Odd6 Core Edition

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ABSTRACT

Odd6 Lite Edition is a simple d6 dice pool based ttprg in the tradition of the 80s and 90s. This edition is liberally licensed under CC-BY-SA so that third parties may pick it up and can use it as a base for their needs.

In the hopes that it is not wasteful!

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2 General Rules

The system uses die codes to represent a character's proficiency in certain areas, the effectiveness of weapons, and the usefulness of equipment. These codes, represented by a number of six-sided dice, are used in rolling to determine success or failure in actions and mechanics within the game. The higher the die code, the better skilled or equipped the character is in that area. The core mechanics of the game revolves around these rolls.

2.1 Time

Time flows differently from the real world, akin to the narrative pacing of a book or movie.

The gamemaster (GM) wields total control over time to shape the tempo. In this dynamic, there are six fundamental units of game time that ensure a coherent storytelling experience for everyone involved:

- **Round (or Combat Turn)** — The shortest time increment, a combat turn spans roughly six seconds. It reflects the duration it takes for a character to execute usually a single action.

- **Scene (or Encounter)** — A scene constitutes a standard time unit that encapsulates a single event occurring in a specific location. The GM holds the prerogative to fast-forward through portions of a scene, but typically, a new scene commences with a change of location or the initiation of a distinct event.

- **Game Session** — A game session extends from the moment players convene to the time they wrap up their gaming activities. Ideally, by the conclusion of a game session, players should feel a sense of accomplishment and yet yearn for more.

- **Story** — A story represents a comprehensive tale that may span several game sessions or can unfold within a single session.

- **Downtime** — Less pivotal events can be glossed over during gameplay, a practice known as downtime. Often, this occurs between game sessions, providing characters with an opportunity for off-screen growth and development.

- **Campaign** — A campaign weaves together a series of stories, united by a common thread, be it characters, themes, or overarching plotlines. As the game unfolds, both GM and players collaborate to interlace these storylines into an epic saga, creating a rich tapestry of interconnected narratives.

2.2 Actions

Actions can be quick, time-consuming, or instantaneous. They also vary based on whether there's opposition. Here are the main types:

- **Standard Actions** — These are quick and simple tasks, like swinging a sword or casting a spell. Success depends on your skills.

- **Extended Actions** — Some tasks take time, like deciphering a book or repairing armor. You roll dice multiple times, and success depends on accumulating enough milestones over time.

- **Opposed Actions** — When characters compete or try to stop each other, like grabbing a weapon, they make opposed rolls. The one with the higher result wins.

- **Reflexive Actions** — These happen instantly, like grabbing something to avoid falling. Success depends on your passive attributes. If it's opposed, the one with the higher result wins.

2.3 Dice Rolls

Skill rolls are determined by rolling a set of dice that includes a combination of attribute and skill dice. The number of dice in the pool depends on the attribute and skill ratings of the character, and the roll is modified by any relevant bonuses or penalties. The total of the roll will determine the success or failure of the action.

A dice pool is expressed as a combination of dice codes and pips. The dice code indicates the number of six-sided dice that are rolled when attempting an action, such as 1d, 2d, 3d, 4d, 5d, etc. Pips, represented by "+1" or "+2," are added to the total result of the dice roll.

2.3.1 Difficulty Levels

Difficulty levels are used to determine the degree of difficulty of a task or action that a character attempts. The GM will determine the difficulty level of a task based on a variety of factors, such as the character's skill level, the complexity of the task, and any external factors that may affect the task.

There are generally a few different levels of difficulty used:

- **Automatic —** Effortless action, never fails on a green field.

- **Trivial —** Almost anyone should be able to do this most of the time.

- **Easy —** Most characters should be able to do this most of the time, with a low risk of failure, such as simple physical tasks, basic mathematical calculations, or other routine activities.

- **Moderate —** Tasks that require some skill or effort, but are still relatively straightforward, such as basic repair work, climbing a short wall, or simple lock-picking.

- **Difficult —** Tasks that are challenging and require a significant level of skill, effort, or experience to accomplish, such as complex repairs, open complex locks, or persuading a hostile adversary.

- **Hard —** Tasks that are extremely challenging and require a high level of skill, effort, or experience to accomplish, such as defusing a bomb, escaping from a maximum-security prison, or performing a complex surgery.

- **Heroic —** Tasks that are almost impossible to accomplish without extraordinary skill, effort, or experience, such as lifting a car, defying gravity, or performing a dangerous stunt.

- **Epic —** Tasks that are nearly impossible to accomplish, without incredible luck or aid of the powers that are.

Difficulty	D/P	DC/SL	TN	TX	TY	TZ
Automatic	0	0	0	0	0	0
Trivial	1	1	5	4	3	3
Easy	2	2	10	8	6	5
Moderate	4	3	15	12	9	8
Difficult	6	4	20	16	12	10
Hard	8	5	25	20	15	13
Heroic	10	6	30	24	18	15
Epic	12	7	35	28	21	18

- **D/P —** Dice Difficulty or average Penalty Dice to be applied.

- **DC/SL —** Difficulty Class or Success Level.

- **TN —** Main Target Number for checks.

- **TX,TY,TZ —** Auxilliary Target Numbers.

2.3.2 Expert Skill Rolls

Expert skills have a special rule called "exploding dice" which allows a player to roll again and add it to the previous roll if they roll the maximum value on the die. This can be repeated as long as maximum value is rolled.

2.3.3 Target Number, Bonus and Penalty Dice

In many situations, characters face factors that can affect their tasks. These factors result in either bonuses or penalties to their actions. Bonuses add extra dice to their rolls, while penalties are dice that subtract from the result.

To determine the final result of a roll, the following steps are taken:

- If there is a target number (TN), subtract it from the roll result to obtain the final result.

- If there are penalty dice, roll them and subtract the sum from the roll result to obtain the final result.

2.3.4 Success Level

The success level is calculated by comparing the final result of the roll against the appropriate column of the difficulty table.

2.3.5 Critical Success

A roll of three sixes is used to indicate a critical success. When a roll results in three sixes, it usually means that the character has performed the action exceptionally well and will have a greater chance of success or gain a bonus.

A critical success can grant many benefits, such as extra damage on an attack, more favorable outcome on a skill check, or bonus on the next roll. It's at the discretion of the GM to decide what exactly the critical success will grant.

2.3.6 Taking the Average (ie. Defaulting)

Characters have the option to "default" on a dice roll if they have enough dice in their pool to automatically meet or exceed the target number (reference "TN" vs "D" columns) without rolling.

To be able to default on a roll, a character's dice pool must have at least the same number of dice as the TN and the penalty dice must be subtracted from the pool before defaulting can be considered. If a roll is made at disadvantage, defaulting is not possible, the character needs to roll the dice.

2.3.7 Advantage and Disadvantage

Certain abilities or situations may grant you an advantage or disadvantage on a roll. Multiple levels of advantage and disadvantage cancel each other out until only advantage, disadvantage or none remain. When this occurs, note any "1" or "6" result on a dice. If you have advantage, your success level increases for every such die. Conversely, if you have disadvantage, your success level decreases for every such die. This needs to be checked even for failed/successful rolls as this increase/decrease can make a roll to succeed/fail instead.

> **Example 1 —** Nobody is attempting an action with a dice pool of 6, and the target number (TN) is 22. Nobody has the Advantage in this situation. Nobody rolls the dice and gets results of 1, 2, 3, 4, 5, and 6, totaling 21. Normally, this would be considered a failed roll. However, due to Nobody's Advantage, they gains two additional success levels, one extra success level for rolling both a "1" and a "6."
>
> *The final outcome is an Epic Result, actually a successful roll with one Success Level.*
>
> **Example 2 —** Somebody is attempting an action with a dice pool of 6, and the target number (TN) is 15. Somebody has the Disadvantage in this situation. Somebody rolls the dice and gets results of 1, 2, 3, 4, 5, and 6, totaling 21. Normally, this would be considered a successful roll with one success level. However, due to Somebody's Disadvantage, he looses two success levels, one level for rolling both a "1" and a "6."
>
> *The final outcome is an Easy Result, actually a failed roll with one Failure Level.*

2.3.8 Retry Attempt

When your character fails a task, there might be a chance to make another attempt, depending on the situation and the GM's discretion. However, if your character wants to try the same action again after failing, they will face a penalty of -2d.

Not all tasks can be retried. Generally, tasks that can be retried are those where failing once doesn't result in immediate consequences. Extended actions, which involve multiple dice rolls for the same task, also don't count as retries.

2.4 Sizes

Size	Modifier	Health	Size Min	Size Max	Wgt Min	Wgt Max
Minuscle	±5	1	–	3in	–	4dr
Fine	±4	2	3in	6in	4dr	2oz
Diminutive	±3	4	6in	1ft	2oz	1lb
Tiny	±2	6	1ft	2ft	1lb	8lb
Small	±1	8	2ft	4ft	8lb	64lb
Medium	±0	10	4ft	8ft	64lb	512lb
Large	±1	12	8ft	16ft	512lb	4klb
Huge	±2	14	16ft	32ft	4klb	32klb
Gargantuan	±3	16	32ft	64ft	32klb	256klb
Colossal	±4	18	64ft	128ft	256klb	2Mlb
Titanic	±5	20	128ft	–	2Mlb	–

3 Characters

Player characters are the characters that are created and controlled by the players, These characters will have abilities, skills, and other attributes that can be customized by the players and these characters are meant to be used to interact with the game world and NPCs (non-playable characters) to complete missions, overcome challenges and drive the story forward.

Player characters can come from different backgrounds, races, classes, and alignments, this will reflect their personality, motivations, and goals. Players are responsible for their characters' actions, so they need to make decisions that align with the character's personality and motivations. The player's task is to bring to life the character and make it interact with the world.

3.1 Traits

3.1.1 Attributes

Player characters (PCs) have a set of attributes that represent the characters' physical, mental, and social abilities. These attributes are determined by the player and GM during character creation and can be increased or decreased through the course of the game.

The specific attributes use the following attributes as standard:

- Physique (PHY) – Represents the character's physical strength and power, used for determining damage dealt with melee weapons and physical tasks that rely on brute strength.

