

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 why we created this new way of TTRPG (Table-Top Role-Playing Game).
As you explore the deepest secrets of this book, a new world will be revealed to you,
This collaboration 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 here, or alter your dungeons and dragons, or other TTRPG. The game is yours, now show the world who you are.
Jeffrey Seedrak –

Introduction

Grand Odyssey Is a Storytelling Role Playing Game.
Like most Tabletop Role playing games (TTRPG's) it's a game of make-believe and Collaboration, one takes on the role of the Game-Master (**GM**). It's the Game-Master's job to tell a story and set the stage for the adventurer(s) (the players). When an argument arises it's the Game-Master's job to give the final verdict. When no rules can be found, the Game-master will decide how it goes.

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 berry's catches your eyes, as well as the sound of rattling bushes.

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 dices. Adventurers will roll specific dices for specific goals, for attack and saves or for talents and skills, to see if they can avoid danger or make a safer outcome.

Game-Master (**GM**)

*Okay, Gildion, make a Perception check,
And Elisia, make a Nature check.*

Gildion (played by Chris) rolled a D20 (a twenty-sided dice)

I rolled a 14 for my Perception check

Elisia (played by Jolanda) rolled 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.

Playtest Rulebook explained

This book is divided into 12 parts.
As shown in the Table of Contents (page 4).
Chapter 1, what you need to know to play the game.
Chapter 2, an explanation of terms.
Chapter 3, most common races you can play and interact with.
Chapter 4, most commonly known classes for adventurers.
Chapter 5, Character creation.
Chapter 6, spells and magic.
Chapter 7, Divine Powers which the characters can interact with.
Chapter 8, additional items, tools and skills adventurers can use.
Chapter 9, traveling and interacting with the world.
Chapter 10, what to do in combat.
Chapter 11, a basic compendium of monsters and beast.
Chapter 12, Game Master tools and tips.

Information can be found quickly this way to make a character from chapter 3-8.

Later editions will go in more detail and give adventurers more option.

How to start an Adventure

A game always starts with a game-master.

The game-master should have a basic idea of what the adventure will be.

Examples are heavy or light roll-play or combat or any combination in between.

The setting.

Examples are:

Primeval, during the stone ages (low to no technologies and trade)

Medieval, the dark ages and early renaissance (low technologies and trade)

Modern, current day and age (mid technologies and trade)

Futuristic, high technologies and sci-fi (high technologies and trade)

The presence of magic.

Examples are:

None

Low, limited selected spells and rare number of casters.

Medium, large amount selected spells average amount of casters.

Heavy. All spell and lots of casters.

The presence of Deity's.

Examples are:

None

Low, limited selection of Divine spells and rare amount of Paladin Priest and Warlocks.

Medium, large selection of Divine spells average amount of Paladin Priest and Warlocks.

Heavy. All Divine spell and lots of Paladin Priest and Warlocks.

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

The Player's adventurers guide is meant for your adventurers to make their own 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 adventurers guide book for your players during any game session.)

When the GM and the players get together for the first time to play.

You all will start your session 0

Session 0

What is a session 0?

It's a preparation of the main campaign.

The **GM** and players will talk about the setting that the **GM** wants to run (page 4, how to start an adventure).

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 and if it's possible to alter it.

An imported note is to also ask your players what they are okay with and what not, there will be an exemplary consent list in chapter 12 page 132, game master tools and tips.

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

The **GM** can help inform the players what races and classes are possible and which do not exist.

Though the GM can be flexible and allow all races and classes.

Example:

a none magic setting cannot have a Mage, Priest, Summoner, Warlock, etc. 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

for the story, but mostly for the players, it's important that all players will have fun not just the **GM** or Visa-versa).

When the setting is set, 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 Elf that's on a quest of redemption and is slowly becoming a champion of the gods.

Jolanda wants to be a Gnome that becomes a scholar and unlocks the world's secrets

The GM can make an adventure of a Powerful necromancer that unlocked an ancient tomb of a hero.

Legends has it that this hero was a vessel of the gods in the world's creation.

Small villages are being attacked that dot around this unmarked tomb. The adventurers might be traveling on the road or be in a village or city when an undead attack reaches them. It's up to the players to gather information where this attack is coming from and if more villages are being attacked. If the GM prepared a map the players might be able the puzzle out where the undead are coming from.

Example:

On the map, villages that are close to the tomb got attacked and destroyed first and the last village that is attacked is the farthest away.

If the players can't figure this out, give them a hint that there might be a scholar in a city that can help them out. When they find this scholar and pay him or her, it can help the players and point out the area that is likely the point where the undead came from.

This is the point that the players will confront the necromancer and might win and save the day.

Or lose and be captured or killed to join its undead horde.

Chapter 1

Game Play

Before we can play the game and create your own character.

We have to explain how the game works.

We will explain how to play the game in chapter 7

For now, we will tell you the basics.

Afterwards we will explain how to fill in your character sheet, You can find or download your character sheet for free on our website

<https://grandodyssey.sacredfiregames.com>

Dices

Grand Odyssey, uses a **D20** dice system, this means to fully play the game you need the following dices:

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), optional are the **D60** and **D100** (or percentile, this can also be two **D10's**).

When rolling a die you get a Natural number, when adding or subtracting modifiers you get a Dirty Number.

These terms aren't used often but can help explain what you rolled.

Ability score and modifiers

On your character sheet on the left side, you see a column with the text, (ability score). The number here tells you how good or bad you are with these abilities in general, each number will give you a modifier that will greatly determine the outcome of certain skills you want to perform, the numbers and modifiers are the following:

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
Ext.	Ext.

Your ability score can't exceed 20 by normal means, only items, skills, feats and spells can extend this to 30, unless stated otherwise.

From top to bottom you will have the following:

Charisma or (**CHA**). This will show how well you can communicate Deceive, intimidate and persuade others to your cause.

Constitution or (**CON**). This will show you how well developed your body is. the higher your **CON**. Modifier or (**Mod.**), the more health or Hit Points you will have (see your character race).

You add your **CON. Mod.** per player level on your Hit Points (This is for the positive Mod., negative mod. Counts as 0.)

When you increase or decrease your **CON. Mod.** later on, you gain or lose the difference for all previous levels as well.

Dexterity or (**DEX**). This will show you how quick and nimble you are. The higher your **DEX**. Modifier or (**Mod.**), the higher your Dodge score is. Your race will show you your base Dodge and you add your **DEX**. Modifier to this.

When you wear armor, this will go down (page 59, Armor).

In addition, your **DEX. Mod.** is added to your **Initiative** roll.

And you're walking speed is increased or decreased by 5 ft. per **DEX**. Modifier unless stated otherwise.

When you increase or decrease your **DEX. Mod.** later on, you gain or lose the difference for all previous levels as well.

Strength or (**STR**). This will show you how strong and developed your muscles are. The higher your **STR**. Modifier or (**Mod.**), the more physical damage you will deal (See your character race). And the amount of gear you can carry (see page 55, equipment)

Intelligence or (**INT**). This will show you how smart, studied or knowledgeable you are. The higher your **INT**. Modifier or (**Mod.**), the more or less skills you gain, when you choose your class and background you gain proficiency in skills, you gain additional trained skills or professions for every positive **INT**. Modifier. (This includes combat, and skills checks)

Wisdom or (**WIS.**) This will show you how wise you are and how observant of your surroundings. The higher your **WIS**. Modifier or (**Mod.**), the higher your Passive Perception will be (See page 8, Rolled Skills and Passive Skills). In addition, you add your **WIS. Mod.** per player level to your total Spirit. when you increase your **WIS**.

Modifier later on through natural means (unless stated otherwise), you gain the difference for all previous levels as well. (Note that your Spirit will not drop by negative mods)

Advantage and disadvantage

When you need to make a roll using the D20 die only, your GM can ask you to roll it with advantage or disadvantage, when this happens you do the following:

Advantage

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

Disadvantage

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

There are situations where you gain more advantages or disadvantages by skills, spells and effects on one roll.

Advantages and disadvantages can stack up to 5 total, but cancel each other.

When you gain 3 advantages on a roll and one disadvantage.

You only gain 2 advantages, rolling your **D20** +2 more **D4**'s as your number rolled.

Proficiency

Your proficiency shows your progress in your skill and strive, 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 race, class and background (sometimes have additional features) show you where you're proficient in, this could be a skill, attack or an ability, (**this is marked with a small round check box near the skill, one mark means trained, two marks means proficient, three marks means expert.**) when you are proficient in something and you roll a D20 dice for it, you can then add your proficiency (shown by the table above) to the number rolled with the additional modifiers if any.

Trained skills

In addition to your abilities, you can have and learn certain skills to help you in your daily life and adventures, each skill is connected to a stat and uses that modifier as a base of your talent skills, you can add an additional number to this if you are one of the following:

Trained

You can add half your proficiency modifier (rounded down minimum of 1) to your stat score to get your skill score.

Proficient

You add your proficiency modifier to your ability check to get your skill score.

Expert

You can double your proficiency modifier to your ability check to get your skill score.

If you have no proficiency in a skill, and want to gain a trained proficiency in that skill, you can ask your **GM** to train in any number of skill that the **GM** allows you to, note if you are trained in a skill and add another trained to it, you become proficient in it.

if you are trained in a skill and then gain proficiency in it, you do not gain expertise in this skill you are just proficient in it.

To be **trained** in a skill you need to spent 5 days training minimum of 8 hours each day.
(If you're not at least trained in a skill, you can't use it without disadvantage.)

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

To become **Expert** in a skill, you need to gain proficiency in that skill while already having proficiency in it.
(Note: you cannot train this, and must gain it by other means)

Rolled and Passive Skills

If the **GM** asks you to make a skill check, the player can then roll a **D20** and add or subtract the total skill Modifier on it, the player can choose not to roll for it and describe to casually perform the task if the **GM** allows this
(Casually lock-picking a door while a mob of assassin's charges towards you and the party, may not be allowed).

If you are allowed to do the skill casually you can add +5 to your skill Modifier and this is then your passive skill. Each skill will use a Main Action to perform.
(More info of actions on page 69, Action economy.)

Hit Points

These numbers indicate how healthy and sturdy your body is.
See the total amount of Hit points as a hundred percent of your physical health.
When you drop to 0 Hit points or below, you fall **Unconscious** by normal means. (More status effects info on page 72, conditions)

Saving throws

Some skills, effects or spells asks you to make a Fortitude, Reflex or Willpower save.
When this happens, you must use your Reaction and roll a **D20** and add the modifier of the asked for skill.

You may always choose to do this passively (not using your Reaction) adding a +5 instead of rolling a **D20**.
If this fails when doing this passively, you may push your limits and roll like normally for the save. (This will cost a Reaction to do so).

Spirit Points

These numbers indicate your inner state.
Some spells, talents or skills use Spirit points to work, you reduce the number of your remaining spirit point pool.
When you drop to 0 Spirit points, you are mentally drained and can't use any abilities that cost Spirit.
When you drop below 0 Spirit points, you get the Arcane Backlash condition. (More info on page 72, Conditions)

Power and Magicka

These numbers indicate the minimum of damage you will do.
Power for physical attacks.
Magicka for magical attacks.
Add the respective number to the attack damage to have your total amount. (More info on page 71, Damages and defenses)

Dodge and Armor

These numbers indicate your chances to survive attacks

Your total Dodge stands for the number that something needs to exceed to hit you. (More info on page 58, Dodge)
Your armor is what will reduce the damage you are going to take. (More info on page 59, Armor)

Skills

With each stat you have one of the following skills:

Charisma or **CHA. Mod.:**

Distraction:
You cause a scene or act. To make sure your allies can move around unnoticed.

Deception:
You make an attempt to tell a lie or hide the truth.

Performance:
You perform an act, or play out an event.

Persuasion:
You attempt to get your way in a discussion.

Constitution or **CON. Mod.:**

Fortitude:
Your trained body slowly gains the ability to resist physical effects, when an effect asks for a Fortitude Save, you can choose to use you passive skill, add 5 to your resistance skill check as a passive skill, if the save would fail you may use your Reaction to push your limits to roll a **D20** with your Fortitude **Mod.** If you choose to use your active skill to roll a **D20** with your Willpower **Mod** and you do not use a Reaction.

Stamina:
When making multiple checks that causes stress on the body the GM might ask you to do a stamina skill check
(Failing the Challenge Level or **(CL)** will give you a point of Exhaustion).

Dexterity or **DEX. Mod.:**

Acrobatics:
You use your agile body to jump, flip or spin in ways to reach a certain goal or task.

Sleight of hand:
If you want to perform a subtle act or remove something unnoticed this is the skill for you.

Stealth:
For those who want to remain hidden or unnoticed by others try your hand on Stealth.

Harvesting:
Collecting herbs and plants that can one day save your life or that of others, your success lays in this skill.

Reflex:
Your quick Reactions allow you to move quickly out of danger.
When an effect asks for a Reflex Save and you're capable of moving out of the range, you can add 5 to your Reflex skill check as a passive skill, if the save would fail you may use your Reaction to push your limits to roll a **D20** with your Reflex **Mod.**

Swimming:
This skill allows you to challenge the currents and pressures of all bodies of Liquids. Depending on you proficiency your Swimming Speed changes to the following:

- Trained: Half of your Walking Speed.

- Proficient: Equal to your Walking Speed.
- Expertise: Double your Walking Speed.

Intelligence or INT. Mod.:

Arcane:

Your knowledge of magic is tested with this.

History:

The past is a fleeting thing, but how much do you know.

Knowledge:

Daily life has many events in the world, how up-to-date are you.

Investigation:

Examining items or places, or finding secrets, that is what this skill is for.

Medicine:

When magic is not available, you might treat or examine a wound, injury, or disease the old-fashioned way.

Religion:

Gods and Faith are everywhere in the world, but this will test how much you know.

Strength or STR. Mod.:

Athletics:

Your muscular physique is shown by this skill, and allow you to challenge your body to greater heights.

Intimidation:

Your menacing form or attitude creates fear in any one you choose to, in an attempt to get your way
(Can be used by your **CHA. Mod.** instead)

Climbing:

Your ability to climb walls and rock-faces can be tested with this. Depending on your proficiency your Climbing Speed changes to the following:

- Trained: Half of your Walking Speed.
- Proficient: Equal to your Walking Speed.
- Expertise: Double your Walking Speed.

Wisdom or WIS. Mod.:

Animal handling:

The wild beasts in the world might be fearsome but can still be persuaded to do what you want with the right skill check.

Insight:

No action or lie can escape your vision if your skill is up to par.

Nature:

The world is vast in size and secrets, this will aid you to get a sense of what is going on, what is the natural course of things.

Perception:

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

Survival:

Your knowledge of staying alive or what to do in any situation will be determined by this skill.

Willpower:

Your mental state protects you from being affected by others. when an effect asks for a Willpower Save, you can choose to use your passive skill, add 5 to your Willpower skill check as a passive skill, if the passive save would fail you may use your Reaction to push your

limits to roll a **D20** with your Willpower **Mod.** If you choose to use your active skill to roll a **D20** with your Willpower **Mod** and you do not use a Reaction.

Skill checks

When the **GM** asks you to make a skill check, they will also ask what your skill modifier is on that check.

Next to your proficiency marker by the corresponding skill you will mark your modifier, this will be as an example; Acrobatics, a **DEX.** Based skill. Add your **DEX. Mod.** + your level of proficiency to it (trained, proficient and expertise).

If you are not trained in this skill, you gain one disadvantage. Your **GM** may give you a second disadvantage if you do not have the required skill level (skill **CL.** -10 (if the **CL.** Is 14 they need a minimum of +4 in that skill)).

Example.

You need to make an acrobatic skill check to vault over a wall, the **CL.** of this skill is a 14, the **GM.** will ask if you are at least trained and what your acrobatic Mod is.

You only have +1 Acrobatics and are not trained.

Meaning you gain 2 disadvantages on this skill check, one for the lack of training, and a second for not meeting the minimum skill level.

You roll your **D20** (17) + 1 for your Acrobatics (18) -2 **D4** (2+1=3), rolling a 15 on a **CL.** 14 check, by sheer effort, your character can be able to do things you are not trained to do, while those who have trained their lives in this, will have little efforts in this.

Professions

You can gain trained, proficiency and mastery in the following: Armor, Shields and Weapons.

You can also gain trained and mastery in the following: Languages, Mounts, Tools and Vehicles.

You gain training in these by your class, background and upbringing.

To gain a mastery in any of these, you can do one (or more) of the following:

- Get an Ability or Feat giving you Mastery
- Have it at Trained or Proficient whichever is higher and then spend a total of a year training in it 8 hours a day.
- Get an additional Trained or Proficiency in it raising it by 1 tier (Trained->Proficiency->Mastery)

If you're making a check with one of these professions, and you are not proficient in them, you gain one disadvantage, but if you have mastery in them, you gain the following:

Armor

Increase on the Dodge when wearing the armor:
+1 on trained, +2 on proficiency, +3 on mastery.

Language

You can speak, understand, read and write in this language.
(Trained only allows you to speak and understand it.)

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.)

Tool

You gain two advantages + your proficiency on the check.
(Trained only gives you 1 advantage.)

Shield

Increase in **AR**:

+1 on trained, +2 on proficiency, +3 on mastery.

Vehicle

You can take control and command of this vehicle.

(You can work on and control it when trained.)

Weapon

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

+1 on proficiency, +2 on mastery.

Spell and skill saving throws

Some skills, spells or talents ask for a saving throw to affect the Reflex, Fortitude and Willpower skills.

These are your active saving throws.

They are and work as the following:

CHA. Save

When a skill, spell or talent asks for a saving throw against your Charisma save, they need to meet or beat you're set **CL**

Your Charisma save **CL** is the following:

10+ your proficiency+ your **CHA. Mod**.

CHA. Saves are mostly used by skills from inner Power.

INT. Save

When a skill, spell or talent asks for a saving throw against your Intelligence save, they need to meet or beat you're set **CL**

Your Intelligence save **CL** is the following:

10+ your proficiency+ your **INT. Mod**.

INT. Saves are mostly used by skills from Powers of knowledge.

STR. Save

When a skill, spell or talent asks for a saving throw against your Strength save, they need to meet or beat you're set **CL**

Your Strength save **CL** is the following:

10+ your proficiency+ your **STR. Mod**.

STR. Saves are mostly used by skills from pure Power.

WIS. Save

When a skill, spell or talent asks for a saving throw against your Wisdom save, they need to meet or beat you're set **CL**

Your Wisdom save **CL** is the following:

10+ your proficiency+ your **WIS. Mod**.

WIS. Saves are mostly used by skills from a higher Power.

Passive Saving throws

When you are targeted or effected by a spell or skill that Forces you to make a save, your passive save will show you what **CL** you will automatically succeed in.

Your save **CL** is the following:

5+ your proficiency+ your Reflex, Fortitude or Willpower **Mod**.

Chapter 2

Terms

(using)

() will be used when explaining about a subject or how an item is used like the following:

(One-Handed) Need one free hand to use.

[optional]

[] will be used to highlight possible uses of the item like the following:

[Effect] Can use its special effect when wanted.

{mandatory}

{ } will be used to show what is required for it to work like the following:

{Material} Items needed to be used.

<proficiency or prerequisite>

< > will be used to highlight where you need to be proficient in to use it. Some will have extra meaning like the following:

<Heavy> Need to have a minimum STR. Score of 15 to use.

<Reach> Gain +5ft. on the attack range unless stated otherwise.

Ammunition

After this term in () is the type of ammunition the weapon needs to use to work.

Amphibian

Can breathe in and out of water

Armor rating (AR)

Talking about the amount of damage that is blocked before going off your Hit Points.

BBEO (Big Bad Evil One)

This term is used for the main villain of your campaign or games

Blind sense

You know the exact location of any creature in that radius, regardless of Stealth and magical effects (unless stated otherwise).

Burrowing

When burrowing your movement speed is 1/4 of your walking speed, unless stated otherwise.

Campaign

When the GM and players are getting to gather for a game that is played by session after follow up session, this is what we call a campaign.

Challenge Level (CL)

When an event happens, like a saving throw or a skill check, a challenge roll needs to be made to succeed in the save or check.

Charisma (CHA.)

Talking about your charms or personality.

Climbing

When Climbing your movement speed is 1/4 of your walking speed, unless stated otherwise.

Cone effects

Spells and effects that uses 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.

Constitution (CON.)

Talking about your physical body.

Danger Level (DL)

This is used to describe the level of a creature that the party can encounter, creatures also have the following after their DL:

E for easy, three can fight one character.

M for medium, can fight one on one with a character.

H for hard, must have three characters fighting it.



or **D** for deadly, the slightest mistake can end in death.

Dices (D4, 6, 8, 10, 12, 20)

Talking about the type of sided dice you need to use.

[Effect]

Weapons or items that have an additional skill or effect.

<Finesse>

Weapons that enable skills of classes like the Scoundrel

Game master (GM.)

Talking about the Game master.

Game master playable character (GMPC.)

Talking about the Game master's character that will travel 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 party.*

Heat blind

When this creature looks towards intense heat it can't see anything but pure white.

<Heavy>

Weapons that are hard to hold and wield.

Hit points (HP)

Talking about the amount of damage you can take before falling Unconscious.

Immune

Can't be affected by an effect or damage type.

When having this the damage does not get counted.

<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.)

Talking about your intellect.

<Light>

Weapons that are easy to hold and wield.

Levitation

Floats in a space, can't move without touching anything.

Loading Multiplier

Weapons with this term need a Full Action for it to be able to work again after use. A multiplier in front of the term will show you how many Full Actions are needed for this.

Main handed

Weapons that can be used in your dominant hand.

Martial weapon

Weapons that require skill and training to use them.

Modifier (Mod.)

Talking about increase or decrease of a number of what is stated before the term **Mod.**

Non playable Character (NPC)

Talking about the many types of creatures and races that you can interact with.

Observant

+2 on Perception skill checks

Off handed

Weapons that can be used in your Off-Hand.

One-handed

Weapons that can be wielded in one hand.

One Shot (Campaign)

This term is use if the game will not have (or only a hand full) of follow up sessions, this type of campaign focus of a compact story and mostly use as an introduction or try out of the game.

Parry

When an enemy attacks you with a melee (not spell) To-Hit attack, and you have a weapon with the parry Reaction, you can roll the parry dices of your weapon to lower the to hit roll of your opponent to Force a miss. You need to have a Reaction available and you can not parry a parry.

Passive skills

You use your skills without rolling for them, add 5 with your skill modifier to have your passive number. (You can't use your passive skill if you GM doesn't allow it.)

<Reach>

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

Reaction

This is an action you take in response to the action of another. You only have 1 Reaction available per turn unless otherwise specified (Example, you react to a sword attack on you by parrying the sword with your own weapon)

Red-con

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

Slow descend

Can't take fall damage

Sticky

Sticks to surfaces that it touches.

Strength (STR.)

Talking about your physical strength.

Swimming

When swimming your movement speed is **1/4** of your walking speed, unless stated otherwise.

Throwing weapon

Weapons that can be thrown with effect.

Tremor sense

The senses to see by vibrations through the ground.

Two-handed

Weapons that can be wielded with two hands.

Undetected

When no one has seen you at all when you rolled Stealth, you are **undetected**, if you are detected and you re-roll Stealth you are only hidden not **undetected** unless stated otherwise.

Wisdom (WIS.)

Talking about your understanding of things.

Chapter 3

World Species and races

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 race you will be playing. The following list will give you the commonly known species and races that are playable in most world settings, new races will be released in future expansions.

Each race will have their own benefits and downsides,

Each race will have a description and basic behavior on top of all their stats.

please mark all these stats of the race you have selected.

*(take note that you do NOT have to follow the racial behavior, these traits indicate the norm of that race).

Aviron

Description

These semi-birdlike humanoids are mostly native to the Realm of air, or sky islands. They are small in size rarely reaching above 5 feet or 1.5 meters, their heads are that of birds and their arms are winged (think flying dinosaurs). Their pinky fingers reach out to the tips and ends of their wings, a thick thumb like finger sticks out on the top of their wings, their wingspan is an average of 15 feet or 4,5 meters. Their legs are long and narrow and have birdlike talons as feet. Their eyes are locked in their skull and they need to move their head to look around.

An Aviron life cycle is on average 35 years with an average weight around 70 pounds.

Behavior

Aviron are a nomadic race.

They spent most of their time flying and gliding in the Realm of air, only at the end of the Cold times, will they try and seek out their own or other clans to breed.

Females tend to stick to their own clans, while males actively seek out others to find a mate.

Once they find a mate they stick together for life.

Aviron lay eggs, and their clusters of eggs range between 3 and 5, when the chicks mature to young adults (after 6 months) they are forced to go off on their own (because the parents will leave before the cold times).

Young adults that refuse to leave the nest in the hopes that the parents return will most-likely die of starvation.

Because of their nomadic nature they only believe that what you carry or is with you is yours,

Farm animals or ownership of land is an odd concept to them, since you can't take that with you.

Racial Traits

<Small> <Humanoid>

Hit points at 1st level is 8+ **CON Mod**.

+1 **D8** + **CON Mod**. every player level after,

Armor (AR) is +0 every player level,

Dodge is 15 + **DEX Mod**.,

Power 0+ **STR. Mod**.

Magicka 0+ **INT. Mod**.

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

Walking speed 15 ft. (Walking speed is reduced by 5 ft. per every negative **DEX Mod**. Minimum of 5 ft., and increased with 5 ft. by every positive **DEX Mod**.),

Flying speed 25 ft. (Flying speed increase by 5 ft. every 4-character level)

When flying, you can't use somatic spell components and weapons because you need your hands to fly

Passive Perception +2

Slow descend: can't take fall damage

*Negated when the wings are Restrained or the Aviron is Unconscious. *

Gliding: can end its turn in the air without falling.

*Negated when the wings are Restrained or the Aviron is Unconscious. *

Keen sight: advantage on Perception, and Investigation skill checks

Language's: Trained in Common and Mastery in Avion

Abilities:

Proficiency in Reflex.

Beak attack:

Can use its Talent Action to try and peck a creature within 5 ft. of it. (Make an attack roll + your **DEX** + your proficiency. On hit, the creature takes 1 **D4**+ Power Piercing damage)

Talon's attack:

While in the air, can use its Talent Action to make a claw attack with its talons to a creature within 5 ft. of it. (Make an attack roll + your **DEX** + your proficiency. On hit, the creature takes 1 **D6**+ Power Slashing damage)

SUB RACES

Crane

Crane Aviron have a long neck that mostly hangs down and goes up, and a head that is commonly of an Ibis bird, other variations are also known of Heron, Stork or Swan. Their wings are larger than other Aviron

Choosing this sub race will give you the following:

+1 **INT**, +1 **DEX**, -1 **STR**, one advantage on intelligence skill checks and proficiency in swimming.

Eagle

Eagle Aviron have short necks and wide heads; their heads are covered with large feathers and have a natural dominating stare. Their wings are shorter than others but are the only ones of the Aviron capable of Powered flight.

Choosing this sub race will give you the following:

+1 **STR**, +1 **CHA**, -1 **DEX**, can use its Talent Action to double its Flying speed and Menacing stare: one advantage on Intimidation

Falcon

Falcon Aviron is similar to their eagle cousins in appearance, with smaller feathers and a less menacing stare, their wings are the shortest of all the Aviron but are one of the fastest of their race.

Choosing this sub race will give you the following:

+1 **DEX**, +1 **CHA**, -1 **STR**, their Flying speed is doubled.

Sparrow

Sparrow Aviron are after their Falcon cousins the fastest of their race.

Choosing this sub race will give you the following:

+1 **DEX**, +1 **WIS**, -1 **STR** and their Flying speed starts with +10 feet.

Parrot

Parrot Aviron are the most colorful and talkative among all the Aviron. The feathers all around their body can be any single color or combination of colors. They have long slender bodies and their tails are the longest of the Aviron and are used in their acts of Performances.

Choosing this sub race will give you the following:

+1 **CHA**, +1 **INT**, -1 **STR**, they have the natural ability to copy or mimic any sound they have heard with pitch perfect accuracy, this can be a voice of a person, sound of an animal or the blast of a lightning strike

Owl

Owl Aviron are known for their intelligence and memory; they can recall the tiniest of details.

Choosing this sub race will give you the following:

+1 **WIS**, -2 **STR**, one advantage on wisdom skill checks and the feat **keen mind**.

Human

Description

Curious and adaptive, standing on average at 6 ft. tall or 1,8 meters, and 154 lb. or 70 kg., just like the Hofling race the Human race can mostly be found on the eastern continental shard of Erinfell, but they expanded to almost every corner of Niverra. Their skin color can range from a deep black to brown, tan, pale and white, with sometimes light colorations within them, their hair colors can be black, red, brown, blond, gray and white, mostly only the males can grow facial hair like beards, mustaches and sideburns. They have an average life-span of 90 years.

Their worship is mostly determined by their sub-race

Behavior

Because of their lack of Power and physical strength, the Human race needed to use their creativity and intuitive nature to get the edge on the other races, it's because of this that they can quickly adapt on the battle field or create things that the others never seen before, Because of this feat the Dwarven and gnomish races quickly allied them with them to perfect their new and wild creations and aid them in battle.

Racial Traits

<Medium> <Humanoid>

Hit points at 1st level is 6 + **CON Mod**.

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

Armor (AR) is +1 every player level,

Dodge is 11 + **DEX Mod**,

Power 1 + **STR. Mod**.

Magicka 1 + **INT Mod**.

Spirit is 1 **D10** + **WIS Mod**. Every player levels.

Walking speed: 30 ft. (Walking speed is reduced by 5 ft. per every negative **DEX Mod**. Minimum of 5 ft., and increased with 5 ft. by every positive **DEX Mod**.)

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

Abilities:

Proficiency in either Fortitude, Reflex or Willpower.

SUB RACES

Arabic

The humans that posted themselves in hot and desert regions are known as the Arabians or Arabic humans, no one knows what this word really means but legends tell it's a term of an old world, these humans are much darker in skin and complexion than the other

humans and have great resistances against the heat of the sun and Fire.

They often make a living dealing with trades and services in all kinds of matter, it's because of this that the great city of Alcharan deals with slave trade of Lunastrean and hunt down any unowned Lunastrean on sight.

They worship the builder or Arabic god's pantheon

Choosing this sub race will give you the following:

Resistance to Fire damage and heat up to 55C. or 131F.

+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, it's because of this, that the common language has been spread throughout Erinfell.

It's these humans that are the most adaptive in skills and Survival and have a knack to learn almost everything with great speed.

They worship any god they want

Choosing this sub race will give you the following:

+3 skill points.

