

Credits of Creation and Special Thanks

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On the Cover

Created by Melvin P. J. Groenendijk.

A small ship amidst a wasteland and strange battlefield sailing towards a dimensional portal that is open, leading towards a new world filled of mystery and wonder.

The gate is guarded by an angelic and demonic figure.

The border is made of an obsidian black stone with runes and other worldly symbols.

ISBN: 978-90-903-6643-2

First printing: OCT. 2022

Edition 1. 3. 1.

Updated NOV. 2024

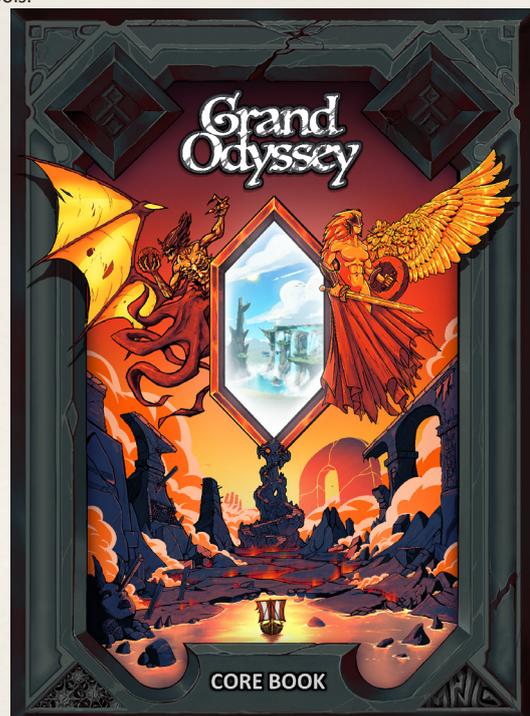




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Preface

Dec.16 2018 – A homebrew adventure of Dungeons and Dragons quickly formed into its own game. A group of four people quickly expanded to a group of ten, each giving feedback and ideas to better the game, creating the gamebook you're reading now.

That's how this new way of TTRPG (Table-Top Role-Playing Game) came to be.

As you explore the deepest secrets of this book, a new world will be revealed to you.

This collaborative game of make-believe will surely bring forth new and epic adventures.

Feel free to use and twist anything you find here for your own game, or use these tools to customize your TTRPG campaigns. The game is yours, now show the world who you are.

Jeffrey Seedrak –

Introduction

Grand Odyssey is a Storytelling Role Playing Game.

Like most TTRPGs, it's a game of make-believe and collaboration. One player takes on the role of the Game Master (**GM**). It is their role to tell a story and set the stage for the adventurers (the players). When an argument arises, the Game Master gives the final verdict. When no rules can be found, the Game Master will decide how to proceed.

Role-play example

Game-Master (**GM**)

The sun slowly sets on the horizon. As the sky is filled with red and orange from the last light of the day, you wander past the edge of a dense forest. A narrow brook exits the tree line and crosses your path. Small bushes filled with glistening purple and maroon berries catch your eye, and the sound of their rustling leaves fills the air.

Gildion (played by Chris)

"I would like to perceive if there is anything in the woods that might attack us."

Elisia (played by Jolanda)

"I want to see if these berries are edible."

While most games of make-believe let the imagination run wild, Grand Odyssey is still bound by the rules and the dice. Adventurers roll specific dice for specific goals, attacks, saves, talents or skills, to see if they can avoid danger or achieve a more favourable outcome.

Game-Master (**GM**)

"Okay, Gildion, make a perception skill check, And Elisia, make a nature skill check."

Gildion (played by Chris) rolls a **D20** (a twenty-sided die).

"I rolled a 14 for my perception check".

Elisia (played by Jolanda) rolls a **D20**.

"I rolled a 2 for my nature check".

Game-Master (**GM**)

Okay Gildion, as you peer through the forest, two large shapes lurk in the shadows of the trees.

And Elisia yes, they seem to be edible.

What will the adventurers do? Well, that's their story. Let's focus on making yours.

Core Rulebook explained

This book is divided into 12 parts.

As shown in the Table of Contents (Page 3).

Chapter 1: Gameplay Mechanics.

Chapter 2: Terminologie.

Chapter 3: Playable Species.

Chapter 4: Playable Classes.

Chapter 5: Character creation.

Chapter 6: Spells and magic.

Chapter 7: Deities.

Chapter 8: Tools, Items, and Skills.

Chapter 9: Traveling and downtime.

Chapter 10: Combat and Tactics.

Chapter 11: Monsters and Beasts.

Chapter 12: Game Master tools and tips.

Information found in chapters 3-8 can be used to quickly make a character. For one-shots, you can skip most of chapter 5.

Later editions will go into more detail and give adventurers more options.



How to start an Adventure

A game always starts with a Game Master. The **GM** should have a basic idea of what the adventure will contain and focus on. Examples of such considerations are the degree of role-play and combat. A few initial considerations are discussed below.

The setting

Primeval: during the stone ages (little to no technology and trade)
Medieval: the dark ages and early renaissance (little technology and trade)
Modern: current day and age (medium technology and trade)
Futuristic: advanced technology and sci-fi (advanced technology and trade)

The presence of magic

None
Low: limited variety of spells and low number of casters.
Medium: large variety of spells and an average number of casters.
Heavy: all spells and lots of casters.

The presence of deities

None
Low: limited selection of divine spells and a rare amount of Paladins, Priests and Warlocks.
Medium: large selection of divine spells and an average amount of Paladins, Priests and Warlocks.
Heavy: all divine spells and lots of Paladins, Priests and Warlocks.

After the basic preparations are complete, the **GM** gathers a group of players (adventurers) that will play the leading roles in the story.

The Player's adventurers guide is used by the players to make their characters and get quick information that they might need in their travels throughout the **GM's** world.

(TIP: Have at least one Grand Odyssey core rule book or Player's adventurers guide book at the table for your players during any game session.)
(When the **GM** and the players get together to play for the first time, they should start with a session 0.)

Session 0

A so-called session 0 is a preparatory session for the main campaign. In a session 0, the **GM** and the players discuss the setting that the **GM** wants to play in (page 5, How to start an adventure), as well as each player's dos and don'ts.

The players can discuss what they want to do in this fantasy game, and the **GM** can then tell the players if that will fit in the setting or alter their ideas to conform to it.

In a session 0, it is very important to ask your players what they are and are not okay with. An example of a consent list can be found on page #, Game master tools and tips

When all players and the **GM** are happy, the players can make their adventurers, who will play out the campaign.

The **GM** can help inform the players what species and classes are allowed and which do not exist. Of course, the **GM** can be flexible and allow all species and classes.

Example:

A non-magic setting cannot have a Caster class like the Summoner or the Warlock.

The **GM** can always make exceptions (it's the **GM's** setting and the **GM** can change how the world works to best suit it to the story, but also the players. It's important that all players are having fun, not just the **GM** or vice-versa).

When the setting is chosen, and the players have created their adventurers, it's up to the **GM** to create a campaign based on the information that they have gathered.

Example:

Chris wants to play a Dark Ælf that's on a quest for redemption and is slowly becoming a champion of the gods.

Jolanda wants to be a Half-Ælf that becomes a scholar and unlocks the world's secrets.

The **GM** decides to center the campaign around a powerful necromancer that has unlocked the ancient tomb of a hero. Legends has it that this hero was a vessel of the gods in the world's creation.

Small villages dotted around this unmarked tomb are being attacked. The adventurers are travelling through a village when it is attacked by a group of undead. It's up to the players to gather information on where this attack is coming from and if more villages are being attacked. The **GM** prepared a map, and the players are tasked with puzzling out where the undead are coming from.

On the map, villages that are closest to the tomb got attacked first and the last village to be attacked was the farthest away. If the players cannot figure this out, the **GM** has already prepared a hint that there might be a scholar in a city that can help them out. When they find this scholar and pay or help them, they can help the players and point out the area, which is likely to be the origin of the undead force.

At this point the players set out to confront the necromancer. Will they win and save the day, lose and be captured or will they be killed and join the undead horde?

Leveling up

When to level up?

As a **GM** you have control when your players level up. This can be after every (x) amount of sessions, or after every key moment (milestone) in the story. Whichever you choose stay consistent and clear so your players can look forward to it.

Be careful of rewarding your players by amounts of kills (**EXP**), this can and possible will result in murder hobo behavior (players that are likely to kill everything they interact with).

Chapter 1

Gameplay

Before we can create your character and play the game, we have to explain how the core mechanics work. We start with the basics. Afterwards, we will explain how to fill in your character sheet and how to use these mechanics in practice. You can find and download your character sheet for free on our website <http://Grandodyssey.sacredfiregames.com>

Tutorial videos are also available on the website.



Dice

Grand Odyssey uses a **D20** dice system. This need the following dice to fully play the game: **D4** (four-sided dice), **D6** (six-sided dice), **D8** (eight-sided dice) **D10** (ten-sided dice), **D12** (twelve-sided dice) and **D20** (twenty-sided dice), The **D60** and **D100** are optional. The **D100** can instead be represented by two **D10s**. The number rolled by a die is referred to as a Natural Number. Depending on the circumstance, you are often required to add certain modifiers to your roll. The result of this addition is called a Modified Number or dirty number. These terms are not commonly used here, but can help to communicate rolls between players in practice.

Ability score and modifiers

On the left side of your character sheet under abilities, you will find a column on the left-side named Abilities. These numbers represent your general aptitude with these Abilities, as well as a set of more specific skills corresponding to that Ability, which are found to its right. Each possible value for these Ability scores corresponds to a modifier (or **Mod.**). These modifiers are added to **D20** rolls made for their corresponding skills, and greatly affect the outcome of actions you may want to perform.

The correlation between Ability scores and modifiers is displayed in the table below:

Ability score	Modifier
0, 1	-5
2, 3	-4
4, 5	-3
6, 7	-2
8, 9	-1
10, 11	0
12, 13	+ 1
14, 15	+ 2
16, 17	+ 3
18, 19	+ 4
20, 21	+ 5
Etc.	Etc.

Your Ability scores cannot naturally exceed 20. Only items, Perks and spells can extend them beyond 20, to a maximum of 30.

When your character levels up, these modifiers also affect the amount by which certain stats increase. If a modifier changes at a later level, the change is retroactively applied to all previous levels, unless stated otherwise. In certain circumstances, only positive modifiers have an effect, and negative modifiers are instead treated as 0. This is denoted as **Mod. ≥ 0**

We will now briefly explain each Ability score in order of appearance on the character sheet:

Charisma (or **CHA**) represents your communication skills. A charismatic person will have an easier time deceiving, intimidating and persuading others to their cause.

Constitution (or **CON**) measures the development of your body. It affects your ability to resist certain physical effects, as well as the amount of health you have.

Dexterity (or **DEX**) represents how quick and nimble you are. The higher your **DEX Mod.**, the higher your ability to dodge incoming attacks, and the quicker you can react to incoming effects and combat (#). In addition, it also affects your overall movement speed (#).

Strength (or **STR**) is a measure of how strong and developed your muscles are. The higher your **STR Mod.**, the more physical damage you will deal (#), and the more gear you can carry (#).

Intelligence (or **INT**) measures how smart, studied or knowledgeable you are. The higher your **INT Mod.**, the more additional skills you gain that you are trained in (#). (can stack to gain proficiency in it.)

Wisdom (or **WIS**) is a representation of how wise and observant you are. In addition, your **WIS Mod.** affects your capacity to use spiritual and magical abilities (#).

Advantage and disadvantage

When you need to make a roll using a **D20** die, your **GM** or certain game mechanics may ask you to roll with advantage or disadvantage. When this happens, you do the following:

Advantage or (+#A)

Roll your **D20** die and add a **D4** for every advantage that you get.

Disadvantage or (+#DA)

Roll your **D20** die and subtract a **D4** for every disadvantage that you get.

In some situations, you may gain multiple advantages or disadvantages on one roll. In these cases, subtract the amount of disadvantages from the amount of advantages, and roll with what remains. For example, if you gain **+3A** and **+1DA** on a roll, you only gain (3-1=2) advantages. Thus, roll your **D20** +2 more **D4s**. The sum of these rolls is your Natural Number. If you have more disadvantages than advantages, the subtraction results in a negative number. Instead, roll with this many disadvantages. You can only stack up to 5 total advantages and 5 total disadvantages prior to the subtraction. You can also never roll more than 3 advantages (not disadvantages) at the end of the subtraction.

the amount of advantages or disadvantages you have, are noted under **A/DA**, before your skills and level of proficiency, and after your ability modifier.

Proficiency and skill modifiers

Your skills can be found in the column to the right of your Ability scores on the character sheet. Proficiency is a measure of your aptitude in these skills. Having some level of proficiency in a skill allows you to add an additional modifier to **D20** rolls made for the skill. The skills you are proficient in are determined by your Species, class and background.

There are three levels of proficiency, which are tracked by coloring in the round check boxes before each skill. The center mark means you are Trained, adding the middle circle means you are Proficient, and fully coloring the circle represents your an Expert.

The proficiency bonus (or **PB**) that each level of proficiency provides is based on your character's proficiency modifier. (located on the second row of your character sheet)

This modifier increases as your character's level increases.

At level 1, your proficiency modifier is +1. Leveling once to level 2 increases it to +2. Gaining 2 more levels adds another point, then gaining 3 more levels adds another etc. (see the table below)

At level 1 it starts at + 1

At level 2 it's + 2

At level 4 it's + 3

At level 7 it's + 4

At level 11 it's + 5

At level 16 it's + 6

ETC.

Your **PB** is then combined with your level of proficiency according to the rules below:

- **Trained**
Add half of your **PB** (rounded down, minimum of 1) to your Ability modifier.
- **Proficient**
Add your **PB** to your Ability modifier
- **Expert**
Add double your **PB** to your Ability modifier.

In addition to proficiency, skill points can be used to permanently increase any skill's modifier by 1 . They can be gained through perks, species, or class traits. Multiple skill points can be used on the same skill. The sum of your Ability **Mod.**, **PB** and invested skill points is your total skill modifier for that skill. On your character sheet, skill modifiers can be written down in the spaces next to each skill's proficiency marker.

Training skills

If you have no proficiency in a skill, and wish to gain it, you can ask your **GM** to train that skill.

To become Trained in a skill, you need to spend 5 days training for a minimum of 8 hours each day.

To become Proficient in a trained skill, you need to spent 30 days training for a minimum of 8 hours each day.

To become an Expert in a skill, you need to gain proficiency in that skill while already having proficiency in it. You cannot train for this, and must gain it by other means.

If you are Trained in a skill and add another level of Trained to it through other means than the training described above, you will gain Proficiency.

If you are Trained in a skill and then gain Proficiency in it, you are still only Proficient.

Skill checks

Using any skill requires a Main action (#)

When performing an action that requires some level of aptitude in a skill, you may be asked to perform a skill check. The **GM** decides on a Challenge Level (**CL**) for that check. This is the barrier that the player will have to exceed to perform the action according to plan. When the **GM** asks you to make a skill check, they will also ask what your level of proficiency and your skill modifier are for that skill. If you are not at least Trained in the skill, you gain **+1DA**. Your **GM** may give you a second disadvantage if you do not have the required skill level (**CL** -10, if the **CL** is 14, you need a minimum modifier of +4).

After the skill that you want to perform, you will have a modifier and a number, the modifier is the total sum that you will add to your **D20** roll (with or without any advantages or disadvantages). the number after it, is your passive number. this is the number you will use for a passive skill check. they can look as the following: +3 / 8

Example

You need to make an Acrobatics skill check to vault over a wall. The **CL** of this skill check is a 14. The **GM** asks if you are at least Trained in Acrobatics and what your Acrobatics Mod. is. You only have a +1 in Acrobatics and you are not Trained. Thus, you gain **+2DA** on this skill check: one for the lack of training, and a second for not meeting the minimum skill level of +4.

You roll a lucky 17 on your **D20**, add +1 for your modifier (18) and roll 2 **D4** disadvantages 18-(2+1), rolling a 15 on a **CL** 14 check. While your character has managed to stumble their way through this time, those who have trained their entire lives for this would have had a far easier time.

If the **GM** allows it, a player can also choose not to roll for a skill check, and to instead attempt to perform it casually. Casually lock-picking a door, while a mob of assassins charges towards you, may not be allowed. If you are allowed to perform the skill casually, add +5 to your total skill modifier (as if you rolled a 5 on your **D20**) unless stated otherwise.

Skills

When rolling a skill check (page 6, Ability score and modifier), your skill modifier is the sum of your **PB**, proficiency in that skill, your invested skill points, and the associated Ability score's modifier. Below is an intuitive breakdown of each skill, sorted by their corresponding Ability score.

CHA Mod. (Charisma):

Distraction:

Causing a scene or acting. Making sure your allies can move around unnoticed.

Deception:

Telling lies or hiding the truth.

Performance:

Performing an act, or playing out an event.

Persuasion:

Attempting to get your way in a truthful discussion.

CON Mod. (Constitution):

Fortitude (save):

Resisting physical effects (page #, Saving throws)

Stamina:

Resisting the physical toll of performing consecutive strenuous actions. When performing multiple tasks that cause stress on the body, the **GM** might ask for a stamina skill check. Failing will give you a point of Exhaustion (page #).

DEX Mod. (Dexterity):

Acrobatics:

Using your agile body to jump, flip or spin to reach a certain goal or task.

Sleight of hand:

Lockpicking, pickpocketing, performing a subtle act or removing something.

Stealth:

Remaining hidden in a location or passing by others unnoticed.

Harvesting:

Collecting herbs and plants that can one day save your life or that of others.

Reflex (save):

Using your quick reactions to move quickly out of danger. (page #, Saving throws)

Swimming:

Challenging the currents and pressures of all bodies of liquid. Also affects your movement speed when swimming (page #, Movement).

INT Mod. (Intelligence):

Arcana:

Understanding magical effects or items and ascertaining their nature.

History:

Remembering past events and understanding the histories of the world.

Knowledge:

Being up-to-date with the daily goings-on in the world around you.

Investigation:

Examining items or places, finding secrets or looking for clues.

Medicine:

Treating or examining wounds, injuries, or diseases the old-fashioned way.

Religion:

Understanding the Gods and Faiths of this world, as well as their practices and rituals.

STR Mod. (Strength):

Athletics:

Pushing your body and muscles to perform athletic feats through brute force.

Intimidation:

Creating fear in anyone you choose in an attempt to get your way.

(Can also use your **CHA Mod.** if you so choose).

Climbing:

Climbing walls and rock-faces. Also affects your movement speed when climbing (page #, Movement).

WIS Mod. (Wisdom):

Animal handling:

Persuading the wild beasts found on your path to do what you want.

Insight:

Detecting lies or ascertaining someone's true intentions or emotions.

Nature:

Understanding the natural world around you, as well as its inhabitants and ways.

Perception:

Looking around to find or notice something or someone in an area.

Survival:

Staying alive in the wild, tracking, securing ropes and other survival skills.

Willpower (save):

Protecting your mental state from being affected by others. (page #, Saving throws)

Professions

the remaining proficiencies of the character sheet use a different system of proficiency to the one discussed so far. Gaining proficiency in them has unique effects, and they only have 2 levels of proficiency: Trained and Mastery. These skills fall into the following categories:

Armor, Shields, Languages, Mounts, Tools, Vehicles and Weapons.

You gain proficiency in these through your class, background and upbringing.

Becoming Trained in professions can be done in the same ways as regular skills. To gain Mastery, you can do one of the following:

- Get an Ability or Perk that gives you Mastery.
- Being Trained in the skill and then spending a total of a one year training in it for 8 hours a day.

If you're making a check with one of these professions, and you are not proficient in them, you gain **+1DA**. Having proficiency in them gives the following benefits:

Armor

Wearing armor reduces your Dodge score. Proficiency in the relevant armor profession diminishes this reduction in Dodge as follows:

+1 on Trained, +2 on Mastery.

Language

Your ability to communicate and understand a language
When Trained, you are able to speak it and understand it when spoken. Mastery adds the ability to read and write the language.

Mount

You can take control and command of this Creature and do not need to make Animal Handling checks.

(You can work with and control it when trained, only making animal handling checks when needed.)

Shield

Increase in Armor Rating (**AR**) when wearing the corresponding type of shield:

+1 on Trained, +2 on Mastery.

Vehicle

You can take control and command of this vehicle.

(You can work on and control it when trained. only making knowledge checks when needed.)

Weapon

You gain advantages on all weapon attacks with that weapon type.

No disadvantage when using this weapon on Trained, **+1A** on Mastery.

Tool and supplies (#)

In some cases, you can be Trained or have Mastery in certain Professions to aid you in your quests or creating a unique piece or item.

When Trained, you add your **PB**.

With Mastery, you double the **PB** and gain **+2A**.

Saving throws

If offensive skills, effects or spells are used on a player, they may be asked to make a saving throw. There are 3 types of saving throws: Fortitude, Reflex and Willpower. These work similarly to regular skills with respect to modifiers. When a creature has to make a saving throw, they roll a **D20** and add the modifier of the corresponding skill. The **CL** of saving throws are either shown in the description of effects, or dependent on the stats of the attacker (called the attacker's **spell or skill saves CL**).

The set **CL** of an attacker's effects are calculated as the corresponding Ability score **Mod. + PB. + 10**. Here, the Ability score is one of the following:

CHA CL.s are used by effects emanating from inner power.

CON CL.s are used by effects from heritage.

INT CL.s are used by effects from powers of knowledge.

STR CL.s are used by effects from pure power.

WIS CL.s are used by effects from a higher power.

If a character is unaware of an effect before it hits, or if you are out of combat, the save is performed passively as described before (page 8, Skill checks), except the passive roll is increased to +10 for these saving throws. You cannot normally choose to perform a saving throw passively.

Power and Magicka

Similarly to other skills, Power and Magicka represent modifiers to certain rolls. They are a flat increase to the amount of damage you deal, assuming you hit a target. Power represents the increase in physical damage, and Magicka represents the increase in magical damage. Add their modifiers to the respective damage rolls to obtain your effective damage. (More info on page #, Damages and defenses)

Dodge and Armor

When getting into combat, Dodge and Armor indicate your ability to survive attacks. When an opponent rolls to attack you, your Dodge determines how high their roll must be to hit. (page #, Dodge). If they do manage to land a hit, your Armor Rating (**AR**) represents a flat decrease in the amount of damage you take (page #, Armor)

Hit Points

Your Hit Points are an indication of the sturdiness of your body and your current health. Envision your maximum amount of Hit Points as your character being in perfect health. If you are not in perfect health, your current Hit Points act as a fraction of that perfect health. The fewer Hit Points relative to your maximum, the more hurt you are.

When you drop to 0 Hit Points or below, You gain the **Dazed** status effect and fall **Prone**. (see page 140, **Damage and health**). Your maximum Hit Points are mainly determined by your Species, level and **CON Mod**.

Besides regular Hit Points, it is also possible to gain temporary Hit Points through certain spells and abilities. These are tracked separately on the character sheet and are depleted first, with excess damage transferring to your regular Hit Points. They are not affected by your normal maximum Hit Points and can thus be used as an extra buffer. Once depleted, they can only be regained through spells and abilities that specifically provide temporary Hit Points. When Unconscious, gaining temporary Hit Points does not awaken or stabilize you, but prevent an auto failed deathsave when damaged.

Spirit Points

Your Spirit Points are a representation of your current capacity to use certain spells, talents or skills. Using these abilities drains your Spirit Points in a similar fashion to Hit Points. If you drop to 0 Spirit Points, you are mentally drained and cannot use any abilities that cost Spirit, until you refill them. When you drop below 0 Spirit Points, you incur the Arcane Backlash condition. (More info on page #, Conditions)

Chapter 2

Terms

(Using)

() is used when explaining a subject or how an item is used as in the following example:
(One-Handed) Need one free hand to use.

[Optional]

[] is used to highlight possible uses of the item as in the following example:
[Effect] Can use its special effect on command.

{Mandatory}

{ } is used to show what is required for something to work as in the following example:
{Material} Consumes a feather when used.

<Proficiency or prerequisite>

< > is used to highlight what proficiencies are needed to use something. Some will have other meanings like in the following example:

<Heavy> Need to have a minimum **STR** score of 15 to use.
<Reach> Gain +1 meter (3ft.) on your melee attack range.

Actions

the amount of actions a creature can take on it's turn.
Quick action (**QA**), Main action (**MA**), Full action (**FA**), Reaction (**RA**).
Free actions can be done at the **GM**'s discretion.

Ambusher

gain an increase on Stealth skill checks

Ambush striker

When Undetected, gain +3**A** on the first attack roll.

(Ammunition)

The type of ammunition the weapon needs to use to work.

Amphibious

Can breathe in and out of water.

Anti-piercing Immunity

Ignore any piercing immunity or resistences.

Arcane

Magic created by those devote to magic, by studies and talent.

Armor piercing

Ignores **AR**, and deals 1 damage point to an armor piece on hit.

Armor rating (AR)

The reduction in damage taken through armor.

Banishment

When this creature dies, it disappears in a puff of smoke.

BBEO (Big Bad Evil One)

The main villain of your campaign or games.

Blind sense

You know the exact location of any creature in a certain radius, regardless of stealth and magical effects.

Bone Crusher

On a critical hit, the targets armor takes an additional -2 points, if the target wears no armor, it gains the shattered bones condition.

Burrowing

Moving around by digging underground (page #, Movement)

Campaign

A **GM** and players getting together over multiple sessions in a single consistent story and world.

Challenge Level (CL.)

The number to beat when rolling skill checks or saving throws.

Charisma (CHA)

The Ability score relating to a character's charm or personality.

Climbing

Moving around by climbing walls and rock-faces. (page #, Movement)

Components

Items, movements, or acts needed to cast and mantaing focus for a spell.

Combination attack

If this creature hits with two different melee attacks on the same target, it gains a free **FA** on the last hit creature.

Cone effects

Spells and effects that use a cone radius, starting from the source and moving in a straight line slowly widening. For every 3 spaces forward it widens 1 space on both sides, the sides are in a straight line towards the source point.

Conditions

Status effects, that might alter the creatures actions.

Constitution (CON)

The Ability score relating to the resilience of your physical body.

Copy-cat

This creature is capable of imitating skills and tactics that it has seen.
Quickly gaining the trained proficiency in these when they have seen it.

Danger Level (DL.)

The level of a creature that a party can encounter. This is further elaborated on with the following shorthand:

E (easy): three creatures can fight one character.

M (medium): can fight one on one with a character.

H (hard):, must have three characters fighting it.

D (deadly): the slightest mistake can result in Death.

Dark vision

Extend the range of dimlight by the darkvision modifier.

Devotion

A number that indicates how well you follow your deity.

Dexterity (DEX)

The Ability score relating to a character's reaction and nimble movements.

Divine

Magic granted to those devoted to their deity, by serving and following their tennents in it.

