biomod	4		Heal 3	Persistent (Heal)
Black Lotus Extract	6		Death 9	Augmenting, Expendable, Potent
Blowfish Venom	3		Immobile 5	Augmenting, Expendable
Book of Shadows	5		Darkness 5, Blinded 5, Summon Creature 5	Special
Cerebral Probe	3		Mind Dredge 8	Special
Collar of Choking	1			Cursed (Persistent Damage 2)
Colt 45	3			Deadly 1, Weapon (Revolver)
Crystal Ball	3		Spying 6	
Digital Camouflage	4		Invisible 5	Reliable
Dotanuki	5			Deadly 2, Weapon (Katana), Special
Explosive Ammo	2		Persistent Damage 4	Augmenting, Expendable
Firebrand	4			Baneful (Persistent Damage), Damage (Fire), Weapon (Longsword)
Ghostfire	2	Energy 5		Expendable
Helm of Truth	5		Bolster 3	Persistent (Bolster), Cursed (Truthfulness 5)
Horn of Thunder	5			Area (20' cone), Special
Jet Pack	4		Flight 6	
Laser Cannon	6	Energy 9		Weapon (Cannon)
Maul of Dominance	4		Aura 8	Special, Weapon (Maul)
Phase Rifle	4			Damage (Energy), Deadly 2, Weapon (Sniper Rifle)
Plasmablade	5			Baneful (Disarmed), Damage (Energy), Deadly 1, Weapon (Katana), Special
Frostblight	4		Energy 3	Armor (Plate Mail), Persistent (Aura), Special
Potion of Major Healing	4		Heal 7	Consumable
Potion of Minor Healing	1		Heal 3	Consumable
Rocket Launcher	3			Deadly 2, Expendable, Weapon (Cannon)
Rod of Fear	3		Fear 7	
Sleeping Gas	4		Incapacitated 5	Expendable, Area (15' cube)
Soul Siphon	2		Fatigued 5	
Spyglass of Farsight	4	Perception 6		
Transmogrification Ray	5		Polymorph 6	Potent, Powerful 1
Universal Access Implant	6	Presence 7		Potent, Special
Worker Bot	4	Might 3		Autonomous

**Baneful (bane)** - When making a damaging attack with this item, you may automatically inflict a listed bane if your attack roll exceeds the target's defense by 5 or more. The bane can be triggered this way in lieu of other banes, even if the item or wielder cannot access the bane. The invoking attribute for this bane is equal to the attacking attribute.

**Consumable** - A consumable item can be used once to invoke a boon at the listed power level. This boon invocation succeeds automatically without a roll and cannot be invoked with multi-targeting. Afterwards, the item is consumed and cannot be used again.

**Cursed (bane)** - The wielder of this item is automatically afflicted with the indicated bane at the listed power level. The bane cannot be shaken off using the resist bane action. Furthermore, the item cannot be unequipped unless the wielder is subject to a *restoration* boon at a power level high enough to dispel the bane.

**Damage (type)** - When making a damaging attack with this item, you may have it inflict damage of the listed type in lieu of the type it would have dealt. An item can only be granted this property once. Damage types include: precise, forceful, fire, cold, lightning, acid, influence, and entropy, though a GM may allow or create other types.

**Deadly** - Some weapons are so effective that their potency makes the wielder significantly more capable. Attacks made with this weapon gain advantage equal to their *deadly* value. A weapon cannot have a *deadly* value greater than 3.

**Expendable** - An expendable item can be used once to make an attack or invoke a bane. Afterwards, the item is expended and cannot be used again.

**Persistent (boon)** - An item with this property automatically invokes and sustains a single instance of the indicated boon without requiring the wielder to make an invocation roll or use the sustain a boon action. If the duration of a boon is instantaneous, the item automatically invokes the boon each round at the start of the wielder's turn. The wielder does not have to invoke this effect. The item's effect persists automatically unless the wielder spends a minor action to deactivate it, in which case it remains deactivated until the wielder spends a minor action to reactivate it.

**Potent** - Targets suffer disadvantage 1 on resist rolls to shake off banes inflicted by this item.

**Powerful** - Bane or boon invocations made with this item have advantage equal to the item's *powerful* value. An item cannot have a *powerful* value greater than 3.

**Reliable** - The wielder does not have to roll to invoke this item's listed boons if they are targeting a single creature. The invocation automatically succeeds. If the item also has the *area* property, it may still benefit from the automatic success granted by the *reliable* property.

**Sentient** - The item becomes either self-aware or capable of basic human reasoning. It has no inherent bond with its creator, and is treated like any other NPC. It gets its own turn and array of actions. The item gains no mental or social attributes, only the ability to think. At the GM's discretion, it may also gain a particular mode of movement, such as walking, climbing, flying, or swimming.

**Special** - The item possesses a unique property that is explained in full detail in its description.

**Weapon (type)** - The item is a weapon of the given type. It possesses all of the properties of that weapon and can leverage them when making attacks.