- Agility (AGL) – Represents the character's physical agility, speed and dexterity, used for determining success in actions that rely on quick movements and coordination, like dodging, sneaking, and balancing.

- Toughness (TOU) – Represents the character's physical stamina, used for determining how much damage a character can take before falling unconscious, and how much effort a character can put into a physical task before becoming exhausted.

- Intelligence (INT) – Represents the character's mental sharpness and learning ability, used for determining success in tasks that require knowledge, memory, or problem-solving.

- Awareness (AWA) – Represents a character's perception and ability to notice things in their environment with all their available senses.

- Determination (DET) – Represents the character's mental strength and determination, used for determining success in tasks that require mental fortitude, such as resisting manipulation or maintaining focus.

- Influence (INF) – Represents a character's ability to sway or control the actions of others, through persuasion, negotiation, or manipulation. It is used to determine success in actions that involve convincing NPCs to provide information, perform a task, or change their behavior.

- Fellowship (FEL) – Represents a character's ability to connect with and understand others, both NPCs and PCs alike. It is used to determine success in social interactions, such as negotiation, persuasion, or networking. It can also be used to determine how other characters react to the character.

- Tranquility (TRA) – Represents a character's ability to remain calm and composed under pressure, it can be used to determine success in actions that require focus and self-control, such as meditation, resisting fear or maintaining a disguise.

3.1.2 Passive Attributes

There are attributes that are considered passive, meaning they are not actively used to perform actions or make rolls, but they reflect the character's general level of ability in that area. These attributes can be used by the GM as a reference point to determine how a character might react or behave in certain situations, rather than requiring a roll.

- Reaction (RE = AGL ÷ 2) – Representing a character's reflexes and readiness in sudden events.

- Stamina (ST = TOU ÷ 2) – Representing a character's ability to endure and recuperate from physical efforts and injuries.

- Alertness (AL = AWA ÷ 2) – Reflecting the character's ability to stay aware and vigilant of their surroundings. (aka Passive Perception)

- Willpower (WP = DET ÷ 2) – Reflecting the character's strength of mind, to resist outside influence or maintain focus.

- Empathy (EM = FEL ÷ 2) – Reflecting a character's skill in understanding and relating to the feelings and point of view of others.
- Composure (CO = TRA ÷ 2) – Reflecting a character's self-control, level-headedness and ability to remain calm under pressure.

When calculating Passive Attributes always round up.

3.1.3 Secondary Attributes

Secondary attributes are additional attributes that are used to represent a character's active physical or mechanical abilities. These attributes may not be as central to a character's concept or role, but still are important for gameplay and determining success in certain actions.

- Size (SIZ) – Represents a character's physical size, which can affect things like their reach in combat and their ability to fit into small spaces.
- Move (MOV = PHY + AGL) – Represents a character's speed and mobility, it can be used to determine how far a character can move in a round of combat or how quickly they can cover distance in the game world.
- Perception (PER = RE + AL) – Represents a character's ability to perceive their environment and any potential threats or opportunities, in a more general sense than the awareness attribute, it can affect a character's ability to spot hidden objects or notice subtle changes in their environment. (aka Conflict Perception)
- Initiative (INI = RE + AWA) – Represents a character's ability to react quickly and make the first move in combat, It can be used to determine the order of turns in combat and who goes first.

3.1.4 Resource/Threshold Tracks

Player characters (PCs) have resources that represent the character's physical and mental well-being. These resources can be affected by the character's actions and the events of the game, and can have a direct impact on the character's ability to perform certain actions or make certain rolls.

- Health (ie. Wounds) – Represents a character's physical well-being and ability to withstand damage. Characters who take damage will have their health reduced, and if their health reaches zero, they become unconscious.
- Fatigue – Represents a character's physical exhaustion and ability to perform strenuous tasks. Characters who become fatigued may suffer penalties to their rolls and become less effective in combat.
- Stress – Represents a character's mental well-being and ability to handle stressful situations. Characters who suffer from high levels of stress may suffer penalties to their rolls and become less effective in social interactions or problem-solving tasks.
- Doubt – Represents a character's ability to trust and rely on their own abilities. Characters who suffer from doubt may suffer penalties to their rolls and become less effective in decision making.

3.2 Skills

3.2.1 Basic Skills

Basic skills represent a character's proficiency in a broad range of abilities and knowledge that are useful in everyday life. These skills can provide characters with specialized knowledge, abilities, or resources that can be useful in most basic situations.

Characters can attempt to use basic skills without prior training or experience.

- Animals Ken – This skill represents proficiency in dealing with animals, including training, riding and caring for them.
- Athletics – This skill represents proficiency in physical activities such as running, jumping, swimming, and climbing.
- Acrobatics – This skill represents proficiency to perform physical feats of agility, balance, and coordination.
- Crafting – This skill represents proficiency in creating and repairing items such as weapons, armor, and tools.
- Deception – This skill represents proficiency in lying, hiding the truth and disguising oneself.
- Endurance – This skill represents proficiency to keep going, withstand prolonged exertion or difficult conditions.

- Finesse – This skill represents proficiency in using small, precise tools such as lockpicks, needles, and artist's tools.

- Healing – This skill represents proficiency in treating injuries and illnesses, and restoring health.

- Horsemanship – This skill represents proficiency in riding, training and caring for horses.

- Investigation – This skill represents proficiency in gathering information, tracking down leads, and uncovering secrets.

- Larceny – This skill represents proficiency in thievery, pickpocketing, and other illegal means of acquiring money or goods.

- Leadership – This skill represents proficiency in inspiring and directing others, and making quick decisions.

- Observation – This skill represents proficiency in noticing details, patterns and spotting potential dangers.

- Performance – This skill represents proficiency in entertaining others through singing, dancing, acting, or storytelling.

- Persuasion – This skill represents proficiency in convincing others to see things their way through reasoning or charm.

- Socialize – This skill represents proficiency in interacting with others, including communication, persuasion, and negotiation.

- Stealth – This skill represents proficiency in avoiding detection, including sneaking, hiding, and disguise.

- Streetwise – This skill represents proficiency in understanding and navigating the criminal underworld or the urban environment.

- Subterfuge – This skill represents proficiency in deception and trickery, including lying, disguising, and misdirection.

- Survival – This skill represents proficiency in surviving in wild or inhospitable environments, including finding food and shelter, and navigating the wilderness.

- Trade – This skill represents proficiency in buying and selling goods, including negotiation, appraisal, and accounting.

3.2.2 Weapon Skills

Weapon skills represent a character's proficiency in using a specific type of weapon. Each skill corresponds to a particular category of weapons, and different levels of proficiency can be achieved.

Without training, characters can still use weapon skills but with Disadvantage.

3.2.2.1 Armed Combat

- Axes – This skill represents proficiency in using axes and hafted weapons, such as battle-axes or hatchets, with more speed and accuracy.

- Bludgeons – This skill represents proficiency in using blunt weapons, such as maces, hammers, and clubs, with more power and ability to bypass armor or shields.

- Blades – This skill represents proficiency in using swords, knives and other cutting weapons with more speed, precision and accuracy.

- Staves – This skill represents proficiency in using staffs, poles, and other long weapons with more speed, precision, and accuracy.

- Shields – This skill represents proficiency to use a shield to block, parry, or deflect incoming attacks.

3.2.2.2 Unarmed Combat

- Brawling – This skill represents proficiency in using fists and other unarmed combat techniques with more power and ability to avoid or parry strikes.

3.2.2.3 Ranged Combat

- Archery – This skill represents the character's ability to use bows and other ranged weapons, such as crossbows, with more accuracy and power.

- Thrown – This skill represents proficiency in throwing different objects, such as knives, spears, and throwing axes with more accuracy, power, and range.

3.2.3 Specific Skills & Knowledges

Characters cannot use advanced skills without proper training or experience.

Advanced skills represent a character's proficiency in a specific field of knowledge or expertise that goes beyond the general abilities represented by basic skills.

- Academics – This skill represents proficiency in academic fields of study, such as mathematics, science, history, or literature.

- Education – This skill represents a character's exposure to basic scholarship and teaching, the ability to read and write, as well as basic math and algebra.

- Law – This skill represents proficiency in legal matters, such as laws, regulations, and court procedures.

- Politics – This skill represents proficiency in political matters, such as government, diplomacy, and public relations.

- Religion – This skill represents proficiency in religious matters, such as theology, doctrine, and rituals.

- Stewardship – This skill represents proficiency in managing resources and assets, such as land, goods, and money.

- Knowledge – This skill represents proficiency in knowing the particular Subject.

3.3 Perks and Quirk

3.3.1 Perks

3.3.1.1 Language /Type/

This represents proficiency in speaking and understanding the particular language.

- Basic (1): At this level, learners have a basic understanding of the language and can use simple phrases and expressions in everyday situations. They can introduce themselves and ask and answer basic questions about personal information, such as where they live, their hobbies, and their family.

- Elementary (2): Learners at this level can communicate in simple sentences and handle basic tasks, such as ordering food at a restaurant or asking for directions. They can describe their immediate environment, such as their home, school, or workplace.

- Intermediate (3): At this level, learners can participate in conversations on a wide range of topics and express opinions and preferences. They can understand the main points of written and spoken texts, such as news articles and conversations, and write simple and coherent texts on familiar topics.

- Advanced (4): At this level, learners can understand complex subjects on a wide range of topics and express themselves fluently and spontaneously in social, academic, and professional contexts. They can use language effectively for a variety of purposes, such as presenting and defending opinions, and interpreting and summarizing information.

- Proficient (5): Learners at this level have a mastery of the language and can understand virtually everything they hear or read. They can express themselves fluently and accurately, even in complex situations, and use language effectively for academic, professional, and social purposes.

3.3.1.2 Literacy /Type/

This represents proficiency in reading and writing the particular alphabet/symbology.

- Simple (1): Phonetic alphabets - These writing systems use a small set of letters to represent sounds. Each letter usually corresponds to a single sound.

- Less Simple (2): These writing systems use a small set of symbols to represent consonants. Vowels are typically not represented or are represented with diacritical marks.