Draconic powers

When the dragon is conscious, all the **CL** of the dragon increase by +4.

Dodge

The set number a creature must meet or beat, to deal damage.

Dice (D4, D6, D8, D10, D12, D20)

The die with the corresponding amount of faces.

Echo location

a creature with echo location will have blind senses, as long as they can hear sounds, or sounds is reflected of what they try to see.

[Effect]

Weapons or items that have an additional skill or effect.

Familiar

These creatures can join into a pact with a caster, and grant them powers.

<Finesse>

Weapons that enable skills of classes like the Scoundrel.

Flying

Moving around through the air (page #, Movement).

Game master (GM)

The person in charge of the story. They act out NPCs, shape the world and make the rules for the campaign.

Game master playable character (GMPC.)

A stand-in for the Game Master in the game, who travels with the party and is fully controlled by the Game Master
only expert game masters should try to use this, since it's easy to give an unfair advantage to the GMPC compared to the rest of the party.

Gliding

The creature does not fall or take fall damage, if it used its flying speed in its last turn.

Grappler

When hitting with an attack, the target is grappled.

Grounded

Unable to jump or fly.

Heat blind

The property of a creature to see nothing but pure white when looking towards intense heat.

Heat vision

can see body heat and heat sources, negating invisibility and stealth.

<Heavy>

Weapons that are hard to hold and wield.

Hit Points (HP)

The amount of damage you can take before becoming Dazed and fall Prone.

Immune

The inability to be affected by an effect or damage type.

<Improvised>

Using an item or object as a weapon.
Roll a **D20** + your **DEX.** or **STR. Mod.** on hit, the **GM** determines the damage, unless stated otherwise.

Insulation

Advantage on Fortitude saves in cold and freezing climates.
Disadvantage on Fortitude saves in warm and hot climates.

Intelligence (INT)

The Ability score relating to a character's intellect.

Keen Senses (sight, smell, hearing)

the creature gains **+1A** or more, on skill checks using these senses.

Levitation

Floats in a space. Can't move without touching anything.

Life sense

If a lifeform is within 4 meters (13ft.) radius of the creature, it knows where it is, negating stealth and invisibility.

<Light>

Weapons that are easy to hold and wield and need little training.

Limb loss

On a critical hit, the targets loses a limb.

Loading Multiplier

The property of a weapon needing a **FA** of reloading to be able to work again after use. A multiplier in front of the term denotes how many **FA** are needed to reload the weapon.

Loot

Spoils or rewards, after an encounter or discovery.

Magicka

The minimum amount of damage that most spells will deal.

Main handed

Weapons that can be used in your dominant hand.

<Martial weapon>

Weapons that require skill and proper training to be use.

Modifier (Mod.)

The increase or decrease of a rolled number when making skill checks, saving throws or attacks.

Mimicry

can imitate any sounds the creature has heard.

Natural Camouflage

blending to the environment and gain a bonus on stealth skill checks when in its biome.

Nature

Magic granted to those devote to nature, by protecting and nurturing it.

Night Creature

This creature has a + 9 meters (30ft.) Dark Vision.

Non-playable Character (NPC)

Characters and creatures played by the **GM** with whom the players can interact.

Observant

+2 on perception skill checks

Off-handed

Weapons that can be used in your offhand.

One-handed

Weapons that can be wielded in one hand.

One Shot (Campaign)

A game intended to only have one or some low number of follow up sessions. This type of campaign focuses on a compact story and is mostly used as an introduction or try-out of the game.

Pack tactics

When an ally is within 1 meter (3ft.) of your target, you gain **+1A**.

Parry

When an enemy attacks you with a melee weapon, and you have a weapon with the parry reaction, you can roll the parry dice of your weapon to lower the to hit roll of your opponent to force a miss.

Passive skills

Using your skills without rolling for them. (page 8, Skill checks)

Perk

Skills, abilities, and powers, granted at first player level and after each set level in a class.

Powerful lungs

Can hold their breath for up to 1-hour.

<Reach>

Weapons that can attack creatures at a distance with a melee attack.

Retcon

To rewind time to a point so you can undo a mistake you or others made.

Restless dead

When a creature drops to 0 HP. It can roll a fortitude save of **CL** 10, on a success it gains 1 HP. And stands up with an additional body part falling off from it that it can attack with, until the main body is destroyed (arms and head).

Shape shift

can freely transform into a beast. Taking the stats of the beast. The beast **HP** will be added to the creatures as Temporary hit points. if the beast dies, it forms back to the creature with 1 HP.

Siege monster

When dealing damage to a structure or construct, you deal 2x the damage.

Silent movement

Move without any sound, and does not provoke an opportunity attack. this is negated by a creature with blind sense.

Slow descend

Immunity to fall damage.

Sonar

When underwater, you can Sense and communicate (if they also have Sonar) with creatures within 1Km (0.6 miles) from you.

Sticky

Sticks to surfaces that it touches.

Sticky feet

Can walk on any solid surface.

Strength (STR)

The Ability score relating to a character's physical strength.

Superior smell

+3A on skill checks based on scent.

Swimming

Moving around through liquids. (page #, Movement)

Throwing weapon

Weapons that can be thrown with effect.

Tremor sense

The ability to see through vibrations in the ground.

Two-handed

Weapons that can be wielded with two hands.

Undetected

When a creature has not been detected by another creature at all. No longer applies after being detected by the creature for the first time in that encounter.

Unnatural Strength.

These creatures can grapple other creatures 2 size categories larger than them.

Vampiric Life drain

When the vampiric creature deals damage with a bite attack on a grappled creature, in addition, it will do the following: 2 **D10** damage to their spirit and heal that amount.

Vampiric slave

When a vampiric creature kills a humanoid or goblinoid with a bite attack. That creature can rise from the grave as a Zombie unless stated otherwise. fully under the vampiric master's control.

Wisdom (WIS)

The Ability score relating to a character's understanding of things.

Size Chart

sizes	Maximum. radius	Maximum Height
Tiny	0.15 m. (0.5ft.)	30 cm. (1ft.)
Small	0.5 m. (1.5ft.)	1,5 meters (5ft.)
Medium	1 m. (3ft.)	2 meters (6ft.)
Large	2 m. (6ft.)	2,5 meters (8ft.)
Huge	3 m. (9ft.)	4 meters (12ft.)
Massive	4 m. (12ft.)	6 meters (18ft.)
Enormous	5 m. (15ft.)	8 meters (24ft.)
Colossal	6 m. (19ft.)	10 meters (33ft.)
Gargantuan	7 m. (23ft.)	15 meters (49ft.)
Titanic	Greater	Greater

Chapter 3

World Species and Sub-species

We will now be filling in your new character sheets. As of now it's an empty vessel for your soon-to-be personal character.

First, we need to find out what Species or sub-species you will be playing. The following list will give you a few commonly known races that are playable in most world settings. New Species will be released in future expansions.

Each species has its own benefits and downsides.

Each species has a description, basic behavior, common lore and a unique set of stats. Be sure to mark all relevant stats of the species you have selected on your character sheet.

*Note that you do NOT have to follow the species-typical behavior, these traits only indicate the norm of that species.

Human	14 and 15
Nature Ælf	16 and 17

Human

Description

Curious and adaptive, humans stand tall at 1,8 meters (6 ft.) on average, and 70 kg. (154lbs.) Just like the Höfling species, the Human species can mostly be found on the eastern continental shard of Erinfell, but over time they have expanded to almost every corner of Niverra. Their skin color can range from a deep black to brown, tan and pale with occasional light colorations within them. Their hair colors can be black, red, brown, blond, gray and white. In general, males grow facial hair such as beards, mustaches and sideburns in addition to the hair on their heads.

They have an average life-span of 90 years.

Their worship is mostly determined by their sub-species.

Behavior

Because of their lack of physical strength, the Human species needs to use its creativity and intuitive nature to get the edge on the other species. As a result, they've learned to quickly adapt on the battlefield or create things that other species have never seen before. Dwarven and Gnomish species quickly allied them with them, to perfect their new and wild creations and aid them in battle.

Common Lore

These creatures are one of the younger species on Niverra, first appearing at the start of the 6th era of arrival. Their appearance was fast and violent, and many species saw Humans as a divine punishment, as their appearance closely resembles the Gods. Only towards the end of the 7th era of the dragon wars did the Human species prove itself as an ally to the other species, and rapidly increased in population all across the Erinfell continent. Being as adaptive as the human species is, their worship is spread out through all the gods, and are at times more fanatic in their faith than the other species. When a new or evil cult is created, more often than not it has a Human at its helm.

Species Traits

<Medium> <Humanoid>

Hit Points at 1st level is 6 + **CON Mod.** ≥ 0

+1 **D6** + **CON Mod.** ≥ 0 every player level after,

Armor (AR) is +1 every player level,

Dodge is 11 + **DEX Mod.**,

Power is 1 + **STR. Mod.**

Magicka is 1 + **INT Mod.**

Spirit is 1 **D10** + **WIS Mod.** every player level.

Walking speed: is 8 meters (24ft.)

increase or decrease by 1 meter (3ft.) per positive or negative **DEX Mod.** (minimum of 1 meter (3ft.) walking speed)

Language's: Mastery of Common and Trained in a Language of choice

Abilities:

Proficiency in Fortitude and Stamina.

Sub-Species

Arabic

The humans that posted themselves in hot and desert regions are known as the Arabians or Arabic humans. The meaning of this word has been lost to time, but legends say it's a term of an old world. These humans are much darker in skin color and complexion than the other humans, and have great resistances against the heat of the sun and fire.

They often make a living through trades and services in all kinds of matters. Their great city of Alcharan is rife with slave trade of the Lunastrean species and any unowned Lunastrean is hunted down on sight.

They worship the builder or Arabic god's pantheon

Choosing this sub-species will give you the following:

Resistance to Fire damage and heat up to 55°C (131°F.)

+1 **CHA**, +1 **WIS**, -1 **STR**

Central

The term Central comes from the generalization of the Humans outside the hot and frozen regions. Another term for them is commoners, the namesake of the common language which has been spread throughout Erinfell.

These humans are the most adaptive in skills and survival and have a knack for learning almost anything with great speed.

They worship any god they desire.

Choosing this sub-species will give you the following:

+3 skill points that you can freely place on any or one skill.

+1 **WIS**, +1 **CHA**

Nordic

These humans are much larger and bulkier than the rest of their species, as they survive the harsh and cold climate of the regions they inhabit. They are called Nordic humans because of their strong faith in the Nordic pantheon.

Legends say that the All-father blesses every child in a Nordic household.

Their adherence to close-knit communities makes for a racist worldview. They do not trust other species, with a particular hatred for orcs.

The Nordic people of Higher Rock hold a deep grudge against the Artirium king for still allowing the Orcish warband to claim the harvest and their children, without taking up arms against them.

Choosing this sub-species will give you the following:

Resistance to Frost damage and cold up to -35°C (-31°F.)

+1 **STR**, +1 **CON**, -1 **CHA**

Half Ælf

During the 7th era of the dragon war year 993, an alliance was made between many of the species. The human empire, along with their Dwarven, Gnomish and Höfling allies, made pacts with the Nature Ælves, Goliaths and Fir-Bolg's to fight off the dragon invasion. Amidst the chaos, Orcish and High Ælves war bands raided villages of the human empire to cripple their foes. They enslaved many of the humans and brought them back to Ælfbrumn. During the next 60 years, the High Ælves learned that mating with humans produces a half breed that grows up at the same rate as humans, but has similar abilities to those of the Ælves. The High Ælven council gave the order to produce as many of the Half breed as possible in the next 500 years.

Half Ælves live up to 500 to 600 years.

They worship the Nordic and Celtic pantheon.

Choosing this sub-species will give you the following:

You are Trained in Ælvish and may choose up to 5 additional skills to be trained in.

You may choose to exchange your Mastery of Common for a Mastery of Ælvish, leaving you Trained in Common.

+1 **WIS**, +1 **CHA**, -1 **CON**

Half Orc

First appearing in the 8th era of calm in the Orcish enslavement camps, the Half Orcs were first born by brutal interactions with the Human slave women and girls, though later reports contradict this, as Human females have a tendency to favor the larger and more muscular Orcs over Human males.

They worship the gods of warfare and nature

Choosing this sub-species will give you the following:

Wild rush: You have the Adrenaline Rush perk and are Trained in Orcish. You can choose to exchange your Mastery of Common for a Mastery of Orcish, leaving you Trained in Common.

+1 **CON**, +1 **STR**, -1 **WIS**

Nature Ælf

Description

A Nature Ælf can be recognized by their bond with their inherited biome. A Desert Ælf, for example, is generally more tan, and dresses with fabrics like linen. In contrast, Snow Ælves are often very pale (nearly white) and chubbier in their physique. However, their physique and appearance does not change once they enter a new biome. A Nature Ælf is born as a specific sub-species and stays that way. On average they are 6,5 ft. or 2 meters tall and age to 700 to 1000 years.

Behavior

These Nomadic creatures are described as the kind Ælf, as they feel a need to prove their worth and help nature and creatures in need. These creatures are closely tied to nature and will care for it. They are usually perceived as kind and helpful. They react and respond to situations in their own way, similar to how nature does its own thing. They go with the flow and do what they perceive to be the best option for them or their people.

Common Lore

In the 4th era in the year of 13523, the Æilíem"drüm were in rapid decline, due to the constant torment of the gods and creatures of the Anchor Realm, who blame them for their misfortune. Some of the Æilíem"drüm fled throughout the world, adopted new forms, and abandoned most of their old ways for a chance of survival. This was the birth of the first known elves, also known as the Nature Ælves. Their existence was rough and hard at first, but through hard work and dedication, other species came to accept them as their form and demeanor changed. Their first major achievement came in the 4th era in the year 15480, when some of them moved to the Fey Realm and made an alliance with the Gnomes. Here, they helped to build their first great city of Suvemirva. (Meaning "little blessing" in Ælvish, as a token of respect to the Gnomes)

Species Traits

<Medium> <Humanoid> <Sidhe>

Hit Points at 1st level is 6 + **CON Mod.** ≥ 0
+1 **D6** + **CON Mod.** ≥ 0 every player level after,

Armor (AR) is + 1 every player level,

Dodge is 13 + **DEX Mod.**,

Power is 3 + **STR. Mod.**

Magicka is 6 + **INT. Mod.**

Spirit is 1 **D8** + **WIS Mod.** Every player levels.

Walking speed: is 11 meters (33ft.)

increase or decrease by 1 meter (3ft.) per positive or negative **DEX Mod.** (minimum of 1 meter (3ft.) walking speed)

Language's: Trained in Common, Elvish and Syl'darnya, Mastery in one of the three.

Abilities:

Proficiency in Acrobatics and Fortitude.

Sub-Species

Desert Elf

These dark-skinned Ælves are masters of the sand. They can survive effortlessly in these harsh and dry environments.

Choosing this sub-species will give you the following:

Knowledge of the weather and safe locations within the desert.

Immunity to effects of rough terrain in the desert

Resistance to Fire damage and heat up to 70°C (158°F.)

+1 CON, +1 WIS, -1 DEX

Forest Elf

These light brown skinned Ælves make their homes in forests and jungles.

They are one of the few non-nomadic Nature Ælves. They usually make their homes near portals to the Fey wild, which is what makes their tree homes so large and lively compared to normal trees.

Choosing this sub-species will give you the following:

Knowledge of the weather and safe locations within forests and jungles.

Immunity to effects of rough terrain in the forest or jungles

+1 DEX, +1 WIS, -1 INT

Mountain Elf

These gray skinned Ælves are expert climbers and are more muscular than other Ælves.

Choosing this sub-species will give you the following:

Knowledge of the weather and safe locations on the mountains.

Immunity to effects of rough terrain in the mountains.

You have Proficiency in climbing.

+1 STR., +1 CON, -1 CHA

Sea Elf

Masters of the sea, these Ælves make excellent sailors and captains.

Choosing this sub-species will give you the following:

Knowledge of the weather and safe locations on the seas and oceans.

Immunity to effects of rough terrain on the sea or oceans.

You have Proficiency in Swimming and all water vehicles.

+1 DEX, +1 CON, -1 CHA.

Snow Elf

These pale Ælves are known as the frozen angels, as they save all creatures trapped or struggling in the harsh and cold climates.

Choosing this sub-species will give you the following:

Knowledge of the weather and safe locations within the tundra.

Immunity to cold and effects of rough terrain in the snow.

Resistance to Frost damage.

+1 CON, +1 WIS, -1 DEX

Volcano Elf

These black and ash gray Ælves are some of the bravest creatures in the world, as they make their homes in one of the most hostile locations: an active volcano.

Choosing this sub-species will give you the following:

Knowledge of the weather and safe locations near volcanos.

Immunity to effects of rough terrain on a volcano.

+1A on fear effect saves, immunity to Fire damage and heat (with the exception of lava and magma).

+1 DEX, +1 CON, -1 INT

Chapter 4

Combat classes

In this chapter, we will discuss the skills and abilities of each class, and use them to further fill out your character sheet.

Priest20 -21
Warrior22 - 25

Priest

Priests are dedicated representatives of their deity.
A good Priest devotes their life and time to spreading the word and following the teachings of their deity.
They are praised by many commoners for the miracles that they bring (depending on the deity).

When you become a Priest on your first level, you gain the following:
+2 Willpower skill, holy symbol or relic of your deity, Novice priest robes, and a scapular bearing the symbol of your deity.

When you gain your first level in Priest, you gain the following:
Proficiency in Religion, History, Willpower, and Spellcasting.

For every level you gain in this class you get the following:
+15 SP, and a choice of +1 in Religion, Medicine or Magicka.

1st level

Worshiper of the Divine

Choose one deity to follow. You gain 15 points of devotion and their benefits at subsequent levels (page #, Deities).

Spellcasting <Divine> (full caster)

Choose the number of Divine spells equal to the sum of your Priest level + **WIS Mod.** ≥ 1 + **PB**.
You may only choose **Grade 1** <Divine > spells.
(After at least 1 hour of rest, you may switch out spells that you have learned with this class).

Healing caster

Casting a spell of the Restoration school, now only costs half as many SP.

Ritual caster <Divine>

You can now cast all <Divine> spells with the <Ritual> tag, even if you have not chosen them on your list. This means that the casting time increases by 10 minutes per spell Grade, but you do not lose SP to do so.

Holy symbol

When a spell that you can cast needs a material component, which is not consumed by the spell and does not have a price value, you may instead use your holy symbol as a substitute for the material components.

2nd level

Channel Divinity

You start to tap into the power of your deity.
You gain your deity's Channel Divinity ability.
Each ability is charted to the power and domain of the deity, and has a unique effect (page #, Deities).
You can use your Channel Divinity the amount of times equal to your **PB** every day.

3rd level

Divine powers

Your devotion to your deity did not go unnoticed.
You gain a greater boon from your deity (page #, Deities).

Greater Spellcasting <Divine> (Grade 2)

Your devotion grants your greater powers of the divine arts, you can now add and cast <Divine> spells up to **Grade 2**.

4th level

Improvement

Choose a Perk.

5th level

Greater Spellcasting <Divine> (Grade 3)

Your devotion grants your greater powers of the divine arts, you can now add and cast <Divine> spells up to **Grade 3**.

6th level

Divine powers improvement

You gain the next set of abilities from your chosen deity.

7th level

Greater Spellcasting <Divine> (Grade 4)

Your devotion grants your greater powers of the divine arts, you can now add and cast <Divine> spells up to **Grade 4**.

8th level

Improvement

Choose a Perk.

9th level

Divine powers improvement

You gain the next set of abilities from your chosen deity.

Greater Spellcasting <Divine> (Grade 5)

Your devotion grants your greater powers of the divine arts, you can now add and cast <Divine> spells up to **Grade 5**.

10th level

Divine Intervention

As a Full Action (FA), you may try and call upon your deity for aid. Roll a **D100**. If you roll below your passive religion skill, you summon your deity in their full glory to aid you as much as they can. This only lasts for one round of combat or one effect, after which it returns back to its plane.

If you succeed, you can not use this skill for 30 days and gain one point of Exhaustion .
(Niverra lore, This cannot be use during the veiling and solitude).

11th level

Greater Spellcasting <Divine> (Grade 6)

Your devotion grants your greater powers of the divine arts, you can now add and cast <Divine> spells up to **Grade 5**.

12th level

Improvement

Choose a Perk.

13th level

Greater Spellcasting <Divine> (Grade 7)

Your devotion grants your greater powers of the divine arts, you can now add and cast <Divine> spells up to **Grade 7**.

14th level

Divine powers improvement

You gain the next set of abilities from your chosen deity.

15th level

Greater Spellcasting <Divine> (Grade 8)

Your devotion grants your greater powers of the divine arts, you can now add and cast <Divine> spells up to **Grade 8**.

16th level

Improvement

Choose a Perk.

17th level

Greater Spellcasting <Divine> (Grade 9)

Your devotion grants your greater powers of the divine arts, you can now add and cast <Divine> spells up to **Grade 9**.

18th level

Prayer of Devotion

You chant a small prayer in name of your deity and gain your deity's prayer of devotion (page #, Deities).

Deities blessed

Your **WIS Mod.** used for your Religion skill is now doubled.

19th level

Divine powers improvement

You gain the next set of abilities from your chosen deity.

Grand Divine Caster

Your devotion grants your greater powers of the divine arts, you can now add and cast <Divine> spells up to **Grade 10**.

20th level

Absolute Devotion

You are a beacon of pure devotion to your deity and are now known as their true instrument. You gain your deity's Absolute Devotion power.

Warrior

Skilled in the deadly dance of the blade, or masters with the bow.

These fighters are feared for their tactics and adaptability on the battlefield.

With a Warrior on your side, you will always have a blade beside you or a bow to cover you.

When you become a Warrior on your first level, you gain the following:

+2 Reflex skill, gambeson, arming sword, longbow, and a quiver with 20 arrows.

When you gain your first level in Warrior, you gain the following: Proficiency in Athletics, Stamina and Reflex skill, Trained in all Armors, Shields and Weapons, and Dual-wielding.

For every level you gain in this class you get the following:

- +1 Hit Point
- +1 Spirit Point
- and a choice of +1 skill point or +1 Power.

1st level

Adaptable

You can use a Quick action (**QA**) to switch weapons.

Weapon specialist

You may choose one weapon group and gain a +2 on all your attack and damage rolls with that weapon type.

(Example: Polearm's, Daggers, swords, bows, etc.)

Armor specialist

You may choose one armor type and gain a +1 **AR** on that armor type (Light, Medium, or Heavy).

Combat tactics

Warriors can use their inner spirit to improve their combat strikes.

You can now use your Main Action (**MA**) to do any of the following:

Defensive flurry (cost 6 SP)

When making a weapon attack, you deal half the total damage, but any attack on you gains +1**DA** until the start of your next turn.

Lunge attack (Cost 4 SP)

You increase your thrust attack range by 1 meter (3ft.) without moving. Increases by an additional 1 meter (3ft.) for every size category larger than large).

Spin attack (Cost, 10 SP)

Any creature in your melee attack range must make a Reflex save against your **STR. skill save** to jump out of your reach, or take your weapons swing attack damage.

2nd level

Taking action

On your turn, you can push yourself to gain the following: +1 additional **MA.**, +3 meters (9ft.) movement., +1 additional reaction until the start of your next turn. (You can use this ability once per combat).

3rd level

Martial Combat Style

Your aptitude with your weapons has started to develop further and you can now pick a Martial combat style (page 46 and 47).

4th level

Improvement

Choose a Perk.

5th level

Enhanced strength

Gain +1 Power.

Swift action

You now have a total of 3 **MA** per turn. (This doesn't stack with other multi-actions).

Weapon expert

Your chosen weapon group from **Weapon specialist** gains +1 damage die for every additional 5 levels in the Warrior class.

6th level

Sub class improvement

You gain the next skills in your chosen sub class.

7th level

Warrior's limit

You gain an additional reaction.

8th level

Improvement

Choose a Perk.

9th level

Sub class improvement

You gain the next skills in your chosen sub class.

10th level

Warrior's spirit

When you're interacting with someone of a lower level than you, they gain +1DA on all talent skill checks.

11th level

Super soldier strength

Gain +1 Power.

Swift action improvement

You now have a total of 4 MA per turn.
(This doesn't stack with other multi-actions).

12th level

Improvement

Choose a Perk.

13th level

Tricky combatant

When a creature attacks you with advantage, you can use your reaction to negate 1A roll.

14th level

Sub class improvement

You gain the next skills in your chosen sub class.

15th level

Weapon master

You may choose two more weapons of your **weapon specialist**. These weapons also gain the benefits of **Weapon expert**. You cannot stack multiple specialties on the same weapon group.

16th level

Improvement

Choose a Perk.

17th level

Precision striker

When landing a critical hit on an opponent wielding a weapon, they are disarmed of at least one of their weapons.

18th level

Reactive fighter

You now have a total of 2 reactions, 5 MA and gain +1 Power.
(This doesn't stack with other multi-actions).

19th level

Sub class improvement

You gain the next skills in your chosen sub class.

20th Level

Limit Breaker

At the end of your turn, you may choose to gain an additional turn.
You gain a point of Exhaustion after using this ability.

The Battle Mage

3rd Level

Spell Sword

Gain +20 SP.

Gain Proficiency in spellcasting. (quarter caster)

You can cast **Grade 1** <Arcane> spells. (minimum of 1)

You can pick the number of <Arcane> spells equal to your level in the warrior class, adding another for every subsequent level in Warrior.

Each Warrior level counts as a spellcaster level.

(You cannot switch out spells that you have learned).

Spells that you cast can ignore spell ability type for the attack and saving throws. You may instead use your **DEX or STR spell attack or save** for these purposes.

Weapon focus

When a spell requires a material to cast, it can use your weapon of your **weapon specialist** list as a medium instead (as long as the spell does not consume a material or component that has value).

6th Level

Improved Spell Sword

{Spell Sword}

Gain +20 SP.

Your knowledge of spells has increased. You can now add <Arcane> spells up to **Grade 2** to your spell list.

9th Level

Knight Spell Sword

{Spell Sword}

Gain +20 SP.

Your knowledge of spells has increased. You can now add <Arcane> spells up to **Grade 3** to your spell list.

14th Level

Champion Spell Sword

{Spell Sword}

Gain +20 SP.

Your knowledge of spells has increased. You can now add <Arcane> spells up to **Grade 4** to your spell list.

19th Level

Master Spell Sword

Gain +50 SP.

Your knowledge of spells has increased. You can now add <Arcane> spells up to **Grade 5** to your spell list.

The Blade Master

3rd Level

Skilled fighter

Gain +20 Spirit Points

All your Combat tactics abilities now cost half as much SP.

When making a melee attack, you may add one of the following:

- **Reading your opponent** (5 SP). You gain +1A to your attack roll.
- **Taunting your opponent** (5 SP) Make a Distraction skill check against a opponent that you can see, they must make a contested Insight skill check. On a failure, they are forced to attack you at least once in their next turn.

