

FantasyCraft Basics

Character Creation

- **Fluff Details** (pg 7)
 - Description - What your character looks like
 - Methods - How they go about solving most problems (dive in head first, carefully examine first)
 - Motivation - What drives your character
- **Attributes** - FantasyCraft uses a point-buy system to determine attributes. (pg 8)
 - Player characters get 36 pts to purchase stronger Attribute scores.
 - All Attributes start at 8 and can go up to 18 using the creation pts
- **Origin** - Players pick 1 Species and 1 Specialty
 - There are 12 species to choose from, some with Splinter species that can be obtained through special Species Feats
 - Unlike the other Species, Humans choose a Talent at Creation to determine their set of racial bonuses.
 - Specialties denote a part of the character's history or a past profession. They convey a small suite of bonuses, usually including a feat and a handful of related bonuses.
- **Origin Skills** - Extra trained Skills that characters are allowed to be trained in.
 - Players choose 2 skills that they may put ranks into even if they aren't Class Skills
 - There are ways to gain additional Origin Skills
- **Career Level** - Equal to total Character Class level (pg 27)
 - +1 Attribute at every 4th level (4, 8, 12, 16, 20)
 - Extra Proficiency every other Level starts at 3rd (3, 5, 7, 9, 11, 13, 15, 17, 19)
 - Proficiencies - Players spend proficiencies in order to use certain weapons. Players may spend additional proficiencies to get a +1 (Forte) with a certain weapon type, or spend proficiency points on Tricks.
 - Extra Interest every 4 levels, starting at 2nd (2, 6, 10, 14, 18)
 - Bonus Feat at 1st level, and at every 3 levels after (3, 6, 9, 12, 15, 18)
- **Classes** (pg 28)
 - Run much like D&D. Your class determines your Base Attack Bonus, your resistances, your defenses, and how many skills you get. Additionally, your class also provides an Initiative bonus, Lifestyle Points, your Legend, and Spell Points
- **Expert Class**- Further Specialization. Available at level 5
- **Master Class**- Highly Specialized. Character may only have 1 master class. Available at level 10
- **Class Table** - Like D&D, each level conveys a different set of stacking bonuses and additional shit.
 - Skill Points - Your class gives you a number of skill points per level based on a bonus and your int mod. You get 4 times as many at first level. (Pg 28)
 - Vitality - A character's ability to Dodge and Avoid Damage.
 - A character gains additional vitality equal to their Constitution Modifier + their class bonus.
 - Wounds - A character's ability to sustain and receive damage.
 - A character's Wound points are determined by their Constitution score and their Origin.
 - At 0 wounds, a character is unconscious, at -10 they are dead, and at -25 their body is destroyed. (Pg 207)
 - Base Attack Bonus - The basic bonus added to all attack rolls.
 - BAB + Strength Mod for Melee and Unarmed
 - BAB + Dex Mod for Ranged
 - Fort - Defense against Physical threats
 - Ref - Defense for evading traps, explosions, and reactions.
 - Will - Defense against mental attacks and threats.
 - Def Bonus - Basic Defense. Base 10 + Def Bonus + Dex Mod
 - Initiative - Classes grant imitative bonuses! No more wasting a feat!
 - Lifestyle - Classes offer a Lifestyle bonus. Lifestyle is a mechanic which determines how well your character lives and how well they spend and save money.
 - Lifestyle bonus is added to your Charisma mod to determine how many points you can distribute into Panache and Prudence.
 - Legend - Amount of extra reputation you gain by adventuring. (Reputation may be spent to gain certain benefits and boons)
 - Whenever a character completes an adventure and receives reward reputation they add their Legend bonus to the total gained.
 - SP - Spell Points. Points for casting spells. Magical classes give these+9
 - Abilities & Bonus Feats - The different stuff you get at each level.
 - Bonus Feats are usually only given from specific categories.
- **Interests** - Quirks and personality traits of your Character. Players start with their Native Language, a Study based on their Character's Native Culture and Homeland, and 2 additional interests of their choice. Extra interests are earned as a character goes up in career level
 - Alignment (optional) - Yes, FantasyCraft treats alignment as optional.
 - Language - Costs 1 Interest to Learn to Read, Write, and Speak another Language
 - Studies - stuff your character studies. Offers a +1 bonus in certain situations.