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

Nordic

These humans are much larger and bulkier than the rest of their race, as they survive the harsh and cold climate of the regions they live in, they are called Nordic humans because of their strong faith in the Nordic pantheon, Legends says that the all-father blesses every child in a Nordic household

Their close-knit stick to one self-community makes for racist lifestyle as they don't trust other races and especially hate 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 children and not take up arms against them, it's because of this the Nordic humans are so racist to others.

Choosing this sub race will give you the following:

Resistance to Frost damage and cold up to -35C. or -31F.

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

Half elf

During the 7th era of the dragon war year 993, an alliance was made between many of the races, the human empire along with their Dwarven, Gnomish and Hofling allies made pacts with the Nature Elves, Goliath's and Fir-Bolg's to try and fight of the dragon invasion. Amidst the chaos Orcish and High elf war bands raided villages of the human empire to cripple their foe, they enslaved many of the humans and brought them back to Albrumn. During the next 60 years the High elves learned that mating with humans will allow a half breed that grows up with the same rate of humans but have similar abilities of the Elves, the High elven council gave the order to make as much Half elves as possible in the next 500 years, Half elves live up to 500 to 600 years

They worship the Nordic and Celtic pantheon

Choosing this sub race will give you the following:

You may choose 5 skills to be **trained** in and are trained in Elvish. You can choose to exchange the Mastery of Common for a Mastery of Elvish and trained in Common.

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

Half Orc

First appearing in the 8th era of calm in the Orc's enslavement camps, the Half-orcs were first born by brutal interactions with the Human slave women's and girls, though later on reports contradict this as the Human females tend to seduce the larger and more muscular Orc's rather than their human male counterpart, They worship the gods of warfare and nature
Choosing this sub race will give you the following:
Wild rush: they have the adrenaline rush feat and are trained in Orcish. You can choose to exchange the Mastery of Common for a Mastery of Orcish and trained in Common.
+1 CON, +1 STR, -1 WIS

Nature Elf

Description

A Nature elf can be recognized by their bond with their inherited Biome. A Desert elf, for example, is most commonly tanner, and clothing wise cover up with fabrics like linen. AS opposed to snow Elves, who are often very pale, almost white, and are chubbier in their physique. However, their physique and appearance does not change once they enter a new Biome. A Nature elf is born as a specific sub race. And stays that way. They are at average 6,5 ft. or 2 meters tall and age to an average of 700 to 1000 years

Behavior

One of the ways these Nomadic creatures are described as the kind elf, as they always try 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 because of this, these elves 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 seem to be the best option for them or their people.

Racial Traits

<Medium> <Humanoid> <Sídh>

Hit points at 1st level is 6+ **CON Mod.**

+1 D6 + CON Mod. every player level after,

Armor (AR) is +1 every player level,

Dodge is 15 + **DEX Mod.**,

Power 3 + **STR. Mod.**

Magicka 6 + **INT. Mod.**

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

Walking speed: 35ft. (Walking speed is reduced by 5 ft. per every negative **DEX Mod.** Minimum of 5 ft., and increased with 5 ft. by every positive **DEX Mod.**)

Language's: Trained in Common, Elvish and Syldarnya, one of your choices is Mastery.

Abilities:

All Nature elves have proficiency in Acrobatics and Fortitude.

SUB RACES

Desert Elf

These dark-skinned elves are masters of the sand, they can survive without effort in these harsh and dry environments.
Choosing this sub race will give you the following:
Knowledge of the weather and safe location within the desert without fail and can't be under effects of rough terrain in the desert
Resistance to Fire damage and heat up to 70C. or 158F.
+1 CON, +1 WIS, -1 DEX

Forest Elf

These light brown skinned elves make their homes in forest and jungles, and are one of the few non-nomadic Nature elves. They usually make their homes near portals to the Fey wild, which is why their homes that are made out of trees are so large and lively compared to their normal tree counterparts.
Choosing this sub race will give you the following:
Knowledge of the weather and safe location within forest and jungles without fail and can't be under effects of rough terrain in the forest or jungles
+1 DEX, +1 WIS, -1 INT.

Mountain Elf

These gray skinned elves are expert climbers and are more muscular compare to other elves.
Choosing this sub race will give you the following:
Knowledge of the weather and safe location on the mountains without fail, can't be under effects of rough terrain in the mountains and gain proficiency in Climbing.
+1 STR., +1 CON, -1 CHA

Sea Elf

Masters of the sea, these elves make excellent sailors and captains
Choosing this sub race will give you the following:
Knowledge of the weather and safe location on the seas and oceans without fail, can't be under effects of rough terrain on the sea or oceans and gain proficiency in swimming and water vehicles.
+1 DEX, +1 CON, -1 CHA.

Snow Elf

These pale elves are known as the frozen Angels, as they save all creatures trapped or struggling in the harsh and cold climates.
Choosing this sub race will give you the following:
Knowledge of the weather and safe location within the Tundra without fail and can't be under effects of rough terrain in the snow, resistance to Frost damage and immune to cold
+1 CON, +1 WIS, -1 DEX

Volcano Elf

These Black and ash gray elves are one of the bravest creatures of the world, as they make a living in one of the most hostile locations.
Choosing this sub race will give you the following:
Knowledge of the weather and safe location near Volcano's without fail, can't be under effects of rough terrain on a volcano, advantage on fear effect saves, immune to Fire and heat
+1 DEX, +1 CON, -1 INT

Chapter 4

Combat classes

The following classes will have skills and abilities that you can mark on your character sheet.

Mage

Students of magic, and masters of the Arcane arts. these devoted mages spend a large portion of their life studying magic and spells to wield them as their own.

When you gain your first level in mage you gain the following:

+2 Willpower skill

Proficiency in the Arcane, History, Knowledge and Willpower skills, (Quarter)Staffs and Light Armor and Spellcasting.

For every level you gain in this class you get the following: +30 Spirit points, and +1 in either Arcana, History skills or Magicka.

1st level

Spellcasting (ARCANE) (full caster)

You can pick any number of Arcane spells equal to your Mage level, **INT. Mod.** (Minimum of one) and proficiency.

You don't have to pick only grade 1 spells; however, you can only safely cast the spell level of your magical caster skill.

Trying to cast a spell above your magical caster skill will lead to the following:

When casting a spell above your magical caster skill, you need the minimum of the spirit points that the spell needs, if you do, roll an Arcana skill check, the **CL** you need to beat is 15+ the level of the spell you're trying to cast, on a success the spell goes off as described, on a failure, the spell goes wild, the **GM** will determine the effect of the wild spell.

Spellbook

You can now bind your Spirit with a magic book, this book can be used to scribe spells in that you can then cast, a spell book can hold an infinite number of spells.

Beside the spells that you get from leveling up, you can find Arcane spell scrolls with spells that are not in your spell book, when you find these, you may add them in your spell book, this will cost you 2 S.C. for special inks and 2-hour per spell level.

If you lose or if the book is destroyed, you can do a 5-hour ritual to summon it to you or create a new one.

Magical Caster

Your devotion to magic and spells has given you Power of the Arcane arts:

You can now safely cast grade 1 <Arcane> magic spells.

Ritual caster

All Arcane spells with the <Ritual> tag, that are in your spell book can be cast by you, casting a spell as a ritual means that the casting time increases by 10 minutes per spell level. But you don't spend spirit points for it.

2nd level

Cantrip caster

Choose two level one spells of the Arcane spell list; these spells can now be cast at will (not expending any spirit points)

3rd level

Way of Arcanum

You focus your studies of the Arcane into a single field of magic, this allows you to join a specific school of magic.

You can now choose one of the following magic schools (You can view the Arcanum ways on page 21-22.)

Improved Magical Caster (Grade 2)

Your devotion to magic and spells has brought you to greater Power of the Arcane arts:

You can now safely cast grade 2 <Arcane> magic spells

4th level

Improvement

Choose one of the following:

- gain Two-point Ability score increase
- gain a feat
- gain 3 skill point increase
- gain 3rd level sub class features

5th level

Improved Magical Caster (Grade 3)

Your devotion to magic and spells has brought you to greater Power of the Arcane arts:

You can now safely cast grade 3 <Arcane> magic spells

Magic school of Abjuration

3rd

Abjuration Adapt

All Arcane spells of the abjuration school, will cost half of the amount of spirit needed to cast them, and half the amount of time and coins needed to write them in your Spell book.

Defensive caster

When casting an abjuration spell, you may add your **INT. Mod.** to your armor for the duration of that spell. (This does not stack with itself)

Magic school of Evocation

3rd

Evocation Adapt

All Arcane spells of the evocation school, will cost half of the amount of spirit needed to cast them, and half the amount of time and coins needed to write them in your Spell book.

Magician

You can cast prestidigitation, light and thaumaturgy at will. (Not expending any spirit points)

Magic school of Necromancy

3rd

Necromancy Adapt

All <Arcane> spells of the Necromancy school, will cost half of the amount of spirit needed to cast them, and half the amount of time and coins needed to write them in your Spell book.

Call from the grave

You can pull buried bodies or bones from the ground, as long as there is no spell, stone or casket preventing it to raise to the surface.

Undead servant

You gain the spell raise dead in addition to your chosen spells.

Martial (Weapon Wielder)

Skilled in the deadly dance of the blade, or masters with the bow. These fighters are feared for their tactics and adaptability on the battle field.

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

When you choose this class at first player level you gain the following:

+2 Reflex skill

When you gain your first level in Martial you gain the following: Proficiency in Athletics, Stamina and Reflex skill, all Armor, Shield and Weapons.

For every level you gain in this class you get the following: +1 Hit point, Spirit point, and +1 Skill point of choice or Power.

1st level

Adaptable

For a Talent Action, you can switch your weapons quickly and safely without effort.

Weapon specialist

You may choose one type of weapon and gain a +2 on all your to hit and damage weapon attacks with that weapon type. (Example: long swords, short bows, heavy crossbow, etc.)

Armor specialist

You may choose one armor type and gain a +1 **AR** on that armor type (Example: plate armor, bone-armor, brigantine, etc.)

Combat tactics

Fighters can use their inner spirit to improve their combat strikes. For a Main Action you can do the following:

Defensive flurry (cost 6 spirit)

When making a weapon attack, you will deal half the damage, but any attack on you, until the start of your turn gains one disadvantage.

Lunge attack (Cost 4 spirit)

You increase your thrust attack range by 5ft. without moving out of your standing location (increase by 5ft. for every size category larger than huge.)

Spin attack (Cost, 10 spirit)

Any creature in your melee attack range around you must make a Reflex save to jump out of your reach.

2nd level

Taking action

On your turn, you can push yourself to gain the following: one additional Main Action.

+10 ft. movement

One additional Reaction until the start of your next turn. (You regain this skill after a long rest.)

3rd level

Martial Combat Style

Your skills with your weapons have started to develop and allows you to pick a Martial combat style.

(You can view the Martial combat styles on page 25-26.)

4th level

Improvement

Choose one of the following:

- gain Two-point Ability score increase
- gain a feat
- gain 3 skill point increase
- gain any 3rd level sub class features

5th level

Swift action

You have 3 Main Actions and +1 damage (This doesn't stack with other multi-actions)

Weapon expert

Your chosen weapon from weapon specialist and later on weapon master will all gain 1 weapon damage die for every 5 levels in the martial class.

The Battle Mage

3rd Level

Spell Sword (Spellcaster <Arcane> (quarter caster))

+20 spirit

Gain proficiency in spell casting

You can pick any number of <Arcane> spells equal to your martial level.

You can cast the following:

Up to grade 1 <Arcane> spells.

Each time you level in Martial you can add spells to your list.

(You can't switch out spells that you have learned.)

Spells that you cast can ignore spell ability type for the attack and saving throws, you may change the ability type of **CHA**, **WIS** or **INT**. to **DEX** or **STR**.

Weapon focus

When a spell requires a material to cast it you can use your weapon as a medium to do so (as long as the spell doesn't consume a material or component that has a value).

The Blade Master

3rd Level

Skilled fighter

You gain the following skills:

+20 spirit

All your Combat tactics skills are now half the spirit cost.

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

- Reading your opponent (5 spirit)
- you gain one advantage to your attack.

The Executioner

3rd Level

Painful wound

When rolling max damage on one of your weapon dices, your opponent gains the Bleeding effect.

(At the start of its turn, they take 1 **D4** Bleeding damage).

!!can only do one wound skill per attack!!

Priest

These devoted creatures are the representative of their Deity. A priest devotes their time to spread the word and follow the teachings of their Deity.

Many commoners praise these priests for the miracles that they bring (depending on the Deity).

When you choose this class at first player level you gain:

+2 Willpower skill

When you gain your first level in priest you gain the following: Proficiency in Religion, History, Willpower skills, Simple, Martial weapons and Spellcasting.

For every level you gain in this class you get the following: +15 Spirit points and +1 Religion, Medicine skills or Magicka

1st level

Worshiper of the divine

Choose one Deity that you as a priest want to follow, you gain the benefits on the appropriate level.

(Deity list is on pages 84-90)

Spellcasting <Divine> (full caster)

You can pick any number of Divine spells equal to your Priest level, WIS. Mod. (Minimum of one) and proficiency.

You can only pick grade <Divine> 1 spells.

(You can switch out spells that you have learned with this class every long rest.)

Healing caster

When you cast a spell of the Restoration school, you only pay half the spirit cost.

Ritual caster (Divine)

All <Divine> spells with the <Ritual> tag can be cast by you, even if you have not chosen them on your list, casting a ritual spell outside your chosen list means that the casting time increases by 10 minutes per spell level. But you don't spend spirit points for it.

Holy symbol

When a spell that you can cast needs a material component that is not consumed by the spell or have a price value you may use your holy symbol instead.

2nd level

Channel Divinity

you start to tap into the Power of your Deity.

Depending on your Deity, you get the Channel Divinity ability.

Each ability is charted to the Power and domain of the Deity, and have different effect per Deity.

You can use your Channel Divinity up to your proficiency modifier per day.

3rd level

Divine Powers

Your devotion to your Deity did not go unnoticed, you gain a greater boon from your Deity.

See your Deity page for more information.

Greater Spellcasting <Divine> (Grade 2)

Your devotion grants your greater Powers of the divine arts, you can now add and cast the following:

Up to grade 2 <Divine> spells

4th level

Improvement

Choose one of the following:

- gain Two-point Ability score increase
- gain a feat
- gain 3 skill point increase
- gain any 3rd level sub class features

5th level

Greater Spellcasting <Divine> (Grade 3)

Your devotion grants your greater Powers of the divine arts, you can now add and cast the following:

Up to grade 3 <Divine> spells

Ranger

When monsters or dangers can't be handled by the city guards or town watch, the people of Niverra look towards the rangers for help, their skills and talents will quickly lead to a solution, more often than not they will make great leaders for a party, or at least advisors.

When you choose this class at first player level you gain the following:

Proficiency and +2 in Reflex skill

When you gain your first level in Ranger you gain the following: Proficiency in Animal Handling, Nature, Perception, Survival and Fortitude skills, Light and Medium Armor, Simple, Martial Weapons, all Ranged Weapons, Dual Wielding and Spellcasting,

For every level you gain in this class you get the following: +5 spirit and, +1 skill point of your choice or Power

1st level

Spellcasting <Nature> (half caster)

You can pick any number of Nature spells equal to your ranger level and your **WIS. Mod.** (Minimum of one),

You can learn the following number of spells:

Up to grade 1 <Nature> spells.

Each time you level up you can add spells to your list.

(You can't switch out spells that you have learned.)

Monster Expert

Your knowledge of monsters or foes are unparalleled,

Choose one of the following creature types and gain the languages that is associated with them:

Aberrations/Abyssal, Beast/ (Beasts understand you but they can't speak unless stated otherwise), Dragons/Draconic, Divine/Celestial, Elementals/Primordial, Fiends/Abyssal, Giants/Gigantong, Goblinoid/Under-common, Humanoid/any of your choice, Monstrosities/Primordial, Oozes/ (oozes understand you but they can't speak unless stated otherwise), Sidhe/Syldarnya, Plants/ (Nature understand you but they can't speak unless stated otherwise), Undead/ (depends on the type of undead).

In addition, when making a skill check about them or making an attack roll on them, you gain a **D6** on the roll.

Favorite Terrain

Your travels have given you a great deal of knowledge to traverse dangerous terrain, choose one of the following terrains and you gain advantage on all skill checks, in and about them:

Caves, Coast, Deserts, Dungeons, Endless-depths, forests, Hills, Islands, Jungles, Lakes/rivers, Mountains, Plains, Ruins, Seas/Oceans, Sky islands, Swamps, tundra.

Master hunter

When attacking a creature that is on your monster expert list or is in your favorite terrain, you deal an additional **1 D6** weapon damage, this increases by **1 D6** every 5 ranger levels excluding 1st.

2nd level

Weapon specialist

You may choose two type weapons and gain a +1 on all your to hit weapon attacks with that weapon type.

(Example: long swords, short bows, heavy crossbow, etc.)

Hunter's Quarry

You may use a Talent Action, when you do, you can choose a target within your weapon range and mark it, as long as you are concentrating {C} (see page 45, for spell components) on the target, you gain an additional **1 D6** weapon damage or **1 D6** on your skill

checks on it. In addition, you know the direction it is traveling as long as its within 10 miles of you.

Damage may stack with the Spell Hunter's Prey.

Trapper

You may lay a snare trap connecting a tree branch or similar, the trap is hidden unless spotted with a Perception or Investigation skill check against your Survival skill check to lay the trap.

When a large or smaller creature steps on the trap, they need to make a Reflex save against the same Survival skill check, or hang upside down and be Restrained, until freed.

It takes 1 minute and 10ft. of rope to lay the trap.

3rd level

Ranger Troop

Your talent can now be molded in to a specialist troop, you can now choose one of the following:

(You can view the Ranger's Troops on pages 31-32.)

4th level

Improvement

Choose one of the following:

- gain Two-point Ability score increase
- gain a feat
- gain 3 skill point increase
- gain any 3rd level sub class features

Greater Spellcasting <Nature> (Grade 2)

Your devotion to nature has brought you to greater Power of the natural arts:

You can add and cast up to grade 2 <Nature> spells.

5th level

Multi-action

You gain one additional Main Action

(This doesn't stack with other multi-actions)

Keen senses

You gain a +2 to your passive Perception

And advantage on Perception skill checks

Master Archer

3rd Level

Endless Ammunition (10 spirit)

For a Talent Action, you may imbue your quiver with endless non-magical ammunition, this will last for 1 minute, on each of your turns until this skill ends, you can use a Talent Action to make two attacks with a weapon that uses ammunition from the quiver. Each time you make such a ranged attack, your quiver magically replaces the piece of ammunition you used with a similar piece of non-magical ammunition. Any pieces of ammunition created by this spell disintegrate when the spell ends. If the quiver leaves your possession, the spell ends.

You cannot use the double attack skill on the turn you cast it.

Shatter ammunition (10 spirit)

When you are about to Fire a piece of ammunition, you may imbue it with an unstable Force, when you hit or miss your target (after damage calculation), the ammunition explodes into smaller pieces, the target of the attack and each creature within 5 feet of it must make a Reflex save against your **WIS.** Spell save, or takes **1 D10+** Magicka Piercing damage on a failed save, or half as much damage on a successful one.

The damage type counts as magical.

Dual Master

3rd Level

Greater dual-wielder

Your skill in wielding two different weapons at the same time is greater than the average warrior.

When wielding two weapons you gain the following:

When making an attack with your Off-Handed weapon as part of your main handed weapon attack, you may add your modifier to both types of attack.

When making a separate attack roll with your Off-Handed weapon, you may now add your proficiency modifier, if you already do you gain expertise on this attack.

You can use your Talent Action to go into a defensive stance, giving yourself a +2 to your Dodge till the start of your next turn.

Beast master

3rd Level

Beast Token

You have spent many hours carving a small statue of (any large or smaller size creature with the beast tag that has a **DL**. (E, M or H) lower than your ranger level.). Upon completion, you carve the name under the statuette of the beast and imbue it with your spirit and magic, you can now call upon your beast by calling its name, the beast can remain outside the statue for a maximum of 12 hours and for every hour outside it needs to stay 3 hours inside.

Inside the statue is a pocket plane that is a mini paradise for the creature.

When the beast is killed its body disintegrates and goes back into the statue and is fully restored after 48 hours.

The beast heals 1 **D12** per hour in the statue.

The beast has your personality and knowledge with its animal instinct.

The token beast uses your proficiency modifier.

The beast has all the skills and stats of the real creature with the exception of multi-attack, but its Hit Points are 5x your ranger level, all attacks count as magical.

You can carve a new statue and imbue it with your spirit and magic, but the previous statue will be disintegrated.

Others can use your statue and call upon your beast after calling its name.

The token beast shares your turn in the Initiative, and takes the guard action if not commanded otherwise with a Talent Action. If you fall Unconscious or die, the token beast will act on its own. (Those that you see as an ally can also order it, but it will listen to you first.)

Ranger spell skill list

As a ranger, you have an additional spell list, that does not count as your normal spell list, that you can use to bolster and enchant your weapons with, when making a weapon attack but before rolling to hit, you can increase the damage potential by adding one of the following magical effects to the attack, as part of the attack action: This effect last for 1 min., or until you use a different effect. These do not stack with other enhance effects.

Blazing Fire

For 6 spirit points, your weapon attack deals an additional 1 **D6** Fire damage.

Biting Frost

For 8 spirit points, your weapon attack deals an additional 1 **D8** Frost damage.

Crushing Force

For 10 spirit points, your weapon attack deals an additional 1 **D10** Force damage.

Crashing Lightning

for 8 spirit points, your weapon attack deals an additional 1 **D8** Lightning damage.

Decaying Necrotic

For 10 spirit points, your weapon attack deals an additional 1 **D10** Necrotic damage.

Deadly Poison

For 6 spirit points, your weapon attack deals an additional 1 **D6** Poison damage.

If you have a vial of Poison on you, you may choose for an additional 9 spirit to have the spell absorb the content dealing the additional effect on it.

(This is only for one attack action, not the whole minute.)

Psychic Blast

For 12 spirit points, your weapon attack deals an additional 1 **D12** Psychic damage.

Radiant Light

For 10 spirit points, your weapon attack deals an additional 1 **D10** Radiant damage.

Roaring Thunder

For 8 spirit points, your weapon attack deals an additional 1 **D8** Thunder damage.

Chapter 5

Character Creation

In the world of Niverra players can join the game and become adventurers, you as the adventurer need to create a character to play and explore this new world.

To create your own character to play within the game, you need the following:

Pick a Race that you want to play, see Chapter 3, and a Class you want to start out with, see Chapter 4.

When you have made your choices, we can begin with the most important part of your Character.

Rolling its stats.

Each Character has its 6 main stats, explained in Chapter 1 page 7. 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 **D4**'s.

When you have your 6 numbers, you can keep the numbers rolled, or choose to forgo them and choose the standard array numbers for your character.

The standard array is:

16, 14, 12, 11, 10, 8

You can add the chosen numbers to your character sheet.

If you don't know which stat is important,

You can use the following table to help you out:

Class	Main stat	Secondary stat	Useful stat
Mage	INT.	WIS.	CHA.
Martial	DEX.	CON.	STR.
Priest	WIS.	CHA.	INT.
Ranger	WIS.	DEX.	CON.

After you have your chosen Race, Class and Stats you can start to fill them in on your character sheet.

When creating your character their Race can give them a Positive or a Negative addition to your stats.

When filling in your stats, your stats as of the current edition of the game, can't be below a 5 and above a 20.

When you roll a 19 or 20 and place it on a skill that your Race gives a +2, it will be a 20 no more than that, unless a skill, feat or item says otherwise.

Rolling Hit Points for your character.

When creating your character, you will need to roll for their Hit Points (**HP**).

The dice that you roll will depend on your character's Race.

At level 1, these dices will be its maximum value. Any level after first you will roll for the amount.

On top of that, your stats can also give you a bonus with the modifiers. Page 7. For **HP** you add your **CON. Mod.** for each level (Your **HP CON.** Mod bonus is a minimum of 0.)

Certain classes can give you 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 for **HP** you'd roll an additional **D8 + 3 HP** per level. The **HP** would give you a total of, as an example, $8+(2+2+3+4) + (3 \times 5) = 8+11+15 = 34$ **HP**.

Characterization

Backstory

Your character is more than just a Race and Class, you can give your character a unique history and Upbringing giving it more depth in game than just a hit and kill object.

The following choices are provided to give you a sense of where you want your character to come from, each choice will have 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:

This background means that you can only sleep in a comfy sheltered environment and a bed or bedroll and need four meals a day, doing without gives you 1 point of Exhaustion and you only gain half your hit and Spirit dice.

You will start your character with 5 **D10** S.C. (Silver coins) and gain 2 skill or profession and 1 mount proficiencies.

The Worker class Upbringing:

This background means that you can rest anywhere that doesn't have an immediate threat or danger nearby and you need to have a form of shelter and bed or bedroll and need three meals a day, doing without gives you 1 point of Exhaustion and you only gain half your hit and Spirit dice.

You will start your character with 1 **D8** S.C. (Silver coins) and gain 2 skill or profession proficiencies.

The Beggar Upbringing:

This background means that you can rest in any place or location without any downside but need at least one meal every two days. doing without it gives you 1 point of Exhaustion.

You will start your character with 2 **D4** C.C. (Copper coins) And gain 1 skill or profession proficiencies.

Background

Now that you have your Upbringing, you can now select a Background that ties in to it.

Each will have a suggestion on Upbringings that will fit with it.

Each Background will give unique abilities and possibilities to enrich your character and its history.

To aid players, each Background has a random to roll section, but this is optional and not mandatory, you can make them up yourselves, or simply choose one of the examples.

Abandoned

Suggestion: low-class or poor upbringing.

Description.

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

D4 reasons why you have this background.

1. You were left behind after you made a grievous mistake, resulting in the death of another.
2. Your abnormalities makes you repulsive to others.
3. Your parents left you alone in the streets.
4. A task was assigned to you, you failed and in turn were left behind.

skill proficiency: Deception and Persuasion.

skill proficiency: 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 get one advantage on your skill checks.

+1 **CON.** score

D4 personal trait.

1. I enjoy being alone and sneak off for moments of Silence.
2. In large groups of people I always try to be the best version of myself.
3. Long periods of time alone have made me timid and withdrawn.
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 to remain that way.
2. I despise the people who put me in this situation, and I'm willing to do everything to make them fall.
3. I can help others who suffered my fate and am always willing to share with them what I have .
4. My past does not define me and I can always start over.

D4 connections.

1. An urchin/beggar that showed you the city and the ways of surviving.
2. A group of kids that were also abandoned
3. Some nobles that felt bad for me, on occasions they gave me clothing and food
4. A traveler that passed through your hometown, they sparked your interest in the wider world

D4 flaws.

1. I've been on my own ever since my memories started, I don't need others.
2. Just because I have been abandoned once doesn't mean it won't happen again, I fear that it happens again.
3. When I was alone, I had to steal on some occasions, I've started to like it.
4. I despise people who never had to work for what they have.

Charlatan

Suggestion: all

Description.

A person who knows what someone wants and easily makes false promises.

D4 reasons why you have this background.

1. A troubled past Forced you to take on a new identity.
2. Your gambling addiction put you in great debt.
3. Deceiving people comes as second nature to you, it's not a necessity, it's a profession.
4. it's the only way to survive.

skill proficiency: Deception and Sleight of Hand.

tool proficiency: a Forgery Kit.

Additional gear: 1 Disguise Kit.

Passive skills:

Your passive Perception allows you to pick out easily to deceive targets.

+1 **CHA.** score

D4 personal trait.

1. You love to gamble, it does not need to be for money.
2. You like to see if you can trick people.
3. You have a lot of sarcasm.
4. You admire dragons and their hoarding skills.

D4 ideals.

1. You want to master multiple scam techniques.
2. Stealing from the rich and giving to the poor.
3. You love to target people that seem to have money.
4. Making a new version of yourself.

D4 connections.

1. You bribed a lot of guards in different cities to get you out of trouble.
2. You are a member of a criminal organization.
3. The ears of the streets go far and wide, a coin in a beggar's hand will give you a lot of information.
4. You have dirt on a noble family that must help you out if needed.

D4 flaws.

1. Always in debt by gambling it away.
2. Your ego can't allow you to think someone else can ever fool you.
3. Your greed puts a dragon hoarder to same.
4. Unwilling to help unless you get something out of it.

Diseased

Suggestion: all

Description.

Some kind of sickness has plagued you from birth, it can be a heretical disease, a curse or maybe something else

D4 reasons why you have this background.

1. Your family was cursed long ago, the curse now manifests within you.
2. Ever since birth you've been sick, it began small but it gradually becomes more clear.
3. You were cursed by a creature long ago, every year this curse affects you more as a person.
4. One day you fell deadly ill, for some unknown reason this disease still hasn't killed you.

skill proficiency: Medicine and Investigation.

tool proficiency: Herbalist kit.

Additional gear: Common clothing and bandages to hide and shield your infected and exposed areas.

Passive skills:

You are immune to other diseases.

+1 **CON.** score

D4 personal trait.

1. I always eat my desert first, I could die any moment so why not?
2. I've adopted a routine that I believe keeps my aliment at bay.
3. I never touch other living beings, the disease could spread.
4. I clean myself religiously, it could slow down the spread of the disease.

D4 ideals.

1. Everyday could be my last, so I'm going to live every day to the maximum.
2. There is a cure, in this magical world there has to be so I will never give up.
3. This disease will not slow me down whatsoever.
4. I can't be the only one suffering, I will find others that are similar of heart.

D4 connections.

1. A low-ranking priest that goes out of their way to help you, even against others advice.
2. A tribesman who practices the art of shamanism offered you help and Insight.
3. A mad physician that has questionable ways of healing.
4. A guru monk that has tried to help you find enlightenment during these troubled times.

D4 flaws.

1. Whatever I have can't be explained by anyone, why even try to fight it?
2. No one understands what you are going through, you fail to relate to others on a personal level.
3. This thing inside me puts me above the law, this will kill me anyway.
4. I can't succumb to this, I will do whatever it takes to cure myself.

Earthling

Suggestion: all

Description.

By some magical means you are transported to this world and fell hundreds of feet down from the sky as a blazing Fireball, impacting hard scarring the ground with a crater but taking no damage from the fall. You have the knowledge of the real world and quickly figure out this is a setting of one of your favorite games, with this knowledge you explore the world.

D4 reasons why you have this background.

1. You are an expert in TTRPG and have been chosen by an unknown Force.
2. The gods of this world are messing with you making you think you are important, but you are not.
3. Evil reigns the land and can't be stopped by normal means, that's where you come in.
4. You wished that you would get Isekai'd and now here you are, is this really what you wanted?

skill proficiency: Perception and 1 of your choice.

tool proficiency: 1 of your chosen tools.

Additional gear: Clothing from your world and time, making you stand out in many ways.