## Adhesion Boots

**Wealth Level:** 2

*Crafted of an ultra-durable leather to ensure they support the wearer's weight, these boots possess bioengineered nanofiber soles that adhere flawlessly to any surface they touch until deactivated.*

**Special:** These boots enable their wearer to automatically succeed at all rolls that pertain to climbing, and magically affixes them to the surface they're climbing on, even while upside down. Because the affixion is mechanical, no action is required to sustain the effect, and an unconscious wearer still remains affixed.

## Aegis of Warding

**Wealth Level:** 4

*These magical glyphs are usually created to guard items of power. While diverse in pattern and style, they are usually ornately designed and appear as art objects affixed to a wall until triggered.*

**Properties:** Energy 5, Autonomous

**Special:** Once activated and affixed to a surface, an Aegis of Warding cannot be moved. A successful removal destroys it in the process. In addition, all damage dealt by the Aegis is lethal damage.

## Adrenal Biomod

**Wealth Level:** 4

*Those willing to undergo the invasive procedure will thank themselves the next time they take a bullet in the heat of battle and their biomod compensates for the pain with an automatic adrenaline pump.*

**Properties:** Heal 3, Persistent (Heal)

## Black Lotus Extract

**Wealth Level:** 6

*Of those who dabble in such dark secrets, no poison is more feared than that extracted from the petals of the black lotus.*

**Properties:** Death 9, Augmenting, Expendable, Potent

## Blowfish Venom

**Wealth Level:** 3

*With just a drop in an unattended goblet or a liberal dose on the edge of a blade, this poison renders its target completely immobile and incapable of escape.*

**Properties:** Immobile 5, Augmenting, Expendable

## Book of Shadows

**Wealth Level:** 5

*Bound in a black substance harvested from the demiplane of shadow, this ancient tome contains secret words that allow one to manipulate the darkness, and even summon shadowy creatures from otherworldly planes of existence.*

**Properties:** Darkness 5, Summon Creature 5, Blinded 5

**Special:** Calling upon the power of the Book of Shadows is draining to normal mortals. Every time a creature successfully uses this item to invoke a bane or boon of power level 5 or above, they must make a Will roll of CR 15 or suffer one level of the *fatigued* bane.

## Colt 45

**Wealth Level:** 3

*With its smooth and ornately carved ivory handle, this marvel of frontier ingenuity is the only protection a gunfighter needs.*

**Properties:** Deadly 1, Potent, Weapon (Revolver)

## Cerebral Probe

**Wealth Level:** 3

*A mechanical apparatus of metal plates, leather straps, and buckles, this device has a cone-shaped metal protrusion that is inserted into the subject's ear and flares out like a phonograph. Once secured, the subject's darkest secrets are thence played like a classic tune from a vinyl record.*

**Properties:** Mind Dredge 6

**Special:** This apparatus must be carefully secured to the target. As such the target must first be unconscious, helpless, or immobile before a the *mind dredge* attack can be made. As long as the target is afflicted by a bane from this item, they are automatically inflicted with the *immobile* bane until the first bane ceases.

## Collar of Choking

**Wealth Level:** 1

*This plain steel collar will choke the life out of anyone who wears it.*

**Properties:** Cursed (Persistent Damage 2)

## Crystal Ball

**Wealth Level:** 3

*No mystic should go without this quintessential tool for peering beyond the limits of normal sight.*

**Properties:** Spying 6

## Digital Camouflage

**Wealth Level:** 4

*This specialized digital outerwear is used by elite black ops specialists on ultra-secret espionage missions. 360 degrees of camera coverage feeds dynamic digital concealment which is projected on the suit's exterior.*

**Properties:** Invisible 5, Reliable

## Dotanuki

**Wealth Level:** 5

*This exceptionally crafted katana is far heavier than the average blade of its type, bringing far more force to bear on its razor edge blade. A Dotanuki is known to cut foes in two.*

**Properties:** Deadly 2, Weapon (Katana)

**Special:** A devastating blow from the Dotanukia can cause a target to bleed out rapidly. Any time the Dotanuki's attack exceeds the target's defense by 20 or more, the persistent damage 9 bane is automatically applied to the target.

## Explosive Ammo

**Wealth Level:** 2

*These special incendiary rounds ignite on impact, wreathing your quarry in a gout of flame.*

**Properties:** Persistent Damage 4, Augmenting, Expendable

## Frostblight

**Wealth Level:** 4

*Freezing to the touch and engraved with wintry patterns of arcane magic, this suit of plate mail emits an aura of frost that halts foes in their tracks.*

**Properties:** Energy 3, Persistent (Aura), Armor (Plate Mail)

**Special:** Frostblight can only invoke the immobile bane via its persistent aura.

## Firebrand

**Wealth Level:** 4 -A longsword with a golden hilt. Along the blade are runes of power that burn red at all times. Upon command, the sword erupts in flame.