6th Level

Skilled attack

When you hit with a melee attack, you may add one of the following:

- **Trip attack** (5 SP). Your target needs to make a Fortitude save against your **STR skill save.** or fall **Prone.**
- **Power strike** (5 SP). Your target needs to make a Fortitude save against your **STR skill save.** or be pushed back 1 meter (3ft.) per **STR Mod.**
- **Staggering strike** (10 SP). Your target needs to make a Fortitude save, against your **STR skill save.** or gain +1DA on all of its attacks until the end of its next turn.

9th Level

Blade master strike

When making a melee weapon attack with your weapon of your **weapon specialist** list, you deal an additional **D4** damage on the attack.

14th Level

Improved Blade master strike

{Blade master Strike}

Your blade master damage increase to an additional **D8.** (This added on the previous blade master strike skills).

19th Level

True Blade master strike

{Improved Blade master Strike}

Your Blade master damage increase to an additional **D12.** (This added on the previous blade master strike skills).

The Executioner

3rd Level

Painful wound

When rolling maximum damage on one of your weapon damage dice, the target of the attack gains the Bleeding Condition.
Only one of the Executioner's wound effects can trigger per attack.

Bloodlust

When a creature that you attack has the Bleeding condition, you may roll with **+1A** or reroll any damage die with once.

6th Level

Crippling wound

When rolling maximum damage on one of your weapon damage dice, and your opponent is below 75% of their maximum Hit Points, you deal a deep cut to your opponent, making them lose **1 MA** until the end of their next turn.
Only one of the Executioner's wound effects can trigger per attack.

9th Level

Lethal wound

When rolling maximum damage on one of your weapon damage dice, and your opponent is below 50% of their maximum Hit Points, you cut off one of the limbs that they use to attack. (not the head unless it has multiple)
Only one of the Executioner's wound effects can trigger per attack.

Blood frenzy

When a creature that you attack has the Bleeding condition, you gain one damage die of the weapon you use.

14th Level

Fatal wound

{Painful wound, Crippling wound and Lethal wound}
When rolling maximum damage on one of your weapon damage dice, and your opponent is below 25% of their maximum Hit Points, all previous wound effects are triggered.

Explosive dice

When rolling maximum damage on one of your weapon damage dice, you may roll those dices again, and add the newly rolled number as if they were extra damage die.

19th Level

Execution

When rolling maximum damage on one of your weapon damage dice, and your opponent is below 20% of their maximum Hit Points, you may choose to instantly decapitate the creature.

Chapter 5

Character Creation

Players can join the game and become adventurers in the world of Niverra, but players need to first create a character to play and explore this new world.

Characters are comprised of a few building blocks, starting with those from the previous chapters:

- Your character's species (page 14 - 23)
- Your starting class (page 26 - 53)

When you have made these choices, you can proceed to the more mechanical part of your character: rolling the stats.

Each character has its 6 main ability scores (page #).

These are constitution (**CON**), charisma (**CHA**), dexterity (**DEX**), intelligence (**INT**), strength (**STR**), and wisdom (**WIS**)

Roll 5 **D4** six times, summing the numbers on each set of **D4s**.

When you have your 6 numbers, you may choose to either keep them, or choose to discard them and take the standard array of numbers for your character.

The standard array is:

16, 14, 12, 11, 10, 8.

If you are not satisfied with either of these options, you may risk it all and roll again, but you are forced to take the resulting rolls. You can add the chosen numbers to the left-most column on your character sheet. If you don't know which ability scores are important for your character, consult the suggestions below:

Class	Main stat	Secondary stat	Useful stat
Mage	INT.	WIS.	CHA.
Paladin	CHA.	CON.	STR.
Priest	WIS.	DEX.	INT.
Ranger	WIS.	DEX.	CON.
Warlock	CHA.	WIS.	DEX.
Warrior	DEX.	CON.	STR.

In character creation, your ability scores cannot naturally be above 20, regardless of bonuses gained through the sub species.

After determining your ability scores, you can apply to them your chosen Species and class to find your Dodge, natural **AR**, Power, Magicka and skill modifiers. We can now also roll for your maximum Hit Points and maximum Spirit Points:

Rolling HP and SP

The dice that you roll to calculate your maximum **HP** depend on your character's species, and you can find your character's **HP** die type in the Species stats in chapter 3. At first level, you gain the maximum possible roll for your die to your **HP** + your **CON Mod. ≥ 0**. Any level after first is rolled normally as well as adding your **CON Mod. ≥ 0**.

This is then added to the sum of your rolls to attain your final maximum Hit Points. Certain classes can give you further bonuses on your **HP**.

For Example:

You start at level 5 and you have to roll a **D8** for HP, with a +3 **CON Mod**. The first level roll will always be maxed, so we roll 4 **D8** + 3 **HP** per level. We roll as follows:

$$8 + (2 + 2 + 3 + 4) + (3 \times 5) = 8 + 11 + 15 = 34 \text{ HP.}$$

Maximum **SP** is rolled in a similar manner to **HP**, except that the first level is also rolled, instead of taking the highest number and instead of your **CON Mod**. you add your **WIS Mod**. for each character level.

Your character is more than just a Species and class. You can now give your character a unique history and upbringing, giving them more depth in-game than just a mindless killer.

The following choices are provided to give you a sense of where you want your character to come from. Each choice has benefits and downsides. It's up to you what you like to play with, or think fits your character the most.

Upbringing

The Aristocrat Upbringing:

Aristocrats are only just to sleep in a comfortable, sheltered environment with a bed or bedroll and need four meals a day. Resting or spending the day without these gives you 1 point of Exhaustion and you only regain half your Hit and Spirit dice (page #).

You start your character with an additional 5 **D10** Silver Coins (S.C.), and gain Proficiency in 2 skills and Training in 1 mount of choice.

The Working class Upbringing:

A working class citizen can rest anywhere that does not have an immediate threat or danger nearby, they only need to have a simple form of shelter with a bed or bedroll and three meals a day.

Resting or spending the day without these gives you 1 point of Exhaustion and you only regain half your Hit and Spirit dice.

You start your character with 1 **D8** S.C. and gain Proficiency in 2 skills.

The Beggar Upbringing:

A lowly beggar can rest in any location without issue, and only needs one meal every two days. Resting without these gives you 1 point of Exhaustion.

You start your character with 2 **D4** Copper coins (C.C.) and gain Proficiency in 1 skill.

When gaining a point of exhaustion in any manner, will not be removed when resting for 8 hours, unless they had the amount of food they need for that day.

Additionally, for example, **NPC** aristocrats may look down on a beggar player character, and **NPC** beggars may not trust an aristocratic player character.

Background

Now that you have your upbringing, you can select a background that ties into it.

Each background gives unique abilities and possibilities to enrich your character and their history.

To aid players, each background has rollable options, but this is only an optional tool. You can make them up yourself, or simply choose one of the examples.

Abandoned

Description

Some time ago you were abandoned by your family, clan, organization, or tribe. This has left a mark on you as a person.

Skill Proficiency: Deception and Persuasion.

Trained profession: 1 of choice.

Additional gear: Common clothing

Passive skills: Coming from nothing you always know how to pay less or get something for free. When haggling, you gain **+1A** on your skill checks.

- You gain **+1 CON**.

D4 reasons why you have this background.

1. I was left behind after I made a grievous mistake, resulting in the death of another.
2. My abnormalities makes me repulsive to others.
3. My parents left me alone in the streets.
4. I was framed for a crime I didn't commit, and my family disowned me to protect their reputation.

D4 personality trait.

1. I enjoy being alone and sneak off for moments of silence.
2. I find solace in the company of animals and often seek out the companionship of stray creatures.
3. I've developed a sharp sense of humor to mask my pain, and I'm known for witty remarks in difficult situations.
4. I try to impress people who stay with me even if it's for a short while.

D4 ideals.

1. I've been independent for as long as I can remember and I'd like that to remain that way.
2. I despise the people who put me in this situation, and I'm willing to do anything to make them hurt.
3. I can help others who suffered my fate and am always willing to share what I have with them.
4. I believe in redemption and strive to prove to others that I am worthy of trust and companionship.

D4 connections.

1. An urchin/beggar that showed you the city and the ways of surviving.
2. A mentor who found me in a moment of despair, offering guidance and teaching me valuable life skills.
3. Some nobles that felt bad for me, who gave me clothing and food on occasion.
4. A traveler that passed through my hometown, who sparked my interest in the wider world.

D4 flaws.

1. I've been on my own for as long as I can remember, I don't need others.
2. I struggle to trust others and often push away those who genuinely want to help me.
3. The thrill of stealing persists, and I occasionally resort to theft even when unnecessary.
4. I hold a deep-seated resentment towards privileged individuals and struggle to hide my disdain.

Earthling

Description

By some magical means you were transported to this world and fell hundreds of feet down from the sky in a blazing ball of fire, your impact scarring the ground with a crater but walking away without a scratch. You have deep knowledge of the real world and quickly figure out this is the setting of one of your favorite games, with this knowledge you explore the world.

Skill Proficiency: Perception and 1 of your choice.

Trained profession: 1 of your choice.

Additional gear: Clothing from your world and time, making you stand out in many ways. Your worlds coins that are exotic coins and are unknown to citizens of this world (you can trade them for the starting money of your chosen upbringing).

Passive skills: Gain **+1A** on Persuasion skill checks to creatures that find you exotic (determined by your **GM**).

- Gain **+1** in an ability score of your choice.

D4 reasons why you have this background.

1. I am an expert in TTRPG and have been chosen by an unknown force.
2. The gods of this world are messing with me making me think I am important, but I am not.
3. Evil reigns the land and can't be stopped by normal means. That's where I come in.
4. I wished that I would be whisked away to a fantasy world, and now here I am. Is this really what I wanted?

D4 personal trait

1. Happy go lucky, not a care in the world.
2. Paranoid, I can't trust anyone in this world.
3. Overthinker, my modern mind set will give me an edge, right?
4. Delusional, this is all but a dream, nothing is real.

D4 ideals

1. I want to be the greatest in my field, and want to prove it to anyone that has similar training.
2. I messed up my old life too much, now I want to set things right.
3. Whoever I must face, I will prevail.
4. I don't know many people here, so my allies are my friends and family.

D6 connections

1. A wizard saw me fall from the sky and protected me from the dangers. They taught you the ways of the world.
2. I landed in a sacred grove and the spirits of nature helped me survive.
3. I wandered into the nearest city and was picked up by an underground gang. I have since become a part of them.
4. Starved and dying, an adventuring band found me and helped me back to my feet.
5. I sold my old coins and/or clothing for a hefty sum, and am now known by many aristocrats who want to know and get more.
6. Lost and hopeless, I found my way to a temple or monastery that helped me back on my feet.

D4 flaws

1. I failed to adapt to this world and am desperate to find something that reminds me of home.
2. Having come from a more modern world, I view the ways of this world and its people as archaic.
3. I am obsessively amazed by magic and must know all there is to it no matter the situation.
4. Though I speak the common tongue, my dialect is different and it makes me stumble my words often.

Backstory

After selecting your upbringing and background, it is now time to flesh out your character's specific backstory. Below is a list of questions any adventurer may ask themselves to truly know where their character came from. Ask your **GM** for locations or tips if this is a homebrew world.

- What is your character's name? (Birth name, street name, nick name, stage name, etc.).
- How old is your character?
- What gender is your character born as, and what does your character identify as?
- How tall is your character?
- What is your character's weight and/or body size?
- What is their skin color?
- What are their facial features?
- What is their hair type, length and color?
- Do they have facial hair?
- What is their eye color and shape?
- What does their voice sound like?
- What are their most distinguishable features?
- Do they have scars, tattoos or birthmarks, what do they look like and where are they located?
- Do they have a meaning in life?
- Are they left-handed or right-handed?
- What clothing do they wear?
- Do they wear jewelry or accessories?
- Do they wear make-up?
- What is their greatest fear?
- What makes them happy?
- What is their favorite meal or drink?
- Do they have a quirk and what is it?
- Where did they come from? (Country, continent, city, village or area.)
- What is your character's renown? (Relationship with kingdoms, cities, ports or gangs).
- What is your character's greatest talent?
- What is your character's favorite pastime activity?
- What are things your character does not want to do?
- Who are their parents, what do they do, and are they alive?
- Were they raised by their parents?
- Do they have siblings, who are they, how old are they, and are they alive?
- Do they have more family members that are important to them?
- How is their relationship with their family?
- When was the last time they talked to their family?
- What is their family's moral standing with others in fame or admiration?
- Did their family move from somewhere?
- How was their childhood?
- Do they have friends, who are they, how old are they, are they still alive, and when was the last time your character talked to them?
- Do they have a love interest, who is it, how old are they, and are they still alive?
- Who do they trust the most that is still alive?
- Who do they trust the least?
- Do they have a role-model, and who is it?
- Do they have a daily routine?
- What did your character do before they started their journey?
- What is the reason your character is going on a journey?

Personality

Now that you have a greater understanding of your character, we can see what their personality is. Many people will describe themselves as good or evil, but this is only true from their perspective, a collective view, or based on a decision of a standard.

This means being considered good by one group can make you evil to another.

Thus, to better describe yourself, Ask yourself the following about your character:

How are they around people?

Are they an Introvert (**I**) (they like to be by themselves). Or an Extrovert (**E**) (they like to be among others).

How do they perceive and take in information?

Do they think by Sensing (**S**) (seeing and examining). Or by Intuition (**N**) (trusting and dreaming).

How do they make decisions?

Are they Thinking (**T**) (rationally reexamining). Or are they Feeling (**F**) (trusting their gut and going with the flow)

How do they prefer to live?

Are they Judging (**J**) (living by rules deadlines and guidelines) Or are they perceiving (**P**) (living by options, flexibly and spontaneously).

Flaws/Goals

The next thing that you can add to your character is their flaws and Goals, things they want to achieve and things they truly struggle with.

- What is a bad habit they have?
- How do they handle stress?
- What is unacceptable for your character?
- What is your character's goal in life before they start their journey?
- What is your character's goal now it's on a journey?

Allies/Rivals

Next, we will make characters that are tied to yours, other than family. These characters can be used by your **GM** in the game to help or antagonize you and your party.

- Do they have a mentor, who are they, and are they still alive?
- Do they have a trusted contact from an organization, what is their name, and from what organization?
- Do they have a rival, who are they, and how old are they?
- Do they have an arch nemesis or antagonist, who are they and why are they like that?

Languages

When you have created your character so far, you will have Mastery in at least 1 language and most likely Training in another.

When Trained in a language, you can speak and understand the language.
When you have Mastery in a language, you can speak, read, write and understand the language perfectly.

In Niverra there are the following languages.

- **Avion** Spoken by the Aviron Species and creatures from the Realm of Air.
- **Common** Spoken by most Species.
- **Draconic** Spoken by the Dragon Species.
- **Dwarfish** Spoken by the Dwarven Species.
- **Ælvish** Spoken by the Ælven Species.
- **Ændrüm** An old near forgotten Pre-Ælven tongue.
- **Gigantongue** Spoken by the Giants Species.
- **Gnomish** Spoken by the Gnomish Species.
- **Höfling** Spoken by the Höfling Species.
- **Lunaria** Spoken by the Lunastrean Species and creatures from the Lunar worlds.
- **Orcish** Spoken by the Orc Species.
- **Sign language** A silent language.*
- **Under-common** Spoken by the Goblinoid species.

* Trained means you can use combat signals, Mastery means you have a full understanding of the silent sign language.

The Outer Realms have the following languages, which are rare in the Anchor realm:

- Abyssal** Spoken by creatures from the Abyss.
- Auriel** Spoken by creatures from the Realm of Air.
- Aquarion** Spoken by creatures from the Realm of Water.
- Celestial** Spoken by creatures from the Divine Plains.
- Common** Spoken by creatures from Niverra
- Demonic** Spoken by the demons.
- Devilish** Spoken by the devils.
- Fiendish** Spoken by the fiends.
- Infernal** Spoken by creatures from the Realm of Fire.
- Primordial** Spoken by the Elementals.
- Syldarnya** Spoken by the Sídh.
- Terrarion** Spoken by creatures from the Realm of Stone.

Birthday

Giving your character a Birthday is optional, you could also just choose a Birth Sign and leave it at that. If your **GM** track the days of time, you and your party could celebrate your characters Birthday or have special events with it.

In the realm of Niverra, each year has 366 days, and is divided into thirteen months of 29 to 30 days, with the exception of the 13th month, which only has 12 days.

Each month has its own name, and they are the following:

- Heamlec** (1st month/29 days),
- Shenlam** (2nd month/30 days),
- Quordo** (3rd month/29 days),
- Kore** (4th month/30 days),
- Phato** (5th month/29 days),
- Thendor** (6th month/30 days),
- Emstir** (7th month/29 days),
- Spera** (8th month/30 days),
- Ardes** (9th month/29 days),
- Nethes** (10th month/30 days),
- Exia** (11th month/29 days),
- Khalte** (12th month/30 days),
- Sindra** (13th month/12 days)

Days are tracked in sets of ten, with each set being called a **tenday**. Each day of the tenday has its own name, and they are the following:

- Sunday
- Moonday
- Tyrsday
- Wodensday
- Thurdersday
- Friggsday
- Starday
- Realmsday
- Soulsday
- Restday

Each day has twenty-four hours of sixty minutes each.

Each day is divided into four components, which are the following:

- 00:00 to 05:59 Midnight Time (MNT)
- 06:00 to 11:59 Morning Time (MT)
- 12:00 to 17:59 Midday Time (MDT)
- 18:00 to 23:59 Evening Time (ET)

Birth Sign

When a character is born in the realm of Niverra, they gain a passive ability depending on the month they are born in. Creatures born under these signs have the following characteristics and skills:

1st month Heamlec the Wave

They're calm and adaptive.

- You gain a +1 to your Dodge.

2nd month Shenlam the Flower

They're creative and joyful.

- You become Trained in three Professions.

3rd month Quordo the Bird

They mostly have freedom on their mind.

- You gain +1A when attempting to break free out of a Grapple and Restrained condition.

4th month Kore the Maiden

Those born under this sign are sweet and caring.

- You gain Proficiency in Persuasion or Expertise if you already have Proficiency in this.

5th month Phato the Flame

They are born with passion and do not do anything halfheartedly. Their emotions are always at 100%.

You gain +1A against the Charmed condition.

6th month Thendor the Beast

They are violent in nature and easy to anger.

- You gain Proficiency in Intimidation or Expertise if you are already Proficient in this.

7th month Emstir the Lord

These creatures are naturally better than others in their abilities.

- You may increase any ability score by +1.

8th month Spera the Shield

Their protective nature pushes them to help others in need.

- You can switch places with a creature that is being attacked and take damage, that is within 1 meter (3ft.) from you. This ignores your AR, but does not cost your Reaction.



9th month Ardes the Void

These unlucky creatures are followed by misfortune.

- When rolling a Natural 1 on *any* die, you take 1 point of damage (ignoring any reductions, the GM chooses how the damage is taken), but you also gain the ability to re-roll one rolled die once in a subsequent roll. Rolling multiple Natural 1s in 1 set of rolls (rolling 4 D6 damage, for example), gives you a pool of rerolls equal the amount of 1s rolled. Rolling a Natural 1 again before exhausting this pool (without using this ability to re-roll it) will replace your current reroll pool with the new amount. Rerolling a Natural 1 does not negate the damage taken.

10th month Nethes the Bright Star

They are hopeful even in the darkest of moments.

- You gain a +2 on Initiative and Persuasion

11th month Exia the Blade

These brave warriors are almost born with their weapons.

- You may choose one weapon type that will be your fate weapon. (Example: long swords, short bows, heavy crossbows, etc.)
- You gain a +1 on all attack rolls made with that weapon.

12th month Khalte the Golem

They are determined and sturdy.

- When rolling for your maximum HP on level up, you can replace your roll with 1 + half of the maximum possible roll. (If your HP die is a D6, you will always be able to replace your roll with $(6/2) + 1 = 4$)

13th Sindra month the Crystal

Their honest nature makes it hard for them to lie.

- +2DA on Deception,
- +5 on Persuasion.



Chapter 6

Magic

What are spells

When you choose a class that gives you a Spellcasting proficiency, you only gain that proficiency in one of the following magic-types, as indicated by the tag behind it: <Arcane>, <Nature> or <Divine>

<Arcane> casters learn their spells through dedication to their studies. They can switch out the spells that they can cast through the scrolls and tomes that they find and by levelling up in an <arcane> caster class.

<Nature> casters learn their magical capabilities from nature itself. Their connection with the elements allows them to ask them for help and aid.

<Divine> casters learn their spells by dedication in their faith and beliefs. Every time they take a rest, they can switch out all of their spells.

Each spell can have one or more of the following components: Concentration {C}, Material {M}, Ritual {R}, Somatic {S} and Verbal {V}.

Concentration means that the spell has a lasting or built up effect that requires you to focus on it. You can only concentrate on one effect with this component at a time.

Material means that casting the spell requires a specific item. Some spells even consume the item, meaning you might have to find more materials to cast it again. This tag is mostly found on <Arcane and Divine> spells.

Ritual means that the spell can be cast using a Ritual, adding an additional 10 minutes to the spell's casting time for each spell Grade that the spell has. While casting a spell as a Ritual, you are concentrating {C} on the spell. Additionally, you cannot cast any other spells while performing a Ritual. Casting a spell as a Ritual does not cost any SP. You can choose to extend the casting time beyond the required time at will, using or canceling it whenever desirable. These spells can only be cast by a caster with the **Ritual Caster** ability.

Somatic means that a specific movement of hands and/or body needs to be made in order to cast the spell. This cannot normally be done if your hands are bound or if you are wearing medium or heavy armor. This tag is mostly found on <Arcane and Nature> spells

Verbal means that there is an incantation that needs to be spoken in order to cast the spell. It cannot be whispered. This tag is mostly found on <Arcane and Divine> spells.

To calculate the power of certain spells, you might be asked for your **spellcaster level**. This is calculated as the sum of your character's levels in all classes that provide **spellcasting** proficiency. If a specific type of spellcaster is specified (<divine, arcane, nature>), only classes that provide that specific type of spellcasting are included in the sum.

Schools of Magic

Spells are divided into schools of magic; they include the following:

Abjuration, Apporation, Conjunction, Destruction, Divination, Divinity, Evocation, Illusion, Mentalization, Necromancy, Restoration and Transmutation.

- Abjuration spells are used to protect you and your allies.
- Apporation spells concern the art of teleportation.
- Conjunction spells allow you to summon objects and creatures through space and reality.
- Destruction spells call upon the forces of nature to destroy anything in your path.
- Divination spells allow you to open your third eye and see what is otherwise unseen.
- Divinity magic taps into the powers of the gods as they grants them to you.
- Enchantments are used to imbue objects with magical effects.
- Evocation spells allow you to summon magical, primarily non-destructive effects
- Illusion spells trick the senses into perceiving whatever you desire them to.
- Mentalization spells are used to bend minds to your will.
- Necromancy spells grants influence over the deceased. a practice severely frowned upon.
- Restoration spells provide healing and restore that which has been damaged or broken.
- Transmutation spells are used to transition matter between its different types and states.

Types of casters

There are three types of casters: full casters, half casters and quarter casters.

Full casters have the largest spell list and gain a new grade of spells every odd-numbered level of their caster class.

Half casters have a medium-sized spell list and gain a new grade of spells after every third caster class level past 1st level.

Quarter casters have the smallest spell list of the casters and gain a new grade of spells after every fourth caster class level past 1st level.

What is spirit?

Every creature has spiritual energy in them. This energy can be tapped and called upon to create magical or powerful effects. When a spell or ability states that it can be cast at will, this means that the cost is 0 **SP** to cast or use it.

Your Spirit Points are a representation of your current capacity to use certain spells, talents or skills. Using these abilities drains your Spirit Points in a similar fashion to Hit Points. If you drop to 0 Spirit Points, you are mentally drained and cannot use any abilities that cost Spirit, until you refill them. When you drop below 0 Spirit Points, you incur the Arcane Backlash condition. (More info on page #, Conditions)

How can one cast a spell?

You can only pick a spell if it has the right spell-type tag corresponding to your class (<Arcane, Divine, Nature>), and you have the required caster level (see your chosen caster class). Casting a spell requires one of the following: Reaction, Quick Action (**QA**), Main Action (**MA**) or Full Action (**FA**).

Each spell description states which of these is required to cast it. Lastly, each spell costs a certain amount of spirit to cast. Lacking the required amount risks an Arcane Backlash (see page #).

Spell attacks

Some spells ask for a spell attack roll.

Roll a **D20** and add the corresponding Ability score **Mod. + PB**.

The Ability score is one of the following:

- **CHA** is used by effects by spells of ambitions and power.
- **INT** is used by effects by spells of influential effects.
- **WIS** is used by effects by spells of universal power.

Spell saves

Some spells also ask for the target to make saving throws. Unless another effect is stated, critically failing on these saves doubles the damage dealt specified by a normal failure.

Spell range types

Spells often target more than a single creature, and may instead cover a larger area. These are described in terms of different shapes and casting ranges, which are listed below.

Self: Can only cast on the caster themselves

Touch: Any creature within the caster's melee range (may also target yourself).

Sight: Any creature or area that the caster can see.

Line: All objects or creatures on a direct line between the caster and some other point of your choice within the spell range.

Cone: A triangular shape starting from caster, expanding 1 space. on both sides for every 3 spaces. distance from the caster (any creatures on the edge of the area of effect, gains +2A on the save needed to make for the spell).

Cube: A perfect cubic space with the described radius.

Radius: a circle of specified radius centered on a chosen point

Sphere: A sphere with the specified radius centered on a chosen point.

Aura: a sphere with the specified radius centered on the caster

Cylinder: Similar to radius, except extended with a fixed height. The cylinder may be rotated if specified.

The size of the area is always expressed as a radius in meters and ft., even with cubes. Spells that can target by touch or any creature in the caster's radius, may also target the caster themselves.

Spell upgrade

Some spells have an associated spell of a higher Grade. This is called a spell upgrade, denoted by the * at the start of the description of the higher Grade spell. You may only add the higher Grade spell if the lower Grade spell is in your spell list.

Some spell upgrades have spell requirements that belong to a specific magic type (<Arcane> (<A>), <Nature> (<N>) or <Divine> (<D>)) while the upgraded spell can be obtained through other types as well. In this case, only casters of the magic type to which the lower Grade spell belongs must have it.

