

# How to Play

DC 20

# Checks

**Attribute Checks:**  $[d20 + \text{Attribute}]$  - Perform activity without Mastery

**Attack Check:**  $[d20 + \text{Prime} + \text{Combat Mastery}]$  - Unarmed or Weapon Strike.

**Spell Check:**  $[d20 + \text{Prime} + \text{Combat Mastery}]$  - Casting a spell

**Skill Check:**  $[d20 + \text{Attribute} + \text{Skill Mastery}]$  - Attempting to use a skill

**Trade Check:**  $[d20 + \text{Attribute} + \text{Trade Mastery}]$  - Using skills of your trade.

**Language Check:**  $[d20 + \text{Intelligence or Charisma}]$  - Made with limited skill in a language.

**Check Contest:** Opposing Checks between 2 Creatures

**Martial Check:** Use Athletics or Acrobatics Skill

# Saves

**Saves:** [d20 + Attribute + Combat Mastery]

**Might Save:** Resist effects to push, knock prone, or crush you

**Agility Save:** Resist effects to lose balance, or dodge and avoid an effect.

**Charisma Save:** Resist mental domination, including emotions

**Intelligence Save:** Resist mind reading, alter memories, confuse, or use illusions.

**Passive Skills:** [8 + All Bonuses (Attributes, Skills, Combat Mastery)]

# Additional Check Information

**Dynamic Attack Saves:** Player makes a attack or spell check while target makes a save check.

**Death Save:** [Flat d20] = 10+ Success. (see Death's Door)

**Physical Save:** [d20 + Might or Agility Save]

**Mental Save:** [d20 + Charisma or Intelligence Save]

**Martial or Spell Save DC:** [10 + Prime + Combat Mastery]

## Degrees of Success & Failure

For every (5) above or below a threshold (checks and saves) there may be additional effects.

# Attacks & Defense

## Attacks

**Ranges:** Melee or Ranged.

Ranged attacks in melee range or outside of normal range have disADV.

**Heavy Hit:** Attacks that are (5) above the target number adds damage. Bypass damage reductions.

**Brutal Hit:** Attacks that are (10) above the target number adds more damage.

**Shared dmg:** Total dmg/ # of creatures, rounded up.

**Flanking:** +2 to Melee Martial Attacks when 2+ allies are within 1 space of target.

## Defenses

Two types of Defense:

**Physical Defense:**

Bludgeoning, Piercing, Slashing, elemental, corrosion dmg.

**Mystical Defense:**

Psychic, radiant, sonic, umbral dmg.

**Damage Reduction:** Reduces the amount of damage received.

Heavy Hits and Criticals bypass all Damage Reduction.

**Damage Types:** Physical, Elemental, Mystical

# Death's Door

When reduced to 0 HP.

- Gain 1 level of exhaustion.
- Reduce AP to 1
- Cannot Concentrate
- Bleeding and Burning Conditions do not affect
- Make Death Saves [Flat d20 check]
  - Fail: [9 or less] take 1 true damage
  - Crit Fail: fall unconscious
  - Crit Success: Restore 1 HP

**True Death:** When a character is past their Death Threshold (-3 HP)

# Action Points & Actions

Get (4) Action Points at the beginning of combat and end of turn.

**Multiple Check Penalty:** Gain stacking disADV for repeating the same check on a players turn.

## SEE DC20 CHEAT SHEET

For a list of Actions and Cost.

### ACTION TYPES:

#### **Offensive Actions:**

Attack; Disarm; Grapple; Shove; Tackle

#### **Defensive Actions:**

Disengage; Dodge; Hide

#### **Utility Actions:**

Move; Help; Interact (Object); Spell

#### **Skill Actions:**

Analyze Creature; Calm Animal; Combat Insight; Conceal, Feint; Intimidate; Investigate; Jump; Medicine; Mounted Defense; Pass Through; Search

#### **Reactions:**

Opportunity Attack: (1 AP) When Creature moves away from you. Only with Martial Mastery:  
Spell Duel: (2 AP & 1 MP) Only with Spellcasting Mastery. When a spellcaster you can see casts a spell. Contested Roll. Possible Wild Magic Result.

# Combo Spellcasting

## Requirements:

- Both know the Spell

- Have enough AP and MP to cast the spell

- Within 5 spaces of combined spellcaster

- Share initiative order

- Choose the Primary Caster



# Terms

Action Points (AP): Spent in Combat to do actions.

Health Points (HP): Used to track the health of a creature.

Stamina Points (SP): Used to spend on Techniques and Maneuvers

Mana Points (MP): Used to power Spells

Physical Defense (PD): The target number needed to hit a creature with Physical or Elemental damage.

Mystical Defense (MD): The target number needed to hit a creature with Mystical damage.

Physical Damage Reduction (PDR): A reduction in physical and elemental damage for normal hits

Mystical Damage Reduction (MDR): A reduction in mystical damage for normal hits.

Grit Points: Used to reduce damage or give ADV on a Save Check.