Drake - Large Dragonary creatures. Can Fly and get a breath weapon
Dwarf - Short and stout. Can't jump or Swim
Elf - Long lived wise elves. Great vision and hearing.
Giant - Large Humanoids that are powerful and big.
Goblin - Small.
Human - Adaptable and varied.
Ogre - Large and Powerful brutes.
Orc - Green skinz
Pech - Halflings/gnomes/Hobbits
Rootwalker - Tree People. 4 arms.
Saurian - Lizard people
Unborn - Constructs of various types and materials

Classes

The classes in FantasyCraft may seem duller than D&D but this is largely due to the way in which FantasyCraft handles feats. They are more important and greatly more potent and add a great deal more specialization to your character beyond their various class abilities.

- **Assassin** - Social Murderer. Great at Lying and blending in to get close to their target. NOT Rogues.
- **Burglar** - Incredibly tricky and evasive. Practically made of dodge
- **Captain** - Buffer and support. Gets a lieutenant and can grant bonus levels temporarily.
- **Courtier** - Talkers that ooze money and influence. Their powers allow them to call in favors and gain followers.
- **Explorer** - Studious researchers that thrive in dungeons better than most
- **Keeper** - Crafter and Healer. High intelligence skill monkeys
- **Lancer** - Mounted Warriors. Built for Riding and lots of armor and combat feats
- **Mage** - Spellcasters, plain and simple. Their role is determined by their spells.
- **Priest** - Divine Casters that must follow a path and an alignment. Can literally call upon the Gods for help at times.
- **Sage** - Skill heavy backers that can buff their allies and take up special abilities from other classes. Can grant extra action dice
- **Scout** - Survivalist Ranger types. Tough and capable of sneak attacks
- **Soldier** - "The Ultimate general Warrior" Made almost entirely of combat feats and defense and armor bonuses.

Character Creation Run down.

1. Write Fluff
 - a. Description, Methods, Motive
2. Choose Attributes
 - a. Distribute 36 starting points
3. Determine Origin
 - a. Pick a Species and a Specialty
 - i. Record Bonus Feat (if any)
 - b. If Human, pick a Talent.
 - c. Apply and record any Racial Bonuses.
 - d. Pick 2 Origin Skills
 - e. Calculate Wounds
 - i. Equal to Con score times Size Modifier
4. Pick a Character Class
 - a. Record Class Features
 - i. Don't forget Defense and Initiative bonuses
 - b. Calculate Skill Points ($(\text{Int Mod} + \text{Class Bonus}) \times 4$ at 1st level)
 - c. Calculate Vitality
 - i. Con mod + Class Bonus
 - d. Calculate and distribute Lifestyle Points