And exotic coins that are unknown (you can trade them for the starting money of your chosen upbringing)

Passive skills:

Get one advantage on Persuasion skill checks to creatures that find you exotic.

+1 score of your choice

D4 personal trait

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

D4 ideals

1. You want to be the greatest in your field, and want to prove it to any that is in similar training.
2. You messed up you old life too much, now you 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 has seen you fall from the sky and protected you from the dangers, and taught you the ways of the world.
2. You landed in a sacred grove and the spirit of nature helped you survive.
3. You wandered to the nearest city and were picked up by an underground gang, now you are part of it stalking the shadows.
4. Starved and dying, an adventuring band found you and helped you back to your feet.
5. You sold your old coins and/or clothing for a hefty sum, and are now known by many aristocrats wanting to know and get more.
6. Lost and hopeless, you found your way to a temple or monastery that helped you up on your feet.

D4 flaws

1. You fail to adapt to this world and are desperate to find something that reminds you of home.
2. You view everyone as primitives since you come from a more modern world.
3. You are amazed by magic and must know all there is of it.
4. Though you speak the common tongue, the dialect is different and it makes you stumble on your words often.

Exiled

Suggestion: all

Description

Your actions, have banished you from your family, home, city or country. Will you change your ways to earn forgiveness or start a new life.

D4 reasons why you have this background

1. You have attempted a murder on a high ranking noble.
2. The leader's rule was something you did not agree with.
3. Your family was exiled, but you have no idea why.
4. Someone other than you should have been exiled, but you were framed and lost everything.

skill proficiency: 2 of your choice.

tool proficiency: 1 of your chosen tools.

Additional gear: Common clothing, an open pull-chart and a chest filled with your (mundane) belongings.

Passive skills:

None

+1 **DEX.** score

D4 personal trait

1. You are saddened when something reminds you of your past.
2. You always take the lead, what do you have to lose.
3. You deny your past, this is the new and only you.
4. Nothing stops you now to become the best.

D4 ideals

1. You must prove that you are worthy for them to take you back.
2. I don't care what happened, I'm now living the life.
3. You find a way to bring revenge on those that wronged you.
4. It's a blank sheet now, time to write your new chapter.

D4 connections

1. A corrupt guard or official from your home town that you can easily bribe to get in.
2. A family member that tries to stay in touch as much as they can.
3. A guild that you joined and forms into your new family.
4. A paladin that wants to help you reclaim yourself the right way.

D4 flaws

1. You're always angry of your fate and can't stand others in better living standards.
2. Others are out to get you, why else did this happen to you.
3. Nothing matters now, I'm on the path of self-destruction.
4. I must find my way back, at all cost.

Explorer

Suggestion: all

Description.

Your mind is on the next new thing, never one to stay at home and settles. What is on that next hill or in those tunnels?

You will only know if you go and venture out there.

D4 reasons why you have this background.

1. The city or homesteads are too boring for you; the wide world is your true home.

2. You love myths and legends and want to see them for yourself.
3. The story of far of lands and culture is mesmerizing for you.
4. You told others that you will go out on an adventure, and now you finally do.

skill proficiency: Harvesting and Survival

tool proficiency: Cartography tools, Navigation kit and 2 trained languages.

Additional gear: A water skin, common, winter and summer clothing, a sleeping bag.

Passive skills:

+One advantage one Survival skill checks

+1 **WIS.** score

D4 personal trait.

1. I love to discover new things.
2. Ruins and legends intrigue you the most.
3. You always pay full attention when something new is revealed.
4. I like to record my travels in some way.

D4 ideals.

1. I love to be out in nature.
2. Exploration is dangerous, respect your surroundings and stay on guard at all times.
3. Finding ancient treasures will make life easier.
4. When I'm far from civilization, that's when I'm truly free.

D4 connections.

1. You have been hired by nobility for different expeditions.
2. A cursed artifact has corrupted your mind, and is now whispering to you at random times.
3. You know of a sacred grove protected by druids.
4. You have contacts at a mercenaries guild that had hired you.

D4 flaws.

1. I must claim any artifacts that I find as my own.
2. Ruins and ancient text are your passion and you must decipher them when you find them.
3. You blindly follow any new leads that you get.
4. Finding something new is more important than the lives of others.

Mercenary

Suggestion: all

Description.

A soldier's life with strict rules is not for you, you like to live your own way as you fight for a heavy sack of coins.

The greater the risk, the heavier the sack.

D4 reasons why you have this background.

1. Grown up poor, the only thing on my mind is making money.
2. I have seen many adventures and have admire them, now I wield my own weapon, and fill my purse along the way.
3. I always helped out others by killing monsters, now it's just a job for me.
4. I have grown up in a mercenaries guild, I never knew another way.

skill proficiency: Athletics and Intimidation

tool proficiency: 1 land mount and vehicle of choice.

Additional gear: common clothing, a belt with a coin bag with an anti-theft lock (**CL**.25 Sleight of Hand), your first completed contract and a badge of your mercenary guild or band.

Passive skills:

You know any and all mercenary guild and bands members from your region and they know you.

+1 **STR.** score

D4 personal trait.

1. I like to show off, particularly if there's a chance to get a job offer in it.
2. I'm most at home on a battle field.
3. I have strict codes of honor that I must follow.
4. When I'm paid, I'm always cheerful.

D4 ideals

1. One day I will have the coin to live in my own castle.
2. I will be known as the greatest sell-sword of this region.
3. I never break a promise or a contract, NEVER!
4. War is dirty, but I love it since it keep my bags full.

D4 connections

1. Any and all mercenary members are willing to help you if possible.
2. My mentor has trained me well, but I still have not bested them.
3. Many commoners have seen my work, the good and the bad .
4. Local guards are always happy to see me, since I claim many bounties for them.

D4 flaws

1. I never leave my weapons behind or far from me.
2. I will do nothing until I hear the jingle of coins.
3. When coins are offered, I will do anything for the right price.
4. I spend more money than I earn.

Prodigy

Suggestion: all

Description.

From a young age, you always excelled in what you tried to do, things come natural to you, most likely you are still at a young age.

D4 reasons why you have this background.

1. My parents experimented on me before I was born.
2. Living a life where I know everything so easily left me lonely.
3. I didn't start out smart, but people said I will never achieve anything, what do they say now.
4. I'm not really smart, a wise sage is sharing its knowledge unknowingly to me.

skill proficiency: choose 3 skills you're not proficient in and become proficient, or choose 2 skill and gain expertise in it.

tool proficiency: choose 1 tool and 1 language and become a master in it.

Additional gear: common clothing, and a certificate from the Lords of your home proving that you are allowed to venture out because of your skill.

Passive skills:

Any training time for trained and proficiency is halved.

+1 **INT.** score

D4 personal trait.

1. My mind wanders of at random times.
2. I avoid talking to people if I can.
3. I believe that I'm a genius in my area of expertise.
4. I love to experiment.

D4 ideals.

1. I can't know all, I want to find more.
2. I want to be treated as a normal person, not on a pedestal for my skills and talents.
3. I must be and remain the best in what I do.
4. I have a goal in mind, and I want to see it true.

D4 connections.

1. My family are all highly schooled.
2. I have dozens of mentors that I can ask for advice.
3. I learned from the greatest Witch/Wizard that I know.
4. Many peers in my field of expertise want to talk to me.

D4 flaws.

1. I can't stand people praising me.
2. I don't like what I'm good at, I want to do other things.
3. I can't understand why others can't simply do the things I do.
4. I don't care if I miss some change, many more will come, I'm that good that they will come to me like always.

Tribal

Suggestion: all

Description.

You grew up far away from modern society, perhaps it was in a jungle or a desert, you've decided to see the wider world and what it brings.

D4 reasons why you have this background.

1. My village has spotted more and more of the modern people, I must find out who and what they are.
2. I feel that my village is not meant for me, maybe out there will I find my place.
3. I have seen the wonders of modern people, I must master what they have.
4. My village is constantly plagued, we need a way to keep it save.

skill proficiency: Survival and Stealth.

tool proficiency: Woodworking Supplies.

Additional gear: Makeshift outfit from hides and plants.

Passive skills:

One advantage on Fortitude saves against Poison and Venom.

+1 **WIS.** score

D4 personal trait.

1. This modern society is weird, you can't wrap your head around certain things.
2. Large cities are scary and you refuse to enter them.
3. Every day you perform a small ritual, to bless the day of your allies.
4. You let no resource go to waste, ever.

D4 ideals.

1. My ways must be preserved no matter what.
2. I want to learn everything I can from these large societies.
3. These technologies could be mastered and brought to my tribe.
4. Everybody must prove their worth before they can become a friend.

D4 connections.

1. An elder of your tribe, they guided you rough patches in your life.
2. A spirit of one of your forefathers that visit you in visions.
3. Your spirit animal that randomly shows up.
4. A fellow tribe member that left on a similar journey.

D4 flaws.

1. You refuse to adapt to these new ideas.
2. These "modern" people are just misled, they abandoned the old ways and can never be trusted.
3. Buying wares is not something you should do, you should hunt and gather your own things.
4. You will make all that make a mockery of your culture pay.

Zealot

Suggestion: all

Description.

You have devoted your entire life to a Deity, perhaps you have received a calling to a higher purpose from a Deity.

Now your time has come to fulfill your duty to your god.

D4 reasons why you have this background.

1. I was lost, but my Deity has saved me.

2. I have seen the followers of my Deity, I have nothing but admiration for them all.

3. My way of live is one with that of my Deity.

4. My parents raised me like this, I don't know any better.

skill proficiency: Religion and Insight

tool proficiency: Calligraphy tools

Additional gear: A religious symbol of your order, robes from your order.

Passive skills:

Three advantages on checks on your Deity.

+1 **WIS.** score

D4 personal trait.

1. I pray to my god at the start and finish of every combat.
2. I believe laws don't apply to me; I serve a higher calling.
3. Your service to your god goes before all else, even your own life.
4. I believe that others need my protection since I am the chosen one.

D4 ideals.

1. All non-believers can be converted to the truth.
2. Eventually everyone will see me as the chosen one.
3. If I fulfill my purpose, I will receive my eternal reward.
4. Someday my god will show me as their chosen to all their other followers.

D4 connections.

1. A priest that first showed you the ways.
2. A statue of your Deity that talked to you in a vision.
3. Your brother/sister-hood, of other zealots.
4. The order of your Deity.

D4 flaws.

1. People that don't believe in your Deity are blind to the truth.
2. Your Deity's will. is your command, even if it means killing close ones.
3. If I believe hard enough nothing can harm me.
4. Followers of other Deities that directly appose your Deity are always enemies and must be destroyed.

Backstory

After selecting your Upbringing and Background, it is now time to flush out your characters backstory.

Below is a list of questions any adventurer must ask themselves to truly know where their character came from.

Ask your **GM** for help if this is a homebrew world for locations or tips.

- 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?
- How does their voice sounds like?
- What are their most distinguishable features?
- Do they have a scars, tattoos or birthmarks, how do they look like and where are they located?
- Do they have meaning?
- 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 activities?
- What are things your character does not want to do?
- Who are their parents, what do they do, and are they alive? (don't be a monster let them live.)
- 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?
- How is their family known by others?
- 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 they 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 its personality is.

Many people will describe themselves as good or evil, but this always out of a self-view, a collective view or of a decision of a standard. Meaning being good for one group can make you evil in another. Therefore to better describe your character we want you to ask yourself for your character the following:

How are you around people?

Are you an Introvert (I) (Like to be by yourself)
or an Extrovert (E) (Like to be among others).

How do you perceive and take in information?

Do you think by Sensing (S) (Seeing and examining)
Or by Intuition (N) (Trusting and dreaming)

How do you make decisions?

Are you Thinking (T) (Rationally reexamining)
Or are you Feeling (F) (Trusting your gut and go with the flow)

How do you prefer to live?

Are you Judging (J) (Living by rules, deadlines and guidelines)
Or are you perceiving (P) (Living by options, flexible and spontaneity)

Flaws/Goals

The next thing that you can create for your character is their flaws and goals, things they want to achieve and things they really struggle with.

- What is a bad habit that they have?
- How do they handle stress?
- What is unexpected for them?
- What was your character's goal in live before they started 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 your **GM** can use in the game to help you and your party or antagonize them.

Give yourself and the **GM** at least one of each to make for interesting game play.

- Do they have a mentor, who are they, and are they still alive?
- Do they have a trusted contact from an organization, and 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, and who are they and why are they like that?

Languages

When you have created your character so far, you will have at least 1 language at mastery and most likely a trained language.

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 race
Common	Spoken by most races
Draconic	Spoken by the Dragon species
Dwarfish	Spoken by the Dwarven race
Elvish	Spoken by the Elven race
Endrüm	An old nearly forgotten Elven tongue.
Gigantongue	Spoken by the Giants race
Gnomish	Spoken by the Gnomish race
Höfling	Spoken by the Höfling race
Lunaria	Spoken by the Lunastrean race
Orcish	Spoken by the Orc race
Sign language	Silent language*
Under-common	Spoken by the Goblinoid species

* Trained means combat signs, Mastery means full understanding of the silent sign language

The Outer Realms will have following languages with are rare in the Anchor Realm:

Abyssal	Spoken by creatures from 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 planes
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 Sídhe
Terrarion	Spoken by creatures from the Realm of Earth

Time

In Grand Odyssey there are two types of time, *World Time*: the time and duration of the game world your **GM** has created, this will determine events and races against the clock if an army is on the way.

And *Combat Time*: this will allow combat to go on a turn basis, when combat starts and all participants have rolled their Initiatives, the highest number will go first, each Initiative round takes ten seconds, and each creature can act. Each turn lasts up to six seconds (can be the same as those of others), when all creatures have taken their turns, a new round will start until combat has ended.

in the realm of Niverra, each year will have 366 days, divided into thirteen months of 29 to 30 days, with the exception of the 13th month which will have only 12 days.

Each month will have their own name, which 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)

During almost every month (with the exception of Sindra) there will be 3 whole ten-day going through them.

Each day of the ten days will have their own name, which are the following:

Sunday, Moonday, Drakesday, Wodensday, Thursdays, Realmday, Starday, Worldday, Soulsday and Restday.

Each day will have twenty-four hours of sixty minutes each.

And each day is divided into four daytime's which are the following: 00:00 to 05:59 Midnight (MN), 06:00 to 11:59 Morning (M), 12:00 to 17:59 Midday (MD) and 18:00 to 23:59 Evening (E)

Birth Sign

When a player is born in the realm of Niverra, they gain a passive ability depending on the month they are born.

Creatures born under these signs have the following characteristics and skills:

1st month Heamlec the Wave

They're calm and adaptive.

They have a +1 to their Dodge.

2nd month Shenlam the Flower

They're creative and joyful.

They gain 1 job and tools proficiency.

3rd month Quordo the Bird

They mostly have freedom on their mind.

They gain one advantage to break free out the Grapple and Restrained condition.

4th month Kore the Maiden

Sweet and caring are those born under this sign.

They're Proficient in Persuasion (if you gain proficiency by another ability, you can get expertise in this)

5th month Phato the Flame

They're born with passion and don't do things halfheartedly their emotions are always 100% one way (Sad, angry, etc.).

They have advantage against the charm effect.

6th month Thendor the Beast

They're violent in nature and easy to anger,

They're Proficient in Intimidation (if you gain proficiency by another ability, you can get expertise in this)

7th month Emstir the Lord

They're creatures are naturally better than others in their abilities.

They gain 1 point to spend on any ability score.

8th month Spera the Shield

They're protective nature tries to help others in need.

Can switch places with a creature that's being attacked that's within 5ft. from it, and take the damage (ignoring armor), without using a Reaction.

9th month Ardes the Void

These unlucky creatures have the least amount of luck in their lives, as misfortune follows them.

When rolling a 1 they take 1 point of random damage (GM's choice) but can re-roll any rolled die once a day.

10th month Nethes the Bright Star

They're hopeful even in the darkest of moments.

They have +2 on Initiative and Persuasion

11th month Exia the Blade

These brave warriors are almost born with their weapons.

You can choose one weapon that will be your fate weapon (+1 on all of that weapon's attack rolls)

12th month Khalte the Golem

They're determine and sturdy. When rolling for HP, you can take half + 1 the max dice roll when you roll lower

(Example rolling a 1 or a 2 on a **D6** you can take 4)

13th Sindra month the Crystal

They're honest nature makes it hard to lie.

They have 1 Disadvantage on Deception but +3 on Persuasion

Chapter 6

Magic

What are spells

When you choose a class with a Spellcasting ability it will have one of the following magic-type tags behind it:

<Arcane>, <Nature>, <Divine>

Arcane casters learn their spell by dedication to their studies, they can change the spells that they can cast through scrolls and tomes that they can find and leveling up an Arcane caster class.

Nature casters learn their magical capabilities from nature itself, their connection with the elements allow them to adapt to their surroundings, they can freely change them at dawn.

Divine casters learn their spells by dedication to their faith and belief, every time they have a short rest, they can change all their spells from their Divine classes

Each spell can have one or more of the following:

Concentration {C}, Material {M}, Ritual {R}, Somatic {S} and Verbal {V}.

Concentration means that the spell has a lasting or build up effect that needs you to focus on it, you can only concentrate on one effect at a time unless stated otherwise.

Material means that in order to cast a spell with this tag you need to have a specific item to use it, the spell can consume the item with means you need to find a new material to recast it. Most Arcane and Divine spells and some Nature spells have this.

Ritual means that the spell can be cast using a Ritual adding 10 minutes to the spell's casting time for each spell grade. In exchange for casting them as a Ritual it will cost no spirit points. 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 be done if your hands are bound or wearing medium or heavy armor unless specified otherwise.

Arcane and Nature spells use this.

Verbal means that there is an incantation that needs to be spoken in order to cast the spell, this can't be a whisper.

Arcane and Divine spells use this and some Nature spells.

Spells are divided by schools of magic; they are the following:

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

Abjuration

The school of abjuration is comprised with spells of protection. These can be used for you, others or areas.

Apporation

The school of Apporation is to master the arts of teleportation.

Conjunction

The school of conjunction allows you to bend space and reality to your will. As long as you have a bond or connection with the object or creature, you can summon it to you in time of need.

An unbound creature can be hostile towards you so be warned. Some spells reverse this effect.

Destruction

This school lets you call upon the Forces of nature and bend them to your will.

Divination

The school of knowing and seeing, divination lets you use your third eye to see what's unseen or yet to be seen.

Divinity

The school of divine magic is to tap in to the Powers of the gods and use them as your own.

Enchantment

The school of enchanting a creature or object with magical effects.

Evocation

The school of evocation allows you to summon and create magical effects, unlike conjunction these summons are not physical.

Illusion

The school of illusion allows the caster to make others see what is not there, tricking the weak-minded for their own gain.

Mentalization

The school of Mentalization allows the caster to affect the mind of others.

Necromancy

The school of Necromancy is one of the two schools that is mostly frowned upon, this school allows you to influence the deceased.

Restoration

The school of restoration allows the caster to heal and restore that what is damage and broken.

Transmutation

The school of Transmutation is one of the most sought-after schools of magic, as many try to find a way to create gold out of nothing, only some claim to be able to do this, but none believe it.

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 higher-level spells every odd level of their caster class.

Half casters have the average spell list of the casters and gain higher-level spells after every third-class level up past 1st level

Quarter level casters have the smallest spell list of the casters and gain a higher-level spell after every fourth class level up past 1st level

Meaning of spell levels

Avg. Per Main Action

Grade 1 spirit 1 D4+2

This level of magic can affect a creature

Avg 6 2 **D4**, 2**D6**, 1 **D8**, 1 **D10**, 1 **D12**

Grade 2 2 D4+3

This level of magic can affect small groups of creatures

Avg 12 4 **D4**, 3 **D6**, 2 **D8**, 2 **D10**, 2 **D12**

Grade 3

This level of magic can affect groups of creatures

Avg 18 6 **D4**, 4 **D6**, 3 **D8**, 3 **D10**, 2 **D12**

What is spirit

Every creature has a spiritual energy in them.

This energy can be tapped and called upon to create magical effects.

However, when your spirit reaches 0, you can still cast a spell but with a risk. (See page 108, Conditions, Arcane Backlash)

When a creature has an at-will spell, this means it costs no spirit to cast.

How can one cast a spell

Depending on your class or classes, you can only pick a spell if they have the right spell-type tag, as well as the required caster level. (See your chosen caster class), casting a spell requires one of the following:

Talent Action, Main Action or Full Action.

Each spell will have a description which they need to use.

Lastly, each spell needs an amount of spirit to cast in order for it to work, unless risking an *Arcane Backlash*. (See conditions).

Some spells ask for a spell attack.

Depending on the spell attack type, it will mean the following:

CHA. Spell attack

When a spell asks for a **CHA.** Spell attack, you need to roll the following:

1 **D20** + your [proficiency] + your **CHA. Mod.**

Cha. Spell attack are mostly used by spells of ambitions and Power.

INT. Spell attack

When a spell asks for a **INT.** Spell attack, you need to roll the following:

1 **D20** + your [proficiency] + your **INT. Mod.**

INT. Spell attack are mostly used by spells of mental effects.

WIS. Spell attack

When a spell asks for a **WIS.** Spell attack, you need to roll the following:

1 **D20** + your [proficiency] + your **WIS. Mod.**

WIS. Spell attack are mostly used by spells of universal Power.

Spell list Index

Abjuration2929

Grade 12929

Animated Shield2929
Blade warding2929
Protection2929

Grade 22929

Absorb Elements2929
Arcane Shield2929
Dark night Shield2929
Day light Shield2929
Mage Armor2929
Shielding of the Faithful2929

Grade 32929

Bond of Destiny2929
Dirt wall2929
Elemental Ward3030
Warding of Poison, Venom and disease3030

Apporation3030

Grade 13030

Fade away3030

Conjuration3030

Grade 13030

Insect Plague3030

Grade 23030

Arcane Daggers3030
Binding Familiar3030
Hermit Berry3030
Summoning Creature (Beast)3030
Summoning liquid3030

Grade 33131

Flick of the wrist3131
Little Shack3131
Summoning Foods3131

Destruction3131

Grade 13131

Barium Flame Blade3131
Frigid winds3131
Globe of Acid3131
Shocking Gasp3131

Grade 23131

Acid Spray3131
Arcane Missile3131
Burning Hands3131
Chromatic Power3131
Freezing Hands3232
Ice dagger3232
Ice Blade3232
Inflict Disease3232
Inflict Wounds3232
Witch Bolt3232

32

Grade 33232

Breaking wave3232
Frozen Grasp3232
Icy assault3232

Divination3232

Grade 13232

Guidance3232

Grade 23232

Comprehend Languages3232
Detect Magic3333
Identify3333

Grade 33333

Changing fate3333
One with the Beast3333

Divinity3333

Grade 23333

Power Word: Light3333

Grade 23333

Ceremony3333

Enchantment3333

Grade 13333

Gildion's Shackling Strike3333
True Strike3333

Grade 23333

Bless3333
Feather fall3434
Hexed3434
Hunter's prey3434
Raining needles3434
Sleep3434
Slippery floor3434
Trapper3434
Zephyr's gift3434

Grade 33434

Camouflage3434
Magical Lock3434
Tiny messenger3434
Wall walker3535

Evocation3535

Grade 13535

Candlelight3535
Control Element (Air)3535
Control Element (Fire)3535
Druidcraft3535
Fire-pit3535
Prestidigitation3535
Elysia's Spectral Hand3535
Thaumaturgy3535
Thunder Clap3636

Grade 23636

Freezing rain3636
Thickening fog3636
Thunder snap3636

Grade 33636

Flaming Sword3636
Lesser Wish3636
Silence3636
Wind wall3636
Webbing3636

Illusion3636

Grade 13737

Simple Illusion3737

Grade 23737

Saving face3737

Silent Illusion3737

Mentalization3737

Grade 13737

Mental massage3737
Headache3737

Grade 23737

Bestial Bond3737
Beast Companion3737
Beast Speak3737
Power word: Command3737

Grade 33737

Calming voice3737
Ti'endor's Copper for your thoughts3838
Mind reading3838

Necromancy3838

Grade 13838

Calling death's touch3838
Crippling strike3838
Dancing Will-o-wisp3838

Grade 23939

Sound of despair3939

Grade 33939

False Life3939
Gift of the Grave3939
Raising the Dead3939
Stillness of the grave3939

Restoration3939

Grade 13939

Gentle touch3939

Grade 23939

Cure Minor Wounds3939

Grade 33939

Aiding3939
Cure3939
Lesser Restoration3939
Weakening Poison and Venom3939

Transmutation3939

Grade 13939

Control Element (Earth)3939
Control Element (Water)4040
Pebble empowered4040
Primal Power4040
Shillelagh4040
Quick fix4040

Grade 24040

Heavy tremors4040
Entanglement4040
Vine whip4040

Grade 34040

Bark-skin4040
Bestial shift4040
Enhance Ability4040
Earthen bindings4141
Purification

Spell list by magic type

Arcane

Grade 1

Abjuration

Animated shield
Blade Warding
Protection

Destruction

Barium Flame Blade
Flaming Spark
Frigid winds
Globe of Acid
Shocking Gasp

Divination

Guidance

Enchantment

Gildion's Shackling Strike
True Strike

Evocation

Candlelight
Control Element (Air)
Control Element (Fire)
Fire-pit
Prestidigitation
Elysia's Spectral Hand
Thaumaturgy
Thunder Clap

Illusion

Simple Illusion

Mentalization

Mental massage
Headache

Necromancy

Calling death's touch
Crippling strike
Dancing Will-o-wisp

Transmutation

Pebble empowered
Quick fix

Grade 2

Abjuration

Absorb Elements
Arcane Shield
Mage Armor

Apporation

Fade away

Conjuration

Arcane Daggers
Binding Familiar
Summoning Creature (Beast)
Summoning liquid

Destruction

Acid Spray
Arcane Missile
Burning Hands
Chromatic Power
Freezing Hands
Ice dagger
Ice Blade
Inflict Disease
Witch Bolt

Divination

Comprehend Languages
Detect Magic
Identify

Enchantment

Feather fall
Hexed
Slippery floor

Illusion

Saving face
Silent Illusion

Mentalization

Bestial bond
Beast companion
Power word: Command

Necromancy

Sound of despair

Grade 3

Abjuration

Elemental Ward

Conjuration

Flick of the wrist
Little Shack
Summoning Foods

Destruction

Frozen Grasp
Icy assault

Divination

Changing fate

Enchantment

Camouflage
Magical Lock

Evocation

Lesser Wish
Flaming Sword
Silence

Mentalization

Calming voice
Ti'endor's Copper for your thoughts
Mind reading

Necromancy

False Life
Gift of the Grave
Raising the Dead
Stillness of the grave

Transmutation

Enhance Ability

Divine

Grade 1

Abjuration

Animated shield

Divination

Guidance

Evocation

Candlelight
Power Word: Light
Thaumaturgy

Restoration

Gentle touch

Transmutation

Quick fix

Grade 2

Abjuration

Shielding of the Faithful

Apporation

Fade away

Destruction

Inflict Wounds

Divination

Detect Magic

Divinity

Ceremony

Enchantment

Bless

Restoration

Cure minor Wounds

Grade 3

Abjuration

Bond of destiny

Conjuration

Summoning Foods

Necromancy

Stillness of the grave

Restoration

Aiding
Cure
Lesser Restoration
Weakening Poison and Venom

Transmutation

Purification

Nature

Grade 1

Destruction

Flaming Spark
Frigid winds
Globe of Acid
Shocking Gasp

Divination

Guidance

Evocation

Control Element (Air)
Control Element (Fire)
Druidcraft
Fire -pit
Thunder Clap

Necromancy

Dancing Will-o-wisp

Transmutation

Control Element (Earth)
Control Element (Water)
Primal Power
shillelagh

Grade 2

Abjuration

Dark night Shield
Day light Shield
Apporation
Fade away

Conjuration

Hermit Berry
Summoning Creature (Beast)

Destruction

Acid Spray
Burning Hands
Freezing Hands
Ice dagger
Ice Blade

Divination

Detect Magic

Enchantment

Hunter's prey
Raining needles
Trapper
Zephyr's gift

Evocation

Freezing rain
Thickening fog
Thunder snap

Mentalization

Bestial bond
Beast companion
Beast speak

Transmutation

heavy tremors
entanglement
vine whip

Grade 3

Abjuration

Dirt wall
Warding of Poison, Venom
and Disease

Destruction

Breaking wave

Divination

One with beast

Enchantment

Camouflage
Tiny messenger
Wall walker

Evocation

Wind wall
Webbing

Restoration

Lesser Restoration
Weakening Poison and
Venom

Transmutation

Bark-skin
Bestial shift
Earthen binding

Spell list

Abjuration

Grade 1

Animated Shield

<Arcane>, <Divine>
Casting Time: 1 Main Action,
Reaction
Range: 30ft.
Components: {S, M} {any
shield}
Duration: 1 minute
Spirit: 6

You touch your, or an
unused, shield, for the
duration, you may choose a
target within range that the
shield will protect,
at the start of your turn, you
may freely change the
target.

If a creature within range is
being attacked, you may use
your Reaction, to move the
shield to that target.

Blade warding

<Arcane>
Casting Time: 1 Main Action

Range: Self
Components: {V, S}
Duration: 1 Minute
Spirit: 4

You trace a protection sigil in
the air and place it on
yourself.

When not wearing any
armor, you gain resistance
for both magical and non-
magical Piercing and Slashing
attack damage.

Protection

Arcane
Casting Time: 1 Main Action
Range: touch
Components: {S}
Duration: 10 minutes
Spirit: 6

You touch a creature, until
the end of the duration, the
creature gains a **D4** to its
armor.

Grade 2

Absorb Elements

Arcane
Casting Time: Reaction
Range: Self
Components: {S}
Duration: till the end of your
next turn.
Spirit: 0/10

When you are hit by a
damaging effect one of the
following types: Acid, Cold,
Fire, Lightning or Thunder.
You may use your Reaction,
when you do, you spend no
spirit but you take half of the
damage of the chosen
damage type.

Until the end of the
duration, your first melee
attack deals an additional
damage of that type.
A total of **1 D8** per 10 spirits
used to cast it.

Arcane Shield

<Arcane>
Casting Time: Reaction
Range: Self
Components: {V, S}
Duration: till the end of your
next turn.
Spirit: 10

When you are going to be hit
by an attack, but before it is
declared hit or miss, you
may use your Reaction to try
and evade the attack, you
stretch out your hand and
call out the name of this
spell, an Arcane shield form

between you and the
attacker, giving you a +5 to
your Dodge.
In addition, any spell that
has an automatic hit attack,
can't pass the Arcane shield.

Dark night Shield

<Nature>
Casting Time: 1 Main Action
Range: Self
Components: {V, S}
Duration: 1 minute
Spirit: 7

When you cast this spell, a
veil of a starry night
surrounds you.
For the duration, you have a
+1 to your Dodge and **AR**.
You gain an additional +1
when you are targeted by a
light, Radiant and/or Fire
effect.