- Moderate (3): These writing systems use symbols to represent syllables instead of individual sounds. Each symbol represents a syllable, which can consist of one or more sounds.

- Complex/Logographic (4): These alphabets use symbols to represent words or ideas, rather than individual letters. They may be complex and difficult to learn, as each symbol may have multiple meanings and contexts in which it is used.
- Ideographic (5): These writing systems use symbols to represent ideas or concepts directly, rather than using symbols to represent sounds or words. Some are used to represent concepts in special education (magic).

You can take Literacy at a lower level representing a lower or flawed understanding of the particular alphabet/symbology (penalties apply).

3.3.1.3 Magical Aptitude /Type/

A characters ability to perform magical acts or spells, considered a combination of innate talent and learned skill.

- Sorcery (3): Magic that is performed through the use of spells, incantations, and other rituals. Practitioners having innate magical abilities and may draw power from mystical sources, such as spirits or magical artifacts; sometimes depicted as being more sinister or morally ambiguous than other types.
- Wizardry (4): A more academic and intellectual approach to magic, having studied magic extensively and may use knowledge of magical theory and practice to perform spells and other magical acts, often depicted as being more benevolent and virtuous.
- Theurgy (3): The act of using one's faith or devotion to a deity or higher power to perform magical acts. Divine beings (ie. deities) bestow magical powers or blessings upon their followers, and that these powers are harnessed through prayer, meditation, or other forms of spiritual practice.

3.3.2 Quirks

- Illiterate (3/5) – Your either have never learned to read and write (3), or have a mental disability that prohibits you from ever learning or comprehending Scripts and Symbols at all (5).

3.4 Creating a Character

- Attributes – spread 20 points across your attributes, with each not higher than 4 and not lower than 1.
- Ancestry – pick an ancestry or use the generic one.
- Lineage – pick a lineage or use the generic one.
- Heritage – pick a heritage or use the generic one.
- Culture – pick a culture or use the generic one.
- Archetypes – pick an archetype.
- Occupation – pick an occupation.
- Skills – spread 6 points across your skills, with each not higher than 4.

3.4.1 Free-Form Character Generation

- Attributes – spread 23 points across your attributes, with each attribute not higher than 4 and not lower than 1.
- receive Intermediate(3) in their native language.
- receive Elementary(2) in an additional language.
- receive 9 skill raise freely choosen by the player.
- mark one skill as an Expert Skill freely choosen by the player.

3.5 Character Backgrounds

A character's background refers to the backstory and history of the character that defines who they are and where they come from. This can include a variety of elements and can shape a character's personality, motivations, and abilities.

3.5.1 Ancestries

This refers to the character's race or species, it can define the character's physical characteristics, abilities, and potential social status.

3.5.1.1 Generic/Human

The human ancestry is the most common and widespread of all the races, and is characterized by its versatility and adaptability.

Humans are typically described as being physically similar to real-world humans, with the standard range of body types, skin colors, and facial features. They are depicted as being average in terms of physical strength and endurance, but they are known for their intelligence, creativity, and determination.

- receive two attribute raises freely choosen by the player.
- receive one skill raise freely choosen by the player.
- receive Intermediate(3) in their native language.

3.5.2 Lineage

This refers to the character's bloodline or family line, it can define the character's place within their family and any special abilities or traits that they might have inherited.

3.5.2.1 Generic/Mixed

A mixed or unspecific lineage means that the character has a background that is a combination of different races or species, or their lineage is not clearly defined.

- receive one attribute raise freely choosen by the player.
- receive three skill raises freely choosen by the player.

3.5.3 Heritage

This refers to the character's family background and upbringing, it can define the character's upbringing and family history, and can influence their personality and motivations.

3.5.3.1 Generic

A generic heritage means that the character's background is not specific or well-defined. This could be because they were raised in a place where many different cultures and backgrounds mix, or they have a background that is not significant to the story or the game.

- receive two skill raises freely choosen by the player.
- mark one skill as an Expert Skill freely choosen by the player.

3.5.4 Culture

This refers to the character's cultural background, it can define the character's customs, beliefs, and way of life.

3.5.4.1 Generic

A character with a generic or unspecified culture means that their background is not clearly defined and they may not have a strong association with any particular culture. It may provide a character with a greater sense of adaptability, but it could also make them feel a sense of disconnection or lack of identity.

- receive two skill raises freely choosen by the player.
- receive Elementary(2) in an additional language.

3.6 Archetypes

A character archetype refers to a specific role or set of abilities that a character is built around. These archetypes are used as a framework for creating a character, and used to define the character's strengths and weaknesses.

3.6.1 Warrior

This archetype represents a character who is skilled in combat and physical activities. They should have high scores physical attributes, and may have specialized skills in weapons or hand-to-hand combat.

3.6.2 Adept

This archetype represents a character who is skilled in magic or other supernatural abilities. They should have high scores in mental attributes, and may have specialized skills in spellcasting or other supernatural abilities.

3.6.3 Expert

This archetype represents a character who is skilled in a specific area of knowledge or expertise. They may have high scores in a broad range of attributes, and have specialized skills in a specific area of expertise, such as engineering, medicine, or law.

3.7 Occupations

An occupation refers to a character's profession or chosen career. Occupation can reflect the character's background, skills, and experiences. It can also provide a character with certain abilities, knowledge, or equipment that is appropriate to the occupation.

3.8 Experience and Advancement

TODO

4 Combat

4.1 Rounds

A round is a unit of time, around 6 seconds, in which all participants in a battle take their turn. The order of turns is determined by the initiative roll made at the start of combat, and the combat continues to the next round until one side is victorious or retreats.

4.2 Initiative

Initiative is determined by rolling the initiative pool for each participant in combat, and adding any relevant bonuses or penalties. The participant with the highest roll goes first, followed by the participant with the next highest roll and so on.

During combat, players and adversaries take turns in order of their initiative roll. Each character can take a set of actions, such as movement, attacking, or spell casting.

The GM is responsible for keeping track of initiative order and any ties between participants. Some abilities may also affect a character's initiative roll, but the specifics of these cases are left to the GM's discretion.

4.3 Combat Actions

In combat, your character can take three distinct types of actions: attack, defense, and move actions. During each combat turn, your character can perform one action of each type without any penalties. This means your character can choose to move, attack, and defend all within the same combat turn.

Your character isn't obligated to execute all three types of combat actions; it's a matter of choice. However, forgoing one type of action doesn't grant the ability to perform two actions of another type.

- **Attack Action —** These actions are used to try and harm an opponent. The most common attack actions include Melee, Brawl, and Ranged attacks. Each attack action involves a different Skill roll to determine the outcome. Your character can also use the Attack action to execute specific combat maneuvers.

- **Defense Action —** Defense actions are a unique type of reflexive action used to prevent damage from an attack. Your character's Defense rating reflects their ability to instinctively evade attacks and withstand damage. There's no need to actively choose a Defense action; instead, you'll make a Defense roll whenever your character is targeted by an opponent's attack action.

- **Move Action —** A Move action permits your character to relocate a specific distance determined by their Move rating. Your character can perform a Move action alongside attacking and defending. There's no need for dice rolls to resolve a Move action; your character simply moves the relevant distance based on their Move rating. However, challenging terrain might reduce your character's effective Move rating.

4.3.1 Combat Maneuvers

The specific combat maneuvers that are possible can vary depending on the GM's discretion and the actual situation at hand.

- Run and take no Action.

- Move and take an Action – such as a Melee or Ranged, or use a Power.

- Move (or not move) and take two actions – both actions have Disadvantage.

- Do not Move and take an (full) Action – such as a Melee or Ranged, or use a Power.

- Take a Recovery Action – by trying to catch your breath, regain Fatique, Stress or Doubt.

- Use an Object – such as drinking a potion or drawing a weapon.

- Disengage – can move away from opponent up to Move without triggering an opportunity attack.

- Disengage and Run – succeed on an Check vs. the opponent and can Move + Run away.

4.3.1.1 Aim

Instead of opting for a regular Attack action, your character can engage in various combat maneuvers. These maneuvers might offer advantages or disadvantages when attacking opponents or enable your character to accomplish other valuable tasks.

Aiming enhances your character's accuracy and damage when using a ranged weapon. It's worth noting that magical spells cannot be aimed, although certain magic items may allow it.

For every full turn your character dedicates to aiming at a target, you gain a +1d on your attack roll, with a maximum limit of +4d aim bonus.

Special Note: While aiming, your character's complete focus is on the target, making her unable to move or actively defend herself. If attacked, you may only roll your character's Passive Defense rating (plus any relevant defense modifiers) for her Defense roll. Your character can continue aiming as long as she avoids taking any damage. Alternatively, she can choose to cease aiming (and forfeit the aim bonus) to defend herself conventionally.

4.3.1.2 Block

Instead of launching an offensive attack, your character endeavors to defend against all Brawl attacks aimed at her for the turn. If she becomes the target of an attack, initiate an opposed Brawl roll against her adversary, incorporating any relevant Defense modifiers. If you roll higher than your opponent, the attack is effectively blocked, causing no harm. However, if your opponent achieves a better result, your character sustains damage based on it.

Typically, only Brawl attacks can be blocked in this manner. If your character intends to block a Melee attack, she incurs a -2d penalty on the attempt.

Special Note: Because your character actively strives to block Brawl attacks, her standard Defense rating doesn't apply in this context. Nevertheless, she retains her regular Defense rating when confronted with other types of attacks.

4.3.1.3 Called Shot

There are times when your character aims for a specific target, like an object held by an opponent or a vulnerable spot, or when she wants to avoid hitting something, such as a friend grappling with her adversary. In either case, a called shot is required, and the attack roll incurs penalty dice equal to the opponent's Defense rating or the Size rating of the targeted object.

- **Vital Area** — Your character can attempt a called shot to strike a vital area on an opponent. This imposes a penalty on her attack roll equal to her opponent's complete Defense rating (including armor and other Defense modifiers). Success Levels automatically deal damage to the target.

