Q.U.E.S.T.E

a TTRPG by Henry Standage

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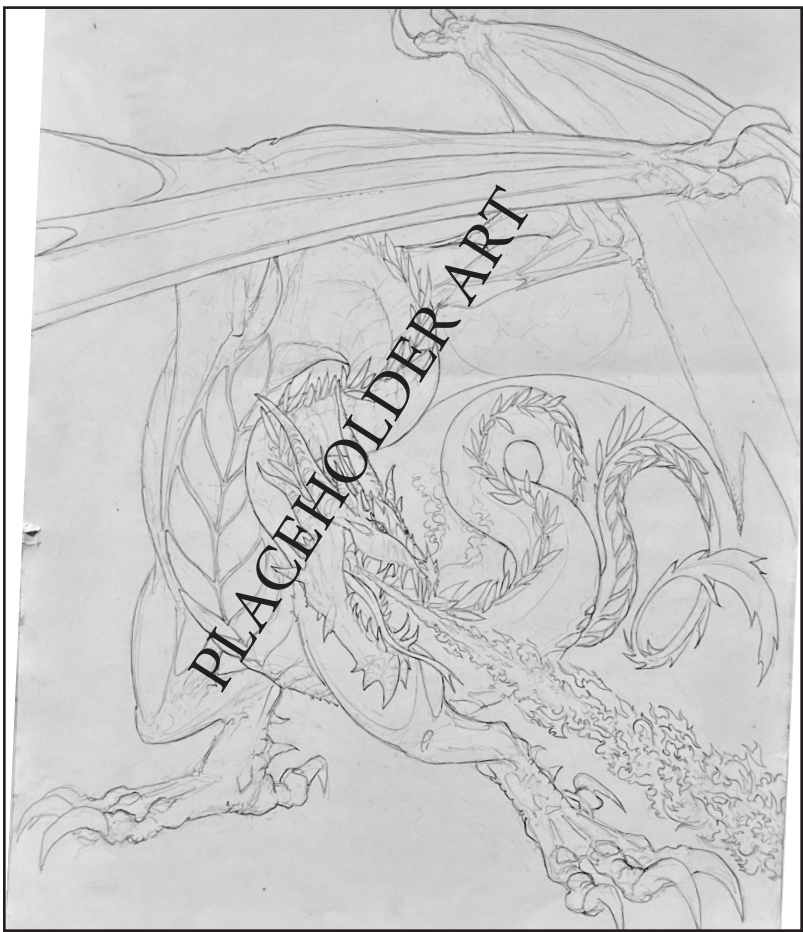

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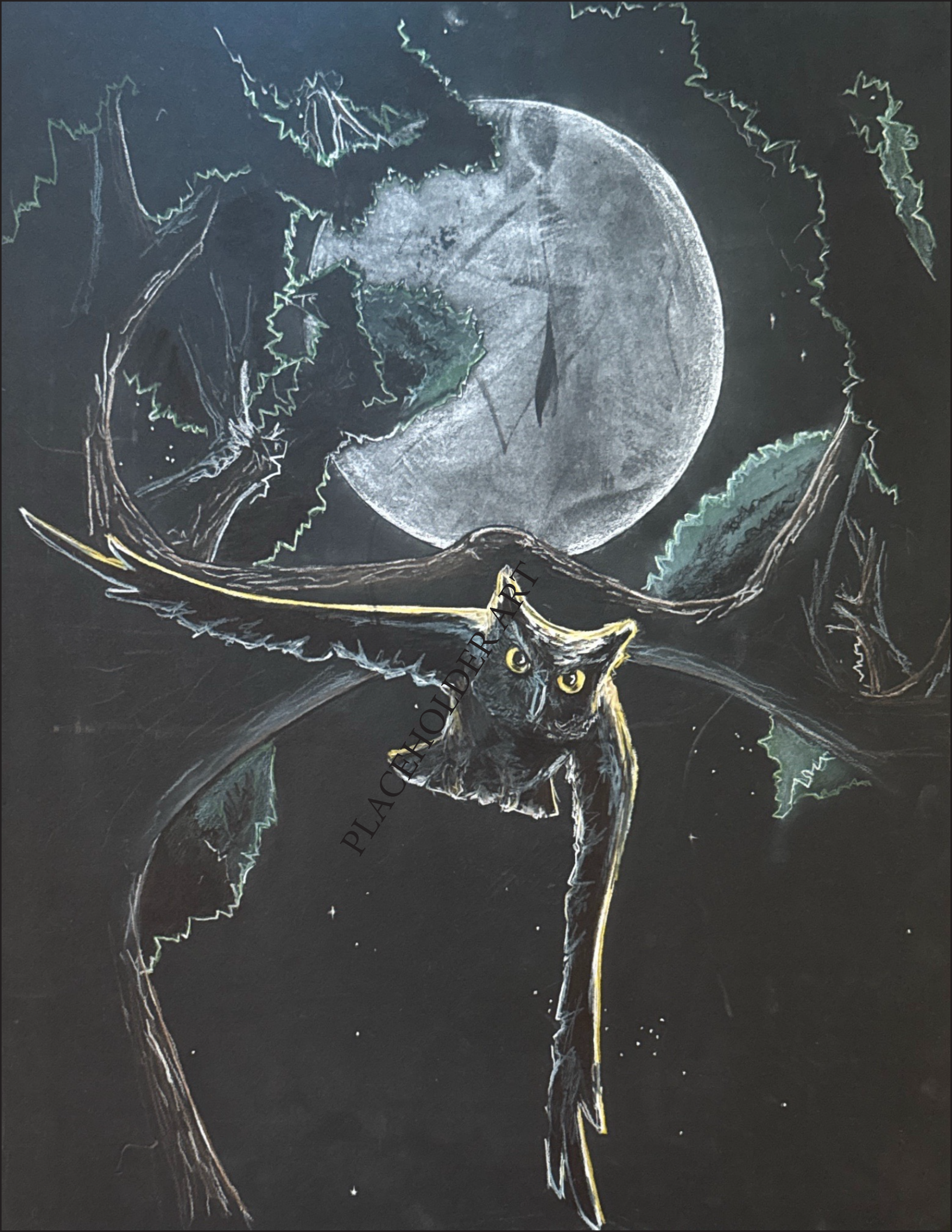

PLACEHOLDER ART

INTRODUCTION

Q.U.E.S.T.E.

Quasi-tactical Unlimited Emendable Story Telling Engine is a tabletop role playing game system for players of all walks of life and levels of experience. It is designed to create interesting characters and entertaining stories within fictitious and historical settings.

A tabletop role playing game is generally described as a collaborative storytelling experience. It is a game where the goal is to make interesting character choices in a dynamic setting. In Q.U.E.S.T.E., one player presents the setting while the other players each create a unique character who makes choices inside of the story. Basically it's like playing pretend, but with a referee, rules, and goals that everyone agrees to. Organized because of its structured rules. Unlimited because the core rules are genre agnostic. Tactical because the rules allow for action based combat. Cooperative because each player is encouraged to accept equal responsibility for the story being told. Adaptable because various rules can be included or excluded based on the kind of story being told.

WHAT DO YOU NEED TO PLAY?

One player assumes the role of Narrator and will describe the setting and what happens in the world of the game. Every other player is a Player Character, PC for short, who acts as one of the main characters in the story. Each PC needs a personalized character sheet filled out in pencil.

You also need two six-sided dice, or 2d6 for short. 2 denotes the number of dice, and d6 denotes that they are 6-sided dice. The dice help determine the consequences of the characters' actions.

There are times the rules will refer to rolling a d36 (a 36 sided die). Obviously a 36 sided die is a rare item. The proper way to simulate 36 equal outcomes is to roll a six-sided die to determine a tens place number, then a second six-sided die to determine the ones place number. This can produce 36 different numbers between 11 and 66 with equal probabilities.

The Magnitude System

Q.U.E.S.T.E. uses a luck based core mechanic with 2d6.

Every time a PC must determine the effectiveness of an action they are taking, 2d6 are rolled (unless the Narrator says otherwise). The results from both dice added together is a measure of how lucky the character is completing that action. This is called the natural result.

Modifiers can be added and subtracted from the natural result rolled on the dice to affect the likelihood of success, including a difficulty modifier. This new total is called the actual result.

An actual result greater than 7 is a success, meaning the desired outcome is achieved. An actual result less than 7 represents a failure, meaning the desired outcome is not achieved. An actual result equal to 7 is a mixed success, which provides the character with the option to succeed if they pay some additional cost. The difference from 7 is the magnitude. Successes have a positive magnitude and failures have a negative magnitude.

A magnitude of +7 or greater or rolling a success with doubles represents a critical success, which means the character succeeds in a spectacular, almost unheard of fashion. A magnitude of -7 or less or rolling a failure with doubles represents a critical failure; not only do they fail but they also incur an additional consequence to worsen the situation. Rolling doubles on a magnitude of +0 does not affect the outcome.

Some rolls may have advantage or disadvantage. Advantage means you roll 3d6 instead of 2d6. Disadvantage means you roll 1d6 instead of 2d6. In the rare case that a roll is given both advantage and disadvantage then they cancel each other out and the roll is performed as normal. Advantage and disadvantage can stack if the NARRATOR permits it, meaning that double advantage makes the roll 4d6. Advantage increases the likelihood of a critical result from rolling doubles.

Being

Being is a unique aspect of Q.U.E.S.T.E. It is the common score between all sentient creatures in the game. In this game, basically anything that can take actions and make decisions is considered a creature, and all creatures are either PCs or NPCs. Other things in the game may have statistics or effects and may even take actions but do not have a Being score because they are not independently sentient.

Being is a representative measurement of how powerful and how important an individual being might be. It reflects a creature's maximum health and level of experience relative to creatures of a similar species.

A PC usually starts with 12 Being. A bystander NPC that is generally unimportant to the plot might have 3 or 4 Being. A cockroach or goldfish might have 1 Being. An important cockroach or goldfish might have 2 or 3. The CEO of a powerful, evil corporation could have 24, the (theoretical) maximum for a human or similar organism. A powerful dragon could have 60 or more.

The Being score of something with deity-like abilities could be around 120, the (theoretical) game maximum.

The Narrator is responsible for directly regulating NPC Being scores throughout the game. An NPC experiencing a major victory or defeat, gaining or losing fame or favor, and similar things can all be reflected in their Being score. At their discretion, the Narrator uses this to add to the story and facilitate dynamic characters.

PLAYING THE GAME

Role Playing

A role playing game is often more about what you fill in between the rules than it is about following the rules. As you play, you can speak in character like actors on a set, in which case the Narrator portrays all of the NPCs. You can also speak out of character to describe your characters' actions.

An example of such conversation around the table might go something like this:

Our noble knight and his wizard companion (two PCs) have just apprehended a thief (an NPC) who attempted to steal the knight's sword:
Knight (PC 1): "Excellent work, Marlin. Your spellwork was flawless as always."
Wizard (PC 2): "Thank you, Archur, you are too kind."
Knight: "Now what should we do with this pilfering rogue?"
Pilfering rogue (played by the Narrator): "Let me go, you slimy prat! I'll bite your legs off!"
Knight: "Now, now, let's not get our knickers all twisted." Then, out of character, speaking directly to the NARRATOR, "I level my sword with the point on his throat."
The Narrator, out of character: "He whimpers."
Wizard: "Who are you? And why did you try to steal his sword?"
Pilfering rogue: "I'm just a pick-pocket who lives on the streets! Please! I promise not to do it again!"
Knight: "Liar!"
Pilfering rogue: "It's the truth, I swear! I'm just a hungry lowlife! Please, let me go!"
Wizard: "If you do not tell us the truth, I will force you to with my magic. It might hurt a little. You might not be quite the same afterwards."
Pilfering rogue: "Noooo! Noooo!"
Knight: "Then tell us the truth, right now. I press the sword point into his skin."
The Narrator, out of character: "Make an Intimidation skill roll."

