

The Fade Tabletop

Free Preview Book



Black Flame Studios

Character Creation

A character starts with a 5 in each of their stats. Depending on the game type, the characters assign a certain amount of points to their stats.

Game Type	Low	Standard	High	Heroic
Stat Points	5	10	15	20

Non-player characters cannot make a stat more than a 10 at character creation, and a player character cannot make a stat more than a 20 at character creation. Racial bonuses and leveling bonuses can surpass this. Monsters are not restricted by these rules.

If a character has a 0 in certain stats, they are unable to do certain things.

- **Strength:** A character with a 0 in strength is unable to hold themselves up and is permanently prone until their strength increases beyond 0.
- **Magic:** A character with a 0 in magic loses the ability to enter an ignition until their magic increases beyond 0.
- **Endurance:** A character with a 0 in endurance has no physical energy, and is either dead, undead, or an object.
- **Resistance:** A character with a 0 in resistance has either lost their soul, or it has been destroyed. If it is the latter, the character fades and stops existing after 1d4 rounds. Otherwise, they have a 50% chance of attacking allies as per the Insanity spell until brought above 0.
- **Agility:** A character with a 0 in agility is unable to move their muscles due to an outside force's interference and is effectively helpless.
- **Luck:** A character with a 0 in luck is incredibly unlucky to the point where life actively sucks. Any check that is more complex than eating, sleeping, or walking is always a failure. Bummer.

Stat #	Stat Bonus
1	-4
2	-3
3	-2
4	-1
5	0
6	+1
7	+2
8	+3
9	+4
10	+5
11	+6
12	+7
13	+8
14	+9
15	+10
16	+11
17	+12
18	+13
19	+14
20	+15
21	+16
22	+17
23	+18
24	+19
25	+20

To level up, the character must earn a number of XP equal to their level times 1,000. At level one, the character starts with 0 XP. A character or a monster is worth a number of XP equal to their level times 100. See the Character Advancement page below for more details. XP resets to 0 once the character advances to the next level.

One of the formulas for calculating a character's HP is as follows:

(Class' Hit Points per Level + Endurance Modifier + Misc. Modifiers) * Level

Ability Scores

These are the stats which determines a character's abilities and their capabilities in certain areas which will be described below.

- **Strength:** Measures a character's physical prowess and ability to work their muscles. A character with high strength has large muscles, and a large frame. This affects physical damage rolls, Strength saving throws, and if the character is wielding a *Brutish* weapon they add ½ their Strength to hit instead of Agility.
- **Magic:** Measures a character's 'outer soul' strength, which is the energy which surrounds their body and soul. The outer soul is used to cast magic in all forms. Magic affects magical damage rolls, Magic saving throws, and different affects revolving around spells such as the DCs to saving throws.
- **Endurance:** Measures how hardy a character is, and assists in stopping blows from killing characters, as well as helping them overcome fatigue and tiredness. Endurance affects a character's hit points, which allows the character to stay alive longer. It is also used for Endurance saving throws.
- **Resistance:** Measures the strength of a character's 'inner soul', which is also known only as the soul of the character. It is used to create and weave spells, as well as resist them. Resistance affects magical to-hit rolls, Resistance saving throws, and certain conditions which may involve a character's soul.
- **Agility:** Measures a character's quickness on their feet and their actions. Though most characters who are good at Agility may look skinny, not all do. Agility affects physical to-hit rolls, Agility saving throws, and if the character is wielding a *Finesse* weapon they add ½ their Agility to damage instead of +Strength.
- **Luck:** Measures how lucky a character is, and affects various things. Luck affects most Skill rolls, Luck saving throws, and a "Luck Check" should be made in a situation where random chance may be involved that could be detrimental to the player unless stated otherwise.

Where's the Intelligence? Where's the Wisdom? Where's the Charisma?

Some players may notice a distinct absence of key staples in tabletop systems, such as the mental stats. For those who wish to make these stats present in their game, they can do the following:

Replace Magic with Intelligence, Resistance with Wisdom, and Luck with Charisma.

After this, alter the following skills:

Deception, Persuasion, and Use Magic Device rely on Charisma.

All Knowledge skills, Artisan, Linguistics, Spellcraft, and Use Computers rely on Intelligence.

Awareness relies on Wisdom.

Character Advancement

Below is a chart detailing what each character gains at levels 1 through 30; gold, EXP needed to progress to the next level, and finally the stat bonuses the character gains.

Stat Bonus: A character gains a bonus to stats of their choosing at 4th level and every 4 levels thereafter. This bonus (2) can be split into two 1s and get put into two different stats, or stay as a 2 and get put into one stat. This stat bonus can exceed the 20 limit, but not the maximum a stat can be: 25.

Level	XP Needed	Stat Bonus	Gold	Talents
1 st	1,000	—	500 G	1 st
2 nd	2,000	—	1,000 G	—
3 rd	3,000	—	4,000 G	2 nd
4 th	4,000	2	8,000 G	—
5 th	5,000	—	12,000 G	3 rd
6 th	6,000	—	16,000 G	—
7 th	7,000	—	20,000 G	4 th
8 th	8,000	2	24,000 G	—
9 th	9,000	—	28,000 G	5 th
10 th	10,000	—	32,000 G	—
11 th	11,000	—	36,000 G	6 th
12 th	12,000	2	40,000 G	—
13 th	13,000	—	44,000 G	7 th
14 th	14,000	—	48,000 G	—
15 th	15,000	—	52,000 G	8 th
16 th	16,000	2	56,000 G	—
17 th	17,000	—	60,000 G	9 th
18 th	18,000	—	64,000 G	—
19 th	19,000	—	68,000 G	10 th
20 th	20,000	2	72,000 G	—
21 st	21,000	—	76,000 G	11 th
22 nd	22,000	—	80,000 G	—
23 rd	23,000	—	84,000 G	12 th
24 th	24,000	2	88,000 G	—
25 th	25,000	—	92,000 G	13 th
26 th	26,000	—	96,000 G	—
27 th	27,000	—	100,000 G	14 th
28 th	28,000	2	104,000 G	—
29 th	29,000	—	108,000 G	15 th
30 th	—	—	112,000 G	—

Races

Races define the character's heritage, and their natural capabilities which affect their abilities learned through training as Warlords, Zauberers, or Heisters. Below are common races that one will find in most campaigns. GM's can add new races to fit their own campaign's setting.

To make a new race, follow these instructions:

Race Name

Short description of the race, and perhaps their origin or a bit of information about them.

Physical Description: The physical description of the race, their hair color, and eye colors.

Most Common Alignment: The alignment that corresponds with the race's personality.

Most Common Class: Lists of classes correspond with the race's ability scores.

Most Common Deity: If the race worships a deity, which deity.

Rarity: How rare the race is, and if it is more common on some planets than others.

Planet of Origin: The planet this race comes from, if any.

Race Abilities

- Bonuses to ability scores (commonly +2 to two, or +4 to one)
- Speeds (Land, Flight, Swimming, and Burrowing)
- Size (Small, Medium, and Large are the most common sizes)
- Miscellaneous Bonus Abilities
- Languages (Commonly 1 human language, and their racial language if any)

Human

Varied in nature and able to fill in whatever roll they see fit to take up, humans make up the majority of popular worlds as well as the majority of adventurers. Some worlds have less humans, yet despite this they manage to find themselves in almost every realm imaginable.

Physical Description: Humans have a range of skin colors, eye colors, and hair colors. The most common hair colors are: Brown, Blonde, Black, and Red. The most common eye colors are: Blue, Green, Brown, and variants of these colors.

Most Common Alignment: While there are the moral, immoral, ethical, and unethical humans out there the most common alignment for them is true neutral due to their variance.

Most Common Class: Humans do not have a most common class, due to their ability to fill in any role and class.

Most Common Deity: Humans tend to worship Adonai the most out of all of the deities, however humans who worship any other deity exist and aren't a minority.

Rarity: Humans are the most common race on most planets, and thus are deemed as the most common race of all. There exists a few planets which harbor no humans due to the harmful nature of the planet itself, however few planets ban them outright.

Planet of Origin: Earth.

Human Abilities

- +2 to one ability score.
- 30 foot land speed.
- Medium size.
- Humanoid (Human)
- +1 Skill Points per level.
- Human Mastery: +2 to melee weapons, ranged weapons, or spell attacks.
- 1 Human Language.

Elves

Serene and in-tune with nature, Elves are quick and in-tune with the magic that flows around in the world. Elves, Dwarves, and Orcs are a trio of nature symbolizing the different areas of nature: Wood Elves, Mountain Dwarves, and Desert Orcs.

Physical Description: Elves have long and thin bright hair, and pointed ears. Their eyes don't have pupils just like Shadowers, and have heads shaped like diamonds. Elves do not have beards or body hair.

Most Common Alignment: Those in civilized societies tend towards Ethically Moral, and those in less civilized and more barbaric cultures tend towards Unethically Moral.

Most Common Class: Studying in either magic or archery, Elves tend towards Zauberers or Marksmen. Any other magic classes, or even Heisters are common to Elves.

Most Common Deity: Elves often worship Drey due to his affinity towards Elves.

Rarity: Elves are incredibly common, though only on planets with wooded lands.

Planet of Origin: Venus (Beauty in Latin)

Elves Abilities

- +2 Magic and Agility
- 30 foot land speed.
- Medium size.
- Humanoid (Elf)
- Acrobatics (Strength or Luck) +2 and Spellcraft +2
- Elven Mind: 1/day negate spells and affects that require a Resistance save.
- 1 Human Language, Elven, and Naynat.

Dwarf

Stonemasons who have made their home in the mountains, and live sedentary lifestyles as they forge weapons and armor. Some however are drawn to leave their home, either for glory or out of necessity.

Physical Description: Short and round, male Dwarves almost always have beards and those that do not are seen as insane or just flat out untrustworthy. Female Dwarves have no facial hair, but are just as tough.

Most Common Alignment: Dwarves are loyal to their friends, making them lean towards any Ethical alignment.

Most Common Class: Dwarves are often Warlords or Psychics due to their toughness and affinity for shaking off mind affecting effects.

Most Common Deity: Dwarves are often atheists, being sheltered from the world for most of their life, and thus sheltered from Religion.

Rarity: Dwarves are very common, and are most commonly found in mountainous areas.

Planet of Origin: Dratvian (Peak in Rugo)

Dwarf Abilities

- +2 Endurance and Resistance
- 20 foot land speed (unaffected by armor)
- Medium size.
- Humanoid (Dwarf)
- +2 to Stability
- Dwarf Endurance: +5 HP at 1st level.
- Darkvision 60 ft.
- 1 Human Language, Dwarven, and Rugo.

Goblin

Little green trouble makers, Goblins and their mischief and evil depend on the region they are found in. Some Goblins are nicer just annoy the occasional adventurer, while others are pure evil and would rip the face off of the same adventurer.

Physical Description: Small, green, and vicious in appearance, Goblins are just under 4 ft. and weigh about as much as a 9 year old human child.

Most Common Alignment: Goblins are either one of two extremes: Ethically Moral, or Unethically Immoral.

Most Common Class: Goblins like to be Heisters, or even Spellgrafter (Grenadiers). Arcane magic is evil, so Goblins don't like Zauberers. Only Chaplains and Psychics are liked universally by Goblins.

Most Common Deity: Even the vilest of Goblins love Coolington, and give him thanks. This is because Coolington is the only Goblin deity known to date.

Rarity: Goblins are incredibly common unless the society is more civilized, which deters most Goblins.

Planet of Origin: Goblinian ("The Best" in Goblin)

Goblin Abilities

- +4 Agility
- 30 foot land speed.
- Small size.
- Humanoid (Goblin)
- Proficiency with Smallsword.
- Darkvision 60 ft.
- 1 Human Language and Goblin.

Orc

Strong, brutish, and nature's guardians the Orcs seek to keep foreigners away from the desert and detest city folk. While this is not the case for some Orcs, this fits for most of them as they are seen protecting sand temples and churches.

Physical Description: As green as Goblins but not as vicious, Orcs are large and intimidating and those in uncivilized cultures are often covered in scars.

Most Common Alignment: Orcs are most certainly Unethical, and have more of a Neutral mindset than an Immoral one.

Most Common Class: Orcs use their Strength to their advantage, becoming Warlords or Vim Blades as to stretch their Strength to its limit.

Most Common Deity: None, as Orcs believe in caring for oneself rather than having gods do it for you, thus making them atheists.

Rarity: Orcs are common in deserts, wearing very little unless it's armor and flashing their tusks at enemies who approach them.

Planet of Origin: Borz'a Doran (Sun's Wastes in Rawn)

Orc Abilities

- +4 Strength
- 30 foot land speed.
- Medium size.
- Humanoid (Orc)
- Proficiency with Greatswords.
- Strong Throw: 1/day throw a non-thrown weapon 10 ft. without penalty.
- Darkvision 60 ft.
- 1 Human Language, Orcish, and Rawn.

Gnome

Mischievous little half-breeds of humans and fey-folk, Gnomes don't carry as much magic as they would, however they carry just as much joy. Gnomes are playful, and like company. Gnomes are also suicidal if they end up eating *at least* 5 peanuts.

Physical Description: Gnomes are physically odd as they can be almost anything except tall, and human-shaped.

Most Common Alignment: Gnomes, being incredibly happy and cheerful most of the time a Gnome is associated with any of the Moral alignments.

Most Common Class: Gnomes have innate magical capabilities, and thus fit well into any magic using class.

Most Common Deity: Gnomes don't worship a single deity, choosing to be polytheistic regardless of what their deities' opinion on it is. Even Gnome Chaplains do this, with their deity believing it is just an "experimental phase"

Rarity: Gnomes are a very common race.

Planet of Origin: None

Gnome Abilities

- +2 Magic and Luck.
- 30 foot land speed.
- Small size.
- Humanoid (Gnome)
- +1 Spell DC on Earth Spells
- Spunky: A Gnome has a great sense of humor, granting them a +2 bonus to Persuasion or Deception when telling a joke. In addition to this, they gain a +2 bonus on steal attempts due to their ability to how off their good looks.
- 1 Human Language, Ayrán, Naynat, Rugó, and Pront.

Fairy

Small, cute, and cheerful the short-living fairies try to live life to their fullest due to their lifespan of only 10 years, leaving them very little to do what they want and learn what they can. Despite this, fairies are very agile and magically inclined.

Physical Description: Fairies are the size of young human children, meaning they are at most they're 4 ft.

Most Common Alignment: Fairies are almost always Moral due to their giddy and carefree nature.

Most Common Class: Fairies like becoming Zauberers and Heisters because of their quickness and magical affinity.

Most Common Deity: Fairies don't focus too much on Religion, but sometimes they'll worship a deity.

Rarity: Fairies are common where forests are at large, making their hives in a clearing of the forest.

Planet of Origin: None.

Fairy Abilities

- +2 Magic and Agility
- 5 foot land speed, 30 foot fly speed.
- Small size.
- Humanoid (Fairy)
- Resistance 5 (One element)
- Fairy Dust: 1/day grant ally 15 ft. fly speed for 4 rounds.
- 1 Human Language and Naynat.

Vampire

Those who were once people are now pale skinned bloodsuckers that have a thirst for their friends. This is the common stereotype of vampires, and while not all fit this mold some do. A vampire as an ally is the most trustworthy person one can meet.

Physical Description: Vampires look just like their original race, except paler and have darker hair. They have sharp fangs used for draining blood.

Most Common Alignment: Vampires are favorable towards the law, being more Ethical than Unethical. Whether they are Moral or Immoral depends on their past life.

Most Common Class: Due to their affinity for magic and quickness, Vampires become Heisters, Zauberers, Chaplains, Psychics, or even Warlords.

Most Common Deity: Vampires worship Asnalties the most out of any deity because of his affinity to death and the fact that he does not wish death upon others.

Rarity: Vampires aren't rare at all, but are uncommon because the act of vampirism being illegal. Those who are turned are not persecuted, though those who turn others are either executed or arrested.

Planet of Origin: None.

Vampire Abilities

- +2 Magic and Agility
- 30 foot land speed.
- Medium size.
- Undead (Vampire)
- Proficiency with Rapiers.
- Healed by Unholy, harmed by Holy.
- Vampiric Bite: 1/day drink blood of helpless or freshly dead enemy for +5 temporary HP.
- Darkvision 60 ft.
- 1 Human Language and Zomn.