You gain an additional +1
when you are in dim-light or
full darkness.

*This can't be combined
with Day light Shield.*

Day light Shield

<Nature>
Casting Time: 1 Main Action
Range: Self
Components: {V, S}
Duration: 1 minute
Spirit: 7

When you cast this spell, a
veil of a bright blue sky
surrounds you, For the
duration, you have a +1 to
your saving throws.
You gain an additional +1
when you are targeted by a
dark, Necrotic and/or cold
effect.

You gain an additional +1
when you are in bright light.
*This can't be combined
with Dark night Shield.*

Mage Armor

Arcane
Casting Time: 1 Main Action
Range: Touch
Components: {V, S, M} {a
strip of leather}
Duration: 8 hours
Spirit: 6

You touch a creature that is
not wearing armor with the
leather strip, the leather will
dissolve and create a
translucent magical layer
around the creature, until
the end of the duration the
creatures Dodge increases
by +3.

When the spell ends, the
layer reforms into the
leather strip.

Shielding of the Faithful

<Divine>
Casting Time: 1 Talent Action
Range: 60ft.
Components: {V, S, C} {a holy
symbol, or a scroll with holy
text}
Duration: up to 1 minute
Spirit: 10

You target one willing
Creature within range,
golden symbols or sigils
appear around the Creature,
the Creature gains a plus to
their Dodge equal to your
WIS. Mod.

Grade 3

Bond of Destiny

<Divine>
Casting Time: 1 Main Action
Range: Touch
Components: {V, S, M} {a
pair of identical rings that
you and the target must
wear for the duration}
Duration: 24 hours
Spirit: 14

You touch a willing creature
that wears a ring identical to
yours, for the duration you
and the creature will have
the following:
+1 to Fortitude, Reflex and
Willpower saves.
Resistance to all damage.
Any damage dealt to you or
the target, is given to both
you and the creature.

The spell ends when either
you or the creature has the
following:
One or both drop to 0 Hit
Points.
One or both falls
Unconscious.
One or both is affected by a
dispel or anti-magic effect.
One or both dismiss it with a
Main Action.

In all cases, the caster will
feel that the bond is broken,
but not know how.

If the two creatures get
these rings when the two are
married, the duration
changes until dispelled.

Dirt wall

Nature
Casting Time: Reaction or
Talent Action
Range: 10ft.
Components: {S}
Duration: up to 1 minute
Spirit: 13

You call forth a dirt wall from
the ground or walls to cover
you from one side, the dirt

wall can be a 15ft. wide, 10ft. high, 2 ft. deep. For the duration, the wall is sturdy, and won't crumble on itself.

It has Hit Points equal to your Magicka + your spellcasting level and an AR of 8, it can give you cover, it can block incoming attacks (as long as it has the Hit Points to block the attack), when it Hit Points drops to 0, it crumbles.

Elemental Ward

<Arcane>, <Nature>

Casting Time: 1 Talent Action

Range: Self

Components: {V, S}

Duration: till the start of your next turn

Spirit: 12

When you cast this spell, choose one of the following types, Acid, Cold, Fire, Force, Lightning, Radiant, Thunder, Necrotic or Poison, for the duration, you are immune to that damage type.

Warding of Poison, Venom and disease

Divine, Nature

Casting Time: 1 Main Action

Range: touch

Components: {V, S}

Duration: 6 hours

Spirit: 14

You touch one willing creature, for the duration, that creature has advantage on Fortitude saving throws against Poison Venom and diseases.

In addition, the creature gains also resistance to Poison and Venom damage.

Apporation

Grade 1

Fade away

<Arcane>, <Nature>

Casting Time: 1 Talent Action

Range: Self (60 ft. and up)

Components: {S}

Duration: Instantaneous

Spirit: 8

A quick and silent wind blows around you picking up the local Flora or small terrain debris (like sand), choose a point within 60 ft. that you know of, and you silently move there.

If the location is occupied, you move to the nearest safe location from that point.

The range can increase by 50ft. for every additional 10 spirit used.

Conjuration

Grade 1

Insect Plague

Nature

Casting Time: 1 Main Action

Range: 10 ft. per WIS. Mod.

Components: {V, S, M} {any living insect}

Duration: Instantaneous

Spirit: 4

You summon a swarm of the insect used for this spell, choose a target within range, that target must make a Fortitude Save against your **WIS**. Save CL.

On a failure, the target takes either 2 **D4** + your Magicka Piercing or Poison damage (depending on the insect used), and moves in a random direction depending on a D4: 1 North, 2 East, 3 South, 4 West

For every 5 spellcaster levels, this spell increases by 1 **D4**.

Grade 2

Arcane Daggers

<Arcane>

Casting Time: 1 minute

Range: 10 ft.

Components: {V}

Duration: 1 minute

Spirit: 9

You chose an unoccupied space within range, a swarm of Arcane daggers appears there, choose a location within 60ft. of the daggers that you can see, all creatures that are in a straight line between the two points need to make a Reflex save against your **INT**. Save CL., on a failure, they take 1 **D10** + your Magicka Force damage.

On your subsequent turns, you can use your Talent Action, to choose a new point that you can see.

Binding Familiar

<Arcane>

Casting Time: 1 hour

Range: touch

Components: {V, S, M, R}

{Gilded manacles worth at least 10 S.C. which the spell consumes}

Duration: until dispelled by the caster.

Spirit: 9

You can try and make a pact with a Creature that has the [Familiar] tag (your GM will decide if there are any rolls needed for this). When the Creature accepts you, or you Force them to do so, the both of you will go on a 1-hour ritual to be bound to each other, you must remain in contact with each other for the duration or the spell fails. When the spell is completed, the Familiar must follow every order to the letter (the creature can try to bend your words to fit its own needs), you can use a Talent Action to give your Familiar an order or it will do something on its own (the GM decides what they will do). Your Familiar will have all its original stats and abilities, in addition you gain the Familiar bonus that your Familiar provides as long as they are within 100 ft. of you (if you have multiple familiars you can only have x amount of bonuses, equal to half your proficiency modifier, after every long rest, you may switch which one you benefit from), you and your Familiar will have a telepathic bond and can communicate with each other as long as you are on the same plane, in combat it goes immediately after your turn, when your Familiar drops to 0 HP it dies, if it's from a different plane of existence it's moved there leaving everything behind, it can be summoned back by recasting this spell with the 1-hour ritual (if the Creature has a banishment curse, you can ignore this by casting this spell).

You can have multiple familiars, but only command one of them at a time

Hermit Berry

Nature

Casting Time: 1 Main Action

Range: touch

Components: {S, M} {any type of eatable berry's}

Duration: 1 hour

Spirit: 6

You touch a berry that you can eat and imbue it with life energy, for the duration, if any creature eats this berry to feel like they have eaten a full meal.

Summoning Creature (Beast)

<Arcane>, <Nature>

Casting Time: 1 Full Action

Range: 10 ft.

Components: {V, S, M, C} {a piece of a similar Beast, feather of a hawk to summon a hawk, a scale of a crocodile to summon a crocodile, etc., fossils can also work}

Duration: up to 1 hour

Spirit: 18 per Beast **CR**.

You use your component to summon a random living Creature to you of that type from somewhere on this plane, choose an unoccupied location within range, make an Arcana skill check of 15 + the Beast **CR**.

On a failure the Beast is enRaged and is hostile to all creatures starting to attack its summoner.

On a success, for the duration, it will follow your command to the letter, it will have its turn in combat immediately after you, you may use your Talent Action to give it a command otherwise it will defend itself.

When the spell ends, the creature is freed from your control and will act as it normally would, any offer or attempt to control and tame it will be negated.

Summoning liquid

Arcane

Casting Time: 1 minute

Range: 10ft.

Components: {V, S, M, R} {a container that can hold up to 10 gallons of liquid}

Duration: instantaneous

Spirit: 7

You fill the container with any liquid that you want and bind it to yourself. As part of the ritual, you can move the container to a personal pocket dimension. When casting this spell again you can move more containers away or summon one of them of your choice to you. (If you die, any item in your personal pocket dimension is forever lost, this is negated when you are resurrected.)

Grade 3

Flick of the wrist

<Arcane>

Casting Time: 1 Talent Action

Range: Self

Components: {S}

Duration: indefinitely

Spirit: 13

When you hold an item of less than 5 pounds in your hand, you may cast this spell and flick the wrist of the hand holding the item, throwing it into your pocket dimension.

Some spells need to have items in your pocket dimension in order to work, this spell will help you facilitate that.

Items in the pocket dimension do not spoil.

When you cast this spell, you may also grasp an item from your pocket dimensional. (The item cannot weigh more than five pounds and must be able to be held in one hand.)

Little Shack

<Arcane>

Casting Time: 1 minute

Range: 30 ft.

Components: {V, S, M, R} {a miniature of a wooden building}

Duration: 1 hour and up.

Spirit: 15 per hour

You place the miniature on the ground and walk away at least 20ft. from it before starting the ritual, during the casting, a Spectral image of a wooden shack appears and slowly materializes.

The shack is 20ft. wide on all sides and 10ft. high, the shack has one door, and windows on all walls, the roof is sloped on two sides.

The outer door can only be opened by creatures that the caster allows entry.

The inside is empty.

The shack is made out of wooden logs and can be destroyed, ending the spell.

AR 16, 100hp the structure counts as an object.

When the spell ends, the shack disintegrates quickly leaving the miniature behind.

The spell fails if there is no room for the building.

Casting this spell daily for 1 year at the same space will make it permanent and the miniature is lost.

Summoning Foods

Arcane, Divine

Casting Time: 1 minute

Range: Self

Components: {V, S}

Duration: instantaneous

Spirit: 22

When you have any food item, you may touch it with this spell (one cast per food item, can be a pot of soup or crate of apples, as long as it's one food type and not mixed (apples and pears)), the food items will be transported to a personal pocket dimension and remain there until summoned, the items can't spoil in the pocket dimension.

When you recast this spell at any time and call the food items you wish to you (when you have a create of apples and summon an apple, the whole crate is summoned). (If you die any item in your personal pocket dimension is forever lost, this is negated when you are resurrected.)

Destruction

Grade 1

Barium Flame Blade

<Arcane>

Casting Time: 1 Main Action

Range: Self

Components: {S, M} {a bladed weapon and a copper bar}

Duration: till the end of your turn.

Spirit: 4

You strike your blade with the copper bar and green flames erupts from it. For the duration of the spell, your weapon damage increases by 1 **D6** + your **INT**.

Mod. Fire damage

When you hit with a weapon attack on a Creature, all Creatures 5ft. from that Creature that you choose take the rolled Fire damage (ignoring armor but NOT resistances or immunity's)

The Fire damage increases by 1 **D6** for every 5 spell caster levels.

Frigid winds

Arcane, Nature

Casting Time: 1 Main Action

Range: 50ft.

Components: {V, S}

Duration: Instantaneous

Spirit: 6

You shape your hands into a funnel and blow into it, cold

air streaks towards a target within range, make a **CHA**. Spell attack, on hit, they take 1 **D8** + your Magicka Frost damage.

This increase by 1 **D8** per 5 spell casting levels.

In addition, there speed is reduced by half.

Globe of Acid

Arcane, Nature

Casting Time: 1 Main Action

Range: 30ft.

Components: {V, S}

Duration: Instantaneous

Spirit: 4

You create a globe of acid in your hands, you may throw the globe to a creature or location within range, that creature, and any 5ft. from that one must make a Reflex save against your **CHA**. Save, on a failure, they take 2 **D4** + your Magicka Acid damage, half as much on a success.

Shocking Gasp

<Arcane>, <Nature>

Casting Time: 1 Main Action

Range: Touch

Components: {S}

Duration: Instantaneous

Spirit: 5

You channel energy through your hands with hand sigils, make a **CHA**. Melee spell attack.

On hit, the creature takes 1 **D8** + your Magicka Lightning damage, and must make a Fortitude save against your **CHA**. Save CL.

On a failure the creature can't take any Reactions and its movement is halved until the end of its next turn.

If the Creature is wearing metal armor, you have advantage on the attack and it has disadvantage on the save.

Grade 2

Acid Spray

<Arcane>, <Nature>

Casting Time: 1 Main Action

Range: 5 ft. per caster level

Components: {V, S, M}

{spoiled or rotten food that you eat}

Duration: up to 1 minute

Spirit: 8

You consume a bit of spoiled or rotten food and start to retch as you spew a stream of sizzling Acid in a straight line in front of you.

Any Creature in range of the line must make a Reflex save against your **CHA**. Save CL. on a failure, they take 4 **D4** Acid damage.

And they are covered in Acid.

For the duration at the start of their turn they take 1 **D6** Acid damage until they or someone else uses a Main Action to remove the Acid.

Arcane Missile

<Arcane>

Casting Time: 1 Main Action

Range: 10ft. per caster level

Components: {V, S}

Duration: Instantaneous

Spirit: 7

You create an array of Arcane light in an arc above you. Chose a Creature within range. The light combines into 3 Arcane globes that launch at the creature. The globes will automatically hit unless stated otherwise.

Dealing 4 **D4** + your Magicka Force damage.

(You may create additional globes for 5 spirits dealing an additional 2 **D4** per globe.)

Burning Hands

<Arcane>, <Nature>

Casting Time: 1 Main Action

Range: 15ft. cone

Components: {S}

Duration: Instantaneous

Spirit: 8

You stretch out your fingers wide towards one or more creatures in range as Fire erupts from your hands forming a raging cone of Fire.

Any Creature within the cone must make a Reflex save against your **CHA**. Save CL. on a failure they take 3 **D6** + your Magicka Fire damage. On a success, they take half the damage.

You may use your next Main Action to cast this spell again for half the original spirit.

Chromatic Power

<Arcane>

Casting Time: 1 Main Action

Range: 60ft.

Components: {V, S}

Duration: Instantaneous

Spirit: 9

You grasp the air with one hand and multi-colored energy crackles within it as you throw it to a target. Choose a target within range, making a Ranged

CHA. Spell attack. On hit, choose one of the following damage types:

Acid, Fire, Frost, Lightning, Poison or Thunder.

It will take 2 **D6+** your Magicka in that damage type.

Freezing Hands

<Arcane>, <Nature>

Casting Time: 1 Main Action

Range: 15ft. cone

Components: {S}

Duration: Instantaneous

Spirit: 10

You stretch out your fingers wide towards one or more creatures in range as freezing winds erupts from your hands forming a chilling cone of icy winds.

Any Creature within the cone must make a Fortitude save against your **CHA** Save CL. on a failure they take 2 **D8+** your Magicka Frost damage. On a success, they take half the damage.

You may use your next Main Action to cast this spell again for half the original spirit.

(Any non-magical or unprotected liquid will be frozen by this spell.)

Ice dagger

<Arcane>, <Nature>

Casting Time: 1 Main Action

Range: 40ft. 5ft. radius

Components: {S, M} {a drop of water}

Duration: Instantaneous

Spirit: 7

You fling a drop of water towards a target within range as it freezes into a frozen spike. Make a Ranged **CHA.** Spell attack. On hit, the target takes 2 **D8** Frost damage.

In addition, all creatures within a 5ft. radius need to make a Reflex save against your **CHA.** Save CL. or take 1 **D8** + your Magicka Frost damage.

Ice Blade

<Arcane>, <Nature>

Casting Time: 1 Main Action

Range: Self

Components: {S, M} {a drop of water}

Duration: 1 minute

Spirit: 9

You form a frozen blade from a drop of water that only you can wield. Make a Melee **CHA.** Spell attack. On hit, the creature

takes 1 **D12** Slashing + **2D8** Frost damage.

(Extreme heat or a Fire spell of Grade 3 or higher will melt the blade.)

Inflict Disease

<Arcane>

Casting Time: 1 Main Action

Range: touch

Components: {V, S}

Duration: 24 hours

Spirit: 7

You touch a Creature with your hand that emits a greens glow. The creature must make a Fortitude save against your **INT.** Save CL. on a failure, the creature takes 3 **D6** Poison damage and is Poisoned (it can't regain Hit Points for the duration.)

Inflict Wounds

<Divine>

Casting Time: 1 Main Action

Range: touch

Components: {V, S}

Duration: Instantaneous

Spirit: 7

Necrotic energy flickers from your hand, make a Melee **WIS.** Spell attack. On hit, the target takes 3 **D10** + your Magicka Necrotic damage.

Witch Bolt

<Arcane>

Casting Time: 1 Main Action

Range: 60ft.

Components: {V, S, M, C} {a branch or twig hit by a

Lightning strike}

Duration: up to 1 minute

Spirit: 8

You point your branch or twig to a target as a crackling beam of Lightning strikes towards it. Make a Ranged **INT.** spell attack, on hit the creature takes 1 **D8** + your Magicka Lightning damage. The creature then needs to make a Fortitude save against your **INT.** Save CL. or is hexed.

Choose one of the following:

- You have advantage on all attacks against that Creature for the duration.
- The creature has disadvantage on all skill checks for the duration.
- The creature has disadvantage on

all attacks on its next turn.

- The creature is Blinded or Deafened till the end of its next turn.

If you cast this spell again against the same Creature, it auto fails the save if it's still hexed and you may choose to change the previous hex.

Grade 3

Breaking wave

<Nature>

Casting Time: 1 Talent Action

Range: 120ft.

Components: {V, S, M} (a source of water minimum of 60 gallons)

Duration: Instantaneous

Spirit: 15

You choose a source of water in range as your material component, which will spill out and roll over itself towards a spot within range.

Any Creature within 5ft. From the line connecting the two points must make a Fortitude save against your **WIS.** Save CL. on a failure, they take 2 **D10** + your Magicka in (magical) Force damage and are knocked Prone to the ground. On a success the creature takes half damage and doesn't fall Prone.

Frozen Grasp

<Arcane>

Casting Time: 1 Full Action

Range: 25ft. (aura)

Components: {V, S} {a full waterskin the spell consumes the water}

Duration: 10 minutes

Spirit: 13

You pull out the water from your water skin with your Arcane magic and swirl it around you making a complete ring and let it cash to the floor making it turn to ice and reaching out from you grasping at anything within range. Any Creature standing in the aura range must make a Fortitude save against your **CHA.** Save CL. on a failure, they are **Grappled** by the feet. They or another Creature can make an Athletics skill check against the same **CL.** to break them free.

(They have advantage on the skill check if there is a heat

source on or 5ft. from them.)

Icy assault

<Arcane>

Casting Time: 1 Main Action

Range: 90ft.

Components: {V, S, M} {a ball of never melting ice}

Duration: Instantaneous

Spirit: 12

You use your never melting ice to form a magical copy of it and launch it to a target within range. Make a **CHA.** Spell attack. On hit, it takes 3 **D8+** your Magicka Frost damage and must make a Fortitude save against your **CHA.** Save CL. on a failure, it is **Stunned** till the end of its turn.

Divination

Grade 1

Guidance

<Arcane>, <Divine>

<Nature>

Casting Time: 1 Main Action

Range: Touch

Components: {V, S, C}

Duration: up to 1 minute.

Spirit: 4

You touch one Creature and it gains greater Insight and the following:

For the duration, on its next skill check, it gains one advantage to the skill check. When a skill check is rolled, the spell ends.

Grade 2

Comprehend Languages

<Arcane>

Casting Time: 1 Talent Action

Range: Self

Components: {S, C}

Duration: up to 10 minutes

Spirit: 7

You trying to discern a language you don't know. Choose one of the following:
Audible: you close your eyes and focus on what is being said, all spoken languages are translated to you.

Visual: you focus on a written or carved text by tracing you hand over the symbols, any languages spoken or written in the last 200 years are being translated with the exception of encoded text and Arcane symbols. It takes 2 seconds per word to translate to you.

Detect Magic

<Arcane>, <Divine>

<Nature>

Casting Time: 1 Main Action

Range: Self/ 10ft. radius per caster level.

Components: {V, S, M, R, C}

{a metal dousing rod}

Duration: up to 10 minutes

Spirit: 8

You send out waves of invisible magical energy that can pick up any form of magic around you. You know what is magical and what kind of school(s) of magic it is.

In addition, you may use a metal dousing rod to point towards a specific magical item or effect that you are looking for.

You have advantage on Arcana skill checks on it. (The spell fails if the item or Creature is within 1 ft. of a piece of lead.)

Identify

<Arcane>

Casting Time: 1 minute

Range: touch

Components: {V, S, M, R}

{a monocle with a pearl or diamond lens worth at least 1 G.C.}

Duration: Instantaneous

Spirit: 7

You trace your hands over a Creature or object while examining it in great detail. After the casting you will know the following:

- What region the item is from (if it is to know)
- Who made the item (if indicated)
- Is the item magical or imbued with magic.
- What school of magic is on the item or Creature.
- What incantation is used to activate it.
- Does it require attunement.
- Does it have prerequisites.
- Does it have charges and how many.

Grade 3

Changing fate

Arcane

Casting Time: Reaction

Range: sight

Components: {V, S, M} {a diamond worth at least 10 S.C. which the spell consumes}

Duration: instantaneous

Spirit: 12

When a creature that you can see, makes any **D20** roll (straight, advantage or disadvantage) you may use your Reaction to remove the number rolled and Force a re-roll for a straight **D20** only using the newly made roll.

One with the Beast

<Nature>

Casting Time: 1 Main Action

Range: touch

Components: {V, R, C}

Duration: 1 hour per caster level

Spirit: 13

You touch a willing Creature as you bind your mind to it, for the duration you have the following:

You are Blinded, Deafened and Incapacitated.

In addition, you can now hear and see what the Beast can, the Beast can hear your thoughts and you can command it to do any actions as long as it's not harmful to it.

Divinity

Grade 2

Power Word: Light

<Divine>

Casting Time: 1 Main Action

Range: 15 ft.

Components: {V, M} {a religious Symbol}

Duration: Instantaneous

Spirit: 3

You call out your word of Power while holding a Holy symbol up high. Any Creature within range that you choose must make a Fortitude save against your **WIS**. Save CL. On a failure, they take 1 **D8** + your Magicka Radiant damage and are Blinded until the end of their next turn.

This spell damage increases by 1 **D8** per 5 levels spell caster

Grade 2

Ceremony

<Divine>

Casting Time: 1 hour

Range: touch

Components: {V, S, M, R} {a religious symbol and an additional item}

Duration: Instantaneous

Spirit: 7

You perform a religious ceremony giving various effects depending on the following:

- **Atonement:** you touch the forehead of a Creature that is suffering from his deeds or acts and lift its burden. In addition, it can weaken a curse by 1 Grade for 24 hours.
- **Blessing:** you touch one Creature and it may re-roll any **D20** for 24 hours, once used this spell ends. In addition, touching a body of liquid can change it to holy water (1 gallon per caster level.)
- **Coming of age:** you touch the forehead of a young adult Creature, one of its stats increase by a +1 permanently. (Can only be cast once per Creature.)
- **Funeral Rite:** you touch a corpse; the body can't be turned into an Undead unless with a greater wish spell.
- **Swearing a Sacred Oath:** (needs a weapon or shield) granting a Creature the ability to become a paladin to your god.
- **Wedding:** (needs rings for each Creature) you touch any number of creatures that are willing to be bound in marriage. As long

as at least two bound creatures are alive they gain the following:

- . +2 to their Armor
- . If at least two of them are within 30 ft. of each other, when one of them takes damage it's halved and they all take that same damage.
- . When one of the creatures die, the remaining will instantly know of it no matter where they are.
- . They can't get this ceremony again unless widowed.

Enchantment

Grade 1

Gildion's Shackling Strike

Arcane

Casting Time: 1 Full Action

Range: touch

Components: {S, M, C} {a martial weapon}

Duration: up to 1 minute

Spirit: 5

You trace your hand over a weapon drawing many Arcane sigils, for the duration, when this weapon hits someone, that creature takes 1 **D10** Force damage for every 5ft. it moves.

True Strike

<Arcane>

Casting Time: 1 Talent Action

Range: Touch

Components: {V, S, C}

Duration: up to 1 minute

Spirit: 4

You touch a willing Creature and they are bolstered with greater success. For the duration, the creature may choose when they gain advantage on their attack roll.

Once the Creature used this effect, the spell ends.

Grade 2

Bless

<Divine>

Casting Time: 1 Main Action

Range: 30ft.

Components: {V, S, M} {a sprinkle of holy water}

Duration: 1 minute

Spirit: 7

You throw a bit of holy water to the creatures you want to bless.

For the duration, they gain a **D4** to all attack rolls and saves.

Feather fall

<Arcane>

Casting Time: 1 Reaction

Range: 60ft.

Components: {S, M, C} {a feather of an aerial bird}

Duration: 1 minute

Spirit: 9

You throw a feather and choose any number of creatures that are falling within range equal to your **INT. Mod** and proficiency. For the duration, they fall gently down at a descending rate of 30 ft. per round. Not taking any fall damage when touching the ground. When a Creature with feather fall touches ground the spell ends on them.

Hexed

Arcane

Casting Time: 1 Talent Action

Range: 70ft.

Components: {V, S, C}

Duration: up to 1 hour per caster level

Spirit: 9

You attempt to place a curse on a creature that you see in range. It must make a Willpower save against your **INT**. Save CL. On a failure, it has a -1 **D6** on any skill check that you choose. In addition, when you hit the creature with an attack, you may roll an additional 1 **D10** Necrotic damage. = (You may double the duration per 10 spirits used, if you add a total of 100 spirit, the duration is until removed as a level 10 curse.)

Hunter's prey

Nature

Casting Time: 1 Talent Action

Range: 100ft.

Components: {V, C}

Duration: up to 1 hour

Spirit: 9

You focus your instincts on a creature within range. For the duration, all your attacks deal an additional 1 **D6** damage. And you know

where the creature is as long as it is within 10 miles of you. (You may increase the duration to 24 hours for an additional 10 spirit.)

Raining needles

<Nature>

Casting Time: 1 Talent Action

Range: touch

Components: {V, S}

Duration: Instantaneous

Spirit: 7

When you make a range weapon attack, hit or miss, all creatures in the path of that shot needs to make a Reflex save against your **WIS**. Save CL, or take 2 **D6** Piercing damage. As the projectile spins in the air shooting of tiny needles around it. If the projectile hits the target, it deals an additional 2 **D6** Piercing damage. (You may increase all the damage by 1 **D6** per 5 additional spirits used.)

Sleep

<Arcane>

Casting Time: 1 Full Action

Range: 90ft. 10ft. radius

Components: {V, S, M} {a pinch of sand from an hour glass}

Duration: 1 minute

Spirit: 10

You cast the sand in the direction where you want to cast the spell.

All creatures in the radius must make a Fortitude save against your **INT**. Save CL, on a failure, the fall fast asleep (they are Prone and Unconscious for the duration.)

A Creature can use its Main Action to wake a sleeping Creature up, or when the creature takes damage, it wakes up.

(This spell has no effect on Undead, Constructs and Sidhe creatures.)

Slippery floor

<Arcane>

Casting Time: 1 Main Action

Range: 50ft. 15ft. area

Components: {V, S} {a bar of soap}

Duration: 1 minute

Spirit: 6

You hold a bar of soap in one hand and quickly move you

other hand over it striking the bar and spray a slipper liquid to the area of choice. For the duration, for every 5ft any Creature moves in the area they must make a Reflex save. Against your spell **INT**. Save CL, or fall Prone.

Trapper

<Nature>

Casting Time: 1 Main Action

Range: touch

Components: {S, R}

Duration: 8 hours

Spirit: 8

When you have set a trap, you may imbue it with magic from the surrounding area, blending it in more naturally. The trap is nearly invisible and can only be spotted with a Survival or Investigation skill check. against your **WIS** Save CL.

A Creature walking in to your trap needs to make a Reflex save against the same **CL**. on a failure it is Grappled and Restrained.

Zephyr's gift

Nature

Casting Time: 1 Talent Action

Range: Self

Components: {V}

Duration: till the end of your turn

Spirit: 9

You call upon the western winds as they swirl around you.

For the duration, all attacks have disadvantage on you, when you hit with an attack you deal an additional 1 **D10** Force damage and on hit you regain 30ft. of movement.

Grade 3

Camouflage

<Arcane>, <Nature>

Casting Time: 1 Main Action

Range: touch

Components: {V, S, M, C} {a piece of your surroundings}

Duration: 1 hour per INT.

Mod.

Spirit: 15

You take a piece of your surroundings as you cast this spell, the piece disintegrates and envelops you blending you and all that you are wearing and carrying with the area. Your outline is vaguely rippled and the center point of your irises are still visible.

Giving you 1 advantage on Stealth, and others 1 disadvantage on Perception and Investigation on you.

You may cast this spell on any numbers of creatures expending the cost of spirit for each of them, this all counts under the same concentration.

Magical Lock

<Arcane>

Casting Time: 1 Main Action

Range: touch

Components: {V, S, M} {Silver dust worth at 25S.C. which the spell}

Duration: Until dispelled

Spirit: 10

You touch an object that can be closed, and it becomes locked for the duration. When casting this spell, you can choose any Creature that can freely open the object. In addition, you can set a password to open the object, when the password is spoken within 15ft. of the object, the magic is suppressed for 1 minute, if the object has a lock, this may still be locked. The object can't be open by any means unless the object is broken, disintegrated, dispelled or suppressed for 1 minute by the Three Knocks to Open spell.

Tiny messenger

<Arcane>, <Nature>

Casting Time: 1 minute

Range: 5ft.

Components: {V, S, R}

Duration: until delivered

Spirit: 12

You relay a message to a non-hostile willing tiny Creature; the message can be up to 50 words. When the message is given, you give a clear mental image of the one you want to receive the message. The creature will magically know the quickest and safest route to that Creature. If the Creature can make that journey it will deliver the message. If the Creature is unable to deliver the message. (a squirrel needing to cross a river, or a small bird needing to cross an ocean or the creature you want to receive the message had deceased.) the spell fails and the creature will wander off.

The tiny messenger is immune to hunger, thirst and fatigue. When the messenger is within 5 ft. of the chosen Creature, that Creature will know it has a message for them and can choose when to receive it. The messenger will follow until he does. When the Creature accepts the message, a mental audio message will play and revealing the message. The messenger is no longer compelled to be there and can wander off naturally.

Wall walker

<Arcane>, <Nature>
Casting Time: 1 Main Action
Range: touch
Components: {V, S, M, C} {a pair of spider legs}
Duration: up to 1 minute per caster level
Spirit: 12

You touch a Creature with the spider legs, for the duration that Creature can walk on any solid surface, including vertical, diagonal and upside down. Its Climbing speed increases to your walking speed and it's not impeded by the **difficult terrain** effect.