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Blade warding
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Grade 3

Bond of Destiny
Dirt Wall
Elemental Ward
Warding of Poison, Venom and Disease

Grade 4

Protection from Energy
Spell Reflect
Spell Weakness
Unshackle

Grade 6

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Grade 7

Elemental Protection

Grade 10

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Grade 1

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Grade 4

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Grade 5

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Globe of Acid
Shocking Grasp
Acid Spray
Arcane Missile
Burning Hands
Chromatic Power
Freezing Hands
Ice Dagger
Ice Blade
Inflict Disease
Inflict Wounds
Witch Bolt

Grade 3

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Flaming Sword
Frozen Grasp
Icy Assault

Grade 4

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Grade 5

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Tidal Wave

Grade 6

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Grade 7

Rain of Fire
Sun Beam
Tsunami

Grade 8

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Grade 9

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Grade 1

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Grade 2

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Detect Magic
Identify

Grade 3

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Grade 7

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Grade 7

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Grade 2

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Grade 8

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Grade 10

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Grade 1

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Grade 6

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Grade 7

Nature's Wrath
Petrification
Mastery of Earth

Grade 9

True Polymorph

Chapter 7

Deities

In the world of Niverra there exist a large number of divine influences. Below is a list of panthea that can be worshipped throughout your world or setting.

* Terra meaning our real world religions, Niverra the religions followed only in the setting of Niverra.

Pantheon	Origin
Abrahamic	Terra
African Pantheon	Terra
Armenian Pantheon	Terra
Native American Pantheon	Terra
Aztec Pantheon	Terra
Buddhist Pantheon	Terra
Berber Pantheon	Terra
Canaanite Pantheon	Terra
Celtic Pantheon	Terra
Chinese Pantheon	Terra
Draconic Pantheon	Niverra
Dwarven Pantheon	Niverra
Egyptian pantheon	Terra
Ælven Pantheon	Niverra
Germanic Pantheon	Terra
Greek Pantheon	Terra
Guanche Pantheon	Terra
Hindu Pantheon	Terra
Incan Pantheon	Terra
Irish Pantheon	Terra
Jain pantheon	Terra
Japanese Pantheon	Terra
Lunastrean Pantheon	Niverra
Maya Pantheon	Terra
Mesopotamian Pantheon	Terra
Native American Pantheon	Terra
Niverra Pantheon	Niverra
Norse Pantheon	Terra
Orcish Pantheon	Niverra
Rigvedic Pantheon	Terra
Roman Pantheon	Terra
Slavic Pantheon	Terra
Sumerian Pantheon	Terra
Yoruba Pantheon	Terra

You may choose to follow a god or patron, and each provide unique boons, even if your character does not have a level in a religious class. You may say that you follow a whole pantheon for roleplay purposes, but you cannot gain the boons of multiple deities, unless your **GM** specifically allows it.

The following deities and their boons are contained in this book:

Niverra God Sir Walter

Devotion points are a measure of your character's favour with their chosen god. If a player follows a deity, they can start gaining devotion points. Reaching certain devotion point thresholds provides new abilities and improves your devotion die, which is used to determine the power of certain divine abilities.

Players start with **1 Devotion point** by default.

Paladins, priests and warlocks start at **15 Devotion points**.

If you are allowed to follow multiple deities by your **GM**, keep track of each god's devotion points separately.

Skills and boons do not crossover or synergize to other gods.

Niverra God

Sir Walter

Niverra Gospel

Niverran god of Madness

Sir Walter Coneleous Andrew Jacklin the very first (he/him)

Holy Symbol: a cats eye in a eldritch void.

Sacred artifact's: A silverd vork named wcaji

Greetings! I am Sir Walter Cornelius Andrew Jacklin the VERY first!

It's a pleasure to meet me, I'm sure.

I do not rule over or control your joy, sadness, anger, or greed. But all of these are doorways that lead to me.

While you are here, sit! Feast! And fall into despair! For, I am part of you.

I have seen it all. Did it happen? Or was that still on the to-do list? WHO KNOWS! Oh, wait, I do. Nothing is a mystery for me, and I want to be entertained! Can you do the unpredictable? Can you surprise your own mind with your actions? For, I know you better than you know you. As you are reading this, I already know that you are reading a book for a game. A game that I MADE! And I know you want to prove me wrong; you want to prove that you're better. Go on then! put down and close the book, and walk away. BUT! It's already too late; you will now always think of me. OR BETTER YET! Of us, for I am now you.

Devotion points

These are the tenets, your **GM** decides when you followed them adequately to gain points.

You may gain 1 Devotion point by doing the following:

- Tempt anyone with their weakness.
- Dance and laugh when you feel like it, even when others are grieving.
- Show your anger when you get a compliment.
- Point out mistakes that others make openly.
- Express yourself to your heart's content.

You lose 1 Devotion point by doing the following:

- Apologies for your actions.
- Correct your mistakes.
- Thinking twice of what had happened, or how to change the past.
- Spare someone from falling to madness.
- Refuse your own desires.

Sir Walters curse

if you lose devotion points, when you have 5 points or more, you gain Sir Walters curse.

Your character will fall into madness, seeing things that are not there. Hearing things that are not said. And feeling things that did not happen.

Only another deity can remove this curse.

(Divine intervention)

Depending on your amount of devotion points, you gain the following:

1-5 points

- Your Devotion die is a **D4**
- When someone is using a spell or skill to understand someone or something else, you may roll your <devotion die> if it lands on an odd number, you get to decide what they hear or understand. It might be the truth but I might not.

6-10 points

- Your Devotion die is a **D6**
- When you gain advantage by any means, you may use your <devotion die> instead of the **D4's**. However, when you do this, the next time you roll a **D20**, you must do so with **+5DA**, all of them are your <devotion die>.

11-15 points

- Your Devotion die is a **D8**
- You may touch a {Mundane} item, and bestow a curse on it, your **GM** will determine the most ironic curse that this item can have to annoy, or mentally break its owner.

Example: For a proud warrior that want to be the best, he can gain the sword of devastation, turning any + to a -.

16-20 points

- Your Devotion die is a **D10**
- You can now break the fourth wall, you can hear the players on the game table, but you can only interact with the adventurers that they play with. Yes you know your a fictional character in their game.
- When a creature tries to attack you roll your <devotion die> if its an even number, it must attack the creature 1 meter (3ft.) from you or them. If there is no creature to target and you roll a 1 on your <devotion die> they attack nothing thinking they hit you.

21-25 points

- Your Devotion die is a **D12**
- When any **D20** roll is made, you may choose to make the outcome a regular failure. however, you must roll your <devotion die>, the number you roll, will be reduced from the next **D20** roll you make. If you use this skill again before reducing a **D20** roll, the new <devotion die> roll will be added to the previous, until you roll a **D20** for anything.

DEBITES

Divine Boons

When following Sir Walter as his paladin, priest or warlock, you gain the following.

Proficiency in Deception and Distraction

Magic spells

In addition to your chosen spells, you also gain the following:

Player level 1

Mental Message, Headache, Prestidigitation.

Player level 3

Beast speak, Power word: Command, Hexed.

Player level 5

Zone of Silence, Ti'endor's Copper for your thoughts, Changing fate.

Sub class powers

divine power 3rd level

Mind speech

You can choose a spot that you can see, and your voice will be heard from that spot, as if you were standing there. Everything that you think of in that moment will be spoken aloud from that point. You can end this effect by thinking "end of message."

divine power improvement 6th level

Mad Mind

When making a Willpower save, you can choose to succeed the roll. when you do, you automatically fail the next save that you need to make.

divine power improvement 9th level

Two bodies one mind

You can touch two creatures and concentrate (C) on them. As long as you concentrate as if casting a spell, the two creatures share the same mind, anything they think the other will think as well, in this state any secrets can only be held by rolling a **CL 16** Intelligence skill check with **+3DA**

divine power improvement 14th level

Touch of madness

You can touch a creature and concentrate (C) on them. As long as you concentrate as if casting a spell, you can make the target see what you want them to see. at the start of their turn, they make a Willpowersave against your **CHA** skill save. On a failure, they believe what they see. This skill last as long as you concentrate.

divine power improvement 19th level

Eyes of the mad god

- One or both of your eyes changes to glowing cat eyes.
- You gain Truesight as an passive effect.
- When you see a creature that has an illusion school spell on them, you can freely change the illusion effect on them to that of Minor Illusion spell effect.

Gift of madness

When using a spell or skill, granting the Gift of madness, roll a **D6** and see the table below of what the form will be.

1	Spider
2	Wood Ælf
3	Cat
4	Adult Forest Dragon
5	Jackalope
6	Imp

They keep their original **HP**.

Then Your **GM** rolls a **D100** and that's the amount of days, the creature remains in that form and keep their own mind no matter the new form, before turning back. if the creature dies in the new form, their remains will remain so. HA! get it. Remain.

Paladin

2nd level

divine smite (SP 10)

when you hit with a weapon attack, you can add 1 <devotion die> to the damage roll, the total damage is magical Psychic damage.

You may add any additional <devotion die> to the attack, per 10 **SP** used or cast minor illusion at will as part of the attack.

5th level

divine aura

At the start of your turn, any creature in your aura radius can be effected by the *Gift of madness*, your choice. the need to make a, Willpower save against your **CHA** spell save.

20th level

Divine Symbol

Mental Counter

When you take damage as a result of failing a save, you can deal the same amount of damage to the damage dealer as magical psychic damage.

Madmans strike

When you fail an attack roll due to an effect that lowers your to hit, you may use your reaction to roll again without the reductions and add your devotion die to the to hit roll.

Priest

2nd level

channel divinity

- Compendium of Madman, you can choose upto any amount of creatures equal of your **CHA Mod** >1 and connect your mind with them, you will hear all their direct thoughts, and they yours, but not eachothers. this will last until you choose a creature to break the connection with them.
- Wicket strike, when you are about to roll for damage on a spell attack, you may ignore the damage roll and give the creature the Gift of madness effect. the rest of the spell effect still goes off as intended.

18th level

prayer of devotion

A spherical radius of 3 meters (10ft.) per **CHA Mod**. rips a hole in the realm around you, Having the effected area connect to the realm of madness itself. For 1 minute, any creature that you see as an enemy in the area, will see their most inner thoughts, fear, goals, dreams, and desires. Any roll made in this area is with +1**DA** per your **WIS. MOD**.

20th level

Absolute Devotion

Eternal Madness

When making a melee to hit attack, in addition to the attack you can bestow them with eternal madness, their greatest strength will now be an abnormal and unhealthy obsession.
example: a creature that wants to be powerful, will train all the time not giving their body time to rest and heal from the training, therefore never reaching their goals.

Madman's Asylum

You can touch a creature and banish them to the realm of madness, where he must try and entertain Sir Walter. Roll your Devotion die for the amount of rounds they will remain there.
When they return they take 1 **D10** Pshyctic damage per round they where gone. you can use this once per day.

Warlock

1st level

Eldritch power

You point at a single creature within 24 meters (80ft.) of you, For a **MA** make ranged **CHA** magic attack, on hit the creature takes 1 <devotion die> per 5 player levels in Psychic damage and are effected by the *Gift of madness*.

Gifts for Everyone!

before rolling on your *Gift of madness* table, you can change the creatures here to any other creature or item, as long as the first letter stay the same.

20th level

Absolute power

Crown of madness

For 10 minutes, a crown of tentacles with eyeballs for suction cups appear on your head, any creature that targets you (including moving towards you) must make a willpower save against your **CHA** skill save. on a failure, they see every creature they see, including themselves as you, this effect last until the skill ends. When a creature fails the save, you may switch positions with that creature, or a creature that already fail the save, as long as they are within 50 meters (164ft.) of you.

Chapter 8

Equipment

Your equipment allows you to survive the wild world and dangers around you.

You can hold any number of items and equipment, equal to your **STR.** Score. This includes armor, shields, items and weapons.

You can increase this by having a carry-on, but you must be able to have it with you or transport it by other means.

If you go over your carrying limit, you are Encumbered you move at half movement speed.

If you go over by your **STR. Mod.** 1> after being Encumbered your movement drops to 0.

Adventurer's gear

When you created your character and selected your class, you can then choose what gear you want to have with you. Each player get a backpack and 500 C.C. (copper coins) to fill up their backpack or bags or keep the coin for weapons and armor.

If done correctly you will now have your starting money from your upbringing and an additional 500 C.C. each player will have a standard backpack that can hold 5 items.

You can buy additional backpacks, bags and satchels if you want to.

Money and currency

In every trade there is a form of currency one way or another, The most common currency are the Traders Coin, which is the following,

A copper coin or C.C.

A silver coin or S.C., worth 100 C.C.

A gold coin or G.C., worth 100 S.C. or 10.000 C.C.

A Platinum coin or P.C., worth 100 G.C or 1.000.000 C.C.

Carry-on's

The following list is for additional carry-on's each counting as 1 item:

Backpack
Cost 25 C.C. and can hold up to 5 items.

Basket
Cost 25 C.C. and can hold up to 4 items.

Bottle
Cost 4 C.C. and can hold up to 2 items or liquid items.

Bucket
Cost 10 C.C. and can hold up to 5 liquid items.

Flask or tanker
Cost 40 C.C. and can hold up to 4 liquid items.

Iron pot
Cost 120 C.C. and can hold up to 3 liquid items.

Pouch
Cost 3 C.C. and can hold up to 2 items.

Sack
Cost 12 C.C. and can hold up to 4 items.

Satchels
Cost 60 C.C. and can hold up to 4 items.

Vial
Cost 5 C.C. and can hold up to 1 liquid item.

Waterskin
Cost 12 C.C. and can hold up to 4 liquid items.

Storage

The following list is for additional storage spaces separate from what you can carry:

Barrel
Cost 150 C.C. and can hold up to 8 items or 12 liquid items.

Chest
Cost 70 C.C. and can hold up to 12 items.

Note: barrels and chest need to be manually dragged with the player and counts as 5 items (excluding the contents) for one creature. the weight can be divided by the amount of charactes lifting it.

*Placing a filled item into another item, will fill the newest item by the same amount.

Example: Placing a backpack with 3 items in a new backpack, will fill that backpack with 4 items and so on.

Items

Acid.

Cost 30 C.C., <improvised> <ranged>

As a Main Action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to your DEX. or STR. Mod. in 5 feet, shattering it on impact.

In both cases, make a ranged or melee attack against a target, On a hit, the target takes 2 D6 acid damage.

Alchemist's Fire.

Cost 370 C.C., <improvised> <ranged>

This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the alchemist's fire as an improvised weapon. On a hit, the target takes 1 D4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a CL. 10 Reflex save check to extinguish the flames.

Ammunition Pouch.

Cost 10 C.C.

A cloth or leather pouch can hold up to 20 sling bullets or 50 blowgun needles, among other things. A compartmentalized pouch for holding spell components is called a component pouch (described earlier in this section).

Antitoxin.

Cost 25 C.C.

A creature that drinks this vial of liquid gains 1 advantage on saving throws against poison for 1 hour. It confers no benefit to undead or constructs.

Ball Bearings.

Cost 10 C.C., (100 metal balls),

As an action, you can spill these tiny metal balls from their pouch to cover a level, square area that is 10 feet on a side. A creature moving across the covered area must succeed on a CL. 17 reflex save or fall Prone. A creature moving through the area at half speed doesn't need to make the save. (1000 metal balls counts as 1 item)

Block and Tackle.

Cost 22 C.C.

A set of pulleys with a cable threaded through them and a hook to attach to objects, a block and tackle allows you to hoist up to four times the weight you can normally lift.

Book.

Cost 15 C.C.

A book might contain any kind of information. A Spellbook does not include with this.

Caltrops.

Cost 50 C.C., (100 caltrops),

As an action, you can spread a bag of Caltrops to cover a square area that is 5 feet on a side. Any creature that enters the area must succeed on a CL 15 reflex save or stop moving this turn and take 1 piercing damage per foot it moves through it. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 Hit Point. A creature moving through the area at half speed doesn't need to make the save.

Candle.

Cost 1 C.C.

For 1 hour, a candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet. (10 counts as 1 item)

Case (Bolt).

Cost 100 C.C., (Cost 160 C.C. including bolts)

This wooden case can hold up to 20 crossbow bolts.

Case (Scroll).

Cost 50 C.C.

This cylindrical leather case can hold up to ten rolled-up sheets of paper or five rolled-up sheets of parchment.

Chain.

Cost 15 C.C.

A 30ft. linked chain

The chain can be burst with a successful CL. 25 athletics skill check. Climber's Kit. Cost 280 C.C.

A climber's kit includes special pitons, boot tips, gloves, and a harness. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you last anchored yourself.

Clue of string.

Cost 10 C.C.

A ball of string that can be unwound to a length of 250ft. can be snap with a CL 8 athletics skill check.

Component Pouch.

Cost 160 C.C.

A component pouch is a small, watertight leather belt pouch that has compartments to hold all the material components and other special items you need to cast your spells, except for those components that have a specific cost (as indicated in a spell's description).

Crowbar.

Cost 35 C.C.

Using a crowbar grants 1 advantage to Strength checks where the crowbar's leverage can be applied.

Fishing Tackle.

Cost 370 C.C.

This kit includes a wooden rod, silken line, cork-wood bobbers, steel hooks, lead sinkers, velvet lures, and narrow netting.

Holy Symbol.

Cost 360 C.C.

A holy symbol is a representation of a god or pantheon. It might be an amulet depicting a symbol representing a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic. A Priest, paladin or Warlock can use a holy symbol as a Spellcaster focus. To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it on a shield.

Holy Water.

Cost 30 S.C., <improvised> <ranged>

As an action, you can splash the contents of this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case, make a ranged or melee attack against a target creature, treating the holy water as an improvised weapon. If the target is a fiend or undead, it takes 2 D6 radiant damage.

Hunting Trap.

Cost 140 C.C.

When you use your action to set it, this trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a **CL 18 Reflex** save or take 2 **D4** piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). A creature can use its action to make a **CL 18 Athletics** check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

Lamp.

Cost 30 C.C.

A lamp casts bright light in a 30-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on 1 liquid item of oil.

Lantern, Bullseye.

Cost 45 C.C.

A bullseye lantern casts bright light in a 30-foot cone and dim light for an additional 30 feet. Once lit, it burns for 6 hours on 1 liquid item of oil.

Lantern, Hooded.

Cost 70 C.C.

A hooded lantern casts bright light in a 30-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on 1 liquid item of oil. As an action, you can lower the hood, reducing the light to dim light in a 5-foot radius or covering it completely.

Lock.

Cost 35 C.C.

A key is provided with the lock. Without the key, a creature proficient with thieves' tools can pick this lock with a successful **CL 15 sleight of hand** skill check. Your GM may decide that better locks are available for higher prices.

Magnifying Glass.

Cost 80 C.C.

This lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and about 5 minutes for the fire to ignite. A magnifying glass grants advantage on any ability check made to appraise or inspect an item that is small or highly detailed.

Manacles.

Cost 230 C.C.

These metal restraints can bind a small or medium creature. Escaping the manacles requires a successful **DC 20 sleight of hand** skill check with one set of <lock-picks>. Breaking them requires a successful **DC 25 Athletics** skill check. Each set of manacles comes with one key. Without the key.

Measuring Scale.

Cost 20 C.C.

A scale includes a small balance, pans, and a suitable assortment of weights up to 2 pounds. With it, you can measure the exact weight of small objects, such as raw precious metals or trade goods, to help determine their worth.

Mess Kit.

Cost 130 C.C.

This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

Oil.

Cost 16 C.C., <improvised> <ranged>

Oil usually comes in a clay flask that holds 1 liquid item. As an action, you can splash the oil in this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged or melee attack against a target creature or object, treating the oil as an improvised weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil per turn for the duration. You can also pour a flask of oil on the ground to cover a 5-foot-square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.

Potion of Healing, (Lesser).

Cost 50 S.C.

A character who drinks the magical red fluid in this vial regains 4 **D4** + 4 Hit Points.

Drinking or administering a potion takes an Main Action.

Portable Ram.

Cost 2 S.C.

You can use a portable ram to break down doors or walls. When doing so, you gain a +4 bonus on the Athletics skill check. One other character can help you use the ram, giving you 1A on this check.

Rations.

Cost 10 C.C.

Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

This counts as one meal.

Rations last for 45 days before expiring (10 counts as 1 item)

Rope.

Cost 45 C.C.

50ft. of rope, whether made of hemp or silk, can be snap with a **CL 14 athletics** skill check.

Can be rolled up and attach to a backpack without counting as an item slot used.

Sleeping bedroll.

Cost 60 C.C.

A one person sleeping bed, can be rolled up and attach to a backpack without counting as an item slot used.

Spellbook.

Cost 10 S.C.

Essential for arcane spell users, the tome contains up to a 100 blank pages suitable for recording Arcane spells.

Spyglass.

Cost 35 C.C.

Objects viewed through a spyglass are magnified to twice their size and gives a +2 on perception skill checks.

Tent.

Cost 650 C.C.

A simple and portable canvas shelter, a tent has space for two medium creatures.

It takes 10 minutes to setup or break down the tent, and counts as a sheltered location.

Tinderbox.

Cost 15 C.C.

This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch--or anything else with abundant, exposed fuel--takes an action. Lighting any other fire takes 1 minute.

Torch.

Cost 10 C.C. <Improvised>

A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 D6 fire damage.

Venom, (Basic)

Cost 200 C.C.

You can use the venom in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the Venom takes an action. A creature hit by the Venomous weapon or ammunition must make a CL 10 fortitude save or take 1 D4 Venom damage. Once applied.

The Venom doesn't lose its potency.

Vial of ink.

Cost 25 C.C.

A vial of writing ink. (10 counts as 1 item)

Quiver.

Cost 60 C.C., (Cost 100 C.C. including arrows)

A quiver can hold up to 20 arrows.

Quill

Cost 12 C.C.

A fine feather of a goose to write with. (10 counts as 1 item)

Magic items

Backpack of Storing (counts as 1 item when full)

Cost 51.025 C.C. and can hold up to 65 items.

Bottle of storing (counts as 1 item when full)

Cost 10.504 C.C. and can hold up to 32 items or liquid items.

Flask of Storing (counts as 1 item when full)

Cost 10.540 C.C. and can hold up to 34 liquid items.

Pouch of Storing (counts as 1 item when full)

Cost 10.503 C.C. and can hold up to 32 items.

Sack of Storing (counts as 1 item when full)

Cost 51.012 C.C. and can hold up to 64 items.

Satchels of Storing (counts as 1 item when full)

Cost 10.560 C.C. and can hold up to 34 items.

Vial of Storing (counts as 1 item when full)

Cost 10.505 C.C. and can hold up to 31 liquid item.

Waterskin of Storing (counts as 1 item when full)

Cost 10.512 C.C. and can hold up to 34 liquid items.

Barrel of storing (counts as 5 item when full)

Cost 8.001.650 C.C. and can hold up to 98 items or 102 liquid items.

Chest of storing (counts as 5 item when full)

Cost 8.001.570 C.C. and can hold up to 102 items.

*Placing an item of Storing within another item of Storing, will cause an implotion dragging all object and creatures touching a perfect sphere of 10 meters (33ft.) centered on the point of the to objects. Into a random location of the Astral Realm. Leaving a void of material in the shape of the sphere.



Professions

In some cases, you can be trained or mastered in certain Professions to aid you in your quests.
When trained, you add the skill **Mod.** And **PB.**
When mastered, you add the skill **Mod.** And double the **PB.**

Alchemist

to brew your own potions uses your **INT. Mod.**
You need an Alchemist kit to do this.

Artist

to create your own art pieces uses your **CHA. Mod.**
Can gain **+1A** with the performance skills using this skill.
You need an Crafters kit to do this.

Blacksmith

to shape and work with metals uses your **STR. Mod.**
to work with fine mechanic and machinery uses your **INT. Mod.**
You need a Smith pack and a forge to do this.

Brewer

to brew your own drinks uses your **WIS. Mod.**
You need an Alchemist kit or brewing station to do this.

Calligrapher

to make and prepare your own scripts uses your **CHA. Mod**
you need a scholar's pack to do this

Carpenter

to carve and work with wood uses your **DEX. Mod.**
you need a Crafters pack to do this.

Cartographer

to make and prepare your own maps uses your **WIS. Mod.**
Can gain **+1A** with the survival skills.
you need a scholar's pack to do this

Chef

to make and prepare your own food uses your **CHA. Mod.**
You need a kitchen supplies to do this.

Criminal

to get to places you are not allowed to go to uses your **DEX. Mod.**
Can gain advantage with the Sleight of hand skills using this skill.
must have the Burglar's Pack to do this.

Glassblower

to blow and work your own glass uses your **WIS. Mod.**
must have the Smith pack and a forge to do this.

Herbalist

to create paste and medicine from plants and herbs uses your **DEX. Mod.**
Can gain **+1A** with the Harvesting skills.
Must have the Herbalist kit to do this.

Jeweler

to shape and create your own jewelry uses your **INT. Mod.**
must have a Jewelers Kit to do this.

Make-up artist

to pretty or disguise your self uses your **DEX. Mod.**
Can gain advantage with the Stealth skills and deception skill checks using this skill.
must have a Make-up kit to do this.

Medic

To restore or cure a creature uses your **WIS. Mod.**
Stopping the **Bleeding** condition on a **CL 11.**
Stabilizing or succeeding one death save on a dying creature on a **CL 20**
Can gain **+1A** with the medicine skills.
Need a healers Kit to do this.

Mountaineer

To scale a wall or mountain uses your **STR. Mod.**
Allow you to reroll natural 1's on climbing skill checks.
You can substitute your climbing speed by halve the result rolled of this profession skill. Need a Climber's kit to do this.

Musician

To make beautiful sounds uses your **CHA. Mod.**
Can gain **+1A** with the performance skills.
Need a instrument of any kind to do this. (vocals also counts)

Navigator

To find your way uses your **WIS. Mod.**
Can gain advantages or disadvantages with perception or Survival skills depending on this proffession skill.
Crude **+3DA**, Poor **+2DA**, Average **+1DA**, Good **+0**, Great **+1A**, Superb **+2A**, Supreme **+3A**.
Navigators Supplies

Poisoner

a mixture of alchemist and herbalist, but only with poisons brews and plants. uses your **INT. Mod.**
Depending on your Profession skill, your poisonous creation deals 1 **D4** poison or venom damage per level of quality. needs either a Alchemist kit or a Herbalist kit.

Potter

to make your own pottery uses your **WIS. Mod.**
needs an oven and a Crafters kit to do this.

Stonemason

to carve mines and work with stone uses your **STR. Mod.**
Can burrow underground, you speed will be your Profession skill check per hour.
needs a smith pack and a pickaxe to do this.

Tanner

to tan and work your own leather uses your **DEX. Mod.**
need a tanning rack and a crafters pack to do this.

Weaver

to make your own clothing or tapestry uses your **WIS. Mod.**
needs a crafters pack to this.

When crafting something with your Profession, it can produce a masterpiece or something ready for the trash depending on your Profession roll.

When you make a Profession roll, you add your skill Mod. and the amount of PB to your **D20** roll. If you do not have the proper tools to create something you gain **+2DA**.