This conversation might sound pretty weird to anyone eavesdropping. But it's fun, so who cares? Every game will be a little different, so it's hard to present an example of 'typical' conversation. In truth, such a thing might only exist around each individual table.

If you don't like speaking in character and would prefer just to describe your actions, that works just fine too.

Player Characters' Role

It's a role playing game, meaning you play a role. In other words, each PC has an assigned character to act out like in a movie or television show. Your job is to make decisions in the game for your character. Your goal is to cause the character to progress as an individual and help move the story along.

You get to design your character and decide all of the details about how they act and what they're good at. You do this by filling out a character sheet, the rules for which are found in chapter 3.

You and the other PC's help create the story by reacting and making decisions in the world of the game. Your character should be interesting to you and they should have their own motivations in the story.

When you role play, you have 2 goals, the player's goal and the character's goal. The character's goal is what the story is about, what they want to accomplish and how. The player's goal is the story itself, to make decisions for your character in a way that helps move the plot along and keeps things fun for everyone playing. These 2 things should work together, moving the story along in an interesting and organic way with the help of the Narrator and the game rules. Things get really interesting, however, when these 2 goals occasionally don't work together. In those situations, PCs are often tempted to metagame.

Metagaming is making in-game decisions based on information that your in-game character does not have. For example, you as a player might learn something from another player or from the rule book, but inside of the game, your character has no way of learning the same thing. If you use that knowledge to gain an advantage, ignoring how your character would react naturally, then you're basically cheating. The point is to tell a story, not just win fights or get stuff.

It sometimes helps to decide specific things that are true about your character, such as catch phrases they use, things they like, things they don't like, and other details that might explain who they are and how they make decisions. Include some of these details in your backstory.

In truth, everyone metagames at least a little. It's not like it always ruins the whole game, but it can take the fun out of it sometimes for the other players. Remember, the Narrator is not your enemy, they're just a different kind of player who is also trying to have fun.

The Narrator's Role

You "run the game" like a computer runs a video game. You mediate the world of the game around the PCs. This includes deciding the details about what happens in that world, what exists, and how things work. You describe these things to the other players.

You depict all creatures in the world that aren't the Player Characters, including any people or monsters they might interact with. These are called non-player characters (NPCs for short).

You create situations for the Player Characters to respond to and you decide the consequences for their decisions.

The fictitious world of the game is called the setting. The series of situations and conflicts the PCs become involved in is called a campaign.

The setting and campaign can be whatever you decide to create, but you should respect the autonomy of the PCs. If they can't make their own decisions then you're not really playing a game. Let them be creative too and help add to the setting and the story. Otherwise, they may not like to play with you.

The Narrator is also the mediator of the game rules. When creating a setting and situations to place the PCs in, the Narrator interprets all game rules. Every rule and description in this game are subject to the superscription of the Narrator during gameplay. This responsibility includes deciding the difficulty modifiers for all skill rolls made during play. Ultimately, the rules are whatever the Narrator says they are based on how they want to run the game. If you want to change something or add something or bend some of the rules so a PC can do something really cool, then do it.

The Narrator also has one more major responsibility, and that is helping regulate Player Character advancement as described at the end of chapter 3.

Much like a computer facilitates a video game, you manage the entire world of the game. This means when you're role playing you portray every NPC. Role playing is an opportunity for you to make the story immersive and emotionally compelling. You do this by creating interesting NPCs, including a diverse cast. Some NPCs might be good friends with the characters, and some villains might carry a lot of depth and realism in their personalities.

Additionally, you control each NPC in combat. You decide what they do on their turns. You also decide the environmental factors of the world, such as weather, terrain, and wildlife. It may seem overwhelming to keep track of, but you can include or exclude as much detail as you're comfortable with. It's okay if most NPCs don't have backstories. It's okay if you just don't worry about the weather. It's totally okay if you decide to just leave out rules because they're stressing you out. The whole game can be as easy as you want, because you get to decide.

One thing that marks a good Narrator is description. When you describe the world, what it looks like, what it feels like, what it smells like, you are creating the game. When you can provide rich detail quickly, it can make the game more engaging for the PCs. This is usually easier if you plan the descriptions ahead of time, which will be discussed in chapter 7.

Remember, you are not the PCs enemy. You are working together to write a good story, not against each other to see who is more clever.

Skills

Skills are the backbone of the rule based mechanics. Much of the game that is not spent speaking in character will be spent gawking over ludicrously high criticals and utterly hilarious failures. Or cheering at the near miss of an enemy. Or sweating over the mixed success of an ally. It can be unusually exciting to roll 2 six-sided dice. Some skills are divided into subcategories called sub-skills.

WHEN TO ROLL FOR SKILLS

Skill rolls, in a nutshell, settle everything that can't be settled by role playing. If an element of luck would naturally occur in the situation or a level of skill would be required, then rolling becomes necessary.

If a character is attempting to complete a specific action or attempting to create a specific outcome, then a skill roll will be involved. Some exceptions might include if there is no relevant skill, in which case the roll can use a base statistic alone, or if the action is so easy to accomplish that failure is a one-in-a-million chance, such as asking an NPC for a favor when they were already willing to help, or applying pressure to a wound that was never seriously bleeding.

HOW TO ROLL FOR SKILLS

A skill roll consists of a player rolling the aforementioned 2d6, applying a difficulty modifier, applying the PC's modifier for 1 relevant base statistic, applying the PC's modifier for 1 relevant skill or sub-skill, and applying any other situational modifiers (bonuses or penalties) for attributes or other similar effects.

2d6 - difficulty + base statistic + skill modifier = actual result

Typically, you start with the player character stating what they want to accomplish and how much time their character is willing to spend doing it. They should say what skill/sub-skill they want to use and what base statistic with a reasonable explanation of how they are using them. Ultimately, the Narrator decides what skill/sub-skill and base statistic the PC's plan falls under. Any combination of skill/sub-skill and base statistic can be used.

If you do not have the required skill or sub-skill at +0 or higher, then your modifier for it is automatically -2.

As discussed previously, the difference from 7 equals the magnitude of the roll.

actual result - 7 = magnitude

A negative magnitude is a failure. A positive magnitude is a success. A magnitude of +0 is a mixed success, which requires the player to choose between success and avoiding an additional consequence or else they only partially succeed.

Rolling doubles or obtaining a magnitude with an absolute value greater than 6 makes the result a critical success or failure. A critical success gives the player some additional benefit on top of the intended effect. A critical failure creates an additional negative consequence on top of failing. There is no such thing as a critical mixed success.

The Narrator describes the effects of any success or failure. They can use the magnitude as a measurement to help decide how effectively, handily, quickly, cleanly, slowly, or sloppily the task was performed. Players have the right to know beforehand what the possible consequences for failure are within reason.

The time it takes to complete a task can be incredibly subjective. It can be based on the task itself, possibly being reflected in the difficulty, but it can also be affected by the magnitude after the PC makes their roll. This is one reason why it's important for the PC to specify how much time they are willing to spend. Otherwise, the Narrator decides on their own how much in-game time every success and failure takes before the PC can move on to something else.

As an example, Archur, our noble knight, seeks to intimidate the pilfering rogue. He states that strength will be the relevant base statistic as he holds the sword perfectly level and steady with the point on the thief's throat. He forgets to specify how long he is willing to wait. The Narrator says that this is a -4 difficulty strength Intimidation roll. Archer rolls a 2 and a 6. He has +2 strength, but he does not have the Persuade Intimidation sub-skill, making his skill modifier -2. 2 + 6 - 4 + 2 - 2 = 4; 4 - 7 = -3, a failure. The Narrator states that the thief continues repeating the same answers. The Narrator decides that Archur's arm gets tired after several minutes, ending the attempt, and he will have to wait a few hours before attempting another Persuade Intimidation roll on the pilfering rogue.

Optional Rule, Time Points and Adrenaline: The narrator can assign a number of time points, TP, to the skill, 1 point for every half hour the task would typically take rounded down. The magnitude of each skill roll made to complete the task is subtracted from the TP. Each roll that does not deplete the TP to 0 represents 30 minutes of time the creature spends on the task. Multiple creatures can roll for the same task during a shared 30 minute interval. During combat, adrenaline allows creatures to make these rolls once per turn.

BASE STATISTICS

The base statistics are the most basic parameters for a creature's capabilities. They are represented by six statistics: a constitution modifier, a dexterity modifier, a strength modifier, an education modifier, a wisdom modifier, and a reputation modifier.

Constitution is a creature's ability to tough through damage and discomfort. Dexterity is a creature's ability to react quickly and make precise movements such as through hand-to-eye coordination. Strength, the most self-explanatory, is the physical capacity of a creature to exact force on another object. Education represents the amount of factual knowledge a creature has successfully learned. Wisdom is a creature's intuition and ability to use knowledge for practical application. Reputation is the social weight of a creature when they are trying to be charismatic or influence another creature.

DIFFICULTY MODIFIERS

A difficulty modifier or difficulty is a measurement of how difficult the task is that a creature wishes to complete. A difficulty modifier is applied to every skill roll. The Narrator decides each difficulty.

Difficulties and advantage/disadvantage do overlap slightly in their purposes. Use this rule of thumb to tell them apart: difficulty represents the task's difficulty generally for any creature attempting it, such as environmental factors, and advantage/disadvantage represents things directly affecting this creature's specific ability to complete the task, such as a particularly good idea or meticulous preparation.

When imposing a difficulty, a -1 is something that could probably be accomplished with minimal training, and -6 would be relatively impossible without significant amounts of training. Difficulties can also represent factors of the environment or the situation, such as things that might distract the character, interfere with their senses, or cause them to hesitate. Other factors would include how quickly the character is trying to complete the action and whether or not the proper tools and materials are available.

If the task is extremely or notably easy so that anyone should be able to do it, then the Narrator can decide that rolling is unnecessary and that a success is automatic. Typically, you would only deviate from this if the magnitude of the roll is directly consequential, such as to affect another creature's roll later on, or to build tension in the story.

As an example, hammering in a nail is fairly straightforward, so it could be a -0 difficulty and making a roll might be unnecessary. Carving a piece of wood into a tool could be a -3 difficulty. Cutting baseboards to fit exactly flush at right angles might be -5. Carving an ornate headboard for a king size bed could be -7. Repairing the same headboard to look like new after being damaged could be -9. Performing the repairs in the back of a moving vehicle

might be -11. Performing any of these actions without all of the proper tools might incur an additional -2. The Narrator is also allowed to just say, "No, that's not possible, and your character would know it."

Optional rule, cartoonish possibility: If you want to make your game more like a cheesy anime, then the optional maximum for a difficulty modifier is -13, which would represent the task being technically impossible for a human.

Optional rule, Recognition: If a creature's skill modifier exceeds the difficulty of a roll to recognize or remember something, such as a Nature roll to recognize a certain plant, then they automatically succeed without needing to roll.