- **Held Object** — If your character intends to target a held object, she suffers a penalty equal to the Size rating of the object. If the person holding the item is trying to protect it from being struck, use either the base Defense rating of the person holding it or the object's Defense rating, whichever is higher. Success Levels inflict damage as usual.

- **Shooting into Combat** — When your character tries to shoot past a friend to hit an opponent, she makes a called shot with a penalty equal to the level of cover her target has. Failing this roll could have dire consequences for your character's friend.

- **Specific Location** — If your character aims for a particular area on an opponent, consult the following for attack modifiers: Torso: -1d, Limb: -2d, Hand: -4d, Head: -4d, Eye: -8d. The outcome of hitting a specific location is subject to the GM's interpretation, based on the circumstances. It could range from forcing someone to drop a weapon to blinding the opponent.

4.3.1.4 Charge

When your character charges an opponent, they initiate a full-on assault using either a Brawl or Melee attack. Charging grants a +2d bonus to the attack. Your character may move up to their regular movement distance before making the attack but cannot move again afterward.

Shove — Instead of a standard charge attack, your character can attempt to shove their opponent rather than inflict damage. In this case, they make a touch attack against their opponent. If successful, no damage is dealt. Instead, compare the opponent's Strength rating with the amount of damage your character would have caused. If the damage exceeds the opponent's Strength rating, your character pushes them back 5 ft. for each success level beyond.

If the damage is less than or equal to the opponent's Strength rating, your character's shove attempt fails, and they end their movement standing directly in front of the opponent.

Special: During a charge attack, your character cannot actively defend themselves. If they are attacked, you only roll your character's Passive Defense rating (plus any relevant defense modifiers) for their Defense roll.

4.3.1.5 Defensive Attack

In certain situations, your character can opt for a cautious attack, prioritizing defense over offense. This decision imposes a -3d penalty on his attack roll but grants a +2d bonus on his Defense roll for the rest of the round.

4.3.1.6 Disarm

Your character can try to disarm their opponent in two ways: by using a melee weapon to knock the weapon from their hand or by attempting to steal it using a hand-to-hand attack.

To disarm, initiate an opposed Melee (or Brawl) roll against your opponent, but note that you suffer a -2d penalty for specifically targeting their weapon. Additionally, if your opponent is holding their weapon with both hands, they receive a +2d bonus. If your roll result is lower or equal to the oen rolled by your opponent, your character fails to disarm them. However, if your roll accumulates more success levels than your opponent's, your character successfully knocks the weapon from their grasp, sending it flying 5 ft. away per level achieved.

Alternatively, if your character attempted to steal the weapon with a Brawl attack, they now possess the weapon.

4.3.1.7 Dodge

Your character can opt for a defensive maneuver instead of launching an offensive attack. In this case, she strives to dodge all incoming ranged attacks directed at her during the turn. If she becomes the target of such an attack, an opposed Athletics roll versus her opponent's ranged attack roll is made, taking into account any relevant Defense modifiers. If your character's roll accumulates more success levels than her opponent's, she skillfully dodges the shot, avoiding any damage. Conversely, if the opponent's roll results in more success levels, your character takes damage equal to the number of extra levels scored.

It's important to note that, since your character is actively trying to evade ranged attacks, her normal Defense rating does not apply in this context. However, her regular Defense rating remains in effect when dealing with other types of attacks.

Additionally, if your character possesses the Acrobatics Skill, she can employ it instead of Athletics when attempting to dodge ranged attacks.

4.3.1.8 Grapple

In an attempt to immobilize an opponent without causing harm, your character engages in a grapple. This involves making a Brawl touch attack (refer to Touch Attack, below) with a penalty equal to the Size rating of the opponent. If the touch attack succeeds, it inflicts no damage. Instead, the opponent's Strength rating is compared to the amount of damage your character would have dealt. If the damage is less than or equal to the opponent's Strength rating, your character's grapple attempt fails. However, if your roll results in more damage than the opponent's Strength rating, your character successfully seizes control. On the opponent's next turn, the grappled character is unable to initiate attacks and must triumph in an opposed Strength roll to break free from the grapple.

In the event that your character's damage exceeds twice the opponent's Strength rating, she pins her adversary, causing the opponent to rely solely on her Passive Defense rating for Defense.

4.3.1.9 Parry

In lieu of launching an attack, your character endeavors to parry all incoming Melee attacks against him. To execute this maneuver, he must wield a shield or possess an appropriate weapon. If an attack targets him, an opposed Melee roll is made against his opponent, incorporating any shield or weapon bonuses, along with relevant Defense modifiers. Should your character achieve more success levels than the attacker, the blow is deflected, causing no damage. Conversely, if the attacker garners more levels, your character sustains damage equivalent to the surplus by the opponent.

Typically, parrying is only applicable to Melee attacks. However, if your character seeks to parry a Brawl attack, he will retaliate with damage if your Defense roll accumulates more success levels than the attacker.

Special Note: As your character actively engages in parrying Melee attacks, his normal Defense rating does not apply. Nevertheless, he retains his typical Defense rating when confronted with other varieties of attacks.

4.3.1.10 Ready Weapon

Your character swiftly draws a weapon, preparing it for combat. Typically, this process only necessitates a single action, although certain weapons may require more time.

4.3.1.11 Run

In lieu of initiating an attack, your character doubles her Move rating to ascertain the distance she can cover during the combat turn. She retains her ability to defend herself as usual but cannot engage in any other actions while in the midst of running.

4.3.1.12 Sprint

Your character can opt to sprint instead of launching an attack. By doing so, they multiply their Move rating by four to determine the distance they can cover during the combat turn. They can maintain this accelerated pace for a number of turns equal to their Body rating. After this duration, they have the choice to exert themselves further, incurring fatigue, to continue sprinting for an additional turn. If they desire, they can keep sprinting until they succumb to exhaustion. Once your character ceases sprinting, they must rest for a number of turns equivalent to the turns spent sprinting before they can sprint again. While sprinting, your character forfeits their Active Defense, as they cannot fully concentrate on evading attacks while running at full speed.

4.3.1.13 Stand Up

Your character can quickly rise from a prone position as a reflexive action, but doing so requires them to forego an attack action. Following this action, your character can move and defend normally.

4.3.1.14 Throw

Your character endeavors to throw their opponent to the ground using a Brawl attack. Execute a Brawl touch attack against the opponent (refer to Touch Attack below). Your character suffers a penalty equal to the Size rating of their opponent. If the attempt succeeds, your character inflicts no damage. Instead, compare the opponent's Strength rating to the damage your character would have inflicted. If the damage is less than or equal to the opponent's Strength rating, your character's attempt to throw them fails. If the damage exceeds their Strength rating, your character throws them a distance of 5 ft. for each success lrvrl beyond their Strength rating. If this causes the opponent to collide with an obstacle and they can't continue moving, they suffer one point of damage for every 5 ft. they still needed to travel. Additional damage may occur depending on the location of their landing.

4.3.1.15 Total Attack

When your character's sole focus is taking down an opponent, she can go on an all-out offensive, disregarding her own safety to gain a +2 bonus to her attack roll. Instead of a standard total attack, your character can opt for one of the following techniques, making two attacks in the same combat turn:

- **Dual Wield —** Your character attacks with a weapon in each hand, allowing for two Melee attacks, two Ranged attacks, or one of each. However, attacking with two weapons is challenging, resulting in a -4d penalty to the attack with the weapon in her primary hand and a -6d penalty to the attack with the weapon in her off-hand.

- **Flurry —** Your character strikes twice in rapid succession with a Melee weapon or bare hands, foregoing the normal total attack bonus but suffering a -4d penalty to both attacks.

- **Rapid Fire —** Your character unleashes two quick shots with a ranged weapon capable of multiple attacks in the same round. This choice sacrifices the regular total attack bonus and imposes a -4d penalty on both attacks.

During a total attack, your character cannot actively defend herself. If she becomes the target of an attack, you can only roll your character's Passive Defense rating (along with any relevant modifiers) for her Defense roll.

4.3.1.16 Total Defense

Your character can dedicate her actions entirely to defense, expertly blocking blows, parrying strikes, and dodging ranged attacks simultaneously. By forgoing his attack action, your character gains a substantial +4d bonus to his Defense rating until his next turn.

4.3.1.17 Trip

Your character tries to trip her opponent and bring him down. Execute a Brawl touch attack against the opponent (refer to Touch Attack below). If her opponent has four or more legs, your character faces a -2d penalty to her trip attack. If successful, your character inflicts no damage. Instead, compare the opponent's Strength rating to the damage your character would have inflicted. If the damage exceeds his Strength rating, your character successfully knocks him down. If the damage is less than or equal to the opponent's Strength rating, your character's attempt to trip her opponent fails.

4.3.1.18 Use Item

Rather than launching an attack, your character can utilize an item or operate a simple machine. This action encompasses tasks like pulling levers or performing similar actions that do not require a Skill roll to complete.

4.3.1.19 Use Skill

Instead of engaging in combat, your character employs one of his Skills, such as Diplomacy, Medicine, or Magic.

4.3.2 Multi-Action Penalties

Every action you decide to take after the usual incurs an additional cumulative -2d penalty.

4.4 Movement

The "Move" attribute represents a character's speed and mobility, and is used to determine how far they can move in a round of combat or how quickly they can cover distance.

Each 1 point of Move represents 1 pace (or 10 feet) of non-combat movement when making a full move action.

MOV	Base	Swim	Climb	Long Jump	High Jump	Walk(1)	Run(2)
1	10	5	5	2	1	1	2
2	20	10	10	5	2	2	4
3	30	15	15	7	3	3	6
4	40	20	20	10	4	4	8
5	50	25	25	12	5	5	10
6	60	30	30	15	6	6	12
7	70	35	35	17	7	7	14
8	80	40	40	20	8	8	16
9	90	45	45	22	9	9	18

- /1/ – in km/hour, non-combat, at Trivial difficulty
- /2/ – in km/hour, non-combat, at Easy difficulty

Movement variations reflects different speeds of movement, or different ways in which a character can move.