Evocation

Grade 1

Candlelight

<Arcane>, <Divine>
Casting Time: 1 Main Action
Range: 25ft.
Components: {V, S}
Duration: 1-hour per WIS.
Mod.
Spirit: 5

You choose an object within range and imbue it with light energy. The object completely emits dim-light with a 10ft. radius for the duration. If the object is being carried by a Creature, that Creature may make a Reflex save against your **INT**. Save CL. To avoid the effect.

Control Element (Air)

<Arcane>, <Nature>
Casting Time: 1 Main Action
Range: 60 ft.
Components: {S, C}
Duration: Instantaneous
Spirit: 4

You compel the air to bend to your will, choose one of the following effects:

- Create a gust of wind of 5 miles per hour in the direction that you choose.
- Change the movement of the winds by 45 degrees.
- Decrease the wind speed 5 miles per hour
- Can create simple natural smells in the area around you

You can make effect temporary or control them for up to 1 hour.

Control Element (Fire)

<Arcane>, <Nature>
Casting Time: 1 Main Action
Range: 60ft. 5ft. radius
Components: {S, C}
Duration: Instantaneous
Spirit: 4

You point towards a non-Magical flame that is in range and choose one of the following effects:

- Expand, the flames double in size.
- Extinguish, the flames in the area are doused.
- Brighten, the light of the flame doubles in brightness
- Dim, the light of the flame halves in brightness.
- Display, you control the flames into shapes and make it move however you want.

You can make effect temporary or control them for up to 1 hour.

Druidcraft

<Nature>
Casting Time: 1 Main Action
Range: 30 ft.
Components: {S}
Duration: Instantaneous
Spirit: 3

You reached out to the Forces of nature to do one or more of the following effects.

- A plant starts to grow 1 inch per second until its full-grown form.

- Harmless winds start to blow around you.
- Harmless tremors are felt 10ft. around you.
- The air temperature changes to your liking 10ft. around you. (Maximum change of 20 degrees Celsius)

Fire-pit

<Arcane>, <Nature>
Casting Time: 1 Main Action
Range: 60 ft.
Components: {V, S, C}
Duration: up to 1 minute
Spirit: 3

You point to a spot on the ground within range, a 5ft. hole opens up and a 5x5x5ft. raging Fire erupts from the hole.

Any Creature on or near the Fire-pit when this spell is cast or when a Creature moves or is in range for the first time in its turn, needs to make a Reflex save against your **CHA**. Save CL., on a failure, they take 1 **D6** Fire damage, on a Critical failure, they fall in the pit and are burning, it takes an action to climb out of the pit, and as long as they are in the pit, they auto fail the Reflex save.

When the spell ends, the hole closes and any Creature in it will safely move out of it.

Prestidigitation

<Arcane>
Casting Time: 1 Main Action
Range: 20ft.
Components: {V, S}
Duration: Instantaneous
Spirit: 5

One of the first and most common spells for any mage.

As you cast this spell choose one of the following effects:

- You create small sparks or Fireworks in the air.
- A faint music tune that you think off is audible.
- Any odor can be smelled in the area for 6 seconds.
- You can light or snuff out any

- unprotected candle or Fireplace.
- Clean any dirty surface no larger than 10 cubic ft.
- Can leave a personal mark or sigil for up to 1 hour.

You can make effect temporary or control them for up to 1 hour.

Elysia's Spectral Hand

<Arcane>
Casting Time: 1 Main Action
Range: 10ft. per INT. Mod.
Components: {S, C}
Duration: up to 1 minute
Spirit: 5

A Spectral hand extends from your own dominant hand.

You can freely move the hand around within your casting range.

The hand can do anything the caster can do with its dominant hand.

The Spectral hand is an extension of you so you make the skill rolls that are required to make for the actions it does.

For a Talent Action, the Spectral hand can make an unarmed attack, cast spells from it, or use and activate magical items.

The maximum carrying weight is 10 pounds per your **INT**. Mod.

*An unarmed strike with the Spectral hand is your **INT** Mod. + your proficiency to hit, and 1 + your **INT**. Mod + your Magicka Force damage.
*

Thaumaturgy

<Arcane>, <Divine>
Casting Time: 1 Main Action
Range: 10ft. per INT. Mod.
Components: {V, C}
Duration: up to 1 minute
Spirit: 6

As you cast this spell choose one of the following effects:

- You increase your voice volume by your **INT**. Mod.
- You can cause the air to vibrate.
- You can cause the earth to tremor harmlessly
- You can make sounds within range of something or

someone that you have heard (can't make a made-up sentence and must be an actual heard sentence).

- Can open or close unlocked items, windows and doors.
- You can change the shape and color of your eyes.

Thunder Clap

<Arcane>, <Nature>
Casting Time: 1 Main Action
Range: Self
Components: {S}
Duration: Instantaneous
Spirit: 4

You clap your hands together with unnatural Force, creating a loud bang. This can be heard clearly a 1000 ft. away in an open area, and ten times as far in a place where there is an echo.

Any Creature within 10 ft. of you must make a Fortitude save against your **WIS**. Save **CL**.

On a failure, they take 1 **D8**+ your Magicka Thunder damage and are Deafened for 1 **D4** rounds.

This spell increases by 1 **D8** for every 5 caster levels.

Grade 2

Freezing rain

<Arcane>, <Nature>
Casting Time: 1 Main Action
Range: 150ft. 20ft. radius
Components: {V, S, C}
Duration: up to 10 min.
Spirit: 11

You point to a location within range, from the cloud or the ceiling a heavy rain of ice and sleet falls down making visibility heavily obscured and making the ground slick with ice particles.

Any Creature moving within the area for the first time in and out of their turn, must make a Reflex save against your **WIS**. Save **CL**. on a failure, they slip and fall **Prone**.

When the spell ends the ice remains until it thaws in 1 **D4** hours (unless your GM rules otherwise).

Thickening fog

<Arcane>, <Nature>
Casting Time: 1 Main Action

Range: 100ft. 20 ft radius
Components: {V, S, C}
Duration: up to 1 hour
Spirit: 8

You choose a spot in range, you open your hands facing down and slowly raises your hands, from the chosen spot a thick mist emerges from the ground.

The mist spreads around corners and crevasses. for the duration, all creatures in the fog are heavily obscured, any attacks on them or from them are with disadvantage. (A 20 miles per hour gust of wind or a Grade 3 wind spell can disperse the fog.)

Thunder snap

<Arcane>. Nature
Casting Time: 1 Main Action
Range: 15ft. radius around you
Components: {V, S}
Duration: Instantaneous
Spirit: 12

You focus your magical Force into your fingertips as you make a loud snap with them. Any and all creatures within 15ft. off you must make a Fortitude save against your **WIS**. Save **CL**.

On a failure, they take 2 **D8** + your Magicka Thunder damage and are pushed back 10ft.

Half as much on a successful save and don't get pushed away.

Grade 3

Flaming sword

<Arcane>
Casting Time: 1 Talent Action
Range: Self
Components: {S, M, C} {a source of Fire}
Duration: up to 10 minutes
Spirit: 11

You reach out towards a flame and pull out a sword of Fire as if pulling it out of a scabbard.

The sword is weightless but functions as a regular long sword with the following exceptions.

- The sword emits a bright-light of 10ft. and an additional 10 ft. dim-light.
- You may use your Magicka instead of your Power.
- The damage the sword deals is Fire instead of

Piercing or Slashing.

- For every 5-caster level you deal an additional 1 **D6** Fire damage.

Lesser Wish

<Arcane>
Casting Time: 1 Main Action
Range: chosen spell
Components: {V}
Duration: chosen spell
Spirit: 20

You pronounce the words "I Wish" followed by a spell name of 1st or 2nd grade of any school or magic-type.

Regardless of the original spell, it will go off immediately. After casting this wish spell, you gain one point of Exhaustion.

Silence

<Arcane>
Casting Time: 1 Full Action
Range: 30ft.
Components: {V, S, C}
Duration: up to 1 minute
Spirit: 15

You place a finger on your pursed lips making a shushing sound.

Choose a point or target within range and a sphere of 10ft. radius per **INT. mod.** of perfect Silence appears. Any Creature or object within the area of effect has the following for the duration:

The creatures and/or objects can't speak or make any sounds, except using Sign Language.

They are immune to any and all Thunder damage.

They are Deafened. They can't use spells or skills that use the Verbal {V} component.

Wind wall

*Spell upgrade Control Element (Air) (if you have the previous spell, you may choose this spell without counting as a newly chosen spell) *

<Nature>
Casting Time: 1 Talent Action or Reaction
Range: 10ft. radius around you.
Components: {V, C}
Duration: up to 1 minute
Spirit: 18

A thin wind wall rushes around you with winds of 20 miles per hour, the spell

remains around you with you as it centers. The wall will have the following for the duration: Creatures can't hear what's going on, on the other side of the wall.

Unprotected non-magical flames are extinguished. Gasses and Vapor can't move through the wall. Ranged attacks from hand held weapons like bows and crossbows can't enter it.

If a Creature outside of the radius makes a Ranged attack on you, you may use your Reaction to cast this spell.

If you have the Control Element (Air) spell, you may add one effect of its list to the spell.

Webbing

<Arcane>, <Nature>
Casting Time: 1 Full Action
Range: 40ft.
Components: {V, S, M, R, C} (a spider cocoon)
Duration: up to 1 hour
Spirit: 17

You point with the cocoon to a point in range and a massive web of 20ft. radius appears of thick sticky strings.

If the web is not anchored properly connected to the walls, floor or ceiling) it will collapse or fall down as a sticky net.

Any Creature touching the webbing must make a Fortitude save against your **INT**. Save **CL**. on a failure, they are Grappled and Restrained.

The webbing can be torn with a **CL.16** Athletics skill check freeing one Creature per check. The webbing is immune to Bludgeoning, Piercing and Slashing of non-magical attacks.

If the webbing touches a source of Fire, it will be engulfed in flames, and all creatures in the area of effect will take 2 **D6** Fire damage.

This last for 2 rounds as the webbing will then be destroyed.

Illusion

Grade 1

Simple Illusion

<Arcane>

Casting Time: 1 Talent Action

Range: 30ft.

Components: {S, C}

Duration: up to 1 minute

Spirit: 3

You can create any sound or image within range that can last for the duration.

A sound can be between a whisper or a scream, and must be from something that you yourself have heard before.

An image can be as large as a 5ft cube, the image is only visual and can easily be discerned as an illusion by touching it or making an Investigation skill check against your **INT**. Save **CL**.

Grade 2

Saving face

<Arcane>

Casting Time: 1 Main Action

Range: Self

Components: {V, S}

Duration: 1 hour per caster level

Spirit: 11

You use your Illusion skills to change the appearance of your face to great detail. You can make up any features or change into someone you have seen before. If your features are hidden within the illusion, someone can bump in to nothing revealing your illusion. If you make larger features, someone can reach though it, revealing the illusion.

A mistrusting Creature can make an Investigation skill check against your **CHA**. Save **CL**. To reveal your illusion.

Silent Illusion

<Arcane>

Casting Time: 1 Main Action

Range: 50ft.

Components: {V, S, C}

Duration: up to 10 minutes

Spirit: 10

You point towards an area within range, for the duration, you can create an illusion of a huge Creature, object or item of 15ft. or smaller. The illusion is visual only, you can move the illusion in any way that you like as long as its within range. When the illusion is out of your range it will stop

moving and freezes in the last pose that you place it in.

Mentalization

Grade 1

Mental message

<Arcane>

Casting Time: 1 Main Action

Range: 1 mile

Components: {S}

Duration: 1 minute

Spirit: 5

You place your hand on your temple and think of a Creature that you know and can understand you.

If the Creature is within range of this spell, it will hear your thoughts.

The creature cannot respond to you, but can hear any thought you want it to hear for the duration.

(The spell fails if the creature is within 1 ft. of a piece of lead.)

Headache

<Arcane>

Casting Time: 1 Main Action

Range: 30 ft.

Components: {S}

Duration: 1 round

Spirit: 4

You grasp towards the head of a Creature and that Creature must make a Willpower save against your **INT**. Save **CL**. on a failure, the creature takes 1 **D12** Psychic damage (ignoring armor) and loses 1 **D4** on their Fortitude, Reflex and Willpower saves for the duration, this does not stack with other spells.

Grade 2

Bestial Bond

<Arcane>, <Nature>

Casting Time: 1 Main Action

Range: touch

Components: {V, S, M, C} {a ribbon or a leash}

Duration: up to 1 hour

Spirit: 9

You touch a willing Beast and for the duration, you and this Beast can perfectly communicate telepathically as long as you are on the same plane.

Beast Companion

<Arcane>, <Nature>

Casting Time: 1 Main Action

Range: touch

Components: {V, S, M} {a morsel of food the Beast can eat}

Duration: 24 hours per

caster level

Spirit: 8

You reach out with your magic to convince a Beast that you are harmless, you give the Beast a morsel and gently touch it.

The Beast must make a Willpower save against your **WIS**. Save **CL**.

On a failure, the Beast is **Charmed** and sees you and any you want as harmless for the duration.

Beast Speak

<Nature>

Casting Time: 1 Main Action

Range: Self

Components: {V, S, R}

Duration: 10 minutes

Spirit: 8

You imbue your mind with magic to temporarily understand the language of the Beasts. For the duration, you can speak with any Creature with the Beast tag as if they are speaking Common with you.

If you want them to do something you now roll for Deception, Intimidation or Persuasion instead of Animal Handling.

Power word: Command

<Arcane>, <Divine>

Casting Time: 1 Main Action

Range: 30ft.

Components: {V}

Duration: until the start of your next turn.

Spirit: 8

You speak a single word of Power to command a Creature to your will.

The creature must make a Willpower save against your **CHA**. Save **CL**. or is affected by one command that you give.

Choose one of the following commands:

- Approach: the target is Forced to take the nearest and safest route to you.
- Flee: the target is Forced to use all its actions (main and talent) to move as far away from you as possible.
- Follow: the creature is

Forced to follow you where you go.

- Grovel: the target is Forced to lay flat on the ground face down begging for mercy.
- Halt: the target is Forced to stop any actions it was taking (including flying or concentrating on spell and skills).
- Help: the creature is Forced to help you with your actions (not fighting its own allies or harmful act to himself).
- Release: the creature is Forced to let go of whatever it is holding.
- Silence: the creature is Forced to not make a sound.
- Surrender: the creature is Forced to drop its weapon and stop resisting (automatically failing saves and contested skill checks).

After the Creature has taken this action, its turn ends. You can change the duration of this spell with the following:
1 minute for an additional 15 spirit.
1 hour for an additional 40 spirit.
24 hours for an additional 80 spirit.
When you increase the duration, the creature is **Charmed** and the spell ends if the creature is harmed in any way.
As a Talent Action you can change the command in the duration.

Grade 3

Calming voice

Arcane

Casting Time: 1 Talent Action

Range: 50ft.

Components: {V}

Duration: instantaneous

Spirit: 15

You speak to a creature within range that can

understand you with Arcane imbued words.
The creature must make a Willpower save against your **CHA**. save **CL**. on a failure, they are **Charmed** by you, ending other effects as Frightened and the Rage effects.

A creature affected by this, can be asked to drop its hostile demeanor against others.

This is not permanent; the creature can be hostile again if provoked.

Ti'endor's Copper for your thoughts

<Arcane>

Casting Time: 1 Reaction

Range: 10ft.

Components: {V, S, M} (a copper coin)

Duration: Instantaneous

Spirit: 14

When interacting with someone, and you feel they are holding back information, you may cast this spell by flipping a copper coin to them calling out "copper for your thoughts". They must make a Willpower save against your **CHA**. Save **CL**. on a failure, they will tell you what they are holding back if any information can be given or their concerns about the subject.

Mind reading

<Arcane>

Casting Time: 1 Talent Action

Range: 50ft. radius

Components: {V, S}

Duration: 10 minutes

Spirit: 14

You open your mind to connect to others, you can read any creatures surface thoughts with a **INT**. score lower than 18.

(What they are directly thinking about.)

If you want to read one creature's mind and memories you may Force them to make a Willpower save against your **INT**. Save **CL**. on a failure, you may choose one piece of memory or thought that you can call upon.

If you want to read more, you may Force another save. Each reading takes 1 minute to do.

When the Creature succeeds on the save, they know that someone was intruding in their mind.

If they have any spell of the Mentalization school, they know it was you that was reading their mind.

Necromancy

Grade 1

Calling death's touch

<Arcane>

Casting Time: 1 Main Action

Range: 90ft.

Components: {V, S}

Duration: until the start of your next turn.

Spirit: 3

You call upon the dead to aid you in battle and point to a Creature within range that is on the ground, make a **CHA**. Spell attack, a ghostly skeletal arm and hand emerges from the ground grabbing at the target, on hit, they take 1 **D8** + your Magicka Necrotic damage and for the duration, the hand is attached to the creature weakening it, for the duration the creature has disadvantage on all attack and skill rolls.

Crippling strike

<Arcane>

Casting Time: 1 Main Action

Range: 30 ft.

Components: {V, S}

Duration: Instantaneous

Spirit: 5

You point your finger at a Creature within range, make a **INT**. spell attack. On hit, the creature takes 1 **D8** + your Magicka Necrotic damage and must make a Fortitude save. On a failure, the creatures muscles fail and it falls Prone.
(This spell has no effect on Undead and Constructs.)

Dancing Will-o-wisp

<Arcane>, <Nature>

Casting Time: 1 Main Action

Range: 90 ft.

Components: {V, S, M, C}

{swamp soil}

Duration: up to 1 minute

Spirit: 5

You call upon 4 floating small flame spirits in the colors of Blue, Green, Red and Yellow, each glow with 5-ft. bright and 5-ft. dim-light. And you can move them freely.

They move by blinking out in one spot, and appearing in another

You may use them to become invisible, but their light still shines.

You may also move them in one spot allowing them to cast one of the Minor illusion spells.

At the start of your turn, you may freely move them around within range.

Grade 2

Sound of despair

<Arcane>

Casting Time: 1 Main Action

Range: 60 ft., 30ft. radius

Components: {V, S}

Duration: Instantaneous

Spirit: 9

You point at a spot within range, a ghostly bell appears and starts ringing, any Creature within the radius of the bell must make a

Fortitude save against your **CHA**. save **CL**. or take 2 **D8** + your Magicka Necrotic damage.

(If this spell is cast again in the same combat, the damage is increase by x amount of dices per round past since the first casting.)

Grade 3

False Life

<Arcane>

Casting Time: 1 Main Action

Range: 40ft.

Components: {V, S, C}

Duration: 24 hours

Spirit: 14

You send out a pulse of Necrotic energy towards a Creature within range. The creature must make a Fortitude save against your **INT**. Save **CL**.

On a failure, the creature is now seen as an Undead, for all spells, effects and purposes for the duration.

Gift of the Grave

*Spell upgrade Knowledge of death (if you have the previous spell, you may choose this spell without counting as a newly chosen spell) *

<Arcane>

Casting Time: 10 minutes

Range: touch

Components: {V, S, M, R} (a crystal worth of 20 S.C.)

Duration: until the next dawn.

Spirit: 14

You touch a corpse and steal its hidden talents, after the ritual casting, your GM will tell you what the corpse had proficiency and/or expertise in, you may choose to steal one of the proficiency's or expertise and use it as if you have it for the duration.

Raising the Dead

<Arcane>

Casting Time: 1 Full Action

Range: 60ft. (aura)

Components: {V, S, M, R, C}

(a staff made of bone)

Duration: up to 1 hour per caster level

Spirit: 12

You slam your staff on the ground and command the dead to aid you. Choose any amount of medium or smaller corpses in range of you, that are not entombed or encased, equal to your **CHA**. **Mod**.

If it's a pile of bones it will become a skeleton.

If it's a body it will become a zombie.

The Undead are fully under your control and you can command them all with a Talent Action.

When you use your Talent Action the Undead takes their turn immediately and afterwards your turn resumes as normal.

When the spell ends you may cast it again to resume control. Otherwise, they are hostile to all living creatures.

Stillness of the grave

<Arcane>, <Divine>

Casting Time: 1 minute

Range: touch

Components: {V, S, M, R} (two copper coins and salt)

Duration: 10 days

Spirit: 16

You start a ritual as you chant your words of Power, you place the copper coins on the eyes of the dead Creature and sprinkle the body with salt, for the duration, the body cannot be affected by Necromancy spells, nor will it be affected by the elements or decomposition.

Grade 4

Reviving

<Divine>, <Nature>

Casting Time: 1 Full Action

Range: touch

Components: {V, S}

Duration: Instantaneous

Spirit: 21

When a Creature gets killed or failed its 3rd Death Save you can cast this spell by holding on to them and chanting a prayer to call them back.

As long as the creature did not die more than a minute ago the spell takes effect.

The creature is stable with 0 HP and will gain 1 Trauma point.

Restoration

Grade 1

Gentle touch

<Divine>

Casting Time: 1 Main Action

Range: touch

Components: {S}

Duration: Instantaneous

Spirit: 10

You touch a Creature and it heals for 1 **D4** + your **WIS**.

Mod.

(This has no effect on Undead and Constructs.)

Grade 2

Cure Minor Wounds

<Divine>

Casting Time: 1 Main Action

Range: touch

Components: {S, M} {a religious symbol}

Duration: Instantaneous

Spirit: 16

You touch a minor wound (a shallow cut or gash) of a Creature as it starts to heal, the creature regains 1 **D4** HP and loses any negative effects that are caused by the wound like Bleeding or disadvantage.

(This has no effect on Undead and Constructs.)

Grade 3

Aiding

<Divine>

Casting Time: 1 Full Action

Range: Touch

Components: {V, S}

Duration: 12 hours

Spirit: 17

You bolster the effectiveness of a targeted Creature, when the creature makes a skill check it may add a **D6** to the skill or attack.

If the check succeeds the spell ends.

Cure

<Divine>

Casting Time: 1 Talent Action

Range: touch.

Components: {V, S}

Duration: Instantaneous

Spirit: 20

You touch a Creature that has a Disease or ailment. Make a medicine skill check against the condition. The **CL**. Is 10 + the condition level. If you roll equal or

higher, you remove the condition.

Lesser Restoration

<Divine>, <Nature>

Casting Time: 1 Main Action

Range: touch

Components: {V, S}

Duration: Instantaneous

Spirit: 24

You touch one Creature that is afflicted with one of the following conditions:

Arcane Backlash (-10 or lower), **Blinded**, **Deafened**, **Frightened**, **Incapacitated**, **Paralyzed** or **Poisoned**, that Creature can then re-roll the saving throw for one or all of the afflicted conditions (one at a time), effects that have no saving throw immediately end.

Weakening Poison and Venom

<Divine>, <Nature>

Casting Time: 1 Main Action

Range: touch

Components: {V, S}

Duration: Instantaneous

Spirit: 26

You touch one Creature that is suffering from Poison or Venom, the Creature can re-roll the saving throw with advantage.

If the Creature is suffering from multiple Poison or Venom effects, you can only affect one of them caster's choice.

Transmutation

Grade 1

Control Element (Earth)

<Nature>

Casting Time: 1 Main Action

Range: 60 ft.

Components: {S, C}

Duration: Instantaneous/ up to 1 hour

Spirit: 4

You choose a spot within range, choose one of the following effects:

- The earth moves to the side, excavating up to a 5ft cube.
- The earth moves to fill an area of a 5ft cube.
- The earth in a 10ft radius can be shaped in any design that you wish for up to 1-hour.

- The earth in a 10ft radius becomes difficult terrain for up to 1-hour.
- The earth in a 10ft radius that is difficult terrain becomes normal.

Stone is not affected by this spell.

You can make the effects temporary or control them for up to 1 hour.

Control Element (Water)

<Nature>

Casting Time: 1 Main Action

Range: 60 ft.

Components: {S, C}

Duration: 60 ft.

Spirit: 4

You choose a spot within range, choose one of the following effects:

- You start a flow of water of 10 miles per hour in the direction that you choose.
- Change the movement of the water by 45 degrees.
- Decrease the water flow speed 10 miles per hour.
- You can change the opacity of the water to your liking of a 10ft. cube for a maximum 1-hour.
- You can freeze and unfreeze any non-magical surface of 20ft square.

You can make effect temporary or control them for up to 1 hour.

Pebble empowered

<Arcane>

Casting Time: 1 Talent Action

Range: 60ft.

Components: {V, S}

Duration: Instantaneous

Spirit: 5

You pick-up a small pebble and imbue it with magic, you can now throw the pebble with great Force Powered by your Arcane might.

Make a Ranged **INT.** spell attack. On a Creature within range. On hit, the creature

takes 2 **D4** + your Magicka Bludgeoning damage.

Primal Power

<Nature>

Casting Time: 1 Talent Action

Range: Self

Components: {S}

Duration: 1 round

Spirit: 3

You form becomes more feral. Horns, teeth and fingernails become larger and sharper.

You can make an unarmed attack. On hit, the creature takes an additional 1 **D6** Piercing damage and 1 **D4** + your Magicka Acid damage. Your form returns to normal after the duration of the spell.

Shillelagh

<Nature>

Casting Time: 1 Talent Action

Range: touch

Components: {V, S, M} {a wooden weapon that you use marked with a Shamrock}

Duration: 1 minute

Spirit: 3

You imbue your wooden weapon with natural energy making vines and leaves sprout from it and strengthening it. For the duration, your weapon counts as magical and you may use your **WIS. Mod.** instead of your **STR.** or **DEX Mod.** for attack rolls with this weapon. On hit, it deals an additional 1 **D10** + your Magicka Force damage. (The spell ends if you let the weapon go.)

Quick fix

<Arcane>, <Divine>

Casting Time: 1 Main Action

Range: touch

Components: {V, S, M} {piece of unused material of what you want to repair}

Duration: 1 minute per ft.

Spirit: 3

You place your hands on a damaged piece with some new material between your hands and the item, you can repair 1 square ft. per spell caster level.

This spell can restore magical items, but can't restore the magic of that item.

(Casting this on a page, painting or any decorated surface will remove any ink or paint from it.)

Grade 2

Heavy tremors

*Spell upgrade Control

Element (Earth)*

(If you have the previous spell, you may choose this spell without counting as a newly chosen spell)

<Arcane>, <Nature>

Casting Time: 1 Main Actions

Range: 20ft. (aura)

Components: {S}

Duration: Instantaneous

Spirit: 8

You slam your hands on the ground and create Tremors in the radius. Any Creature in that radius must make a Reflex save against your **WIS.**

Save **CL.** on a failure, they fall Prone and take 2 **D10**

Bludgeoning damage. The area is now difficult terrain as it is now filled with cracks and jagged rocks.

Objects and structures automatically fail and take 4 **D10** Bludgeoning damage.

Entanglement

<Nature>

Casting Time: 1 Main Action

Range: 100ft./10ft.radius

Components: {V, S, C}

Duration: up to 1 minute

Spirit: 8

You place a hand on the ground and call to the Forces of nature.

Choose a spot within range as a whirling mass of vines and root erupts from the ground. For the duration, in the radius, the area is rough terrain, any Creature in or entering the area must make an Athletics skill check against your **WIS.** Save **CL.**, on a failure, the creature is Grappled and Restrained.

That Creature or another can use its Main Action to make another Athletics skill check. When the spell ends the plants slowly wilt away.

Vine whip

<Nature>

Casting Time: 1 Main Action

Range: 60ft./ 15 ft.

Components: {V, S, M}

{needs an area of life vegetation}

Duration: Instantaneous

Spirit: 6

You call upon the local Flora to aid you, choose a spot in range where there is plant life, make a Ranged **WIS.** Spell attack against a creature within 15ft. from that location. On hit, the

target takes 2 **D10** + your Magicka Slashing damage and is pulled towards the plant, the creature must make a Fortitude save against your **WIS.** Save **CL.** or becomes Restrained.

Grade 3

Bark-skin

<Nature>

Casting Time: 1 Talent Action

Range: touch

Components: {V, S, M} (a piece of tree bark with the spell consumes)

Duration: 8 hours

Spirit: 12

You touch one Creature with the tree bark, the tree bark will infuse to the creature, toughing its skin properties with that of a tree.

For the duration, the creature gains a +4 or total of 15 on its **AR** (regardless of what armor it wears) but gain a weakness to Fire damage.

Bestial shift

<Nature>

Casting Time: 1 Full Action

Range: Self

Components: {S}

Duration: 8 hours

Spirit: 12

You morph your body into one that is more adaptable to your surroundings.

Forest

Your skin takes a wooden and leafy hue, making it easier to blend in, advantage on Stealth skill checks.

Water

Your hands and feet grow webbing doubling your swim speed.

Mountain

Your nails become hooked claws doubling your Climbing speed and allowing you to make a claw attack as a Talent Action.

To hit, proficiency + your

STR. Mod.

Dealing 1 **D8** + your Power (magical) Slashing damage.

Enhance Ability

<Arcane>

Casting Time: 1 Talent Action

Range: touch

Components: {V, S, M, C}
(animal parts depending on the spell)
Duration: as long as the concentration lasts.
Spirit: 18

You touch a Creature with different animal parts at different parts of its body to give the following effects for the duration:

Dolphins skin on top of the head for Intelligence

Advantage on **INT.** skill checks and Willpower saves and gains an echo location of 100ft., knowing your surroundings as if it's all in day light. (Needs sounds to work)

Elephant hide on the arms for strength

Advantage on **STR.** skill checks and Fortitude saves and can carry 10x the normal carrying weight.

Tigers fur on the shoulders for charisma

Advantage on **CHA.** skill checks and Willpower saves and gains a +4 on passive Intimidation.

Cat's claws on the fingers for flexibility

Advantage on **DEX.** skill checks and Reflex saves and negate up to 3 **D6** fall damage per fall.

Ostrich feather on the lungs for endurance

Advantage on **CON.** skill checks and Fortitude saves and gain double movement speed.

Owls feather on the forehead for wisdom

Advantage on **WIS.** skill checks and Willpower saves and gains a +4 on passive Perception.

Earthen bindings

*Spell upgrade Control Element (Earth) (if you have the previous spell, you may choose this spell without counting as a newly chosen spell) *
<Nature>
Casting Time: 1 Full Action
Range: 40ft.
Components: {V, S}
Duration: Instantaneous

Spirit: 14

You choose a spot within range, any Creature in a 5ft. radius must make a Reflex save against your **WIS.** Save **CL.**, to move out of the radius area. On a failure, a wall of rock and dirt will shoot upwards from the edges to the center, making a 15ft. high cone. Trapping all inside.

If a Creature is huge or larger and failed the save, they are Grappled by the rock, and must make a Fortitude save against your **WIS.** Save **CL.** on a failure they are also Restrained.

Any Creature that's inside the rock or are Grappled and Restrained, must make an Athletics skill check of **CL. 16** to break free of the rock.