ADVANTAGE AND DISADVANTAGE

Some rolls may have advantage or disadvantage. Advantage means you roll 3d6 instead of 2d6. Disadvantage means you roll only 1d6. In the rare case that a roll is given both advantage and disadvantage, then they cancel each other out and the roll is performed as normal. At the Narrator's discretion, advantage and disadvantage can stack. Some specific effects grant advantage or impose disadvantage. The Narrator can also grant or impose them on any roll they see fit, and they should have an in-game justification when they do so.

ASSISTING OTHER CHARACTERS

Sometimes magnitudes can become modifiers. If the Narrstor agrees, then the magnitude of one creature's skill roll can be used by another creature on a subsequent roll that is dependent on the first creature's success. For example, an Athletics Acrobatics roll is made to climb onto a ledge. An Athletics Weightlifting roll is additionally made to give the climbing creature a boost. The desired effect is achieved (or not achieved) by applying the Athletics Weightlifting roll magnitude to the Athletics Acrobatics roll as an additional modifier. Rolls can be chained in this way infinitely, so long as the Narrator approves.

Sometimes creatures all need to make the same skill roll together as a group, such as a Stealth roll to sneak around, or an Art Music roll to perform a song together. Other times, they may all be attempting to complete one simple task together, such as unlocking a treasure chest. In such cases everyone participating makes the same roll at the same time. If they must succeed as a team, such as with performing a song, then the lowest magnitude is averaged with the highest magnitude to determine the team's overall magnitude. If they must all succeed individually, such as with a Stealth roll, then the lowest magnitude is the team's total magnitude. If only one creature needs to succeed, such as with the treasure chest, then the creature with the highest magnitude succeeds first.

CONTESTING ROLLS

Contesting skill rolls can also be made. If 2 creatures are attempting to outmatch each other with the same skill or attempting to stop each other with counteracting actions, then they both make a skill roll. If both rolls succeed then the higher magnitude wins the contest. If both rolls fail then neither creature accomplishes their desired outcome. In the case of a tie, the higher skill modifier wins. If it's still a tie, then it should be treated as a mixed success for both participants. For example, two creatures engage in an arm wrestling contest. They can both make a strength Athletics Weightlifting roll, and the higher actual result wins. A mixed success could be interpreted as a stalemate that requires a re-roll.

ROLLING FOR NPCS

NPCs don't typically need to make skill rolls outside of assists, contests, or combat. Most of the time, the NARRATOR can just decide whether or not they succeed in order to save time. He or she may decide to actually roll in order to build tension or realism, but most of the time they can just compare the NPC's modifiers and task difficulty to determine a general magnitude, or even just decide on a whim what the magnitude will be based on what moves the story along better.

If 2 NPCs are going to fight each other, the general way to determine the winner is to just compare Being scores. If you want to make things more interesting you can roll dice and play through an entire combat, or you can just pick a winner.

SKILL DESCRIPTIONS

Animal Handling is used when working with animals. It can cover things like training animals, riding animals, and veterinary science.

Arcana is magic. This skill covers things like recognizing magic, knowing about various spells and effects, and casting spells.

Arcana Alchemy is the magic of controlling atoms and elements, the natural flow of energy, states of matter, and the physical structure of things.

Arcana Artificy is imbuing inanimate material with its own magic. It is closely related to enchantment.

Arcana Conjuration is the magic of creation and existence, controlling what exists where, how, and for how long.

Arcana Divination is the magic of information and knowledge, to gain or steal it from the past, present, or future. It is also the magic of fate and destiny, to pull on or adjust it.

Arcana Enchantment is a classic form of spellcasting that involves creating long-term magical effects to modify reality.

Arcana Induction is the other classic kind of spellcasting, inducing instantaneous magical effects that expend themselves immediately.

Arcana Necromancy is the magic of death, both to kill and to make undead. It is largely considered taboo.

Arcana Psionics is the magic of the mind and body, to control and expand the function of individual cells beyond their natural capacities and to affect the thoughts and feelings of the mind.

Art is creative communication, so this skill involves creating and interpreting the deeper messages. This skill is used for art history and knowing about artists and pieces, and it is also used in creating art. We understand that under each of these sub-skills, we could have a whole slew of sub-sub-skills, but this game is already complicated enough, so we don't.

Art Culinary is the art of cooking and food.

Art Music covers music theory and instrument techniques.

Art Painting includes painting, drawing, sketching, and two-dimensional digital art.

Art Sculpture includes such things as marble sculpture and clay sculpture. It can cover very ornate masonry and other kinds of carved artwork. It includes three-dimensional digital art.

Art Writing is of course language based art, such as plays, stories, poetry, or even such things as scholarly articles or speeches.

Artillery covers operating weapons that are too big to carry or require a team to operate. It will include different things in different settings, ranging from medieval war machines, like catapults, ballistae, or siege engines, to tanks, mortars, or stationary rocket launchers, to orbital artillery on a space station.

Astronavigation is charting courses for spaceships and hinges around stars' positions, trajectories, and gravitational fields. It might also be used to figure out where you are in space if you're not sure how you got there. It is the ultimate culmination of astronomy, cosmology, and physics.

Athletics can represent hours of physical conditioning and strenuous, consistent self-motivation. Any time you are putting your body to the test, you should consider an Athletics roll.

Athletics Acrobatics is about flexibility and timing just as much as it is about strength, if not more so..

Athletics Endurance is about patient perseverance under physical stress. It commonly applies to cardiovascular fitness, such as when running a marathon.

Athletics Weightlifting is about instantaneous, temporary power. It's literally about the sheer amount of weight your muscles can handle.

Broker is the skill for buying and selling, but more for selling. Broker is for when you're trying to strike a business deal. A common example of using Broker is in sci-fi settings if you are a trader with a shipment of materials or goods and you've got to find a buyer. It can also apply to selling off a rare magic item or piece of treasure you found while adventuring.

Communications is for long range communication technology, specifically using radio or satellite transmissions, which is an incredibly technical field. It might have other uses in other settings, such as morse code with a telegraph, ship flags, or smoke signals.

Computers is the skill for using computers or digital technology, anything that needs a programmed code to function. This can cover writing code, hacking, using an unfamiliar interface, etc, however it doesn't necessarily need to be a software issue.

Drive is the skill for handling ground vehicles. You might use this skill to pull a sick drift or to land a sweet jump. It could also potentially be used to make repairs on a vehicle.

Drive Hover Vehicles is for vehicles that hover above the ground and are typically omnidirectional.

Drive Large Vehicles is for friction based freight or large transport vehicles. This sub-skill would cover things like school buses and semi trucks.

Drive Single Rider vehicles are not literally all single rider. They are smaller vehicles that usually are designed for two people at the most, such as a motorcycle.

Drive Small Vehicles is for really anything that's halfway between Large Vehicles and Single Rider, like a sedan, a 12 passenger van, or a pick-up truck.

Engineering is pretty self-explanatory. It involves understanding how to build things or harness natural forces.

Aerospace Engineering involves aerodynamics and machines capable of flight.

Chemical Engineering involves, of course, chemistry and using the properties of different substances and

chemical reactions.

Electrical Engineering is the understanding of the flow of electricity and the function of circuits.

Mechanical Engineering is the manipulation and use of physical forces. Basically, if it has moving parts, it's probably mechanical.

Stardrive Engineering applies specifically to stardrives, machines that allow spaceships to travel faster than the speed of light.

Explosives involves handling and building explosive devices. Typically building them is harder than just using them.

Firearms is the skill used for portable ranged weapons, either using them, repairing them, or building them.

Firearms Archery involves recurve bows, compound bows, crossbows, slingshots, etc.

Firearms Handguns is for small firearms such as pistols. These kinds of weapons are designed with one specific handgrip location. Most are still usually handled using two hands.

Firearms Heavy Weapons is for large, bulky weapons such as grenade launchers, heavy machine guns, man-portable rocket launchers, etc.

Firearms Rifles is for rifles. These are two-handed, long bore firearms that would be extremely difficult to operate with only one hand, such as a sniper rifle.

Heavy Armor represents experience working with armor that is bulky, heavy, or restrictive. This skill covers things like taking it off, putting it on, and maintenance. Similar to other skills, it might mean different things in different settings. It might refer to a full suit of steel plate armor in a fantasy setting, or it might refer to an exoskeleton suit in a sci-fi setting. This skill would also be used to perform simple tasks while wearing heavy armor, or any task that would be noticeably easier without the armor on. For example, climbing over a stone wall is not typically very difficult, but while wearing armor it might be a little harder. Drying and putting away dishes is not very hard, but wearing a full suit of armor might make it a little trickier.

History is used to recall knowledge about factual history, such as lore, recent news headlines, and anything else you might find written in a history book.

Investigation is for noticing anything that the senses can be used to detect and look for clues. Investigation can also be used to detect imminent surprise attacks, contested with the attackers' Stealth roll.

Language applies to communicating in and comprehending languages that are not your mother tongue. The Language skill does not have a set sub-skill list, but it does have sub-skills; each individual language is considered its own sub-skill. Elvish, Dwarvish, Orcish, etc. are all considered specific Language sub-skills. Similarly, in a historical campaign, real world languages would be considered its sub-skills, such as Spanish, English, German, Mandarin, French, ASL, etc.

Leadership covers anytime you are taking charge of a situation. It can cover giving orders. It can cover rallying and inspiring troops. It can cover administrative duties like staying on top of information about how an organization or group is functioning.

Medic applies to anything medical. Almost anytime someone wants to recover Being points naturally, a Medic roll will need to be made.

Melee applies to, you guessed it, melee weapons; attacking with, manufacturing, maintenance, etc.

Melee Bludgeons is for crushing or smashing weapons, such as clubs, hammers, or maces.

Melee Large Blades is for large, usually two-handed bladed weapons that are not swords, such as axes or scythes.

Melee Small Blades is for bladed weapons that are easily wielded one-handed, such as hatchets or daggers. Daggers specifically have blade lengths of 45 centimeters or less. Longer than that is at least a sword.

Melee Swords is for swords.

Melee Unarmed includes hands, feet, elbows, knees, teeth, etc. This sub-skill also covers natural weapons, such as horns, claws, fangs, hooves, etc.

Memory is primarily used to get the Narrator to repeat things. You use this skill to remember specific details. In some TTRPGs, players will take notes to keep track of everything the game master says. In this game, just make a Memory skill roll to see if your character remembers. At the Narrator's discretion, it can also be used to add things to your backstory or a previous scene, representing your character 'remembering' them.

Nature is used for identifying plants and animals, as well as how to use them as resources. Survival skills usually fall under Nature.

Navigation is used for planet-side navigation, such as with a map, compass, or both.

Persuade is the skill you use when you're trying to convince someone to do something, like believe you, or help you, or go somewhere, or stop doing something.

Persuade Deception is for when you are deceiving or misleading someone. If a PC attempts to determine whether or not an NPC is being truthful, then the PC chooses the difficulty for a Persuade roll. If the NPC is being dishonest then the Narrator makes a Persuade Deception roll. If they are being honest they use Persuade Diplomacy. The Narrator does not tell the PCs what skill was used, only the result.

Persuade Diplomacy is for reasonably parlaying with an individual or group. It may also be used for recalling proper etiquette in various cultures.