- Creep – This is used for slow, stealthy movement, and is typically used for sneaking or crawling.
- Combat – This is used for quick and precise movements in combat, such as dodging or closing in on an enemy.
- Walk – This is the standard pace for most characters and is used for normal, non-combative movement.
- Brisk – This is a faster pace than walking, but not as fast as a run. It can be used for when a character needs to cover ground quickly without drawing attention to themselves.
- Jog – This is a moderate-speed run, used for covering moderate distances quickly.
- Run – This is used for covering long distances quickly, it can be used to outrun an enemy or to quickly reach a specific location.
- Sprint – This is used for short, fast bursts of movement, typically used for fleeing or chasing.
- Dash – This is used for very short and sudden bursts of movement, beyond even sprinting.

Movement	Speed	Typical Difficulty	In-Combat Difficulty
Creep or Combat	×0.5	Easy	Moderate
Walk	×1	Trivial	Easy
Brisk	×3/2	Easy	Moderate
Jog	×2	Moderate	Difficult
Run	×3	Difficult	Hard
Sprint	×4	Hard	Heroic
Dash	×5	Heroic	Epic

4.5 Melee Attack

A melee attack is an attack made with a weapon that is used in close combat, typically hand-held weapons such as swords, axes, maces, spears, etc. A melee attack is made by rolling a dice pool made up of a character's relevant attribute (usually Strength or Dexterity) and skill (usually Blades, Axes, Bludgeons, etc.). The difficulty of an melee attack is usually easy, taking into account the circumstances of the attack and the defense of the target as penalty.

If the roll is successful, the target takes damage based on the weapon's damage rating and the attacker's success level. A natural critical success will double damage.

4.6 Attacking at Range

The difficulty of an attack can be affected by the distance or range to the target. For example, when making an attack roll, the difficulty of hitting a target at close range may be less than hitting a target at long range.

As the range to the target increases, the difficulty of hitting the target may increase. For example, hitting a target at point-blank range (very close) may be considered easy, hitting a target at close range may be considered moderate, hitting a target at medium range may be considered difficult, and hitting a target at long range may be considered very difficult or even heroic.

It's worth noting that the exact correlation between range and difficulty levels can vary depending on the GM's discretion and the specific setting. For example, In a fantasy setting with magic, a spell that allows ranged attack may have a longer range than a typical ranged weapon and the difficulty to hit a target may be different.

Range	Typical Difficulty
Reach	Trivial
Close	Easy
Medium	Moderate
Far	Difficult
Long	Hard
Extreme	Heroic

- Reach – This is the range at which the target is very close to the attacker, often within melee weapon range.

- Close – This is the range at which the target is within short range of the attacker, often within the range of short-range weapons such as short swords or hand axes.

- Medium – This is the range at which the target is within a moderate distance from the attacker, often within the range of medium-range weapons such as long swords or bows.

- Long – This is the range at which the target is at a considerable distance from the attacker, often beyond the range of most melee weapons, but within the range of long-range weapons such as bows or crossbows.

- Extreme – This range is further away than long range and the difficulty to hit the target is considered heroic. This level of range is usually used for spells or other special abilities that can hit a target at far distances.

4.7 Touch Attacks

In certain situations, the primary concern is whether an opponent makes physical contact with your character, such as when attempting to grapple or inflict harm with a torch. Grapple attacks, which are focused on immobilizing rather than causing damage to your character, do not permit the use of your character's Passive Defense rating for the Defense roll. Similarly, when confronted by an adversary wielding a potentially dangerous weapon like a torch, you can only rely on your character's Active Defense rating for the Defense roll.

In touch attacks, factors such as your character's size, cover, and any existing penalties still affect the Defense roll. Normally, armor does not come into play unless your character faces an attack from a hazardous weapon or when skin-to-skin contact is crucial.

Touch attacks typically do not inflict damage on their own. Instead, the potential damage is often compared to one of your character's Attributes to determine another effect, as is the case with grapple attacks. Touch attacks that do result in damage, such as being attacked with a burning torch, cause a specified amount of damage upon success. Any extra success levels achieved in the touch attack do not increase the inflicted damage.

4.8 Ranged Touch Attack

A ranged touch attack is an action that symbolically targets a distant opponent and is resolved similarly to a standard touch attack but from a distance (eg. adding range penalties).

4.9 Area of Effect Attacks

Certain attacks, like explosions, have the potential to harm everything within a specific radius. Due to their wide-spread nature, dodging such attacks effectively is impractical. Characters caught within the radius of an area effect attack can only rely on their Passive Defense rating for their Defense roll. Creature size and any existing wound penalties do not influence the defense against area of effect attacks. However, any cover your character has or armor they are wearing will provide some level of protection.

Area of effect attacks involving substances like fire, acid, or other caustic materials bypass your character's Active Defense and Passive Defense. The only factors affecting your Defense roll are armor and cover.

Although area of effect attacks are highly potent, they only use the weapon's damage rating for the attack roll. Your opponent's Skill rating is not a consideration, except when it involves positioning or throwing a weapon into a specific location. Typically, this doesn't require a roll on their part unless precision is crucial.

4.10 Defending

When a character is attempting to defend against an attack, they can choose to use an active dice pool instead of relying on passive attributes such as Defense. This means that the character can use a skill roll to defend, such as using their Agility and Brawling skill to dodge an attack, or their Physique and Athletics skill to block it.

- **Base Defense (DEF = PER ÷ 2)** – Represents a character's reflexive ability to evade incoming attacks. *When calculating Defense always round down.*

- **Dodge (AGL + DEF)** - Represents a character's ability to avoid physical attacks by quickly moving out of the way, and anticipate incoming attacks. *Based on the situation at hand, the GM can require either Athletics or Acrobatics to be used.*

- **Parry (PHY + DEF)** - Represents a character's ability to defend themselves in combat by deflecting incoming attacks with a weapon or shield using martial prowess, timing, and ability to read their opponent's movements.

4.11 Taking Damage

Damage is composed of the following factors:

- the weapons/attacks damage code.

- success levels from the attack roll, if any.

- special effects or damage types, if any.

Assemble all the factors from above in a dice pool *TBD*

4.12 Generic Weapons

Fantasy weapons are categorized based on their weight and the level of skill required to use them effectively. Here is a general description of fantasy weapons that would fall into the categories of light, medium, and heavy:

4.12.1 Hand to Hand Combat Weapons

- Light weapons – These are typically small and easy to wield, such as daggers, short swords, and hand axes. They are typically fast, but don't deal as much damage as heavier weapons. Characters who are agile and fast, such as thieves or rogue, may prefer these weapons.

- Medium weapons – These are weapons that are larger and heavier than light weapons, but still relatively easy to wield, such as long swords, maces, and battle axes. They are a balance of speed and damage, and are popular among many different types of fantasy characters. Characters who are well-rounded, such as warriors and rangers, may prefer these weapons.

- Heavy weapons – These are large, heavy weapons that require significant strength and skill to wield effectively, such as great swords, war hammers, and halberds. They deal a lot of damage, but are slower to use. Characters who specialize in brute force, such as barbarians and paladins, may prefer these weapons.

Category	Damage
Light	1d
Medium	2-3d
Heavy	3-4d

4.12.2 Ranged combat Wepaons

4.13 Generic Armor

When it comes to fantasy armor, it is categorized by the level of protection it offers and the amount of mobility it allows. Here is a revised explanation of fantasy armor that would fall under the categories of light, medium, and heavy:

- Light armor – Typically made of materials such as leather or padded cloth, these types of armor provide minimal protection from attacks. They prioritize speed and mobility, making them popular among characters that rely on agility to avoid attacks, such as thieves, rangers, and rogue characters. They offer less defense in exchange for more freedom of movement.

- Medium armor – Constructed from materials like chain mail or studded leather, medium armor provides moderate protection against attacks. They balance mobility and defense well, making them suitable for characters who depend on a mix of speed and durability, like warriors, fighters, paladins, etc. They are versatile and provide good balance between protection and freedom of movement.

- Heavy armor – Constructed from materials such as plate mail or full plate, heavy armor provides maximum protection from attacks. Although they prioritize defense over mobility, they are popular among characters who rely on brute strength and toughness to survive, such as barbarians and tanks. These types of armors offer the best defense but at the cost of reduced mobility, and usually require a significant amount of strength to wear.

Category	Armor
Light	1d6
Medium	2-3d6
Heavy	4-6d6

4.14 Critical Results

d66	Result	Healing
11		Easy
12–13	Slowed Down — Act as last next round.	Easy
14–15	Sudden Jolt — Drop whatever you are holding.	Easy
16–21	Distracted — MOV is halved next round.	Easy
22		Moderate
23–24	Discouraging Wound — Loose next action or suffer multi-action penalty.	Moderate
25–26	Stinger — Get +2d penalty on next skill check.	Moderate
31–32	Bowled Over — Knocked prone and suffers 1 fatigue.	Moderate
33		Difficult
34–35	Hamstrung — Get +1d penalty to MOV until healed.	Difficult
36–41	Winded — Cannot actively spend fatique until healed.	Difficult
42–43	Compromised — Get +1d penalty on all skill checks until healed.	Difficult
44		Hard
45–46	At the Brink — Suffer 1 fatigue for each action until healed.	Hard
51–52	Crippled — Disabled limb, +2d penalty on all actions until healed.	Hard
53–54	Horrific Injury — A characteristic is lowered by one until healed.	Hard
55		Heroic
56–61	Bleeding Out — Suffer one Wound every round until healed.	Heroic
62–63	Dying — In a Coma, dead after B rounds unless healed.	Heroic
64–65	The End is Near — Will die at the end of the next round unless healed.	Heroic
66	Dead — Complete, obliterated death.	Epic

5 Magic

Magic, refers to the mystical and supernatural manipulation of energies and forces to produce desired effects or outcomes.

- **Spells —** Usually simple incantations and gestures that invoke magical effects.
- **Rituals —** Formal ceremonies to harness and channel magical energy.
- **Formulas –** Precise combinations of ingredients or substances for alchemy or artificing.
- **Innate Abilities —** Natural talents, powers or gifts individuals possess.

5.1 Power Sources

A magical power source refers to the fundamental energy or essence from which magical abilities and spells are derived and is the underlying force that enables individuals to tap into supernatural powers and manipulate reality in ways that go beyond the natural laws of the world.