**Properties:** Persistent Damage 4, Baneful (Persistent Damage), Damage (Fire), Weapon (Longsword)

## Ghostfire

**Wealth Level:** 2

*This white alchemical liquid ignites in fire as soon as it is exposed to air. Typically, it is sealed tightly in a glass flask or orb meant to be shattered against a foe.*

**Properties:** Energy 5, Expendable

## Helm of Truth

**Wealth Level:** 5

*This shining jeweled helm fills the wielder's heart with a sense of courage, truth, and justice. Though, some say it imbues just a bit too much of the truth, as the wearer finds themselves completely unable to tell a lie.*

**Properties:** Bolster 3, Persistent (Bolster), Cursed (Truthfulness 5)

## Horn of Thunder

**Wealth Level:** 5

*When blown, this horn creates a sound wave strong enough to deafen creatures and shatter objects.*

**Properties:** Area 20' cone

**Special:** The wielder can blow this horn as a major action to make an area attack targeting a 20' cone. The attack is Might 5 versus Toughness. Creatures in the area who are hit by the attack suffer the *deafened* (power level 4) and *knock down* (power level 1) banes. Unattended objects in the area, such as doors or locked chests, are instead subject to a damaging attack that deals double damage. The horn can be blown once per day at no cost. Every time it is blown after that, there is a 25% chance that it shatters to pieces.

## Jet Pack

**Wealth Level:** 3

*A masterpiece of technology, the jet pack allows those daring enough to use it to take to the skies with the maneuverability of a hummingbird.*

**Properties:** Flight 6

## Laser Cannon

**Wealth Level:** 6

*This laser gun turret unleashes a massive beam of highly charged photons to decimate foes. Its immense power is balanced by the time it takes to recharge after each use.*

**Properties:** Area (50' Line), Deadly 2, Weapon (Cannon)

## Maul of Dominance

**Wealth Level:** 4

*This massive two-handed hammer is etched with elegant patterns that indicate its value. When held, it pulses with a power felt by all nearby, emitting an aura of menace that draws the attention foes.*

**Properties:** Aura 8, Special, Weapon (Maul)

**Special:** The maul's aura boon can only emit the provoked bane. During the first round of combat, its aura can be invoked as a minor action.

## Phase Rifle

**Wealth Level:** 4

*This sleek 30th Century rifle is built for deadshot accuracy at ranges where natural eyes can't even see. Delivering a single burst payload of pure energy means that it is completely silent and without recoil.*

**Properties:** Damage (Energy), Deadly 2, Weapon (Sniper Rifle)

## Plasmablade

Wealth Level: 5

This regal weapon features a compact hilt made of non-conducting carbon fiber. When activated, a blade of infinitely hot plasma emerges, along with dome-shaped force-field for a hand guard.

**Properties:** Disarmed 3, Baneful (Disarmed), Damage (Energy), Deadly 1, Weapon (Katana), Special

**Special:** When an attack with the plasmablade exceeds the target's defense by 10 or more, the attack severs the target's limb completely and all damage from the attack is lethal. Furthermore, the target is suffers *demoralized* (power level 3) for the remainder of the combat and the effect can't be canceled.

## Potion of Minor Healing

Wealth Level: 1

This small flask of viscous blue liquid can heal minor wounds in moments when consumed or applied topically.

**Properties:** Heal 3, Consumable

## Potion of Major Healing

Wealth Level: 2

A deeper blue and larger flask than its weaker cousin, this alchemical concoction can close even grievous wounds.

**Properties:** Heal 7, Consumable

## Rocket Launcher

Wealth Level: 3

Whether outfitted on a mech unit or launched via a soldier's shoulder mount, this anti-air and anti-tank missile can stop just about anything.

**Properties:** Deadly 2, Expendable, Weapon (Cannon)

**Special:** This is an Extreme Ranged weapon with the Precise, Delayed Ready, Heavy, Area (15' cube) properties, and the Persistent Damage, Stunned, and Forced Move banes. The *expendable* property applies to the ammo. Each shot uses single extraordinary item.

## Rod of Fear

Wealth Level: 3

This short rod is crafted of human bone and bears the skull of a screaming human at its head.

**Properties:** Fear 7

## Sleeping Gas

Wealth Level: 4

Some grenades blow your enemies to bits. This one is for those who prefer the more subtle approach.

**Properties:** Incapacitated 5, Expendable, Area 15' cube

## Soul Siphon

Wealth Level: 2

This thin black wand emits crackling green necrotic energy capable of draining the very souls from your foes.

**Properties:** Fatigued 5

## Spyglass of Farsight

Wealth Level: 4

A product steampunk innovation, this masterfully crafted spyglass grants its user the sight of an eagle.

**Properties:** Perception 6

## Transmogrification Ray

Wealth Level: 5

A favorite of mad scientists everywhere, this gun fires a purple ray of energy capable of polymorphing the target into any number of wretched creatures.

**Properties:** Polymorph 6, Potent, Powerful 1

## Universal Access Implant

Wealth Level: 6

This implant is a coveted tool, gifted by the Intergalactic Alliance to their most trusted agents. For a resourceful user, it unlocks infinite doors. If not for the built-in AI monitoring your every move, it would priceless.

**Properties:** Persuasion 7, Autonomous

**Special:** The UAI can only be removed by (illegal) surgery. The wielder always scans affirmatively as a high ranking government official, making them more persuasive via their rank. In addition, the UAI confers a wealth score of 6 for local purchases. Lastly, the device records every action performed by the user and transmits it to the creator. It has Perception 5, applied only to the user's thoughts and actions. If the user fails a contested roll to conceal their intentions, the device will secretly send out an alert and attempt to persuade the user to alter their course of action.