Persuade Intimidation is for scaring or strong-arming someone into doing something. This sub-skill may allow a creature to use a negative reputation modifier as a positive modifier. Again, any base statistic can be applicable, so long as you're justifying how you use it. You could use

strength to intimidate someone by crushing a pumpkin, reputation by threatening to spread rumors, wisdom after casting a simple spell, etc. Typically, the wisdom modifier of the creature being intimidated is the difficulty, but the Narrator can make things more interesting by having them make a contested Persuade Intimidation roll instead. On a critical success, the creature being intimidated gains the frightened condition.

Pilot is for doing things with flying vehicles and mechs. You might use this skill to perform stunts, such as taking off or landing.

Pilot Atmosphere applies to vehicles that don't leave the atmosphere, but aren't planes or helicopters. Usually, this means buoyancy vehicles like hot air balloons, zeppelins, and blimps.

Pilot Capital Ships applies to ships that are size 9. These ships are massive and typically require extensive crews. Most spacefaring vessels in this category are too large to land on a planet's surface or take off from a planet's surface.

Pilot Helicopter applies to helicopters and similar vehicles that use rotors.

Pilot Mech applies to large vehicles that mimic animals or humanoids in the way that they are shaped and the way that they move. In other words, mechs are big robots that need pilots. Some of them have flight capabilities.

Pilot Planes applies to airplanes or atmosphere-bound vehicles that have wings and use lift.

Pilot Spacecraft applies to one-man spaceships or spaceships that only have a cockpit or a main cabin and no additional rooms. These craft do not usually have faster-than-light capabilities.

Pilot Starcraft applies to mid-sized spaceships size 8 or smaller. They may have multiple cabins, at least one engineering section inside the ship, and faster-than-light capabilities in appropriate settings.

Religion is used to recognize and understand symbolism and concepts from various religious and spiritual groups.

Science has sub-skills in the same way Language has sub-skills. Every field of science is considered a sub-skill under science, such as geology, herpetology, oceanology, physics, etc. You use this skill to recall scientific information or understand how it might be useful.

Sensors is a technical skill much in the same way Communications is a technical skill. It covers operating sensor equipment, tuning it and reading it. It covers things like sonar and radar. Sci-fi settings often include other futuristic kinds of sensor equipment.

Sleight of Hand covers anything you're trying to do with your hands that you don't want others to notice or that need to be exactly precise. It covers things like pickpocketing, quietly opening a door, lacing food with poison, card tricks, removing golden idols from booby-trapped pedestals, or other similar actions.

Stealth covers anytime you're sneaking around or trying to hide something, such as concealing a weapon in your clothes.

Streetwise is for when you're out on the town. You use Streetwise to see if you know anything about the neighborhood, such as knowing about local figures or businesses. It can also be used to find rumors and collect new information. It can also be used to sow rumors or plant information.

Tactics is the combat version of Investigation. You roll Tactics to identify weaknesses or figure out how effective a particular strategy might be. Trying to deduce the enemies strategy or objective could also be a Tactice roll.

Trade has sub-skills the same way Language and Science have sub-skills. Trades are marketable, learned skills, such as carpentry, blacksmithing, weaving, brewing, farming, welding, roofing, plumbing, etc. A Trade skill can be used as a source of income for a PC or NPC.

Watercraft is the boat skill. If you're doing something that involves a vehicle floating on the water, it's probably Watercraft.

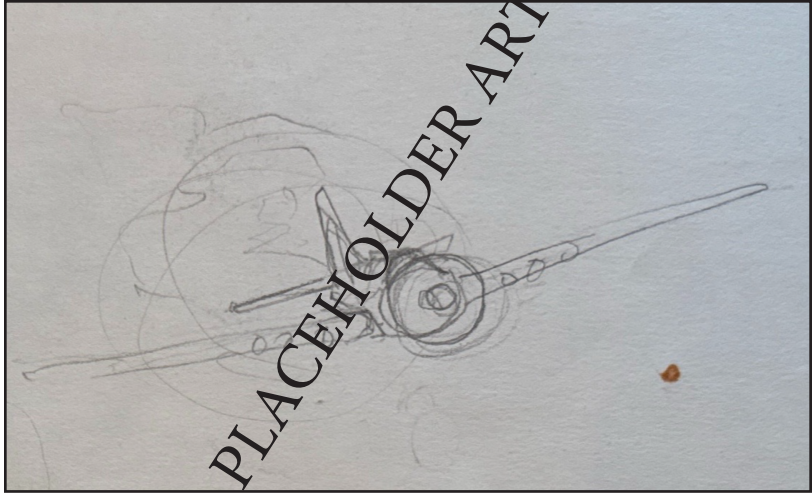
Zero-G is the skill used to move around and perform basic tasks in a zero-gravity environment.

Sanity is an optional skill to include in your game. Sanity rolls are a hallmark of many horror themed games to resist the psychological effects of being involved in horrific events. It can also serve as a replacement for Tactics when a character must resist the influence of a negative attribute.

Combat

The meat and potatoes of most role playing games is the part where you get to fight the monsters. That's where all the real action is.

Combat in Q.U.E.S.T.E. is divided into rounds and turns. Every creature present takes 1 turn during each round. One round lasts 10 seconds in-game and all the individual turns technically occur simultaneously, though they are resolved one at a time in real life for simplicity. Don't over think that too much, because it kinda takes the fun out of things. The Narrator may decide at the end of each round how long it lasted in seconds, between 1 and 10.



INITIATIVE

As soon as a creature decides to attack another, combat begins and an initiative roll is made to determine turn order.

The recommended initiative system for Q.U.E.S.T.E. is cinematic initiative. It follows the following steps:

1) Each creature involved in the combat rolls 2d6 and adds their initiative modifier. The total becomes that creature's pool of initiative points. A creature cannot have less than 0 initiative points.
2) Turn order is determined by the participant's initiative points. The creature with the most initiative points will go first, followed by the creature with the second most, and so on until the final turn is taken by the creature with the least points. Ties are broken by initiative modifiers. Further ties are broken by the Beings. Further ties are broken by the Narrator's choice.
3) The first creature in the turn order takes their turn. They decide how many initiative points to spend. Standard actions cost 3 points and minor actions cost 1 point. They can only take up to 2 standard actions and they can only take up to 3 total actions. They may decide the order in which their actions will occur. They may spend additional points in an effort to prevent interruptions.
4) As their actions are being resolved, any other creature may buy an interruption by spending more initiative points than the creature taking its turn, or buy an interaction by spending the same number of points or less. For creatures buying interruptions and interactions, standard actions cost 4 points and minor actions cost 2 points.
5) Interruptions may prevent or detract from the action that is being resolved. Interactions can affect the action as the creature allows them to. Interruptions are resolved in the order of points spent, with the creature who spent the most resolving their actions first. They may choose to delay resolution until a moment of their choosing. Interactions are resolved in an order chosen by the creature taking this turn, before, during, or after, the action that was being resolved.
6) After all actions have been resolved, the turn passes to the next creature in turn order, following the same process of steps 3 through 5.
7) The round ends with the turn of the last creature in the turn order. Initiative is rolled again and the new round begins, including any creatures who have joined combat since the beginning of the last round. Initiative points that are not spent carry over to the next round, added to the next initiative roll, which can cause the turn order to change from round to round. All initiative points are lost when combat ends.

It may appear that cinematic initiative will cause rounds to last a long time, and it might, but creatures will typically run out of points rather quickly, especially when they are trying to out bid each other to make sure their actions are resolved first. The Narrator can set this precedent by alternating high and low bids with NPC initiative points.

To further clarify the difference between an interruption and an interaction, an interruption is intended to supersede or change the outcome of the actions being taken by the creature taking their turn, while interactions occur simultaneously and do not affect the success of the main creature's actions unless they deliberately allow them to.

Optional rule, simple initiative: Every creature present in combat rolls 2d6 and adds their initiative modifier. Turn order each round goes from highest to lowest using these initiative rolls. Ties go to the higher initiative modifier, and ties after that are settled by the Narrator. Anyone who joins combat after initiative is rolled is simply added on to the end of the rotation. Each creature takes 2 standard actions and 1 minor action on their turn. These actions can be taken in any order. A creature may also delay their turn in the initiative order, meaning they may wait to take their turn after someone else's. They may also delay specific actions of their turn until specific points in the initiative order. If a creature delays a standard action till the end of the round and doesn't spend it, they are moved to the top of the initiative order starting with the next round. If multiple creatures do this in one round then they all move to the top but stay in the same order relative to each other. This process can be repeated each round to change the turn order. If a creature delays an action then they may decide to use it to interrupt another creature's action. The round ends with the last creature's turn in the turn order.

Optional rule, fixed initiative: An alternate option for initiative is to presume that every creature will roll a 7. In this way, a creature's initiative modifier becomes the only determinate for turn order. If you use this method, it is recommended to have the players sit around the table according to turn order. Actions function the same as with simple initiative.

STANDARD ACTIONS

Aim

You may make a dexterity Firearms, Artillery, or thrown Melee weapon skill roll and add the magnitude to a subsequent attack roll made with the same weapon against the same target. You cannot take any standard actions in between the actions of aiming and making the attack, or else your aim will no longer be applicable.

Attack

Attacking is a skill roll made against a target within range. The target's defense modifier is subtracted as the attack's difficulty modifier. If you attack with a weapon, that weapon's bonus is added to the roll. Melee attacks use strength for their relevant base statistic and ranged attacks use dexterity. Thrown weapon attacks use strength.

Ranged weapons use ammunition, and each attack requires at least 1 round of ammunition. Ranged weapon attacks made against a target that is 1 meter away or less, and isn't prone or grappled, have disadvantage.

For mixed successes, critical successes, and critical failures, see the effect tables later on in the chapter. A creature may voluntarily choose not to resolve the critical success table's bonus effect.

If you a creature is holding a separate weapon in each hand and neither of them is a two-handed weapon, then they may dual wield. This means they make 2 separate attack rolls, one for each weapon, as a single standard action, and the second attack roll has disadvantage. They may be made against two different targets or both against the same target. Dual wielding cannot be applied to Melee Unarmed attacks.

Any Melee attack that deals only bruise damage may voluntarily be made non-lethal. Ranged attacks cannot be made non-lethal. If a creature is reduced to 0 Being by an attack dealing non-lethal damage, they are instead incapacitated with 0 Health.

Optional rule, shoving: If the attack is a Melee attack, a success may result in either damage dealt or forcing the target to move a number of meters in any direction equal to 1 (2 on critical successes) plus the number of size categories bigger the attacker is than the target. If the attacker is at least 2 sizes larger than the target, they may half the damage and move the target half the distance. If a creature chooses to only move the target, the target may choose instead to take the damage. If they are pushed a number of meters equal to or greater than their size and equal to or greater than their dexterity, they fall prone.

Cast a Spell

Casting a spell is typically 1 standard action, but each spell is different and some have special requirements and casting times.

Catch/Throw an Item

Catching an item is a dexterity Sleight of Hand roll. The magnitude of the roll to throw the object determines the difficulty modifier to catch it. It is subtracted from the catching roll if the person catching is not intended to catch it. It is instead added as a bonus if they are intended to catch it. If the item is particularly heavy, it is a strength roll instead. For creatures not intended to catch the item, it must pass within reach for this action to be attempted, otherwise failure is automatic.

Throwing an item is a dexterity Sleight of Hand roll with a difficulty equal to the number of meters away the target location is. If the item is notably heavy then strength is used instead. If the item is being thrown to someone, then final success is determined by the other creature's catch action. Otherwise, it lands where intended on a success, and on a failure lands a number of meters off target equal to the magnitude in a random direction.