5.1.1 The Arcane

Arcane magic draws its power from the fundamental forces and energies that permeate the world. It is often associated with knowledge, mysticism, and intellectual prowess. Arcane spellcasters study ancient tomes and practice intricate rituals to harness this power, allowing them to manipulate reality, cast spells, and create magical effects.

The Arcane is most strongest in the Astral Realm.

5.1.2 The Divine

Divine magic is derived from the power of deities or divine entities. It is connected to faith, spirituality, and the forces of good and evil. Divine spellcasters, such as clerics or paladins, channel this magic through their devotion, prayers, and divine connection. They often use their powers to heal, protect, or smite their enemies in the service of their chosen deity.

The Divine is most strongest on Holy/Consecrated Grounds and Celestial Realms.

5.1.3 The Primal

Primal magic draws its strength from the natural world and the raw forces of creation. It is closely tied to the elements, wilderness, and the spirits of nature. Druids and shamans are examples of primal spellcasters who tap into this magic. They can manipulate the elements, commune with animals, and shape-shift, harnessing the primal forces to bring about both destructive and nurturing effects.

The Primal is most strongest in the Feywyld Realm.

5.1.4 The Verse

Verse magic is a unique and esoteric power source that originates from the spoken word, rhythm, and language. It is a form of magical expression where incantations, poetry, or songs and cords as well as word of power are used to cast spells and shape reality. Skilled prctitioners use their voices and melodies to weave powerful enchantments, inspire others, or manipulate emotions.

5.1.5 The Runic

Runic magic is based on ancient symbols, glyphs as well as circles and pentagrams that hold inherent power. These magical symbols are often inscribed, drawn or etched on objects or cast into the environment to create specific effects. Runic magic is associated with craftsmanship, knowledge of ancient languages, and rune mastery. Runes can be used to enhance weapons, protect against malevolent forces, or unlock hidden knowledge.

5.1.6 The Elemental

Elemental magic is derived from the forces of the elemental planes, which represent the fundamental building blocks of existence: earth, air, fire, and water. Elemental spellcasters have the ability to manipulate and control these elemental forces. They can summon creatures, conjure storms, manipulate matter, or create devastating attacks using the powers of the elements.

The Elemental is most strongest in the corresponding Elemental Realms.

5.1.7 The Shadow

Shadow magic draws its power from the realm of darkness, secrets, and shadows. It is often associated with stealth, illusion, and manipulation. Shadow magic users can tap into the unseen world and manipulate shadows, create illusions, or drain life force. They are skilled at hiding in plain sight and casting spells that deceive or hinder their foes.

The Shadow is most strongest in the Shadowfell and Infernal Realm.

5.2 Traditions

5.2.1 Sorcery

Sorcery is a magical tradition that focuses on harnessing and manipulating raw magical energies. Sorcerers possess an innate connection to magic, allowing them to cast spells and manipulate mystical forces without relying heavily on formal training or extensive study. Their power comes from within, often fueled by their own life force or personal essence. Sorcery emphasizes intuition, instinct, and personal willpower, enabling sorcerers to shape and direct magical energy with relative ease.

5.2.2 Wizardry

Wizardry is a magical tradition rooted in extensive knowledge and study of arcane arts. Wizards devote themselves to the mastery of intricate spells, ancient tomes, and the understanding of magical theory. They often employ complex rituals and incantations to wield magic effectively. Wizards tend to possess a vast array of spells at their disposal and excel in academic pursuits related to magic. They often acquire their magical powers through rigorous education, apprenticeships, and the pursuit of arcane secrets.

- Abjuration

- Conjuration

- Deception

- Divination

- Evocation

- Transmutation

5.2.3 Artificing

Artificing is a magical tradition centered around the creation and manipulation of permanent magical artifacts and enchanted objects. Artificers are skilled craftsmen who infuse mundane items with magical properties. They combine their knowledge of arcane theory, alchemy, and craftsmanship to imbue objects with specific magical effects. Artificers often spend years honing their skills and experimenting with different materials and enchanting techniques. Their creations can range from magical weapons and protective amulets to enchanted tools and intricate mechanisms.

5.2.4 Enchanting

Enchanting is a magical tradition that focuses on imbuing objects with temporal magical properties and enhancing their inherent qualities. Enchanters can infuse items with spells, protective wards, or other mystical enhancements. They often possess a deep understanding of magical energies, symbolism, and the principles of object resonance. Enchanting requires the use of magical ingredients, rituals, and the mastery of intricate enchantment techniques. Enchanted items can possess extraordinary properties, such as granting enhanced abilities, providing protection, or holding magical reservoirs for future use.

5.2.5 Theurgy

Theurgy is a magical tradition that involves the practice of divine or celestial magic with a focus on establishing a connection with higher beings, such as deities or celestial entities, to channel divine energy and perform miraculous feats. They often engage in rituals, prayers, or acts of devotion to gain favor or guidance from these entities. Theurgy is closely tied to faith, spirituality, and religious beliefs. Theurgists can heal the wounded, banish dark forces, and invoke blessings upon themselves or others through their connection with the divine.

- Beneficium (Blessings)

- Maleficium (Curses)

- Officium (Rites)

- Communium (Asking)

- Supplicium (Manifest)

- Exorcism (Banishing)

- Convocarium (Calling)

- Vigilium (Warding)

5.2.6 Druidry

Druidry is a magical tradition deeply rooted in nature and the balance of the natural world. Druids draw their power from the primal forces of the earth, such as plants, animals, and the elements. They possess a profound connection with the natural world and often act as its protectors and guardians. Druids commune with spirits, tap into ley lines, and conduct rituals to maintain harmony and preserve the delicate ecosystems. They possess the ability to shape-shift, communicate with animals, and manipulate the forces of nature. Druidic magic emphasizes harmony, wisdom, and attunement to the cycles of life.

5.2.7 Elementalism

Elementalism is a magical tradition centered around the mastery of the elemental (and to a lesser degree) primal forces. Elementalists focus on manipulating and harnessing these energies to shape the world around them. They can summon and control beings, command the elements themselves, and create devastating attacks. Elementalists often have a deep understanding of the natural balance of the elements and their interactions, allowing them to bring harmony or chaos depending on their intentions.

- Aeromancy (Air)

- Hydromancy (Water)

- Pyromancy (Fire)

- Terramancy (Earth)

5.2.8 Necromancy

Necromancy is a dark and often forbidden magical tradition associated with death, spirits, and the manipulation of life force. Necromancers have the ability to communicate with and control the spirits of the deceased. They can raise the dead, extract knowledge from spectral entities, and wield curses or dark magic. Necromancy is often viewed with fear and mistrust due to its association with the macabre and the potential for corrupting the natural cycle of life and death.

5.2.9 Shamanism

Shamanism is a magical tradition deeply connected to the spiritual realm and the guidance of ancestral spirits. Shamans act as intermediaries between the mortal world and the spirit world, communing with spirits for healing, divination, and guidance. They often possess the ability to enter trance states or journey to the spirit realm. Shamanic magic is characterized by rituals, dances, and the use of totems or sacred objects. Shamans can heal ailments, divine the future, and call upon the power of the spirits to influence the physical world.

5.2.10 Adeptry

Adeptry (aka Reflexive magic) operates on the belief that the human psyche and instant can directly shape reality. It eliminates the need for external tools by allowing to craft and transform reality using the body as a tool. Practitioners project a part of themselves into an object, causing a change. It focuses on training the body to extend its capabilities, utilizing existing characteristics and abilities according to their will, bridging the gap between the mind and the physical world.

5.3 Magic Actions

5.3.1 Attack/Damage

- Base Difficulty: *as per Range*

- Damage: +3TN per 1d

- Area: +1TN per space, +2TN per hole space

- Duration: Instant, +3TN per Round (see below)

Just make a normal attack roll using your magic pool instead as per normal combat rules, the targets can opt using their normal Defense or Counterspell.

Area Effect — Area-effect magic can also manifest as devastating phenomena like windstorms or fiery explosions. These spells inflict damage comparable to a regular spell of the same power. Area-effect spells follow the mechanics of Blast attacks (refer to the combat rules).

Duration/Burning — Attack spells can be designed to have a lingering effect, inflicting damage over multiple rounds akin to the prolonged effects of poison or an unrelenting flame burning a foe. When the Duration is employed in this manner, the spellcaster casts and initiates the attack with the spell just once. If the spell successfully hits the target, it proceeds to deal damage for a number of rounds equal to the duration specified. Any damage that is not mitigated by protective measures continues to affect the target until the spell's duration expires.

Holy/Unholy (Divine) — When attacking a target that opposes the character's faith or deity, damage is doubled. (+5TN)

5.3.2 Barrier/Shield

- Base Difficulty: tbd.

- Power: +3TN per 1d/Magnitude

- Target: self or touch

- Duration: 1 round, +1TN per Round, +10TN for scene/encounter

The effect encompass a range of abilities, including auras, barriers, and wards.

Aura — Auras provide a protective energy that envelops an individual or item. The appearance of a Shield aura is distinct and recognizable. By default, auras are visible to normal senses unless an Illusion effect is employed to conceal them. Auras allow for the passage of air and light, enabling the caster to breathe and see. However, they do not provide protection against blinding lights or harmful gases. It's important to note that only one protective aura can be active at a time. If a second aura is cast on the same target, only the aura with the greater level of protection will remain in effect.

Under the protection of an Aura, the target becomes immune to the special effects of critical hits during combat as it creates an impenetrable barrier, preventing attacks from bypassing its defenses and targeting vulnerable spots effectively being rendered ineffective. However, non-damaging attacks such as grapples, disarms, and other maneuvers still have their usual impact if successfully executed.

- *Light Filter/Protection* — +5TN

- *Toxic Gas Filter/Protection* — +10TN

- *Full Environmental Enclosure* — +20TN, protected target wil suffocate unless alternate breathing source is provided.

Barriers — Barriers form a stationary shield of energy, shaped according to the caster's preference. The appearance of the barrier is unique, allowing them to manifest walls of ice, shields of arcane force, or swirling columns of wind, among other possibilities. Barriers remain stationary and cannot be moved once created. However, the spell caster can freely pass through the barrier, and they have the option to allow others to pass through as well.