Purification

<Divine>, <Nature>
Casting Time: 1 Full Action
Range: touch
Components: {V, S, M, R} (a hand full of salt)
Duration: Instantaneous
Spirit: 13

You hold a bit of pure white salt in one hand, and touch any food or water with the other, the piece of food or body of water cannot be larger than 5ft. in radius. If the food or water is contaminated or Poisoned, the salt will absorb it and turn purple. The GM can allow players proficient in alchemy supplies to make an Investigation skill check to determine what kind of Poison or contaminant is captured in the salt.

You can double the radius for every uninterrupted hour of ritual casting.

Chapter 7

Gods

In the world of Niverra, many divine influences the world, below here is a small list of Deities that are worship throughout the world.

You can choose a god or panteon to follow with, each have their own boons to give depending the type of followers

You can say that you follow the Norse pantheon as your belief, but you only get the boons of one of those Deities, for example Loki the following Deities can be chosen with the help of this book:

Each of them has their own portfolio to uphold as described at their respected pages.

Every player can follow a Deity and worship them.

If a player follows a Deity of their choosing, they can start building devotion points to gain skills and abilities.

Every player starts with 1 devotion point, with the exception of priests who start at 15 devotion points.

You can't follow multiple gods to gain their bonuses unless your GM allows it.

In this case keep track of these points separately.

Skills and boons do not crossover to other gods.

Dragon God Quelitrea

Draconic Gospel

Dragon God of Abjuration

Que-li, tre'a (she/her)

Holy Symbol:

Sacred artifact's: The Abjurocon

I am the scale of judgement; I bring order and safety to those that request it.

I am protection, I am a shield.

My creation has brought abjuration to the Realm and I am her keeper.

Creatures of the Realms do not fear my judgement if thou are of purest heart.

I only act on behalf of those that truly need and deserve it.

My punishment is always fair and never cruel.

May those be serving their sentence to better themselves.

Devotion points

You increase 1 devotion point by doing the following:

- When a conflict between others needs resolving, one must be non-biased.
- When the weak and innocent need protecting, one must raise their shield.
- Those who are exiled, must remain so, until absolved of their crime.
- One must only judge when they are certain of the rightful outcome.
- One must never act without certainty.

You decrease 1 devotion point by doing the following:

- One must not judge for friends or gifts.
- One must not walk away from those in need of help.
- One must never aid in act of criminality.
- One must not judge on impulse.

- One must not break their own or the local law.

Depending on your devotion points you gain or loss the following:

1-5 points

Your Devotion die is a **D4**

When you use your Reaction, to negate a to-hit attack, by parry or other skill, you may add your devotion die to increase your Dodge on that attack.

6-10

Your Devotion die is a **D6**

When a creature casts an abjuration spell, within 60ft. of you, you may use your Reaction to negate the spell casting.

11-15

Your Devotion die is a **D8**

When you attack with your shield, you may add your devotion die to either the to-hit roll or damage roll.

16-20

Your Devotion die is a **D10**

When you use your Reaction on any of your skills or spells, you may roll your devotion die, on an even number, you regain your Reaction.

21-25

Your Devotion die is a **D12**

When a creature loses an abjuration spell, within your aura range, you may use your Reaction to extend the effect by 1 minute.

Duration must be longer that 1 round or 10 seconds.

Divine Boons

When following Quelitrea as her priest, you gain the following.

Proficiency in Investigation and Insight

Magic spells

If capable of casting spells, in addition to your chosen spells, you also gain the following:

Player level 1

Animated Shield, Blade warding, Protection

Player level 3

Arcane Shield, Mage Armor, Day light Shield,

Priest

Channel Divinity 2nd level

. When creatures are getting hostile towards you, you can use your Channel Divinity, and try and calm them by persuading or deceiving them with +1 advantage against their Insight skill checks

. When you have no Reactions left, you may regain all your Reactions.

Shield Symbol

You gain proficiency with a (Medium) Shield, when you wear a Light Shield Quelitrea holy symbol appears on it, and it counts as a religious symbol.

Sub class Powers

Divine Power 3rd level

Sharp Mind

You gain proficiency in Perception.

If you already have proficiency, you get expertise instead.

The Good and The Bad

You gain proficiency in Intimidation or Persuasion.

Lunastrean God

Camazots

Lunastrean Gospel
Lunastrean goddess of Bats And death
Ca-ma-zots (she/her)
Holy Symbol: A Torc of duo inverted bat wings.

Sacred artifact's: Aculeo (a war sickle)

I am the Harbinger of death and despair is what I go by, but you may call me Camazots.

The Lunastrean goddess of death and bats.

The death of people fuels me with energy and Power, only those that survived and remain loyal to me will know me by my true name Camaranam.

My poor Lunastrean kin, hurt and shunned by cruel mortals, hunted and enslaved for your very own being. I will give you the Power to fight back, to take back, to make those who wronged you suffer like you have. I shall bestow you my Power and my will so you can fight them till the very end.

Undead creatures cannot follow her.

Devotion points

You increase 1 devotion point by doing the following:

- Nothing is to evil, nothing is too vile.
- Pillaging and murdering is empowerment and prideful to us.
- Protect all Chiropteran for my favor.
- Protect my followers at all cost.
- Destroy all those with prolonged life.

You decrease 1 devotion point by doing the following:

- Never forgive any that wronged you.
- Never back-off a battle that you started.
- Killing any bats
- Sparing the life of an enemy
- Deny any that want to bring one from death.

Depending on your devotion point you gain or loss the following:
1-5 points

Your Devotion die is a **D4**

When you are in dim-light or darkness, a shadow surrounds you, when rolling for Stealth you may add your devotion die.

You gain an aura effect of **Blind sense** of +10ft.

6-10

Your Devotion die is a **D6**

When you deal damage, you may add your devotion die to the roll, you can't use this feature again until a short rest.

11-15

Your Devotion die is a **D8**

You may use your Full Action, to transform in to a tiny bat with all the bats stats and traits, up to your devotion die in hours.

You know who your friends and enemies are in your new form.

16-20

Your Devotion die is a **D10**

When you kill an enemy, you may roll your devotion die to heal yourself with that number.

21-25

Your Devotion die is a **D12**

You may choose one target and use a Main Action to roll Intimidation and add your devotion die to it, they may use an Insight skill check to counter it or are Frightened for 1 minute., when the are Frightened in this way, all your attacks have 1 advantage on them. this ability ends when you attack a different creature.

Divine Boons

When following Camazotz as her priest you gain the following.

Proficiency in Intimidation and Stealth

Magic spells

If capable of casting spells, in addition to your chosen spells, you also gain the following:

Player level 1

Shackling Strike, Insect plague, Globe of Acid.

Player level 3

Hexed, Hunter's prey, Zephyr's gift.

Priest

Channel Divinity 2nd level

. Bane of the Undead, Undead creatures with a **DL**. Of half your priest level must make a Willpower save against your **WIS**. Save **CL**., or are Frightened for 1 minute, if the Undead Crit fails it is destroyed instead.

. Any creature in your aura radius (**Blind sense**.) that you choose gets their weapon coated in Poison, and for the duration, they deal an additional Poison damage equal to your devotion die.

Sub class Powers

Divine Power 3rd level

Bat speech

You can cast speak with animals at will but only to bats.

Bats see you as a close friend at all time.

Japanese God

Ebisu

Japanese Gospel

Japanese God of fisherman and luck

E-bi-su

Holy Symbol: a fishing rod

Sacred artifact's:

I am Hiruko! first born of Izanagi and Izanami, although I was sent out to sea before my third year, I have seen many corners of the world upon my reed boat.

Born with no bones, I have learned to love the sea, as it allows me to move freely and unabated, I will protect her and all that live in it, this is my purpose.

My devoted, enjoy your days and live life.

The oceans are vast and rich, and I will share my wealth to those deserving. Work hard and laugh harder and you will not regret what I will bring.

Devotion points

You increase 1 devotion point by doing the following:

- Spreading joy and happiness.
- Respecting the oceans and seas.
- Work hard for your gains.
- Share your happiness and fortune.
- Share your food with the hungry.

You decrease 1 devotion point by doing the following:

- Cause harm to the undeserving.
- Pollute the oceans or seas or let it happen.
- Take the easy way out.
- Cause misery.
- Be selfish with what you have.

Depending on your devotion point you gain or loss the following:

1-5 points

Your Devotion die is a **D4**

When you drop to 0 Hit Points and fall Prone, roll your devotion die and regain that amount of Hit Points.

You can't use this ability until the next dawn.

You can breathe underwater.

6-10

Your Devotion die is a **D6**

When near a calm water source (lake, or river, etc.), you can enter the water and allow you to be pulled where Ebisu wants you to go.

11-15

Your Devotion die is a **D8**

When you are affected by a Frightened effect, roll your devotion die, on a 7 or lower, you start to laugh loudly and are unaffected by the Frightened effect for 24hours (the laughing last as long as you want).

16-20

Your Devotion die is a **D10**

When you roll a Natural 1 (1 on a **D20** dice) you may add your devotion die to it and count that as the Natural number rolled.

21-25

Your Devotion die is a **D12**

When making any **D20** roll, you may add your devotion die to it.

Divine Boons

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

Proficiency in Swimming and one water vehicle of choice.

Magic spells

If capable of casting spells, in addition to your chosen spells, you also gain the following:

Player level 1

Control Element (Water), Frigid winds, Protection

Player level 3

Absorb Element, Hermit Berry, Summoning Liquid

priest

Channel Divinity 2nd level

. You may cast any restoration school spell that you have, of a grade lower than 1/4th of your player level (minimum of 1), without spirit cost.

. When giving away food or drinks, you may use your Channel Divinity as a Main Action, to magically double the amount of food and drinks.

Not the containers

Sub class Powers

Divine Power 3rd level

Way of the Waters

Your swimming speed is doubled, and if its equal to your walking speed you gain a +30ft. swimming speed.

Voice of the Seas

Sea and Ocean creatures can understand you perfectly.

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 move at half movement speed. If you go over by your **STR. Mod.** (Minimum of 1) Your movement drops to 0.

Adventurer's gear

When you have created your character and selected your class, You can then choose what gear you want to have with you. Each player gets 500 C.C. (copper coins) to fill up their backpack or bags, or keep the coins 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 is emporium 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.

Adventures kit

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

Aristocrat pack 1800 C.C.

Includes 4 sets of fine clothing, a chest, 2 flasks, 1 antidote, 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 800 C.C.

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 ball of string, thieves' tools and a waterskin.

Explorer's pack 850 C.C.

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 antidote, a climber's kit, a healers (medicine) kit, a mess kit, 10 rations, 1 rope, a sleeping bag, 1 tinder box and 3 torches.

Scholar's pack 1100 C.C.

Includes 1 sets 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 vial of ink, 1 tinder box and 3 quills.

Carry-on's

The following list is for additional carry-on's:

Backpack

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

Barrel

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

Basket

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

Bottle (counts as 1 item)

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

Bucket (counts as 1 item)

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

Chest

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

Flask or Tankard (counts as 1 item)

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

Iron pot (counts as 1 item)

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 (counts as 1 item)

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

Waterskin (counts as 1 item)

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

Note.: barrels and chests need to be manually dragged with the player and count as 4 items (including the contents) for one creature, 1 item if two are carrying it (+3 items if completely filled).

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 to extinguish the flames.

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 25 C.C.

A book might contain any kind of information. A Spellbook is not included in 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 anchored yourself.

Ball of string. Cost 10 C.C.

A ball of string that can be unwound to a length of 250ft. Can be snapped 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 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 bobs, steel hooks, lead sinkers, velvet lures, and narrow netting.

Healer's (medicine) Kit. Cost 120 C.C.

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.

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

When you're proficient with the Medicine skill, you may add your proficiency on the Death Save and ignore failed Death Saves.

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 cleric or paladin can use a holy symbol as a Spellcasting 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. A cleric or paladin may create holy water by performing a special ritual. The ritual takes 1 hour to perform, uses 25 S.C. worth of powdered silver, and requires the caster to expend 10 spirits.

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 1 **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. 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. 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. 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. 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. 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. 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.

Mess Kit. 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.

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)

Potion of Healing. 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 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 1 advantage on this check.

Ammunition Pouch. Cost 10 C.C.

A cloth or leather pouch can hold up to 20 sling bullets or 80 blowgun needles, among other things. A compartmentalized pouch for holding spell components is called a component pouch (described earlier in this section).

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

A quiver can hold up to 20 arrows.

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.

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.

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 2 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.

Quill Cost 12 C.C.

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

Tools and supplies

In some cases, you can be trained or proficient in certain Professions to aid you in your quests. They gain double the Mod. Bonus.

Alchemist supplies, Cost 750 C.C.

To brew your own potions uses your **INT. Mod.**

Artist supplies, Cost 175 C.C.

To create your own art pieces uses your **CHA. Mod.**

Can gain advantage with the Performance skills.

Brewery supplies, Cost 550 C.C.

To brew your own drinks uses your **WIS. Mod.**

Calligraphy tools Cost 270 C.C.

To make and prepare your own scripts uses your **CHA. Mod**

Cartography tools Cost 220 C.C.

To make and prepare your own maps uses your **WIS. Mod.**

Can gain advantage with the Perception skills.

Clay worker kit, Cost 70 C.C.

To make your own pottery uses your **WIS. Mod.**

Climbers kit, Cost 280 C.C.

To scale a wall or mountain uses your **STR. Mod.**

Can double your Climbing Speed, and allow you to re-roll natural 1's on Climbing skill checks.

Cooking supplies, Cost 250 C.C.

To make and prepare your own food uses your **CHA. Mod.**

Forging supplies, Cost 350 C.C.

To shape and work with metal uses your **STR. Mod.**

to work with fine mechanic and machinery uses your **INT. Mod.**

Glass worker supplies, Cost 600 C.C.

To blow and work your own glass uses your **WIS. Mod.**

Herbalist kit, Cost 50 C.C.

To gather plants and herbs uses your **DEX. Mod.**

Can gain advantage with the Harvesting skills.

Jeweler's kit, Cost 560 C.C.

to shape and create your own jewelry uses your **INT. Mod.**

Leather worker kit, Cost 180 C.C.

To tan and work your own leather uses your **DEX. Mod.**

Make-up kit, Cost 90 C.C.

To pretty or disguise yourself uses your **DEX. Mod.**

Can gain advantage with the Stealth skills.

Medicine kit, Cost 120 C.C.

To restore or cure a creature uses your **WIS. Mod.**

Can gain advantage with the medicine skills.

Musical instrument, Cost 400 C.C.

To make beautiful sounds uses your **CHA. Mod.**

Can gain advantage with the Performance skills.

Navigation kit, Cost 320 C.C.

To find your way uses your **WIS. Mod.**

Can gain advantage with Survival skills.

Poisoner kit, Cost 350 C.C.

To brew you own Poison uses your **INT. Mod.**

Stoneworker's supplies, Cost 150 C.C.

To carve, mine and work with stone uses your **STR. Mod.**

Can Burrow underground, you Burrowing Speed will be your Athletics skill check per hour.

Thieves' tools, Cost 200 C.C.

To get to places you're not allowed to uses your **DEX. Mod.**

Can gain advantage with the Sleight of Hand skills.

Weaver's supplies, Cost 520 C.C.

To make your own clothing or tapestry uses your **WIS. Mod.**

Woodworker's supplies, Cost 75 C.C.

To carve, chop and work with wood uses your **DEX. Mod.**

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> and <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 <Greaves>, <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 proficiency rounded up.

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

if someone or something attune to it while you are attuned to it, you will lose your attunement whit it 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 can't do so if the item slot is already taken (see Gear slots)

Dodge

When avoiding hits, its best to move away.

You race will show you your basic Dodge, 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

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, however none of the armor types grants full protection to magic, only Bludgeoning, Force, Piercing and Slashing damage unless stated on the armor piece.

There are 3 categories of armor:

Light armor (easy to wear and use)

Takes 1 minute to equip or unequip

Wearing light armor for more than 5 hours per **CON. Mod.** Every time, will give you a point of Exhaustion.

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.

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.

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 can choose which armor piece is affected by the critical hit.)

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 <Torso>

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

Cost 50 C.C.

Boiled leather <full body> <Over armor> <light armor>

The type of armor depicted in any fantasy setting as being the choice of preference for anyone for a light defense, 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**

-1 on Dodge

-2 damage against Bludgeoning, Piercing and Slashing

Damage counter:2

cost: 400 C.C.

Gambeson <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 to negate that effect, wearing the Gambeson gives you the following:

+4 **AR**

-1 on Dodge

resistance against Bludgeoning.

and the Insulation status.

Damage counter: 2

cost: 160 C.C.

Mail armor <full body> <under armor> <medium armor>

Coifs, Greaves, chain-mail 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 chiseled 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**

-2 on Dodge

Immune to Slashing damage

Weak against Piercing and trust attacks

1 disadvantage on all **DEX.** Skill checks

Can't use somatic spell movement

Damage counter:3

movement reduced by 5 ft.

cost: 700 C.C.

Plated mail armor <full body> <Over armor> <Heavy armor>

Made out of chain-mail 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**

-5 on Dodge

Immune to Slashing damage

Resistance to Piercing

Weak against trust attacks

Disadvantage on all **DEX.** Skill checks

Can't use somatic spell movement

Damage counter:4

movement reduced by 10 ft.

cost: 20 S.C.

Scale armor <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**

-2 on Dodge

Resistance against Piercing and Slashing.

Weak against Bludgeoning

1 disadvantage on all **DEX**. Skill checks

Can't use somatic spell movement

Damage counter:3

movement reduced by 5 ft.

cost: 600 C.C.

Brigandine armor <Torso> <Over armor> <Medium armor>

Brigandine armor, is what surpassed regular iron made mail armor, as it was made out of heavy cloth, canvas or leather armor having small oblong steel plates riveted on the fabric. As it was made out of a better type of metal, it shined greatly 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**

-2 on Dodge

Resistance against Slashing and thrusting attacks.

1 disadvantage on all **DEX**. Skill checks

Damage counter:3

movement reduced by 5 ft.

cost: 24 S.C.

Plate armor <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**

-5 on Dodge

Immune to Slashing damage and Piercing

Resistance to thrusting

Weak against Bludgeoning and sneak attack.

When an opponent has advantage against you, a dagger ignores the **AR** reduction and armor effects.

Disadvantage on all **DEX**. Skill checks

Can't use somatic spell movement

Damage counter:4

movement reduced by 10 ft.

cost: 190 S.C.

Shield

You can increase your defense greatly by wielding a shield.

If you're not proficient with a shield you gain a -2 to Dodge.

And you cannot use somatic spell movement.

If the shield that you are wielding has a strap, you have 1 disadvantage on all **DEX**. Skill checks. But can't be disarmed from you.

Buckler <light armor> <Off-Handed>

Center grip: +1 to Dodge, +1 D4 to parry's

Damage counter:1

cost: 180 C.C.

Skjoldr shield (round) <medium armor> <Off-Handed>

Center grip: +1 to Dodge, +2 **AR**

Can create a shield wall giving all creatures holding and 5 ft. behind the shield wall 3/4 cover

Damage counter:2

cost: 200 C.C.

Heater shield <medium armor> <Off-Handed>

Strap: +3 **AR**

Damage counter:2

cost: 220 C.C.

Kite shield <medium armor> <Off-Handed>

Strap: +4 **AR**

Or Center grip: +2 Dodge

Damage counter:2

cost: 300 C.C.

Tower shield <heavy armor> <Off-Handed>

Strap: +5 **AR**

Can create a shield wall giving all creatures holding and 5 ft. behind the shield wall 3/4 cover

Damage counter:3

cost: 400 C.C.

Aquiline creased shield <medium armor> <Off-Handed>

strap: +2 to Dodge

Pauldron attachment +4 to armor removes the <Off-Handed>

Damage counter:2

cost: 530 C.C.

Pavise shield <medium armor> <Off-Handed>

Center grip: +1 to Dodge

Can be deployed and give 3/4 cover

Damage counter:2

cost: 240 C.C.

Hoplion shield (dome) <medium armor> <Off-Handed>

Off center grip: +2 to Dodge

Or Strap: +2 **AR**

Damage counter:2

Can create a shield wall giving all creatures holding and 5 ft. behind the shield wall 3/4 cover

cost: 600 C.C.

Weapons

Every adventurer needs away 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 to the target to effectively use it, and with ranged the opposite, using a weapon you are not <proficient> with gives you disadvantage on your attacks. Each Main Action and Reactions will be explained in the Combat section pages 104 and 105 All weapons will have different tags on them, these will be explained in the Term section pages 9 and 10 Each melee weapon attack will have an attack range of 5ft. unless stated otherwise. Now find your weapon of choice to go out on an adventure.

Melee

Arming sword (one-handed) (main-handed)

<Light> <martial weapon> [finesse]
Cost: 800 C.C.

Main Actions:

Thrust attack: to hit, **D20+** [Proficiency]+ **DEX. Mod.**, on hit, 1 **D6** +Power Piercing damage.
Swing attack: to hit, **D20+** [Proficiency]+ **STR. Mod.**, on hit, 1 **D8** +Power Slashing damage.

Talent Action:

Pummel attack: to hit, **D20+** [Proficiency]+ **STR. Mod.**, on hit, 1 **D4** +Power Bludgeoning damage.

Reaction:

Parry (1 **D4**)

Battle-Axe (one-handed) (main-handed)

<martial weapon>
Cost: 2 S.C.

Main Action:

Swing attack: to hit, **D20+** [Proficiency]+ **STR. Mod.**, on hit, 1 **D8** +Power Slashing.

Talent Action:

Pummel attack: to hit, **D20+** [Proficiency]+ **STR. Mod.**, on hit, 1 **D4** +Power Bludgeoning damage.

Reaction:

Parry (1 **D4**)

Club (one-handed) (main-handed) (Off-Handed)

<Light> [effect]
Cost: 5 C.C.

Main Actions:

Swing attack: to hit, **D20+** [Proficiency]+ **STR. Mod.**, on hit, 1 **D4** +Power Bludgeoning

Reaction:

Parry (1 **D4**)

Effect:

1 Advantage on attacks on smaller creatures than you.

Dagger (one-handed) (main-handed) (Off-Handed)

<Light> [throwing weapon] [finesse] [effect]
Cost: 20 C.C.

Main Actions:

Thrust attack: to hit, **D20+** [Proficiency]+ **DEX. Mod.**, on hit, 1 **D6** +Power Piercing damage.

in addition, when attacking a Grappled and/or Prone target, it can ignore worn armor and all the armor effects.

Swing attack: to hit, **D20+** [Proficiency]+ **STR. Mod.**, on hit, 1 **D8** +Power Slashing damage.

Throwing attack: to hit, **D20+** [Proficiency]+ **DEX. Mod.**, on hit, 1 **D6** +Power Piercing damage (range 20 ft./60 ft.)

Talent Action:

Pummel attack: to hit, **D20+** [Proficiency]+ **STR. Mod.**, on hit, 1 **D4** +Power Bludgeoning damage.

Reaction:

Parry (2 **D4**)

Effect:

Can be used underwater without disadvantage.

Estoc (one-handed) (main-handed) (Off-Handed)

<Light> <martial weapon> <finesse>
Cost: 60 C.C.

Main Actions:

Thrust attack: to hit, **D20+** [Proficiency]+ **DEX. Mod.**, on hit, 1 **D6** +Power Piercing damage, in addition, it ignores mail armor.

Talent Action:

Pummel attack: to hit, **D20+** [Proficiency]+ **STR. Mod.**, on hit, 1 **D4** +Power Bludgeoning damage.

Reaction:

Parry (2 **D6**)

Goedendag (two-handed) <martial weapon> <Heavy> <reach>

Cost: 100 C.C.

Main Actions:

Thrust attack: to hit, **D20+** [Proficiency]+ **DEX. Mod.**, on hit, 1 **D6** +Power Piercing damage.

Swing attack: to hit, **D20+** [Proficiency]+ **STR. Mod.**, on hit, 1 **D10** +Power Bludgeoning damage.

Glaive (two-handed) <martial weapon> <Heavy> <reach>

Cost: 5 S.C.

Main Actions:

Thrust attack: to hit, **D20+** [Proficiency]+ **DEX. Mod.**, on hit, 1 **D6** +Power Piercing damage.

Swing attack: to hit, **D20+** [Proficiency]+ **STR. Mod.**, on hit, 1 **D10** +Power Slashing damage.

Great-Axe (two-handed)

<martial weapon> <Heavy>
Cost: 350 C.C.

Main Actions:

Slash attack: to hit, **D20**+ [Proficiency]+ **STR. Mod.**, on hit, 3 **D4**
+Power Slashing

Talent Action:

Pummel attack: to hit, **D20**+ [Proficiency]+ **STR. Mod.**, on hit, 1 **D4**
+Power Bludgeoning damage.

Great club (two-handed)

<Heavy>
Cost: 70 C.C.

Main Actions:

swing attack: to hit, **D20**+ [Proficiency]+ **STR. Mod.**,
on hit, 1 **D10** +Power Bludgeoning

Effect:

1 Advantage on attacks on smaller creatures than you

Katana (two-handed)

<martial weapon>
Cost: 60 S.C.

Main Actions:

Swing attack: to hit, **D20**+ [Proficiency]+ **DEX. Mod.**, on hit, 2 **D6**
Slashing+ Power damage.

Talent Action:

Pummel attack: to hit, **D20**+ [Proficiency]+ **STR. Mod.**, on hit, 1 **D4**
+Power Bludgeoning damage.

Reaction:

Parry (1 **D8**)

Long sword (two-handed)

<martial weapon>
Cost: 30 S.C.

Main Actions:

Thrust attack: to hit, **D20**+ [Proficiency]+ **DEX. Mod.**, on hit, 1 **D6**
+Power Piercing damage.
Swing attack: to hit, **D20**+ [Proficiency]+ + **STR. Mod.**, on hit, 1 **D12**
+Power Slashing damage.

Talent Action:

Pummel attack: to hit, **D20**+ [Proficiency]+ **STR. Mod.**, on hit, 1 **D4**
+Power Bludgeoning damage.

Reaction:

Parry (1 **D6**)

Mace (one-handed) (main-handed)

<martial weapon>
Cost: 30 S.C.

Main Actions:

Swing attack: to hit, **D20**+ [Proficiency]+ **STR. Mod.**, on hit, 1 **D10**
+Power Bludgeoning damage.

Maul (one-handed) (main-handed) (two-handed)

<martial weapon>
Cost: 300 C.C.

Main Actions:

Swing attack: to hit, **D20**+ [Proficiency]+ **STR. Mod.**, on hit, 1 **D10**
+Power Bludgeoning damage.

Net (one-handed) (main-handed) (Off-Handed)

<Light> <reach> [effect] [throwing weapon]
Cost: 30 C.C.

Main Actions:

Throwing attack: to hit, **D20**+ [Proficiency]+ **DEX. Mod.**, (range 20
ft./60 ft.)

Effect:

On hit, a medium size creature or smaller needs to make a **CL. 13**
Reflex. Save. On a failure the creature is trapped under the net and is
Grappled and Prone., on a success the creature is only Grappled, the
creature can use its action to break free with a successful **CL. 13**
Athletics or Acrobatics skill check.

Pike (two-handed)

<martial weapon> <reach> [effect]
Cost: 300 C.C.

Main Actions:

Thrust attack: to hit, **D20**+ [Proficiency]+ **DEX. Mod.**, on hit, 1 **D6**
+Power Piercing damage.

Effect:

Can be used underwater without disadvantage.

Quarterstaff (two-handed)

<Light> <martial weapon> <reach>
Cost: 30 S.C.

Main Actions:

Thrust attack: to hit, **D20**+ [Proficiency]+ **DEX. Mod.**, on hit, 2 **D4**
+Power Bludgeoning damage.
Swing attack: to hit, **D20**+ [Proficiency]+ **STR. Mod.**, on hit, 1 **D10**
+Power Bludgeoning damage.

Reaction:

Parry (2 **D6**)

Effect:

The quarterstaff has a +5 ft. reach

Rapier (one-handed) (main-handed)

<Light> <martial weapon>
Cost: 15 S.C.

Main Actions:

Thrust attack: to hit, **D20**+ [Proficiency]+ **DEX. Mod.**, on hit, 1 **D6**
+Power Piercing damage.

Talent Action:

Pummel attack: to hit, **D20**+ [Proficiency]+ **STR. Mod.**, on hit, 1 **D4**
+Power Bludgeoning damage.

Reaction:

Parry (2 **D6**)

Sickle (one-handed) (Main-handed) (Off-Handed)

<Light>

Cost: 25 C.C.

Main Actions:

Swing attack: to hit, **D20+** [Proficiency]+ **STR. Mod.**, on hit, 1 **D8**
+Power Slashing damage.

Talent Action:

Pummel attack: to hit, **D20+** [Proficiency]+ **STR. Mod.**, on hit, 1 **D4**
+Power Bludgeoning damage.

Reaction:

Parry (1 **D4**)

Spatha (one-handed) (main-handed)

<Light> <martial weapon>

Cost: 600 C.C.

Main Actions:

Thrust attack: to hit, **D20+** [Proficiency]+ **DEX. Mod.**, on hit, 1 **D6**
+Power Piercing damage.

Swing attack: to hit, **D20+** [Proficiency]+ **STR. Mod.**, on hit, 1 **D8**
+Power Slashing damage.

Talent Action:

Pummel attack: to hit, **D20+** [Proficiency]+ **STR. Mod.**, on hit, 1 **D4**
+Power Bludgeoning damage.

Reaction:

Parry (1 **D6**)

Trident (two-handed)

<martial weapon> <reach> [effect]

Cost: 700 C.C.

Main Actions:

Thrust attack: to hit, **D20+** [Proficiency]+ **DEX. Mod.**, on hit, 2 **D6**
+Power Piercing damage.

Throwing attack: to hit, **D20+** [Proficiency]+ **DEX. Mod.**, on hit, 1 **D6**
+Power Piercing damage (range 20 ft./60 ft.)

Effect:

Can be used underwater with advantage.

Whip (one-handed) (main-handed)

<Light> <martial weapon> <reach> [effect]

Cost: 300 C.C.

Main Actions:

Swing attack: to hit, **D20+** [Proficiency]+ **STR. Mod.**, on hit, 3 **D4**
+Power Slashing damage.

Effect:

The whip has a +10 ft. reach

On hit, your target needs to make a **CL. 13** Fortitude Save or be Grappled, when a target is Grappled, and is not larger than you, you can pull it towards you, if it is larger than you, you can pull yourself towards it.

Ranged

Ballista (siege weapon)

<Heavy> (**STR. 17**) [2xloading] [ammunition] (ballista bolt)

Cost: 350 S.C.

Main Actions:

Ranged attack: Reach 500/1500ft. (one target),

To hit, **D20+** [Proficiency]+ **DEX. Mod.**, on hit, 10 **D6** +17.