- Alignment (optional) - Yes, FantasyCraft treats alignment as optional.
 - Language - Costs 1 Interest to Learn to Read, Write, and Speak another Language
 - Studies - stuff your character studies. Offers a +1 bonus in certain situations.
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- Action Dice - Players get a pool of action dice at the start of each session, based on their career level and various feats. Action dice can be used to improve rolls (including damage), cause crits, heal, and generally make things more favorable for the person using them. Action dice do not carry between sessions; each game has players starting with a fresh pool.
- Threats and Errors - All Rolls made have a Threat and error range, if you roll within that range, you can spend an action die(or multiple action dice) to activate a critical and gain additional bonuses and damage. The same goes for critical errors, except an enemy can spend action dice to activate your error and cause bad things to happen.
- Skills -
 - Taking 10 and 20
 - Take 10 - Takes twice as long
 - Take 20 - Takes 20 times as long
 - Cooperation - One character is the Leader and those assisting are helpers (max 5). Each helper makes a DC 15 aid check, and if they succeed, the Leader gains a +2
 - Crafting skills are used almost exclusively during downtime periods.
 - For Skills that rely on communication, error range increases by 4 if you do not share a common language with your target.
- Feats - A great deal more important in this game. Feats grant benefits that go beyond a single bonus to a single skill. In FantasyCraft, most Feats are part of Feat Trees that grant increasingly more potent bonuses and benefits that.
 - Feats are separated into different categories. These come into play with certain class features which let you choose a bonus feat from a specific category.
 - When a Specialty or Class ability grants you a specific feat, you do not need to meet the prerequisites.
- Spells - Pretty straight forward. Each spell has a DC based on its level (from 0 to 9) starting at 13 for level 0 and going up by 3 for each additional level. A spellcasting roll must be made successfully and spell points must be spent in order to activate and therefore cast the spell.
 - Attack Spells - The casting check doubles as the attack check. The total roll must beat the target's Defense to deal damage.
- Lifestyle & Coin - Lifestyle is a measure of how much money a character earns at the start of each adventure and also how much they save and build up. Coin not spent between the start and end of an adventure is lost in the downtime between adventures. (Pg 153)
 - A character starts with 100 silver x their career level.
 - Panache - Affects how much money you earn at the start of each adventure and also gives an appearance bonus.
 - The Appearance bonus is added to Charisma based skill checks
 - Prudence - Affects how much money you earn with downtime and how much money of yours is put into your stake at the end of Adventures.
 - When earning money from downtime, prudence affects the total percentage of coin a character can transfer into their stake.
 - A player's Stake is how much money he has saved from adventuring. A player may only pull money from their stake while in a city or town.
 - Players earn extra lifestyle points based on their Class level and their Charisma bonus.
- a
- World Building - For the GM's sake, this is where the setting is laid out and where the important questions are answered, hopefully before game.
 - Campaign Qualities - Rule tweaks and hacks that can positively or negatively change the nature of the game being played with various permanent and temporary qualities. Can completely break the game.)
 - Disposition and such

(Int Mod + Class Bonus)x4 at 1st level

- c. Calculate Vitality
 - i. Con mod + Class Bonus
- d. Calculate and distribute Lifestyle Points
 - i. Cha Mod + Class Bonus
- 5. Finishing Touches
 - a. Pick 1st level Feat
 - b. Record Interests
 - i. All characters start with their Native Language, a Study based on their homeland, and 2 other Interests of their choice.
 - c. Distribute Skill Points in Class and Origin Skills
 - d. Buy Gear
 - i. Starting Coin = Career Level x 100

e. Starting Reputation = Career Level x 10

ETC

- Melee/Unarmed Attack Bonus = BAB + Str mod
- Ranged Attack = BAB + Dex Mod
- Def = 10 + Base Defense Bonus + Dex Mod
- Fort = Fort Bonus + Con Mod
- Ref = Ref Bonus + Dex Mod
- Will = Will Bonus + Wis Mod
- Initiative = Base Init Mod + Dex

Skills

Monday, December 13, 2010
9:30 PM

Skills

Acrobatics -

- Balance - Half
- Break Fall - Free
- Jump - Half
- Tumble - Half

Athletics

- Climb - Half
- Push Limit - Free
- Swim - Half

Blend

- Stealth - Half

Bluff

- Lie - Full

Crafting

- Build or Improve - Downtime
- Counterfeit - Downtime
- Dismantle - Varies
- Improvise - Full
- Repair - Full

Disguise

- Mask - Varies

Haggle

- Bargain - 1 Minute

Impress

- Influence - 1 Minute
- Persuade - 1 Minutes

Intimidate

- Browbeat - Full
- Coerce - Full

Investigation

- Canvass - Varies
- Decipher - Varies
- Identify - Varies
- Research - Varies

Medicine

- Calm - 1 Minute
- Mend - 1 Minute
- Stabilize - 1 Minute
- Treatment - Downtime