1-5	Crude quality
6-10	Poor quality
11-15	Average quality
16-20	Good quality
21-25	Great quality
26-30	Superb quality
31<	Supreme quality

Creating difficult items or pieces can increase all the **CL's** up to your **GM's** discretion.

Example:

A trained chef, attempts to make supper for their allies at camp on a fireplace, using their kitchen supplies.

They roll a Chef Profession skill check.

they roll a 12 on a **D20**, +2 **CHA Mod.** +2 **PB** (as an example) for a total of 16 (good quality).

Greating a good filling meal for the party to end the day.

Adventures kit

Now that your adventures gear is selected you can proceed to fill it up with the following. (Or save it for weapons and armor):

Alchemist kit

Cost **3000 C.C.** (23 items)

Includes an Alembic, Alembic stand, Aludel, Airlock, Athanor, Bellows, Calcination Dish, Crucible, Crucible furnace, Tongs, Erlenmeyer Flask, Filter funnel, Glass stirring rod, Graduated cylinder and beaker, Mortar and Pestle, Reticulated condensor, Retort, Siphon, Separatory funnel, three-way connector.

Aristocrat pack

Cost **1500 C.C.** (1 filled chest with a lock and 5 items (18 items total))

Includes 4 sets of fine clothing, a chest, 2 flasks, 1 antitoxin, 10 candles, 1 case (scrolls), 1 magnifying glass, 1 lock, 1 tent, 1 measuring scale, 1 mess kit, 1 tinder box, 1 vial of ink, 1 quill and a sleeping bedroll.

Burglar's Pack

600 C.C. (9 items, and a utility belt)

Includes a belt with 6 small bags and attachments (can hold up to 6 items), a climber's kit, 1000 ball bearings, a crowbar, a tinderbox, a lantern (hooded), a rope, a clue of string, thieves' tools and a waterskin.

Climber's Kit

Cost **900 C.C.** (4 items)

A climber's kit includes special pitons, boot tips, gloves, 10 meter (33ft.) of rope, and a harness. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 10 meters (33ft) from the point where you anchored yourself.

Crafters pack

Cost **260 C.C.** (4 items)

Includes a canvas, case with brushes, an array of colored dyes, a case of fine carving tools, a set of delicate precision knives and scissors, a hammer, a saw, a case of nails.

Explorer's pack

Cost **500 C.C.** (5 items and an explorer's belt)

Includes a belt that can hold up to 3 torches and they do not count as item, 2 pouches, 1 sack, 1 waterskin, 1 flask, 1 antitoxin, a mess kit, 10 rations, 1 rope, a sleeping bag, 1 tinder box and 3 torches.

Healer's Kit

Cost **120 C.C.** (2 items)

This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 Hit Points, without needing to make a Medicine skill check (as long as you are Trained in the professions of Medic).

You may also use this kit to make a death save for a creature, as long as it's in melee range.

When your proficient with the medicine skill, you may add your proficiency on the death save and ignore failed death saves.

Herbalist kit

Cost **90 C.C.** (4 items)

includes two pouches to store herbs, clippers and leather gloves for collecting plants, a mortar and pestle, one sickle, and four glass jars.

Jewelers Kit

Cost **1000 C.C.** (5 items)

Included a ring clamp, sawframe, collection of small saw blades, wet and dry paper, emery sticks, polishing cloth, plier sets, collection of small cutters, collection of files, file cleaner, needles, burnisher, punchers, calipers, small mallets, and tongs.

kitchen supplies

Cost **150 C.C.** (3 items)

includes cutlery, spatulas, knives, pots, pans, fire starter, cutting board.

Make-up Kit

Cost **50 C.C.** (2 items)

includes a make-up case with 98 shimmery eyeshadows, highly pigmented and formulated with mineral oil, 70 pastel eyeshadows, silky eyeshadows with extra shine, 6 lip glosses, 3 blushes, 7 sponge brushes, 2 lip brushes, 1 blush brush and 1 mirror.

Navigators supplies

Cost **340 C.C.** (1 item)

NaviTote, ParaLock Plotter, Weems Parallel Plotter, UltraLight Divider, Vectormaster, Navigator's Pencil, Brass Pencil Compass, Chart Correction Template

Scholar's pack

Cost **1000 C.C.** (1 filled chest and 2 items (total of 15 items))

Includes 1 set of fine clothing, a chest, 1 satchel, 4 books, 10 candles, 3 cases (scrolls), 1 component pouch, 1 lock, 1 magnifying glass, 1 mess kit, 10 vials of ink, 1 tinder box and 3 quills.

Smith pack

Cost **1200 C.C.** (5 items)

hand hammer, Sledgehammer, collection of chisels, punches, drifts, and tongs.

Gear slots

When equipping items or gear, you can only do so if you have a gear slot open. Each item that can be equip has one of the following tags:

- <Belt>
- <Boots>
- <Greaves>
- <Helmet>
- <Necklace>
- <Pauldron>
- <Torso>
- <Full body>
- <Ring>

When you have an item equip with a certain tag, you cannot equip a different item with the same tag with the exception of <ring> (as many as your character has fingers, but not the same effect.).

When an item has the <Full body> tag, it will use the <Graves>, <Pauldron> and <Torso> Gear slots.

Attunement

Some items or gear that you find in the game might have the <ATTUNEMENT> tag.

If they do, you can only equip it if you have enough open Attunement slots for it.

You can attune to any number of items, equal to half your **PB** rounded up.

To attune to an item, you need to spend at least 1-hour with it in meditation to connect your spirit with it.

if someone or something is attunement with the item while you are already attuned to it, you will lose your attunement whit the item when they successfully complete the ritual.

If you want to unattuned to an item, it will take 10 min. to do so.

Both attuning and un-attuning count as a short rest.

Even if you have empty Attunement slots to attune to an item, you cannot do so if the item slot is already taken (see Gear slots)

Dodge

When something is attacking you, its best to move away. You species will show you your basic dodge and you add your **DEX. Mod.** To this to get your Dodge score.

This is the number others need to meet or exceed in order to hit and damage you.

A high dodge will also prevent critical hits, if they still hit you. If a creature hit 10 higher than your dodge score, they will land a critical hit on you.

Example your dodge is a 16 and a creature rolled a 26 to hit, forcing a critical hit on you, this can also happen if a creature rolls a natural 20 (20 on a **D20** dice).

The damage will then be reduced by your armor rating or **AR**. Wearing armor can reduce your dodge score, so be careful not to lower it too much, or you might receive a lot of critical hits, damaging your armor.

Armor Rating

When you fail to dodge an incoming attack, the attacking creature will hit you and roll for damage. If the attacking creature rolls low, you might still be safe. What ever the damage roll is, it will be reduced by your Armor rating (**AR**), for an example, if a creature attacks you and hit, dealing 7 Bludgeoning damage, but your **AR** is 8. it will deal no damage. if a creature deals 12 Bludgeoning damage, and your **AR** is 8, you take 4 Bludgeoning damage, this will be reduced from your **HP**. if multiple damage type are from the same attack, they all count as the same damage pool.

Example,

you wear a plate armor, that is enchanted to be immune to Lightning damage. Giving you a total **AR** of 43. An creature attacks you and deal 25 Slashing damage + 30 Lighning damage + 10 force damage. Dealing 65 damage in total on one of their attacks, but you only lose 10 **HP** from the force damage, since your immune to the Slashing and Lightning damage. The attacker chooses which will be the damage types

AR can reduce most damage type with the exeption to Burning, Fire, Forst, Lightning, Poison, Psychic, Radiant, Thunder, True, and Venom damage unless stated otherwise like the example above.

Resistances

When taking damage of a certain damage type, the rolled damage can be increased or decreased, depending on the following:

Immunities (x0 damage): the damage here will not harm you in anyway, unless stated otherwise.

Immunities Conditions: these conditions cannot effect you, unless stated otherwise.

Resistance (x0.5 damage): the damage here will only deal halve the rolled result

Vulnerability (x2 damage): the damage type here will deal double the rolled result

Weakness damage (x4 damage): the damage type here will deal quadruple the rolled result

Armor

As an adventurer you need some form of protection to survive the dangerous encounters in this world.

But what armor protects you from attacks, every armor type is unique and have their own pros and cons, choosing the right gear for your character is essential, There are 3 categories of armor:

Light, Medium and Heavy Armor. Each increasing and reducing stats differently.

When resting to recover from Exhaustion or Trauma, this can not decrease, when resting in any type of armor.

There are also two types of armor:

<Under armor>

This type of armor can be under other armor types.

You can stack these with other armors with the <Under armor> tag, but not with the same kind. (Like mail with mail armor)

<Over armor>

These armor types are your primary way of defense, you cannot stack or combine them with other <Over armor> types.

Armor damage counter

Each armor has its own damage counter, when the counter reaches 0 the armor is destroyed.

The counter drops for every critical hit you receive. The player will choose which armor piece is affected by the critical hit. The player can not choose an armor that can not be damaged.

You can wear an armor type if you're not <proficient> with it, but you will get a -2 on your dodge.

Repairing armor cost the following per damage counter:

50 C.C. for light armor

100 C.C. for medium armor

250 C.C. for heavy armor

+ the material needed if it's not a standard armor piece.

(Example mithril)

A destroyed armor cannot be repaired only sold for scraps.

Cloth and silk

Cost 50 C.C. <Boots> <Greaves> <Helmet> <Torso>

These types of ornament are mostly used to decorate the worn armor, this will be done with the logos of a household, kingdom, faith or crest, to state whom they serve under., examples are the following: Scapular, Surcoat and Tabard

Claok

Cost 50 C.C.

The Medieval Cloak was worn over indoor clothing and protected the wearer from the cold, rain, or wind. Over time, cloak designs have been changed to match fashion and available textiles.

Light armor

(Easy to wear and use)

Takes 1 minute to equip or unequip.

Wearing light armor for more than 10 hours per **CON. Mod.** Every time will give you a point of Exhaustion.

Boiled leather

Cost: 200 C.C. <full body, Over armor, light armor>

the type of armor depicted in any fantasy setting, as being the choice of preference for anyone preferring a light defense. It was used as another alternative for being cheap and easy to make. Highly resistant to any type of attack, its main weakness was it wore out quickly after a certain number of attacks. Awkward to be worn, it was typically accompanied with any sort of metal attached to it for better defense alongside being glued to provide even more ways to avoiding injury, wearing the leather armor gives you the following:

+5 **AR**

-4 on dodge

+3 **AR** against Bludgeoning, Piercing and Slashing.

Damage counter: 2

Gambeson

Cost: 160 C.C. <Torso> <under armor> <light armor>

A full body jacket armor made out of fine linen or wool, stuffed with cloth or horsehair and was most cheap and easy to make armor, allowing the commoners to equip themselves and to become decently protected, the Gambeson can be worn under other armor types that give a weakness against bludgeoning damage and change that to the Gambeson effects.

Wearing the Gambeson gives you the following:

+4 **AR**

-4 on dodge

resistance against Bludgeoning.

and the Insulation status.

Damage counter: 2

Medium armor

(Needs some skill to use it effectively)
Takes 3 minutes to equip or unequip.
Wearing medium armor for more than 4 hours per **CON. Mod.**
Every time will give you a point of Exhaustion.

Mail armor

cost: 700 C.C.

<full body> <under armor> <medium armor>
Coifs, greaves, chainmail, or any type of body armor that was made purely out of iron rings is called mail armor, Offering all around decent protection. Depicted in tapestries, written about in scrolls and books alongside having it chiselled and represented in marble statues, the mail armor is the most well-known type of armor in the world. The mail armor can be worn under or over other armor. Wearing the mail armor gives you the following:

+6 **AR**

-5 on dodge

Immune to slashing damage

Weak against piercing and thrust attacks.

+1**DA** on all **DEX.** Skill checks

Cannot use somatic spell movement.

Damage counter:3

movement reduced by 1 meter (3ft.)

Scale armor

cost: 600 C.C.

<Torso> <Over armor> <medium armor>
Made out of the combination of a variety of materials the likes of bronze, iron, rawhide, leather, boiled leather, seeds, horn, Pangolin scales even bones arranged in a scale like formation resembling the skin of a snake, wearing the scale armor gives you the following:

+8 **AR**

-5 on dodge

Resistance against piercing and slashing.

Weak against bludgeoning

+1**DA** on all **DEX.** Skill checks

Cannot use somatic spell movement.

Damage counter:3

movement reduced by 1 meter (3ft.)

Brigandine armor

cost: 2400 C.C.

<Torso> <Over armor> <Medium armor>
Brigandine armor is what surpassed regular iron made mail armor, as it was made from heavy cloth, canvas or leather armor having small oblong steel plates riveted on the fabric. As it was made from a better type of metal, it shined against thrusting, slashing and piercing attacks, but had a weakness to each of them, as certain corners of the armor were left unprotected, allowing any skilled fighter to use them to his advantage. Becoming the first expensive type of armor, wearing the Brigandine armor gives you the following:

+6 **AR**

-5 on dodge

Resistance against slashing and thrusting attacks.

+1**DA** on all **DEX.** Skill checks

Damage counter:3

movement reduced by 1 meter (3ft.)

Heavy armor

(Need experience to equip and wear the armor)
Takes 10 minutes to equip or unequip, you do need help to do so.
Wearing heavy armor for more than 3 hours per **CON. Mod.**
Every time will give you a point of Exhaustion.

Plated mail armor

cost: 2000 C.C.

<full body> <Over armor> <Heavy armor>
Made out of chainmail having embedded plates on the torso made out of iron, it provided desirable defense against all types of attacks, but had a weakness in thrust attacks. It is called a type of transition armor, as it was used only for a brief amount of time before being replaced by a superior type of armor. (Plate armor), wearing the plated mail armor gives you the following:

+10 **AR**

-6 on dodge

Immune to Slashing damage

Resistance to Piercing.

Weak against Trust attacks

+2**DA** on all **DEX.** Skill checks

Cannot use somatic spell movement.

Damage counter:4

movement reduced by 5 meter (15ft.)

Plate armor

cost: 19.000 C.C.

<full body> <Over armor> <heavy armor>
A knight wearing plated armor is the most well depicted image describing throughout the world. Highly expensive to make, it offered basically full immunity to thrusting, stabbing and piercing attacks, yet its weakness came in the form of the adoption of maces to bludgeon the wearers of this type of armor, alongside the use of gunpowder firearms, wearing the plate armor gives you the following:

+30 **AR**

-6 on dodge

Immune to Slashing damage and Piercing

Resistance to Thrusting.

Weak against Bludgeoning and the **Deadly Strike skill.**

+2**DA** on all **DEX.** Skill checks

Cannot use somatic spell movement.

Damage counter:4

movement reduced by 5 meter (15ft.)

Shield

You can increase your defense greatly by wielding a shield. But you cannot use somatic spell movement when wearing a shield. You only gain the shield **AR** or Dodge bonus, if you use an **MA**, to raise your shield until the start of your next turn.

If the shield that you are wielding has a strap;

- you gain **+1DA** on all **DEX**. Skill checks.
- cannot be disarmed from you,
- you can wield two-handed weapons,
- or a weapon in your off-hand (attacking with a weapon in your off-hand this way gives your **+1DA**).

Shield wall

Some shield can create shield wall, you need at least three creatures that can wield a shield with this trait. The shield wall can give all creatures holding the wall and 1 meter (3ft.) behind the shield wall $\frac{3}{4}$ cover (+5 to their dodge). The shield wall will last until less than three creatures are within 1 meter (3ft.) from each other. Creatures that form a shield wall can move up to 5 meters (15ft.) per round as one unit. The last creature of the response order, or a creature pointed out as the leader, can move the shield wall with all its units.

Buckler

cost: 180 C.C.

<light armor> <off handed>

Center grip: +3 to dodge, +1 **D4** to parry's

Damage counter:1

skjoldr shield

cost: 200 C.C.

(round) <medium armor> <off handed>

Center grip: +2 to dodge, +2 **AR**

Shield wall ability

Damage counter:2

Heater shield

cost: 220 C.C.

<medium armor> <off handed>

Strap: +5 **AR**

Damage counter:2

Kite shield

cost: 300 C.C.

<medium armor> <off handed>

- Strap: +6 **AR**

- Center grip: +2 dodge

Damage counter:2

Tower shield

cost: 400 C.C.

<heavy armor> <off handed>

strap: +10 **AR**

Shield wall ability

Damage counter:3

Aquiline creased shield

cost: 530 C.C.

<medium armor> <off handed>

strap: +2 to dodge

Pauldron attachment, increases your chest armor with +1 **AR** and removes the <off handed>, can be attached on both pauldrons giving +2 **AR total**.

Damage counter: 1

Pavise shield

cost: 240 C.C.

<medium armor> <off handed>

Center grip: +2 to dodge

Can be deployed and give $\frac{3}{4}$ cover when hiding behind it.

Damage counter:2

Hoplion shield

cost: 600 C.C.

(dome) <medium armor> <off handed>

- Off center grip: +2 to dodge

- Strap: +4 **AR**

Shield wall ability

Damage counter:2

Damage and defenses

When you want to damage a creature, most attacks asked for an attack roll, in this case roll a **D20** + your weapon or spell of choice and your proficiency or skills if you have any.

If your number is equal or higher than the targets dodge you land a hit.

When landing a hit with 10 or more above their dodge or rolling a natural 20 (rolling a 20 on a **D20**) you deal a critical hit.

The amount of damage dice on the attack are doubled.

Example 2 **D6**+3 becomes 4 **D6**+3.

When landing a hit on any kind of attack you may roll damage.

For most melee damage, it is your weapon and skills dice + your power.

For most spell damage, it's your spell and skill dice + your Magicka.

Afterwards the defender reduces the damage by their armor unless stated otherwise. If any damage remain this will be subtracted from their **HP**.

If the creature drops to 0 Hit Points by your weapon attack (not spells) you can declare lethal or non-lethal,

when its lethal the target dies if it's an **NPC (GM's choice)**, it falls

Prone and is Dazed, and needs to make death saves.

When its non-lethal, the target is knocked Unconscious.

Magic spells are always lethal unless stated otherwise.

Dealing damage to the target Hit Points that is equal or greater than they max Hit Points, will instantly kill them (even when non-lethal).

Weapons

Every adventurer needs to fend off monsters and threats in order to survive, be it with its own fist or with a weapon. If you choose to do the latter you can than pick between two categories: melee or ranged, both have their pros and cons.

Like for a melee weapon you need to get really close and personal to the target, to effectively use it, and with ranged the opposite, using a weapon you are not <proficient> with gives you **+1DA** on your attacks.

Each **MA** and reactions will be explained in the Combat section (pages 138-141).

All weapons will have different tags on them, these will be explained in the Term section pages 10-11

Each melee weapon attack will have an attack range of 1 meter (3ft.) unless stated otherwise.

Now find your weapon of choice to go out on an adventure.

Melee weapons

Axe (weapon group)

An axe is a broad piece of metal, that thins out at the edge, creating the axe head. Some axe weapons have twin headed axe head.

The axe is used for heavy downward, or sideways chops. dealing heavy damage by splitting material in its way.

When you critically hit with one of these weapons dealing Slashing damage, the hit creature must make a fortitude save against your **STR skill save**, or gain the Bleeding condition

Battle axe

(one-handed, main-handed, off-handed)

<Light, Martial weapon>

Cost: 100 C.C.

MA:

Swing attack: to hit, **D20 + PB + STR. Mod.**,

on hit, 1 **D8** + power slashing damage.

QA:

Pummel attack: to hit, **D20 + PB + STR. Mod.**,

on hit, 1 **D4** + power bludgeoning damage.

Reaction:

Parry (1 **D4**)

Dane axe

(one-handed, main-handed, off-handed)

<martial weapon>

Cost: 300 C.C.

MA:

Swing attack: to hit, **D20 + PB + STR. Mod.**,

on hit, 1 **D8** + power slashing damage.

QA:

Pummel attack: to hit, **D20 + PB + STR. Mod.**,

on hit, 1 **D4** + power bludgeoning damage.

Reaction:

Parry (1 **D4**)

Club (weapon group)

Clubs are bludgeoning weapons, with the mass at the end of a staff or stick. They are mostly light-weighted, but with the mass at the end of the weapon, can make it cumbersome to wield effectively in combat. When you critically hit with one of these weapons, the hit creature must make a fortitude save against your **STR skill save**, or fall Proned

Club

(one-handed, main-handed, off-handed)

<Light> [effect]

Cost: 5 C.C.

MA:

Swing attack: to hit, **D20 + PB + STR. Mod.**,
on hit, 1 **D4** + power Bludgeoning.

Reaction:

Parry (1 **D4**)

Effect:

Gain **+1A** on attacks on smaller creatures than you.

Mace

(one-handed, main-handed)

<martial weapon>

Cost: 150 C.C.

MA:

Swing attack: to hit, **D20 + PB + STR. Mod.**,
on hit, 1 **D10** + power Bludgeoning.

Reaction:

Parry (1 **D4**)

Goedendag

(two-handed)

<martial, Reach +1 meter (3ft.)>

Cost: 100 C.C.

MA:

Swing attack: to hit, **D20 + PB + STR. Mod.**,
on hit, 1 **D10** + power Bludgeoning.

Thrust attack: to hit, **D20 + PB + DEX. Mod.**,
on hit, 1 **D6** + power Piercing damage.

Companion weapons

An companion weapon, are weapons used in conjunction with each other. Mostly this is a combination of a small and larger weapon, like a rapier and a parrying dagger or cloak, or a sword and buckler.

Daishō

When proficient in dual wielding. and wielding a katana in your main hand, and a wakizashi in your off-hand. You gain **+1A** on your attack rolls.

Hundiedao (Butterfly sword)

When proficient in dual wielding. and wielding a butterfly sword in both hands, You gain the ability, when parrying a melee attack, and forcing a miss on an attack that was going to be a hit, you regain your reaction, and can now freely attack the attacking creature with one of your butterfly swords.

Dagger (weapon group)

The dagger is the close combat weapon the end a creature that you have in a grapple. Because of this, When dealing damage to a Grappled creature, you ignore the **AR** of their medium and heavy armor and their immunities. and swing attacks do not gain a disadvantage in tight quarters. When you critically hit with one of these weapons, the hit creature must make a fortitude save against your **STR skill save**, or gain the Bleeding condition.

Acinaces

(one-handed, main-handed, off-handed)

<Light> [throwing weapon] [finesse]

Cost: 20 C.C.

MA:

Thrust attack: to hit, **D20 + PB + DEX. Mod.**,
on hit, 1 **D6** + power Piercing damage.

Swing attack: to hit, **D20+ PB + STR. Mod.**,
on hit, 1 **D8** + power Slashing damage.

Throwing attack: to hit, **D20 + PB + DEX. Mod.**,
on hit, 1 **D6** + power Piercing damage
range 5 meter to 20 meters (15 to 66ft.))

QA:

Pummel attack: to hit, **D20+ PB + STR. Mod.**,
on hit, 1 **D4** + power Bludgeoning damage.

Reaction:

Parry (1 **D4**)

Kris

(one-handed, main-handed)

<Light> [finesse]

Cost: 20 C.C.

MA:

Thrust attack: to hit, **D20 + PB + DEX. Mod.**,
on hit, 2 **D6** + power Piercing damage.

Swing attack: to hit, **D20+ PB + STR. Mod.**,
on hit, 1 **D8** + power Slashing damage.

QA:

Pummel attack: to hit, **D20+ PB + STR. Mod.**,
on hit, 1 **D4** + power Bludgeoning damage.

Reaction:

Parry (2 **D4**)

Knife (weapon group)

The knife is much like the Dagger, but is shorter, and created more for sawcuts to cut through material. The swing attacks do not gain a disadvantage in tight quarters. And when you critically hit with one of these weapons, the hit creature automatically gains the Bleeding condition, unless they are immune to the condition.

Hundiedao (Butterfly Sword)

(one-handed, main-handed, off-handed)

<Light> [throwing weapon] [finesse]

Cost: 90 C.C.

MA:

Thrust attack: to hit, **D20 + PB + DEX. Mod.**,
on hit, 1 **D6** + power Piercing damage.

Swing attack: to hit, **D20+ PB + STR. Mod.**,
on hit, 1 **D8** + power Slashing damage.

Throwing attack: to hit, **D20 + PB + DEX. Mod.**,
on hit, 1 **D6** + power Piercing damage
range 5 meter to 20 meters (15 to 66ft.)

QA:

Pummel attack: to hit, **D20+ PB + STR. Mod.**,
on hit, 1 **D4** + power Bludgeoning damage.

Reaction:

Parry (1 **D4**)

Kaiken

(one-handed, main-handed)

<Light> [finesse]

Cost: 220 C.C.

MA:

Thrust attack: to hit, **D20 + PB + DEX. Mod.**,
on hit, 1 **D6** + power Piercing damage.

Swing attack: to hit, **D20+ PB + STR. Mod.**,
on hit, 1 **D8** + power Slashing damage.

QA:

Pummel attack: to hit, **D20+ PB + STR. Mod.**,
on hit, 1 **D4** + power Bludgeoning damage.

Pick (weapon group)

A pick weapon, are mostly reforged farm or working tools, to be used in combat. they are not as effective as other weapons made for warfare, but for the poor folk, it is an effective war to arm themselves.

When you critically hit with one of these weapons, you deal an additional damage counter on the opponents armor, or if they do not have any, they must make a fortitude save against your **STR skill save**, or take the Shattered bones Condition.

Horseman's pick

(one-handed, main-handed, off-handed)

<Light, Martial> [effect]

Cost: 200 C.C.

MA:

Swing attack: to hit, **D20 + PB + STR. Mod.**,
on hit, 2 **D6** + power Piercing.

Effect:

ignores the Piercing immunity.

Pickaxe

(one-handed, main-handed, off-handed)

[effect]

Cost: 50 C.C.

MA:

Swing attack: to hit, **D20 + PB + STR. Mod.**,
on hit, 1 **D6** + power Piercing.

Effect:

Doubles your digging speed with solid rock.

Polearm (weapon group)

The polearm is a weapon on a staff, with mostly more than one type of weapon on it. Because of their effective range, and versatile way of fighting, the polearms are the weapon for any army to use.

Bec de corbin

(two-handed, main-handed, off-handed)

<Light, Martial weapon, Reach +1 meter (3ft.)>

Cost: 1200 C.C.

MA:

Swing attack

Hammer head

to hit, **D20 + PB + STR. Mod.**,

on hit, 2 **D4** + power Bludgeoning damage.

pick head

to hit, **D20 + PB + STR. Mod.**,

on hit, 2 **D6** + power Piercing damage.

Thrust attack +1 meter (3ft.) reach

Spike

to hit, **D20 + PB + DEX. Mod.**,

on hit, 1 **D6** + power Piercing damage.

QA:

Pummel attack: to hit, **D20 + PB + STR. Mod.**,

on hit, 1 **D4** + power Bludgeoning damage.