Blowgun (two-handed weapon)

[ammunition] (dart)

Cost: 6 C.C.

Main Actions:

Ranged attack: Reach 100/300ft. (one target), to hit, **D20+**

[Proficiency]+ **DEX. Mod.**, on hit, 1 **D6**+ Power Piercing damage.

Javelin (one-handed) (main-handed)

<reach> [throwing weapon]

Weight: 0.2kg or 5lbs., Cost: 10 C.C.

Main Actions:

Ranged attack: Reach 100/300ft. (one target), to hit, **D20+**

[Proficiency]+ **STR. Mod.**, on hit, 1 **D8**+ Power Piercing damage.

Hand-crossbow (one-handed) (main-handed) (Off-Handed)

<Light> [loading] [ammunition] (bolt) [finesse]

Cost: 150 C.C.

Main Actions:

Ranged attack: Reach 200/800ft. (one target), to hit, **D20+**

[Proficiency]+ **DEX. Mod.**, on hit, 2 **D6** + 5 Piercing damage.

Heavy- crossbow (two-handed weapon)

<martial weapon> <Heavy> (**STR. 16**) [loading] [ammunition] (bolt)[finesse]

Cost: 40 S.C.

Main Actions:

Ranged attack: Reach 500/1500ft. (one target), to hit, **D20+**

[Proficiency]+ **DEX. Mod.**, on hit, 4 **D6** + 10 Piercing damage.

Long bow (two-handed weapon)

<martial weapon> [finesse] [ammunition] (arrow)

Cost: 6 S.C.

Main Actions:

Ranged attack: Reach 250/820ft. (one target), to hit, **D20+**

[Proficiency]+ **DEX. Mod.**, on hit, 2 **D6** +Power Piercing damage.

1 disadvantage in close quarters (tight corridors and thickets)

Effect:

Minimum **STR.** Score of 12 to use, can increase the minimum by plus 2 and gain the following each time you add this:

+1 **D6**, + 2 S.C. cost.

Short bow (two-handed weapon)

<Light> [finesse] [ammunition] (arrow)

Weight: 1kg or 2.2 lbs., Cost: 9 S.C.

Main Actions:

Ranged attack: Reach 250/820ft. (one target), to hit, **D20+**

[Proficiency]+ **DEX. Mod.**, on hit, 2 **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 add this:

+1 **D6**, + 3 S.C. cost.

Throwing weapons (one-handed) (main-handed)

[throwing weapon]

Cost: 3 C.C. per piece

Main Actions:

Ranged attack: Reach 20/150ft. (one target), to hit, **D20+** [Proficiency]+ **DEX**. Or **STR**. Mod., on hit, 1 **D6** + Power Piercing damage.

Ammunition

Arrow

Cost: 2 C.C. per piece

Ballista bolt

Cost: 260 C.C. per piece

Bolts

Cost: 3 C.C. per piece

Dart

Cost: 1 C.C. per piece

Feats

When making a character at level 1 you may choose one feat.

When your character levels up, you may choose additional feat on Level 4.

The level 1 feat can only be chosen on level 1.

Level 1 only feat

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 photogenic memory allows you to recall any and all information.

Your **INT**. Score increase by 2. (Maximum of 20)

You know exactly how much time has passed.

You have 1 advantage on History skill checks.

Level 1 only feat Racial:

Aviron

Skydive

When flying in the air, you can Forcefully drop straight down, when you do so, you may triple your maximum Flying Speed.

Elf

(Dark, High, Nature and half-elf's)

empowered Accuracy

Your **CHA.**, **DEX.**, **INT.** or **WIS.** Score increase by 1. (Maximum of 20)

When making any attack, you gain a +2 to hit.

Human

Adaptive

All your Stat Scores increase by 1. (Maximum of 20)

Level 1 or higher feat

Actor

Your **CHA. Score** increase by 1. (Maximum of 20)

You gain a +3 on all **CHA.** Skill checks and an additional +2 on your Performance skill checks.

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

Arcane Ammunition (must be at least a level 4 character with 1 level as a full or halve caster)

All your Ranged attacks count as magical.

You lose the reload property on all your range weapons, and don't 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 main or skill actions.

You gain proficiency on all range weapons if you don't already have them.

Archery Prodigy

Your **DEX.** Score increases by 1. (Maximum of 20)

You gain proficiency in all bow weapons.

All the Bow ranged attacks of ranged weapons are doubled.

When using all your Main Actions for Bow ranged attacks you may use your skill action for two additional Ranged attacks.

Dual wielder

When making a weapon attack with your Off-Hand (Talent Action) (including Unarmed strikes), you may add your proficiency on the weapon attack.

High alert

Your **DEX.** Score increases by 1. (Maximum of 20)

Your Passive Perception increases by 1.

When you roll for Initiative, you have 1 advantage.

When you get surprise attacked, you may use your Reaction to roll Initiative normally.

Magic Initiate

Choose one of the following magic styles:

<Arcane>, <Divine> or <Nature>.

You may choose any number of level 1 spells from the chosen style of magic, equal to your proficiency,

Tactician

Your **INT.** score increase by 1. (Maximum of 20)

When rolling for Initiative or calculating your Dodge, you may use your **INT.** mod. Instead of your **DEX.**

Unbreakable spirit

When a creature scores a critical hit on you, you can use your Reaction to negate the crit damage.

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 make 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 can't be a war hero that just left the battle field at level 1 but you can be a front-line soldier that fought its hardest and is severely wounded.

Expenses

You can spend your hard-earned coin on many-a-things

Food and drinks

The saying goes "no one can travel on an empty stomach", so you better fill it up.

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.

Gambling

Your **GM** can have multiple occasions prepared that you can gamble your coin with your luck, ask your **GM** in advance if you're interested in doing this.

Lodging

A good night sleep will do wonders to you.

Prices are per night and per person

Sleeping in a bed one grade above your Upbringing will give you two hours of additional rest.

Sleeping in a bed two grades above your Upbringing gives you 5 hours of additional rest and remove one additional Exhaustion.

Hay bed free
(Beggar upbringing)

Old bed 18 C.C.
(Peasant upbringing)

Decent bed 25 C.C.
(Worker class upbringing)

Good quality bed 60 C.C.
(Aristocrats upbringing)

High end quality bed 140 C.C. or 1 S.C. and 40 C.C.
(Noble upbringing)

Premium or suit bed room 500 C.C. or 5 S.C.

Down time

When you and your friends need a break from 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 short rest during your down time if your **GM** allows this.

Social interaction

When wandering 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 Beggar 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.

Many skills can aid you in this like:

Persuasion, Intimidation and Deception.

Keep in mind that when you are interacting with someone, and you don't 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 in multiple ways:

Power nap, short rest and full rest,

To heal in a Power nap or short rest you need to have a med-kit with you.

Power nap

You rest for fifteen minutes and gain 5 spirit points back; in addition, you negate one Exhaustion effects for 1 hour.

Short rest

You rest up for a minimum of 1 hour, by either sleeping or doing light activities, when you do so, you may roll your Hit Point Die for gaining health, as well for your Spirit Die for Spirit per hour of the rest, in addition you negate any Exhaustion effects for 1 hour, and regain the uses of your short rest spells and abilities.

Full rest

You sleep for a minimum of 8 hours, when you do so, you may roll your Hit Point Die for gaining health, as well for your Spirit Die for Spirit, per hour rested, in addition, you lose one point of Exhaustion, negate any Exhaustion effects for 1 hour, and regain the uses of all your spells and abilities.

Traveling

When traveling you will have an average traveling speed:
Slow, Average, Quickened, Fast, Hurried, Magical, Empowered and Unnatural Pace

Slow Pace

2km per hour/16km per day per day with rests
(Without rest the distance will be 20km with one point of Exhaustion)

Average Pace

4km per hour/32km per day per day with rests
(Without rest the distance will be 40km with one point of Exhaustion)

Quickened Pace

8km per hour/64km per day per day with rests
(Without rest the distance will be 80km with one point of Exhaustion)

Fast Pace

12km per hour/98km per day per day with rests
(Without rest the distance will be 120km with one point of Exhaustion)

Hurried Pace

15km per hour/120km per day per day with rests
(Without rest the distance will be 150km with one point of Exhaustion)

Empowered Pace

60km per hour/480km per day per day with rests
(Without rest the distance will be 600km with one point of Exhaustion)

Magical Pace

90km per hour/720km per day per day with rests
(Without rest the distance will be 900km with one point of Exhaustion)

Unnatural Pace

Per hour
160km per hour/80km per day per day with rests
(Without rest the distance will be 1600km with one point of Exhaustion)

Transportation

The following Mounts and Vehicles will have one of these tags behind them:
Slow, Average, Quickened, Fast, Hurried, Magical, Empowered and Unnatural Pace
This will determine the traveling speed of the Mount or Vehicle.

In combat they have their normal speed,
but for long distances check the tag calculator.
Not every transportation is in your GM's game, ask them in advance.

Mounts

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

Brigantine (Quickened Pace)
Caravel (Hurried Pace)
Dingy (Slow Pace)
Galleon (Fast Pace)

Vehicles

Train (Empowered Pace)

Aerial

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 25ft. and you have a fly speed of 60 ft., this means you can walk 25 ft. and then fly 35 more ft., moving a total of 60 ft.), you can use a Main Action dash to double all your movement. (Example: your 25 ft. walking speed becomes 50 ft. and your 60 ft. flying becomes 120 ft.)

When wandering through 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 0ft.

Crawling

When **Prone**, your walking speed is half your crouched speed.
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).
When your **burrowing**, **Climbing**, or **swimming**, you have crawling movement speed.

Chapter 10

Combat

When all other tactics fails, sometimes you need to use violence,

Combat will have the following order:

Surprise round/turn:

Creatures that get the jump on others, gain a surprise turn before combat begins.

In the surprise turn, your attacks gain 1 advantage.

Or your targets that are surprised, had 1 disadvantage on saves or checks.

When all creatures have used their surprise turn, combat begins as normal.

Combat start:

Each creature in the combat area must roll Initiative.

This is done by rolling a **D20** + your Initiative (**DEX.**) **Mod.**

If creatures have the same Initiative count, the higher **DEX.** score will go first.

If this is also equal, Player goes before enemies. Anything else can be resolved by both rolling a **D20** highest one goes first.

The combat order starts with the highest Initiative count 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.

Special Initiative counts.

There can be special effects going on during the battle, these will happen as the following:

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

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 raise 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 Talent Action, 2 Main Action, 1 Reaction and free actions

Talent Action

This is used for fast techniques and skills to gain the upper hand in a fight.

Skill actions (skills you are proficient or expert in)

(Using and Off-Hand item or attack, are done without your proficiency 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 half your **DEX.** Score in ft. or full if you move a minimum of 10ft.)

High jump (jump a quarter of your **STR.** Score straight up in ft.)

Attack (melee, range or casting)

Use item

Grab item

Help (giving 1 advantage to someone in something you're 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 stance (all attacks will have disadvantage on you).

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 one Talent Action and one Main Action to do a Full Action, these techniques will allow you to do special ability's or cast more Powerful spells.

Ready (you can prepare a talent or Main Action 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 concentration, even if it's not triggered 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 dices, 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.

Attacks

Each character can make numerous of attacks.

Unarmed attack

You can use your body in numerous ways of physical combat.

Examples are, headbutt, drop kick, uppercut or the classic punch and kicks

An unarmed attack is your **DEX** or **STR** Mod. +1 **D20** to hit, you may add your proficiency **Mod.** If you are proficient with an unarmed attack.

On hit, you deal 1+ your Power in Bludgeoning damage, unless stated otherwise.

Off-Hand attacks

You can use your Talent Action, you can 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 have proficiency in it, and do not gain your Stat **Mod.** To the attack roll, unless you have an ability that says otherwise.

Casting

You can use your talent, main or full- action to cast spells. (Spells with melee or ranged option, are not triggered with the wording melee, or ranged weapon attacks,)

Shove

You can use your Main Action; you push a creature 5ft. away from you. (Contested Athletics Skill check)

Tackle

You can use your Main Action; you attempt to tackle the target on to the ground. (Make a contested Acrobatics or Athletics skill check.) On a success the target falls Prone.

Grapple

You can use your Main Action to make a Grappling attack, to hit, 1 **D20** + Proficiency + **STR. Mod.**, on hit, they are Grappled. (See page 77)

Restraining

You can use your Main Action to make a Grappling attack on a Grappled creature, to hit, 1 **D20** + Proficiency+ **STR. Mod.**, on hit, they are Restrained. (See page 77)

Choke hold

You can use your Full Action, 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.

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 weapon's damage die to the damage roll (not the damage modifier)

This counts as one attack roll in case of a critical hit.

Or make a separate attack roll as part of your main handed weapon attack, on a different creature, without your proficiency modifier (Power + weapon damage die.)

You do not gain proficiency 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

You can use your Reaction, to make a melee weapon attack on a creature that moves away from you or tries to leave your melee range.

Positioning and tactics

In combat your position is everything.
certain positions in combat triggers special traits, examples are:

Aerial positioning

When you are flying in the air, for every 30ft. that you are higher than someone trying to shoot you, they have 1 disadvantage on the attack roll.

Arrow barrage

When you and your allies are holding your actions,
All of you can Fire your arrows on to a single target.
For every arrow Fired, you all gain a +1 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 attack of opportunity on you. on a hit, you take the effects as normal and in addition, you have one disadvantage on your ranged attack, regardless of your target.

This is negated if the weapon has the <loading> tag

Close quarters melee attack

When you have a wall on both sides of your 5ft. space, and when making a melee weapon attack with a weapon that has the <reach> tag, you will have two disadvantages on the weapon swing attacks.

Cover (Half)(Three-quarters) (full)

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 one advantage on **cone effects**.

Three-quarters cover

Less than half of the creature is still in sight the creature gains a +5 to their Dodge (as long as the creature remains in Three-quarters cover)

And two advantages on **cone effects**.

Full cover

The creature is completely out of sight, and can't be hit, unless stated otherwise.

Including **cone 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. You gain one advantage 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 advantage to a creature 5ft. 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 advantage.

High ground

When you are fighting on a higher elevated section of the battle ground than your target (minimum of 20ft.) all your Ranged attacks gain 1 advantage + 1 advantage for every additional 30 ft. to a maximum of 3.

In addition, your normal ranged attack range increase by 15ft. until it reaches the maximum range per 30ft. that you are higher.

Ranged support

When making a ranged Weapon attack against a creature that is already in melee combat with another creature, you have 1 advantage on the attack

Sharing space

When you or another creature want to move to or past a spot that is already taken, they won't 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 5ft. from you holds a shield, you and those allies gain a +2 per shield to your armor.

Damage and Defenses

When you want to damage a creature, most attacks ask for an attack roll, in this case roll a **D20** + your weapon or spell of choice and your stats or proficiency 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 dices 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 stat dices + your Power. For most spell damage, it's your spell and stat dices + 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 it's 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 their max Hit Points, will instantly kill them (even when non-lethal).

Damage and health

Death Saves

When you drop to 0 Hit Points by a lethal attack, you gain the Unconscious status effect.

When this happens, you must roll Death Saves at the end of your turn.

Roll a **D20** die, on an 11 or higher you succeed.

On a 10 or lower you fail.

When your 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 regain consciousness.

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 your rolling Death Saves, they can roll one Death Save for you, if they are proficient in medicine, they can add their proficiency and ignore a failed roll.

When regaining consciousness after making Death Saves you gain 1 Trauma point

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 Unconscious and need to roll Death Saves, and you have three Trauma points, your character instantly gets the death condition.

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 DC. 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 CON. 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,

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.

Climates

Freezing

Cold

Neutral

Warm

Hot

Fall damage

Per 5 ft. or 1.5 meters that you fall, you take 1 **D6** x2 True Damage, when an effect reduces the fall damage by (x)**D6** remove it from the total amount of damage dices needed to be rolled.

Fire damage

(walking)

per 5 feet 1 **D6** Fire damage

(burning)

1 **D6** Fire damage

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 15 feet high)

at the start of the creatures turn 6 **D6** Fire damage

(Hovering 5 feet high)

at the start of the creatures turn 8 **D6** Fire damage

Conditions

Arcane Backlash

When casting a spell than needs spirit which you do not have you get the following:

- 0 spirit you can't cast spells until you have a positive number of spirits.
- 10 spirit you gain one point of Exhaustion and all previous effects.
- 25 spirit you have disadvantage on all actions and all previous effects.
- 50 spirit your hit point maximum and remaining hit point are halved and all previous effects.

Blinded

You lose the ability to see.

Any actions will be at disadvantage.

All targeted rolls against you have advantage.

-3 on your Dodge.

Charmed

You are Charmed by one or multiple causes.

When Charmed, you consider the cause 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 has 1 advantage.

When you get hit by the charmer, the Charmed effect ends.

Cursed

In addition to the curse effect, you can't be healed, unless stated otherwise.

Deafened

You lose the ability to hear.

All spell with the verbal component is cast with 1 disadvantage.

You automatically fail any hearing checks or saves.

Death

You were careless and now will meet your maker.

Your character is now dead and can't be used to play any more

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 are multiple tiers of Exhaustion levels, each level adds on more effect on the previous ones.

- 1 Disadvantage on skill actions.
- 2 Disadvantage on saving throws
- 3 Movement is halved
- 4 Disadvantage on Main Actions
- 5 Movement is reduced to 5ft.
- 6 Death condition.

One point of Exhaustion can be removed from at least an eight-hour straight rest.

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 have 1 disadvantage and you can't 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.

Incapacitated

You lose the Power to do or hold a Grapple on anything.

You can't take any actions.

Any effects that you cause have stopped.

-3 on your Dodge.

Invisible

Depending how you gain this condition, 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.

Paralyzed

Your 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 is turned to 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 reattaching these pieces before restoring negates any negative effects this might have, but might leave a scar.

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 by *crawling*.

You have 1 disadvantage on attack rolls.

You have 1 advantage on Ranged attack rolls with crossbows or Firearms.

Ranged attack against you have 1 disadvantage.

Melee attack against you have 1 advantage.

-3 on your Dodge.

Restrained

You are unable to move

You have 1 disadvantage on your Talent, Main and Full Actions or Reactions. Any actions have 1 advantage on you.

-3 on your Dodge.

Stabilized

When you have the Unconscious status, another creature can stabilize you, when they do, you do not take any damage unless attacked and you don't have to roll Death Saves.

You still can't 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.

Stunned

You got affected and can't find your bearings.

You gain the Incapacitated status.

You can speak broken and falteringly.

Any actions have 1 advantage against you.

You automatically fail any saving throws (with the exception of Fortitude. Saves).

-3 on your Dodge.

Terrified

You are Terrified of 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 can't will move in any direction and you can't take any actions.

At the end of your turn, you may re-roll a Willpower save with 1 disadvantage.

Unconscious

You fall **Prone** and can't do anything.

When you are Unconscious,

You can't 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 saving throws (with the exception of Fortitude. Saves).

in addition, if you have 0 Hit Points by a lethal attack you must end your turn rolling a Death Save.

Your Dodge becomes 0.

Diseases

Blood-Fire (level 2 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.) any slightest changes that the infected doesn't like will trigger them to attack with murderess intent.

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:

Hair becomes partially of fully white.

Wrinkles are visible on the face.

Deep dark ring appears around the eyes.

Eye lids become more narrow and lower.

Filthy Pox (level 1 disease)

A disease that appears on <Humanoid> and <Goblinoid> races that do not bathe themselves for 200 days.

Warts and sores appear randomly over the body, creating painful movement for the infected.

-2 on **STR**. And **DEX**. Score.

Vampiris (level 8 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 in 1 **D6** days

Trinkets

Now that your character is fully fleshed 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 dices with a skull on the NAT. 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 painting of you, that you found on the road.
7	A glass ball with an unknow 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's 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 never heard off.
16	A mechanic cocoo bird that chirps every hour.
17	A fairy in a bottle that will give you 1 hp when you fall Unconscious but then disappears
18	A twisted fork with the initials "S.W.C.A.J.I" 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 you 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 skeletal 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 incents 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 your 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 cleans any clothing placed in it after 1 hour.
66	A mug that keeps s 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	A Silvered Lockpick that whispers "we're in" when opening a lock.
72	A tiny statue that changes to the last animal they have seen.
73	A fist size Diamant 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 to 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 it.
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 holding for jewels only. (Not gems)
87	A golden sword that can never deal damage.
88	A map with three different x markings on it.
89	A golden pyramided 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 allows you to see as if you're in sunlight
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.
100	A glass jar with glowing colorful sand.

Size chart

sizes	Avg. radius	Maximum height
Tiny	0.25m.	1ft./ 30 cm.
Small	0.5m.	5ft./ 1,5m.
Medium	1m.	8ft./ 2,4m.
Large	2m.	12ft./ 3,6m.
Huge	3m.	20ft./ 6m.
Massive	4m.	25ft./ 7,5m.
Enormous	5m.	30ft./ 9m.
Colossal	6m.	35ft. 10,5m.
gargantuan	7m.	40ft./ 12m.
Titanic	+	+

Chapter 11

Monsters

Beast⁶⁵⁶⁵

Bat⁶⁵⁶⁵

Cat⁶⁵⁶⁵

Dog⁶⁵⁶⁵

Frog/toad⁶⁵⁶⁵

Hawk⁶⁶⁶⁶

Lizard⁶⁶⁶⁶

Owl⁶⁶⁶⁶

Pony⁶⁶⁶⁶

raven⁶⁷⁶⁷

Spider⁶⁷⁶⁷

weasel⁶⁸⁶⁸

Venomous snake⁶⁸⁶⁸

Ape⁶⁸⁶⁸

Boar⁶⁹⁶⁹

Horse⁶⁹⁶⁹

Elk⁶⁹⁶⁹

Hyena⁶⁹⁶⁹

Wolf⁷⁰⁷⁰

Panther⁷⁰⁷⁰

Octopus

Goblinoid⁷¹⁷¹

Hobgoblin⁷¹⁷¹

Goblin⁷¹⁷¹

Redcap (Powrie or Dunter)⁷²⁷²

Undead⁷³⁷³

Zombie⁷³⁷³

Strigoi⁷³⁷³

Skeleton⁷⁴⁷⁴

Vampiric Thrall

Beast

Bat

(DL.:1 M) (tiny) [familiar]

Dodge 19, Armor 0, HP 4

CHA.	CON.	DEX.	STR.	INT.	WIS.
6 (-2)	16 (+3)	18 (+4)	1 (-5)	8 (-1)	17 (+3)

Reflex save +5, Fortitude saves +3, Willpower save +4, proficiency +1

Movement speed: flying 90ft. Climbing speed 10ft.

Abilities

2 Main Actions

Attacks

Main Action:

Bite attack.

Reach 5ft. (one target), -4 to hit, 1 **D4** -4 Piercing damage.

Effect: on a critical hit, it gives the target a random bite disease

Skills

Proficiency in: Perception and Survival.

Passive

Keen hearing:

+1 advantages on Perception and Survival skill checks based on sound

Echo location

They have Blind sense aura of 50ft.

They have dark vision of 30ft.

Can't be used when Deafened

Familiar

When a pact is made with a Bat, it grants the following:

(Echo location)

You gain Blind sense up to +30ft. aura.

And a +10ft. dark vision.

Can't be used when Deafened

Cat

(DL.:1 M) (tiny) [familiar]

Dodge 16, Armor 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, proficiency +1

Movement speed: Walking 60ft. Climbing 30ft.

Abilities

2 Main Actions, 1 Talent Action.

Attacks

Main Action:

Scratch attack.

Reach 5ft. (one target), +4 to hit, 1 **D8** +4 Slashing damage.

Talent Action:

Stealthy.

Can use a Talent Action to roll a Stealth skill check

Skills

Proficiency in: Acrobatics, Perception and Stealth.

Passive

Keen smell:

+1 advantages on Perception and Survival skill checks based on scent

High and far jumper

They can jump 10ft. high and far.

Cat eyes

90ft. Darkvision

Soft step

They will have 2 advantages on Stealth skill checks.

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.

Dog

(DL.:1 M) (medium)

Dodge 8, Armor 0, HP 22

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, proficiency +1

Movement speed: Walking 50ft.

Abilities

2 Main Actions, 1 Talent Action.

Attacks

Full Action:

Maul attack.

When the target is Grappled by its bite attack, it may do the following:

Reach 5ft. (one target), +3 to hit, 3 **D4** +3 Bleeding damage.

Main Action:

Bite attack.

Reach 5ft. (one target), +3 to hit, 2 **D6** +3 Piercing damage.

Effect: on a critical hit, the target is Grappled.

Talent Action:

Scratch attack.

Reach 5ft. (one target), +3 to hit, 1 **D8** +3 Slashing damage.

Skills

Proficiency in: Intimidation, Perception, Survival.

Passive

Keen smell:

+1 advantages on Perception and Survival skill checks based on scent

Full Action

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** 7, on a failure, they gain the rabies disease.

Main Action

Pouch.

If the creature jumps at most 20ft. in a straight line towards its target, it will have a +1 advantage on the first attack on this turn.

Frog/Toad

(DL.:1 M) (tiny) [familiar]

Dodge 6, Armor 0, HP 3

CHA.	CON.	DEX.	STR.	INT.	WIS.
6 (-2)	8 (-1)	10 (0)	1 (-5)	5 (-3)	8 (-1)

Reflex save +1, Fortitude saves +1, Willpower save 0, proficiency +1

Movement speed: Walking 20ft. swimming 10ft.

Abilities

1 Main Action, 1 Talent Action.

Talent Action:

Standing leap

Can jump 5ft. straight up or far.

Skills

Proficiency in: swimming.

Passive

Amphibious:

Can breathe in air and water

Main Action

jumper

Can double their jump distance.

Familiar

When a pact is made with a Frog/Toad, it grants the following:

Jumper and Amphibious

You can jump 15 ft. straight up

And can breathe in clean air and water.

Hawk

(DL.:1 E) (small) [familiar]

Dodge 16, Armor 0, HP 6

CHA.	CON.	DEX.	STR.	INT.	WIS.
14 (+2)	15 (+2)	14 (+2)	8 (-1)	12 (+1)	16 (+3)

Reflex save +3, Fortitude saves +2, Willpower save +3, proficiency +1

Movement speed: Walking 5ft., Flying 70ft.

Abilities

2 Main Actions, 1 Talent Action.

Attacks

Main Action:

Talon attack.

Reach 5ft. (one target), +0 to hit, 2 D6 +0 Piercing damage.

Talent Action:

Peck attack.

Reach 5ft. (one target), +0 to hit, 1 D6 +0 Piercing damage.

Skills

Proficiency in: Perception, Survival.

Passive

Hawk eyes +1 advantages on Perception and Survival skill checks based on sight.

Main Action

Dive Bomb: when flying, it can go into a steep dive straight down, increasing its flying speed to x4.

Familiar

When a pact is made with a Hawk, it grants the following:

Hawk eyes

You now have 1 advantage on Perception and Survival skill checks based on sight.

Lizard

(DL.:1 M) (tiny)

Dodge 18, Armor 0, HP 2

CHA.	CON.	DEX.	STR.	INT.	WIS.
11 (0)	14 (+2)	15 (+2)	3 (-4)	7 (-2)	16 (+3)

Reflex save +3, Fortitude saves +3, Willpower save +3, proficiency +1

Movement speed: Walking 70ft.

Abilities

2 Main Actions, 1 Talent Action.

Attacks

Main Action:

Bite attack.

Reach 5ft. (one target), -2 to hit, 1 D4 -2 Bludgeoning damage.

Talent Action:

Quick on their feet.

Can use a Talent Action to make a movement action

Skills

Proficiency in: Perception.

Passive

Dark vision:

30ft.

Sticky feet.

Can walk on any surface.

Familiar

When a pact is made with a Lizard, it grants the following:

Quick on their feet.

Can use a Talent Action to make a movement action

Owl

(DL.:1 M) (small)

Dodge 6, Armor 0, HP 15

CHA.	CON.	DEX.	STR.	INT.	WIS.
15 (+1)	7 (-2)	12 (+2)	2 (-4)	11 (0)	19 (+2)

Reflex save +2, Fortitude saves -2, Willpower save +3, proficiency +1

Movement speed: flying 70ft.

Abilities

2 Main Actions, 1 Talent Action.

Attacks

Talent Action:

Talon attack.

Reach 5ft. (one target), +4 to hit, 1 D8 +4 Slashing damage.

Skills

Proficiency in: Perception, Stealth, Survival and Investigation.

Passive

Dark vision

120ft. Darkvision

Keen hearing and sight:

+2 advantages on Perception and Survival skill checks based on vision and sound

Silent movement

Moving in or out of attack range will not provoke an attack of opportunity.

Familiar

When a pact is made with an Owl, it grants the following:

Silent movement

Moving in or out of attack range will not provoke an attack of opportunity.

Pony

(DL.:1 M) (medium)

Dodge 10, Armor 0, HP 27

CHA.	CON.	DEX.	STR.	INT.	WIS.
16 (+3)	13 (+1)	13 (+1)	12 (+1)	8 (-1)	12 (+1)

Reflex save +1, Fortitude saves +2, Willpower save +1.

Movement speed: Walking 50ft.

Abilities

2 Main Actions, 1 Talent Action.

Attacks

Main Action:

Stomp (front hooves) attack.

Reach 5ft. (one target), +2 to hit, 2 **D10** +2 Bludgeoning damage.

Talent Action:

Buck (rear hooves) attack.

Reach 5ft. (one target), +2 to hit, 1 **D10** +2 Bludgeoning damage.

Skills

Passive

Beast of burden

Can pull or carry 4x their **STR**. Score. (48 items)

Main Action

Stampede attack.

When moving in a straight line of at least 20ft., any creature in your direct path, must make a Reflex save of **CL**. 7. On a failure, they take: 4 **D10** +2 Bludgeoning damage and fall Prone.

Rat

(DL.:1 M) (tiny) [familiar]

Dodge 12, Armor 0, **HP** 5

CHA.	CON.	DEX.	STR.	INT.	WIS.
6 (-3)	15 (+2)	14 (+2)	7 (-2)	12 (+1)	15 (+2)

Reflex save +3, Fortitude saves +3, Willpower save +3, proficiency +1

Movement speed: Walking 25ft.

Abilities

2 Main Actions, 1 Talent Action.

Attacks

Main Action:

Bite attack.

Reach 5ft. (one target), -1 to hit, 1 **D10** -1 Slashing damage.

Effect: on a critical hit, it gives the target a random bite disease

Talent Action:

Scratch attack.

Reach 5ft. (one target), -1 to hit, 1 **D8** -1 Slashing damage.

Skills

Proficiency in: Intimidation, Perception, Survival.

Passive

Keen smell and hearing:

+1 advantages on Perception, Investigation and Survival skill checks based on scent and sound.