Mi-Go

Fungus creatures from space, the Mi-Go are high tech aliens from a land where humans dare not enter.

Physical Description: Mi-Go are large, pinkish, and crustacean-like despite their classification as a “fungus”. They do not have eyes or hair, but rather tendrils that sprout from where their head would be.

Most Common Alignment: Mi-Go despite being alien in nature, are scientists and colonists. They experiment when they can, even if it would be taken too far. They’re commonly Neutrally Immoral.

Most Common Class: The Mi-Go make good Spellgrafters as this fills their love of science and technology as well as their magical capabilities. Despite this, they can make well-rounded Heisters or even a good Marksman or Desperado.

Most Common Deity: Mi-Go worship deities that bend outside of human’s perception. Elder Deities of any kind may be worshipped by the Mi-Go.

Rarity: Common on Yuggoth, and uncommon anywhere else.

Planet of Origin: Yuggoth

Mi-Go Abilities

- +2 Resistance and Agility.
- 15 foot land speed, 30 foot fly speed.
- Medium size.
- Plant (Mi-Go)
- Immune to Poison, Suffocation, and Drowning
- From Space: Mi-Go do not need to breathe and can survive in the outer reaches of space.
- 1 Human Language, and Ano.

Classes

Classes determine what a character specialize in combat and roleplay-related situations.

At 5th, 10th, 15th, 20th, 25th, and 30th levels the class gains a new level of power, making them greater than they had been before and more heroic. These powers are called the following:

- 5th Level: First Awakening
- 10th Level: Second Awakening
- 15th Level: Third Awakening
- 20th Level: Heroic Awakening
- 25th Level: Unchained Awakening
- 30th Level: True Awakening

Each class has a “Hit Points per Level” that determine how much punishment they can take. Sometimes subtypes grant more or less hit points, depending on the subtypes.

Multi Classing: A character can take levels in a different class starting at level 2 and beyond. The class they initially took levels in is the class they gain Awakenings in however. A multi-classing character must have equal or greater levels in his main class with their other class.

Class Subtypes: Some classes have subtypes which are different versions of the standard class. The way they are written out as follows: Class Name (Subtype Name). Some subtypes change abilities, and others can change the Hit Points per level as well (though changing the Hit Points per level should never be everything that’s changed). If an ability is changed in by the subtype, it replaces the original ability listed.

Skills per Level: This is a number of skill ranks the character gets.

Attack Bonus: A static bonus added onto all attack rolls. There are two types of “Attack Bonus” progressions which is Fast (as seen on the Warlord) and Slow (as seen on the Zauberer). In addition to this, there is “Attacks per Round” which shows how many attacks the character can do on a full round. There is fast, medium, and slow.

NPCs: Any Non-Player Characters (NPCs for short) do not receive Awakenings when given any of the classes listed below, however they gain any other abilities of the class. Giving NPCs any Awakenings should be reserved for specific NPCs like bosses and important figures, displaying their power and place in the world. NPCs are typically built using the Standard Point Buy (or Low if the characters use the Low track, though this is up to the GM). This keeps them from overpowering the players and has them at a manageable level. NPCs without a class have the following stats:

HP per Level: 2

Skill Points per Level: 4

Warlord

Users of various weapons or even their fists, Warlords take fights to the front line with blades and axes, or to the backlines as bowmen or javelin throwers.

Warlords have 10 Hit Points per Level

Warlords gets 4 skill points per level.

Level	Special Abilities	Attack Bonus	Atk/round
1 st	Weapon Training +1, Armor Training +1	+0	1
2 nd	Martial Talent	+0	1
3 rd	Weapon Training +2	+0	1
4 th	Martial Talent	+0	1
5 th	First Awakening, Armor Training +2	+2	1
6 th	Martial Talent	+2	1
7 th	Weapon Training +3	+2	1
8 th	Martial Talent	+2	2
9 th	Armor Training +3	+2	2
10 th	Second Awakening, Martial Talent	+4	2
11 th	Weapon Training +4	+4	2
12 th	Martial Talent	+4	2
13 th	Armor Training +4	+4	2
14 th	Martial Talent	+4	2
15 th	Third Awakening, Weapon Training +5	+6	2
16 th	Martial Talent	+6	3
17 th	Armor Training +5	+6	3
18 th	Martial Talent	+6	3
19 th	Weapon Training +6	+6	3
20 th	Heroic Awakening, Martial Talent	+8	3
21 st	Armor Training +6	+8	3
22 nd	Martial Talent	+8	3
23 rd	Weapon Training +7	+8	3
24 th	Martial Talent	+8	4
25 th	Unchained Awakening, Armor Training +7	+10	4
26 th	Martial Talent	+10	4
27 th	Weapon Training +8	+10	4
28 th	Martial Talent	+10	4
29 th	Armor Training +8	+10	4
30 th	True Awakening, Weapon Training +10, Armor Training +10, Martial Talent	+12	4

Weapon and Armor Proficiency

Warlords gain proficiency with Simple and Martial weapons. They're also proficient with Light, Medium, Heavy armor and Shields.

Weapon Training

At 1st level, Warlords gain a +1 bonus to Attack and Damage with a weapon of their choice. Once this weapon is chosen, it can be changed through a 24 hour training session with a new weapon. These hours need not be consecutive.

Their +1 bonus increases as per the chart above.

Armor Training

At 1st level, Warlords gain a +1 bonus to Defense and Avoid with an armor of their choice. Once this armor is chosen, it can be changed through a 24 hour training session with the selected armor. These hours need not be consecutive.

Their +1 bonus increases as per the chart above.

First Awakening

The Warlord gains a +10 bonus to their foot speed while wearing armor, and reduce the Armor Penalty by 1.

Second Awakening

The Warlord gains a free talent as well as an additional 10 HP.

Third Awakening

The Warlord's bonus to his foot speed increases from +10 to +20.

Heroic Awakening

The Warlord's reduction of the Armor Penalty goes from 1 to 3.

Unchained Awakening

The Warlord can 1 + ½ AGI Modifier per day grant themselves an additional move action. Can only be done once per round.

True Awakening

The Warlord gains an additional 20 hit points, and can select an additional weapon for his Weapon Training.

Martial Talent

At 2nd level and every even level thereafter, they gain an additional Martial Talent.
The following abilities below are Martial Talents.

Name	Prerequisite	Description
Sharp Blade	—	Single melee attack deals damage, and reduces target's Defense by ½ Warlord's level.
Heart Ripper	—	+2 damage on a critical hit.
Improved Heart Ripper	Heart Ripper, Level 6 th	+4 damage on a critical hit.
Pushing Bludgeon	Weapon Training (Bludgeoning)	If opponent is hit, gain free Bull Rush on top of damage.
Strong String	Weapon Training (Bow)	Increase the bow's range by 10 per Weapon Training bonus.
Hardened	—	Gain Armor Training * 4 as a bonus to Hit Points.
Strong Strike	Weapon Training (Melee)	Sacrifice Weapon Training bonus to attack and double Weapon Training bonus to damage.
Sure Strike	—	Sacrifice Weapon Training bonus to damage and double Weapon Training bonus to attack.
Strong Target	Weapon Training (Ranged)	Sacrifice Weapon Training bonus to attack and double Weapon Training bonus to damage.
Brace for Impact	Armor Training (Heavy)	Sacrifice Armor Training bonus to avoid and double Armor Training bonus to defense.
Immediate Reaction	—	Take a five foot step as an immediate action if your opponent moves away.
Tandem Charge	Agility 10	Adjacent allies have a free charge with the Warlord.
Dragon Strike	Strength 20	Add additional damage to one attack equal to double Strength mod 1/day. This is factored in after a critical hit.
Dangerous Strike	—	Weapon's critical multiplier increases by x1. This can only be taken once per weapon.
God Strike	Dangerous Strike, Warlord Level 30	Weapons with Dangerous Strike increase critical modifier by x1 again. Bypasses x5 limit.
Firearm Training	—	Gain proficiency in a single firearm. Can be taken multiple times, gaining new proficiencies.
High Jump	Armor Training (Light)	Once per day, jump up to 15 ft. as if the Warlord has a fly speed of 15 ft.
Dominating Presence	Persuasion 4 Ranks	All enemies focus on the Warlord for their attack rolls for 5 rounds. This can be used 2/day.
Tower Slammer	Tower Shield equipped	Use tower shield as if it were a large sized club without penalties. Enemies hit are pushed back 5 ft. + 5 ft. for every 5 above 5 STR the Warlord has.
Do Unto Others	Warlord Level 4	Upon being hit, make a free reactionary attack against the opponent. On a hit, deal half their damage back. Cannot target specific body parts.

Zauberer

Practitioners of arcane and elemental Magic using its power to bend opponents to their will, and to destroy those who wish to threaten them.

Zauberer have 6 Hit Points per Level

Zauberers get 4 skill points per level.

Level	Special Abilities	Spellcasting Per Day	Attack Bonus	Atk/round
1 st	Magic Aptitude +2	6	+0	1
2 nd	Zauberer Weaves	7	+0	1
3 rd		8	+0	1
4 th	Zauberer Weaves	9	+0	1
5 th	First Awakening	10	+0	1
6 th	Zauberer Weaves	11	+0	1
7 th	Magic Aptitude +4	12	+0	1
8 th	Zauberer Weaves	13	+0	1
9 th		14	+0	1
10 th	Zauberer Weaves, Second Awakening	15	+2	1
11 th		16	+2	1
12 th	Zauberer Weaves	17	+2	1
13 th	Magic Aptitude +6	18	+2	1
14 th	Zauberer Weaves	19	+2	1
15 th	Third Awakening	20	+2	2
16 th	Zauberer Weaves	21	+2	2
17 th		22	+2	2
18 th	Zauberer Weaves	23	+2	2
19 th	Magic Aptitude +4	24	+2	2
20 th	Zauberer Weaves, Heroic Awakening	25	+4	2
21 st	Magic Aptitude +6	26	+4	2
22 nd	Zauberer Weaves	27	+4	2
23 rd		28	+4	2
24 th	Zauberer Weaves	29	+4	2
25 th	Magic Aptitude +4, Unchained Awakening	30	+4	2
26 th	Zauberer Weaves	31	+4	2
27 th		32	+4	2
28 th	Zauberer Weaves	33	+4	2
29 th		34	+4	2
30 th	Zauberer Weaves, True Awakening	35	+6	2

Weapon and Armor Proficiency

Zauberer gain proficiency with Simple weapons, but not armor. Armor imposes a 50% failure chance when casting spells wearing it.

Magic Aptitude

Starting at 1st level, the Zauberer selects an element of Magic from the arcane Magic list. When casting that element, he gains a +2 bonus to attack, damage, and saving throws with the element. This increases by +2 every 10 levels after 1st to a maximum of +6 at 21st level. A different element can be chosen, with the minimum bonus.

Zauberer Weaves

Tampering with the essence of Magic itself allows the Zauberer to specialize in focuses, and train their abilities up past that of the normal Magic user. At 2nd level and every even level thereafter, they choose a Zauberer Weave from one of the ones listed below. These can be chosen multiple times. If the bonus for being taken again isn't simply a +1 to the abilities' effects, it'll have a description of what is done.

Zauberer Weave	Prerequisite	Description
Magical Defenses	Magic Aptitude	When this is chosen, you gain a 2 Resistance vs the element chosen with your Magical Aptitude.
Simplify Spell	Level 20	1/day turn a Complex Spell into a Simple Spell. When taken again, add another use per day.
Extended Duration	N/A	Increase the duration of a spell by 1 round.
Additional Languages	N/A	Gain 2 additional human languages. This can be taken again, adding 2 more human languages.
Magic Agility	Magic 10	Add 2 points of your Magic bonus to Avoid along with Agility.
Like Dragon, Like Son	Magic Aptitude (Fire)	Spend a use of spellcasting to do a 30 ft. cone breath weapon that deals 2 points of fire damage with an AGI save for half. Take again, +2 damage
Strong Electricity	Magical Aptitude (Electricity)	Damage dealt with electricity attacks have a 10% chance of bouncing to adjacent enemies dealing ½. When taken again, add 5% to this chance.
Pushing Shockwave	Magical Aptitude (Force)	Spend a use of spellcasting to roll a free trip attempt against enemies within 5 ft. When taken again, add 5 ft. to this.
Storm Magic	Magical Aptitude (Wind)	Reduce an enemies' avoid by 2 when casting a wind spell. Lasts for 3 rounds. Taken again, +2 avoid reduction.
Bloody Spikes	Magical Aptitude (Water)	If an enemy has taken damage, spend a use of spellcasting to deal 2 bleed damage to them. Taken again, +2 bleed damage.
Telekinetic Rock	Magical Aptitude (Earth)	Send a rock hurdling at the enemy by spending a use of spellcasting, dealing 2 damage to them. Taken again, +2 damage.

First Awakening

Cast one spell of the Zauberer's choice once per day without expending a use of spellcasting.

Second Awakening

The Zauberer is able to apply their Magical Aptitude element to a spell of a different element type 3 times per day. They can use their First Awakening ability 2/day.

Third Awakening

Once per day, the Zauberer emits a light glow matching the color of their element (red fire, blue water, white wind, green force, brown earth, yellow electricity). They gain immunity towards that element for 5 rounds.

Heroic Awakening

The Zauberer gains Spell Resistance 10 + Resistance Modifier for 3 rounds once per day.

Unchained Awakening

The Zauberer gains DR 10/Magic for 5 rounds once per day, can use their First Awakening 4/day, and use their Heroic Awakening 4/day.

True Awakening

One spell of the Zauberer's choice has one of the following effects. Once it is chosen, it cannot be changed later. If the spell has multiple of these options, only one affects it.

- If it deals damage, it always deals maximum damage when cast.
- If it has a saving throw, the DC is +10.
- If it has a duration, the duration is doubled.
- If it has a penalty (such as a -4 to AC, or -4 to Agility), that penalty is doubled.

Heister

Using stealth and espionage, Heisters are typically thieves though not all take to stealing as some prefer to use sneaky tactics for combat rather than head-on tactics.

Heister have 8 Hit Points per Level

Heisters get 8 skill points per level.

Level	Special Abilities	Precise Strike	Attack Bonus	Atk/round
1 st	Finesse Training	1d6	+0	1
2 nd		1d6	+0	1
3 rd	Stealth Bonus +2	1d6	+0	1
4 th	Skill Training, Skill Talent	1d6	+0	1
5 th	Finesse Training, First Awakening	1d8	+2	1
6 th	Stealth Bonus +4	1d8	+2	1
7 th		1d8	+2	1
8 th	Skill Training, Skill Talent	1d8	+2	1
9 th	Stealth Bonus +6	1d8	+2	1
10 th	Finesse Training, Second Awakening	1d10	+4	2
11 th		1d10	+4	2
12 th	Stealth Bonus +8, Skill Training, Skill Talent	1d10	+4	2
13 th		1d10	+4	2
14 th		1d10	+4	2
15 th	Stealth Bonus +10, Finesse Training, Third Awakening	1d12	+6	2
16 th	Skill Training, Skill Talent	1d12	+6	2
17 th		1d12	+6	2
18 th	Stealth Bonus +12	1d12	+6	2
19 th		1d12	+6	2
20 th	Finesse Training, Skill Training, Skill Talent, Heroic Awakening	2d6	+8	3
21 st	Stealth Bonus +14	2d6	+8	3
22 nd		2d6	+8	3
23 rd		2d6	+8	3
24 th	Stealth Bonus +16, Skill Training, Skill Talent	2d6	+8	3
25 th	Finesse Training, Unchained Awakening	2d8	+10	3
26 th		2d8	+10	3
27 th	Stealth Bonus +18	2d8	+10	3
28 th	Skill Training, Skill Talent	2d8	+10	3
29 th		2d8	+10	3
30 th	Stealth Bonus +20, Finesse Training, True Awakening	2d10	+12	3

Weapon and Armor Proficiency

Heisters gain proficiency with Simple weapons, Rapier, Sap, Shortbows, and Shuriken. They're also proficient with Light armor and Shields.