Notice

- Awareness - Free

Prestidigitation

- Conceal Action - Free
- Disable - Varies
- Stash - Half

Resolve

- Concentrate - Free
- Relax - Downtime

Ride

Maneuver - Half

Search

Perception - Full

Sense Motive

Detect Lie - Free

Sneak

Hide - Full

Survival

Breed - Downtime

Forage - 4 Hours

Track - Varies

Train Animal - Downtime

Tactics

Ambush - 1 Minute

Outmaneuver - 1 Minute

Items and Equipment

Saturday, December 11, 2010
10:52 AM

- **Encumbrance** - Covers the total weight a character can carry before becoming slowed and overloaded. Based on a character's Strength Attribute. (pg 154)
 - **Heavy Load:** Your Defense decreases by 2, you suffer a –2 penalty with physical skill checks, and you move at only 1/2 Speed (rounded up).
 - **Overloaded:** Your Defense decreases by 5, you suffer a –5 penalty with physical skill checks, and you can't move at all, not even with a Bonus 5-ft. Step.
- **Items** - Nearly all objects have certain qualities that determine how large, heavy, complex, or durable they are.
 - **Name** - Dur.
 - **Effect** - How the item works in game, including what bonus it may grant.
 - **SZ/Hand** - How big and/or how many hands are needed to wield the item
 - **Construction** - How durable an item.
 - The Size and Construction determine the bonus the item gets to its Damage save and how many rolls it needs to fail. The DC for damage saves is equal to 10 + 1/2 the damage dealt (pg 155)
 - **Complexity** - Skill required to craft that item and how long it would take minimum.
 - **Weight** - Dur
 - **Era** - What era that item would be available in. Part of world building.
 - **Cost** - Dur
- **Armor** - Instead of offering a straight defense bonus, Armor offers Damage reduction and resistance bonuses in exchange for various penalties to defense, reflex, physical skills, and movement.
 - Armor is split up into different levels of coverage, which affect how called shots work against the character wearing it.
 - Players may purchase additional fittings for more coverage and added defense.
 - Armor may be upgraded with different Craftsmanships, Materials, and Customizations. Any one armor may only have 1 Craftsmanship upgrade and 1 Material.
 - **Craftsmanship** - For fitting armor to different sized and shaped characters.
 - **Materials** - For making an armor more durable and more expensive, or cheaper and more flimsy.
 - **Customizations** - For adding miscellaneous bonuses, resistances, and features (ceremonial armor, fur-lined armored, fireproof, etc)
- **Weapons** - Stuff for hurting other stuff
 - Split into categories for the different proficiencies. Exotic weapons, instead of being their own category, are mixed in amongst the rest of the weapons, but require a Forte (2 proficiency points spent in that category) to use.
 - Most weapons have several qualities which affect how they may be used outside of simply dealing damage, some offering bonuses to other actions and other qualities penalizing others.
 - Upgrades work the same way with Weapons. There are Craftsmanships, Materials, and Customizations. Weapons may have only 1 Craftsmanship and 1 Material, but numerous customizations.
- **Reputation and Prizes** - Reputation is another form of reward that represents the acclaim and status an Adventurer gains from their exploits. It can be used to purchase various benefits, some temporary, some permanent.
 - **Renown** - Purchased in levels, at 50 reputation per level, Renown measures a character's social standing and public recognition, as well as the sway they have within certain social circles.
 - Players advance in 3 different tracks of Renown. Heroic, Military, and Noble, though others may be introduced.
 - Each of the 3 tracks offer different bonuses and benefits that are available depending on your current level in each track.
 - **Contacts** - Friendly, helpful NPCs (pg 191)
 - **Holdings** - Property (Pg 192)
 - **Magic Items** - Instead of having a cost in silver, magic items are bought and created with reputation.
 - Magic Items are made with 1 Essence and 1 Charm
 - An Essence is an effect that's innate to the object or the substance from which it's made, while a Charm is an effect that's imbued or forged into the object when it's awakened (i.e. made magical).
 - Making an item requires that the crafter has the appropriate feats and spend enough downtimes crafting to amass enough reputation to account for the item's charms and essences.

Carrying Capacity - Pg 154

Based on Str Score

Heavy Load: Your Defense decreases by 2, you suffer a –2

penalty with physical skill checks, and you move at only 1/2

Speed (rounded up).

Overloaded: Your Defense decreases by 5, you suffer a –5

penalty with physical skill checks, and you can't move at all, not

even with a Bonus 5-ft. Step.

Availability - Some items may be harder to find in some areas, so in those cases, a group Hagggle roll is needed to determine if the characters are able to find what they are looking for. The roll must meet or exceed the complexity level of the item.