Halbert

(two-handed, main-handed, off-handed)

<Light, Martial weapon, Reach +1 meter (3ft.)>

Cost: 1200 C.C.

MA:

Swing attack

Hammer head

to hit, **D20 + PB + STR. Mod.**,

on hit, 1 **D8** + power Slashing damage.

pick head

to hit, **D20 + PB + STR. Mod.**,

on hit, 2 **D6** + power Piercing damage.

Thrust attack +1 meter (3ft.) reach

Spike

to hit, **D20 + PB + DEX. Mod.**,

on hit, 1 **D6** + power Piercing damage.

QA:

Pummel attack: to hit, **D20 + PB + STR. Mod.**,

on hit, 1 **D4** + power Bludgeoning damage.

Swords (Weapon group)

A sword is a edged, bladed weapon intend for manual cutting and trusting attacks. Its blade is longer than that of a dagger or knife. A sword will have a hilt, but not all have a cross-guard or pommel. The blade of a sword can be straight or curved, depending on the category they are part of.

Backsword (Sub group Swords)

A backsword is a grouping of swords that has a single edge blade and a single handed hilt. the blade is in a triangular cross section gives a flat back edge opposite the cutting edge. When you parry an melee attack that would hit, but now misses you from the parry, and you roll the maximum on the parry die. You disarm the attacking creature.

Cutlass

(one-handed)

<martial> [finesse] [effect]

Cost: 70 C.C.

MA:

Thrust attack: to hit, **D20 + PB + DEX. Mod.**,

on hit, 1 **D6** + power Piercing damage.

Swing attack: to hit, **D20+ PB + STR. Mod.**,

on hit, 1 **D8** + power Slashing damage.

QA:

Pummel attack: to hit, **D20+ PB + STR. Mod.**,

on hit, 1 **D4** + power Bludgeoning damage.

Reaction:

Parry (1 **D4**)

effect:

The swing attacks do not gain a disadvantage in tight quarters.

Sabre

(one-handed)

<martial>

Cost: 70 C.C.

MA:

Thrust attack: to hit, **D20 + PB + DEX. Mod.**,

on hit, 1 **D6** + power Piercing damage.

Swing attack: to hit, **D20+ PB + STR. Mod.**,

on hit, 2 **D4** + power Slashing damage.

QA:

Pummel attack: to hit, **D20+ PB + STR. Mod.**,

on hit, 1 **D4** + power Bludgeoning damage.

Reaction:

Parry (1 **D6**)

Range weapons

All ranged weapons will have an effective range discribed on the weapon. The maximum range can be increase by adding the maximum range on top of it again, but gain **+1DA**, each time when you do so, for a maximum range of **+5DA** on the attack roll.

Attacking with a ranged weapon when an hostile creature is in melee range of you will give you **+1DA** per hostile creature on the attack roll.

Bow (weapon group)

Bows always use arrows as ammunition. When you do not have any arrows to shoot, you can no long use your bow as a ranged weapon.

The shooting range is 1/20 when fired underwater and cost 2 **MA** to shoot.

Long bow

(two-handed weapon)

<martial weapon> <Heavy> [ammunition arrow] [finesse]

Cost: 600 C.C.

range 5 to 50 meters (15 to 165ft.))

cannot be used on horseback.

MA:

Range attack: to hit, **D20 + PB + DEX. Mod.**,

on hit, 3 **D6** +power Piercing damage.

Effect:

Minimum **STR. score** of 12 to use, can increase the minimum by plus 2 and gain the following each time you increase this by 2:

+1 damage die, + maximum range +10 meters (33ft.) + 200 C.C. cost.

Short bow

(two-handed weapon)

<Light, martial weapon> [ammunition arrow] [finesse]

Cost: 900 C.C.

range 5 to 50 meters (15 to 165ft.))

Main Actions:

Range attack: to hit, **D20 + PB + DEX. Mod.**,

on hit, 3 **D6** + power Piercing damage.

Effect:

Minimum **STR. score** of 12 to use, can increase the minimum by plus 2 and gain the following each time you increase this by 2:

+1 damage die, + maximum range +10 meters (33ft.) +300 C.C. cost.

Loading (weapons group)

Unlike most range weapons, loading weapons are not affected by the power of the wielder. Instead, they rely on their own set power, discribed in the weapon discription. In addition, loading weapon can only be used, after [loading] an ammuniton in to the weapon. This will cost one **MA**, per loading count on the weapon. Example, [Loading 1] needs one **MA** to reload the weapon.

Hand-crossbow

(one-handed, main-handed, off-handed)

<Light, martial weapon> [loading 1] [ammunition Bolt] [finesse]

Cost: 150 C.C.

range 1 to 5 meters (3 to 15ft.))

Underwater, the maximum range including with **DA**, is 10 meters (33ft.)

MA:

Range attack: to hit, **D20 + PB + DEX. Mod.**,

on hit, 3 **D6** + 5 Piercing damage.

Heavy-crossbow

(two-handed)

<martial weapon> <Heavy> (**STR. score** 16) [loading 2] [ammunition bolt]

[finesse]

Cost: 4000 C.C.

range 5 to 18 meters (15 to 59ft.)

Underwater, the maximum range including with **DA**, is 20 meters (66ft.)

MA:

Range attack: to hit, **D20 + PB + DEX. Mod.**,

on hit, 3 **D6** + 20 Piercing damage.

unique

blowgun

(two-handed weapon)

[loading 1] [ammunition Blow darts]

Cost: 6 C.C.

range 5 to 12 meters (15 to 39ft.)

MA:

Range attack: to hit, **D20 + PB + CON. Mod.**,
on hit, 1 Piercing damage.

Ammunition

Arrow Cost: 2 C.C. per piece

Arrow rocket Cost 20 C.C. per piece

(attack range will be between) 250 to 500 meters (825 to 1650ft.) (instead of rolling to hit like normally, roll a **D20**, on a 16 or higher you hit the chosen target, on a 14 to 15, you hit a target nearby the chosen target)

Ballista bolt Cost: 260 C.C. per piece

1 bolt equals 1 item.

Bolts Cost: 3 C.C. per piece

Dart (blow) Cost: 1 C.C. per piece

Perks

When making a character, at level 1 you may choose one Perk.

When your character levels up, you may choose one additional Perks on each class level of 4, 8, 12 and 16.

the level 1 Perk can only be chosen on level 1.

Character Level 1 Perk

Born Lucky

Each time you roll a **D20**, you may choose to re-roll the dice. If you get attacked, you may force them to re-roll the die.

You can do this up to half your proficiency (minimum of one) per long rest.

Keen Mind

Your photographic memory allows you to recall any and all information.

Your **INT**. Score increase by 2. (Maximum of 30)

You know exactly how much time has passed.

You have **+2A** on history skill checks.

Species Level 1 Perks:

Aviron

Skydive

When flying in the air, you can forcefully drop straight down. When you do so, you may triple your maximum flying speed.

Dwarf

Raise your pint

Your **CON**. Score increase by +1. (Maximum of 30)

You can use your **QA** to drink a potion or drink.

If it has no healing effect, you may roll a **D4** to regain that amount of hit points.

Ælf

(Dark, High, Nature and Half-Ælf's)

Empowered Accuracy

Your **CHA.**, **DEX.**, **INT.** or **WIS**. Score increase by 2.

(Maximum of 20)

When making any attack, you gain a +1 to hit.

Human

Adaptive

All your ability Scores increases by +1. (Maximum of 30)

Lunastrean

Rampant Form

When you drop to 0 **HP**, and your body is not destroyed. You may gain the following:

- You transform in your Lunar Grace form at the largest size category
- You gain +2 Exhaustion levels,
- You cannot remove your gear when transforming
- You do not have control of your transformation's actions
- You gain 1 **D6** per character level
- You lose all remaining **HP** after 1 minute or 6 rounds.

This does not go off, if you already used this form, before the cooldown.

Character Level 1 or higher Perk

Ability increase

Choose two of your ability's **CHA**, **CON**, **DEX**, **INT**, **STR** or **WIS**. And increase that score by +1, or choose one and increase it by +2 (Maximum of 30)

Actor

Your **CHA**. Score increases by +1. (Maximum of 30)

You gain a +3 on all **CHA**. Skill checks and an additional +2 on your performance skill check.

You can mimic any voice of any language that you can understand, and act like any creature that you have met (as much as you have seen from them.

When impersonating someone, you may choose to use the performance skill check instead of deception.

Adrenaline Rush

When you drop to 0 **HP** and fall unconscious you may use your reaction. Roll a **D20**. **CL 15**. On a success. You do not fall unconscious and gain 1 **HP**.

Archery Prodigy

Your **DEX**. Score increases by +1. (Maximum of 30)

You gain proficiency in all bows.

All the bows attack range increase by 20 meters (66ft.).

When using all your **MA** for bow ranged attacks you may use your skill action for two additional range attacks.

Dual wielder

You gain proficiency in dual wielding.

When making a melee weapon attack with your off hand (**QA**) (including Unarmed strikes), you may add your **PB** on the weapon attack.

High alert

Your **DEX**. Score increases by +1. (Maximum of 30)

Your passive Perception increase by 1.

When you roll for Response, you gain **+1A** on it.

When you get surprised attack, you may use your reaction to roll initiative normally.

Magic Initiate

You gain proficiency in Spellcasting, if you do not already have this, your Spellcaster level is 1.

Choose one of the following magic styles:

Arcana, Divine or Nature.

You may choose any number of level 1 spells from these styles of magic, equal to your **PB**,

Tactician

Your **INT**. score increases by +1. (Maximum of 30)

When rolling for initiative or calculating your dodge, you may use your **INT. Mod**. Instead of your **DEX**.

Talented

Choose up to 3 skills that you may increase up to a total of 3 skill points.

Unbreakable spirit

When a creature scores a critical hit on you, you can use your reaction to turn it into a regular hit.

Your armor still suffers damage as normal.

Character Level 4 or higher Perk

Arcane Ammunition

(Must be proficiency in spellcasting)

All your ranged attacks count as magical.

You lose the reload property on all your held ranged weapons, and do not have to reload them.

Any special ammunition that you have (in chest or barrel, not a dimensional pocket) you can summon at will on the weapon without spending any **MA** or **QA**.

You gain proficiency on all ranged weapons if you do not already have them.

Archery expert

{Archery Prodigy Perk}

Your **DEX**. Score increases by +2. (Maximum of 30)

When you have +1**A** on your range attacks, you may double your **PB** on the attack.

When a creature makes a ranged (non-spell) attack on you or an Ally, you may use your reaction to intercept the attack, roll a ranged attack with -5 against a **CL**. 20, on a success the attack misses, on a crit success you can roll your damage to the closest enemy between the attacker and the target.

Counter striker

Your **DEX**. Score increase by +2. (Maximum of 30)

If you use a parry attack, and your opponent misses you, you can use this skill as part of the parry. (You can parry with you off-handed weapon)

When a creature fails to hit you, you may use your reaction to get a free melee weapon attack on that creature.

Deadly critical

Your critical damage (not your normal damage) dice are always maximum possible outcome of that die.

Hardy Warrior

Your **CON**. Score increase by +2. (Maximum of 30)

When rolling your hit die to regain hit points, or when leveling up, you may choose to use your **CON Mod**. instead.

When you roll a 1 on your hit die in both cases, you may add double your **CON Mod**. to your **HP**.

Observant

You gain the following traits:

- Lip reading

As long as you can see the mouth of a creature and understand it's language, you will know what they are saying.

- Your Passive Perception and Insight skills increase by +5.

Olympian

Your **STR**. And **DEX**. Score increase by 1. (Maximum of 30)

You gain proficiency in athletics and acrobatics.

If you already have proficiency in either of them you get expertise in that one instead.

Character Level 10 or higher Perk

These Perks are the Mastery Perks, when you chosen one of these mastery Perks, you can not choose another for your character at any level.

Master of Weapons; Bludgeoner

- When scoring a critical hit with a Bludgeoning weapon, you deal your player level in additional bludgeoning damage.
- If the creature is the same size category as you or smaller, you may also launch your target 1 meter (3ft.) times your **STR. Mod**. Away from you.
- Once per combat you can maximize all dices that deals Bludgeoning damage.

Master of Weapons; Cleaver

- When scoring a critical hit with a Slashing weapon, you deal your player level in additional Slashing damage.
- When attacking a creature with slashing damage, you may also roll an attack on a different creature 1 meter (3ft.) from you, and deal the same damage.
- If there are no other creatures nearby, you may roll a **D20**, odd numbers will cut of a limb (your choice but not the head unless the target Has multiple).
- Once per combat, you can maximize all dices that deals Slashing damage.

Master of Weapons; Piercer

- When scoring a critical hit with a Bludgeoning weapon, you deal your player level in additional bludgeoning damage.
- If the creature is the same size category as you or smaller, you may also launch your target 1 meter (3ft.) times your **STR. Mod**. Away from you.
- Once per combat you can maximize all dices that deals Bludgeoning damage.

Reload master

Your **DEX**. Score increase by +2. (Maximum of 30)

Weapons with the reload tag can now be reloaded as a **QA**.

When dual-wielding multiple weapons with the reload tag, you reload all of them at the same time.

Spell Master

When making a spell attack roll, you can place a -5 on the roll to gain a +10 damage on it.

If your spell Has a saving throw, you may reduce your spell save by -5, if the target still fails, it will not benefit from any form of damage reduction or immunity's

If you kill a creature with your spell, you may spend your reaction to redirect any remaining damage to a nearby creature, the creature must make a Reflex Save against any of your highest spell save. On a success it takes half damages.

Alter classing

Class Level 4 only Perks:

Alter classing 1

Choose one of any 3rd level sub class and gain all those features.

Class Level 8 only Perks:

Alter classing 2

Choose one of any 6th level sub class and gain all those features.

Class Level 12 only Perks:

Alter classing 3

Choose one of any 9th level sub class and gain all those features.

Class Level 16 only Perks:

Alter classing 4

Choose one of any 14th level sub class and gain all those features.

Chapter 9

Starting an adventure

With [Session 0](#) on page 5, we discuss how to setup a game from the **GM** perspective and collaboration with the players. However, this is only the setup of the game.

The **GM** can now make a campaign with the information they have gathered, but you can also aid your **GM** by giving them the following information:

Ask your **GM** where the campaign will start and come up with a reason why your character is there.

Perhaps they are on a quest or are being followed, this is all up to you.

KEEP IN MIND WHAT YOUR LEVEL IS!

Example:

You cannot be a war hero that just left the battlefield at level 1. but you can be a frontline soldier that fought its hardest and is severely wounded.

Expenses

You can spend your hard-earned coin in numerous ways.

Food and drinks

As the Höfling's saying goes, No one can be truly sad with something good in their belly.

Simple bland food and drinks cost **1 C.C.**

Decent food and drinks cost between **3 and 12 C.C.**

Good quality food and drinks cost between **5 and 40 C.C.**

High quality food and drinks cost between **35 and 200 C.C.**

Premium and limited items can be any price the **GM** wants.

You **GM** can use the [Drinks of Fantasy, or Feasts of Fantasy](#) document from Sacredfire games, for in game events.

Gambling

Your **GM** can prepare some occasions for your character to test their luck and put some coin on the line but ask your **GM** in advance if they allow this.

You **GM** can use the [Dice games](#) document from Sacredfire games, for in game events.

Lodging

A good night's sleep can do wonders for you.

Prices are per night and per person.

Sleeping in a space above your upbringing will give you two hours of additional rest for the same resting time.

Sleeping above two grades of your upbringing gives you 5 hours of additional rest and remove one additional Exhaustion for the same resting time.

[Hay bed or barn free](#)

(Beggar upbringing)

[Old bed 10 C.C.](#)

(Peasant upbringing)

[Decent bed 25 C.C.](#)

(Worker class upbringing)

[Excellent quality bed 60 C.C.](#)

(Aristocrats upbringing)

[superior quality bed 140 C.C.](#)

(Noble upbringing)

[Premium or suit bedroom 500 C.C.](#)

Down time

When you and your friends need a brake of adventuring and combat, perhaps it's time to slow down a bit and relax, this can be done by many ways, for example the following:

Shopping for items and supplies, crafting items or weapons, enjoying the scenery and talking to the locals, when doing any of the down time activities you get a chance to talk to your party and learn more about them, in addition you can have a hour of rest during your down time if your **GM** allows this.

Social interaction

When wondering around the world you can interact with many people and creatures.

Examples are:

Asking a tavern keeper for rumors or the latest news.

Bribing a bagger to get the whispers of the street.

Looking for bounties on a bounty board or guildhall.

Or even persuading a hostile creature to let you pass avoiding combat.

Some skills can aid you in this like:

[Persuasion](#), [Intimidation](#), and [Deception](#).

Keep in mind that when you are interacting with someone, and you do not fully trust them, you can always ask for an [Insight](#) skill check.

Resting

When going out into the world you might find yourself tired or hurt, this might be a good time to rest and heal up a bit, you can do this by multiple ways:

Power nap, Relaxing, sleeping,

To heal in a power nap or Relaxing you need to have a Med-kit with you.

* Players need to sleep at least 6 hours per 24 hours or they gain a point of Exhaustion (page 109, Conditions).

Power nap

you rest for 15 minutes and gain 5 Spirit Points back. In addition, you negate one Exhaustion effects for 1 hour.

When you use a med-kit, you can heal your **HP** dice + **CON. Mod.**, but depletes the Med-kit when you do so.

Relaxing

you rest up for a minimum of 30 minutes, by either sleeping or doing light activities, when you do so, your gain **SP** equal to your **SP** die + **WIS. Mod.** In addition you negate any Exhaustion effects for 1 hour.

When you use a med-kit, you can heal your **HP** dice + **CON. Mod.**, but depletes the Med-kit when you do so.

Sleeping

you sleep for a minimum of 1 hour. When you do you gain the following:

- You may roll your **HP** die for gaining health, per hour rested.
- You may roll your **SP** die for Spirit, per hour rested.
- You lose one point of Exhaustion when sleeping for atleast 8 hours.
- You negate any Exhaustion effects for 1 hour.

Traveling speed

When traveling you will have an average traveling speed: Slow, average, quickened, fast, hurried, magical, empowered and unnatural-Pace.

Slow Pace

2km (1mile) per hour/ 16km (10miles) per day with rests
(Without rest the distance will be 20km (12miles) with one point of Exhaustion)

Average Pace

4km (2mile) per hour/ 32km (20miles) per day with rests
(Without rest the distance will be 40km (24miles) with one point of Exhaustion)

Quickened Pace

8km (4mile) per hour/ 64km (40miles) per day with rests
(Without rest the distance will be 80km (48miles) with one point of Exhaustion)

Fast Pace

12km (7mile) per hour/ 98km (60miles) per day with rests
(Without rest the distance will be 120km (74miles) with one point of Exhaustion)

Hurried Pace

15km (9mile) per hour/ 120km (74miles) per day with rests
(Without rest the distance will be 150km (93miles) with one point of Exhaustion)

Empowered Pace

60km (37mile) per hour/ 480km (298miles) per day with rests
(Without rest the distance will be 600km (372miles) with one point of Exhaustion)

Magical Pace

90km (55mile) per hour/ 720km (447miles) per day with rests
(Without rest the distance will be 900km (559miles) with one point of Exhaustion)

Unnatural Pace

160km (99mile) per hour/ 1280km (795miles) per day with rests
(Without rest the distance will be 1600km (994miles) with one point of Exhaustion)

Transportation

The following mounts or vehicles will have one of these tags behind them: Slow, average, quickened, fast, hurried, magical, empowered and unnatural-Pace. These determine the travel speed of the mount or vehicle.

In combat they have their normal speed, but for long distances check the Traveling Speed on page 137. Not every form of transportation is in your **GM's** world, ask them in advance.

Mounts

These creatures can be rode on into battle or for long travel, as an example:
Abomination (hurried Pace)
Beasts (quickened Pace)
Flying (empowered Pace)
Horse (fast Pace)
Mule (quickened Pace)
Swimming (fast Pace)
Pulled carts (one Pace slower than the animal pulling)
Powered vehicles (empowered Pace)

Ships

These aquatic vehicles can be controlled by you, as an example:
Brigantine (quickened Pace)
Caravel (hurried Pace)
Dingy (slow Pace)
Galleon (fast Pace)

Vehicles

The land vehicles can be controlled by you, as an example:
Train (empowered Pace)

Aerial

The air vehicles can be controlled by you, as an example:
Blimp (hurried pace)
Crystal (empowered Pace)
Magical (magical Pace)
powered (unnatural Pace)

Movement

Each creature or vehicle has a movement speed, some will have multiple like flying or swimming, in this case take the highest number as your total movement speed, example:
your walking speed is 5 meters (15ft.) and you have a fly speed of 20 meters (66ft.), this means you can walk 5 meters (15ft.) and then fly 15 meters (49ft.) more, moving a total of 20 meters (66ft.), you can use a **MA** multiple times for your movement.
Example:
your 5 meters (15ft.) walking speed becomes 15 meters (45ft.) for 3 **MA** of movement

When wandering though the world or battlefield, you can do so in different ways.

Upright or normal

This will give you your full movement speed.

Crouched

This will reduce your walking speed by half, your fly speed is 0. In rough terrain, you have crouched movement speed. In some situations, you will retain your full fly speed if you have any (the **GM** will decide).

Crawling

When Prone, your walking speed is half your crouched speed. When your Climbing, or Swimming, you have crawling movement speed.

Burrowing

will have 1/1000 of your walking speed.

Chapter 10

Combat

When all other tactics fail, violence is often the last resort.

Combat will have the following order:

Surprise round/turn:

A Hidden or Undetected creature can attack an unsuspecting target to get the jump on them.

Creatures that get the jump on others, gain a **Surprise turn** before combat begins.

In the **Surprise turn**, your attacks gain **+1A**.

Or your targets that have the Surprised condition, had **+1DA** on saves or checks.

When all creatures have used their **Surprise turn**, combat begins as normal.

If the allies of the creature that gains a **Surprise turn** did not know this would happen before hand.

They are also Surprised.

Combat start:

Each creature in the combat area must roll for Response.

This is done by rolling a **D20** + your Response **Mod.** which is equal to your **DEX. Mod.**

If creatures have the same Response count, the higher **DEX.** score will go first.

If this is also equal, Player goes before enemies. Anything else can be resolve by the players, or both rolling a **D20** highest one goes first.

The combat order start by the following ways:

Standard order

The highest response counts to the lowest, when all had their turn, it starts again with a new combat round with the highest.

This will loop until combat is resolved.

Tactical order

There will be two initiative list.

The hero list, for the adventures and allies.

The villain list, for the monsters and enemies of the party.

Combat starts with the highest initiative of all.

That it takes the highest of the other list.

Following back to the first list with the one below the last creature that went on that list.

This will ensure all monsters and players get a fast turn in combat.

If one initiative list is depleted, the other list will resume until all had their turn.

This will loop until combat is resolved.

Special initiative counts.

There can be special effects going on during the battle, these will happen as the following:

- Divine actions, (gods and deities with an ability) on initiative 30
- Lair actions, (creatures with a lair action ability) on initiative 20
- Terrain action, (effects of the battlefield itself) on initiative 10
- Epic skill action, creatures with this can freely trigger it on initiative 5.
- Continuous spell effects trigger on initiative 0

Lowering your turn count.

When it's your turn, and before you have taken any actions in this turn.

You may lower your turn count after a chosen creature in the turn order.

You may only lower your turn count never raising it.

Lowering your turn is permanent for the duration of the combat.

Action economy

Actions in and out of combat

During any game play each character will have a minimum of the following:

1 **QA** (Quick Action), 2 **MA** (Main Action) 1 reaction and Free Actions

Quick Action

this is used for fast techniques and skills to gain the upper hand in a fight.

Quick actions (skills you are proficient or expert in)

(Using and Off-Hand item or attack, are done without your **PB** unless otherwise specified).

Main Action

this can be used in a large quantity of ways such as:

- Move (use your full movement speed or in sections in your turn)
- Long jump (jump your **DEX. Mod.** in meters (x3ft.) or double if you move a minimum of 10 meters (33ft.)
- High jump (jump a half of your **STR. Mod** (rounded down) straight up in meters, (x3ft.)
- Attack (melee, range or casting)
- Use item.
- Grab item.
- Help (giving 1 advantage to someone in something your proficient in).
- skill actions (skills you are or aren't proficient with)
- Interact with item.
- Disengage (you can move away when in melee range of all hostile creatures, you gain half of your full movement when you do so.)
- Defensive stands (all attacks will have 1 disadvantage on you).
- Raise your shield (gain the shield ability)
- * You may use a **MA** to activate a **QA** effect.

You can use any or all of these Main Action's multiple times in your turn, if you have a Main Action left.

Some classes will give you more Main Actions.

Full Action

You can combine your **QA** and one **MA** to do a **FA** (Full Action), these techniques will allow you to do special ability's or cast more powerful spells.

- Ready (you can prepare a **QA** or **MA** for when something is going to happen, you must describe beforehand what you're going to prepare and for what, any spells use is consider **cast** and **(C)** concentrated on as a concentration spell, even if it's not trigger it will be **cast**)

Reactions

Some skills are only usable with a certain trigger, you can use your reaction to do so.

- Parry (When wielding a weapon with the parry reaction, and you are attacked by a melee attack, you may use your reaction, to lower the to hit attack with the parry dice. (You can only parry an attack or counter not another parry.)

Free Action

These actions take no time to do, think of dropping a weapon or item your **GM** will decide what will be a Free Action.

- * All actions will be reset at the start of your next turn or 10 seconds.

Attacks

Each character can make numerous of attacks.

Casting

You can use your **QA**, **MA** or **FA** to cast spells. (Spells with melee or ranged option, are not triggered with the wording melee, or ranged weapon attacks,)

Grapple

You can use your **MA** to make a grappling attack, to hit, **1 D20 + PB + STR** or **DEX Mod.**, on hit, they are Grappled. (See page, #). When a creature is Grappled, you gain **+2A** to disarm that creature.

Restraining

You can use your **MA** to make a grappling attack on a Grappled creature, to hit, **D20 + PB + STR** or **DEX Mod.**, on hit, they are Restrained. (See page, #). When a creature is Restrained, you automatically succeed to disarm that creature.

Choke hold

You can use your **FA**, when a creature is Restrained by you, you can begin to choke it. (The creature must escape before their **CON**. Score in rounds or fall Unconscious.)

You can choke the creature each round, to decrease the time by 1.

Shove

You can use your **MA** to push a creature 1 meter (3ft.) per **STR Mod.** away from you. (Contested athletics Skill check)

Tackle

You can use your **MA** to attempt to tackle the target on to the ground. (Make a contested acrobatics or athletics skill check.) On a success the target falls Prone. You may choose to also fall Prone, and have the targeted creature Grappled by you.