Rat's constitution

Immune to diseases

3 advantages on Fortitude saves

Darkvision

60ft. Darkvision

Familiar

When a pact is made with a Rat, it grants the following:

Rat's constitution

Immune to diseases

2 advantages on Fortitude saves

Raven

(DL.:1 E) (tiny) [familiar]

Dodge 14, Armor 0, **HP** 8

CHA.	CON.	DEX.	STR.	INT.	WIS.
13 (+1)	16 (+3)	14 (+2)	5 (-3)	15 (+2)	16 (+3)

Reflex save +3, Fortitude saves +3, Willpower save +4, proficiency +1

Movement speed: Walking 5ft., Flying 60ft.

Abilities

2 Main Actions, 1 Talent Action.

Attacks

Main Action:

Talon attack.

Reach 5ft. (one target), +2 to hit, 2 **D6** -2 Piercing damage.

Talent Action:

Peck attack.

Reach 5ft. (one target), +3 to hit, 1 **D6** +3 Piercing damage.

Skills

Proficiency in: Perception, Survival.

Passive

Keen sight +1 advantages on Perception and Survival skill checks based on vision.

Conspiracy of Ravens

+3 Advantages to hit, on a target that is flanked.

Mimicry

Can perfectly mimic sounds that it has heard

Familiar

When a pact is made with a Raven, it grants the following:

Conspiracy of Ravens and Mimicry

+2 Advantages to hit, on a target that is flanked.

and can perfectly mimic sounds that it has heard

Spider

(DL.:1 M) (tiny) [familiar]

Dodge 4, Armor 0, **HP** 3

CHA.	CON.	DEX.	STR.	INT.	WIS.
2 (-4)	7 (-2)	4 (-3)	3 (-4)	5 (-3)	16 (+3)

Reflex save -3, Fortitude saves -2, Willpower save +4, proficiency +1

Movement speed: Walking 10ft.

Abilities

1 Main Actions

Attacks

Main Action:

Bite attack.

Reach 5ft. (one target), -3 to hit, 1 **D6** -3 Piercing damage + 1 **D4**

Venom damage.

Skills

Proficiency in: Intimidation, Perception, Survival.

Passive

Keen smell:

+1 advantages on Perception and Survival skill checks based on scent

Sticky feet

Can walk on any surface.

Web walker

Are immune to the webbing effect and spell.

Web sense

When in contact with a web, it can feel any amount of creature, where they are and how large they are that also is in contact with the web.

Familiar

When a pact is made with a Spider, it grants the following:

Sticky feet, Web walker and Web sense

Can walk on any surface, Are immune to the webbing effect and spell.

And when in contact with a web, it can feel any amount of creature, where they are and how large they are that also is in contact with the web.

Weasel

(DL.:1 M) (tiny) [familiar]

Dodge 13, Armor 0, HP 9

CHA.	CON.	DEX.	STR.	INT.	WIS.
13 (+1)	9 (-1)	16 (+3)	14 (+2)	13 (+1)	14 (+2)

Reflex save +4, Fortitude saves -1, Willpower save +3, proficiency +1

Movement speed: Walking 40ft.

Abilities

2 Main Actions, 1 Talent Action.

Attacks

Main Action:

Bite attack.

Reach 5ft. (one target), +3 to hit, 1 D6 +3 Piercing damage.

Effect: on a critical hit, the target takes +1 D6 Piercing damage.

Talent Action:

Distraction

Make a Distraction skill check, a creature that sees it must make an Insight skill check, or the weasel has +2 advantages on them.

Skills

Proficiency in: Distraction, Perception, Survival.

Passive

Keen smell and hearing:

+1 advantages on Perception and Survival skill checks based on scent and sound

Grappler

When hitting with an attack, the target is Grappled.

Main Action

Pouch.

If the creature jumps at most 10ft. in a straight line towards its target, it will have a +1 advantage on the first attack on this turn.

Familiar

When a pact is made with a Weasel, it grants the following:

Distraction

Make a Distraction skill check, a creature that sees it must make an Insight skill check, or the you has +1 advantages on them

Venomous Snake

(DL.:2 E) (tiny/small) [familiar]

Dodge 10, Armor 2, HP 6

CHA.	CON.	DEX.	STR.	INT.	WIS.
5 (-2)	18 (+4)	17 (+3)	4 (-4)	8 (-1)	15 (+2)

Reflex save +3, Fortitude saves +6, Willpower save +2, proficiency +2.

Movement speed: Walking Climbing and swimming 20ft.

Immunities Damage: Venom

Abilities

2 Main Actions, 1 Talent Action.

Attacks

Main Action:

Bite attack.

Reach 5ft. (one target), +5 to hit, 1 D6 +5 Piercing damage and the target must make a Fortitude save CL 11, on a failure, they take 1 D4 Venom damage.

Skills

Proficiency in: Intimidation

Passive

Ambusher

+5 on Stealth skill checks

Ambush striker

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

Deadly Venom

On a critical failure when dealing Venom damage, the Venom is x4 instead of x2.

Heat Blind

When using heat vision and a target is near intense heat this creature can't see it.

You have 3 disadvantages on Perception skill checks and attack rolls against these targets.

Heat Vision

You see body heat and heat sources, negating Invisibility and Stealth.

Talent Action

Hide

You may roll a Stealth skill check when out of sight.

Familiar

When a pact is made with a Snake, it grants the following:

Ambush striker, Heat Blind and Heat Vision

When **Undetected**, gain +1 advantages on the first attack roll.

When using heat vision and a target is near intense heat this creature can't see it.

You have 3 disadvantages on Perception skill checks and attack rolls against these targets.

You see body heat and heat sources, negating Invisibility and Stealth.

Ape

(DL.:3 M) (small/medium) [familiar]

Dodge 13, Armor 1, HP 28

CHA.	CON.	DEX.	STR.	INT.	WIS.
15 (+2)	10 (+0)	16 (+3)	16 (+3)	10 (+0)	13 (+1)

Reflex save +5, Fortitude saves +2, Willpower save +1, proficiency +2.

Movement speed: Walking 25ft. Climbing 40ft.

Abilities

2 Main Actions, 1 Talent Action.

Attacks

Main Action:

Slam attack.

Reach 5ft. (one target), +6 to hit, 2 D10 +6 Bludgeoning damage.

Talent Action:

Screach attack.

Reach 15ft. (Radius of self) any creature in range that is not **Deafened**, must make a Fortitude save CL.9. On a failure, the creature is **Deafened** for 1 minute.

Full Action:

Poop throwing attack.

Reach 20ft./40ft. (one target), +6 to hit, 1 D4 +6 Bludgeoning damage On a critical hit, the target is **Blinded** and must make a Fortitude save CL.7. On a failure, they get a random disease (page 110)

Skills

Expertise in: Athletics and Climbing.

Passive

Powerful grip

+2 advantage on Grappling attacks and Athletics and Climbing skill checks.

Familiar

When a pact is made with an Ape, it grants the following:

Powerful grip

+1 advantage on Grappling attacks and Athletics and Climbing skill checks.

Boar

(DL.:3 M) (small)

Dodge 8, Armor 15, HP 16

CHA.	CON.	DEX.	STR.	INT.	WIS.
6 (-2)	18 (+4)	15 (+2)	15 (+3)	12 (+1)	11 (0)

Reflex save +2, Fortitude saves +6, Willpower save +0, proficiency +2.

Movement is 40ft.

Abilities

2 Main Actions, 1 Talent Action.

Attacks

Main Action:

Tusk attack.

Reach 5ft. (one target), +5 to hit, 1 D6 +5 Piercing damage.

Skills

Proficiency in: Intimidation

Passive

Keen smell

+1 advantage on Perception and Investigation skill checks based on scent.

Gouge attack.

On a critical hit, +1 D4 Bleeding damage, and the target is now Bleeding

Full Action

Charge attack.

When moving in a straight line of at least 20ft. towards a target, make Tusk attack. On hit, the attack deals +2 D6 damage.

Talent Action

Rage

For 1 minute, you take half damage on all Bludgeoning, Piercing and Slashing damage.

Horse

(DL.:3 M) (Large)

Dodge 10, Armor 0, HP 35

CHA.	CON.	DEX.	STR.	INT.	WIS.
17 (+4)	12 (+1)	19 (+4)	15 (+4)	13 (+1)	13 (+1)

Reflex save +6, Fortitude saves +3, Willpower save +1, proficiency +2.

Movement speed: Walking 80ft.

Abilities

2 Main Actions, 1 Talent Action.

Attacks

Main Action:

Stomp (front hooves) attack.

Reach 5ft. (one target), +6 to hit, 2 D10 +6 Bludgeoning damage.

Talent Action:

Buck (rear hooves) attack.

Reach 5ft. (one target), +6 to hit, 1 D10 +6 Bludgeoning damage.

Skills

Passive

Beast of burden

Can pull or carry 4x their STR. Score. (60 items)

Talent Action:

Dash

Can use a movement action as a Talent Action.

Main Action

Stampede attack.

When moving in a straight line of at least 20ft., any creature in your direct path, must make a Reflex save of CL.11. On a failure, they take: 4 D10 +6 Bludgeoning damage and fall Prone.

Elk

(DL.:4 H) (Large)

Dodge 8, Armor 11, HP 60

CHA.	CON.	DEX.	STR.	INT.	WIS.
13 (+1)	10 (+0)	12 (+1)	17 (+4)	10 (+0)	12 (0)

Reflex save +1, Fortitude saves +3, Willpower save +0, proficiency +3.

Movement speed: Walking 45ft.

Resistances damage: Frost

Resistances Condition: Frightened (one advantage on saves)

Abilities

2 Main Actions, 1 Talent Action.

Attacks

Main Action:

Horn attack.

Reach 5ft. (one target), +7 to hit, 4 D6 +7 Piercing damage.

Skills

Passive

Keen smell

+1 advantage on Perception and Survival skill checks based on scent.

Powerful lungs

Can hold their breath for up to 1hour

Insulated

Unaffected by temperatures from +15C. to -45C. or -49F.

Full Action

Charge attack.

When moving in a straight line of at least 20ft. towards a target, make Horn attack. On hit, the attack deals +2 D6 damage.

Hyena

(DL.:4 E) (small)

Dodge 10, Armor 5, HP 9

CHA.	CON.	DEX.	STR.	INT.	WIS.
4 (-4)	15 (+2)	11 (+0)	17 (+4)	12 (+1)	18 (+4)

Reflex save +0, Fortitude saves +5, Willpower save +7, proficiency +3.

Movement speed: Walking 60ft.

Abilities

2 Main Actions, 1 Talent Action.

Attacks

Main Action:

Bite attack.

Reach 5ft. (one target), +7 to hit, 1 D6 +7 Piercing damage.

Skills

Passive

Keen smell and hearing

+1 advantage on Perception and Survival skill checks based on scent and sounds.

Pack tactics

When an ally is within 5ft. of your target, you gain one advantage.

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 effect.

Talent Action

Maniacal laughter

Any creature within 30ft. of you must make a Willpower save **CL**.10. On a failure, the target has one disadvantage on its attacks until the end of its next turn.

Wolf

(DL.:4 M) (medium)

Dodge 16, Armor 5, **HP** 32

CHA.	CON.	DEX.	STR.	INT.	WIS.
14 (+2)	17 (+3)	14 (+2)	14 (+2)	14 (+2)	18 (+4)

Reflex save -2, Fortitude saves +3, Willpower save +0, proficiency +3.

Movement speed: Walking 40ft.

Abilities

2 Main Actions, 1 Talent Action.

Attacks

Full Action:

Maul attack.

When the target is Grappled by its bite attack, it may do the following:

Reach 5ft. (one target), +3 to hit, 3 **D4** +5 Bleeding damage.

Main Action:

Bite attack.

Reach 5ft. (one target), +5 to hit, 3 **D6** +5 Piercing damage.

Effect 1: on hit, the target must make a Fortitude save **CL**.11. On a failure, the target gains a random disease (page 110)

Effect 2: on a critical hit, the target is Grappled.

Talent Action:

Scratch attack.

Reach 5ft. (one target), +5 to hit, 2 **D8** +5 Slashing damage.

Skills

Proficiency in: Intimidation and Survival

Passive

Keen smell

+1 advantage on Perception and Survival skill checks based on scent.

Pack tactics

When an ally is within 5ft. of your target, you gain one advantage.

Panther

(DL.:5 H) (Large)

Dodge 14, Armor 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, proficiency +3.

Movement speed: Walking 65ft. Climbing 35ft.

Abilities

3 Main Actions, 1 Talent Action.

Attacks

Main Action:

Bite attack.

Reach 5ft. (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.

Talent Action:

Claw attack.

Reach 5ft. (one target), +7 to hit, 3 **D8** +3 Slashing damage.

Skills

Proficiency in: Climbing and Stealth

Passive

Keen senses

+1 advantage on Perception and Survival skill checks.

Ambusher

+5 on Stealth skill checks

Ambush striker

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

Main Action

Pouch.

If the creature jumps at most 20ft. in a straight line towards its target, it will have a +1 advantage on the first attack on this turn.

Octopus

(DL.:5 M) (tiny/medium)

Dodge 16, Armor 5, **HP** 35

CHA.	CON.	DEX.	STR.	INT.	WIS.
11 (+0)	9 (+1)	18 (+4)	14 (+2)	17 (+3)	18 (+4)

Reflex save +7, Fortitude saves +1, Willpower save +4, proficiency +3.

Movement speed: Walking, Climbing 5ft. Swimming 35ft.

Weaknesses: Lightning

Abilities

8 Main Actions, 1 Talent Action.

Attacks

Main Action:

Slam attack.

Reach 5ft. (one target), +7 to hit, 1 **D4** +7 Bludgeoning damage.

Skills

Proficiency in: Stealth

Passive

Ambusher

+5 on Stealth skill checks

Ambush striker

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

Grappler

When you hit with an attack, the target is Grappled.

Talent Action

Active Camouflage

Your skin changes to the environment and gain a +10 on Stealth skill checks.

Goblinoid

Hobgoblin

The Hobgoblin is a small prideful hairy creature with red glowing irises that provides his services to any household making these Domesticated Sidhe. Cooking, cleaning and taking care of the animals, as long as it is fed daily, if not or if its bored, it will cause mischief and mishaps around the household to the anger and dismay of the family.

The Hobgoblin will not leave the family alone when it started its service there, if they move away, the Hobgoblin will claim the home as its own as (but not) a poltergeist.

Hobgoblins are very prideful and love how they look, if a person of the household offers them a piece of clothing as a form of gratitude, the Hobgoblin will be too proud to wear the gift and to reject it. Instead, it will take the gift and leave the family forever.

- George J. Fieldwick

(DL.:1 E) (Small) (Sidhe) (Seelie Court)

Dodge 23, Armor 0, HP 1

CHA.	CON.	DEX.	STR.	INT.	WIS.
10 (0)	15 (+2)	23 (+6)	8 (-1)	13 (+1)	15 (+2)

Reflex save +8, Fortitude saves +3, Willpower save +3, proficiency +1.

Movement speed: Walking, 40ft.

Languages: Common and Sylvarnya (Goblin dialect).

Immunities damage: Fire, Force, Psychic.

Resistances damage: Magic (gain 1 advantage against spell saves)

Immunities Condition: Charmed, Exhaustion, Grappled,

Incapacitated, Restrained, Stunned.

Weaknesses: Iron weapons, Radiant.

Abilities

2 Main Actions, 1 Talent Action.

Attacks

Full Action:

Sidhe Polymorph.

The Sidhe can freely cast the polymorph spell on itself only.

Its spellcaster level is equal to its DL.

The form is perfect in every way as the spell is intended, but it can also transform into different creatures or even elements like smoke for a casting time of 1 minute per DL.

Main Action:

Sidhe spell casting.

The Sidhe can cast any spell of the Apporation and Illusion magic schools as a Main Action.

The spells they can choose must be of a grade half the Sidhe DL.

Minimum of 1.

Slam attack.

Reach 5ft. (one target), +0 to hit, 1 D4 Bludgeoning damage.

Skills

Proficiency in: Athletics, Acrobatics, Insight, Perception, Survival, Nature.

Expertise in: Reflex, Stealth and Sleight of hand.

Passive

Keen Hearing

+1 advantage on Perception Investigation and Survival skill checks based on sounds.

Magical Soul

Immune to spell damage of and below grade 1.

Goblin

The Goblins are strange and vile creatures, no taller than 3ft. in Height.

Their appearances are a mixture of land animals but mostly ape, they have a long narrow nose, and wide but short ears that is between that of an elf and a bat. Their eyes have glowing red irises.

Their skin color is that of the natural surroundings that slowly changes over weeks.

Goblins band together making them Trooping Sidhe.

Goblins are known for their excessive greed, they must have any form of gem or coin that looks to have value that they see, when Goblins are in tribes the treasures will go to the strongest, but the Goblins view this as their Hoard.

A theory exist that Goblins are immortal, in the sense of, when a goblin is slain, weeks later a Goblin that looks just like that one will come back for revenge, and seem to know all the tricks the killer has used.

This even happens when the body of the Goblin is completely destroyed.

No one knows how or why this happens, or even if others of the Goblinoid species can do this.

This with their adaptability is a concerning thought for the future.

- George J. Fieldwick

(DL.:2 E) (Small) (Sidhe) (Unseelie Court)

Dodge 14, Armor 1, HP 10

CHA.	CON.	DEX.	STR.	INT.	WIS.
1 (-5)	18 (+4)	14 (+2)	14 (+2)	10 (0)	16 (+3)

Reflex save +4, Fortitude saves +6, Willpower save +5, proficiency +2.

Movement speed: Walking, 30ft.

Languages: Sylvarnya (Goblin dialect).

Weaknesses: Iron weapons, Radiant.

Abilities

2 Main Actions, 1 Talent Action.

Attacks

Main Action:

Sidhe spell casting.

The Sidhe can cast any spell of the Apporation and illusion magic schools as a Main Action.

The spells they can choose must be of a grade half the Sidhe DL.

Minimum of 1.

Any weapon attacks

Melee weapon

Reach 5ft. (one target), +4 to hit, 1 D8 +4 Bludgeoning, Slashing or Piercing damage.

Range weapon

Reach 20ft./320ft. (one target), +4 to hit, 1 D6 +4 Piercing damage.

Slam attack.

Reach 5ft. (one target), +4 to hit, 1 D4 +4 Bludgeoning damage.

Skills

Proficiency in: Athletics, Acrobatics, Perception, Survival, Nature.

Passive

Keen Hearing and smell

+1 advantage on Perception Investigation and Survival skill checks based on sounds and scent.

Copy-cat

The Goblins are capable of imitating skills and tactics that they have seen.

Quickly gaining proficiency in these.

Heat Blind

When using heat vision and a target is near intense heat this creature can't see it.

You have 3 disadvantages on Perception skill checks and attack rolls against these targets.

Heat Vision

You see body heat and heat sources, negating Invisibility and Stealth.

Low-Light vision

They can see in dim, or low-light as if it was bright light.

Natural Camouflage

They blend to the environment and gain a +5 on Stealth skill checks.

Redcap (Powrie or Dunter)

The world has many ancient ruins or abandoned strongholds.

But be wary adventurers and travelers if you want to explore them, for these are the homes of the Redcaps.

These mostly solitude Sídhe, have appearances that are the same as Goblins but with more sharper features like the nose, claw-like hands and teeth.

They wear armor of plated mail (at least their boots) and wield pikes as weapons, but their most lethal form of attack is to hurl large boulders or push old stone walls on their victims.

Redcaps have only one goal in life and that is to kill and dip their leather cap in their victim's blood.

Rumors and legends say that if the blood of their leather cap dry's, they lose all their Powers or even die.

This however is still yet to be confirmed.

- George J. Fieldwick

(DL:5 H) (Small) (Sídhe) (Unseelie Court) [familiar]

Dodge 14(-5), Armor 4(+10), HP 120 (when wearing plate mail)

CHA.	CON.	DEX.	STR.	INT.	WIS.
1 (-5)	18 (+4)	18 (+4)	22 (+6)	14 (+2)	8 (-1)

Reflex save +7, Fortitude saves +7, Willpower save +2, proficiency +3.

Movement speed: Walking, 120ft.

Languages: Common and Syldarnya (Goblin dialect).

Resistances damage: non-magical Bludgeoning, Piercing and Slashing.

Immunities: Frightened, Grappled, Restrained.

Weaknesses: Iron weapons, Radiant.

Abilities

3 Main Actions, 1 Talent Action.

Attacks

Full Action:

Boulder throw.

Reach 120ft./320ft. (one target), +9 to hit, 4 **D10** +9 Bludgeoning damage.

Main Action:

Pike.

Thrust attack: Reach 10ft. (one target), +9 to hit, 1 **D6** +9 Piercing damage.

Talent

Claw attack.

Reach 5ft. (one target), +9 to hit, 3 **D8** +9 Slashing damage.

Grapple attack.

Reach 5ft. (one target), +9 to hit, on hit the target is Grappled.

If the target is Grappled, the target is now Restrained.

Skills

Expertise in: Athletics.

Passive

Pack tactics

When an ally is within 5ft. of your target, you gain one advantage.

Unnatural Strength.

They can Grapple large or smaller creatures and use weapons with the <heavy> tag.

Banishment

When the Redcap dies it disappears in a puff of smoke, leaving a single sharp tooth behind.

Familiar

When a pact is made with a Redcap, it grants the master immunity to magical and non-magical Bludgeoning, Piercing and Slashing damage. Including the condition immunity of being Grappled.

But the master must provide a humanoid victim every 3 days so it can kill them and dip its head in their blood.

Beware the wicked redcap
He loves to see you dead
He takes all your blood
And wear it on his head

Undead

Zombie

(DL.:1 M) (size any)

Dodge 10, Armor 10, HP 1

CHA.	CON.	DEX.	STR.	INT.	WIS.
1 (-5)	15 (+2)	6 (-2)	17 (+3)	1 (-5)	10 (0)

Reflex save -2, Fortitude saves +3, Willpower save +0, proficiency +1.

Movement speed: Walking, 20ft.

Immunities damage: Bludgeoning, Cold, Poison, Psychic, Radiant, Thunder

Immunities Condition: Charmed, Exhaustion, Frightened, Poisoned, Unconscious.

Weaknesses: Acid, Fire, Radiant.

Abilities

2 Main Actions, 1 Talent Action.

Attacks

Main Action:

Bite attack

Reach 5ft. (one target), +4 to hit, 1 **D6** +4 Piercing damage and 1 **D10** Necrotic damage.

Claw attack

Reach 5ft. (one target), +4 to hit, 1 **D6** +4 Piercing damage and 1 **D10** Necrotic damage.

Skills

Passive

Zombie rot

When a creature is hit by the zombie, it must make a Fortitude save of **CL**.13 or gain the Zombie rot curse. roll a **D4** and reduce the maximum **HP**. by the number.

Every 24 hours you subtract an additional **D4** from the maximum **HP**.

When the creature falls below 0 **HP**. It instantly dies and rises as a zombie in 1 **D4** days.

A creature cannot regain **HP**. when they are cursed in this way, and can only be cured by a 5th grade remove curse spell.

The maximum **HP** will be the restored.

Life sense

If a life-form is within 15ft. radius of the zombie, it knows where it is.

Restless dead

When a zombie 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 of it that can attack the players, until the main body is destroyed.

If the zombie is killed by a Radiant or Divine damaging spell, it can't regain **HP**.

Creating an altered zombie.

This stat block is for a medium creature zombie, you can make a different creature a zombie by adding or subtracting the following:

Per size smaller: -3 to hit, +3 Dodge, -3 armor, -1 **D6** damage.

Per size greater: +3 to hit, -3 Dodge, +3 armor, +1 **D6** damage.

Strigoi

If an unfortunate Creature is killed by a Vampiric entity that lacks the ability to spread its Power to it, it can form in to a Strigoi after its burial.

The appearance of this creature is that of a gaunt corpse, sharper teeth and absence of a nose and genitals, females will lose their breasts.

The ears are swollen and the tips of the ears hang down.

They wander around settlements at night knocking on doors, anyone that opens the door will face this deadly creature.

Best to keep your doors locked, and have some smelly odors with you, their superior sense of smell will not handle that and will keep you safe.

- George J. Fieldwick

DL.:2 m) (Medium) (Unseelie Court)

Dodge 5, Armor 3, HP 15

CHA.	CON.	DEX.	STR.	INT.	WIS.
10 (0)	15 (+2)	16 (+3)	15 (+2)	1 (-5)	10 (0)

Reflex save +4, Fortitude saves +4, Willpower save +0, proficiency +2.

Movement speed: Walking, 50ft.

Immunities damage: Cold, Poison, Venom, non-magical Bludgeoning, Piercing and Slashing.

Resistances damage: Necrotic.

Immunities Condition: Charmed, Exhaustion, Grappled, Incapacitated, Poisoned, Unconscious.

Weaknesses: Silvered weapons, Radiant.

Abilities

2 Main Actions, 1 Talent Action.

Attacks

Main Action:

Bite attack

Reach 5ft. (one target), -1 to hit, 1 **D6** -1 Piercing damage and 1 **D10** Necrotic damage.

Claw attack

Reach 5ft. (one target), -1 to hit, 1 **D6** -1 Piercing damage and 1 **D10** Necrotic damage.

Talent

Grapple attack.

Reach 5ft. (one target), -1 to hit, on hit the target is Grappled.

If the target is Grappled, the target is now Restrained.

Skills

Proficiency in: Athletics and Acrobatics.

Passive

Superior smell

+3 advantages on Investigation, Perception and Survival skill checks based on scent.

Vampiric Life sense

If a life-form is within 50ft. radius of the Vampire, it knows where it is.

Vampiric Life drain

When the vampiric creature deals damage with a bite attack on a Grappled creature, in addition, it will do the following:

1 **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 must roll a **D20**, on a 5 or lower, the creature will rise in 6 **D6** days from the grave.
Dying from a Female Strigoi (Stigoika) will make the creature a Strigoi fully under the Strigoi and its master's control.

Main Action:

Invisibility

The Strigoi can cast Invisibility on itself only.

Shape shift

The Strigoi can freely transform into a Cat, Dog, Moth, Owl or Wolf. Taking the stats of the beast, the beast HP will be added to the Strigoi's Hit Points.
If the beast dies, it forms back to the Strigoi with 1 hp and it flees to its coffin to rest and heal.

Skeleton

(DL.:3 M) (size any)

Dodge 14, Armor 12, HP 1

CHA.	CON.	DEX.	STR.	INT.	WIS.
1 (-5)	15 (+2)	12 (+2)	17 (+3)	1 (-5)	10 (0)

Reflex save +2, Fortitude saves +4, Willpower save +0, proficiency +2.

Movement speed: Walking, 30ft.

Immunities damage: Acid, Cold, Fire, Necrotic, Piercing, Poison, Thunder, Venom.

Resistances damage: Slashing

Immunities Condition: Blinded, Charmed, Deafened, Exhaustion, Frightened, Incapacitated, Paralyzed, Petrified, Poisoned, Unconscious.

Weaknesses: Bludgeoning, Radiant.

Abilities

2 Main Actions, 1 Talent Action.

Attacks

Main Action:

Any weapon attacks

Melee weapon

Reach 5ft. (one target), +5 to hit, 2 **D8** +5 Bludgeoning, Slashing or Piercing damage.

Range weapon

Reach 20ft./320ft. (one target), +5 to hit, 2 **D6** +5 Piercing damage.

Skills

Passive

Life sense

If a life-form is within 15ft. radius of the skeleton, it knows where it is.

Restless dead

When a skeleton drops to 0 **HP**. It can roll a Fortitude save of 10, on a success it gains 1 **HP**. And stands up with an additional body part falling of it that can attack the players, until the main body is destroyed.

If the skeleton is killed by a Radiant or Divine damaging spell, it can't regain **HP**.

Creating an altered skeleton.

This state block is for a medium creature skeleton, you can make a different creature a Skeleton by adding or subtracting the following:

Per size smaller: -3 to hit, +3 Dodge, -3 armor, -1 **D6** damage.

Per size greater: +3 to hit, -3 Dodge, +3 armor, +1 **D6** damage.

Vampiric Thrall

(Confirmed.

- George J. Fieldwick

DL.:4 E) (Medium) (Unseelie Court)

Dodge 15, Armor 3, HP 15

CHA.	CON.	DEX.	STR.	INT.	WIS.
10 (0)	15 (+2)	12 (+1)	2 (-4)	1 (-5)	10 (0)

Reflex save +1, Fortitude saves +5, Willpower save +0, proficiency +3.

Movement speed: Walking, 30ft.

Immunities damage: Cold, Poison, Venom.

Resistances damage: Necrotic, non-magical Bludgeoning, Piercing and Slashing.

Immunities Condition: Charmed, Exhaustion, Grappled, Incapacitated, Poisoned, Unconscious.

Weaknesses: Silvered weapons, Radiant.

Abilities

2 Main Actions, 1 Talent Action.

Attacks

Main Action:

Bite attack

Reach 5ft. (one target), -1 to hit, 1 **D6** -1 Piercing damage and 1 **D10** Necrotic damage.

Claw attack

Reach 5ft. (one target), -1 to hit, 1 **D6** -1 Piercing damage and 1 **D10** Necrotic damage.

Talent

Grapple attack.

Reach 5ft. (one target), -1 to hit, on hit the target is Grappled.

If the target is Grappled, the target is now Restrained.

Skills

Passive

Superior smell

+3 advantages on Investigation, Perception and Survival skill checks based on scent.

Vampiric Life sense

If a life-form is within 50ft. radius of the Vampire, it knows where it is.

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 must roll a **D20**, on a 5 or lower, the creature will rise in 6 **D6** days from the grave.

Dying from a Vampiric Thrall will make the creature a Strigoi fully under the Vampiric Thrall and its master's control.

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.S. rule (Keep It Simple Stupid)

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 an 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 back from the end.

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 themselves and at level 15 face the **BBEO** of the campaign.

(Perhaps one of these criminal band leaders is in one of the party's backstories.)

Schedule versus 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.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.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 too difficult or not having 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 fails, be honest to your players that you made a mistake and **red-con** something in their favor or end the session there 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 too 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 themselves, 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 a way 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 times your players will have a comment on 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.S.** rule.

Actions have consequences

To have your players feel truly important in your world or game, give them consequences to their actions.

This 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 **GM's** 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 feels 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 intrigue 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. Or HP Or hiding them

When playing Grand Odyssey most skill checks that are asked and hidden from the players, but this 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 matters, 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

It's important 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 resolved it's 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 matters 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 it's 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 a 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 themselves 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 must 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

- Cancer :
- claustrophobia :
- hypothermia :
- gas-lighting :
- 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, tornadoes, etc.) :
- sexual assault :
- starvation :
- terrorism :
- torture :
- thirst :
- (Insert personal problems) :

Additional information: