|  |  |
| --- | --- |
| **Attributes/Skills:****Might**:* Athletics
* Intimidation

**Agility**:* Acrobatics
* Trickery
* Stealth

**Charisma**:* Animal
* Insight
* Influence

**Intelligence**:* Investigation
* Medicine
* Survival
* Knowledge
	+ Arcana
	+ History
	+ Nature
	+ Occultism
	+ Religion

**Prime**:* Awareness
 | **Trades:*** Alchemy
* Blacksmithing
* Brewing
* Carpentry
* Cartography
* Cooking
* Cryptography
* Disguise
* Gaming
* Glassblowing
* Herbalism
* Illustration
* Jeweler
* Leatherworking
* Lockpicking
* Masonry
* Musician
* Sculpting
* Theatre
* Tinkering
* Weaving
* Vehicles
 |

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| **Languages:****Mortal (DC10)**:* Common
* Human
* Dwarven
* Elvish
* Gnomish
* Halfling
* Orcish

**Exotic (DC15)**:* Giant
* Draconic
* Fey
* Elemental

**Divine (DC 15)**:* Celestial
* Fiend

**Outer (DC 20)**:* Deep Speech
 | **Combat Mastery (CM):****Attack Checks**:* Unarmed Strikes
* Weapons

**Spell Checks**:* Spellcasting

**Physical Defense**:* Unarmoured
* Light Armour
* Heavy Armour
* Shields

**Mystical Defense**:**Attribute Saves:*** Might
* Agility
* Intelligence
* Charisma

**Save DC** |

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| **Multiple Check Penalty (before end of turn)** |
| 1st Attempt = Normal Roll |
| 2nd Attempt = DisADV 1 (roll 2d20 take lowest) |
| 3rd Attempt = DisADV 2 (roll 3d20 take lowest) |
| 4th Attempt = DisADV 3 (roll 4d20 take lowest) |

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| **Critical Success (nat 20)** | **Critical Failure (nat 1)** |
| Automatically succeed on Checks and Saves.Critical Hit (Attack or Spell) = +2 damage | Automatically fail on Checks and Saves.Critical Miss = Is Exposed (*Attacks against have ADV until the start of their turn*).For Spells AP and MP spent are lost. |

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| **Saves** |
| Attribute Saves = D20 + Attribute + CM (*mastery*) |
| Physical Saves is the higher of Might or Agility |
| Mental Saves = higher of Charisma or Intelligence |
| Death Saves are a flat d20 roll DC10 |
| Save DC = 10 + Prime + CM |
| Concentration = higher of 10 or 2x Damage taken |

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| **Checks** |
| Attribute Check = D20 + Attribute |
| Attack Check = D20 + Prime + CM |
| Spell Check = D20 + Prime + CM |
| Skill Check = D20 + Attribute + Skill Mastery |
| Trade Check = D20 + Attribute + Trade Mastery*(Disadvantage if they don’t have the tool for the trade)* |
| Language Check = D20 + (Intelligence or Charisma)*(Can only be made if the PC has limited fluency)* |
| Passive Skill = 8 + All BonusesPassive Awareness = 8 + Prime + Awareness MasteryADV = + 5 and DisADV = - 5 |

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| **Lacking CM** |
| Spells: Don’t add CM |
| Weapons: Don’t add CM |
| Shields: DisADV on attacks and spell checks |
| Armour: AP reduced by 2 |
| Saves: Don’t add CM |

**Defence**

Physical Defence (PD) = 8 + CM + Agility + Armour Bonus + Shield (if equipped)

Mystical Defence (MD) = 8 + CM + Charisma + Intelligence

**Damage Reduction (DR)**

DR reduces damage of Attacks by DR value.

Physical Damage Reduction (PDR) protects against:Bludgeoning, Cold, Corrosion, Fire, Lightning, Piercing, Poison and Slashing Damage.

Mystical Damage Reduction (MDR) protects against: Psychic, Radiant, Sonic and Umbral.

**Health Points (HP)**

HP = 6 + Level + Might + (Class or Ancestry Bonus HP)

Temp HP is lost first, doesn’t stack, and lasts until after completing a Long Rest

Bloodied: HP $\leq $ ½ max HP

Well-Bloodied: HP$\leq $ ¼ max HP

Death’s Door: HP $\leq $ 0 HP

Death Threshold = 0 - Prime

**Death’s Door**

When reduced to 0 HP or lower:

* Immediately gain Exhaustion 1 (-1 on Checks, Saves, Save DC, and Speed).
* Can’t spend more than 1 AP per turn until restored to 1 HP or higher.
* Can’t use Concentration.
* At the end of each turn make a Death Save:
	+ **Failure** (<10): Take 1 True damage.
	+ **Critical Failure** (nat 1): Fall Unconscious until restored to 1 HP+.
	+ **Success** ($\geq $10): Nothing happens.
	+ **Critical Success** (nat 20): Restored to 1 HP.

A creature makes Death Saves until it’s restored to 1 HP+, is stabilised, or dies.

A creature can take the Medicine Action (DC10 Medicine Check) to stabilise a creature on Death’s Door.

Stabilised creatures don’t make Death Saves.

Creatures remain Stabilised until restored to 1 HP+ or until they take damage.

Continuous damage doesn’t affect HP while on Death’s Door. You still have these conditions but they won’t deal damage until your above 0 HP.

After Combat, creatures on Death’s Door make a Death Save and continue doing so every 12 seconds until they become Stabilised, are restored to 1 HP+, or die. **Failure**: they take 1 True Damage and fall Unconscious until Stabilised. **Success**: they are Stabilised.

**Illumination**

**Bright Light**: Can see normally.

**Dim Light**: Unless a creature has **Darkvision** or another means to see, they see things as **Partially Concealed**.

**Darkness**: Unless a creature has **Darkvision** or another means to see, they perceive things as **Fully Concealed.**

**Resistance**

**Resistance (Immune)**: Takes 0 damage.

**Resistance (Half)**: Takes half damage (round up).

**Resistance (X)**: Takes X less damage.

**Vulnerabilities**

**Vulnerability (Double)**: Takes double damage.

**Vulnerability (X)**: Takes X more damage.

**Cover**

**1/2 Cover**: -2 on Attack and Spell Checks against a target’s PD. 1/2 Cover includes a chair, a small table, or another creature of the same size or larger.

**3/4 Cover**: -5 on Attack and Spell Checks against a target’s PD. 3/4 includes a large piece of furniture, a creature 2 sizes larger, or being partially behind a wall.

**Full Cover**: Can’t be targeted by Attack or Spell Checks against a target’s PD. Full Cover is being completely behind an object that’s larger than them.

**Concealment**

**Partially Concealed**: Creatures have DisADV on Awareness Checks to see creatures/things.

**Fully** **Concealed**: Creatures are considered **Blinded.**

**Vision**

**Darkvision**: Can see in black and white in Dim Light as if it were Bright Light, and Darkness as if it were Dim Light.

**Tremorsense**: Can sense vibrations in the ground to sense anything that’s in contact with the same surface.

**Blindsight**: Can see things that are **Invisible**, immune to being Blinded, can see unimpeded by **Concealment**. Cannot see behind **Cover**.

**Truesight**: Can see in normal and Magical Darkness, into the Ethereal Plane and the Material Plane, things that are Invisible, through illusions, the true form of a Shapechanger or magically transformed creature.

**Flanking**

Gain +2 to your Melee Martial Attack if your target is **Flanked**. A creature is Flanked when it has 2 or more enemies within 1 Space of it that are not adjacent to each other, provided they aren’t **Incapacitated** or **Prone**.

|  |  |  |
| --- | --- | --- |
| **Check vs Defence** | **Result** | **Damage** |
| Less than | Miss | No Damage |
| Equal or Greater | Hit | Base Damage |
| +5 and Greater | Heavy Hit | + 1 (bypass DR) |
| +10 and Greater | Brutal Hit | + 2 (bypass DR) |
| Natural 20 | Critical Hit | + Heavy/Brutal Hit + 2 (Bypass DR) |

**Actions**

**Defensive Actions (1 AP each)**

**Disengage**: Impose DisADV on Opportunity Attacks against you until the start of your next turn.

**Full Disengage**: Spend **1** more **AP** to be immune.

**Dodge**: Impose DisADV on the next Attack or Grapple against you until the start of your next turn.

**Full Dodge**: Can spend **1** more **AP** to impose DisADV on all Attacks or Grapples instead.

**Hide**: Stealth vs **Passive Awareness**. Become **Hidden** from creatures you beat until are louder than a whisper, Attack, cast a Verbal Component Spell, or are found with the Search Action.

**Offensive Actions (1 AP each)**

**Attack**: Make 1 Attack Check.

**Disarm**: Attack Check vs Athletics, Acrobatics or Trickery. Target has ADV if held with 2 hands. You have DisADV against larger targets, can’t disarm targets 2 Sizes larger. **Success**: The object falls on unoccupied space within 1 Space of the creature.

**Grapple**: Using a free hand, Athletics Check vs Martial Check, you or target may have ADV or DisADV based on size. **Success**: The target is **Grappled**. You can drag a Grappled target but are **Slowed** (1 Space costs 2).

Target spends 1 AP to escape Athletics vs Martial.

**Shove**: **Athletics** vs **Martial**, push target 1 Space away or sideways. **Success (each 5)**: +1 Space. You can reduce the distance pushed by 1 Space to knock target Prone instead.

**Tackle**: Move 2+ spaces straight and Tackle a same Size or smaller creature, **Athletics** vs **Martial**, **Success**: target is Grappled and you both move 1 Space and fall Prone. **Success (each 5)**: +1 Space.

**Utility Actions (1 AP each)**

**Move**: move up to your Speed, can split movement, can’t end your turn in an occupied Space.

**Help**: grant a creature a **d8** Help Die, lasts until the start of your next turn. Must declare who you are helping and the type of Check you are assisting:

* **Attack**: Declare 1 target for the Attack, must be within 1 Space of target or Attacker.
* **Skill/Trade Check**: Declare a type of skill or Trade Check, must describe how you’re helping and must do so with a Skill or Trade that you have Mastery in.

**Multiple Help Penalty**: Each time you take the Help Action in a turn the Help Die decreases d8→d6→d4.

**Object**:

* Drink or administer a Potion.
* Attempt to unlock/lock a lock.
* Transfer an item to or from another creature.
* Throw an item up to 5 spaces away.

**Spell**:Cast a Spell you know, may require MP.

**Combo Spellcasting**: 2 or more Creatures who: know the same Spell, have enough AP, are within 5 Spaces of another and share initiative can combo spellcast to pump more MP into the Spell. Highest Check or Save DC used.

**Minor Action**

Once per turn can perform up to 2 Minor Actions without spending AP. Can’t take normal Actions between Minor Actions.

* Open or Close a Door.
* Grab or Release an Item.
* Draw or Sheathe a Weapon.
* Equip or Unequip a Shield (once only).

Can spend **1** **AP** to do 1 more Minor Action this turn.

**Skill Based Actions (1 AP each)**

**Analyse Creature**: **DC10 Knowledge** Check to recall or discern information about a creature. **Success**: Learn a piece of lore about the creature. **Success (each 5)**: Learn 1 statistic PD, MD, Attacks, Abilities, Resistances, Vulnerabilities, Immunities, etc.

**Calm Animal**: **Animal** Check vs target’s Charisma Save. **Success**: The animal is **Taunted** for 1 minute (Repeated Save) or until you Attack it. **Success (5)**: It’s also Impaired. **Success (10)**: It’s also Charmed.

**Combat Insight**: **Insight** vs **Trickery** or **Influence** Check. **Success**: Learn target’s emotional state and whether it plans to Attack, cast a Spell, or flee. **Success (5)**: You know who the creature will target. **Success (10)**: You know the abilities they will use.

**Conceal**: **Trickery** Check vs **Passive Awareness** to Hide an object from creatures that can see you.

**Feint**: **Trickery** vs **Insight**, next Attack against target before your next turn has ADV and **+1** damage.

**Intimidate**: **Intimidation** vs Charisma Save. **Success**: target is Intimidated by you until your next turn ends.

**Investigate**: Discern something within 1 Space of you:

* **Concealed Objects**: **Investigation** vs **Trickery** to know the location of a concealed object.
* **Secret Compartments**: Investigation vs DC of secret compartment to discover its location.
* **Discern Mechanism**: Investigation, learn how a mechanism works & how to activate/disable it.

**Jump**: **DC 10 Martial** Check to jump further:

* **Long Jump**: **Success**: Move 1 more space. **Success (each 5)**: +1 Space.
* **High Jump**: **Success**: Move 1 more ft (30 cm). **Success (each 5)**: +1 ft (30 cm).

**Medicine**: Touch a creature, **DC10 Medicine** Check. **Success**: Stop **Bleeding** or **Stabilise** (your choice). **Success (each 5)**: Creature gains **+1** temp HP.

**Mounted Defence**: **DC10 Animal** Check. **Success**: Mount’s PD increases by 2 until the start of your next turn. **Success (5)**: **+2** PD. **Success (10)**: **+4** PD.

**Pass Through**: Contested Martial Check: **Success**: Move through a creature’s Space as if it were Difficult Terrain (**Slowed**). **Success (5)**: Not Difficult Terrain.

**Search**: Find Hidden things in line of sight.

* **Creatures**: **Awareness** v **Stealth** to know location.
* **Objects**: **Awareness** vs DC to discover location.

**Regain**: Can spend 2 AP to regain 1 SP.

Once per turn can spend MP to regain SP per MP spent.

**Reactions**

**Held Actions:** Declare an action you want to take outside of your turn and state what the trigger will be. When the trigger occurs you do the action, consuming the AP, meaning you will have less AP on your turn.

**Taking a Reaction:** Reactions are not affected by the **Multiple Check Penalty**.

You can only take 1 Reaction per Trigger.

**Types of Reactions**

**Grit Points (GP)**:

* If hit by an Attack can spend 1 GP to reduce the damage by 1.
* If you or another Creature has to make a Save you can spend 1 GP to give them ADV (only 1 per save).

**Opportunity Attack**:

**Prerequisite**: Martial Mastery.

**Trigger**: A creature you can see moves out of your Melee Range, stands up from Prone, picks an item off the ground, or takes the Object Action.

**Reaction**: You can spend **1 AP** to make a Melee Martial Attack against the creature. You can spend more AP to gain ADV or to perform Maneuvers.

**Spell Duel**:

**Prerequisite**: Spellcasting Mastery.

**Trigger**: A creature you can see casts a spell or uses an MP effect (e.g. Druid’s **Nature Veil** Feature).

**Reaction**: You declare a spell duel and spend 2 AP and 1 or more MP to challenge the creature with a spell of your own. You must declare the spell duel before you know the result of the creature’s spell.

**Choosing a Spell**: You declare a spell you will cast (that makes sense) that can reach the caster, their targets or an area between them. Each creature gains a bonus to its check equal to the MP it spends to cast the spell.

**Multiple Participants**: compare the highest result on each side.

**Success**: The Spell fails and has no effect.

**Failure**: The Spell succeeds and takes effect.

**Tie**: The Spell fails and has no effect and you each roll on the Wild Magic Surge Table and the effects last until the end of your next turn.

**Wild Magic Table**

|  |  |
| --- | --- |
| **d20** | **Result** |
| 1 | You’re a **Sheep** (HP 2, PD 5, Attack +2, Dmg 1). |
| 2 | Take True damage = Prime Modifier, creatures within 5 Spaces make a Physical Save vs your Save DC or take the same amount of damage. |
| 3 | You are **Stunned**. |
| 4 | You lose Rest Points equal to your Prime Modifier and have DisADV on all Checks. |
| 5 | All creatures within 5 Spaces must make a Might Save or be pulled 4 Spaces towards you. |
| 6 | Max AP decreased by 1 & lose 1 AP (min 0 AP). |
| 7 | You are **Blinded** and **Deafened**. |
| 8 | All living creatures are **Invisible** to you. |
| 9 | You become affected by the Bane spell. |
| 10 | Grow 1 size, 2 times heavier, & -2 to Speed. |
| 11 | Grow 1 size, 1.5 times heavier, & +1 to Speed. |
| 12 | You become affected by the Bless Spell. |
| 13 | You gain a Truesight of 10 Spaces. |
| 14 | You become **Invisible** |
| 15 | Your max AP increases by 1 and you gain 1 AP. |
| 16 | Creatures within 5 Spaces of you make a Might Save or be pushed 4 Spaces away from you. |
| 17 | Regain a number of Rest Points equal to your Prime Modifier and have ADV on all Checks. |
| 18 | +5 to all Spell Checks you make. |
| 19 | You and creatures in 5 Spaces gain HP = PM. |
| 20 | Turn into a Young Purple Dragon (HP 30, PD 16, Attack +10, Damage 4, Fly Speed 6). |

**Resting**

**Rest Points** = Might (minimum of 0) + PC level.

Can Spend on Rests to regain 2 HP per Rest Point.

**Quick Rest**: 10 minutes or longer, 2 max per day.

**Short Rest**: 1 hour or longer, 2 max per day.

**Benefits**: Some Features are regained.

**Long Rest**: 4 hours of **Light Activity** & 4 of **No Activity**.

**Half Long Rest**: After the first 4 hours, you gain the benefits of a Short Rest and regain all spent Rest Points.

**Complete Long Rest**: After 8 hours Mana Points (MP), Grit Points, and other Features are regained. All stacks of **Doomed** are lost and **Exhaustion** decreases by 1.

**Exhaustion**: If you spend all 8 hours doing **Light Activity**, make a **DC 10** Might Save, on a fail gain **Exhaustion** 1, +5 to this DC until you finish a **Full Rest**.

**Full Rest**: A 24 hour or longer period spent in an area of safety where you can eat well, rest, and recover.

**Benefits**: After a Full Rest gain the benefits of a Long Rest and lose all levels of Exhaustion. You may gain:

* Temp HP equal to your Prime Modifier, your level, or twice your level.
* ADV on a type of Check, Save or both for a given period of time (1 day, 1 week, etc.).

**Combat Encounters**

1 Round of Combat = 12 seconds.

5 Rounds of Combat = 1 minute.

**Encounter DC**

The overall difficulty of challenges within the Encounter. This is the default DC for most Skill Checks during Combat (e.g., the Awareness DC to beat to Hide).

Easy DC = 5 lower than the Encounter DC.

Hard DC = 5 higher than the Encounter DC.

**Initiative**

The PC Team tries to beat the Initiative DC to go before the Enemy Team. If the PCs win, the PC with the highest Initiative goes first. If the Enemies win, they go first. Each team goes back and forth in the Initiative Order for this first round until each creature has gone. PCs go from highest to lowest initiative and the GM just chooses the order for the enemies. Use this order for future Rounds.

The actions taken by each PC right before the start of Combat will determine what type of Check they make for their Initiative Check. This Check could be an Attack Check, Spell Check, Skill Check, or even a Trade Check.

**Initiative Help Action**

PCs are able to give the Help Action and grant a Help Die (1d8) to the Initiative Check of an ally of their choice. The PC describes how it is they’re helping their ally and then makes a flat d20 roll for their own Initiative Check.

**Critical Success and Failure Initiative**

If a PCs Initiative Check beats the Initiative DC by 5 or more, two PCs can go first in the Initiative Order before the first Enemy Team member.

**Critical Success**: The PC gains ADV on a single Check during the first round of Combat.

**Critical Failure**: The PC goes last in the Initiative Order and is **Exposed** (Attack Checks against them have ADV) to the first Attack or Spell Check made against them.

**Simultaneous Initiative**

If 2 PCs roll the same Initiative, they’ll have a Simultaneous Initiative and both fill the same position in the Initiative order. The next two enemies that the GM chooses now also have a Simultaneous Initiative.

PCs with Simultaneous Initiative choose who goes first or alternate spending AP as desired during their turn.

**Delayed Initiative**

At any point during your turn, you can choose to permanently delay your Initiative. Choose a creature that you can see and go after them in the Initiative Order. Additionally if the creature you choose is an ally, you can instead have the two of you share Simultaneous Initiative. If you delay your Initiative, your AP doesn't reset until the end of your turn in your new Order.

**Surprised Condition:** If you are surprised for the first round of combat you can’t spend AP and are **Exposed**.

**Environment**

1 Space = 5 feet or 1.5 metres.

Difficult Terrain = **Slowed** (each Space costs 2 Spaces).

**Jumping**

**Jump Distance** = **Agility** (minimum of 1).

**Running Jump**: Move at least 2 Spaces and do a Long Jump (horizontal) or a High Jump (vertical).

**Long Jump** = **Jump Distance (in Spaces)**.

**High Jump** = **Jump Distance (in ft, 1 ft = 30 cm)**.

**Standing Jump**: A creature that doesn’t move at least 2 Spaces before jumping halves its Jump Distance.

**Vertical Reach** = 1.5 x height of the creature.

**Falling**

When a creature begins falling, it immediately falls up to 100 Spaces per turn or until it hits the ground.

**Fall Damage** = True damage = number of Spaces fallen.

**Reduced Impact**: A Falling creature can make an Acrobatics Check to reduce Fall damage and avoid falling Prone. The **DC** equals **10 + 1 per Space it falls (+5 if uncontrolled fall)**. **Success**: Damage reduction equal to its Agility (minimum of 0). **Failure**: It falls Prone.

**Climbing**

Creatures that lack a Climb Speed are **Slowed**. Creatures with a Climb Speed have ADV on Climbing Checks (**Athletics**). **Failure**: The Creature falls.

**Swimming**

Creatures that lack a Swim Speed are **Slowed**.

A creature can swim for 20 Spaces in still waters without requiring a Swimming Check (Athletics). Swimming in turbulent water without a Swim Speed requires a Check. **Failure**: The creature fails to move and sinks 2 Spaces.

**Holding your Breath**

**Breath Duration** = **Might** (minimum of 1).

**Calm Hold = Breath Duration (in Minutes).**

**Stressed Hold = Breath Duration (in Rounds).**

**Speaking**: Creatures that attempt to speak while holding their breath, such as to satisfy the Verbal Component require to cast a Spell, reduce their Breath Duration by 1. **Knocking the Wind Out**: When you take damage, you make a Might Save. DC 10 or twice the damage taken (whichever is higher). **Failure**: You lose 1 round of air.

A creature that can no longer hold its breath begins **Suffocating**: At the start of each turn you suffer:

* **Loss of Consciousness**: Make a **DC 10** Might Save. **Failure**: You fall Unconscious. **Success**: You remain conscious, but the DC increases by 5.
* **HP Reduction**: You take True damage equal to 1/4 your HP maximum.

These effects can’t be reversed by any means until you regain the ability to breathe again.

**Collision**

Bludgeoning damage equal to the number of Spaces it couldn’t travel. If it's a creature you share the damage.

**Conditions**

**Bleeding**: Take 1 True damage at the start of your turns.

**Ending Bleeding: *Healed***: Anything that restores HP.

***Medicine Action***: **1 AP** and a **DC 10** Medicine Check on itself or another creature within 1 Space to remove the condition. ***Success (each 5)***: Gain +1 Temp HP.

**Blinded**: Auto fail Checks that need Sight, all creatures are **Unseen** by you. You are **Exposed** and **Hindered**. If not guided by someone, all terrain is Difficult Terrain.

**Burning**: **1** Fire damage at the start of your turns. You or another within 1 Space can spend **1 AP** to put it out.

**Charmed**: Charmer has ADV on Charisma Checks on you. You can’t harm your Charmer.

**Dazed**: You have DisADV on Mental Checks.

***Heavily Dazed***: Also have DisADV on Mental Saves.

**Deafened**: Auto fail Checks that need Hearing, all creatures are **Unheard** by you. You have **Resistance** to Sonic damage.

**Doomed X**: HP death threshold is decreased by X. If X ever equals your Death threshold, you die if you reach 0 HP. You lose all stacks of Doomed after a Long Rest.

**Exhaustion X**: Minus X on all Checks and Saves, your Speed and Save DC. If X ever gets to 6 you die

**Exposed**: Attacks against you have ADV.

**Frightened**: You can only Move to get as far away as possible from your fear or Dodge if you can’t move further away. You’re **Rattled** and **Intimidated.**

**Grappled**: Speed equals 0 and DisADV on Agility Saves.

***Escape Grapple***: **1 AP** and Martial Check vs Athletics.

***Incapacitated Grappler***: If Grappler is **Incapacitated**, the Grapple immediately ends.

***Forced Movement***: If an effect moves you beyond the Grappler’s reach, the Grappler makes the Check/Save. If the effect targets both of you, the Grappler makes 1 Check/Save for both of you.

***Falling***: If you begin falling and your Grappler isn't falling they hold you in the air if they can carry your weight.

**Hidden: Unseen** (creatures are **Exposed** to & **Hindered** against you) and **Unheard**. Your location is unknown.

**Hindered**: You have DisADV on Attacks.

**Impaired**: You have DisADV on Physical Checks.

***Heavily Impaired***: Also DisADV on Physical Saves.

**Incapacitated**: Can’t Speak, Concentrate, or use AP.

**Intimidated**: DisADV on Checks if intimidator is in view.

**Invisible**: You’re **Unseen**, creatures that can’t see you are **Exposed** and **Hindered.**

**Paralyzed**: Hits on you from creatures within 1 Space are Crits. You’re **Stunned**, **Exposed** & **Incapacitated**.

**Petrified**: You and your belongings are turned to stone, you’re unaware of your surroundings. You’re 10 times heavier and have **Resistance (Half)** to all damage. Poisons/Diseases already affecting you are suspended and you’re immune to additional Poison/Disease.

You’re **Paralyzed**, **Stunned**, **Exposed**, & **Incapacitated.**

**Poisoned**: You’re **Impaired,** take **1** Poison damage at the start of your turns. **1 AP** and Medicine Check vs Poison DC to cure self or creature within 1 Space.

**Prone**: While **Prone**, you suffer the following effects:

• You’re **Hindered** (You have DisADV on Attacks).

• Ranged Attacks are **Hindered** (DisADV) against you .

• You’re **Exposed** to Melee Attacks (ADV against you).

**Crawling**: You can only Crawl, Slowed 1.

**Standing Up**: Spend 2 Spaces of movement to stand up. Standing up from **Prone** provokes Opportunity Attacks.

**Rattled**: Can’t move closer to your fear, **Intimidated.**

**Restrained**: You’re **Hindered**, **Exposed**, and **Grappled.**

**Slowed**: Each Space you move costs an extra 1 Space.

**Stunned**: Auto fail Agility, Might, and Physical Saves. You’re **Exposed** and **Incapacitated.**

**Surprised**: Can’t spend AP and you are **Exposed.**

**Taunted**: DisADV on Attacks except on your taunter.

**Unconscious**: You’re unaware of your surroundings, you drop what you’re holding, and fall **Prone**.

You’re **Paralyzed**, **Stunned**, **Exposed**, & **Incapacitated**.

**Stacking Conditions**

**Exposed** (stacking ADV).

**Hindered**, **Impaired**, and **Dazed** (stacking DisADV).

**Slowed** (+1 Space for every Space of movement).

**Overlapping Conditions**

**Charmed**, **Frightened**, **Intimidated**, **Rattled** (can be affected by multiple creatures).

**Grappled**, **Restrained** (can be affected by multiple sources, need to escape from all sources to be free).

**Taunted** (any new taunts override previous taunts).

**Non-Stacking Conditions**

**Burning**, **Bleeding**, **Poisoned**, **Deafened**, **Blinded**, **Invisible**, **Prone**, **Incapacitated**, **Stunned**, **Paralyzed**, **Unconscious**, **Petrified**, and **Surprised**.

**Monsters**

**Monster Statistics (Level 1):**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Stats** | **Min** | **Low** | **Mid** | **High** | **Boss** | **Solo** |
| **HP Level 1** | 1 | 5 | 10 | 15 | 20 | 25 |
| **HP Level 2** | 2 | 7 | 15 | 20 | 25 | 35 |
| **PD** | 10 | 8 | 12 | 14 | 16 | 16 |
| **MD** | 8 | 8 | 8 | 10 | 12 | 14 |
| **DR** | 0 | 0 | 0 | 0 | 1 | 1 |
| **Attack & Spell** | +4 | +4 | +4 | +4 | +4 | +4 |
| **Base Damage** | 1 | 1 | 1 | 2 | 3 | 3 |
| **Speed** | 5 | 5 | 5 | 5 | 5 | 7 |
| **AP** | 2 | 4 | 4 | 4 | 4 | 8 |
| **Legendary AP** | 0 | 0 | 0 | 0 | 2 | 4 |

**Features**: 1 per monster:

**Offense**:

* **Cleave**: Apply 1 Attack per turn to 2 adjacents.
* **Rampage**: **+1** to Base Damage each Round.
* **Enrage**: Once Bloodied **+1** damage on all Attacks.

**Defence**:

* **Regeneration**: Heals 2 HP at the start of its turns.
* **Resistance**: Resistance (Half) to a damage type.
* **Shielded**: 1 AP to gain 2 Temp HP (can’t stack).

**Utility**:

* **Shot Caller**: Use the Help Action on another creature to give their next Attack **+1** damage.
* **Inspire**: Once per turn give a Help Die for free.
* **Walls**: Can spend 1 AP to create a 4 Space long, 1 Space wide, 1 Space high wall.

**Other Ideas**:

* **Damage Type**: Use a different damage type.
* **Reach**: A 2 or even 3, Space Melee Attack Range.
* **Death’s Door**: Uses the Death’s Door PC mechanic.

**Maneuvers**: 0-2 per monster:

**Attack Enhancements**: Modify Attacks, +1 AP.

* Grant itself ADV.
* +1 Space Attack Range (or +5 for ranged).
* **+1** Damage (possibly of another type).

**Save Effects**: Target also makes a Save, +1 AP.

* **Knockback** (pushed 1 Space, + 1 for each fail by 5)
* **Slowed 1**, **Exposed,** **Hinder,** **Impaired,** **Dazed,** **Grappled, Bleeding, or Burning.**
* **Vicious** (It can give the target DisADV on a Save)
* Other Powerful Effects (2 AP each):
* **Prone, Poisoned, Restrained, Exhausted, Weakened** (DisADV on all Checks).

**Monster Stat Ranges:**

Mix and match from low & high to make a fair monster.

|  |  |  |  |
| --- | --- | --- | --- |
| **Stats** | **Low** | **Mid** | **High** |
| **Health Points (HP)** | 2-5 | 8-12 | 25-35 |
| **Physical Defence (PD)** | 8 | 12 | 17 |
| **Mystical Defence (MD)** | 6 | 10 | 16 |
| **Damage Reduction (DR)** | 0 | 0 | 1 |
| **Attack & Spell Check** | +2 | +4 | +5 |
| **Base Damage** | 1 | 2 | 3 |
| **Speed** | 3 | 5 | 7 |
| **Action Points (AP)** | 2 | 4 | 4 |
| **Legendary AP** | 0 | 1 | 3 |

**Encounters**

**Encounter HP Formula:**

**Level 1:** Number of PCs x 10 = Monster HP Total.

* 10 Minions per PC, 2 Lows per PC, 1 Mid per PC, 2 Highs for 3 PCs, or 2 Bosses for 4 PCs.

**Level 2:** Number of PCs x 15 = Monster HP Total.

* 10 Minions per PC, 2 Lows per PC, 1 Mid per PC, 1 Highand 1 Boss for 3 PCs, or 2 Solos for 4 PCs.

**Encounter AP Formula:**

Number of PCs x 4 = Monster AP Total.

* 4 Minions with 1 AP each per PC, 1 normal per PC, or 1 Solo per 2 PCs

**Player Character (PC) Stats:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Stats** |  |  |  |  |  |
| **HP** |  |  |  |  |  |
| **PD** |  |  |  |  |  |
| **MD** |  |  |  |  |  |
| **DR** |  |  |  |  |  |
| **Attack** |  |  |  |  |  |
| **Save** |  |  |  |  |  |
| **Speed** |  |  |  |  |  |
| **AP** |  |  |  |  |  |
| **Passv****Aware** |  |  |  |  |  |
| **Death****Thrsh** |  |  |  |  |  |

**NPCs and Items:**

**NPC attitudes**:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **2d6** | **Dungeon** | **Merchant** | **Social** | **Outcome** |
| 1-2 | Attack | Swindle | Mean | Worst |
| 3-5 | Wary | Tight Ass | Rude | Bad |
| 6-8 | Neutral | Fair | Polite | Average |
| 9-11 | Interested | Helpful | Friendly | Good |
| 12 | Friendly | Generous | Loyal | Best |

**NPC information:**

What is their: **Quirk**, **Want**, **Don’t Want**, **Secret**, and **Incongruency**.

**NPC Names *(Cross out when used)*:**

|  |  |  |
| --- | --- | --- |
| **Ancestry** | **Male** | **Female** |
| Human | Fof, Bolmoc, Ao, Mazem, Radan, Stigrad, Angus, River, Malakai, Muck. | Leyla, Sarahi, Eleonora, Else, Samantha, Kristen, Autumn, Lizbeth, Emmie, Bree. |
| Dwarven | Dalrak Berthock,Torgrun Gelken,Harrik BoldbeardGaldahr ThrollenkirkBelmus Drunkgift | Bryllesyl Steelfury,Jinglian Frostbuster,Karria Rurdhar,Bonnys Gullonerk,Mistyl Brawngrace |
| Elvish | Heizerios Azurebell,Lukian Serne,Raloris Ena,Naefir Flurdath,Thorn Ravenshard | Syldove Silentgaze,Liana Flowergaze,Krisdove Windspirit,Inarora Silvershard,Arawynn Swiftlight |
| Gnomish | Merben Kindpeak,Brix Pebbletapple,Kelfan Quillbell,Toji Rempletemple,Pax Bogglebaggle | Albi Squigglemantle,Spigani Tossleband,Inaza Flickerspell,Lorigyra Tiffitin,Tritra Starkflight |
| Halfling | Garbin Bigbrace,Arry Thorncheeks,Tarvias Clearfoot,Davzin Eldertopple,Sharumo Stillcloak | Chencey Rosehand,Trynnys Brightvale,Shaena Mistcrest,Darula Loneflower,Eofira Longsong |
| Orcish | Grumatar, Drugar, Barugall, Zubark, Ogguamir, Ronurk | Brumi, Morone, Ekone, Brimi, Alomi, Gragh |

**Notes:**

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|  |  |
| --- | --- |
| **Level** | **HP Gain** |
| X | 2 x Level |
| 1st | 2 (10g) |
| 2nd | 4 (25g) |
| 3rd | 6 (40g) |
| 4th | 8 (60g) |
| 5th | 10 (100g) |

|  |  |
| --- | --- |
| **Coin** | **cp Worth** |
| Copper | 1 |
| Silver | 10 |
| Electrum | 50 |
| Gold | 100 |
| Platinum | 1,000 |

|  |  |
| --- | --- |
| **DC** | **Difficulty** |
| 5 | Very Easy |
| 10 | Moderate |
| 15 | Hard |
| 20 | Very Hard |
| 25 | Extremely Hard |
| 30 | Near Impossible |

|  |  |
| --- | --- |
| **Item** | **Cost** |
| Ale - Gallon | 2 sp |
| Ale - Mug | 4 cp |
| Banquet | 10 gp |
| Inn - Poor | 1 sp |
| Inn - Modest | 5 sp |
| Inn - Wealthy | 2 gp |
| Meal - Poor | 6 cp |
| Meal - Modest | 3 sp |
| Meal - Wealthy | 8 sp |
| Wine - Pitcher | 2 sp |
| Wine - Bottle | 10 gp |
| Travel - To Towns | 2 cp/km |
| Travel - Within City | 1 cp |
| Travel - Via Ship | 5 cp/km |
| Hireling - Skilled | 2 gp/day |
| Hireling - Unskilled | 2 sp/day |
| Messenger | 1 cp/km |
| Road/Gate Toll | 1 cp |
| 1st Level Spell | 10-30 gp |
| 2nd Level Spell | 30-50 gp |
| 3rd Level Spell | 50+ gp |

**Maneuvers**

You can't perform the same Maneuver more than once per Attack Check or Trigger, unless otherwise stated.

Can spend SP instead of AP for Martial Maneuvers.

**Attack Maneuvers (1 AP each)**

When you make a Martial Attack, you can spend more AP to perform an Attack Maneuver as part of the Attack. You must choose to do so before you make the Attack Check.

**Extend Attack**: Your Melee Attack Range is increased by 1 Space (or your Ranged Attack Range is increased by 5 Spaces) for the Attack Check.

**Power Attack**: You deal **+1** damage with the Attack. You can use this Maneuver multiple times.

**Sweep Attack**: Choose 1 additional target within 1 Space of the original target that’s within your Attack Range. Make 1 Attack Check against all targets. **Attack Hit**: The original target takes your Attack’s damage, and each additional target Hit takes 1 damage of the same type.

**Grapple Maneuvers (1 AP each)**

When you attempt to Grapple a creature, you can spend more AP to perform a Grapple Maneuver as part of the Grapple attempt. You must choose to do so before you make the Grapple Check.

You can also perform Grapple Maneuvers on creatures you have Grappled, Athletics vs Martial.

**Body Block:** When you are targeted by an Attack you reposition a creature Grappled by you to shield yourself from damage. You both take half the damage dealt by the attack and you can move the Grappled creature to any space adjacent to you immediately afterwards.

**Restrain**:The target is **Restrained** until the **Grapple** ends. On its turn, it can spend **1 AP** to end being **Restrained**, but remains **Grappled** until the Condition ends.

**Slam:**The target takes **1** Bludgeoning damage. **Success (each 5)**: **+1** damage.

**Takedown:**The target falls **Prone**. You don’t fall Prone unless you choose to do so.

**Throw:**Throw a Grappled creature (your size or smaller) up to a number of Spaces equal to 1/2 of your Might (ending the Grappled Condition) + up to 1 additional Space for every 5 they fail by.

**Defence Maneuvers (1 AP each)**

Defense Maneuvers are taken in Reaction to a trigger or to protect your allies or, for the latter case you must decide before the GM says the result of the Check.

**Parry:** When you or a creature you can see within 1 Space is targeted by an Attack against its PD you grant the target a **+5** bonus to PD against this Attack.

**Protect:** When a creature you can see within 1 Space is Hit by an Attack against its PD the target takes half of the damage and you take the other half. The damage you take bypasses any Damage Reduction.

**Raise Shield:** If you’re using a Shield you reduce the damage against you or a creature you can see within 1 Space by an amount equal to your Shield’s PD bonus.

**Side Step:** If you’re targeted by an Attack against your PD you move 1 Space to a Space that’s still within the Attack’s range. The Attack has DisADV against you. If you move behind Cover, you don’t gain the benefit of that Cover against the Attack.

**Swap:** Switch Spaces with a willing creature within 1 Space. Any Opportunity Attacks are made against you.

**Taunt**: Choose an enemy within 5 Spaces that can see or hear you. Attack, Influence, or Intimidation Check vs Mental Save. The target is **Taunted** by you on their next Attack. **Full Taunt**: You can spend an additional 1 AP to have the **Taunted** Condition last until the end of your next turn.

**Save Maneuvers (1 AP except for Trip)**

**Bleed:** The target begins **Bleeding** (1 True damage at the start of their turn).

**Daze:** The target becomes **Dazed** (DisADV on Mental Checks) on the next Mental Check it makes before the end of your next turn.

**Expose:** The target becomes **Exposed** (Attacks against it have ADV) against the next Attack made against it before the end of your next turn.

**Hamstring:** The target is **Slowed** (every 1 Space you move costs an extra 1 Space of movement) until the end of your next turn.

**Hinder:** The target becomes **Hindered** (DisADV on Attacks) on the next Attack it makes before the end of your next turn.

**Impair:** The target becomes **Impaired** (DisADV on Physical Checks) on the next Physical Check it makes before the end of your next turn.

**Knockback**: The target is pushed 1 Space away + 1 additional Space for every 5 it fails its Save by.

**Trip (2 AP):** The target falls **Prone**.

**Techniques**

**Maneuvers**: When you Attack with a Technique you can spend more AP to perform Attack or Save Maneuvers. When you do, the Maneuvers only apply to 1 target.

**Weapon Style**: When you hit multiple creatures, the Weapon Style benefit applies to each target individually.

**Technique Enhancements**

You must choose to use enhancement before you make an Attack Check. You can use the same Enhancement only once per Technique, unless it’s otherwise stated.

**Techniques**

**Forbearance:** Spend **1 AP** and **1 SP** as a Reaction to become the new target of an Attack (and Save if relevant) for a creature within 1 Space that is being attacked and you may choose to switch places with them if they are willing.

**Steadfast Forbearance**: If multiple creatures within 1 Space of you (after switching) are targeted by the same Check, you can attempt to protect them as well. Spend **1 SP** per additional target to become the new target of their Check as well.

**Immense Defense**: Spend **2 SP** to gain Resistance against all damage taken using this Technique.

**Heroic Bash:** Spend **1 AP** and **1 SP** on a Melee Attack to send an enemy hurling through the air. Attack Check vs PD of target within 1 Space of you, and it makes a Physical Save vs your Save DC. **Attack Hit**: The target takes your Weapon’s damage. **Save Failure**: It’s pushed back horizontally up to 3 Spaces + 1 additional Space for every 5 it fails the Save by.

**Airborne**: Knock the enemy vertically into the air instead half the distance, they may suffer fall damage.

**Knock Prone**: Reduce the total distance the target is pushed by 1 Space to knock them **Prone** instead.

**Extended Knockback**: Spend **1 SP** to increase the distance by 2 Spaces and increase the damage by **1**.

**Painful Knockback**: Spend **1 SP** for +**2** damage.

**Bash & Smash**: Spend **1 AP** and **1 SP** to change the target to every creature within 1 Space.

**Heroic Leap:** Spend **1 AP** and **1 SP** to perform an exceptional leap and assault a creature with a Melee Attack. Gain up to your Speed in Spaces and increase your Jump Distance by 1 on the next Long or Vertical Jump you make. Leap into the air and make an Attack Check against the PD of a target within 1 Space of where you land, and it makes a Physical Save against your Save DC. **Attack Hit**: Target takes your Weapon’s damage. **Save Failure**: It falls **Prone**.

**Brutal Leap**: Spend **1 SP** to transfer all Falling damage to the target instead.

**Far Leap**: Spend **1 SP** to increase your damage by 1 and your Jump Distance by 2.

**Heroic Slam**: Spend **1 AP** and **1 SP** to Attack all creatures within 1 Space of you instead of one target.

**Heroic Parry:** **Reaction**: Spend **1 AP** and **1 SP** to grant a creature being attacked within 1 space of you (including you) a **+5** bonus to its PD until its next turn.

**Heroic Disengage**: Spend **1 SP** to let the target Disengage after the attack and move to half its Speed.

**Heroic Taunt:** Spend **1 AP** and **1 SP** to Taunt all enemies within 5 Spaces. Attack or Intimidation Check vs each target’s Mental Save. Each creature you beat is **Taunted** you until the end of your next turn.

**Legendary Taunt**: Spend **2 SP** to halve any damage these Taunted creatures do against anyone but you.

**Slip Away:** **Reaction**: Spend **1 AP** and **1 SP** if a creature misses you with an Attack to take the Full Dodge Action and move up to your Speed.

**Diving Attack:** Spend **1 SP** to also make an Attack against a creature within 1 Space of you.

**Sunder Armour:** Spend **1 AP** and **1 SP** to Attack a creature with DR and deal additional damage (that ignores their PDR) equal to the target’s PDR value.

**Armor Shred:** Spend **1 SP** to further increase the damage done by an amount equal to the target's PDR.

**Broken Armor:** Spend **1 SP** to reduce the target’s PD by 2 for the rest of the Combat (cannot stack this effect).

**Tumble and Dive:** **Reaction**: If you’re Attacked, spend **2 AP** and **1 SP** to move up to your Speed and avoid the attack if you end outside of the range or behind Full Cover. Provokes Opportunity Attacks as normal.

**Heroic Dive:** Spend **2 SP** to bring a willing creature within 1 Space with, they move the same amount as you and must end their movement within 1 Space of you.

**Volley:** Spend **2 AP** and **1 SP** to launch a volley of projectiles. Choose a point in your Weapon’s range, make one Attack Check and compare to the PD of all creatures of your choice within 1 Space of the point. Deal 2 damage of the Weapon’s type to each creature. **Impairing Volley:** Spend **1 SP** to force each creature to make a Physical Save vs your Save DC. They’re Impaired until the end of your next turn.

**Blanket of Arrows:** Spend **1 SP** to increase the area to 3 Spaces from the chosen point.

**Line of Arrows:** Spend **1 SP** to also target each creature in a Line between you and the chosen point.

**Whirlwind:** Spend **2 AP** and **1 SP** to make a single Melee Attack Check vs the PD of all creatures of your choice within 1 Space of you. Deal your Weapon damage to each creature.

**Blood Whirl:** Spend **1 SP** each creature makes a Physical Save vs your Save DC. They begin **Bleeding**.

**Wide Swing:** Spend **1 SP** to increase the Range by 1.

**Throwing Finisher:** Spend **1 SP** to throw the Weapon at a target within 5 Spaces at the end of this Attack.