Coordinate a Spell

If more than one creature casts the same spell during the same turn, they may decide to cast the spell together. This requires each participating creature to spend one standard action casting the spell and one spellcasting attempt. The creature taking their turn makes the spellcasting roll and makes all final decisions about how the spell is cast, including its targets. They gain advantage on the roll for each additional creature who coordinated.

If you are using simple or fixed initiative, then each creature must spend one standard action casting and one standard or minor action coordinating. The roll is made by the final creature who coordinated. They also determine the details of the spell's casting.

Defend

Taking the defend action adds your dexterity modifier to your defense modifier or to the defense modifier of a creature within 1 meter of you until the end of the round or until they are farther than 1 meter away from you. A creature can only defend once per round.

Separately from using a defend action to protect another creature, you may increase their defense modifier by using your own body to provide cover for them. The Narrator determines if it is total or partial, penetrable or

impenetrable cover. If a creature does this, any ranged attack made targeting the protected creature that misses may be rerolled once targeting instead one of the protectors. If a protector was the original target and the attack succeeds, then another attack may be made against a new target behind the protector if the Narrator determined that they were penetrable cover.

Drop/Pick Up an Item

You may spend an action to drop or pick up an item anywhere within 1 meter of where you are standing.

Grapple

Any time you may make a Melee Unarmed attack against a target that is your size or smaller, you may make an Melee Unarmed strength or dexterity roll to grapple them instead. If your actual result is greater than the target's speed, you successfully grapple them. If they have multiple speeds, the Narrator chooses the most relevant. You may use the creature as cover while they are grappled if they are large enough.

If you have a target grappled, you can only take the following standard actions:

- make a Melee attack roll against them with advantage, or suffocate them.
- throw them a number of meters equal to the magnitude of a strength Melee Unarmed roll against them with a minimum of 1, which ends the grapple and they land prone.
- move. Each move action you take becomes an Athletics Weightlifting roll unless the target is at least 2 sizes smaller than you. The difficulty is equal to the target's size plus their strength modifier. On a critical failure you move 0 meters. On a failure you move 1 meter. On a mixed success you move up to half your speed. On a success, you move up to 3/4 your full speed. On a critical success, you move up to your full speed.

The target may spend a standard action to make a contested roll against you to end the grapple. Both you and the target may use either strength or dexterity for this contested Melee Unarmed skill roll.

Maintain Concentration

If the time it takes to complete a task exceeds 10 seconds then you must spend at least 1 standard action to continue it every round until it is complete. You do not need to roll every time you maintain concentration, only on the first action when you start the task. The Narrator will determine how many standard actions it takes to complete the task after the roll is made. Some tasks may not require concentration every round. In other words, you may be able to skip one or more rounds and then resume the task. You may reroll if you want, but you must use the new magnitude. For example, if you make a skill roll to complete a task that will take 30 seconds then you must spend at least 1 standard action continuing to perform the task for 2 more rounds. Alternatively, the Narrator may state it will require x standard actions to complete, giving the PC more autonomy over how long they take to complete the task.

Maintain Concentration on a Spell

Some spells function in this way as well, where you must maintain concentration to continue its effect or finish casting it. The rules are the same, 1 standard action must be spent maintaining your concentration each round and it does not require you to reroll. If you do reroll, you may spend another spellcasting attempt and you gain advantage, but you must use the new magnitude. With spells, if you do not maintain concentration, the spell ends. If you take damage, then you must make a constitution Arcana skill roll minus the attack's magnitude (as the difficulty) to avoid breaking concentration on any spells. If you fail this roll, any spells you are maintaining with concentration end immediately.

Make a Statement

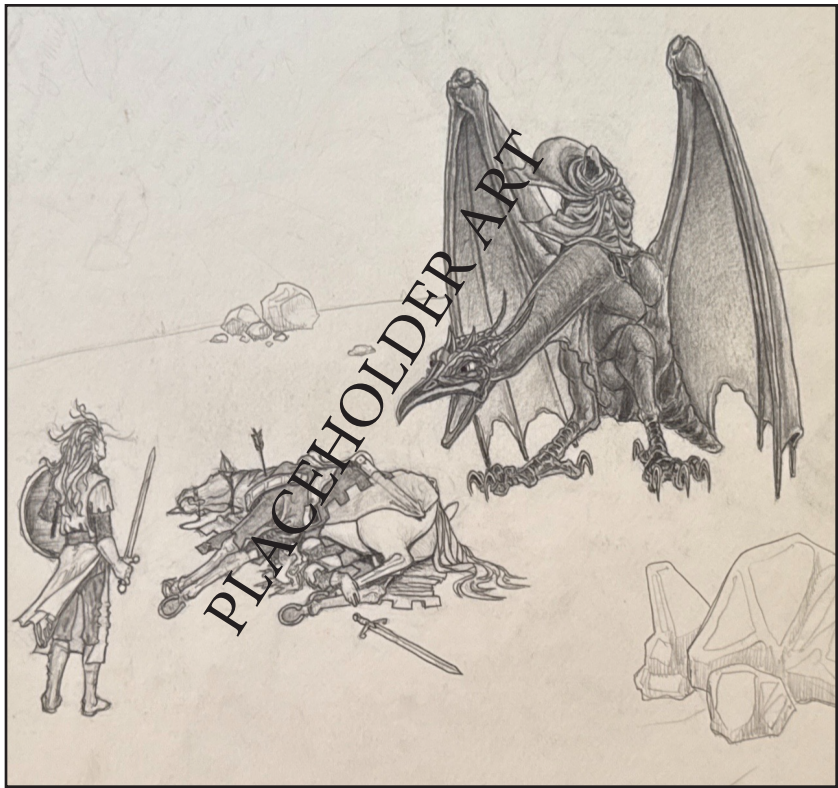
Making a simple statement, such as answering a simple question, making a witty retort, or issuing a basic command counts as 1 action. If you would like to give a full explanation of something in the middle of combat it could require concentration. At the Narrator's discretion, you may be able to give a 1 word answer or ask a 1 word question as a non-action during your turn.

Make a Skill Roll

Any time you make a skill roll that isn't part of another action, you must spend a standard action to do so. This includes participating in assisted and contested skill rolls, such as when one creature climbs on another, attempts to break a grapple, or contested Stealth and Investigation rolls.

Mount/Dismount a Vehicle/Animal

You may get onto or off of a ridden animal or vehicle or get into or out of a vehicle as a standard action. The animal or vehicle must be within 1 meter of you and you must be able to fit inside or on it. This action is not applicable to animal mounts or vehicles that are large enough to require a move action, such as a war elephant or large spaceships.



Move

Any time you make a move action, you may move a number of meters equal to your speed. If you are using miniatures 1 space equals 1 meter, meaning a creature can move a number of spaces equal to its speed. You can use a move action to climb or swim a number of meters equal to one third of your speed rounded down. You can break up the distance to complete other actions during your move action, you may move diagonally, and you do not need to move in a straight line.

Some areas can have difficult terrain, which is literally just difficult to move through, such as briars, knee-high water, etc. Creatures move at half speed through difficult terrain.

A creature may treat the space of another creature at least 2 sizes larger or smaller than them as difficult terrain. The smaller creature may climb on the larger creature by making a contested strength Athletics Acrobatics roll and climbing a number of meters equal to the success or being thrown a number of meters equal to the failure.

A creature cannot take more than 4 move actions in a round. Their third and fourth move actions become strength or constitution Athletics Endurance roll standard actions. The difficulty modifier is equal to the number of exhaustion points they have. On a critical success, they may move their full speed and additionally make a statement. On a normal success, they may move their full speed. On a mixed success they may move half their speed rounded down. On a failure, they may move one third their speed rounded down. On a critical failure, they may move one quarter their speed rounded down.

If multiple creatures of the same size move adjacent to each other, they may assist each other. If they do, they must remain adjacent for the entire move action. They move at a speed equal to the average of their individual speeds. If one creature is carrying another creature of the same size, they may choose for their move actions become a -6 Athletics Weightlifting roll and a -6 Athletics Endurance roll. It is still one action and stacks on top off the difficulties for third and fourth move actions. If they succeed on both rolls, they move at full speed. If they succeed on one roll, they move at half speed. If they fail both rolls, they can only move 1 meter or one space. If the carried creature is one size smaller, the difficulties are -3. The the carried creature is at least 2 sizes smaller, no rolls are necessary. If the carried creature is one size larger, the difficulties increase to -9, and so on.

Jumping or leaping are strength or dexterity Athletics Acrobatics skill rolls that are -1 difficulty for every half meter of distance when long jumping and -3 for every half meter of distance when jumping vertically.

Optional rule, facing: At the beginning of combat and after each action they take, a creature must decide what direction they are facing. This is mainly important if any creature is trying to sneak around in the middle of combat or if the Narrator wants to limit the effectiveness of defend actions. For example, defend action bonuses can only apply to attacks originating in the 180 degree arc in front of a creature. The arc angle can be increased for creatures with eyes on the sides of their heads. The Narrator can use facing as they see fit.

Stow/Draw an Item

With a free hand, you may place an item into a pocket or holster of some kind anywhere on your person, or withdraw an item from any such compartment as a standard action.

Stand Up

You may stand up from prone or a sitting position as a single action.

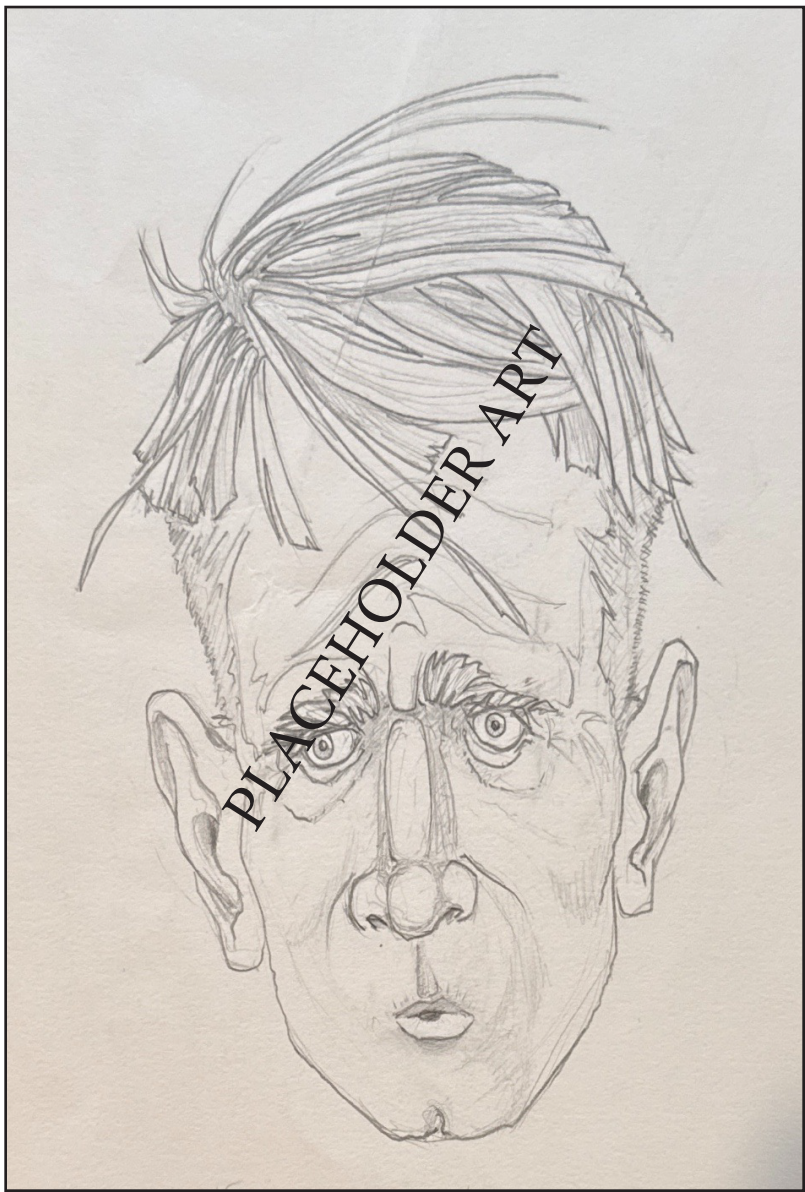
Use an Item

Making use of an item, such as a tool or magic item, typically counts as one standard action and may facilitate some sort of roll. Special items will provide specific instructions for how they function during combat.

MINOR ACTIONS

A minor action is something that can reasonably be done while also performing a standard action. Minor actions can be:

Move
Make a Statement
Drop/Pick Up an Item
Mount/Dismount a Vehicle/Animal
Stand Up



MOUNTED COMBAT

If a creature is mounted on an animal, they may make an Animal Handling roll to cause the animal to take an interaction. After declaring what actions they are attempting to cause the mount to perform, the Narrator sets the difficulty. On a success, the mount immediately spends the necessary number of initiative points to take the declared actions(s) under the control of the player taking their turn. If the creature fails a roll, chooses not to roll, or the mount does not have enough initiative points, then the mount will continue to act based on its own tendencies according to the Narrator's discretion. Creatures riding a mount have advantage on Melee attacks. Creatures of the same size or smaller as a mounted creature who are not riding a mount have disadvantage attacking the mounted creature. A creature can only ride on an animal that is at least one size larger than it is. A mount should be at least 2 sizes larger than its rider so it can avoid the Athletics rolls necessary for carrying a similar sized creature. A mount's move action counts as one of its controller's four move actions each round.

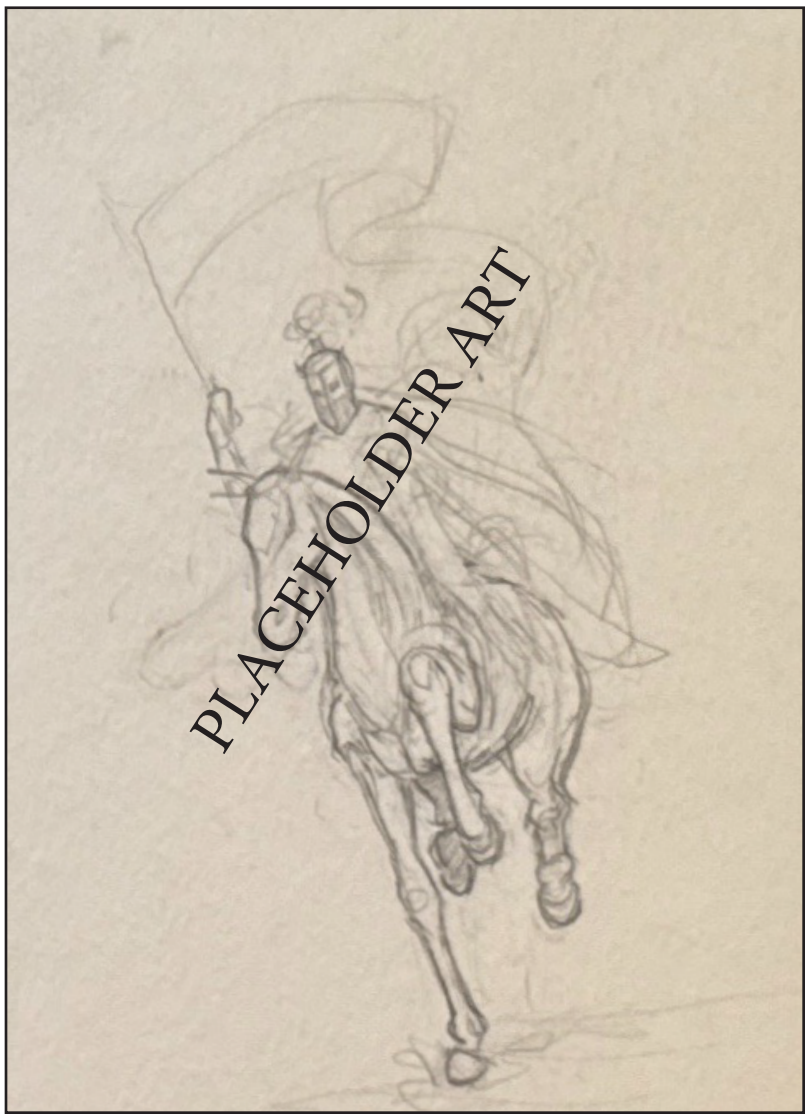
If a creature is in a moving vehicle during combat, then at least one standard action each round must be spent on the appropriate Drive, Pilot, or Watercraft skill roll to control it. If no roll is made, the vehicle continues forward in a straight line at a constant rate during the controller's turn. The player making the roll declares what kind of move action they are attempting to cause the vehicle to perform and the Narrator sets the difficulty. On a success, the vehicle immediately takes the declared action under the creature's control. If the roll fails, control of the vehicle is lost. Bringing a vehicle to a stop always requires the creature to roll and may have additional requirements determined by the Narrator. If a vehicle's controller takes the defend action they add their dexterity to the vehicle's defense modifier.

If control of the vehicle is lost, the Narrator can determine when it crashes, how badly, and how many attempts to regain control the occupants have.

Any rolls made by other creatures who are on a mount or vehicle are affected by the magnitude of the controller's rolls as the Narrator sees fit. If a mount or vehicle makes 3 move actions during a round, then all ranged attacks targeting the controller, animal, vehicle, or other riders have disadvantage until the start of the controller's next turn. An attacking creature may target the controller, mount, vehicle, or other riders.

Use the following table to determine the effect of critical successes when attacking a vehicle. If the rolled effect does not apply to the target vehicle, reroll.

2d6	Vehicle Attack Critical Success Effect
2	Immediately reduce the vehicle to 0 HP.
3	Sensors. Roll 1d6. On an odd result, the Narrator picks one of the vehicle's sensors to become inoperable. On an even result the PCs pick.
4	Speed. Reduce the vehicle's speed by 4d6.
5	Reduce the vehicle's maximum altitude by 30 x 3d6 meters.
6	Weapons. The Narrator chooses 1 of the vehicle's weapons becomes inoperable.
7	Cargo. 2d6 cubic meters or 25% of cargo are destroyed or lost, whichever amount is smaller.
8	Armor. Reduce the vehicle's defense by -1.
9	Speed. Reduce the vehicle's speed by 4d6.
10	Passenger. The passenger closest to the attacker takes 1d6 + 1 damage of the same type as the attack.
11	Immediately reduce the vehicle's speed to 0.
12	Immediately reduce the vehicle to 0 HP. Reapply the attack roll's magnitude to each creature inside.



NAVAL COMBAT

Naval combat is combat between vessels requiring multiple crew members. It functions the same as regular combat with the exception of being slightly more coordinated. It's a little more like a team building exercise.

In naval combat, each PC takes a regular turn. They spend it performing specific tasks on their vessel such as piloting, manning a turret, repairing damage, etc.

The Narrator controls other vessels by treating each one as a single NPC. NPC ships may purchase a number of standard actions on their turn equal to the number of creatures crewing them. As a rule of thumb, NPC vehicles should be treated as in mounted combat if the occupants are visible to the PCs and naval combat if they are not.

Optional rule, momentum: In a zero gravity environment a vehicle or creature that does not come to a stop moves in a straight line at the end of each round a number of meters and in a direction determined by the Narrator.

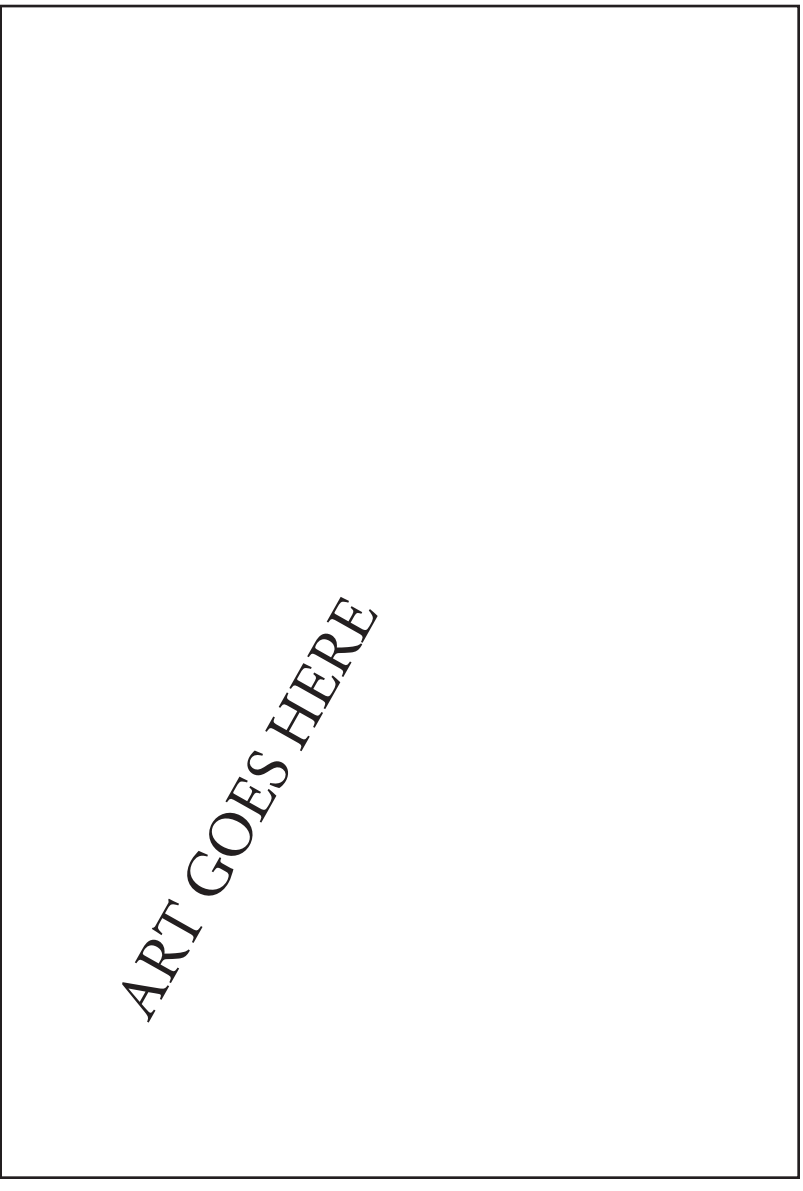
Optional rule, simple initiative: On its turn, an NPC vessel can take a number of standard actions equal to its initiative modifier.

Use the following table to determine the effect of critical successes when attacking a ship. If the rolled effect does not apply to the target vehicle, reroll.