Unarmed attack

You can use your body in numbers of ways of physical combat. Examples are, headbutt, drop kick, uppercut or the classic punch and kicks. An unarmed attack is **1 D20** your **DEX** or **STR Mod.** (your choice) to hit, you may add your **PB** if you are proficient with an unarmed attack. On hit, you deal **1+** your power in Bludgeoning damage, unless stated otherwise.

Weapon attack

You can use your chosen weapon in numbers of ways of physical combat. Examples are, thrust, slash and a pummel strike. A weapon attack is **1 D20** your **DEX** or **STR Mod.** to hit, you may add your **PB** if you are proficient with the chosen weapon attack. On hit, you deal the damage type of that weapon.

Some attacks require a weapon with a specific tag on it.

Weapon styles

In addition to normal attacks, you may use special combat styles such as the following:

Dual wielding

You wield a weapon in your off-hand with the <off-hand> tag, when you do you gain the following:

- +1 to dodge
- When making a weapon attack with your main handed weapon, you also make an attack with your off-handed weapon (no attack roll on this second attack), you may add your off handed weapons damage die to the damage roll (not the damage modifier)

This counts as one attack roll in case of a critical hit.

- make a separate attack roll as part of your main handed weapon attack, on a different creature, without your **PB** on hit, power + weapon damage die.

You do not gain **PB** on your attack to hit unless you are proficient in dual wielding.

Spells or effects that gives your attacks a boost will not work on your off-handed weapon attack.

Opportunity attack

When a creature is within melee range, and does the following, you may use your reaction to attack that creature:

- Move within your attack range
- Move out of your your attack range
- Cast a spell
- Makes a ranged attack
- Stands up from being Prone
- Attacks a different creature then you
- When a creature, reloads their weapon.

Off-Hand attacks

You can use your **QA** to use your weapon in your off hand to make an attack (as long as the weapon has the <off-hand> tag), including your fists, but you do not gain your **PB** to the attack roll, unless you have a skill or ability that says otherwise.

Positioning and tactics

In combat your position is everything. certain positions in combat triggers special traits, examples are:

Arial positioning

When you are flying in the air, for every 10 meters (33ft.) that you are higher than someone trying to shoot you, they gain **+1DA** on the attack roll.

Firing Line

When you and your allies are holding your actions to fire at a target, All of you can fire your ranged weapons on to a single target at the same time.
For every shot fired, you all gain a **+1A** to hit.

Close Combat Ranged attacks.

When making a ranged weapon attack, and a hostile creature is within its melee ranged of you, they may use a reaction to make an opportunity attack on you. on a hit, you take the effects as normal. In addition, you have **+1DA** on your ranged attack, regardless of your target.

Close quarters melee attack

If your character is flanked on two opposite sides by walls of your 1 meter (3ft.) space, you gain **+1DA** while making a swing attack with a weapon, and **+3DA** if it has the <reach> tag".

Cover

In and out of combat you and/or another creature can try to hide or move behind a creature, structure or object, when they do, they get one of the following:

- Half cover

Half of the Creature is still in sight, the creature gains a +2 to their Dodge (as long as the creature remains in half cover)
And **+1A** on areas of effects.

- Three-quarters cover

Less than half of the creature is still insight, the creature gains a +5 to their Dodge (as long as the creature remains in Three-quarters cover)
And **+ 2A** on areas of effects.

- Full cover

The creature is completely out of sight, and can't be hit, unless stated otherwise.
Including areas of effects.

Flanking

When you are facing an enemy in melee combat, and your ally or an enemy of your target is on the direct opposite of you, you are then flanking the enemy. You gain **+1A** on all weapon attacks and a +1 to all melee attacks for every creature that is additionally in melee combat with it.

Helping hand

A creature can forgo one of its Main Actions, to give **+1A** to a creature that is within 1 meter (3ft.) from it.

This can also be used out of combat, when a creature makes a skill action, and your proficient or expert in it, you can give that creature **+1A** in that skill. (if the **GM** allows this, multiple players can assist in one check.)

High ground

When you are fighting on an elevated section of the battle ground than your target. for every 5 meter (15ft.) all your range attacks gains **+1A** to a maximum of **+3A**.

In addition, your normal ranged attack range increase by 1meter (3ft.) per 10 meters (33ft.). until it reaches the maximum range of + 50 meters (165ft.).

Ranged support.

When making a ranged Weapon attack against a creature that is already in melee combat with another creature, you gain **+1A** on the attack.

Sharing space

When you or another creature wants to move to or past a spot that is already taken, they will not be able to (unless stated otherwise), with the exception if the creature is at least a size smaller or large than the creature, they want to pass. Or if the creature lets you pass.

Shield wall

When you and any ally are 1 meter (3ft.) from each other and are holding a shield with the shield wall ability, For each ally that triggers this for you, you gain **+1 AR** as long as this tactic remains.

Damage and health

When you damage a creature, you may roll damage die.
For most melee damage, it is your weapon and skills dice + your Power.
For most spell damage, it's your spell and skill dice + your Magicka.

Afterwards the defender reduces the damage by their armor unless stated otherwise. (Any immunity will negate that damage and not add it to the total damage unless stated otherwise).
If any damage remain this will be subtracted from their Hit points.

If the creature drops to 0 hit points by your weapon attack (not spells) you can declare lethal or non-lethal.
When its lethal the target dies if it's an **NPC (GM's choice)**, it falls Unconscious and needs to make Death saves.
When its non-lethal, the target is knocked Unconscious.
Magic spells are always lethal unless stated otherwise.
Dealing damage to the target hit points that is equal or greater than they max hit points, will instantly kill them (even when non-lethal).

Damage types

Acid, D4
in addition, deals burning damage per acid die.
Bleeding, D4
every round -effect:
on critical hit of slashing or piercing damage,
remains until a successful **CL. 10** medicine skill check is made, or the effected is healed by a cure wound or regeneration spell.
Bludgeoning, D4/D10
Burning, D6 every round -effect:
on critical hit of fire or frost damage,
remains until an action is used to remove the cause of the burning effect.
Fire, D6
Frost, D8
Force, D10
Lightning, D8
Necrotic, D10
Piercing, D6
Poison, D6
Poisoned, every round -effect:
On a failed fortitude. Save (see spell or poison.),
Remains until the duration is completed or until a successful medicine skill check or remove poison spell is made.
Psychic, D12
Radiant, D10
Slashing, D8/D12
Thunder, D8
True, (ignores AR.)
Venom, D4
this will ignore any form of armor or damage reduction.
Water, any form of damage dealt by water is using the Force damage type.

Environment damage

When being affected by environmental hazards, your armor will be ignored for the damage calculation as True damage.

Climates

- Freezing: after each hour you must make a fortitude **CL.17** or take 2 **D8** frost damage
- Cold: after every 10 hours you must make a fortitude **CL.10** or take 1 **D8** frost damage
- Neutral
- Warm: after every 10 hours you must make a fortitude **CL.12** or take 2 **D6** fire damage
- Hot: after each hour you must make a fortitude **CL.20** or take 3 **D6** fire damage

Fall damage.

After falling more then 5 meters (15ft.) You take 2 **D6** Bludgeoning damage For every 5 meter (15.ft.) that you fall. until you fall more then 450 m (1,500 ft.) then you take 90 **D6** Bludgeoning damage

Walking in Fire damage

1 **D6** Fire damage per 1 meter (3ft.)

Lava

- Wading
At the start of the creatures turn 20 **D6** Fire damage
- Submerged
at the start of the creatures turn 35 **D6** Fire Damage
- Hovering 5 meter (15ft.) high
at the start of the creatures turn 6 **D6** Fire damage
- Hovering 1 meter (3ft.) high
at the start of the creatures turn 8 **D6** Fire damage

Death saves

When you drop to 0 Hit Points by a lethal attack,
You gain the Dazed status effect and fall Prone.
When this happens,
You must roll death saves at the start of your turn.
Roll a **D20**, on a 11 or higher you succeed.
On a 10 or lower you fail.
When you're rolling death saves,
And get hit or take damage you automatically fail one time.
When you get a critical hit, you fail two times.
When you fail for the third time your character gets the Death Condition.
When you succeed a total of three times you gain 1 Hit Point and loss the Dazed condition.
When rolling a Natural 1 on a **D20** you fail two times
When rolling a Natural 20 on a **D20** you succeed 3 times.
When you get healed when making death saves,
You succeed one time per 10 Hit Points healed.
When a creature uses a med kit on you when you are rolling death saves, they can roll one death save for you, if they are proficient in medicine, they can add their **PB** and ignore a failed roll.
Your movement speed is Crawling until you loose this condition.

When recovering successfully after making death saves you gain 1 Trauma point, and the Exigency diseases.

In addition, you can choose to fail one death save, to make an attack, while Prone and Dazed.

Trauma

When you gain a trauma point *ALL* rolls made with a **D20** will be -1 for every trauma point you have (including death saves).
You can have a maximum of three trauma points.
When you get your fourth trauma point your character gains the Death condition.
You lose 1 trauma point after 30 days.
When you fall Prone and need to roll death saves, and you have three trauma points, your character instantly gets the Death condition.
(the reason a character gains a trauma point, can influence their behavior, if the player allows this.)

Conditions

Arcane Backlash

When casting or using a spell than needs spirit which you do not have you get the following when your Spirit Points drops below 0:

0 **SP** or less, you can not cast or use spells and skills that use spirit until you have a positive number of spirits.

-10 **SP** or less, you gain one point of Exhaustion and all previous effects.

-25 **SP** or less, you gain +1**DA** on all actions and all previous effects.

-50 **SP** or less, your Hit Point maximum and remaining Hit Point are halved and all previous effects.

-100 **SP** or less, you fall Prone and can not move until you have a positive number of Spirit Points and all previous effects.

Blinded

You lose the ability to see.

Any actions that relies on sight will gain +1**DA** .

All targeted rolls against you gain +1**A**.

-3 on your dodge.

Charmed

You are Charmed by one or multiple causes.

When Charmed, you consider the source of the effect as your best friend and allies and trust them more than the rest, you will try and do anything to please them except self-harm, unless stated otherwise.

Any action against you from the charmer gains +1**A**.

When you get hit by the charmer, the Charmed effect ends.

Cursed

In addition to the curse effect, you cannot be healed, unless stated otherwise.

Dazed

You got affected and can not find your bearings.

You can speak broken and falteringly.

Any actions gain +1**A** against you.

You gain +1**DA** on all **D20** rolls except death saves.

-3 on your dodge

This last until the end of your next turn.

Deafened

You lose the ability to hear.

All spell with the verbal component is cast with +1**A**.

You automatically fail any hearing checks or saves.

Death

You where careless and now will meet your maker.

Your character is now dead and cannot be used to play anymore.

Only by magical means can this be undone.

Any form of curse, poison, aging or other magical effect temporarily ceases until this condition is resolved.

Exhaustion

You went beyond your limits and now feel the drawbacks.

There area maximum of six Exhaustion levels.

-1 meter (3ft.) of movement, and -1 on any **D20** roll.

each level adds the same effect on the previous level of Exhaustion.

One point of Exhaustion can be removed from at least an eight-hour straight rest.

When you gain a level of exhaustion above the maximum amount, your character gains the Death condition.

Frightened

You are fearful of one or more causes.

As long as you can see or hear the cause of your fear, you have the following:

Any actions will be at +1**DA**, and you cannot move closer to the cause willingly.

Grappled

you are stuck or held and can't move.

Your speed becomes 0ft.

Any actions have 1 advantage against you.

-3 on your dodge.

* The grappler can move you, half your movement speed, if their capable.

And they have 1 disadvantage on attack roles.

Hidden

When you use a Main Action for a stealth skill check, you are then Hidden.

Any creatures with a higher passive perception will still see you.

When attacking a creature outside of combat when Hidden, gives you a surprise round in combat.

When making a loud (louder than a whisper or using verbal spell component)

or noticeable action (attacking or moving around without any form of cover)

or a creature role a higher perception skill check on you, you lose this status

condition

Incapacitated

You lose the power to do or hold a grapple on anything.

You can't take any actions.

Any effects you've caused have stopped.

-3 on your dodge.

Invisible

Depending how you gain this status, your form will be translucent.

When not moving you can't be detected.

You still leave tracks and can make noise.

Any actions will have 1 disadvantage against you.

Limb Loss

You loose one limb of the **GM's** chosing, and gain +2**DA** on all **DEX** and **STR** skill checks and attack rolls. in addition you also gain the Bleeding effect. Only a regeneration, Greater Wish or True Wish spell can restore your missing limb.

Paralyzed

You're unable to move or speak.

You can't take any actions.

Any actions will have 1 advantage against you.

Reflex saves that you must make will automatically fail.

your dodge becomes 0.

Petrified

Your form is changed into a rocky version of you.

You and any non-magical item that you are carrying are turned into stone.

You weight is increased by eight-fold, and any form of curses, poisons, aging or other magical effect temporarily ceases until this condition is resolved.

You can't take any actions in this state.

Any actions have 1 advantage against you.

Any saving throws you will automatically fail.

You have resistance against all damage and are considered a mundane item and construct.

You are immune to any additional forms of curses, poisons, aging or other magical effects.

When a piece of you breaks off in this state you will lose that piece of you as well when you are restored, when reassembling these pieces before restoring

negates any negative effects this might have but might leave a scar.

your dodge becomes 0.

Poisoned

You are unable to heal by normal means.

In addition to the poison effect, you can only heal by magic.

Prone

Close to the ground

You lay as close and flat to the ground as possible.

- You can move around with a crawling speed.
- You gain **+1DA** on attack rolls.
- You gain **+1A** on range attack rolls with loaded weapons.
- Range attack against you gain **+1DA**, unless they are within 10 meters (30ft.) of you.
- Melee attack against you gain **+1A**.

Restrained

- You are unable to move.
- You have disadvantage on your **QA**, **MA** and **FA** or reactions.
- Any actions gain **+1A** on you.
- -5 on your dodge.
- You are unable to use Somatic (**S**) spell components.

Shattered bones

You recieved and severe injury, that was beyond what your body could handel.

Your **GM** will decided what part of your body, has suffered this injury, based on the narrative.

You will gain the following:

- Unable to move the limb or part of your body normally, doing so will Halve your movement, or gives you **+5DA** on the roll your attemping to make.
- The injured part of your body starts to swell, and is extremely painfull. When you start your turn, make a Fortitude save **CL 15**, on a failure, you loses **1 MA** this turn as you writ in pain. On a critical failure, you fall Prone in addition to this.

When treated properly with a **CL 18** Medicine skill check with Med-kit, can you heal the injury in **5 D4** months (Casting cure wounds, will decrease it by **1 D4** days).

Only a regeneration, Greater Wish or True Wish spell can restore your broken bones instandy.

Stabilized

- When you have to make death saves, another creature can stabilize you. When they do, you do not take any damage unless attacked and you donnot have to roll death saves.
- You still cannot regain Hit Points, unless by succeeding three death saves.
- If you are Poisoned, the poison effect is halted for 24 hours.
- The poison effect will still last for its full duration until removed or cured.

Suprised

When you are suprised, you are unable to know directly what is going on, any **D20** roll against you gains **+1A**, or any save or roll you needs to makegains **+1DA**. this last until the start of your turn.

Terrified

You are Terrified for one or more causes.

As long as you can see or hear the cause of your fear you have the following:

- You drop anything that you are holding
- You cannot willingly move in any direction and you cannot take any actions.
- At the end of your turn, you may reroll a Willpower save with **+1DA**.

Unconscious

You fall Prone and cannot do anything.

While you are Unconscious,

- You cannot use any actions,
- You drop anything that you are holding.
- You are not aware of anything around you.
- Any melee attacks that hit you is considered as a critical hit.
- You automatically fail any Reflex and Willpower saving throws
- if you have 0 Hit Points by a non-lethal attack you gain this condition.
- your dodge and movement becomes 0.

Diseases

Deseases, can be a minor, enoying, or crippling condition. A Cure Poison, Venom, and Desease spell, has a change of removing this ilment.

When casting this spell roll a Medicine skill chack against a **CL** of 15 + level of desease, as listed below. on a suceses, the deseases is removed. Can only remove one desease per casting.

Blood-fire (level 2 bite disease)

A disease that is transmitted by wild wolf-bites.

Making the infected more feral and stronger (**STR**. Score increase by 2 maximum of 20.) and the slightest changes that the infected, will be triggered to attack with murderous intend, to any that is not to there likeing.

Dragon Pox (level 9 disease)

A rare disease that can only be incurred

by harvesting dragon scales from a dead dragon (Rolling a Natural 1).

The infected grows similar scales as the color of that dragon.

Any creature that touches the infected scales will get infected by it as well.

The infected will gain a weakness to the damage types of that dragon's breath attacks.

When fully covered in scales. The infected gains **+1 Con** score and **-2 DEX** score.

Exigency (level 4 disease)

When experiencing great stress or trauma, the creature can be infected by this disease.

They will gain one or more of the following:

- Their hair becomes partially or fully white (this can not be cured,unless with any wish spell).
- Wrinkles are visible on the face.
- Deep dark ring appears around the eyes.
- Eye lids become more narrow and lower.

mental Insomnia (level 4 disease)

This disease is also known as the mad cat disease, as it is incurred by a being infected by a cat scratch or bite.

The infected loses all abilities to sleep and gain glowing yellow cat eyes, in addition they lose all memories and knowledge as their **INT**. score drops to 2

Life-stealer (level 3 disease)

A virus that can be incurred by fighting an undead creature.

The infected will slowly lose its lifeforce over time.

Each new dawn its maximum **HP**. Will drop by **1 HP** and cannot be regained unless this disease is removed.

When the infected drops to 0 **HP**, it will turn into an undead in **1 D6** days.

rabies (level 3 bite disease)

When a creature gains the rabies diseases, it will notest the effects after **4 D4** weeks, after they contracted it.

they will gain the following symtons:

- Headache, unable to {C} concentration spells and skills.
- fever, unable to rest more then 2 hours at a time.
- Hallucinations, unable to tell what is real or not.
- Hydropobia, gains a fear of water.

The rabies Disease must be cured within **2 D6** days, or the creature gains the Death condition.

The Dragons Death (level 6 disease)

When a dragon dies, its last breath will fill a radius of 20 meter (66ft). around it. Any creature in that range must make a Fortitude save of a **CL**. equal to the dragons **DL**. On a failure, they are infected by this disease.

The disease has 3 stages.

- First stage- is a -2 on all stat scores, which last for **1 D20** tendays.
- Second stage- is restlessness, any rest need to be doubled for the same effect, This last for 10 days.
- Third stage- a fever that will drop the **WIS**. Score to 5, this will last for **4 D4** days, afterwards the infected gains the Death condition.

Vampirism (level 8 vampiric bite disease)

A disease that is transmitted by any type of vampiric bite.

This disease will not do anything to its host and will simply remain dormant until its host dies.

When this happens, the host cannot be resurrected and will rise as a Strigoi or Vampiric spawn in **1 D6** days.

Trinkets

Now that your character is fully flushed out, you may add a trinket that you found or have been given to add an unknown factor to your character that your **GM** can use.

Choose one or roll a **D100** for the following:

1	A coin from a different world (tip: earthling background).
2	A pair of D6 bone dice set, with a skull on the natural 1 side.
3	A statue of a black horse, any who sleep near it will have nightmares.
4	A document of ownership, but you don't know for what.
5	A voodoo doll.
6	A glass painting from you, that you found on the road.
7	A glass ball with an unknown creature trapped in it.
8	A music box playing eerie music.
9	A stone calendar ending at the end of this year.
10	A Bag with a Goblin dick.
11	A Silvered knife with the text "use to stab" on it.
12	A pair of giant boots that can only be worn if you are tiny.
13	A coat with a bottomless pocket. Anything that goes in will never come out (Where does it go to).
14	A children's drawing.
15	A badge from an organization that you have never heard of.
16	A mechanism cuckoo bird that chirps every hour.
17	A fairy in a bottle that will give you 1 HP when you fall uncon-scious but then disappears.
18	A twisted fork with the initials "S.W.C.A.J.1st" on it.
19	A rusted key.
20	A tiny ziggurat that is an incense burner.
21	A doorknob with the text "to open" on it.
22	An empty bag, but when you put your face in it, it smells like rotten eggs.
23	A painting of a ruined chapel in a forest.
24	A vial of unknown blood.
25	A Petrified fairy.
26	A clay ball, but when broken, there is a tiny bit of ruby dust in it.
27	A sealed urn containing ashes or a phylactery.
28	A box with a worm with a human face that screams in agony.
29	A ring with runic symbols.
30	A statue of a human with an animal head.
31	A Death whistle.
32	A wanted poster of someone you used to know.
33	Half of a broken wand with powerful magical energy.
34	A skeleton key made from a spinal cord.
35	A candle that emits purple light and never burns out.
36	A pen that absorbs inks when writing.
37	A waterskin with the words "poisonous water" on it.
38	A wine bottle with foul green colored liquid in it with a goblin on it.
39	A headdress made from a black cat for a small creature.
40	A ritual dagger that never stops bleeding.
41	A drinking horn from a goat, but the inside is made of pure gold.
42	A polished wood carving set from one of your parents.
43	An incense burner made from animal bones.
44	A ship in a bottle that actually sails inside it.
45	A tiny doll house, where you get sucked in, if you open the front doors.
46	A compass that doesn't point north.
47	An Invisible shirt but you can still see the stitching.
48	A glow in the dark star map.
49	A crown from a nearby kingdom.
50	A wooden stick that when dropped points to the safest way.
51	A ram horn, when blown sounds like silver chimes.
52	A statue of a cat that purrs when you pet it.
53	A tiny block of ice that never melts and is always cold to the touch.
54	A sword of pacifism, that will scream every time you try to attack with it.

55	A magical quill that when placed on a piece of parchment will write down everything said within 60ft. of it.
56	A painting of a landscape that is always moving.
57	A bag that complains when you put something in it.
58	A glass goblet that bounces when dropped and never breaks.
59	A bedroll that folds itself after you're done using it.
60	A glass ball that emits 10ft. bright and 10ft. dim light when the sun goes down.
61	A hammer that can repair wood as by the quick fix spell, by hitting it.
62	A + 1 bow that shouts "you missed", when you miss your target.
63	A cloak that always billow dramatically as if it's in the wind.
64	A silver ring that turns gold if you lie.
65	A bag that perfectly clean any clothing placed in it after 1 hour.
66	A mug that keeps the drinks inside to the perfect temperature.
67	A book that records all that you have killed.
68	A silver bell that only rings at 8 A.M. waking all within 60ft. of it.
69	An hourglass that flows upwards.
70	A living chess board that moves by thinking of it.
71	An unbreakable Silvered Lockpick that whispers "we're in" when opening a lock.
72	A tiny statue that changes to the last animal the holder has seen.
73	A fist sized Diamond that becomes smaller every time you look at it.
74	A key that always changes when you try and use it.
75	A bag of summoning kittens. You can pull a kitten out of the bag, you do this unlimited times, but at night fall they all disappear.
76	A magical map showing you the best tavern in any town.
77	A picture of a hellhound, that stares at any that is nearby.
78	A hand mirror that reflects anything but the holder.
79	A pair of wooden boxes, putting something in one moves it to the other.
80	An eyepatch that the wearer can see through.
81	A puzzle box that complains if you fail to solve it.
82	A mood candle that shows the mood by colors of anyone holding it.
83	A compass that points to the most dangerous thing for you.
84	A raven's baby teeth.
85	A teapot filled with hot herbal tea that never empties.
86	A jewelry box of Storing for jewels only (Not gems).
87	A golden sword that can never deal damage.
88	A map with three different markings on it.
89	A golden pyramid that flashes 60ft. bright light when pressing the top.
90	A set of gothic tarot cards, the Death card is a picture of you.
91	A black gem made from the ashes of your great grandfather.
92	A mirror showing the last loved one that died.
93	A witch hat that screeches in glee at 3 A.M.
94	A holy symbol that loudly sighs when you commit a sin.
95	A pair of Sunglasses that allow you to see as if you're in sun-light.
96	A letter opener that is a tiny sword (Can be used as a dagger).
97	A treasure map with a riddle for the next map piece.
98	A quiver that keeps you updated how many arrows are left.
99	A hat of disguise, nothing changes, but no one knows who you are when you wear it.
100	A glass jar with glowing colorful sand.
96	A letter opener that is a tiny sword. (Can be used as a dagger.)
97	A treasure map with a riddle for the next map piece.
98	A quiver that keeps you updated how many arrows are left.
99	A hat of disguise, nothing changes, but no one knows who you are when you wear it.
100	A glass jar with glowing colorful sand.

Chapter 11

Monsters

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Harvesting.

Taking a trophy from a slain Creature is 7+ the Creatures **DL**.
To the **CL**. Skill check.

Harvesting the skin or hide of a creature is 12+ the Creatures **DL**.
To the **CL**. Skill check.

Harvesting scales of a creature is 15+ the creatures **DL**.
To the **CL**. Skill check.

Failing a harvesting skill check will ruin the creature for any other attempt for that part.

A Harvested part is always 1 item, if the **GM** allows it, certain items can be a stack of 10 while counting as 1 item.



Beasts

Cat

(DL.:1 E) (tiny) (Beast) [familiar]

Dodge 16, AR 0, HP 8

CHA.	CON.	DEX.	STR.	INT.	WIS.
13 (+1)	7 (-2)	17 (+3)	3 (-4)	9 (-1)	13 (+1)

Reflex save +4, Fortitude saves -2, willpower save +2, PB +1

Movement:

Walking 20 meters (66ft.)

Climbing 10 meters (33ft.)

Abilities

1 QA, 2 MA

Passive

Keen senses

+1A on *Perception* and *Survival* skill checks.

Proficiency

Acrobatics, *Perception* and *Stealth*.

Blind sense

They have Blind sense aura of 15 meters (49ft.)

Cat eyes

They have Dark vision of 30 meters (99ft.)

Soft steps

gain +2A on *stealth* skill checks.

QA:

Stealthy.

Can use a QA to roll a *stealth* skill check.

MA:

High and far jumper

They can jump 2 meters (6ft.) high and far.

Attacks

MA:

Scratch attack.

Reach 1 meter (3ft.) (one target), +4 to hit.

On hit, 1 Slashing damage.

Effect: on a critical hit, it gives the target the mental insomnia disease.

Familiar

When a pact is made with a Cat, it grants the following:

Soft step and cat eyes

You gain 1 advantage on *stealth* skill checks

And a +30ft. dark vision.

Loot

Harvesting skill check.

CL. 13, A pair of cats eyes

CL. 35 a cats soft footsteps (must be harvested when alive).

Dog

(DL.:1 M) (medium) (Beast)

Dodge 8, AR 0, HP 20

CHA.	CON.	DEX.	STR.	INT.	WIS.
13 (+1)	13 (+1)	14 (+2)	14 (+2)	12 (+1)	14 (+2)

Reflex save +2, Fortitude saves +2, willpower save +2, PB +1

Movement:

Walking 15 meters (49ft.)