## Worker Bot

Wealth Level: 4

This pint-sized mechanical creature is made up of quite the array of moving parts, covered in gears, knobs, and fans. While not always perfect in comprehension, it's a useful assistant for day-to-day engineering tasks.

**Properties:** Might 3, Autonomous

## Building Your Own Extraordinary Items

The extraordinary items already detailed are meant to serve as a starting point of inspiration for you to understand what these items look like so that you can create your own to fit your campaign. Building your own custom items is a simple four step process that involves deciding the attributes, banes, boons, and properties of the item and then determining an appropriate wealth level to represent the item's overall power.

### Step 1: Choose Attributes, Banes, & Boons

An extraordinary item can grant access to one or more attribute, bane, or boon. Choose any number of them.

Each attribute, bane, and boon increases the wealth level of the item according to the following tables.

Score	Bane / Boon WL	Attribute WL
1 - 3	+1	+2
4 - 5	+2	+3
6 - 7	+3	+4
8	+4	+5
9	+5	+6

### Step 2: Choose Properties

Choose any additional properties that the item might have. Properties apply a wealth level modifier according to the following table.

Property	WL Modifier
Area	+ disadvantage penalty incurred by the area via multi-targeting (see Chapter 7: Combat)
Armor	Must be acquired or crafted first
Augmenting	+1
Autonomous	+2
Baneful	1 + WL cost of bane's lowest power level on the table in step 1
Consumable	-1
Cursed	WL cost for the bane on the table in step 1
Damage	+0
Deadly	2 + deadly value
Expendable	-1
Persistent	+3
Potent	+1
Reliable	+2
Powerful	2 + powerful value
Sentient	+3
Weapon	Must be acquired or crafted first

### Step 3: Create Special Properties

In the previous step, you chose from the preset properties already created. Here, you can decide to give your item its own unique effects by creating your own special properties. Simply write a clear description of the mechanical effects of the item as well as any special conditions or restrictions that might apply.

After you have described your item's special properties, you should assign a wealth level modifier by asking yourself several questions about each property:

- **Is it common?** Will a character be able to make use of this property very often? If so, add wealth level +1.
- **Is it versatile?** Is the property useful in many different types of situations? If so, add wealth level +1.
- **Is it powerful?** Does the property create a significant advantage for a character or have the potential to impact the game in a very significant way? If so, add wealth level from +1 to +9.

A good way to decide how much of a modifier to apply is to compare the property to a bane or boon of similar effect. Then, use the table given in step 1 to determine a similar modifier based on the power level of that bane or boon.

- **Is it limiting?** Does the property reduce the effectiveness of another ability or is it only useful in very specific situations? If so, reduce wealth level by 1.

### Step 4: Calculate Final Wealth Level

Calculate the total wealth level accrued in the previous steps. Then, compare the item to others of similar power. If necessary, adjust the wealth level up or down so that it is an accurate representation of the item's influence on the game compared to other extraordinary items. No extraordinary item can have a wealth level less than 1.

## LEGENDARY ITEMS

Legendary items are similar to extraordinary items in that they may provide access to attributes, banes, and boons. However, they are different in two ways: First, they have additional properties that cannot be found in extraordinary items. Second, they can confer such immense and unique powers that they often cannot be easily quantified with a wealth level.

### Acquiring Legendary Items

Legendary items should be more than mere rewards. When introduced into a campaign, a legendary item should often serve the plot in a specific way. For example, perhaps the PCs come into possession of *Giant's Bane*, a sentient bow containing the souls of four hunters of legend who have tried and failed to defeat the frost giants who pillaged the realm for a century. Equipped with such power and collective wisdom, the party stands a chance at succeeding where the previous hunters have failed.

#### EXAMPLE ITEMS WITH SPECIAL PROPERTIES

##### Hydraulic Propulsion Implants

You always count as having a running start for your jumps, and your distance covered when jumping is doubled.

*Is it common?* No. Jumping will be useful in many combats, but only if the terrain and situation fits. Jumping might be useful in non-combat situations, but probably not that often.

*Is it versatile?* Yes. +1 WL. Double jump distance will allow a character to overcome a large variety of obstacles, and provide enhanced maneuverability in both combat and non-combat scenarios.

*Is it powerful?* Mildly. +1 WL. The maneuverability granted by this property is about on par to Teleport power level 3.

*Is it limiting?* No. It doesn't restrict other abilities nor is it limited to niche scenarios.

**Final WL Modifier:** +2

##### Shining Shield

Once per round, when the wielder of this shield is subject to a melee attack, they may make a *blinded* bane attack against the attacker. The item makes the following attack: Blinded 5 versus Guard.

*Is it common?* Yes. +1 WL. If the wielder is a melee fighter, they have the potential to use this item every combat round.

*Is it versatile?* No. The Shining Shield really only serves one purpose.

*Is it powerful?* A little more powerful than an item with Blinded 5 because the Shining Shield allows you to inflict the bane without using an action. +3 WL.

*Is it limiting?* No. While the Shining Shield is only useful when the wielder is targeted in melee, that situation is pretty common.

**Final WL Modifier:** +4

### Assassin's Rifle

This weapon has the Baneful (Blinded) and Baneful (Persistent Damage) properties. However, certain conditions must be met to use these properties. If your target is off guard, unaware, or within melee range of one of your allies, you can use the Baneful property.

*Is it common?* Not any more common than any item that can inflict banes in the usual manner.

*Is it versatile?* No. Even though the item has multiple instances of the *baneful* property, the cost of these is already accounted for in the properties.

*Is it powerful?* Yes. It allows access to multiple banes that can be inflicted as part of an attack, so we calculate it the same as two instances of the *baneful* property. +3 WL *blinded* +2, *WL persistent damage*.

*Is it limiting?* Yes. -1 WL. The target must meet certain conditions before the item can be used, so the attacker will often have to set these conditions up.

**Final WL Modifier:** +4

### Helm of Goblin Bane

At the beginning of their turn, the wearer of this helm may take a free action to make a bane attack against all goblinoids within 100' who can see the helm. The item makes the following attack: Fear 5 versus Resolve.

*Is it common?* No. Unless the campaign takes place in a world overrun with goblins, a character will likely go entire sessions without being able to use this helm.

*Is it versatile?* No. It only does one thing: scare goblins.

*Is it powerful?* A little more powerful than an item with Fear 5 because it is activated as a free action. +3 WL.

*Is it limiting?* Yes. The helm is only useful against a specific kind of creature. -1 WL.

**Final WL Modifier:** +2

Furthermore, the GM should be prepared for the potentially campaign-altering power that legendary items possess. If you give the players a *Time Machine*, *Void Cannon*, or *Lamp of Wishes*, don't be surprised when they use them to their full potential—and don't try to railroad them into only using legendary items in specific situations if the item obviously has greater potential.

## Attributes, Banes, and Boons

Legendary items use the same rules as extraordinary items when it comes to granting attributes, banes, and boons.

## Properties

Legendary items may possess any of the same properties as extraordinary items. Additionally, they may have any of the following properties.

**Attribute bonus/penalty** - When wielding the item, the owner's attribute is increased or decreased by the amount indicated.

**Intelligent** - The item is sentient and possesses its own psyche and personality, including mental and social attributes. It also has the ability to communicate audibly or telepathically. The item description will detail any attribute scores as well as communication limits (such as the ability to only communicate with the wielder).

**Unfailing** - Any dice rolled when using this item's abilities treat a result of 1 as a result of the maximum instead. Rolling a 1 also results in a dice explosion just as if the die had rolled maximum. So, for example, rolling a 1 on a d8 would be treated as an 8. A 1 on a d20 would be a 20.

**Slaying (creature type)** - When the item is used to make a damaging attack against the indicated creature type and exceeds the target's defense by 5 or more, the target immediately dies.

## LEGENDARY ITEMS LIST

### Void Cannon

*This universe shattering weapon of far future technology can literally tear holes in space time. When fired at full charge, the Void Cannon tears a rift in the fabric of spacetime, manifesting as a concentrated beam of annihilation that wipes from existence anything in its path.*

**Weapon:** Normally, the Void Cannon functions as a weapon with the following statistics and properties: medium ranged, precise, deadly 3, delayed ready, area 10' cube, banes: persistent damage.

**Void:** The wielder may fire the cannon at full blast by spending 2 uninterrupted rounds using a focus action to charge its power. On the third round, the wielder may use another focus action to fire the beam, which targets a 10' wide line up to the weapon's maximum range. Objects and structures in the area of effect are completely obliterated from existence. Creatures must make an Agility roll, CR 15 or suffer the same fate. On a successful roll, they suffer 50 damage. Once fired at full blast, the Void Cannon cannot function at all for 24 hours.

### Giant's Bane

*This unassuming longbow hides a secret power. It contains the souls of four hunters of legend who failed in the past to defeat the frost giants that have oppressed the realm for a hundred years. Longing for both vengeance and a proper rest, the hunters cannot move on to the afterlife until the giant lord is slain.*

**Properties:** Weapon (Longbow), Deadly 2, Slaying (giants), Agility +1, Perception +2, Intelligent

**Intelligent:** The bow can communicate telepathically with anyone within 30', and contains four distinct personalities of heroes past. The GM is free to develop these personalities as much as desired, but they are all eager to amend their past failure to defeat the giants. As long as the party is working towards this goal, the spirits willingly share their wealth of information about the giants' previous tactics, locations, numbers, and such. Once the giant king is slain, the spirits are released from the bow. From that point forward, it becomes an extraordinary item with the properties Weapon (Longbow) and Deadly 2. In addition, it grants an additional advantage 2 on all attacks against giants.

### Infinity Suit

*It is said that deep in the far reaches of spaces, abandoned on a remote moon, lies the Infinity Suit, a mech unit so powerful that the pilot becomes nigh indestructible.*

**Properties:** Armor (power armor), Might 8, Bolster 6 (Might), Regeneration 9, Flight 8, Persistent

**Indestructible:** While wearing the Infinity Suit, the pilot is immune to lethal damage and any effects that cause immediate death. Furthermore, the pilot gains 30 additional hit points while wearing the Infinity Suit.

## Lamp of Wishes

*When rubbed, this dusty old lamp spews forth an ancient genie of unimaginable power, ready to do the owner's bidding. However, the genie's services are often served with a bit of mischief on the side.*

**Properties:** Presence +3

**Wishes:** The genie will grant the owner of the lamp 3 wishes. The genie will often twist or interpret wishes in such a way that the owner gets what they asked for in a completely unfavorable way. For example, if a person wishes to be king of the realm, the genie may transport him upon the throne 1000 years into the future, where the kingdom is a desolate wasteland. Once the lamp has been claimed, a new owner cannot be had until all three wishes are used. After all three wishes have expired, the lamp transports to a completely random point in the world.

## Reaver

*This vicious axe features a serrated blade atop an ebony haft carved with screaming faces. When swung in combat, it sends forth an otherworldly warble that strikes terror in the hearts of the wielder's foes.*

**Properties:** Weapon (battle axe), Fear 8, Might +2, Presence +2, Unfailing

**Warble:** Any foe that starts its turn within 10' of the wielder automatically suffers the demoralized bane at power level 8.

## Staff of the Archmage

*Carved from the oak of the World Tree and set with gems from the elemental planes, this staff is one of the most powerful additions to an evoker's arsenal.*

**Properties:** Energy 7, Energy +2, Potent, Persistent Damage 9, Baneful (Persistent Damage)

**Retributive Strike:** The wielder may willingly break the staff to unleash its power in a devastating blast of elemental energy. The wielder is immediately killed, and creatures within 100 feet suffer a damaging attack as follows:  $1d20 + 4d8$ , advantage 9 versus Guard.

### SOME THINGS, MONEY CAN'T BUY

Possessing a legendary item marks a dramatic shift in the capability and power of a given character. As such, these items are too valuable to be bought, and unlikely to find a buyer unless you want to sell them for a fraction of their value. It is typically the most fun for everyone if players discover these powerful items as part of a quest, or an unexpected reward for achieving a dramatic milestone in a story arc. GMs can even ask their players what kind of powerful artifact or relic they envision being most suited to their character. No character should ever begin play with access to an artifact or a relic.

## Time Machine

*The ultimate achievement of mad scientists and quantum physicists alike, this vehicle is capable of transporting its passengers through the fourth dimension.*

**Time Travel:** A character may attempt to travel forward or backward in time by making a Logic roll, CR 20. The roll incurs disadvantage 1 for every 5 years of time travel. Any passengers within the vehicle are also transported, willing or not. The GM may interpret a failed roll in any number of interesting ways, including but not limited to the following:

The time travelled is multiplied by 100.

The machine instead transports the passengers to a different dimension.

The direction of time travel is reversed.

The travelers miss the mark by  $2d4$  years.

The travelers are attacked by a horde of 4th dimensional chrono beasts.

## MOUNTS & VEHICLES

In this section, you'll find rules for mounting upon your battle-bred warhorse or piloting your trusty old fighter ship. For mechanical purposes, mounts and vehicles are handled the same. These rules will apply whenever a character is riding upon or within another creature or object as their primary form of movement. You will move with your mount (see mount actions below), but otherwise you are considered separate for purposes of targeting, boons, banes, and similar situations.

Throughout this text, the words "mount" and "vehicle" are used interchangeably. Mechanically speaking, the rules are the same whether you are riding a pony or a star fighter, so any references to "mount" also apply to "vehicles", and vice-versa.

### Mount Actions

When mounted, you may allocate any of your actions to your mount instead of yourself. For example, while riding a velociraptor, you could spend your move action to have your raptor move 40'. Whenever your mount moves, you move with it. Likewise, instead of attacking with your own weapons, you could spend your major action to let your raptor make an attack. Your mount will have its own attributes and feats, so it will not benefit from your feats or attributes.

Typically, mounts and vehicles cannot act independently of their riders, and so they will only get to take actions when their rider allocates actions to them.

### Example Mounts & Vehicles

Detailed below are a variety of mounts and vehicles to carry your characters across land, sea, sky, and space. These samples represent multiple genres and are not meant to be an exhaustive list. GMs and players should use these examples as guidelines and work together to



create stats for additional mounts as necessary to fit their campaigns.

**WL (Wealth Level)** indicates the wealth level associated with this particular mount or vehicle. Acquiring one requires a sufficient wealth level and follows all of the rules for wealth established in Chapter 5: Wealth & Equipment.

**Speed** indicates the number of feet the mount or vehicle moves with a single move action.

**Properties** are the descriptors that make each mount unique from others. These properties translate to specific game mechanics described below.

**Attributes** indicates the notable attributes possessed by the vehicle or mount. At the GM's discretion, other attributes can be granted on an as-needed basis.

**Feats** indicates the feats which the mount or vehicle possesses to highlight its unique capabilities. These feats only apply to actions taken by the mount, not actions made by the rider.

**HP (Hit Points)** indicates the total hit points possessed by the vehicle or mount.

**DT (Damage Threshold)** is an indication of how much punishment the mount or vehicle can take. Upon reaching zero hit points, it gains one damage level and its hit points return to maximum. Any remaining damage is

carried over to the its new hit point total. Thus, a vehicle can suffer multiple damage levels from a single attack. A mount has disadvantage equal to its damage level on all action rolls. Once the mount's damage level reaches its damage threshold, it is disabled (unable to act) until healed or repaired. Repairing or healing one damage level requires 1 day per wealth level of the vehicle.

**Defenses** are the Toughness, Guard, and Resolve defenses of the vehicle or mount. If "Immune" is listed for a given defense, then attacks targeting that defense have no effect.

## Properties

**Faster than Light** - The vehicle is capable of traveling faster than the speed of light. Doing so requires that a pilot expend a focus action on three consecutive rounds.

**Guided Weapons** - Attacks made with this vehicle are particularly difficult to evade. When the vehicle makes an attack using an attribute greater than zero, it rolls an additional d20 and keeps the higher die. This benefit only applies to attacks that target the Guard defense.

**Multi-Pilot** - The vehicle can be piloted by a number of people equal to the value indicated. Each pilot can make use of the vehicle to make actions, but no more than 2 move actions can be taken by the vehicle in each round.

**Independent** - A mount or vehicle with this property is capable of acting on its own, without the instructions of its controller. It receives a number of major actions every round equal to the value indicated. These cannot be used to perform move actions. The rider may still assign actions to the mount as usual.

**Targeted Weapons** - A vehicle with this property is more potent in the hands of a skilled operator. If the pilot's Agility score is greater than the attacking attribute score of the vehicle, attacks receive advantage equal to the difference. Attacks are still made by the vehicle and not the pilot.

## MOUNTS & VEHICLES

Examples	WL	Speed	Properties	Attributes	Feats	HP	DT	Defenses
All-Terrain Vehicle	2	80'		Agility 4		20	2	Guard: 14 Toughness: 14 Resolve: Immune
Battle Cruiser	9	1,000' flying	Faster than Light, Guided Weapons, Targeted Weapons, Independent 2, Multi-Pilot 4	Energy 7	Multi-Target Attack Specialist V (Area)	50	5	Guard: 25 Toughness: 18 Resolve: Immune
Drake	5	50' flying	Independent 1	Energy 6	Multi-Target Attack Specialist III (Area)	38	1	Guard: 20 Toughness: 18 Resolve: 15
Fighter Ship	5	2,000' flying	Faster than Light, Guided Weapons, Targeted Weapons, Multi-Pilot 2	Energy 6	Multi-Target Attack Specialist III (Area)	36	4	Guard: 22 Toughness: 15 Resolve: Immune
Hydropod	4	50' swimming	Targeted Weapons, Guided Weapons, Multi-Pilot 2	Agility 5, Energy 4	Multi-Target Attack Specialist II (Area)	20	3	Guard: 20 Toughness: 17 Resolve: Immune
Galleon	6	70' swimming	Targeted Weapons, Multi-Pilot 10	Agility 6	Multi-Target Attack Specialist III (Area)	30	5	Guard: 19 Toughness: 15 Resolve: Immune
Griffin	4	50' flying	Independent 1	Might 5	Bane Focus (Immobile)	34	1	Guard: 19 Toughness: 16 Resolve: 13
Horse	3	40'		Might 4		28	1	Guard: 15 Toughness: 15 Resolve: 10
Mech Unit	4	40'	Guided Weapons, Targeted Weapons	Energy 5 Agility 6	Multi-Target Attack Specialist II (Area)	22	3	Guard: 22 Toughness: 20 Resolve: Immune
Phoenix	5	50' flying		Energy 7	Attack Specialization II (Fire)	32	1	Guard: 20 Toughness: 16 Resolve: 19
Pegasus	4	50' flying		Might 4 Creation 4	Boon Focus I (Heal)	28	1	Guard: 18 Toughness: 17 Resolve: 17
Velociraptor, 3 Dire Wolf	3	40'		Agility 5 Perception 5	Bane Focus I (Knockdown)	24	1	Guard: 17 Toughness: 14 Resolve: 15
T-Rex	5	50'	Independent 1	Might 6	Attack Specialization II (Bite)	38	1	Guard: 20 Toughness: 15 Resolve: 15
Giant Scorpion	4	35'	Independent 1	Agility 5 Perception 5	Bane Focus I (Persistent Damage)	20	2	Guard: 15 Toughness: 15 Resolve: 18