Wards — Wards provide specific protection against certain threats or (non-damage) conditions, elemental effects, skills, diseases, magical modes, or specific creatures. Each ward offers a bonus to the defense of affecting the protected individual. Multiple wards of the same type cannot be used simultaneously, but different types of wards can be used together.

Reverse: Curse — Curses are the malicious counterparts of Wards, intended to make a being or item more vulnerable to harm. They are cast in the same manner as Wards but have the opposite effect. Instead of protection, Curses make

the target more susceptible, from the specified threat or malady and non-damaging Curses impose penalties.

5.3.3 Beguiling

- Base Difficulty: Easy
- Power: +3TN per 1d/Magnitude
- Range/Area: 1 target, +1TN per additional target
- Duration: 1 round, +1TN per Round, +10TN for scene/encounter

Beguiling magic controls thoughts and emotions. The practitioner can give a single command to the subject, such as "Halt," "Sleep," or "Tell me your name." The command is transmitted mentally and doesn't need to be spoken aloud. The subject will try their best to follow the instruction until the magic's duration ends.

Subjects cannot be ordered to do something against their nature or abilities. For example, they can't be commanded to fly.

Dangerous actions like attacking an enemy can be commanded, but extremely harmful or suicidal actions receive penalties (at the GM's discretion).

Changing Mental/Social — Effects provide a bonus of +1d per magnitude on related mental/social rolls.

5.3.4 Conjuration/Manifestation

- Base Difficulty: *per Range*
- Power: +3TN per 1d/Magnitude
- Duration: 1 round, +1TN per Round, +10TN for scene/encounter

Effects draw upon the pimordial essence to create non-living materials and objects. The practitioner needs familiarity with the desired object or material, although basic shapes require no special knowledge. Creating exact replicas or intricate pieces may incur a penalty, and the spellcaster might need the appropriate craft skill, as determined by the GM. When the Magic's duration ends, the manifested item disappears, unless it has been consumed or mixed with another substance. Manifested water can still quench thirst even after the Magic fades, and manifested metals mixed with others will remain alloyed after the spell's expiration.

Mass — Base weight 10kg, +1TN per 10kg.

Complexity

- Simple objects — (knives, cups) +2TN
- Complex objects — (furniture, door and frame) +5TN
- Simple device — (a water clock) +10TN
- Complex device — (a working automaton, a gear-driven timepiece, an automated Antikythera mechanism) +15TN
- Mundane materials — (rock, water, air, etc.) +0TN
- Dangerous material — (poison, acid) +10TN
- Precious materials — (gold, silver, emeralds) +10TN
- Magical materials — (Orichalcum, Quicksilver) +15TN

Reverse / Dematerialize — An effect can make objects temporarily disappear. This allows them to create openings in walls or cause an opponent's weapon to vanish from their grip. However, it's important to note that this effect cannot be used on living matter.

5.3.5 Deception/Obfuscation

- Base Difficulty: Easy
- Power: +3TN per 1d/Magnitude
- Features: +3TN per Sense/Feature/Detail
- Range/Area: 1 space, +3TN per range/size increment
- Duration: 1 round, +1TN per Round, +10TN for scene/encounter

this action enables the creation and detection of artificial sensory stimuli, including phantasmal images and illusory sounds. These illusions appear real but lack substance. A standard magnitude-1 effect can be perceived through a single sense, such as sight, without incorporating touch, smell, taste, or hearing. However, it does not possess motion capabilities.

Base Magnitude — The effect can reach the volume of a shout, the brightness of a torch, or the size of a humanoid.

Sensory Enhancement — Effects can be augmented by incorporating other sensory elements like sight, sound, taste, touch, and smell. These sensory enhancements are convincing but lack tangible substance.

Motion — Visual effects can be imbued with movement. The caster must be within the range of the effect and have the ability to sense it in order to control its motion. Alternatively, an effect can be tethered to an object or being, allowing it to move alongside the target. For instance, someone could wear an illusory cloak that appears to flutter in the wind.

Details — The base effect possesses a certain level of detail, but this enhancement takes it to another level. The effect can now exhibit a heightened level of vivid detail, allowing for the reproduction of intricate maps, the enhancement of perceived value and quality of an item, or the flawless replication of someone's facial features.

Invisibility — Using Deception, a target can become invisible. It requires mimicking the environment accurately. Stationary invisibility is 2 magnitudes. Moving invisibly adds 2 magnitudes. Each magnitude conceals two more people or a large creature.

Making Light — Effects can create light. A stationary light globe is 1 magnitude. Adding 1 magnitude allows it to move with the magician. Blinding enemies requires a ranged attack roll, with a penalty for targeting the eyes. TBD.

Phantasmal Visage — Effects provide a bonus of +1d per magnitude on related skill rolls.

5.3.6 Kinetic

- Base Difficulty: *per Range*
- Power: +3TN per 1d/Magnitude/
- Duration: 1 round, +1TN per Round, +10TN for scene/encounter

Magic that moves and manipulates objects and beings without physical contact. Full concentration is required to maintain levitation or manipulation. Other powers cannot be used simultaneously. Line of sight is necessary to initiate the effect. Magnitude 1 allows control of up to 50kg within range.

Holding and Lifting — The rating of a Kinetic effect is divided between holding and lifting the target. When lifting multiple objects, the total weight is considered. If an object falls out of range, it falls normally.

Distant Manipulations — Manipulations at a distance, such as pulling levers or slamming doors, follow the same rating rules. Skills or Attributes determine success or failure.

Grappling Attack — Using the effect, one can grapple an opponent from a distance. The magnitude acts as the value for breaking the grapple. While grappled, the target is immobile and choking an opponent requires successful grappling first.

5.3.7 Manipulate/Enchantment

- Base Difficulty: *see below*
- Power: *see below*
- Target: self or touch
- Duration: 1 round, +1TN per Round, +10TN for scene/encounter

The effect is used to modify the physical forms of objects and beings. The difficulty needed depends on the extent of the changes desired by the Magician. Minor cosmetic alterations can be achieved with low-level Magic, while higher-level effects can completely transform a form or change one creature into another. Manipulate is focused on physical alterations, and deals with modifying Attributes, abilities, and Skills in the following ways:

Minor Manipulation (TN 5) — Allows for the alteration of facial features in living beings or the form of small objects (up to the size of a small child). It also enables changing the scale of a living being by one level.

Significant Manipulation (Level 10) — Enables the transformation of one humanoid into another humanoid species. It can also produce unnatural alterations such as feathers or grass instead of hair. Additionally, it allows for changing the form and material of objects, as long as they are no larger than an average adult human.

Major Manipulation (Level 15) — Enables the transformation of one species into any other species. It can also convert a 5m x 5m section of any non-living object into a different substance, such as stone to metal, metal to wood, or soil to water.

Complete Alteration (Level 20) — Allows for the complete alteration of any living being in any imaginable way, such as transforming flesh into stone. It also grants the ability to change a 20m volume of any non-living material into any other substance, including living substances. This is the only means of magically creating life, barring divine intervention.

Increased/Decreased Skill Rating — +3TN per +1d/Magnitude

Increased/Decreased Attribute — +10TN per +1d/Magnitude

Alter Protection/Damage Rating — +3TN per +1d/Magnitude

- When beings are transformed into other species through manipulation, their Attributes and usable Skills remain unchanged unless the effect explicitly changes their scores.

- If the subject had sustained injuries prior to the transformation, those injuries will persist afterward.

- As a countermagic, Effects can restore objects or beings that have been affected back to their original forms.

5.3.8 Healing

- Base Difficulty: *see below*
- Power: +3TN per 1d/Magnitude
- Target: self or touch, +2TN per additional target

The effect repairs physical damage and heals injuries/illnesses on living creatures.

5.3.9 Hyperaesthesia

- Base Difficulty: *per Range*
- Power: +3TN per 1d/Magnitude
- Target: self or touch
- Duration: 1 round, +1TN per Round, +10TN for scene/encounter

The effect is employed to augment their own or others' abilities to perceive. It extends beyond the realms of sight, hearing, smell, and touch, encompassing the capacity to alternate forms of vision, enhance empathy and discern emotions or truthfulness in others.

Alternate Forms of Sense — The effect allows to eliminate penalties or heighten sensory input. +3TN per 1d/Magnitude.

Locate Object/Person — The effect allows to uncover the whereabouts of specific individuals, items, or creatures. +3TN per bonus dice.

Scrying — Effect is clairvoyance, enabling to peer into distant locations through magical vision. However, only the five basic senses can be employed while using clairvoyance. +1TN per Kilometer.

Reverse: Obscure — The reverse is to Obscure, which conceals objects, beings, and locations from both magical and mundane detection. It's important to note that effects do not render objects completely invisible, but rather make them go unnoticed. +3TN per 1d penalty dice.

5.3.10 Summoning

- Base Difficulty: *as per Size and Power*
- Power: +3TN per 1d/Magnitude
- Duration: 5 rounds, +5TN for scene/encounter, +10TN for day, +15TN for week, +20TN for month, +30TN for year

The effect enables spellcasters to bring powerful otherworldly beings, such as demons and spirits, to their location. It is a risky and unpredictable, particularly at higher power levels. The caster selects the type of creature to summon, within the limitations of their Order, and the spell's level determines the corresponding creature's level of power.

Successful Summoning spells bring the intended entity, bound by the spell's power, unable to harm the caster. They can answer up to three questions or perform a specified service. The summoned being's knowledge and capabilities determine the usefulness of their answers. When no corresponding statistics exist, the GM assigns game mechanics based on similar creatures.

Servitude — Summoned creatures serve the summoner for the spell's duration and then return to their realm. They can be imprisoned in enchanted items or vanish if not restrained.

Battle of Wills — Success binds creature to servitude, Partial Success allows resistance, Failure grants freedom, and Critical Failure may result in attack based on creature's disposition.

Reverse: Banishment — Effect of returning summoned creatures to their plane of existence. Banishment has a penalty equal to the creature's ability level. A caster can attempt Banishment on unsummonable entities with a +5TN penalty on the casting roll.