Abilities

1 QA, 2 MA

Passive

Keen smell:

+1A on *Perception* and *Survival* skill checks based on scent

Proficiency

Intimidation, *Perception*, *Survival*.

MA:

Pounce

If the creature jumps at most 3 meters (9ft.) in a straight line towards its target, it will have a +1A on the first attack on this turn.

FA:

Rabid.

+2 to its to hit, -2 on its dodge, And on a critical hit on the bite attack, the target must make Fortitude save CL 12, on a failure, they gain the rabies disease.

Attacks

QA:

Scratch attack.

Reach 1 meter (3ft.) (one target), +3 to hit.

On hit, 1 D8 Slashing damage.

MA:

Bite attack.

Reach 1 meter (3ft.) (one target), +3 to hit.

On hit, 2 D6 + 3 Piercing damage.

Effect: on a critical hit, the target is Grappled.

FA:

Maul attack.

When the target is Grappled by its bite attack, it may do the following:

Reach 1 meter (3ft.) (one target), +3 to hit.

On hit, 2 D4 + 3 Bleeding damage.

Loot

Harvesting skill check.

CL. 14, Dogs tongue

Venomous Snake

(DL.:2 E) (tiny/small) (Beast) [familiar]

Dodge 10, **AR** 2, **HP** 6

CHA.	CON.	DEX.	STR.	INT.	WIS.
5 (- 3)	18 (+ 4)	17 (+ 3)	4 (- 4)	8 (- 1)	15 (+ 2)

Reflex save + 3, Fortitude saves + 6, Willpower save + 2, **PB** + 2

Movement:

Crawling 5 meters (15ft.)

Swimming 5 meters (15ft.)

Abilities

1 **QA**, 2 **MA**

Passive

Keen smell

+1**A** on *Perception*, *Investigation*, and *Survival* skill checks based on Scent.

Ambusher

+ 5 on Stealth skill checks (+ 10)

Ambush Striker

When Undetected, gain +3**A** on the first attack roll.

Deadly venom

On a critical failure when dealing venom damage, the venom deals four times the amount of dices instead of double.

Heat Vision

The Venomous Snake can see body heat, and heat sources, negating invisibility and stealth effects.

Heat Blind

The Venomous Snake cannot see anything near intense heat.

The Venomous Snake will gain +5**DA** on perception skill checks and attack rolls on targets near intense heat.

Proficiency

Intimidation, *Stealth* and *Survival*.

QA:

Hide.

The venomous Snake may roll a stealth skill check when out of sight.

Attacks

MA:

Bite attack.

Reach 1 meter (3ft.) (one target), + 5 to hit,

On hit, 1 **D6** - 4 Piercing damage, and the target must make a Fortitude save **CL** 16, on a failure, they take 1 **D4** Venom damage.

In addition, when a creature takes Venom damage from a bite of the Venomous Snake, the **GM** can choose up to 3 of the Venom types list next to the Venomous Snake. The more types of venom effect a Venomous Snake has, the Deadlier it is.

Familiar

When a pact is made with an Venomous Snake, its grants the following:

Ambush striker, Heat Vision and Heat Blind.

When Undetected, gain +1**A** on the first attack roll.

You can see body heat, and heat sources, negating invisibility and stealth effects.

When using Heat Vision, you cannot see anything near intense heat.

You will gain +5**DA** on perception skill checks and attack rolls on targets near intense heat.

Loot

Harvesting skill check.

CL 14, Venom type chosen by the **GM**.

Proteolytic venom

Proteolytic venom effected

The venom breaks down blood vessel walls along with muscle tissue, accelerating the death of the creature.

A creature with this effect must make all Fortitude saves with +2**DA**.

This effect last for 5 **D10** days

Hemotoxic venom

Hemotoxic venom effected

This venom can cause blood clotting or even prevent blood clotting; either situation can be deadly. The results of this venom include cardiovascular failure, loss of an affected limb, and massive internal bleeding.

A creature with this effect must make all **STR** and **CON** skills with +1**DA**.

This effect last for 5 **D10** days

neurotoxic venom

neurotoxic venom effect

the injected neurotoxic venom impact a creatures nervous systems. Causing muscle paralysis, damage to the brain, and loss of consciousness. This sort of venom hinders the nerve impulses around parts of the body.

Unlike hemotoxic venom, neurotoxic varieties can be delivered without a lot of pain. In fact, some people do not realize that they have been bitten until they begin feeling symptoms.

A creature with this effect has +1**DA** on all skill checks, takes 1 **D4** venom damage on each failed saving throw, and can make a fortitude save of **CL** 18 at the end of its turn to remove the effect. on any critical failure, the creature falls unconscious until it succeeds the Fortitude save of this effect at the start of its turn.

Cytotoxic venom

Cytotoxic venom effect

Cytotoxic venom kills cells. This venom is known to severely damage skin and underlying tissues, often leading to disabilities in the victim. Even if they survive the initial bite, these complications can leave the individual hindered for life.

A creature with this effect must make all **STR** skills with +1**DA**. and take 1 point of venom damage for every main action taken.

This effect last for 5 **D10** days.

Wolf

(DL.:4 M) (medium) (Beast)

Dodge 13, AR 0, HP 9

CHA.	CON.	DEX.	STR.	INT.	WIS.
14 (+2)	17 (+3)	14 (+2)	14 (+2)	14 (+2)	18 (+4)

Reflex save + 5, Fortitude saves + 3, Willpower save + 4, PB + 3.

Movement:

Walking 15 meters (49ft.) Quickened Pace mount

Abilities

1 QA, 2 MA

Passive

Keen smell

+1A on *Perception*, and *Survival* skill checks based on Senct.

Pack Tactics

When an ally is within 1 meter (3ft.) of your target, you gain +1A on attack rolls.

Proficiency

Intimidation, *Perception* and *Survival*.

MA:

Pounce

If the creature jumps at most 3 meters (9ft.) in a straight line towards its target, it will have a +1A on the first attack on this turn.

Attacks

QA:

Scratch attack.

Reach 1 meter (3ft.) (one target), + 5 to hit,
2 D8 + 5 Slashing damage.

MA:

Bite attack.

Reach 1 meter (3ft.) (one target), + 5 to hit,
3 D6 + 5 Piercing damage.

effect 1: On hit, the target must make a Fortitude save CL. 16. On a failure, the target gains a random bite disease (page, 143).

Effect 2: On a critical hit, the target is Grappled.

FA

Maul attack.

When the wolf has its target Grappled due to its bite attack, it may do the following damage:

3 D4 + 5 Bleeding damage.

Loot

Harvesting skill check.

CL. 12, Wolf's claw or teeth

Panther

(DL.:5 H) (Large) (Beast)

Dodge 14, AR 8, HP 80

CHA.	CON.	DEX.	STR.	INT.	WIS.
16 (+3)	11 (0)	20 (+5)	18 (+4)	12 (+1)	16 (+3)

Reflex save + 8, Fortitude saves + 0, Willpower save + 3, PB + 3

Movement:

Climbing 10 meters (33ft.)

Walking 20 meters (66ft.)

Abilities

1 QA, 3 MA

Passive

Keen Senses

+1A on *Perception*, and *Survival* skill checks.

Ambusher

+ 5 on Stealth skill checks (+ 13)

Ambush Striker

When Undetected, gain +3A on the first attack roll.

Proficiency

Climbing and *Stealth*

FA:

Pounce

If the creature jumps at most 5 meters (15ft.) in a straight line towards its target, it will have a +1A on the first attack on this turn.

Attacks

QA:

Claw attack.

Reach 1 meter (3ft.) (one target), + 7 to hit,
3 D8 + 7 Slashing damage.

MA:

Bite attack.

Reach 1 meter (3ft.) (one target), + 7 to hit,
5 D6 + 7 Piercing damage

Effect 1: + 1 D4 Bleeding damage, and the target is now Bleeding.

Effect 2: On a critical hit, the target is Grappled.

Lion

(DL:6 M) (large) (Beast)
Dodge 16, AR 6, HP 95

CHA.	CON.	DEX.	STR.	INT.	WIS.
15 (+2)	13 (+1)	13 (+1)	16 (+3)	9 (-1)	16 (+3)

Reflex save 4, Fortitude saves +4, Willpower save +3, PB +3

Movement:

Walking 20 meter (66ft.)
Climbing 5 meter (15ft.)

Abilities

1 QA, 3MA

Passive

Keen sight and smell

+1A on *perception* and *survival* skill checks based on sight and scent.

Pack Tactics

When an ally is within 1 meter (3ft.) of your target, you gain +1A on attack rolls.

Proficiency

Stealth and *Survival*

Attacks

QA:

Claw attack.

Reach 1 meter (3ft.) (one target), +6 to hit,
4 D8 + 6 Slashing damage.

MA:

Bite attack.

Reach 1 meter (3ft.) (one target), +6 to hit,
On hit, 5 D6 + 6 piercing damage.

Effect 1: +1 D4 Bleeding damage, and the target is now Bleeding

Effect 2: On a critical hit, the target is Grappled.

Great White Shark

(DL:6 M) (large/huge) (Beast)
Dodge 12, AR 8, HP 70

CHA.	CON.	DEX.	STR.	INT.	WIS.
5 (-2)	17 (+3)	10 (0)	16 (+3)	8 (-1)	10 (0)

Reflex save +0, Fortitude saves +6, Willpower save +0, PB +3.

Movement:

Swimming 30 meters (99ft.)

Abilities

1 QA, 3 MA

Passive

Blood lust

When attack a creature that is injured, you gain +1A on the attack roll.

Keen smell

+1A on *perception* and *survival* skill checks based on scent.

Limb loss

On a critical hit with the Maul attack, the target loses a limb.

Grappler

When hitting with an attack, the target is Grappled.

Proficiency

Swimming and *Intimidation*.

QA:

Dash

You may do a movement action as a QA.

MA:

Pounce

If the creature jumps at most 3 meters (9ft.) in a straight line towards its target, it will have a +1A on the first attack on this turn.

Attacks

MA:

Bite attack.

Reach 1 meter (3ft.) (one target), +6 to hit,

On hit, 8 D6 + 6 Piercing damage and the creature is Grappled.

FA:

Maul attack.

When a target is Grappled by the Great White Shark's Bite attack, you may do the following:

12 D4 + 6 Bleeding damage.

On a critical hit, the target gains the Limb Loss condition.

Loot

Harvesting skill check.

CL. 35, The breath of a Fish (must be Harvested when alive).

Chapter 12

Game Master tools and tips

As a Game master for the first time here are some tips to help you out.

The K.I.S. rule (keep it simple)

It's a classic mistake for starting **GM's** to start making a massive world with cities and **NPCs** with large colorful backgrounds and personalities. (We have all done this to a extend).

Instead focus on your players first.

Do they have **NPCs** in their backstory.

These can be potential **NPCs** that will drive the campaign or even work for the villain.

Try connecting these **NPCs** with each other.

As an example, player 1 has three **NPCs** (A, B, C,) and player 2 has two (X, Y) and player 3 has one (Z).

A and Y both worked together on a project that might help the party later and Z and C have a rivalry with each other and can't be in the same room, but both are needed for a puzzle or mission.

And Y and B both work for the current villain of the campaign.

Using your players backgrounds, you can already set up a memorable campaign without doing much writing.

Work from end to back.

Your main villain of the campaign can't just be an evil person for the sake of evil if you want your players to remember your campaign till the days of old.

Instead think of why is this person evil and how did they get here.

Use this information to sprinkle out during the campaign so your players get to know your **BBEO** before ever meeting them.

DO NOT let your players face them at low level to show off how strong they are.

This will give them a bad impression of your game and feel useless, this can only work in movies, books and players where you discuss this with beforehand and their all okay with it.

Make arc villains.

Depending on what level you start out.

You can make main villains per level section that all work for your **BBEO**.

As an example, you will have the party face a low-ranking officer of a criminal organization that uses his band for some troubling effect. At level 5 the party faces them and upon defeat they can find documents with the initials of the **BBEO** revealing the first hint.

At level 10 they face a lower ring leader that can reveal more information perhaps their true name.

Now the party can prepare them self and at level 15 face the **BBEO** of the campaign.

(Perhaps one of these criminal band leaders is one of the party's backstories).

Schedule verses after planning

When discussing when the next game will be you can do two things, see when everyone can play that can leave weeks or even months between sessions slowly ending the campaign by lack of interests, or set a date like once a week or month at a specific time that you all can play.

You can also set up rules that for example; if one player can't make it you still play. This will let the game still move on, and those who do not want to play don't have to.

The game master is in charge

When a discussion arise at the table for any reason, it's the **GM's** duty to take charge and lead.

This can be for calling a ruling, a discussion, a problem between players, etc.

Be fair in your ruling and talk to your players afterwards for their opinion.

Setting up a campaign.

Now that you have the ruff line of your campaign set. We can now focus on the setting.

Keep the **K.I.S.** rule in mind.

Start with the town or city the campaign starts from, let it have, multiple shops that the player can get gear from and a place they can call home or a base (maybe an old makeshift hut from one of their childhoods).

Think of a fun way that the party will meet each other, and if you can't

think of something you can always go to the classic

"You all meet in a tavern".

Build upon that where the party wants to go or do.

Control of the rules

When leading a session with your players, it's good to have a decent grasp of the rules, this will keep the game rolling.

Make notes for rules you have a trouble remembering, or use book notes for the pages that are important to you, so you can have quick access to them.

In the case you can't quickly get to the rules, you are the Game Master, make a ruling on the spot to keep the game going, and after the game look up the correct ruling.

If you were incorrect, inform your players of it and choose to keep to the official rules or stick to your ruling for the rest of the game.

How much do you prepare

Prepare only what is needed for this and next session.

You do not know if your players are going in a different direction or not, or how fast they go through your content.

Make a buffer but not more than that.

And when you are preparing think of the **K.I.S.** rule.

Be confident on what you have prepared

It is very intimidating for new or even seasoned **GM's** to go into a game.

Thinking did I prepared enough, is my encounter not too difficult, etc.

As long as you go into the game thinking to have fun, your players will probably will have fun too.

In case you made something to difficult or not have enough content, try improvising and see where it leads.

Maybe a player spots a **Hidden** weakness in this too difficult encounter or a way of escape, or you learn you can improvise scenes and scenarios that you can now use in future games.

If all fail, be honest to your players that you made a mistake and redcon something in their favor or end the session their informing them that's all you have prepared.

No game is always better than a bad game.

Just make sure you don't disappoint your players like this to often.

Random charts are your friends

When improvising or preparing a game, it can happen that you are out of ideas.

This is where random table charts kicks in.

There are many charts that you can find online by third party publishers that can still help you out or give you an idea.

There are some examples later on in this chapter.

Stay consistent

If you revealed a piece of plot, lore or ability, etc.

Make sure you keep to it.

This can annoy players if you set up a setting that they adapt to, only for it to fall underneath them that it can't work anymore, shattering their hopes and goals for the game.

Be adaptive

When your players want to try something that you did not prepare for, don't just shut them down.

A good **GM** can prepare a campaign, a great **GM** can adapt to the players during one.

Take notes

During your game, your players can reveal something or do something you did not prepare for, or did not know about, including interacting with your **NPCs**.

This can have effects later on in your campaign and give your players the feeling that their choices matter.

Yes, but or No, but

When the players want to do something that is beyond their ability's. Don't just say yes or no, give them also but to the answer.

Example the players want to scale a castle wall of 100ft. without gear and just their feet and hands.

This is normally impossible but a group Athletics skill check of 18 allows them to find grooves in the wall to climb it, but they need to make 3 Stealth skill checks over time as the castle watch is patrolling above them. Will they make it, who will know.

Ask your players how?

If your players come up with an idea that you think is impossible.

Don't say no right of the bat, ask them how they would do this?

If they can't come up with an answer than they tell them self, it's not possible.

But they can surprise you with an answer that you did not think of making it plausible or even possible.

Saying no and explain why

When your players want to try something that even as the previous comment was made and still is impossible. Tell them no, but also why, like that it will break immersion or game rulings.

Explain to the players in away so they know they are not just shut down and if they have more crazy ideas, they are welcome to try them, as long as it is at least plausible.

Listen to your players

There will be some time your players will have a comment of the game or situation around the table.

Listen to them and be the role model or leader.

It's your job as the **GM** to make everyone feel safe and comfortable at and around the table.

This also implies to what your players are saying during your game.

If the players have a theory where the game leads, even if it's not the correct one.

See if you can tweak it a bit, so your players can have the "I called it feeling".

Making your game more fun and memorable for them.

Know what to prepare

Now that you know what you want to prepare and what your players thinks what's going on, you can prepare what you need to prepare.

Just as before, remember the **K.I.S.** rule.

Actions have consequences

To have your players feel truly important in your world or game, give them consequences to their actions.

This is not just a reaction to the bad, evil or corrupt things that they do. But also, the good, noble and selfless.

Look at your notes of what your players have done, and let their actions have a reaction. Let the town folk gather around them when they return to a village, they saved from goblins 50 session before when they were level 1.

Make them feel like their choices really matter.

The players and the dice determines how the game goes

The game master presents situations and the players try to overcome them. It is not the **GMs** job to determine what's going to happen.

The **GM** will prepare a battle or interaction, but just like the player they will not know how it will end.

Both can have an expectation, but by player choice and random dice roll will the story be told.

Take a break when you or the player(s) need it

When a moment in game occurs that you did not expect or need to prepare for what's going to happen, or one or more of your players feel overwhelmed or something else that forces them to stop playing.

Call for a break, see if you can resolve this, and when all are ready resume the game.

Don't force yourself or others to keep playing, use common sense.

Theater of the mind

When playing Grand Odyssey, it is tempting to go all out and buy all kinds of mini's and props to enrich game play.

But this is not needed.

Most of the time just describing the scenery and scenario is enough for the players to imagine their characters there, props and mini's can break the immersion of this, if done poorly.

Adaptive basic maps

When having a combat scene, a battle map can help with the readability of what's going on, if you're going to prepare this, keep the maps simple and modular.

This will save storage space and money for buying different maps for every scenario.

Tokens or mini's

when using battle maps, you need to have something to represent your players and creatures.

Tokens are easily made and the cheapest.

But mini's can give that extra flair of immersion, but are more expensive.

This is more a personal or group preference of what you want to use.

The focus is on the players not your world

when playing a game, your world and setting is the background, never the foreground.

This spot is always for your players. If you want to explain something about your setting, make small scenery like a statue with a small plaque, if the players are intrigued about it, they will ask to read it, if they do give only a small bit of information, and let them resume.

This can get the players attention and might want to learn more.

If not let it go and don't force it on them.

Let your world feel alive and dynamic

Let your world have events, festivals or even war that will go on in the background that has nothing to do with the players.

The players can hear about this and get involved, use it to their advantage, or ignore it completely.

Whatever their choice, it will make them feel that there is more in this world and they might get to find out what.

Make low level encounters

Even when the party is high in level, make encounters that are meant for far lower party's.

This will give them a feeling of how far they have come, and that the world is dynamic and not scaling to their level.

Creating a world or using a premade setting

Creating a new and personal world is a large task and not easily done by beginning **GMs**, its best to start out with a module or setting that's already out, to wet your feet in and get a feel what is expected from you as a **GM**.

Your game is unique

No Matter how well you follow a game setting, or act like a different **GM**, your games are always unique, for better or worse.

So don't pressure yourself in being the best and have fun.

Your players will enjoy this more and in turn will make you a better **GM**.

Telling them the CL. and HP Or hiding them

When playing Grand Odyssey most skill checks that are asked and hidden from the players, but his is not needed. A **GM** can tell the players what the **CL**. Is of a check and see what they player needs to roll, now it all determine by a single **D20** roll with maybe some advantages or disadvantages. Having all the players look in to the roll.

This will give more tension and excitement to the table.

This can also be done if the villain is at low health and is running away and a final hit can be made.

Keep these open rolls limited to the times it truly Matter, so that your players don't get numbed by the suspense.

Challenge yourself and don't be scared to try something new

Know your weakness, this will only be notable after playing dozens of games, as you learn what type of **GM** you truly are.

In turn you will also know what you are really bad at, do not shy from this, but rise to the occasion and try and better yourself with this.

Inform your players about your short coming and that you are focusing more during game time on this, so your players know that if the game is what lacking they know why.

Listen to your players, when they really don't like where the game is going now, stop what you're doing and go back to what your better at.

Only test yourself in moments and games that its acceptable, and not disturbing for the game.

The game master is a player too

Its imported that your players are having fun, but you as a **GM** are also playing this game, you can have fun too.

If the game is heading in a direction, you really don't like, just like your players, you can voice your concern and inform them with this.

Talk to your players and compromise.

Grand Odyssey is not competitive but cooperative

It's easy for players to think that the **GM** is out to get the players.

But this is not what Grand Odyssey is designed for.

The game is made to challenge players with different content that the **GM** can use, testing and challenging the players.

The game itself is for the players to win and the **GM** to lose.

The **GM** will role play the monsters with the intent to beat or kill but always rooting for the players in a fair way.

Treat all players fair and equally

It takes a Talented **GM** to be non-biased of players and not picking favorites, being it best friends, relationship, children or work relationship.

This might sound like a good idea to get in favor with them, but most likely will flop the game and have the players look at you in a negative light.

Be fair and treat everyone equally and this will make your games better and more meaningful in the long run.

Players have control over their own character

This is a warning for players and **GMs**, when an **GM** is taking control of a player character without their permission or determine how they must act.

This is improper game behavior, talk to each other and resolve this issue, in case this is not resolve it best to leave this game and find a **GM** that has more respect for your characters.

Talk to your players

If something is not going to your liking, don't frustrate yourself with it, act as the leader that you must be as a **GM** and take action. Talk to your players about something that's bothering you, are your players too strong compare to others, are they derailing your game, are they too destructive towards the rest of the party and they are not having fun because of it.

Talk to the player(s), its best to act as adults and sit down a discuss why this is happening and what can be done about it.

Pro tip, explain to your player(s) your problem and you want their advice to solve it. This will engage them more and feel like their input Matter now, as long as you also listen to it.

Remove problem players

After talking to your player(s) and they do not help you out or change their ways, it's best to let them go so that the rest can enjoy their time more.

This can be a hard thing to do, but it's the best option if its destructive to the game and/or friend group.

Switch Game masters and settings over time to let the game master play to.

Being a **GM**, all the time can also be taxing and stressful, switch it up a bit with your players and let them host one shot so you can play.

This in turn will also give them a feel how it is to **GM** and give you more appreciation of the work you put in to it.

When to homebrew rules or items

There will be a time that you as a **GM** or player will thing this can be better if X happens or X changes to Y, before allowing this, make sure that you have a decent control of the rules and know why they are in place. If your homebrew makes things harder for little enjoyment don't do it. If it's easy to use and fun for all, go try it out.

At the end of a session ask how it went

When you end a session, ask the players if everything was clear and after that if they had some questions and concerns.

This will give them a moment to voice them self and allow them to feel heard.

Keep this input very seriously, as your players might distrust you as a **GM** if you don't.

List of consent

Below are a list of questions that you can ask your players what they are and are not okay with, preferably at session 0.

Keep in mind the players will always have the right to change it when needed.

Answer each question clearly with; okay, rather not and absolutely not.

Horror

- Insects :
- Blood :
- Demons :
- Dismemberment of body parts :
- Gore :
- Harming of animals :
- Harming of children :
- Vermin :
- Spiders :
- (Insert personal phobias) :

Relationships

- Romantic scenes :
- Fade to black :
- Describing romantic scenes :
- Players and NPCs :
- Between players :
- (Insert personal preference) :

Sexual scenes

- Fade to black :
- Describing sexual scenes :
- Players and NPCs :
- Between players :
- (Insert personal preference) :

Social and culture issues

- Homophobia :
- Racism :
- (Real world) religion :
- Sexism :
- Cultural issues :
- (Insert personal issues) :

Mental and physical health

- Terminal illness :
- Claustrophobia :
- Hypothermia :
- Gaslighting :
- Genocide :
- Heatstroke :
- Natural disasters (earthquake, tsunamis, etc.) :
- Paralysis and physical restraints :
- Aggression from law enforcement :
- Pregnancy, abortion and miscarriage :
- Self-harm :
- Severe weather patterns (hurricanes, tornados, etc.):
- Sexual assault :
- Starvation :
- Terrorism :
- Torture :
- Thirst :
- (Insert personal problems) :

Additional information:

Random table list

When to use random tables and when not.

When prepping a session and you are lacking inspiration you can roll on random tables to get quick unique things that you can tie in to your game or session.

Make it make sense when you do so it's not immersion breaking.

When playing a game and you need a quick inspiration, don't roll. Look at the tables and pick something or let yourself be inspired, don't confine yourself to a table list but use them as guidelines.

Try making your own tables as you know better what you need.

You can be inspired by other existing tables.

But always remember the **K.I.S.** rule.

Example:

Day and travel table

1 Heavy raging storm

2 Abandon road

3 Faster travel

4 Windy

5 Cursed Weapon

6 Natural encounter

7 Magical weather

8 Destruction

9 Criminal encounter

10 Illusion

11 Monster encounter

12 Beautiful scene

13 Slowed travel

14 Eerie silence

15 Wanderer

16 Hidden god

17 Friendly Creature

18 Passing storm

19 Lost Temple

20 Calm weather

Make the table open for interpretation so you can make your own spin on it fitting for the current session.

Don't make tables of only monster encounters.

Give them a chance for exploration or discovery as well.

When making a monster encounter table.

Make a list of possible monsters in the area, and combine them together if it makes sense example: goblinoid races preparing an ambush together or are in the mist of fighting each other or victim.

You can also make a table for male and female names to quickly reference when your players ask for a **NPCs** name that you did not prepare for.

Or a table for a random tavern the party wants to meet up or go to for a night's rest.

Example:

Have a list of items or creatures and a list of activities.

Roll one both tables to have a quirky tavern name.

- 1 The Dancing
- 2 The Drinking
- 3 The Shivering
- 4 The Prancing
- 5 The Howling
- 6 The Smiling
- 7 The Hopping
- 8 The Resting
- 9 The Glowing
- 10 The Napping
- 11 The Drooling
- 12 The Fighting
- 13 The Wondering
- 14 The Dueling
- 15 The Performing
- 16 The Crazy
- 17 The Scheming
- 18 The Hyper
- 19 The Draining
- 20 The Filling

- 1 Rat
- 2 Chair
- 3 Piano
- 4 Mug
- 5 Pony
- 6 Cat
- 7 Wand
- 8 Cauldron
- 9 Thief
- 10 Blade
- 11 Bunny
- 12 Cut
- 13 Priest
- 14 Wanderer
- 15 Guest
- 16 Head
- 17 Fields
- 18 Keg
- 19 Bar
- 20 Spot