2d6	Ship Attack Critical Success Effect
2	Life support. Life support rating is reduced by 1d6.
3	Sensors. Roll 1d6. On an odd result, the Narrator picks one of the ship's sensors to become inoperable. On an even result the PC's pick.
4	Rooms. The Narrator chooses at least 1 nonessential room to get destroyed. Shrapnel, secondary explosions, force of impact, the vacuum of space, or other resulting dangers may cause the death of crew members and/or passengers.
5	Stardrive. The ship's jump distance is reduced by -2.
6	Weapons. The Narrator chooses 1 of the ship's turrets or main guns becomes inoperable.
7	Cargo. 3d6 cubic meters of cargo are destroyed or lost.
8	Shield generator. Reduce maximum shield output by -1.
9	Engines. Reduce the ship's speed by 6d6 x 5.
10	Airlock. The Narrator chooses 1 of the ship's airlocks to be completely destroyed.
11	Generator. Reduce the ship's maximum power output by 1.
12	Fuel. Immediately reduce the ship's hull to 0 HP.

Damage, Dying, and Healing

Before you understand how damage works, you should understand the concept of what damage is. It is commonly assumed that any physical pain equals damage. This is a false assumption. Damage is a numerical measurement of how much closer to death something brings a creature. For example, if a rat bites a human, this single wound is extremely unlikely to directly cause death. However, if the human contracts a disease from the bite, then the disease may conceivably cause death and might deal damage to the human. In comparison, a swarm of piranha all bite the human, attacking together. The shear volume of attacks result in a measurable likelihood of death, which is defined in the game as damage. As another example, say a PC has a ferret animal companion. And say the PC sends the ferret to bite an enemy. The ferret can make an attack roll to deal damage. Even if the ferret's attack is not successful, the bite could be. If the goal of the PC was to use the ferret as a distraction in order to gain advantage or cause disadvantage, then the Narrator could use the bite as part of the narration of the scene and damage would be irrelevant. Damage measures any trauma to the physical body which may result in death.



TAKING DAMAGE AND DYING

Each successful attack deals damage equal to its magnitude. Damage is dealt in the form of wounds determined by the damage type. When a creature takes damage, the wound is recorded along with the amount of damage it dealt. The damage dealt is then subtracted from the creature's Health.

If a creature is reduced to 0 health, they become incapacitated. Health cannot be reduced below 0. Any damage after that is instead dealt in the form of exhaustion points. For example, our noble knight is locked in combat with 2 Health points left. He takes 5 damage. He is now incapacitated with 0 Health and 3 exhaustion points. If he takes 13 more damage he will be dead. Non-lethal damage cannot deal exhaustion points. It can only reduce a creature to 0 Being and cause them to become incapacitated.

NPCs do not gain exhaustion points unless the Narrator wants them to. NPCs that do not gain exhaustion points are killed if they are reduced to 0 Health.

Optional rule, Gritty Realism: As Health is lost, base statistics will decrease. For each Health point lost, a creature reduces one of their base statistics by -1. As Health is recovered, the statistics will rise back up. Base statistics cannot be increased past their maximums in this way or be decreased below their minimums.

WHEN IS DAMAGE RESOLVED?

Damage is dealt following an attack roll and prior to determining the effects of a critical success. A creature that would die from normal damage and not a critical wound effect dies at the end of the round. Exceptions to this may include other effects that explicitly kill a creature, and when the Narrator says so.

DAMAGE TYPES, RESISTANCES, IMMUNITIES, AND VULNERABILITIES

There are different types of damage for the purpose of determining immunities, resistances, vulnerabilities, and requirements for healing. Each damage type results in a wound of the same name. There are physical damage types, such as bruise, burn, frostbite, projectile, puncture, and slash damage. There are also other types of damage, such as corrosion, electrical, necrosis, psionic, and toxin damage. Lastly, there is soul damage, which is unique to magic and cannot be healed by nonmagical medicine.

All nonliving objects are immune to psionic, toxin, and necrosis damage. Additionally, biological organisms without brains are immune to psionic damage, and sentient beings with bodies composed of non-living material are immune to necrosis and toxin damage.

Some creatures and objects have resistance to certain damage types, which is subtracted from magnitudes of attacks against them that deal that damage type. Resistances granted to the same creature from two different sources are added together. Some creatures and objects have immunity to certain damage types, which means attacks against them that deal that damage type automatically fail unless they critically fail. Some creatures are vulnerable to certain damage types, which means that magnitudes of attacks

against them that deal that damage type are doubled. If a creature simultaneously has resistance and vulnerability to the same damage type, the resistance is applied first.

HEALING AND REGAINING HEALTH

Every day that a creature gets adequate food, water, and rest, they may reduce the damage of one wound by 1. Each time a wound is reduced, they regain that much Health. If their Health is full, they instead lose an exhaustion point. If they have no wounds and their Health is full, they instead loose all of their exhaustion points.

Each day, a single Medic roll may be made for each wound with a difficulty equal to the wound's current damage. A critical failure increases the damage by 1. A failure has no effect. A mixed success results in the creature who rolled gaining an exhaustion point and the wound's damage decreasing by 1. A success reduces the wound's damage by 1. A critical success decreases the wound's damage by 2. This roll can only be made if the required supplies are spent. The required supplies are listed in the table below. Once a wound's damage is reduced to 0, it is removed.

Optional rule, dramatic heroism: Each day that they get enough food and rest, a creature's exhaustion decreases by 1 and they regain all of their Health. Only track the damage of critical wounds.

Wound Type	Required Supplies
Bruise	Ointment, bandages, 10 minutes of time
Burn	Clean water, ointment, bandages, x times 10 minutes of time where x equals the damage
Corrosion	Clean water, ointment, bandages, x times 10 minutes of time where x equals the damage
Electrical	Clean water, ointment, bandages, x times 10 minutes of time where x equals the damage
Frostbite	A warm compress and 60 minutes of time
Necrosis	Warmth and nutrition. The target must rest for an additional x hours, where x is equal to the damage.
Projectile	The projectile must be removed to convert this wound into a puncture wound before it can be healed. Removing the projectile as a standard action adds 1 to the wound's damage. Removing as a Medic roll requires 30 minutes of time and has a difficulty equal to the weapon's bonus plus the ammunition's bonus.
Psionic	Neuron regeneration
Puncture	Sutures, ointment, and bandages
Slash	Sutures, ointment, and bandages
Soul	The Medic skill cannot be used on this wound
Toxin	Antidote

DAMAGE TO OBJECTS

Objects do not gain wounds. Damage is simply subtracted from their HP. Object defense modifiers and HP totals can be determined based on the table below. If an object is reduced to 0 HP it is broken, destroyed, inoperable, or otherwise useless. All non-living objects have necrotic, cold, poison, and psychic damage immunity.

The table on the next page has suggested defense modifiers for different materials and suggested HP totals based on their size categories.

CRITICAL ATTACKS AND MIXED SUCCESS ATTACKS

When an attack critically succeeds it instead inflicts a critical wound, a more serious version of the original wound that also functions as a negative attribute. This critical wound is recorded instead of the normal wound and should also be recorded with the creature's attributes until it is healed. A mixed success has some uncommon outcome that may not directly benefit any one participant. A critical failure results in some misfortune for the attacker. The Narrator may narrate an effect that they like for the story, or a random effect can be rolled on the following tables.

When narrating these effects in the game, remember that they are likely the result of luck or happenstance, as opposed to the result of skill or deliberate planning. That isn't a rule, it just tends to make the effects easier to explain or rationalize.

Optional rule, grand heroism: critically successful attacks instead deal an additional 2d6 damage, 1d6 if the target has resistance, and 4d6 if the target is vulnerable.

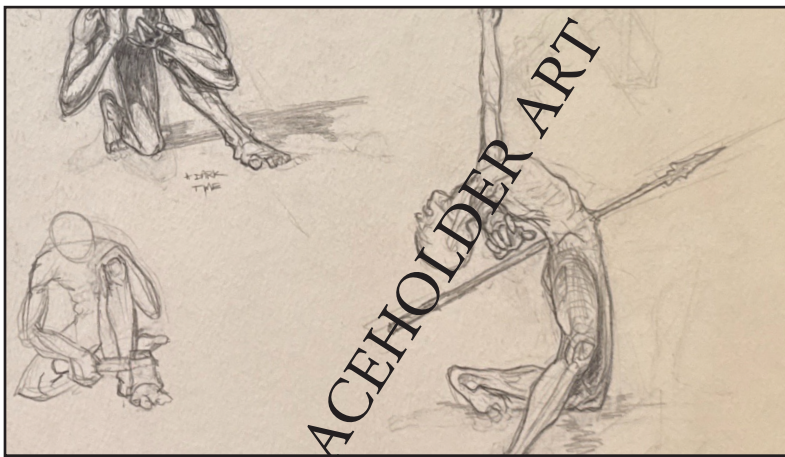
2d6	Attack Mixed Success Effect
2	The attacker falls prone and can immediately make a move action as part of this same action. If they made the attack as part of a move action, then they instead finish the move at half of their speed.
3	The weapon lodges in the target. The target takes 1d6 projectile damage and the attacker loses the weapon.
4	The target gains the attribute Blind until the start of their next turn. They may immediately make an attack roll against the attacker as a non-action.
5	The target's defend action ends. They may take the defend action one additional time this round.
6	The attacker is forced to move 1 meter in a random direction.
7	The weapon and the target's armor both take 1d6 damage. If the attacker was unarmed, they instead take 1 bruise damage. If the target has no armor, they take 1 damage of the attack's type.
8	The attacker may reroll their attack roll if they allow the target to immediately make an attack roll against them as a non-action. Both attack rolls resolve simultaneously.

Item HP by size	0	1	2	3	4	5	6	7	8	9
Paper +0	1	1	2	4	7	8	9	12	15	50
Cloth +2	1	1	2	4	7	8	9	13	20	50
Glass +2	1	1	2	4	7	8	9	14	28	50
Plastic +5	1	1	2	4	7	8	9	15	45	80
Wood +7	1	1	2	4	7	8	9	16	50	100
Ceramic +9	1	1	2	4	7	8	10	17	53	110
Stone +10	1	1	2	4	7	9	11	18	55	120
Concrete +11	1	1	2	4	8	10	12	19	58	120
Iron +12	1	1	2	5	10	11	13	20	60	120
Steel +15	1	1	3	5	12	11	14	20	60	120
Carbon +20	1	2	3	5	8	11	15	20	60	120

2d6	Attack Mixed Success Effect
9	The target takes 1d6 nonlethal damage of the attack's damage type.
10	The target and the attacker both gain disadvantage on their next roll.
11	The target gains advantage on their next roll.
12	The target drops an item. If they are not holding an item, the attacker instead falls prone.

2d6	Attack Critical Failure Effect
2	The attacker's weapon breaks. Its bonus is reduced to +0. If they are unarmed, they take 2 damage and gain the attribute Lame instead. A -6 difficulty education Medic roll must be made within 2d6 days to prevent the attribute from becoming permanent.
3	the attacker accidently hits an ally with their attack. They make a new attack roll to determine damage. If there are no allies with range, they fall prone and take 1d6 damage.
4	The attacker's weapon is damaged. Reduce its bonus by -1. If they are unarmed, they take 1 damage instead and gain the attribute Lame for 2d6 days.
5	The target is presented with the opportunity to immediately make an attack roll against the attacker as a minor action. If the attacker is out of range, they are instead stunned for 1d6 rounds. An ally may spend one standard action to end this condition from 1 meter away.
6	The attacker is stunned until the end of the next round.