Fantasy Craft Combat

Friday, December 10, 2010
5:19 PM

- Order of Combat (pg 203)
 - Flat Footed - Characters that do not intentionally enter combat, or are unaware that combat has begun are considered Flat-footed. They lose their dex bonus to defense. This condition ends once they take any action or immediately after they get hit.
 - Initiative - Each character rolls 1d20 and adds their Initiative bonus to determine the Initiative Count.
 - Surprise Round - Characters who are acting against unaware combatants get 1 free action, 1 half action, or 1 full action (full cannot be 2 half actions).
 - Combat Rounds - each round is 6 seconds. On each characters turn they may either take 1 full action or two half actions.
 - If a character does not take a movement action, they may take a free 5-foot step
 - Skill checks can carry between rounds
- Movement - each standard move lets a character move a number of feet equal to their speed.
 - If you are within 5 feet of another character, you are considered adjacent
 - Any character who moves into an adjacent area must stop moving, unless the opponent is flat-footed or unable to attack
 - While adjacent to one or more opponents, a character may only move by taking a Bonus 5-ft. Step, making a Tumble check (see page 69), or taking a Standard Move action in which the first 10 ft. of movement does not leave him adjacent to any opponent.
 - When moving diagonally, every other diagonal space is considered 10ft
- Attacks
 - Line of sight is required to attack a target
 - Range
 - Melee (reach) - Target is within reach of the creature
 - Close Quarters (Beyond Reach, up to 30ft) - Ranged Weapons
 - Long Range (More than 30ft) - Still within ranged weapon's maximum range
 - Untrained Attacks - When attacking without the appropriate proficiency, -4 and error range increases by 2
 - Random Mods
 - Discretionary - GM can decide to give Bonus
 - Dodge, Insight, Gear, Magic, Morale
 - Size - Size affects defense (217)
 - Defense
 - A character's Defense is equal to 10 + the sum of his class Defense bonuses + his Dexterity modifier.
 - An object's Defense is equal to 5 + its Size modifier (if stationary), 10 + its Size modifier (if moving), or its holder's total Defense bonus + its Size modifier (if carried).
 - The Defense of a 5 ft. area (1 square) is 15, whether it's occupied or not.
 - Damage
 - Unarmed - With Proficiency, 1d4 +str lethal dmg. Without Proficiency, 1d3+str subdual
 - Weapon - Melee or non-explosive hurled = base damage + str mod
- Injury and Death
 - Combatants are classified as either **Standard** or **Special**
 - Standard characters are weaker and more simplistic because they often throw-away baddies.
 - Special characters are the more important and tougher. They have Vitality and Wounds like player Characters.
 - Vitality Points - Measure of morale, endurance, luck, and ability to dodge. As vitality goes down a