6 Healing and Recovery

6.1 Resting

Despite their heroism, adventurers cannot engage in exploration, social interaction, and combat every hour of the day. They require rest periods to sleep, eat, tend to their wounds, refresh their minds and spirits for spellcasting, and prepare themselves for further adventures. Adventurers have the option to take short rests during the day and a long rest at the end of the day.

6.1.1 Short Rest

During a short rest, which must be at least one hour long, a character engages in non-strenuous activities such as eating, drinking, reading, tending to their wounds, and keeping watch. It is a period of downtime where they can do nothing more physically demanding than those activities.

A character gains the following benfits from a short rest:

- regain Health based on TOU check (TX), if any.

- regain Fatigue based on a ST + PHY check (TZ), if any.

- regain Stress based on a WP + AW check (TY), if any.

- regain Doubt based on a CO + FEL check (TN), if any.

6.1.2 Long Rest

A long rest is an extended period of downtime that lasts at least 8 hours. During this time, a character can either sleep or engage in light activities such as reading, talking, eating, or standing watch for up to 2 hours. However, if the rest is disrupted by at least 1 hour of strenuous activity, such as walking, fighting, or casting spells, the characters must start the rest again to receive any benefits from it.

A character gains the following benfits from a long rest:

- regain Health based on TOU or PHY whichever is higher.

- regain all Fatigue.

- regain Stress based on DET.

- regain Doubt based on TRA.

6.2 Healing

- Natural Healing – The GM may require a rest period before recuperation, the Wound level determine how long the character needs to wait.

  - regain all Health, Fatigue, Stress, and Doubt in a week.

  - heal a *Critical Wound* in two Months if stabilized, some penalties may still apply.

  - heal a *Critical Wound* in one year if not stabilized, some penalties will apply.

- First Aid – can be done by administering first aid with bandages, salves, or other simple medical supplies.

  - stabilizes *Bleeding* with a successful Healing check.

  - stabilizes one *Critical Injury* with a successful Healing check.

  - stabilizes characters "*hovering on deaths door*" with a successful Healing check.

- Medical Care – the process of providing ongoing care and treatment for characters who have sustained injuries or other physical or mental conditions. One important aspect of medical care is the need for ongoing monitoring and follow-up. This may involve regular check-ins with a healer or medic, or the use of monitoring equipment. In some cases, characters may need to be hospitalized or placed in a medical facility for more intensive treatment and observation.

  - Add Healing skill to recovery checks during a short rest.

  - Additionally recover Health based on a Healing check during a long rest.

  - heal a *Critical Wound* in a Month, some penalties may still apply.

7 Equipment

Axes Bludgeons Blades Staves Shields

7.1 Medieval Hand Weapons

Weapon	Hands	Type	DMG	Comments
Awl/Icepick	1h		+2	
Axe, Large	1h		3d+1	Unwieldy
Ball and Chain	1h		2d	Unwieldy
Blackjack	1h		+2	
Bullwhip	1h		1d	Unwieldy
Club, nonspiked; large stick	1h		1d+1	Unwieldy
Club, spiked	1h		1d+1	Unwieldy
Rope, Hemp	2h		+2	
Hatchet	1h		1d+1	
Halberd	1h		3d	Unwieldy
Knife (large)/Dagger	1h		1d	
Mace	1h		1d+1	Unwieldy
Machete	1h		1d+2	
Morning star	1h		3d	
Quarterstaff	1h		1d+2	Point Blank
Rapier	1h		2d	Unwieldy
Sword, Short	1h		1d+2	
Sword, Arming	1h		2d	
Sword, Bastard	1/2h		2d+2	Unwieldy
Sword, Long	1/2h		3d	Unwieldy
Sword, War	2h		3d+2	Unwieldy
Sword, Great	2h		4d	Unwieldy
Trident	1/2h		2d+2	Unwieldy
War hammer	1/2h		3d	Unwieldy

7.2 Ranged Weapons

Weapon	DMG	R	C	M	L	X	Comments
Blowgun	1d+1	3	10	40	100	140	
Bow, Composite	3d+1	3	10	60	250	280	
Bow, Long	2d+2	3	10	100	250	300	
Bow, Short	1d+2	3	10	100	250	300	
Crossbow, Light	2d	3	10	100	200	250	
Crossbow, Heavy	2d+1	3	10	100	300	350	
Crossbow, Hand	1d+2	3	10	25	50	70	
Spear, metal tip	2d	3	5	25	40	65	Unwieldy
Spear, Wooden Tip	1d+1	3	5	25	40	65	
Throwing Dagger	1d	3	5	10	15	25	
Throwing Star	1d	3	5	10	15	25	

7.3 Oriental Style Hand Weapons

Weapon	Hands	Type	DMG	Comments
Brass Knuckles	1h		1d+1	
Tanto	1h		1d	
Wakizashi	1h		2d	
Katana	1/2h		3d	Unwieldy
Manrikigusari	1h		1d+2	
Nunchaku	1/2h		1d+2	Unwieldy
Rope, Silk cord	1h		+1	
Sai	1/2h		1d+1	
Tonfa	1h		1d+2	

8 Character Builds

8.1 Dario Anselmi, Human, Knight

9 Bestiary

9.1 Roles

- Artillery. A creature which does area damage from a distance, such as a grenadier or a ranged heavy construct.

- Brute. A creature focuses on raw melee power, smashing its foes to the ground, such as a great ferocious beast or a mighty construct.

- Expert. A creature whose focus is not combat, such as a medic, engineer, or pilot.

- Ninja. A fast, mobile melee creature, able to attack quickly and accurately and dance around its opponents.

- Skirmisher. A fast, mobile, ranged creature, weak in melee, but able to keep its distance and pick off its targets from afar. Many gun-toting bandits are skirmishers.

- Support. A creature which heals or buffs other creatures, or alters the battlefield; this could be a specialist support construct, or an adept commander.

- Trickster. A frustrating opponent such as a teleporter, or psychic foe, able to inflict a range of conditions.

Role	PHY	AGL	TOU	INT	AWA	DET	INF	FEL	TRA	SUP*
Artillery	3	5	3	6	5	5	5	2	5	5
Brute	6	3	6	3	3	5	3	2	5	3
Expert	3	5	3	5	6	5	5	3	5	6
Ninja	5	6	5	5	5	5	5	2	5	4
Skirmisher	3	5	3	6	5	3	5	2	5	4
Support	5	5	5	5	5	5	5	6	5	6
Trickster	3	5	3	6	6	5	6	3	5	8

Role	RE	ST	AL	WP	EM	CO	MOV		PER		INI	
Artillery	3	2	3	3	1	3	8	×.5	6	×1	8	×.75
Brute	3	3	2	3	1	3	9	×.5	5	×.5	6	×.5
Expert	3	2	3	3	2	3	8	×1	6	×.75	9	×.5
Ninja	3	3	3	3	1	3	11	×1.5	6	×.75	8	×1
Skirmisher	3	2	3	2	1	3	8	×1.5	6	×1	8	×.75
Support	3	3	3	3	3	3	10	×1	6	×.75	8	×.75
Trickster	3	2	3	3	2	3	8	×1.5	6	×1	9	×1

Role	DEF	Dodge	Parry	WD	RD	MD	SD	HTH	WATK	RATK	MATK
Artillery	3	8	6	2	4	3	2	4	+1	+4	+2
Brute	1	4	7	4	2	2	4	12	+3	+3	+2
Expert	2	7	5	2	3	4	2	4	+1*	-1*	+3
Ninja	2	8	7	4	3	2	3	7	+4	-2	+2
Skirmisher	3	8	6	2	4	3	3	4	+1	+4	+2
Support	2	7	7	3	3	4	3	7	+1	+1	+0
Trickster	3	8	6	2	3	4	2	4	+1	+1	+3

- WD – Weapon Defense Option

- RD – Ranged Defense Option

- MD – Mental Defense Option

- SD – Social Defense Option

- (*) – may be reversed.

9.2 Types

9.2.1 Common Types

- Aberrations are alien beings with innate magical abilities, including aboleths, beholders, mind flayers, and slaadi.

- Animals/Beasts are nonhumanoid creatures found in the fantasy ecology, ranging from ordinary animals to dinosaurs and giant versions of animals but not "Dire" types.

- Constructs are created and can be programmed or imbued with sentience.

- Dragons are ancient and powerful reptilian creatures, including true dragons and related species like wyverns and pseudodragons.

- Giants are large humanlike creatures, including hill giants, stone giants, and various types of giants.

- Goblinoids as numerous but far more savage and brutal, and almost uniformly evil, are the races of goblinoids (goblins, hobgoblins, and bugbears), orcs, gnolls, lizardfolk, and kobolds.

- Humanoids encompass civilized and savage peoples, including humans, dwarves, elves, halflings.

- Monstrosities are frightening creatures that defy categorization, often the result of magical experimentation or terrible curses.

  - Magical Beasts are similar to animals but can have Intelligence and knows at least one language, but can't necessarily speak). Magical Beasts usually have supernatural or extraordinary abilities, but are sometimes merely bizarre in appearance or habits.

  - Monstrous humanoids are similar to humanoids, but with monstrous or animalistic features. They often have magical abilities as well.

- Oozes are gelatinous creatures with ever-changing shapes, dwelling in caves and dungeons, such as black puddings and gelatinous cubes.

- Plants are ambulatory vegetable creatures, including shambling mounds, treants, and fungal creatures like gas spores and myconids.

- Undead are once-living creatures turned undead through necromantic magic or curses, including vampires, zombies, ghosts, and specters.

- Vermin are insects, arachnids, other arthropods, worms, and similar invertebrates.

9.2.2 Outsiders

- Celestials are native to the Upper Planes and often serve deities.

- Elementals are creatures from elemental planes, such as elemental masses and elemental-infused beings like genies.

- Fey are magical creatures tied to nature, dwelling in forests and the Feywild, including dryads, pixies, and satyrs.

- Fiends are wicked creatures from the Lower Planes, serving archdevils and demon princes, including demons, devils, and rakshasas.

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