Finesse Training

At 1st level the Heister can apply Finesse to any light weapon if it doesn't already have it.

At 5th level and every 5 levels thereafter, the Heister can choose a Light Weapon, Sap, Rapier, Scimitar, Estoc, or Thrown Weapons to add all of Agility Modifier to damage.

Stealth Bonus

The Heister gains a bonus to their Stealth equal to their level as noted on the table above.

Precise Strike

A number of times per day equal to $\frac{1}{2}$ their Agility modifier, the Heister can use a Precise Strike on an enemy of their choice.

Skill Training

At 4th level, and every 4 levels thereafter the Heister chooses a skill they have skill ranks in. They gain a +5 bonus to that skill.

First Awakening

When rolling a Stealth check AP is not factored into the check so long as the Heister is wearing light armor.

Second Awakening

Choose one skill the character has Skill Training in. They can roll that skill twice and take the higher result when making checks with it.

This can be changed at every Awakening thereafter.

Third Awakening

While wearing light armor, the Heister gains a +10 bonus to their land speed.

Heroic Awakening

Enemies hit with a Precise Strike attack must make an Endurance save or fall prone due to the sheer force of the attack.

Unchained Awakening

One additional skill that is affected by AP isn't affected while the Heister is wearing light armor. If the Heister does not have a skill other than Stealth that is affected by AP, they instead gain a +4 bonus to a skill instead.

True Awakening

Third Awakening bonus increases to +20 instead of +10, and once per day a Precise Strike can be done and the damage dice are doubled (4d10).

Skill Talents

Name	Skill Associated	Description
Speedy Crafter	Artisan	½ the time it takes to craft an item.
High Leap	Acrobatics	Leap up vertically a number of squares equal to ½ movement.
Always Aware	Awareness	Grant ally a bonus to their Agility to avoid traps and area of effects equal to your ranks in awareness.
Always Trustworthy	Deception	Targets of your deception take a -4 to discern further deception checks for the rest of the day if successful.
Dive Out	Drive	On your turn as a move action, all of your allies and yourself can dive out from the car, leaving it.
Stay for the Battle	Fortitude	While in a battle if your HP is under half, gain a +2 to attack and damage.
Pet Buddy	Handle Animal	Once per day convince an animal half your level to follow you around and defend you.
Patch Up	Heal	3/day heal 1d10+Luck modifier damage.
Spelunking Master	Knowledge (Dungeons)	Difficult terrain enforced by rocks or mountains do not affect you.
Cheerleader	Knowledge (Tactics)	Ally within 30 ft. gains a +1 to attack/damage if they are under half HP.
Gearhead	Knowledge (Technology)	3/day reprogram robot to be your ally.
Lasting Impact	Knowledge (Geography)	In previously visited towns during the game, staying at inns and food & drink is free unless it's over 10 G.
Starship Pilot	Knowledge (Astrology)	2/day grant starship a +2,000 ft. movement speed.
Historian	Knowledge (History)	3/day gain information automatically on the history of something or someone.
Kiss Ass	Knowledge (Royalty)	Gain a +2 to skill checks when dealing with nobles.
Forest Master	Knowledge (Wilderness)	Difficult terrain enforced by trees and bramble do not affect you.
Reader of the Scripture	Knowledge (Religion)	Gain a +2 to attack and damage against enemies who worship a deity who is not your own.
Linguist of Ages	Linguistics	Able to understand all languages, but not speak, read, or write all languages.
Group Sneaking	Stealth	Allies within 10 ft. can take your Stealth roll as if it were their own.
Diplomat	Persuasion	Gain a +2 bonus to Persuasion with targets who are at least acquaintances or better.
Giddy Up	Ride	Animal being ridden gains a +10 ft. movement speed.
Imitation Casting	Spellcraft	2/day gain the ability to use one Simple 1 st level spell of their choice.
Used Caps Lock	Use Computers	Instantly know the password to the computer being used. Does not give passwords for programs, etc.
Every Last Drop	Use Magic Device	Gain +1 to the uses of the Magic Item. This cannot be used anymore with the same item.

Chaplain

Chaplains are holy men and women who use Magic gained through their deities, ideals, and/or mystical powers.

Chaplains have 8 Hit Points per Level

Chaplains get 4 skill points per level.

Level	Special Abilities	Spellcasting Per Day	Attack Bonus	Atk/round
1 st	Healing Touch 1d6	6	+0	1
2 nd	Healing Radius 1d4	7	+0	1
3 rd	Healing Touch 2d6	8	+0	1
4 th	Healing Radius 2d4, Favor	9	+0	1
5 th	Healing Touch 3d6, First Awakening	10	+0	1
6 th	Healing Radius 3d4	11	+0	1
7 th	Healing Touch 4d6	12	+0	1
8 th	Healing Radius 4d4, Favor	13	+0	1
9 th	Healing Touch 5d6	14	+0	1
10 th	Healing Radius 5d4, Second Awakening	15	+2	1
11 th	Healing Touch 6d6	16	+2	1
12 th	Healing Radius 6d4, Favor	17	+2	1
13 th	Healing Touch 7d6	18	+2	1
14 th	Healing Radius 7d4	19	+2	1
15 th	Healing Touch 8d6, Third Awakening	20	+2	2
16 th	Healing Radius 8d4, Favor	21	+2	2
17 th	Healing Touch 9d6	22	+2	2
18 th	Healing Radius 9d4	23	+2	2
19 th	Healing Touch 10d6	24	+2	2
20 th	Healing Radius 10d4, Heroic Awakening, Favor	25	+4	2
21 st	Healing Touch 11d6	26	+4	2
22 nd	Healing Radius 11d4	27	+4	2
23 rd	Healing Touch 12d6	28	+4	2
24 th	Healing Radius 12d4, Favor	29	+4	2
25 th	Healing Touch 13d6, Unchained Awakening	30	+4	2
26 th	Healing Radius 13d4	31	+4	2
27 th	Healing Touch 14d6	32	+4	2
28 th	Healing Radius 14d4, Favor	33	+4	2
29 th	Healing Touch 15d6	34	+4	2
30 th	Healing Radius 15d4, True Awakening	35	+6	2

Weapon and Armor Proficiency

Chaplains gain proficiency with Simple weapons, and their Deity's weapon. They're also proficient with Light Armor and Medium Armor.

Holy or Unholy

A Chaplain must decide if their energy is holy or unholy. A holy chaplain cannot take unholy spells, and vice versa. Holy chaplains must be moral, and unholy must be immoral. Neutral can choose whether or not they are holy or unholy.

Healing Touch

As a swift action, touch one adjacent character or themselves, and heal them for the number of d6 on the chart + magic modifier.

This can be used a number of times per day equal to 3 + Chaplain's magic modifier.

Healing Radius

As a standard action, the Chaplain heals all characters in a radius of 10 feet of them as per the chart above + $\frac{1}{2}$ magic modifier.

This can be used a number of times per day equal to 3 + Chaplain's magic modifier.

First Awakening

The Chaplain's deity grants them an additional use of either Healing Touch or Healing Radius 1/day.

Second Awakening

The Chaplain can spend 5 points from their Healing Touch uses to negate death on themselves only. This is done as a non-action before they are killed by damage. In addition to negating the death, they are healed for the Healing Touch amount.

Third Awakening

Once per day the Chaplain can use their deity's favor to grant themselves a +4 to Defense. This lasts for 5 rounds.

Heroic Awakening

The Chaplain can use their Second Awakening on an adjacent ally if they are struck with an attack that'd kill them.

Unchained Awakening

First Awakening and Third Awakening uses increase to 2/day, and the Chaplain's Armor/Dodge bonus from the Third Awakening increases to +6.

True Awakening

Deific favor and boons sink into the Chaplain's being. They are immune to the damage of other Chaplains, and they gain DR 5/Adamantine.

Favors

Name	Holy/Unholy	Description
Holy Lightning	Holy	Expend a use of Healing Touch to make a 30 ft. cone of electricity. Agility save or take half damage.
Land Stride	Holy	Expend a use of Healing Touch to grant self a +10 ft. movement speed for 3 rounds.
Duty to Serve	Holy	Expend a use of Healing Touch to ally a +2 to their Defense and Avoid for 3 rounds.
Great Prayer	Holy	Expend 3 uses of Healing Touch to negate any poisons currently affecting that who is touched.
Smiting Hit	Holy	Expend 2 uses of Healing Touch to add holy damage onto weapon. This can be spent multiple times if multiple attacks can be made.
Holy Sight	Holy	Expend a use of Healing Touch to see all moral characters within 30 ft.
Sanctify	Holy	Expend a use of Healing Touch to ward a 30 ft. area from undead.
Deity's Animal	Both	Expend 3 uses of Healing Touch to shift into deity's favored animal for 8 rounds. Use the same stats as the character, but gain +2 Str/Agi/End.
Increased Heal	Both	Double use of Healing Touch or Healing Radius to add +50% to the healing.
Undeath Giver	Unholy	Undead touched by Healing Touch gain the healing as temporary HP. Lasts 8 rounds.
Over Blast	Unholy	Use Healing Radius as a 30 ft. ray of unholy energy.
In it Goes	Unholy	Expend 3 uses of Healing Touch to fire a 30 ft. ray that acts as minor injury poison.
Unholy Smite	Unholy	Expend 2 uses of Healing Touch to add unholy damage onto weapon.
Unholy Vision	Unholy	Expend a use of Healing Touch to see all immoral characters within 30 ft.
Cannibalize	Unholy	Expend a use of Healing Touch to eat a helpless or freshly killed enemy, giving them a +5 temporary HP, up to 40 temporary HP.

Skills

The following skills are available to all classes. Characters can choose any of the skills listed here to put skill ranks in. They can only put a number of skill ranks into a skill equal to their level. The bonus a skill grants to a d20 roll is as follows.

A skill will be listed with its name, the ability associated with the skill, then if it's affected by Armor Penalty denoted with AP.

Example: Skill: Ability (AP)

1d20 + Ability Associated + Skill Ranks + Miscellaneous

DCs for skills are listed here based on difficulty, however the GM is allowed to come up with DCs on their own depending on the situation and level.

Difficulty	Incredibly Easy	Easy	Average	Difficult	Challenging	Heroic	Godly
DC	1-10	11-19	20-29	30-39	40-49	50-69	70+

- Artisan: Luck
- Acrobatics: Strength/Agility (AP)
- Awareness: Luck
- Deception: Luck
- Drive: Agility (AP)
- Fortitude: Endurance (AP)
- Handle Animal: Luck
- Heal: Magic/Luck
- Knowledge (Dungeons): Luck
- Knowledge (Tactics): Luck
- Knowledge (Technology): Luck
- Knowledge (Geography): Luck
- Knowledge (Astrology): Luck
- Knowledge (History): Luck
- Knowledge (Religion): Luck
- Knowledge (Royalty): Luck
- Knowledge (Wilderness): Luck
- Knowledge (Miscellaneous {GM's discretion}): Luck
- Linguistics: Luck
- Persuasion: Luck
- Ride: Agility (AP)
- Spellcraft: Magic
- Stealth: Agility (AP)
- Use Computers: Luck
- Use Magic Device: Magic

Artisan

Used for crafting, professions, and performing.

Crafting simple objects with Artisan has a DC of 10. Additional rules for crafting are listed upon the item lists.

Examples of Perform: Wind Instrument, Drums, String Instruments, Dancing

Examples of Professions: Baker, Tailor, Soldier, Mercenary, Noble

This uses Luck as an ability.

Acrobatics

Used for jumping over ledges, climbing, and swimming.

Long Jump	DC
5 ft.	5
10 ft.	10
15 ft.	15
20 ft.	20
Greater than 20 ft.	+5 per 5 ft.

High Jump	DC
5 ft.	5
10 ft.	15
15 ft.	25
20 ft.	35
Greater than 20 ft.	+10 per 5 ft.

Water	Swim DC
Calm Water	10
Rough Water	15
Stormy Water	20

This uses Agility or Strength, whichever is higher. Armor Penalty reduces these checks.

Awareness

Used for detecting things such as lies, or hidden objects in a room or on a person.

Detail	Perception DC
Hear the sound of battle	-10
Notice the stench of garbage	-10
Detect the smell of smoke	0
Hear the details of a conversation	0
Notice a visible creature	0
Determine if food is spoiled	5
Hear the sound of a creature walking	10
Hear a whispered conversation	15
Find an averagely concealed door	15
Hear the sound of a door being unlocked	20
Find a greatly concealed door	20
Hear a bow being drawn	25
Feel a burrowing creature underneath you, or flying creature above you	25
Notice a pickpocket	Opposed Stealth
Notice a creature using Stealth	Opposed Stealth
Detect a potion's power	15 + 1 per 1,000 G

Situation	DC Modifier
Distance	+1 per 10 ft.
Through a wall	+10
Maker of the check is asleep	+10
Target is invisible	+20
Through a closed door	+5
Creature making a check is distracted	+5

This uses Luck as an ability.

Deception

Used to lie, deceive, or misdirect.

Circumstances	Bluff Modifier
The target wants to believe you	+5
The lie is believable	+0
The lie is unlikely	-5
The lie is far-fetched	-10
The lie is impossible	-20
The target is drunk or impaired	+5
You possess convincing proof	Up to +10

This uses Luck as an ability.

Drive

Used for driving vehicles as opposed to riding animals. Routine driving does not require a drive check.

A character can drive as a move action while in combat.

Circumstance	Drive DC
Icy Surface	+5
Inclement Weather	20
Tires are blown out	20
Up a hill	25

This uses Agility as an ability. Armor Penalty reduces these checks.

Fortitude

Used for situations where the character may tire out or pass out. This uses Endurance as an ability. Armor Penalty reduces these checks.

Handle Animal

Used for caring for, and convincing animals to obey you.

Task	Handle Animal DC
Handle an animal	10
Lead an animal	20
Train an animal a trick	15
Train an animal for a general purpose	20
Rear a wild animal	15 + Animal's level

This uses Luck as an ability.

Heal

Used for negating poisons, and healing minor injuries.

Task	DC	AoO	Time
Identify/Treat Poison	Poison's DC	No	Standard Action
Provide First Aid	15	Yes	Standard Action
Provide Long-Term Care	15	Yes	8 Hours
Treat Deadly Wounds	20	Yes	1 Hour

First Aid: Stabilize character (bring them to 0) and/or stop bleed damage.

Long-Term Care: Regain 2 HP/level for the 8 hours of the Long-Term Care.

Treat Deadly Wounds: Negate bleed damage, ability damage, or grant +15 temp HP.

This uses Magic or Luck as an ability, whichever is higher.

Knowledges

Used for gaining insight on certain subjects, depending on which Knowledge is chosen.

Identifying a creature requires a check with the DC being 5 + creature's level. The playable races do not require a Knowledge check to identify.

This uses Luck as an ability.

Linguistics

Used for forgeries and discerning dialects. With each point in Linguistics, a new language is learned.

Task	Linguistics DC
Understand which language is being spoken	15
Understand Dialect	15
Create Forgery	20
Situation	DC Modifier
Language is rare	+5
Dialect is rare	+5
Writing in unlearned language	+15

This uses Luck as an ability.

Persuasion

Used for convincing others of your point of view; forcefully or not.

Starting Attitude	Persuasion DC
Hostile	25 + Target's LUK Mod
Unfriendly	20 + Target's LUK Mod
Indifferent	15 + Target's LUK Mod
Friendly	10 + Target's LUK Mod
Helpful	0 + Target's LUK Mod

A target of a Persuasion to intimidate must make a Luck save with a DC of 10 + Target's Luck Modifier + Target's Level. The target can alternatively use their ranks in Awareness instead of Luck modifier, whichever is higher. Success means the target is shaken, but cannot be brought above shaken.

This uses Luck as an ability.

Ride

Used for riding animals and other exotic beasts.

Task	Ride DC
Guide with knees	5
Stay in saddle	5
Fight with combat-trained mount	10
Cover	15
Soft-fall	15
Leap	15
Spur Mount	15
Control mount in battle	20
Fast Mount or Dismount	20

This uses Agility as an ability. Armor Penalty reduces these checks.

Spellcraft

Used for crafting magical items, identifying magical items, identifying spells, creating spells and scrolls, and various other effects to deal with magic.