- character has a harder time avoiding damage
 - When a character's vitality hits 0, they become fatigued
- Wound Points - A direct measure of how well a character can sustain damage.
 - At 0 wound points, character falls unconscious
 - Dead at -10
 - Body is destroyed at -25
 - When Wounds are negative, a character must roll a d% at the start of his initiative count. If the result is equal to or lower than his Con score, he stabilizes and returns to 0 wound points. If he fails, his wound drop 1 more point.
 - Standard characters must make damage saves when an attack is landed against them or they instantly fall unconscious.
 - Damage Save = $1d20 + \text{Damage Save Bonus}$ vs $10 + \frac{1}{2}$ the accumulated damage.
 - Some must fail more than one Damage save to fall. After failing a roll, their accumulated damage is reset to 0.
- Special Attack Results (pg 207)
 - To score a critical hit a character must hit with an attack and naturally roll within their threat range, then spend an action die.
 - Against Special Characters - Attacker must spend 1 action die to apply the damage directly to the target's Wounds. If the damage exceed the Special target's con score, character may spend an additional action die to inflict a crit injury (Table 5.1)
 - Against Standard Characters - Attacker may spend 1 to 4 action die to make the character instantly fail that number of damage saves.
 - Crit Misses - When an attacker misses AND naturally rolls within their error range, action dice may be spent to turn it into a critical miss. The results of the miss are determined by the number of dice spent.
- Advanced Damage (pg 208)
 - Critical Injuries - When a character suffers 25 or more damage from a single attack, they must make a fort save (DC $\frac{1}{2}$ the damage, round down). If they fail, they role for an injury on table 5.1, adding the damage suffered to a d20 roll.
 - Massive Damage - When a character receives 50 or more damage in a single hit, he makes a Fort Save (DC $\frac{1}{2}$ the damage taken, rounded down). Failure means instant death.
 - Damage Reduction - Reduces the total amount of damage dealt. If the damage is reduced to 0, any additional effects are canceled out as well. Armor Piercing qualities can cancel out DR.
 - Damage Resistance - Reduces a certain amount of the total damage taken from a specific source (ex - Blunt acid, fire, etc). Damage Reduction is applied before Resistance when both apply.
 - Damage Types (pg 209 - 211) - Damage is split into different types that have different effects. Some inflict additional conditions if the character fails a save, or inflict ongoing damage and shit.
- Healing (212)
 - Standard Chars lose any and all accumulated damage at the end of a scene
 - Special Characters (and players) recover 1 vitality per career level per hour and 1 wound per day (as long as they avoid strenuous activity)
 - Unconscious Characters awaken after 2d4 hours
 - Assisted Healing - DC15 to heal 2d6 with the healing evenly distributed between Subdual, Vitality, and Wounds (once per day)
 - Healing with Action Dice - Outside of combat, action dice may be spent to recover vitality for standard characters, and vitality and 2 wounds for special characters.
 - Conditions (pg 212) - Some stack up higher.. Too many to summarize
- Special Combat rules
 - Blast - Attack originates from a ground zero point and damage reduces by half for each square away from ground zero. Can be incremented for larger distances
 - Cover - Rated in $\frac{1}{4}$ ths, with each offering a higher defense and reflex bonus. (Pg 215)
 - Falling - Characters takes 1d6 damage per 10ft fallen and automatically becomes sprawled unless they make a DC20 Acrobatics check, then half damage.

- Two-handed weapons - No bonus for two-handing a one-handed weapon. Can wield two weapons but only make one attack with each at a time. Medium or larger can wield two-handed weapons with 1 hand at a -4 penalty.
- Size (pg 216) - The smaller an object or character is, the higher their defense, and vice versa. Chart on page 217
- Actions (pg 218)
 - Standard attack and standard move are each half actions.
 - There are a plethora of actions that range from distracting to wearing out an opponenet, to using a pinned opponent as a shield.

NPCs and Monsters

Friday, December 10, 2010
5:19 PM

NPC traits

NPCs have five Traits — Initiative, Attack, Defense, Resilience, and Competence — each of which is scored with a Roman Numeral grade ranging from I to X (1 to 10). When the NPC is prepped for play (see page 240), each Trait’s grade is cross-referenced with the adventure’s Threat Level to determine a numerical bonus, as shown on Table 6.1: NPC Traits (see page 229).

Initiative: The NPC’s base Initiative bonus, to which his Dexterity modifier is added.

Attack: The NPC’s base attack bonus, to which his Strength modifier is added (for unarmed and melee attacks), or his Dexterity modifier is added (for hurled and ranged attacks).

Defense: The NPC’s base Defense bonus, which is added with his Dexterity modifier to a base score of 10 (e.g. with a base Defense bonus of +2 and a Dexterity modifier of +1, the NPC’s Defense is 13). Unless the NPC’s Size is Medium, it applies a modifier as well (see page 217).

Resilience: The NPC’s base save bonus, to which a modifier is added: Dexterity for Reflex saves, Constitution for Fortitude saves, or Wisdom for Will saves.

Competence: The NPC’s base skill bonus, to which key attribute modifiers are added for any non-Signature skill check (except Spellcasting, which NPCs may only gain as a Signature skill). Unlike attribute scores, grades don’t necessarily correspond to any human “average,” though it might be helpful to doublecheck the bonus a particular grade generates at the adventure’s Threat Level to make sure it doesn’t seem too high or low. Each Trait grade increases the NPC’s XP value by the same amount.