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Trujillo, Sergii Snitsaruk, Seth & Tesca Michaelson, Seth Christopher Scott, Seth Hartley, Seth Williams, Seth "Galushi" Hagen, Severna Park UMC, shadowstepper, Shane West, Shannon, Serenity, and Kamryn Hyatt, Shannon Maclean, Shashi Kara, Shawn & Erica Fry, Shawn Culbreth, Shawn Hale, Shawn Lander, Shawn P, Shawn Shifflett, Shel Olrich, Skid :) Silvio Herrera Gea, Simon Norbye, Simon the masked one, Sir Thor Fuzzypaws Slayer of Leaves, Skaggeth, Skelter, Vira, and Shazben, Socky D, Solistia, Sonidero Vintage, Spartanidas, Spencer Brint, Stanley C., Stefan A. L. de Koster, Stefan Friedl, Stefan Guder, Stefan Matthias Aust, Stefán Reykdal, Steph A. & Galen M., Steph Turner, Stephan Pennington, Stephan "SourceControl" Schober, Stephen A. Wilson, Stephen Ashmore, Stephen Baines, Stephen Blanchard, Stephen Collette, Stephen Hardy, Stephen P., Stephen Roy, Stephen Smalley, Stephen Williams, Stephen "GM" Peters, Steve Achenbach, Steve Banyai, Steve Byers, Steve Chua, Steve McGarrity, Steve Munro,

Steve Tilley, Steven Caby, Steven Cain, Steven Hartke, Steven Hoffman, Steven Hutt, Steven J Moots, Steven Jacinto Morin, Steven Latta, Steven R Clark, Stijn De Vleesschauwer, Stina, Stuart & Suzanne Edmond, Sunjay "Sun" Kumar, Surtseyan, SwiftOne, Sydney Shields, Symatt, Szymon Brycki, Saépór Pálsson, T Reynolds, T. Brian Munger, Tai "Graff" Smart, Tamar Zarry Tidwell, Tanner Houghton, Tartufu, Taylor Balling, Taylor Williams, Tenyson Kwon, Teri Howard, Terra Clarke Olsen, Terran Empire Publishing, Terry Batley, Terryll L. Rex aka Terri, Thalji, The CDM, The Cormany family, The Crew of Airship Orchid, The Great Amir, The Hallet Boys, The Medieval Kneivals, The Organ-Eye Station, The Ran'dals, The Rooney's, The Smiley, The Spurlins, The Steele Empire, The Strix, The\_Gundam, theBuat, Thiago Goncalves, Thieves Guild (Darren Cooke), Thom Takahata, Thomas Behrens Jr, Thomas Casteel, Thomas Emerson, Thomas Hallett, Thomas Kerr (DustyDoggo), Thomas Kiger, Thomas Nyström, Thomas R. Spratt, Thomas Saboy, Thorsten Feichtner, Tiger D. Swan, Tim (LordDusk) Langen, Tim Curtis, Tim Flemmer, Tim H, Tim Indrén, Tim Laxton, Tim Pfeiffer, Timlorde, Timothy Baker, Timothy Hidalgo, Timothy R Flannigan, Timothy Radloff, Timothy Seifert, Timstix, Tobias Baum, Tobias Behrmann, Tobias Boyer, Todd Brewer, Todd Gibel, Tom & Mel Jensen, Tom and Leigh Anne Hudgins, Tom Frey, Tom Johnson (EternalKnight001), Tom Prince, Tomas K. Nowakowski, Tommy Dauenhauer, Toni, Tony - Cookie Fiend (tARCz4), Tony and Bethany Aguad, Tony Darling, Tony Frey, Tony McDowell, Tony Ridgway, too., Trace Purcell, Tracy Huddlestun, Tracy Smith, Travis Chase, Travis Fifer, Travis Hisken, Travis T., Trendane Sparks, Trent Harrison, Trenton Lamar Ladler, Trevor Coward, Trevor Ford, Trevor Hannon, Trevor Whitson, Trey Beattie, Trip, Trip Might, Tripleyew, Trish Busick, Tristan Knight, Tristan van Os, Troy C. Haskin, Troy Ellis, Troy Fillmore, Troy Osgood, TwistedTrix, Ty Hamilton, Tyler Gasteiger, Tyler Warren, Tyler Dobey, Ugo Cimone, Ulf Kaupisch, V Lee Jones, Valin & Lael, Vance Kelley, Vance Rawson, Velvet S., Vernon "The" Burt, Veronica Halverson, Vicken Washed, Victor Lopes, Vincent Pelletier, Vincent Renald, Vincent Scott Hamilton (Scooter), Vivien Baguio, Vivien Lee, Voidsmoker, W. Michael Tenery III, Warren Marcus, Warren P Nelson, Way Sikorski, Wilfred Allen Pedriña, Will Martin, Willem Malan, William and Elizabeth Dockendorf, William Brensdal, William D. Smith Jr, William Justin Sprague, William Raillon, William Walters, William "Uncle Billy" Ruemmler, William-Matthew MacDuff, wondergem, WP, Wright S. Johnson, Xander Loomans, Ynock, Yan Keane, Yorkie Ekorrssdotir, Yu Tsai Su, Yvette Bieman, Zac Kolomietz, Zach B Nimble, Zach Kyes & Heric F., Zachary Brown, Zachary Graham, Zachary Smith, Zachary W Dresel, Zane Brink & Danny File, Zanthox Jankins Twinkle'Toes, Ziv Plotnik, Zoë Marcel, Zylre Tucker, Étienne De Sloover, Ísarr Helgi, Þorsteinn Sturla Gunnarsson