Task	Spellcraft DC
Identify a spell as it is being cast	10 + Spell Level
Create a Spell	10 + Spell Level
Decipher a Scroll	15 + Spell Level
Craft a Magic Item	15 + 1 per 1,000 G

This uses Magic as an ability.

Stealth

Used for sneaking and hiding objects or people.

Task	Stealth DC
Hide	Opposed Awareness Check
Sniping	30
Steal unattended object	15
Steal attended object	25

This uses Agility as an ability.

Use Computers

Used for operating complex technology and hacking.

Hack Security	Use Computers Modifier
Minimum	+5
Average	+10
Exceptional	+15
Maximum	+20
Hacking	Use Computers
Crash Computer	20
Destroy Programming	25
Shut Down Electronic Trap	20
Change Password	10
Brute Force Password	25
Hack Password	35

This uses Luck as an ability.

Use Magic Device

Used for using wands, scrolls, and other magical items.

Tasks	Use Magic Device
Use Wand/Scroll	10 + Spell Level
Decipher Written Spell	5 + Spell Level
Disable Magic Trap	20
Trigger Magic Trap	15

This uses Magic as an ability

Alignment

Characters have morality on a 1-10 scale for both Morality/Amorality, and Ethical/Unethical. Neutrality means a character does not fit in either category completely, and is straying the line between the two.

	Ethical	Neutral	Unethical
Moral	Ethically Moral	Neutrally Moral	Unethically Moral
Neutral	Neutrally Ethical	True Neutral	Neutrally Unethical
Immoral	Immorally Ethical	Neutrally Immoral	Unethically Immoral

With each side (Morality and Ethicality), the character has a 1-10 scale as denoted below. 1-4 means they're Ethical (or Moral, depending on the scale), 5 means they're neutral, and 6-10 means they're Unethical (or Immoral).

Alignment	1	2	3	4	5	6	7	8	9	10
Ethicality										
Morality										

If a character sheet does not have the 1-10 scale, do the following:

Ethics: 4

Morality: 9

Alignment while being present in the book, does not have to be present in every game. If GMs wish to do away with alignment, they can. In addition to this, rather than removing alignment altogether they can alter the alignment system to their own needs (changing the names of the different alignments).

The difference between Ethicality and Morality:

Ethicality determines right and wrong when in a profession or in the terms of following the law and rules of the land.

Morality is the general “right and wrong” that is shared among all people.

Example: It may be ethically OK to cannibalize another being in a culture, but it's morally against what the dominant race of the culture (let's say humans) are supposed to be doing.

Rules

Always round down decimals.

Hit Points is how much punishment the character can take. If they take damage and it exceeds to minus their Endurance score (past 0 HP), the character is dead. NPCs and Monsters are assumed to die at 0 HP unless they have an ability which says otherwise.

Body Part	Hit Points	Penalty
Head	15%	-15
Eyes	5%	-20
Ears	5%	-20
Torso	30%	0
Arm	20%	-5
Groin	5%	-15
Leg	20%	-5

Each body part has a certain amount of hit points worth of damage they can take before that part of the body is fatally wounded and needs to be attended to ASAP. Injuries to certain limbs have certain effects. The hit points a limb has is a fraction of the total HP the character has, and is subtracted off of their total HP and the limb's HP when dealing damage to it. The limb can be

damaged after it is brought to 0, but the damage only applies to the character's total HP instead of adding additional effects. Arms and legs must be targeted one at a time, however eyes and ears are both damaged. Minimum of 1 HP per body part.

Fatal wounds occur when body parts reach 0 HP. On a critical hit, the target must make an Endurance Save (DC 10 + 1/2 enemies' level + enemies' attack bonus)

- **Head:** When the head is fatally wounded, they take a -2 to Magic and Resistance until their head is healed by a proper spell. On a critical hit, the character's head is severed, leading to an instant death.
- **Eyes:** The eyes are temporarily blinded for 1d4+1 rounds, negating their Agility to avoid. On a critical hit, the blindness is permanent.
- **Ears:** The ears are temporarily deafened for 1d4+1 rounds, negating any sound-based ability. On a critical hit, the deafness is permanent.
- **Torso:** When the torso is targeted, nothing special occurs unless it is a critical hit in which the target takes 2 points of bleed damage and is knocked prone.
- **Arm:** The arm chosen (left or right) takes a -2 penalty on attack and damage rolls. On a critical hit, the arm is unusable and falls limp dropping anything.
- **Groin:** When the groin is targeted, the enemy takes a -2 to Agility and Defense. On a critical hit, the target drops prone and takes an additional -2 to Strength.
- **Leg:** The leg chosen (left or right) begins to drag, reducing the target's speed by 5 ft. On a critical hit, the leg falls limp reducing an additional 10 ft.

Saving Throws: Certain spells and status conditions require saving throws from the target of the effect. On the description, it'll say what kind of save it is and the target must roll a d20 + their stat's bonus in order to overcome the effect. The most common saves are Endurance, Luck, and Agility.

Natural 1s are critical failures and natural 20s are critical successes, but only on attack rolls, ability checks, and saving throws. Skills cannot critically fail or succeed.

Combat Rules

Characters have 3 actions during combat (Standard, Move, and Swift).

Below is what actions can be done.

- Single Attack/Stability Attack: Standard
- Move (up to full movement speed): Movement
- Use an Item: Standard
- Reload Crossbow/Gun: Standard
- Draw an Item or Weapon: Move (Special)
- 5-Foot Step: Special
- Casting Spells: Standard
- Full Attack: Full-round Action
- Charge: Full-round Action
- Enter Ignition Mode: Swift Action, can only be done once per round.

Characters typically move at 30 feet and are of medium size, though variations to this standard do exist with larger than life dragons, and exceptionally small fairies. One square equates to 5 feet. Moving diagonally counts the first diagonal square as one square, the second as two, the third as one, and so on. You can't move diagonally across a corner on a map.

Taking a 5-Foot Step is not considered to take up an action, however doing so prevents using actions such as a Move or a Charge.

Drawing a weapon can be done as part of a move or charge.

A charge action grants the attacker +1 to hit and damage, but -2 to the charger's Avoid.

Melee/Ranged Attack Formula: $1d20 + \text{Agility Modifier} + \text{Attack Bonus} + \text{Misc. Bonuses}$

Spell Attack Formula: $1d20 + \text{Resistance Modifier} + \text{Attack Bonus} + \text{Misc. Bonuses}$

Defense: $10 + \text{Armor Bonus} + \text{Agility} + \text{Miscellaneous Bonuses}$

Avoid: $10 + \text{Agility Modifier} + \text{Miscellaneous Bonuses}$

Defense vs Avoid: Defense is what a character uses against almost all attacks, except for magical attacks which go against Avoid. A character caught in a surprise round or attacked by a character in stealth is [flat-footed](#) instead of using Avoid.

Stability: $15 + \frac{1}{2} \text{ Defense} + \text{Miscellaneous Bonuses}$. This is used to defend against trips, grapples, disarms, etc.

For every 5 points in Luck above 5, the character gains a re-roll of one of their own d20 rolls, or the d20 roll of an enemy attacking them.

Stability Attacks:

- **Trip/Prone:** If a character is tripped (a separate attack roll against their stability) they fall prone. A prone character takes a -2 to their Agility score and must spend a move action to stand up which provokes attacks of opportunity. Crawling while prone takes a move to move 5 feet, and provokes attacks of opportunity. This cannot stack. A character falls prone when knocked unconscious.
- **Grapple:** If a character is grappled (a separate attack roll against their stability) them and the grappler gain the grappled condition. The victim receives a -2 to their Agility score. The grappler also takes the penalty to Agility, but instead of losing their standard action they must spend it to maintain the grapple (another attack vs their reduced stability) or not spend it and let go. This condition doesn't stack with multiple grapplers.
- **Disarm:** If a character is disarmed (a separate attack roll against their stability) their weapon is knocked from their hand and it drops to the ground. The victim doesn't take any other penalties, however if the attacker fails by 10 or more, they lose grip of their own weapon and it instead is knocked away. Spells cannot be disarmed. Someone whose hand is crippled is disarmed.
- **Sunder:** If a character's weapon or armor is attacked, it takes damage as if it were a character, and upon reaching 0 HP, it shatters and is broken. Weapon and Armor HP depends on the materials used.
- **Bull Rush:** If a character is bull rushed and they are no more than one size category larger than the attacker, the target of the bull rush is pushed 5 feet for every 5 by which the attack exceeds their stability. If there is a wall behind the target as they'd be pushed, they take 1d6 damage per 5 feet the wall stopped them.
- **Overrun:** If a character is overrun, the attacker passes through the enemies' square without provoking an attack of opportunity. If the attack exceeds their Stability by 5 or more, the target is knocked prone.
- **Reposition:** If a character is repositioned, they are moved from the square they were initially in, and are instead moved into an adjacent square so long as the reposition doesn't harm the target. For every 5 over the target's Stability, the target can be moved 5 more feet in a straight line.
- **Steal:** If a character is stolen from, one item they are holding is taken from them and the attacker now holds the item. The item must be able to be reached (on a belt, sheath, etc.) and only one item can be taken per round.
- **Feint:** If a character is feinted, any attacks made until the attacker's following turn are made against the target's Avoid instead of Defense. Attacks that are already made against Avoid gain a +4 bonus to hit, and Agility saves that the target must attempt are done at a -4.

Physical Damage vs Magical Damage: Unless specifically stated attacks made with weapons deal physical damage, and attacks made with spells deal magical damage. The damage dice of the weapon/spell is rolled, and the character adds their strength modifier or magic modifier respectively to the types of attacks.

Two-Handing Weapons: A character can two-hand a one-handed weapon and must two-hand a two-handed weapon or else they take a -4 penalty to attack rolls and damage rolls are resolved at $\frac{1}{2}$. Wielding a weapon in two hands adds 50% to the damage dealt with the weapon. Light weapons can be two-handed, but offer no bonuses for doing so.

Magic Resistance: A character must roll to overcome Magic Resistance when using a spell against a character with such an ability.

MR Bypass Formula: $1d20 + \text{Magic modifier} + \frac{1}{2} \text{ Luck modifier}$

Damage Reduction: Some classes and monsters get Damage Reduction, the ability to reduce damage by an amount equal to their DR.

Example: Someone with DR 5/Magic reduces 5 points of damage from an 11 rolled for damage. The creature takes 6 damage unless the weapon used is counted as “Magic” for bypassing damage reduction in which it deals the full 11 damage.

Energy Resistance, Weakness, & Immunity: Someone with Energy Resistance x (ex: Fire Resistance 5) reduces damage like DR, except it is rarely bypassed. Immunity to the element negates the damage entirely. Weakness adds 50% damage to the attack.

What Provokes an Attack of Opportunity: Casting a complex spell, moving through threatened squares, using a ranged weapon in melee, and using an item in threatened squares.

Two-Weapon Fighting: Two weapons must be equipped at once. Off-hand attacks are made at $\frac{1}{2}$ damage as opposed to the primary hand’s strength modifier.

Circumstances	Primary	Off-Hand
Normal Penalties	-6	-10
Off-hand weapon is light	-4	-8
Two-Weapon Fighting Talent	-4	-4
Off-hand Weapon is light and Two-Weapon Fighting Talent	-2	-2

Concentration Checks: Spellcasters must make a concentration check in order to cast a spell when in melee. The DC of the check is $10 + \frac{1}{2}$ spell level required. A concentration check is rolled using the following:

$1d20 + \text{caster's magic modifier} + \text{miscellaneous bonuses}$

Attacks of Opportunity: A character has 1 attack of opportunity unless otherwise specified.

Flanking: When two characters are between their target, gain +2 attack.

Spellcasting Rules

There are two types of spells in this system: Simple and Complex. Simple spells are cast with minimal movement and vocal requirements while Complex spells are exactly what they say, requiring more movement and vocal requirements. There are a select number of classes which can cast spells as listed below.

Arcane Casters: Zauberers, Incant Blades

Divine Casters: Chaplains

Psychic Casters: Preternaturalists

Each class has “Spellcasting per Day”, signifying how many times per day they can cast and how many spells they can cast. Spellcasting per Day depends on the class.

Full Casters: Zauberers, Chaplains, and Preternaturalists

Low Casters: Incant Blades, martial casting subtypes

Simple Spells do not provoke attacks of opportunity when cast. Complex spells provoke attacks of opportunity unless a concentration check is passed.

Spells with effects (such as -2 Defense) without a duration listed use the basic duration of ½ magic Bonus.

When a concentration check isn't made with a Complex spell, provoking character(s) gain a free attack of opportunity. The caster (if damaged) must make a concentration check equal to DC 5 + the damage dealt of the highest damage dealt to them.

Casters can prepare multiple of the same spell per day, this takes up a Spellcasting per Day. In addition to this, they can leave slots open for the day, and spend 1 minute studying/praying/contemplating to fill in the slot in the middle of the day.

Different casters prepare in different ways.

Arcane Casters study spell books and scrolls. Arcane casters without free access to a spell book or scroll cannot prepare spells for the day.

Divine Casters pray to their deity for their spells. Divine casters without their holy symbol cannot prepare spells for the day.

Psychic Casters must have time to seek their thoughts. Psychic casters being disrupted cannot prepare spells for the day.

Magic Elements

The different types of magic are listed below. Under the type of magic will list its elements, and under the elements will be their subsets.

Arcane	Divine	Psychic
Fire	Holy	Psychokinesis
Earth	Unholy	Telekinesis
Water		
Wind		
Electricity		
Force		
Corruption		

Below are descriptions of the elements listed above. While some of these describe what a character with this focus' personality may be like, it does not mean that is exactly how they are like.

Fire

Fire burns, destroys, and brings that which is physical to an ash. While destructive, fire can be used for good and often is. Its uses can stretch beyond destruction as fire is good for cauterizing wounds and the likes.

Common Personality Traits: Aggressive, active, and quick to anger.

Earth

Earth can either be attributed to stones and metals, or even acid. Whatever the case is, the element of earth calls to those with a duty to protect those around them. Dwarves favor the element of earth for obvious reasons.

Common Personality Traits: Protective, stalwart, and calm.

Water

Water can be attributed to any form that water comes in; be it solid, liquid, or gas. The element of water is used by those seeking a flowing style of magic, or maybe they wish to use ice to freeze over their enemies.

Common Personality Traits: Serene, selfless, and relaxed.

Wind

Rather than picking a singular path, the element of wind calls to those with no road to follow. Wind isn't about seeking enlightenment, destroying your enemies, or anything really. Wind is all about being yourself, and going with the flow.

Common Personality Traits: Self, looseness, and those with relaxed natures.

Electricity

Sparks of electricity are quick, sporadic, but leave just as fast as they come. Those who seek out the element of electricity are often those who want to jump in and out of combat, or perhaps those who are bad with men or women and want to jump in or out of a relationship. It is, however a very energetic and giddy element despite the 'bite' of electric shocks.

Common Personality Traits: Joy, those who are hyperactive or just plain crazy.

Force

Being rather fickle to control, Force is for those who wish to control the world around them with their arcane might. In a way, force is the 'un-element' as it is so difficult to define. Thus, force can be taken by anyone.

Common Personality Traits: Any.

Corruption

As evil as unholy energy, Corruption prides itself on its ability to destroy, and leave nothing in its path. Unlike fire, the element of corruptions burns, corrodes, and tears apart everything in its way with no remorse and leaves nothing behind. Fire leaves ash, corruption leaves emptiness behind.

Common Personality Traits: Insane folk, the power hungry, and the nihilistic.

Holy vs. Unholy

Unlike Arcane elements, Holy and Unholy have no personality that is tied to them, but rather this all depends on the soul of the wielder. Those with a Moral soul wield Holy while those with the immoral soul wield Unholy. The Neutral can choose, however the parameters listed are the only restrictions. Holy energy represents life while Unholy represents death. Both co-exist with each other, for without one, the other would cease to exist. This is how the divines wished it from the beginning.

Telekinesis vs. Psychokinesis

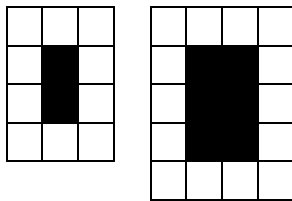
Telekinesis usually involves moving an object to your will while Psychokinesis involves another target's brain. Example: You can use **Telekinesis** to throw a knife at someone, or use **Psychokinesis** to batter their brains from the inside out.