HEALTH

As described in Chapter 5, standard characters have Damage save bonuses while special characters have vitality and wounds (see page 206). Both are scored with a Roman Numeral Health grade ranging from I to X (1 to 10).

Standard Character: The NPC’s Health grade is crossreferenced with the adventure’s Threat Level to determine his base Damage save bonus, to which his Constitution modifier is added. This bonus also increases or decreases by 2 per Size category above or below Medium (minimum +0).

Special Character: The NPC’s vitality is equal to his Health grade × the Threat Level × 5, and his wounds are calculated as shown on Table 6.2: NPC Wounds (see page 230).

Ignore This

Name (Medium Folk Walker — ## XP):

SZ M (1×1, Reach 1) Spd 30 ft. ground

Str 10	Dex 10	Con 10	Int 10	Wis 10	Cha 10
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Init I / +	Atk I / +	Def I / +
Res I / +	Health I / +	Comp I / +

Fort: + (+ Con)	Ref: + (+ Dex)	Will: + (+ Wis)
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Defense	10+ Dex + Bonus
Vitality	
Wounds	Con x 1 =

Skills:

Qualities:

Attacks/Weapons:

Weapon

Dmg ; Threat ; Qualities, Qualities ; Size

Mounts and Vehicles:

Gear:

Armor

DR 0; Resistance 0; DP -0; ACP -0; Speed 0;
Disguise -0;

Treasure:

Adventure Building

Thursday, December 23, 2010
8:08 PM

Scene considerations
Transitions
Plot seeds.. Blah blah blah...

Menace: Rating of 1 to 5 that determines the challenge proposed for the game, adding to the threat level and such.
Threat Level: Equal to the average career level of the entire party. Pg 335

- Standard Scenes
Dramatic Scenes
- The GM may spend any number of action dice on NPC die rolls and when healing NPCs (see page 365).
 - Standard adversaries may activate critical successes and hits.
 - Player characters may not Cheat Death (see page 384).

Clues - Details thrown into an adventure to move the plot forward - Determine them before the game.
Objectives - Things that can be done

GM Action dice = Number of players + 2x Menace

Disposition - Rated from 25 to -25, starts at 0 for most NPCs. Added to any check that involves an emotional investment on the NPCs part (as in, whether they care enough to help)
Changes with successful influence and browbeat checks (amongst other things)
Pg 373

Morale: When certain things happen, players need to make a Resolve check based on a DC determined by the event that triggered the check. Pg 379

I (TRIFLING)
The adventure poses little true threat.
Threat Level: -2
Dramatic Scenes: None
Encounters: Minor

II (ROUTINE)
The adventure is dangerous but nothing your average group of heroes can't handle.
Threat Level: +0
Dramatic Scenes: 1
Encounters: Minor to Significant

III (CHALLENGING)
The adventure gives true heroes pause — but only for a second. Then it's time to wade in and hope everyone comes back alive.
Threat Level: +1
Dramatic Scenes: 1-2
Encounters: Average to Serious

IV (DANGEROUS)
Chances are someone's not coming home with their skin intact.
Threat Level: +2
Dramatic Scenes: 2-3
Encounters: Significant to Extreme

V (DEATH-DEFYING)
After this, your party will want to buy new loincloths and invest in some dye to get back to their original hair color.
Threat Level: +4
Dramatic Scenes: All
Encounters: Serious to Extreme

Table 7.22: Sliding DCs

Career/Threat Level	Easy	Average	Tricky	Hard	Desperate
1-2	10	13	16	19	22
3-4	11	14	17	20	23
5-6	12	15	18	21	24
7-8	13	16	19	22	25
9-10	14	17	20	23	26
11-12	15	18	21	24	27
13-14	16	19	22	25	28
15-16	17	20	23	26	29
17-18	18	21	24	27	30
19-20	20	23	26	29	32

Table 7.9: Adventure Reputation

Menace	Reputation Reward *
I	2 + Legend
II	5 + Legend
III	10 + Legend
IV	15 + Legend
V	20 + Legend

* This reward increases by 1 per critical objective completed.