Size Chart

Sizes	Attack Modifier	AC Modifier	Size in Squares	Natural Reach
Fine	+8	+8	½ ft.	0 ft.
Diminutive	+4	+4	1 ft.	0 ft.
Tiny	+2	+2	2 ½ ft.	0 ft.
Small	+1	+1	5 ft.	5 ft.
Medium	+0	+0	One 5 ft. square	5 ft.
Large	-1	-1	10 ft.	10 ft.
Huge	-2	-2	15 ft.	15 ft.
Gargantuan	-4	-4	20 ft.	20 ft.
Colossal	-8	-8	30 ft.	30 ft.

Long Creatures

Sometimes on a creature's page, it will be listed as Large (Long) or Colossal (Long). If this is the case, the creature uses the natural reach of the creature one step below them, and thus their width is one square less while their height remains the same.



The chart to the left is an example of a Large (Long) represented by the black squares, and a Huge (Long).

Only Large and larger creatures can have Long variants.

Natural Reach

Creatures with 0 ft. reach must enter the square of their target before they can get an attack off. This provokes an attack of opportunity.

Environmental Rules/Status Effects

The following are rules for status effects, various damaging or lethal environmental effects such as burning, falling damage.

Acid

While inside of acid, anyone who isn't immune starts to take damage due to the acid burning and eating the skin of its target. Those inside of the acid take 2d8 damage per round of being in the acid. Being totally submerged in acid takes 10d8 acid damage to the one being submerged. In addition to this, the target may suffer from drowning.

In addition to all of this, while adjacent to acid the fumes deal damage to one's lungs. Anyone near the acid without proper gear must make an END save (DC 13) or take 1 point of END damage per minute of being near the acid. Leaving the area heals the END damage instantly.

Cold

Unless a character is immune or resistant to cold damage, being exposed to cold weather has a risk for those in it. An unprotected character in a cold environment (below 40 degrees Fahrenheit) takes 1d4 points of cold damage per round if they fail a DC 13 END save (+1 to the DC per check the character has made) each hour. The cold damage is nonlethal, however if it brings the sufferer of the cold damage to 0 HP due to the nonlethal damage, the target henceforth takes lethal cold damage and will die. They are rendered unconscious when brought to -1 HP due to the nonlethal cold damage.

An unprotected character in a freezing environment (below -20 degrees Fahrenheit) instantly begins taking 1d6 lethal cold damage per minute with no save. They may make a DC 15 END save (+1 to the DC per check the character has made) however to reduce the effect to 1d4 nonlethal cold damage instead, using the cold environment above for 10 minutes in-game time.

Ice

A character walking on ice may only move in straight lines, however gains a +5 ft. move speed while doing so. Alternatively they can move at half speed without moving in a straight line, however they gain no bonus to their move speed from the ice, or any outside effects.

Darkness

Areas with no light or very minimal light are considered dark. Characters without Darkvision can only see 15 ft. in front of them (or lower at the GM's discretion) and characters with Darkvision can see up to how far their Darkvision reaches.

Total darkness means a character without Darkvision cannot see at all, and those with Darkvision have the effects of Darkvision cut in half.

Falling Damage

In multiple talents, spells, and abilities being launched in the air is listed. If a character is launched a certain number of feet, they will suffer falling damage on the following round of being launched. In addition to this, they'll take damage if they hit walls, ceilings, and other hard surfaces instead of landing on the ground.

For every 10 ft. a character falls from, they take 1d6 points of damage (considered bludgeoning normally, spiked pits are piercing/slashing). The maximum amount of d6 a character can take is 20d6 at 200 ft. after which the damage is instantly lethal and will kill the faller upon impact unless they have a way to stop this damage. DR does not save a creature falling from a lethal impact. At the end of a fall, the faller is prone.

Falling Objects

Objects of certain sizes which fall and land upon someone take damage. The object can be debris from a collapsing building, or the remains of a spaceship colliding with the planet it is trying to reenter. Regardless of the circumstance, the damage is listed here. Objects which go into the starship size categories are instantly lethal at Huge starship size.

Characters who succeed an Agility save can take half the damage listed on the table.

Object Size	Damage	AGI Save
Small	2d6	12
Medium	3d8	14
Large	5d8	18
Huge	8d8	20
Gargantuan	10d10	25
Colossal	15d12	28

Flat-Footed

When a character is taken by surprise, or is attacked by a character in stealth, -4 to Defense and Avoid for the attack that surprises them. Flat-footed is applied in a surprise round, and a character who is flat-footed can't take attacks of opportunity while in this state.

Heat

Heat, such as that from an incredibly hot desert, deals nonlethal damage over time. Once a character has taken an amount of nonlethal damage from heat that it'd bring them to 0 HP, all further damage is lethal. Use the rules for a cold environment for heat rules, except hot conditions are 90 degrees Fahrenheit, and extreme heat is 140 degrees Fahrenheit and above.

Boiling Water

Being in boiling water deals 2d8 points of water and fire damage, and being fully submerged in the boiling water deals 10d8 points of water and fire damage.

Catching on Fire

When fire reaches a character's hair, clothing, or other flammable materials on the character they have a chance of catching on fire. A character at risk of catching on fire must make a DC 15 Agility save or start taking 1d8 fire damage per round. A fire can be doused by at least a water skin.

If a character takes half their HP in fire damage while having been caught on fire, they must make a DC 20 Endurance save or their eyes melt, and the character is blinded until their Eye HP is brought back above 0.

Lava/Magma

Lava or magma deals 3d8 points of fire damage per round while being exposed, unless the character is completely submerged, in which case they take 25d8 points of fire damage per round. Immunity to fire is also immunity to lava and magma.

Damage lasts for 1d3 rounds after exposure, but the damage dealt is halved. Characters who are immune to lava/magma/fire may still drown if completely submerged for too long.

Smoke

A character who breathes in heavy smoke must make a DC 15 (+1 per previous check made) Endurance save or spend the turn coughing and choking. A character who chokes for 2 consecutive rounds take 1d6 nonlethal damage per round of choking thereafter. Smoke conceals vision, imposing a 20% miss chance.

Starvation and Thirst

A character can go 1 day without water + 1 additional day per Endurance modifier. After this time, the character must make a DC 10 (+1 per previous check made) Endurance save each hour or take 1d6 nonlethal damage. Characters brought to 0 HP this way start taking lethal damage instead.

A character can go without food for 3 days in growing discomfort. After this time, the character must make an Endurance save each day (DC 10, +1 per previous check made) or take 1d6 nonlethal damage. A character brought to 0 HP this way start taking nonlethal damage instead.

Suffocation

A character who has no air to breathe can hold their breath for 2 rounds per Endurance modifier. If a standard or full-round action is taken, the character loses 1 round that they can hold their breath for. After this, they must make a DC 10 Endurance save in order to continue holding their breath. The check must be repeated each round, with the DC increasing by +1 for each previous save.

When a character fails one of these Endurance saves, they begin to suffocate. In the first round, they fall unconscious at 0 HP. In the following round, they drop to -1 HP and are dying. In the third round they suffocate to death.

Water

Any character can wade in calm water that isn't over their head, no checks required. Similarly, swimming in calm water only requires a DC 10 Acrobatics check. Trained swimmers can just take 10. Remember, however, that armor and being encumbered causes penalties to accumulate on their Swim check.

By contrast, fast-moving water is much more dangerous. Characters must make a DC 15 Acrobatics check or Strength save to avoid going under. On a failed check, the character takes 1d3 points of nonlethal damage per round (1d6 if flowing over rocks and cascades).

Very deep water is not only generally pitch black, posing a navigational hazard, but worse, deals 1d6 water pressure damage per 100 ft. the character is below the surface. Very cold water deals 1d6 points of nonlethal damage due to hypothermia per minute of exposure.

Drowning

A character can hold their breath under water for a number of rounds equal to twice their Endurance modifier. If a character takes a standard or full-round action, the remaining duration they can hold their breath for is reduced by 1. After this, they must make a DC 10 Endurance save in order to continue holding their breath. The check must be repeated each round, with the DC increasing by +1 for each previous save.

When the character fails their Endurance save, they begin to drown. In the first round, they fall unconscious at 0 HP. In the following round, they drop to -1 HP and are dying. In the third round they drown to death.

It is possible to drown in substances other than water such as; quicksand, lava, and acid.

Status Effects

If multiple conditions affect the character, apply all. If unable to combine, take worst

Bleed

A character taking bleed damage takes the damage listed each round for the duration (if it's a die roll of bleed damage, re-roll the bleed damage each round). Bleed is negated by any form of non-magical or magical healing, or a DC 20 Heal check.

Blindness

Characters who are blinded, not just by darkness but by any effect, lose their Agility to Defense and take a -2, take a -4 to Awareness checks, and have a 50% chance of missing with any attack rolls.

Broken

If an item is broken, it is unusable and must be repaired by an Artisan check to repair the specific type of item needed to be repaired.

Confused

Confusion can be caused by magical effects, or simply just poisons. A character who is confused has a 50% chance of either attacking themselves, an ally, or doing absolutely nothing. This depends on the type of confusion being inflicted. Insanity is a more severe degree of confusion, causing the target to have a 50% chance of attacking allies.

Cowering

A character who is cowering cannot take any actions, and loses Agility to Defense.

Dazed

A dazed character cannot act, however they take no penalties to Defense.

Dazzled

Unable to see properly due to eye irritations. They take a -1 to sight-based Awareness.

Deafened

A character who cannot hear takes a -4 to Initiative checks, fails sound-based Awareness, and has a 20% chance of failure with Arcane and Divine spells.

Exhausted

A character that is exhausted takes a -6 to Strength and Agility. In addition to this, they can't charge and moves at half movement speed. After an hour of complete rest, a character becomes fatigued. A fatigued character becomes exhausted if they do something that would normally fatigue.

Fatigued

A fatigued character cannot charge and takes a -2 Strength and Agility. Doing anything that would fatigue an already fatigued character makes them exhausted. After 8 hours of rest, the character recovers from fatigue.

Frightened

A frightened character runs from their source of fear as best as possible. If they are unable to flee, they fight to the best of their abilities. A frightened character takes a -2 to attacks, skill checks, and saving throws. A frightened character can use anything they have on them that assists escaping. Frightened is a more severe effect of shaken.

Nauseated

Nauseated characters are only able to take a move action per round.

Panicked

A panicked character drops everything they're holding, and runs from the source of their fear and cannot fight back even when cornered. They cannot take any other actions, however if they have spells or abilities that assist in fleeing, they can use them. Panicked is more extreme than Shaken or Frightened.

Paralyzed

A paralyzed character is counted as having 0 Strength and Agility, and they are effectively helpless.

Petrified

A character is turned to stone, and considered unconscious. If a petrified character is shattered, they die unless they succeed a DC 20 Endurance save. A successful check only deals 5d8 damage to a random body part.

Shaken

A character who is shaken takes -2 to attack, skill checks, and saving throws. Shaken is a less severe condition of panicked or frightened.

Staggered

A character that's staggered can only take a single move or standard action per round. A staggered character can still take swift, free, and immediate actions.

Stunned

A character that is stunned drops everything held, takes a -2 to Defense, and loses Agility to Defense if any. Attackers receive a +4 bonus on maneuvers vs. the stunned character.

Unconscious

A character that's unconscious is prone and helpless. Unconsciousness occurs from either being knocked to negative hit points due to lethal damage, or being brought to 0 HP due to nonlethal damage.

Languages

There are tons of languages spanning tons of different creatures, ethnicities, and cultures. There are two different categories for languages: Human Languages and Inhuman Languages. Human languages are ones that are spoken by different cultures of humans and have bled into use with specific regions and worlds. Inhuman languages encompass any other language that is not derived from human speech, and instead comes from other races like dragons and angels. Below is a list of Human and Inhuman languages.

Human Languages

- Afrikaans
- Arabic
- Armenian
- Azerbaijani
- Belorussian
- Bulgarian
- Burmese
- Cantonese
- Czech
- Danish
- Dutch
- English
- Estonian
- Farsi
- Finnish
- Flemish
- French
- Gaelic (Irish or Scots)
- German
- Greek
- Hebrew
- Hindi
- Hungarian
- Icelandic
- Italian
- Japanese
- Korean
- Latvian
- Lithuanian
- Mandarin
- Norwegian
- Pashto
- Polish
- Portuguese
- Punjabi
- Romanian
- Russian
- Serbo-Croatian
- Sherpa
- Slovak
- Spanish
- Swedish
- Tibetan
- Turkish
- Ukrainian
- Urdu
- Uzbek
- Welsh
- Yiddish

Non-Human Languages

Not commonly spoken by those outside their race, or even at all sometimes, these races are more exotic than human languages, and tend to focus on sometimes guttural or very quick and impactful speech patterns. Due to their inability to be tied to some human languages, the languages listed will have short descriptions on each of them.

- Anglic - Language of Angels
- Ano - Language of Aliens
- Ayran - Language of Birds
- Binary - Language of Machines
- Blaggin - Language of Song
- Dagonra - Language of Dragons
- Dwarven - Language of Dwarves
- Elven - Language of Elves
- Furya - Language of Water
- Fyra - Language of Fire
- Goblin - Language of Goblins
- Naynat - Language of Nature
- Neu - Language of the Neun.
- Orcish - Language of Orcs
- Pront - Language of Chaos
- Rawn - Language of War
- Rugo - Language of Earth
- Shadow Tongue - Language of Shadow
- Sori - Language of Satori
- Zomn - Language of Death

Anglic

The native language to Angels of all kinds, different deities' angels have different accents of this language however all have their roots in the base form of Anglic. The language is comprised of very soft words often holding certain parts of words to make it sound less harsh.

Ayran

The language of those who live within the skies, Ayran is spoken by those who claim the sky as their domain. Birds are said to think in a variant of Ayran called Avyran, some even say their chirps are derived from Ayran roots.

Blaggin

A relatively tame language consisting of very sing-song sentences. Blaggin is spoken by those who are true masters of song, and are naturally inclined to it. It's spoken alongside romance human languages, giving Spanish or French their extra flair.

Fyra

Also known as the "fire belly language", it is spoken by flame-based creatures such as fire dragons and fire elementals. When spoken by non-flame creatures, the language requires a lot of phlegm and is very harsh sounding like a crackling fire. Demons tend to speak this language along with Dutch.

Dagonra

Spoken by all dragons and their kin, Dagonra is theorized to be the root of German due to their striking similarities. Those who speak German also learn to speak Dagonra due to the easy switch between the two, however English and other Germanic language speakers also have an easy time picking this one up.

Furya

A soft and flowing language associated with sea creatures and the sea in general. Water elementals, mermaids, and other sorts of creatures speak variants on Furya. "Sh" is a very common start for words and sentences in general.

Rugo

A strong and slow language tied to the earth and stones. It is spoken by earth elementals, and those with slow mindsets due to the language not needing to be rushed or sentences to even be complete for someone to understand.

Carrying Capacity

The following below is how much a character can carry in lbs. of gear.

A character carrying a medium load has their speed reduced by 10 ft. and takes a -2 to Defense and Avoid.

A character carrying a heavy load has their speed reduced by 15 ft. and takes a -4 to Defense and Avoid, and -2 to attack rolls.

Strength	Light Load	Medium Load	Heavy Load	Push/Drag
1	16 lbs.	33 lbs.	50 lbs.	250 lbs.
2	20 lbs.	40 lbs.	60 lbs.	300 lbs.
3	23 lbs.	46 lbs.	70 lbs.	350 lbs.
4	26 lbs.	53 lbs.	80 lbs.	400 lbs.
5	30 lbs.	60 lbs.	90 lbs.	450 lbs.
6	33 lbs.	66 lbs.	100 lbs.	500 lbs.
7	38 lbs.	76 lbs.	115 lbs.	575 lbs.
8	43 lbs.	86 lbs.	130 lbs.	650 lbs.
9	50 lbs.	100 lbs.	150 lbs.	750 lbs.
10	58 lbs.	116 lbs.	175 lbs.	875 lbs.
11	66 lbs.	133 lbs.	200 lbs.	1,000 lbs.
12	76 lbs.	153 lbs.	230 lbs.	1,150 lbs.
13	86 lbs.	173 lbs.	260 lbs.	1,300 lbs.
14	100 lbs.	200 lbs.	300 lbs.	1,500 lbs.
15	116 lbs.	233 lbs.	350 lbs.	1,750 lbs.
16	133 lbs.	266 lbs.	400 lbs.	2,000 lbs.
17	153 lbs.	306 lbs.	460 lbs.	2,300 lbs.
18	173 lbs.	346 lbs.	520 lbs.	2,600 lbs.
19	200 lbs.	400 lbs.	600 lbs.	3,000 lbs.
20	233 lbs.	466 lbs.	700 lbs.	3,500 lbs.
21	266 lbs.	533 lbs.	800 lbs.	4,000 lbs.
22	306 lbs.	613 lbs.	920 lbs.	4,600 lbs.
23	346 lbs.	693 lbs.	1,040 lbs.	5,200 lbs.
24	400 lbs.	800 lbs.	1,200 lbs.	6,000 lbs.
25	466 lbs.	933 lbs.	1,400 lbs.	7,000 lbs.

Weapons

Below are weapons categorized by their proficiency, the proficiencies are as follows: Simple, Martial, and Exotic.

Type Key:

- S = Slashing
- P = Piercing
- B = Bludgeoning

Special Ability Key:

- Nonlethal: If it brings the enemy to 0, they are unconscious for 1 hour per 10 HP lost (maximum of 8 hours).
- +Stat: When wielded, the character gains a temporary bonus to the stat listed.
- Finesse: This weapon can use $\frac{1}{2}$ Agility instead of Strength for damage.
- Maneuver: The wielder can do this with the weapon with a +4 bonus.
- Damage/Damage: Can make two attacks in one, the second at -5 to hit.
- Brace: As a standard action, one can brace. If an enemy charges someone who is bracing, they take a weapon's damage as if it were a critical hit.
- Brutish: Add $\frac{1}{2}$ Strength to hit instead of Agility.

Special Rules for Weapons:

- A non-proficient character takes a -4 to attack.
- Using a lethal weapon non-lethally makes you take a -4 to attack.
- Reach weapons can attack adjacent enemies, but at a -2 to attack.
- Thrown weapons (non-bow or firearm ranged weapons) add Str mod to damage.
- Ranged weapons can be used outside of their range listed, with each 5 ft. square outside their range decreasing your attack by -1.
- Normal weapons can be thrown, but take a -4 penalty to attack on top of the penalties listed above.
- Weapons with stat enhancements can be held in an off-hand while the character does something else (cast a spell, drink a potion, etc.) however it does not apply when doing an attack and not using the weapon held.
- Stat enhancements from weapons go away when the weapon is sheathed.
- A weapon's critical threat range cannot go beyond 15-20/x2 from critical enhancing effects.
- A weapon's critical multiplier cannot go beyond x5 from critical enhancing effects.

Simple Light Melee Weapons

Name	Price	Damage	Critical	Range	Weight	Type	Special
Unarmed Strike	—	1d4	x2	Melee	—	B	—
Dagger	1 G	1d4	19-20/x2	Melee	1 lbs.	P or S	Thrown Range 10 ft., Finesse
Stick	—	1d4	x2	Melee	1 lbs.	B	—
Stick, Sharp	—	1d4	x2	Melee	1 lbs.	P	—
Sickle	6 G	1d6	x2	Melee	2 lbs.	S	Trip

Simple One-Handed Melee Weapons

Name	Price	Damage	Critical	Range	Weight	Type	Special
Club	—	1d6	x2	Melee	3 lbs.	B	—
Shortspear	1 G	1d6	x2	Melee	3 lbs.	P	Thrown Range 20 ft., Finesse
Morningstar	8 G	1d8	x2	Melee	6 lbs.	B and P	Finesse
Mace, Heavy	12 G	1d8	x2	Melee	8 lbs.	B	Strength +1, Brutish

Simple Two-Handed Melee Weapons

Name	Price	Damage	Critical	Range	Weight	Type	Special
Longspear	5 G	1d8	x3	Melee	9 lbs.	P	Brace
Quarterstaff	—	1d6/1d6	x2	Melee	4 lbs.	B	Finesse
Spear	2 G	1d8	x3	Melee	6 lbs.	P	Thrown Range 20 ft.

Simple Ranged Weapons

Name	Price	Damage	Critical	Range	Weight	Type	Special
Blow Gun	2 G	1d3	x2	20 ft.	1 lbs.	P	+1 to Poison DC
Sling	—	1d4	x2	50 ft.	0 lbs.	B	—
Crossbow	35 G	1d8	19-20/x2	80 ft.	4 lbs.	P	—
Javelin	1 G	1d6	x2	40 ft.	2 lbs.	P	—

Martial Light Melee Weapons

Name	Price	Damage	Critical	Range	Weight	Type	Special
Gladius	15 G	1d6	19-20/x2	Melee	3 lbs.	S	Disarm
Kukri	5 G	1d4	18-20/x2	Melee	2 lbs.	P	—
Sap	1 G	1d6	x2	Melee	2 lbs.	B	Nonlethal, Finesse
Smallsword	10 G	1d6	19-20/x2	Melee	2 lbs.	S or P	Finesse
Hand Axe	6 G	1d6	x3	Melee	3 lbs.	S	Strength +1

Martial One-Handed Melee Weapons

Name	Price	Damage	Critical	Range	Weight	Type	Special
Battleaxe	10 G	1d8	x3	Melee	6 lbs.	S	+2 damage to limbs, Brutish
Flail	8 G	1d8	x3	Melee	5 lbs.	B	Trip, Brutish
Longsword	15 G	1d8	19-20/x2	Melee	4 lbs.	S	Luck +1
Scimitar	15 G	1d6	18-20/x2	Melee	4 lbs.	S	Strength +1
Rapier	20 G	1d6	18-20/x2	Melee	2 lbs.	P	Agility +1, Finesse, Cannot two-hand
Trident	15 G	1d8	x2	Melee*	4 lbs.	P	10 ft. Reach
Warhammer	12 G	1d8	x3	Melee	5 lbs.	B	Strength +1, Brutish

Martial Two-Handed Melee Weapons

Name	Price	Damage	Critical	Range	Weight	Type	Special
Bardiche	10 G	1d10	19-20/x2	Melee	14 lbs.	S	10 ft. Reach, Brace, Sunder
Bec De Corbin	15 G	1d10	x3	Melee	12 lbs.	B or P	10 ft. Reach, Brutish
Falchion	75 G	2d4	18-20/x2	Melee	8 lbs.	S	—
Greataxe	20 G	1d12	x3	Melee	12 lbs.	S	Brutish
Greatsword	50 G	2d6	19-20/x2	Melee	8 lbs.	S	Brutish
Halberd	10 G	1d10	x3	Melee	8 lbs.	B or S	Trip, Brutish
Lance	10 G	1d8	x3	Melee	10 lbs.	P	10 ft. Reach, Brace
Scythe	18 G	2d4	x4	Melee	10 lbs.	P or S	10 ft. Reach
Partisan	12 G	2d4	x3	Melee	12 lbs.	S	10 ft. Reach, Finesse
Lochaber Axe	18 G	1d10	19-20/x2	Melee	18 lbs.	S	10 ft. Reach, Sunder, Brutish
Glaive	8 G	1d10	x3	Melee	10 lbs.	S	10 ft. Reach, Defense +2
Guisarme	9 G	1d8	x3	Melee	12 lbs.	S	10 ft. Reach, Trip, Finesse
Bill	11 G	1d10	19-20/x2	Melee	11 lbs.	S	10 ft. Reach, Brace, Trip, Brutish

Martial Ranged Weapons

Name	Price	Damage	Critical	Range	Weight	Type	Special
Chakram (1)	1 G	1d8	x2	30 ft.	1 lbs.	S	—
Hurlbat	8 G	1d6	x3	10 ft.	2 lbs.	S	—
Longbow	75 G	1d8	x3	100 ft.	3 lbs.	P	—
Smoke Bomb (5)	5 G	—	—	30 ft.	1 lbs.	—	Causes blindness for 1d2 rounds in a 10 ft. Spread. Can load ingested poisons.
Shortbow	30 G	1d6	19-20/x2	60 ft.	2 lbs.	P	—

Exotic Light Melee Weapons

Name	Price	Damage	Critical	Range	Weight	Type	Special
Kama	2 G	1d6	x2	Melee	2 lbs.	S	Trip
Nunchaku	2 G	1d6	x2	Melee	2 lbs.	B	Disarm
Sai	1 G	1d4	19-20/x2	Melee	1 lbs.	B	Disarm
Siangham	3 G	1d6	x2	Melee	1 lbs.	P	—
Wakizashi	35 G	1d6	18-20/x2	Melee	2 lbs.	P or S	Finesse
Flying Claws	15 G	2d4	x2	Melee	1 lbs.	B	10 ft. Reach, Steal, Grapple
Fighting Fan	5 G	1d4	x2	Melee	—	S or P	Agility +1

Exotic One-Handed Melee Weapons

Name	Price	Damage	Critical	Range	Weight	Type	Special
Estoc	50 G	2d4	18-20/x2	Melee	4 lbs.	P	Finesse
Katana	50 G	1d8	18-20/x2	Melee	6 lbs.	S	Strength +1
Broad Sword	35 G	1d12	x3	Melee	8 lbs.	S	Brutish
Bastard Sword	35 G	1d10	19-20/x2	Melee	6 lbs.	S	Strength +1, Brutish
Whip	1 G	1d3	19-20/x2	Melee	2 lbs.	S	Finesse, Trip, Disarm
Chain Whip	10 G	1d6	19-20/x2	Melee	5 lbs.	B	10 ft. Reach, Trip, Disarm
Bhuj	15 G	2d4	19-20/x3	Melee	2 lbs.	S	—
Khopesh	12 G	1d8	19-20/x2	Melee	12 lbs.	S	Trip
Shotel	50 G	1d8	19-20/x2	Melee	5 lbs.	S or P	Negates Shields to Defense

Exotic Two-Handed Melee Weapons

Name	Price	Damage	Critical	Range	Weight	Type	Special
Double Sword	100 G	1d8/1d8	19-20/x2	Melee	10 lbs.	S	—
Meteor Hammer	120 G	2d6	x3	Melee	12 lbs.	B	10 ft. Reach, Trip, Brutish
Naginata	35 G	1d8	x4	Melee	9 lbs.	P	10 ft. Reach, Brace
Nodachi	60 G	1d10	18-20/x2	Melee	8 lbs.	S or P	Strength +1, Brace
Bo Staff	1 G	1d6/1d6	x2	Melee	3 lbs.	B	Defense +1
Tetsubo	20 G	1d10	x4	Melee	10 lbs.	B	Strength +1, Brutish
Spetum	50 G	1d8/1d10	x2	Melee	8 lbs.	S/P	10 ft. Reach with Piercing
Chainsaw	150 G	3d6	18-20/x2	Melee	10 lbs.	S	Brutish, Sunder
Voulge	25 G	2d6	x3	Melee	8 lbs.	S or P	10 ft. Reach, Sunder, Brutish

Exotic Ranged Weapons

Name	Price	Damage	Critical	Range	Weight	Type	Special
Boomerang	3 G	1d6	x2	30 ft.	3 lbs.	B	Returning
Crossbow, Twin	300 G	1d8/1d8	19-20/x2	80 ft.	18 lbs.	P	—
Shuriken (5)	1 G	1d3	x2	10 ft.	—	S	+1 Agility, Use 3 in a Standard
Rope Dart	1 G	1d8	x2	20 ft.	—	P	Returning

Exotic One-Handed Firearms

Name	Price	Damage	Critical	Range	Weight	Type	Special
Pistol	10 G	1d6	19-20/x3	30 ft.	4 lbs.	B and P	—
Revolver	100 G	1d8	x3	20 ft.	4 lbs.	B and P	—
Grenade Launcher	150 G	Special	x3	50 ft.	8 lbs.	Special	Load grenade in and deal grenade's damage.

Exotic Two-Handed Firearms

Name	Price	Damage	Critical	Range	Weight	Type	Special
Shotgun	40 G	1d8	x4	—	12 lbs.	B and P	20 ft. Cone, DC 20 Agility to take half damage.
Flamethrower	500 G	2d8	—	—	20 lbs.	Fire	20 ft. Cone, DC 20 Agility to take half damage.
RPG-7	950 G	8d6	x2	30 ft.	14 lbs.	Fire	10 ft. Burst, DC 20 Agility to take half damage, x2 vs. Vehicles
Rifle	20 G	1d8	x4	40 ft.	12 lbs.	B and P	—

Ammunition

Name	Price	Damage	Critical	Range	Weight	Type	Special
Arrows (20)	1 G	—	—	—	3 lbs.	P	—
Blunt Arrows (20)	2 G	—	—	—	3 lbs.	B	Nonlethal
Crossbow Bolts (20)	1 G	—	—	—	1 lbs.	P	—
Firearm Bullets (30)	30 G	—	—	—	1 lbs.	B and P	—
Sling Rock (10)	1 G	—	—	—	1 lbs.	B	—
9mm Clip	5 G	—	—	—	1 lbs.	B and P	—
Shotgun Shells	5 G	—	—	—	1 lbs.	B and P	—
Missile	50 G	—	—	—	5 lbs.	Fire	—

Improvised Weapons

-4 penalty to attack rolls with improvised weapons.

Name	Damage	Critical	Weight	Type	Special
Medium Light	1d4	x2	Varies	Varies	Fragile (Breaks on 2 hits)
Medium One-Handed	1d6	x2	Varies	Varies	Fragile (Breaks on 3 hits)
Medium Two-Handed	1d10	x2	Varies	Varies	Fragile (Breaks on 4 hits)

Armor

All of these are stats for medium characters. Small characters are ½, and Large characters are x2, these adjustments count on everything but movement and ATA. Instead, just -10 from Movement (minimum of 5 feet). ATA is instead x2 for Small, and ½ for Large. Creatures larger or smaller will be touched upon at a later date.

AB stands for “Armor Bonus” which is how much of one’s Armor factors into their Defense.

AP stands for “Armor Penalty” which is how much is subtracted from a non-proficient wearer’s attack while wearing the armor, as well as the penalty to skill checks affected by AP which affects even proficient characters.

ATD stands for “Agility to Defense”, which is how much of a character’s Agility is allowed to go into their Defense while wearing the specific set of armor. Avoid is unaffected.

Shields do not affect Speed and ATD (except for the Tower Shield due to its bulkiness)

Armor Type Key

- Light = L
- Medium = M
- Heavy = H
- Shield = S

Name	Price	Type	AB	AP	ATD	Speed	Weight
Leather Armor	10 G	L	+2	0	+16	30 FT	15 lbs.
Chain Shirt	100 G	L	+4	-2	+14	30 FT	25 lbs.
Hide	15 G	M	+4	-3	+14	30 FT	25 lbs.
Scale Mail	50 G	M	+5	-4	+11	20 FT	30 lbs.
Chainmail	150 G	M	+6	-5	+8	20 FT	40 lbs.
Breastplate	200 G	M	+6	-4	+10	20 FT	30 lbs.
Kikko Armor	250 G	M	+5	-3	+15	30 FT	25 lbs.
Fullplate	1,500 G	H	+9	-6	+5	20 FT	50 lbs.
O-yori	1,700 G	H	+8	-6	+8	20 FT	45 lbs.
Buckler	5 G	S	+1	-1	--	--	5 lbs.
Wooden Shield	7 G	S	+2	-2	--	--	10 lbs.
Steel Shield	20 G	S	+3	-3	--	--	15 lbs.
Tower Shield	30 G	S	+4	-10	+5	20 FT	45 lbs.

Weapon Enhancements

The following are things that can be added to weapons, the prices listed are added onto the weapon's base price. Each enhancement has a material cost, and if a character has Artisan (Weaponry) they can add these enhancements themselves using the materials. This takes a number of days equal to 1 day per 1,000 gold. If the gold piece amount is lower than 1,000 it is instead calculated in 1 hour per 100 gold.

Most weapons are crafted using iron, and thus do not need to be "enhanced" by the iron enhancement, however weapons like the boomerang and bo staff which are made of wood can be enhanced by being made entirely of iron. Multiple of these enhancements can be added to one weapon, however multiple metal-based enhancements (such as Iron and Adamantine) cannot be combined together.

Name	Price	Crafting Ingredients	Effects
Iron	+500 G	Iron ore (x2)	Weapon weight is increased by +4 lbs. and gain a +2 to damage.
Steel	+800 G	Steel ore (x2)	Weapon weight is increased by +6 lbs. and gain a +4 to damage.
Mithral	+2,000 G	Mithral ore (x2)	Weapon weight is halved, and wielder gains +1 Agility while wielding a mithral weapon.
Adamantine	+4,000 G	Adamant ore (x2)	Weapon weight is increased by +10 lbs. and gain a +2 to damage. Bypass DR/Adamantine.

Armor Enhancements

Similar to Weapon Enhancement rules (see above). All armor except for leather armor, hide, scale mail, bucklers, and wooden shields are made mostly with iron and thus do not require the iron enhancement.

For shields, disregard the increase/decrease to ATD. Multiple armor enhancements stack unless they are material based (Iron and Adamantine, or Wood and Leather), one must be chosen over the other. They cannot be combined together.

Name	Price	Crafting Ingredients	Effects
Leather	+100 G	Animal hide (x4)	Decrease AB by 2, decrease AP by 6, and increase ATD by 4. Weight is halved.
Wood	+300 G	Wooden Logs (x5)	Increase AB by 2, increase AP by 3, and decrease ATD by 2. +5 lbs. to weight.
Iron	+500 G	Iron ore (x2)	Increase AB by 1, do not modify AP or ATD. +15 lbs. to weight.
Steel	+800 G	Steel ore (x2)	Increase AB by 2, increase AP by 1, and decrease ATD by 1. +18 lbs. to weight.
Mithral	+2,000 G	Mithral ore (x2)	Decrease AP by 3 and increase ATD by 2. Weight is halved, +10 ft. move speed.
Adamantine	+4,000 G	Adamant ore (x2)	Increase AB by 3, decrease ATD by 1, gain DR 5/Adamantine, and +20 lbs. to weight.

Items

Items are things that are carried in the middle of battle for the sake of recovering hit points, or boosting stats temporarily.

Name	Price	Effect
Salve Tier I	20 G	Heals 5 points of HP.
Salve Tier II	40 G	Heals 10 points of HP.
Salve Tier III	120 G	Heals 40 points of HP.
Salve Tier IV	400 G	Heals 80 points of HP.
Salve Tier V	800 G	Heals 160 points of HP.
Salve Tier VI	1,200 G	Heals 240 points of HP.
Salve Tier VII	1,800 G	Heals 300 points of HP.

Poison

Poison is illegal in almost all regions. Injury poisons are added to weapons, and ingest poisons are imbibed by the recipient. Once used, a poison runs out. Poisons deal stat damage, chosen when it is purchased.

Poison penalties last for 1d4+1 rounds.

Name	Price	Type	Effect	END Save	Artisan DC
Minor Injury	100 G	Injury	1 Stat Damage.	13	12
Minor Ingesting	100 G	Ingest	2 Stat Damage.	16	15
Moderate Injury	300 G	Injury	2 Stat Damage.	14	13
Moderate Ingesting	300 G	Ingest	3 Stat Damage.	17	16
Great Injury	500 G	Injury	3 Stat Damage.	15	14
Great Ingesting	500 G	Ingest	4 Stat Damage.	18	17
Grand Injury	700 G	Injury	4 Stat Damage.	16	15
Great Ingesting	700 G	Ingest	5 Stat Damage.	19	16
Grand Poison	1,000 G	Injury	6 Stat Damage.	22	20

Magic Weapons and Armor

While some weapons and armor may be inherently infused with magic, these enhancements can be bought to be infused into weapons and armors regardless of whether or not they're magic from the start.

Magic Weapon Bonus	Magic Weapon Price
+1	2,000 G
+2	8,000 G
+3	18,000 G
+4	32,000 G
+5	50,000 G

Magic Armor Bonus	Magic Weapon Price
+1	1,000 G
+2	4,000 G
+3	9,000 G
+4	16,000 G
+5	25,000 G

A “Magic Weapon Bonus” grants a bonus to attack and damage onto the weapon, while a “Magic Armor Bonus” grants a bonus to the amount of Defense the armor gives its wearer. Magic Weapon/Armor Bonuses cannot exceed +5.

Weapons and Armor under the “Specific Weapons” and “Specific Armor” page can be enhanced with these bonuses, but add +1,000 G to the price of doing so due to their rarity and nature.

Sometimes when enchanting a weapon or set of armor, it gains an aura of its own. This aura isn't an emotion that the blade carries itself, but rather an energy that surrounds the blade. It cannot be ignited with unless the “Blade Ignition” talent is taken.

An item must have at least a +3 magic weapon/armor bonus before gaining this aura.

Magic Aura	Energy's Feeling	Counts As
Red	Annihilation and destruction.	Nihilism
Green	Happiness and love.	Joy
Blue	Healing and protection.	Serenity
Yellow	Desire and frustration.	Envy
Purple	Thirst and passion.	Lust
Black	Rage and bloodlust.	Anger
White	Divine and pure.	Blessed

Wondrous Items

Wondrous items are worn to grant bonuses. Multiple of the same type cannot be worn (two amulets cannot be worn). Bonuses to stats can exceed the 25 stat cap.

Name	Price	Benefit
Amulet of Iron Skin +1	2,000 G	Natural Armor to Defense +1
Amulet of Iron Skin +2	8,000 G	Natural Armor to Defense +2
Amulet of Iron Skin +3	18,000 G	Natural Armor to Defense +3
Amulet of Iron Skin +4	32,000 G	Natural Armor to Defense +4
Amulet of Iron Skin +5	50,000 G	Natural Armor to Defense +5
Ring of Force +1	2,000 G	Deflection to Defense/Avoid +1
Ring of Force +2	8,000 G	Deflection to Defense/Avoid +2
Ring of Force +3	18,000 G	Deflection to Defense/Avoid +3
Ring of Force +4	32,000 G	Deflection to Defense/Avoid +4
Ring of Force +5	50,000 G	Deflection to Defense/Avoid +5
Cloak of Dreams +1	2,000 G	All saving throws +1
Cloak of Dreams +2	8,000 G	All saving throws +2
Cloak of Dreams +3	18,000 G	All saving throws +3
Cloak of Dreams +4	32,000 G	All saving throws +4
Cloak of Dreams +5	50,000 G	All saving throws +5
Belt of Strength +2	4,000 G	Grants a bonus to Strength.
Belt of Endurance +2	4,000 G	Grants a bonus to Endurance.
Amulet of Magic +2	4,000 G	Grants a bonus to Magic.
Amulet of Resistance +2	4,000 G	Grants a bonus to Resistance.
Ring of Agility +2	4,000 G	Grants a bonus to Agility.
Ring of Luck +2	4,000 G	Grants a bonus to Luck.
Belt of Saves +2	1,000 G	Grants a bonus to Strength or Endurance saves. Chosen when bought.
Amulet of Saves +2	1,000 G	Grants a bonus to Magic or Resistance saves. Chosen when bought.
Ring of Saves +2	1,000 G	Grants a bonus to Agility or Luck saves. Chosen when bought.
Boots of Movement	5,000 G	Grants a +10 ft. bonus to movement speed.

Stat Increasing Items: +4 = 16,000 G, +6 = 36,000 G

___ of Saves Items: +2 = 8,000 G, +3 = 18,000 G, +4 = 32,000 G, +5 = 50,000 G

Slots for Magic Items:

- Face
- Neck
- Body
- Hands
- Belt
- Ring
- Boots

Wands

When Wands are used, add Magic bonus to damage, and use Resistance bonus to hit.

Name	Price	Uses	UMD DC	Description
Wand of Acid	1,000 G	50	18	Deal 1d6 Acid damage.
Wand of Water	1,000 G	50	18	Deal 1d6 Water damage.
Wand of Fire	1,000 G	50	18	Deal 1d6 Fire damage.
Wand of Earth	1,000 G	50	18	Deal 1d6 Earth damage.
Wand of Wind	1,000 G	50	18	Deal 1d6 Wind damage.
Wand of Force	1,000 G	50	18	Deal 1d6 Force damage.
Wand of Holy	1,000 G	50	18	Deal 1d6 Holy damage.
Wand of Unholy	1,000 G	50	18	Deal 1d6 Unholy damage.
Wand of Psychokinesis	1,000 G	50	18	Deal 1d6 Psychokinesis damage.
Wand of Telekinesis	1,000 G	50	18	Deal 1d6 Telekinesis damage.
Wand of Acid	4,000 G	50	22	Deal 1d8 Acid damage.
Wand of Water	4,000 G	50	22	Deal 1d8 Water damage.
Wand of Fire	4,000 G	50	22	Deal 1d8 Fire damage.
Wand of Earth	4,000 G	50	22	Deal 1d8 Earth damage.
Wand of Wind	4,000 G	50	22	Deal 1d8 Wind damage.
Wand of Force	4,000 G	50	22	Deal 1d8 Force damage.
Wand of Holy	4,000 G	50	22	Deal 1d8 Holy damage.
Wand of Unholy	4,000 G	50	22	Deal 1d8 Unholy damage.
Wand of Psychokinesis	4,000 G	50	22	Deal 1d8 Psychokinesis damage.
Wand of Telekinesis	4,000 G	50	22	Deal 1d8 Telekinesis damage.
Wand of Acid	8,000 G	50	26	Deal 1d10 Acid damage.
Wand of Water	8,000 G	50	26	Deal 1d10 Water damage.
Wand of Fire	8,000 G	50	26	Deal 1d10 Fire damage.
Wand of Earth	8,000 G	50	26	Deal 1d10 Earth damage.
Wand of Wind	8,000 G	50	26	Deal 1d10 Wind damage.
Wand of Force	8,000 G	50	26	Deal 1d10 Force damage.
Wand of Holy	8,000 G	50	26	Deal 1d10 Holy damage.
Wand of Unholy	8,000 G	50	26	Deal 1d10 Unholy damage.
Wand of Psychokinesis	8,000 G	50	26	Deal 1d10 Psychokinesis damage.
Wand of Telekinesis	8,000 G	50	26	Deal 1d10 Telekinesis damage.

Auras

Every living being (and some non-living beings such as Vampires) have souls which are tiny balls of life essence which radiate energy. These balls of life essence allow the person to cast magic due to its 'aura' it gives off, however casting magic isn't the only thing this aura is able to do. Auras vary in color depending on the emotion the character exhibits commonly. People whose souls are constantly angry have a black aura, those whose souls are tainted by corruption have gray auras, and so on. Those without a soul don't have an aura, and are denoted as "emotionless". Auras do not become visible unless ignition has been engaged (see below).

Ignition

The auras of two people can collide together in order for the two characters to share strength between each other. This is known as 'Ignition'. Ignition can only be done between two people who are allies, or who simply aren't fighting each other. If one of the two people attacks the person they're ignited with, the ignition ends. The bonuses granted by two characters in ignition are temporary and can exceed the normal 25 stat cap. These bonuses remain so long as the characters stay within 15 feet of each other, or until the battle is over.

Aura Type	Aura Color	Aura Meaning
Anger	Black	Anger and wrath fuel the character, causing them to act rashly.
Corruption	Gray	Inherently immoral, people tainted by corruption seek only to destroy.
Lust	Magenta	Lust is the common emotion found in philanderers and nymphomaniacs.
Gloom	Navy	Sadness plagues the character, though depression is not definite.
Joy	Green	Overwhelming happiness overloads the character more than usual.
Envy	Yellow	You want everything your friends own, no matter how expensive.
Pride	Violet	The prideful seek to be looked upon and to have the highest glory.
Blessed	White	Blessed characters are filled with spirituality and their deity's power.
Serenity	Teal	Serene characters have very little to complain about, and are calm.
Gluttony	Maroon	And endless pit of eating or consumption in some form, you're never full.
Nihilism	Red	Destruction. That is the only true thing in life, no matter what it is. Kill it.
Damnation	Scarlet	Bringing the world into a hellish wonderland is this character's lifelong goal.
Restoration	Pink	Maintaining life and its order is this character's task that they must uphold.
Insanity	Rainbow	Insane characters live with one of many mental disorders that cause insanity.
Emotionless	No Color	Emotionless characters do not have an aura.
Greed	Orange	A strong love of money, power, or whatever your heart desires taints you.

Combinations:

Aura 1	Aura 2	Bonuses	Aura 1	Aura 2	Bonuses
Anger	Corruption	+1 Strength	Joy	Envy	+1 Agility
Anger	Lust	+1 Agility	Joy	Pride	+1 Strength
Anger	Gloom	+1 Endurance	Joy	Gluttony	+1 Magic
Anger	Envy	+1 Luck	Joy	Nihilism	+1 Endurance
Anger	Pride	+1 Strength	Joy	Damnation	+1 Resistance
Anger	Blessed	+1 Endurance	Joy	Restoration	+1 Luck
Anger	Gluttony	+1 Endurance	Joy	Insanity	+1 Strength
Anger	Nihilism	+1 Resistance	Envy	Pride	+1 Luck
Anger	Damnation	+1 Magic	Envy	Gluttony	+1 Strength
Anger	Restoration	+1 Resistance	Envy	Nihilism	+1 Magic
Anger	Insanity	+1 Strength	Envy	Damnation	+1 Magic
Corruption	Lust	+1 Luck	Envy	Insanity	+1 Endurance
Corruption	Gloom	+1 Agility	Pride	Gluttony	+1 Endurance
Corruption	Joy	+1 Endurance	Pride	Nihilism	+1 Magic
Corruption	Envy	+1 Luck	Pride	Damnation	+1 Strength
Corruption	Pride	+1 Strength	Pride	Restoration	+1 Magic
Corruption	Gluttony	+1 Endurance	Pride	Insanity	+1 Resistance
Corruption	Nihilism	+1 Magic	Gluttony	Nihilism	+1 Endurance
Corruption	Damnation	+1 Resistance	Gluttony	Damnation	+1 Resistance
Corruption	Insanity	+1 Magic	Gluttony	Insanity	+1 Strength
Lust	Gloom	+1 Magic	Nihilism	Damnation	+1 Strength
Lust	Joy	+1 Resistance	Nihilism	Insanity	+1 Magic
Lust	Envy	+1 Luck	Damnation	Insanity	+1 Strength
Lust	Pride	+1 Endurance	Restoration	Insanity	+1 Luck
Lust	Blessed	+1 Luck	Anger	Anger	+2 Strength
Lust	Serenity	+1 Strength	Corruption	Corruption	+2 Endurance
Lust	Gluttony	+1 Endurance	Lust	Lust	+2 Luck
Lust	Nihilism	+1 Resistance	Gloom	Gloom	+2 Resistance
Lust	Damnation	+1 Agility	Joy	Joy	+2 Magic
Lust	Insanity	+1 Agility	Envy	Envy	+2 Agility
Gloom	Envy	+1 Strength	Pride	Pride	+2 Luck
Gloom	Pride	+1 Luck	Blessed	Blessed	+2 Magic
Gloom	Blessed	+1 Resistance	Serenity	Serenity	+2 Resistance
Gloom	Serenity	+1 Endurance	Gluttony	Gluttony	+2 Endurance
Gloom	Gluttony	+1 Endurance	Nihilism	Nihilism	+2 Strength
Gloom	Nihilism	+1 Luck	Damnation	Damnation	+2 Agility
Gloom	Damnation	+1 Magic	Restoration	Restoration	+2 Luck
Gloom	Restoration	+1 Strength	Insanity	Insanity	+1 All Stats
Gloom	Insanity	+1 Magic			
Greed	Anger	+1 Agility	Greed	Envy	+1 Magic
Greed	Corruption	+1 Luck	Greed	Pride	+1 Endurance
Greed	Lust	+1 Strength	Greed	Greed	+2 Agility

Spells

Spells are extensions of a character's soul, taken for the soul purpose of bending its uses. Magic in and of itself is dangerous because of this, and spells even more so.

Unless specifically stated, a spell has a duration of rounds equal to magic modifier.

Multiple spells that have the same effects do not stack, the larger bonus is taken.

Spells that deal damage do not have a duration unless they possess a special effect.

Each class which can cast spells has a specific set of spells they can cast depending on the type of magic they cast, and thus use different spell lists. Spell Grafters cast from any spell list.

Arcane: Zauberer and Incant Blade

Divine: Chaplain

Psychic: Preternaturist

Spells have a "level requirement" based on levels 1, 5, 10, 15, 20, 25, and 30.

If anything has a "___ Save", the DC is equal to 5 + Magic Modifier + Misc. Modifier

Spells which are attacks, unless they have a "saving throw to avoid", require attack rolls to hit a target's Avoid.

Psychic spells by default, unless specifically stated, are mind-affecting effects. A Preternaturist's own spells cannot fail upon themselves.

Stat Key

- Strength: STR
- Magic: MAG
- Endurance: END
- Resistance: RES
- Agility: AGI
- Luck: LUK

Arcane

Name	Type	Attack?	Description	Damage Dice	Level Required
Zap	Simple	Yes	40 ft. ranged electricity attack, END save or jitter 5 feet in a random direction.	1d4	1 st
Boil	Simple	Yes	Melee fire attack.	2d4	1 st
Detect Magic	Simple	No	Detects any magic in a 30 ft. cone.	—	1 st
Prestidigitation	Simple	No	Creates minor tricks, sounds, and crude objects.	—	1 st
Voice Transfer	Simple	No	Transfer voice into objects. Triggers on touch.	—	1 st
Rake	Complex	Yes	Melee slashing attack, 18-20/x2 critical range.	1d8	1 st
Mud Splash	Complex	Yes	20 ft. ranged attack, blinds for 1d4 rounds (50% miss chance)	—	1 st
Blood Boil	Complex	No	END save or take damage per round for 1d4 rounds. 50 ft. ranged fire attack.	1d6	1 st
Force Armor	Complex	No	Grant self or ally in melee range +4 Defense.	—	1 st
Steam Armor	Complex	No	Grant self or ally a 50% miss chance for 1 round.	—	1 st
Gloom	Complex	No	20 ft. ball of darkness blinds anyone inside.	—	1 st
Spider's Web	Complex	Yes	15 ft. cone of spider web. STR save or halve movement.	—	1 st
Read Thoughts	Simple	No	RES save or target's thoughts are read.	—	5 th
Seduce	Simple	No	LUK save or target can't attack you for 2 rounds	—	5 th
Laughter	Simple	No	LUK save or target loses a turn laughing.	—	5 th
Gravity Weapon	Complex	No	Grant +3 damage to selected weapon.	—	5 th
Curse Life	Complex	Yes	Melee attack that deals damage that cannot be healed for 1d6+1 rounds.	1d12	5 th
Curse Armor	Complex	Yes	Enemy struck by melee attack takes -4 to Armor.	—	5 th
Scarred Burn	Complex	Yes	Make a 50 ft. ranged fire attack. AGI save or catch on fire, taking 1d4 damage over duration.	2d4	5 th
Life Link	Simple	No	Absorb ½ allies' HP within melee range.	—	10 th
Temp Language	Simple	No	Ally within 30 ft. understands chosen language.	—	10 th
Flight	Simple	No	Gain a fly speed = to land speed.	—	10 th
Force Missile	Simple	Yes	Attack with a 60 ft. ray of force. END save or be pushed back 10 ft.	3d6	10 th
Great Defenses	Complex	No	Grant self or ally in melee range +8 Defense.	—	10 th
Chilled Blood	Complex	Yes	40 ft. water ranged attack, END save or reduce movement speed to 0 for 2 rounds.	1d10	10 th
Rock Slam	Complex	Yes	Melee attack, END save or fall prone.	1d12	10 th
Wind Barrier	Simple	No	Self or ally in melee range block up to 5 ranged attacks.	—	15 th
Stone Body	Simple	No	Self or ally in melee range gain +6 Defense, and +15 HP for 8 rounds.	—	15 th
Dream Powder	Complex	No	Adjacent enemies make RES save or fall asleep.	—	15 th
Wind Slashes	Complex	Yes	Wind attack at 2 enemies within 40 feet.	4d6	15 th
Element Barrier	Complex	No	Make a 20 ft. passable wall. Enemies who pass through take damage.	4d8	15 th

Hurricane	Complex	Yes	30 ft. radius wind attack. Anyone inside is attacked vs. Stability. A hit sucks the target 4d10 ft. in the air (round up to the nearest 5 ft.)	2d8	15 th
Withering Gaze	Complex	Yes	40 ft. ranged attack, deals STR damage.	1d6	15 th
Quick Shunt	Simple	No	Self and up to two allies touched are shunted 30 ft. in any direction (except in the ground or sky)	—	20 th
Frail Form	Simple	No	Self or ally appears weak. Attackers take -5 to hit them unless they are Unethically Immoral.	—	20 th
Great Flight	Simple	No	Gain a fly speed = to double land speed.	—	20 th
Disable Limb	Complex	Yes	Enemy makes an END save or their arm, leg, or chest (caster's choice) is reduced to 0 HP.	Special	20 th
Heart Attack	Complex	Yes	Enemy makes END save or takes 10 points of damage per ½ magic bonus.	Special	20 th
Element Fortress	Complex	No	Make a moldable 80 ft. line. Deals damage to enemies who pass through.	5d12	20 th
Gravitize	Complex	No	Self or ally touched is no longer hindered by gravity. Can walk up and down walls.	—	20 th
Burst of Defense	Simple	No	All allies within 30 ft. gain +10 to Defense.	—	25 th
Monster Form	Complex	No	Turn into one monster of equal level. Lasts for a number of rounds equal to ½ level.	—	25 th
Insanity	Complex	Yes	Target must make a RES save or attack its nearest allies for 3 rounds.	—	25 th
Bladed Edge	Complex	No	Self or allies' weapon increases its critical hit range if it isn't already increased.	—	25 th
Ignited Soul	Complex	No	Self or ally in melee range can ignite with themselves for the spell's duration.	—	25 th
Channel Force	Complex	No	Ally touched moves 100 ft. in a straight line, gains a free attack against them and a free overrun.	6d6	25 th
Winter's Wrath	Complex	Yes	50 ft. radius water attack. END save or fall under effects as Freeze the Blood. Lasts 2d4 rounds.	8d8	25 th
Pillar of the World	Complex	Yes	400 ft. line. AGI save or take full damage. A success halves the damage dealt.	30d10	30 th
Corrupt the Soul	Complex	Yes	Target within 100 ft. makes a RES save or their soul is crushed, and they must make an END save not to die instantly. Failure on the RES save results in the character losing the ability to cast spells or Ignite.	—	30 th

Divine

Name	Type	Attack?	Description	Damage Dice	Level Required
Curse Save	Simple	Yes	30 ft. ranged attack. Enemy hit takes a -1 to all saves.	—	1 st
Blight	Simple	Yes	30 ft. ranged unholy attack.	1d3	1 st
Bless Save	Simple	No	Grant self a +1 to one save once per day.	—	1 st
Battle Ready	Simple	No	Gain a +2 bonus on initiative checks for the day.	—	1 st
Unholy Radiance	Complex	Yes	Enemies within 10 ft. make AGI save or take unholy damage.	1d6	1 st
Burst of Holiness	Complex	Yes	Enemies within 10 ft. make AGI save or take holy damage.	1d6	1 st
Swift	Complex	No	Grant self or ally in melee range +5 ft. speed.	—	1 st
Long Arms	Complex	No	Grant self or ally in melee range +5 ft. melee reach.	—	1 st
Heavy Throw	Complex	No	Grant self or ally in melee range +10 ft. range with thrown ranged weapons. (Shurikens, etc.)	—	1 st
Curse Armor	Simple	No	Enemy touched takes a -2 to Defense.	—	5 th
Radiant Flame	Simple	Yes	40 ft. ranged attack that deals fire damage.	1d6	5 th
Heighten Vision	Simple	No	Grant self a +5 to Awareness for 1 round.	—	5 th
Bless Weapon	Complex	No	Weapon touched gains a +1 to attack/damage. Increases to +3 at 10 th , +5 at 15 th , and +7 at 20 th .	—	5 th
Blanc Field	Complex	No	20 ft. radius that deals 1d4 unholy damage per 6 rounds. RES save to negate damage.	—	5 th
Blessed Field	Complex	No	20 ft. radius that heals 1d6 HP per 6 rounds.	—	5 th
Ghost Form	Simple	No	Self or ally touched can move through walls.	—	10 th
Detect Alignment	Simple	No	See alignment of a single creature.	—	10 th
Hide Alignment	Simple	No	Counteracts <i>Detect Alignment</i> .	—	10 th
Leading Strike	Complex	Yes	40 ft. ranged attack, upon hitting adjacent allies gain free attacks of opportunity.	1d10	10 th
Bolster	Complex	No	Self or ally in melee range gains a +2 to two stats of their choice for 1d6+2 rounds.	—	10 th
Stumble More	Complex	Yes	40 ft. ranged attack that reduces an enemies' speed by 20 ft.	—	10 th
Free Retreat	Simple	No	Self and allies touched run 30 ft. without provoking attacks of opportunity.	—	15 th
Shift	Simple	No	Ally within 40 ft. gains an additional 5 ft. step on their turn.	—	15 th
Polyglot	Simple	Yes	50 ft. ranged attack, upon hitting if the enemy speaks multiple languages they begin speaking all of them and cannot cast spells.	—	15 th
Stricken Sickness	Complex	Yes	50 ft. ranged attack. Enemies hit are reduced to 5 ft. move speed, and take -4 AGI.	2d6	15 th
May They Curse You!	Complex	Yes	50 ft. ranged attack. Enemies hit are attacked by deity. RES save or lose turn after the attack.	3d8	15 th

Mass Terror	Complex	Yes	As Terror but 40 ft. unholy radius.	—	15 th
Restore	Simple	No	Self of ally's ability scores restore 10 damage.	—	20 th
Immunize	Simple	No	Self or ally are unaffected by poison.	—	20 th
Animal Shield	Simple	No	Summon an animal to take damage from a single attack for you. Animal has 1 HP. Unholy spell.	—	20 th
Disorientate	Complex	Yes	60 ft. ranged attack. Enemies hit are dizzy, and have a 50% chance to hit themselves.	—	20 th
Hold Thy Tongue	Complex	Yes	50 ft. ranged attack. END save or target is mute, unable to cast spells.	—	20 th
Inject Poison	Complex	Yes	Melee attack that injects a poison in a target.	Special	20 th
Grand Restore	Simple	No	Self of ally's ability scores restore all damage.	—	25 th
Deity's Crush	Complex	Yes	AGI save or fall prone and take damage.	4d6	25 th
Pillar of the Gods	Complex	No	Grant target within 70 ft. a bonus to Defense equal to level. DR 20 vs. enemies not sharing deity's alignment. Lasts for 2d8+2 rounds.	—	25 th
Desecrate	Complex	Yes	60 ft. ranged unholy attack. Target must make a RES save or defecate themselves, go into a berserk as the Berserker's First Awakening, however they can only take a Standard or Move.	—	25 th
May They Strike You Down!	Complex	Yes	100 ft. ranged attack. AGI save or take full damage of spell as deity comes down to strike.	500	30 th

Talents

Talents are gained at 3rd level and every 3rd level thereafter, giving a character edges in battle. These give characters proficiencies, bonuses to skills, etc.

Name	Prerequisites	Description
Martial Weapon Proficiency	—	Gain proficiency in a single martial weapon.
Exotic Weapon Proficiency	Attack Bonus +2	Gain proficiency in a single exotic weapon.
Light Armor Proficiency	—	Gain proficiency in a single light armor.
Medium Armor Proficiency	Proficient in a Light armor.	Gain proficiency in a single medium armor.
Heavy Armor Proficiency	Proficient in a Medium armor.	Gain proficiency in a single heavy armor.
Weapon Focus	—	Gain a +1 bonus to hit on attacks with selected weapon.
Weapon Specialization	Weapon Focus	Gain a +2 bonus to damage on attacks with selected weapon.
Power Strike	Strength 8	Choose to take a -2 to hit and gain a +4 to damage.
Super Powered Strike	Strength 12	Choose to take a -4 to hit and gain a +8 to damage.
Cleave	Power Strike	Make an attack to two enemies in range at once at a -5.
Great Cleave	Cleave	Make an attack to three enemies in range at once at a -10.
All Cleave	Great Cleave	Make an attack to all enemies in range at once at a -15.
Fleet Footed	Agility 6	Gain a +5 movement speed. Can be taken multiple times, the effects stacking.
Dodge	Agility 6	Gain a +1 bonus to Avoid.
Defender	—	Gain a +1 bonus to Defense.
Defensive Stance	Defender	Gain a +2 bonus to Stability.
Two-Weapon Fighting	—	Reduce penalties from Two-Weapon Fighting as seen on the Two-Weapon Fighting chart.
To The Death	Endurance 10	Gain +2 bonus HP per level (max +60 at 30 th level.)
Multi Striker	Agility 10	Gain additional attacks of opportunity = ½ Agility modifier.
Skill Focus	—	Once per day reroll a skill check and take the better result.
Improved Critical	Attack Bonus +4, Luck 10	Improve a weapon's critical threat range. (20 -> 19-20, 19-20 -> 17-20, 18-20 -> 15-20). Doesn't stack with other critical enhancing effects.
Die Hard	Endurance 15	Does not fall unconscious when dropped to 0 or below.
Die Hard or Die Harder	Die Hard	Dies at a negative equal to double Con instead.
Improved Initiative	—	Gain a +4 bonus to Initiative checks.
Greater Initiative	Imp. Initiative	Gain an additional +4 bonus to Initiative checks.
Initiative Master	Greater Initiative	Take a 20 on Initiative checks twice per day.
Savior	—	Gain a +2 bonus to a single saving throw.
Improved Savior	Savior	Gain an additional +4 bonus to a single saving throw.
So Much Savior-ing	Improved Savior	Gain an additional +6 bonus to a single saving throw.
Nonlethal Master	—	Take no penalty to attacking nonlethally.
Racial Slayer	—	Gain a +2 to hit and damage enemies of your own race.
Take a Hit	—	Take the damage for an adjacent ally.
Improved Trip	Level 5	Gain a +2 bonus to Trip attempts.

Improved Grapple	—	Gain a +2 bonus to Grapple attempts.
Improved Disarm	—	Gain a +2 bonus to Disarm attempts.
Improved Sunder	—	Gain a +2 bonus to Sunder attempts.
Improved Bull Rush	—	Gain a +2 bonus to Bull Rush attempts.
Improved Overrun	—	Gain a +2 bonus to Overrun attempts.
Improved Reposition	—	Gain a +2 bonus to Reposition attempts.
Improved Steal	—	Gain a +2 bonus to Steal attempts.
Improved Feint	—	Gain a +2 bonus to Feint attempts.
Maneuver Master	All “Improved” Maneuvers	Gain a +6 on top of the bonus to Maneuvers.
Double Throw	Attack Bonus +2	Throw two thrown weapons at once at a -2.
Lunge	—	Increase reach by 5 ft. for one attack, and take -2 Defense.
Quick Draw	—	Draw a weapon as a swift action.
Killing Spree	—	Upon killing an enemy, gain a free attack against an enemy within range.
Titan Grip	—	One hand a two-handed weapon at a -2 penalty, or wield a weapon one size category larger at a -2 penalty.
Blade Ward	—	While two-weapon fighting, gain a +2 bonus to Defense.

The Fade Tabletop

Strength Magic Endurane Resistance Agility Luck	Score	Mod	Hit Points	Defense	Stability
				Avoid	Luck Re-Rolls
			Name	Deity	
			Race	Class	
			Class Subtype		
Limb HP					
Head		Eyes/Ears/Groin		Torso	
				Arm/Leg	

Skills				
Artisan	Stealth	Modifiers for Skills 		
Acrobatics	Use Computers			
Awareness	Use Magic Device			
Deception	Knowledge			
Drive	Dungeons			
Fortitude	Tactics			
Handle Animal	Technology			
Heal	Geology			
Linguistics	Astrology			
Persuasion	History			
Ride	Religion			
Spellcraft	Royalty			
	Wilderness			

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