2d6	Attack Critical Failure Effect
7	The attacker loses their weapon. It lands in a space the Narrator chooses within 4 meters. If they are unarmed, they take 1 damage instead. If it is a ranged weapon, they must instead spend 1 standard action adjusting or repairing the weapon; success is automatic.
8	The attacker drops their weapon and is stunned until the end of the round. If they are unarmed, they instead take 1 damage and are stunned until the end of the round.
9	The attacker falls prone and is stunned until the end of the round.
10	The attacker cannot take the defend action this round. If they already have, its effects immediately end.
11	The attacker's weapon is damaged. Reduce its bonus by -1. If they are unarmed, they gain the attribute Lame for 1d6 +1 days.
12	The attacker becomes incapacitated. They may make a -5 difficulty constitution Athletics Endurance roll as a standard action. On a success they wake up and are stunned until the start of their next turn.



2d6	Critical Bruise Wounds
2-5	Dented Armor
6-7	Broken Bone
8	Ruptured Bowel
9	Collapsed Lung
10	Internal Bleed
11-12	Head Shot, roll on the Head Injury table

2d6	Critical Burn Wounds
2-5	Horrible Scar
6-7	Burned Hand
8	Nerve Damage
9	Seared Lungs
10	Immolation
11-12	Set Ablaze

2d6	Critical Corrosion Wounds
2-5	Horrible Scar
6-7	Burned Hand
8	Nerve Damage
9	Burned Eyes
10	Soaked Skin
11-12	Toxicity

2d6	Critical Electrical Wounds
2-5	Horrible Scar
6-7	Stunned
8	Nerve Damage
9	Seizure
10	Set Ablaze
11-12	Cardiac Arrest

2d6	Critical Frostbite Wounds
2-5	Blackened Fingers or Toes
6-7	Locked Joint
8	Unconscious
9	Hypothermia
10	Severe Necrosis
11-12	Frozen in Place

2d6	Critical Necrosis Wounds
2-5	Horrible Scar
6-7	Sickened
8	Poisoned
9	Dead Limb
10	Death
11-12	Cardiac Arrest

2d6	Critical Projectile Wounds
2-5	Fractured Tip
6-7	Pierced Joint
8	Pierced Bowel
9	Pierced Lung
10	Pierced Heart
11-12	Pierced Brain

2d6	Critical Psionic Wounds
2-5	Stunned
6-7	Concussion
8	Unconscious
9	Amnesia
10	Brain Dead
11-12	Seizure

2d6	Critical Puncture Wounds
2-5	Joint Injury
6-7	Ruptured Bowel
8	Collapsed Lung
9	Internal Bleed
10	Head Shot, roll on the Head Injury table
11-12	Through the Heart

2d6	Critical Slash Wounds
2-5	Missing Finger or Toe
6-7	Severed Tendon
8	Arterial Bleed
9	Disembowelment
10	Beheaded
11-12	Severed Arm or Leg

2d6	Critical Toxin Wounds
2-5	Sickened
6-7	Short of Breath
8	Hallucinations
9	Poisoned
10	Cardiac Arrest
11-12	Seizure

2d6	Head Injury
2-3	Lost Eye
4-5	Concussion
6	Unconscious
7	Stunned
8	Broken Jaw
9-10	Skull Fracture
11-12	Grey Matter

ART GOES HERE

Wound	Injury Effect and Healing Requirements
Amnesia	This attribute is permanent if it is not healed within 6d6 hours. Healing requirements are the same as a psionic wound.
Arterial Bleed	The target is critical. A -6 Medic roll can be made to prevent the critical condition damage. Concentration can be maintained on this roll if the creature rolling remains adjacent to the target. The first Medic roll to heal this attribute is a -9 difficulty surgery. On a success, it is reduced to a normal slash wound.
Beheaded	The target dies at the end of this turn if this wound has not been removed or reduced. A creature must hold the target's head in place while this wound is being treated. This wound reduces to a slash.
Blackened Fingers or Toes	If the damage exceeds the target's dexterity modifier, then the attacker chooses what limb is affected. Otherwise the target chooses. The target gains the Missing Finger or Missing Toe attribute. The first Medic roll to heal this attribute is a -5 difficulty surgery to remove the finger or toe. On a failure or if no Medic roll is made, the target gains the Toxicity critical wound with 1 damage the next day. On a success, it is reduced to a normal frostbite wound.
Brain Dead	The target is incapacitated until this wound is healed. The damage from this wound cannot be reduced by natural healing. Healing requirements are the same as a psionic wound.
Broken Bone	The target is stunned until the end of the round. This wound has the same effects as the Lame attribute. The first Medic roll made to heal this wound has a minimum difficulty of -7. On a failure or if no Medic roll is made, the target gains the Lame attribute permanently. On a success, this wound is reduced to a normal bruise wound.
Broken Jaw	This wound has the same effect as the One Tooth attribute. If a creature has two of this same wound, the second one has the same effect as the Mute attribute. The first Medic roll to heal this attribute is a -8 difficulty surgery. On a failure or if no Medic roll is made, the target gains the attribute(s) permanently. On a success, this wound is reduced to a normal bruise wound.
Burned Eyes	This wound has the same effects as the Blind attribute. This wound requires a -3 Medic roll made within 1d6 hours using a number of liters of clean water equal to the target's size minus 2. or the target gains the Blind attribute permanently. On a failure or if no Medic roll is made, the target gains the Blind attribute permanently. On a success, this wound is reduced to a normal corrosion wound.
Burned Hand	If the damage exceeds the target's strength modifier, then they drop what they are holding in one hand. They have a -2 penalty to all rolls that require two hands. Healing requirements are the same as a burn wound.
Cardiac Arrest	The target is incapacitated and critical. Every minute the target's education maximum decreases by -1. A -5 Medic roll allows a creature of a similar size as the target to perform CPR as a standard action. A success and maintaining concentration for 1 minute prevents reduction of the target's education maximum and prevents any damage from the critical condition. The creature maintaining concentration must remain adjacent to the target. A mixed success only prevents the critical condition damage. Two critical successes reduce this wound to a normal necrosis wound.
Collapsed Lung	The target uses their constitution minimum in place of their modifier. If their minimum and modifier are equal, then their minimum is reduced by -2. Medic rolls made to heal this wound have a minimum difficulty of -7 and require a decompression needle.
Concussion	The target has disadvantage on Athletics Acrobatics, Investigation, and Memory rolls. Healing requirements are the same as a psionics wound.
Dead Limb	If the damage exceeds the target's dexterity modifier, then the attacker chooses what limb is affected. Otherwise the target chooses. The target gains the Missing Arm or Missing Leg attribute. The first Medic roll to heal this attribute is a -5 difficulty surgery to remove the limb. On a failure or if no Medic roll is made, the target gains the Toxicity critical wound with 1 damage the next day.
Death	The target is dead.
Dented Armor	The target's armor takes damage equal to this wound. The target takes a -1 penalty to constitution, dexterity, and strength rolls until the armor is removed or repaired. Once the armor is removed or repaired, this wound is reduced to a normal bruise wound.
Disemboweled	The target is critical. The target gains the Toxicity critical wound with 1 damage the next day. The first Medic roll to heal this attribute is a -7 difficulty surgery. On a success, this wound is reduced to a normal slash wound.
Fractured Tip	The difficulty to remove the projectile increases by -4. On a failure, the projectile is still removed but the target gains the Toxicity critical wound with 1 damage.

Wound	Injury Effect and Healing Requirements
Frozen in Place	The target's speed is reduced to 0 until the end of their next turn or until a standard action is spent freeing them with a -4 difficulty strength based roll.
Grey Matter	The target is incapacitated. They die at the end of the round if this wound has not been removed or reduced. The first Medic roll to heal this attribute is a -12 difficulty surgery. On a success, this wound is reduced to a normal puncture wound.
Hallucinations	This wound functions the same as a Major Illusion spell that lasts for 1d6 hours or until the wound is removed. Healing requirements are the same as a psionics wound.
Horrible Scar	Reduce the target's reputation maximum by -1. This attribute is permanent.
Hypothermia	This wound increases in damage by +1 every hour. 30 minutes of active warming reduces it to a normal frostbite wound.
Immolation	The target dies at the end of this round if this wound has not been removed. The spell Draw Cells automatically fails on the corpse.
Internal Bleed	The target is critical. The first Medic roll to heal this attribute is a -9 difficulty surgery. On a success, this wound is reduced to a normal slash wound.
Joint Injury	If the damage exceeds the target's dexterity modifier, then the attacker chooses what limb is affected. Otherwise the target chooses. This wound has the same effects as the Lame attribute. The first Medic roll to heal this attribute is a -9 difficulty surgery. On a failure or if no Medic roll is made, the target gains the Lame attribute permanently. On a success, this wound is reduced to a normal slash wound.
Locked Joint	If the damage exceeds the target's dexterity modifier, then the attacker chooses what limb is affected. Otherwise the target chooses. This wound has the same effects as the Lame attribute. Healing requirements are the same as a frostbite wound.
Lost Eye	The target loses an eye. If they have only one left, they gain the One Eye attribute. If they have none left, they replace it with the Blind attribute.
Nerve Damage	Reduce the target's dexterity minimum and constitution minimum by -1. This attribute is permanent.
Pierced Bowel	The projectile must be removed to convert this wound into a Ruptured Bowel wound before it can be healed. Removing the projectile as a standard action adds 1 to the wound's damage. Removing as a Medic roll requires 30 minutes of time and has a difficulty equal to the weapon's bonus plus the ammunition's bonus. The 30 minutes can be included as part of the surgery to reduce Ruptured Bowel. This wound includes all of the effects of a Ruptured Bowel.
Pierced Joint	The projectile must be removed to convert this wound into a Joint Injury wound before it can be healed. Removing the projectile as a standard action adds 1 to the wound's damage. Removing as a Medic roll requires 30 minutes of time and has a difficulty equal to the weapon's bonus plus the ammunition's bonus. The 30 minutes can be included as part of the surgery to reduce Injured Joint. This wound includes all of the effects of a Joint Injury.
Pierced Lung	The projectile must be removed to convert this wound into a Collapsed Lung wound before it can be healed. Removing the projectile as a standard action adds 1 to the wound's damage. Removing as a Medic roll is a surgery that requires 2 hours of time and has a difficulty equal to the weapon's bonus plus the ammunition's bonus. On a success, this wound is reduced to a normal slash wound.
Pierced Heart	The projectile must be removed to convert this wound into a Through the Heart wound before it can be healed. Removing the projectile as a standard action adds 1 to the wound's damage. Removing as a Medic roll requires 30 minutes of time and has a difficulty equal to the weapon's bonus plus the ammunition's bonus. The 30 minutes can be included as part of the surgery to reduce Through the Heart. This wound includes all of the effects of a Through the Heart.
Pierced Brain	The projectile must be removed to convert this wound into a Grey Matter wound before it can be healed. Removing the projectile as a standard action adds 1 to the wound's damage. Removing as a Medic roll requires 30 minutes of time and has a difficulty equal to the weapon's bonus plus the ammunition's bonus. The 30 minutes can be included as part of the surgery to reduce Grey Matter. This wound includes all of the effects of a Grey Matter.
Poisoned	The target is critical. Healing requirements are the same as a toxin wound. The target can make a constitution Athletics Endurance roll at the end of each round to reduce this wound to a normal toxin wound. The difficulty is equal to the damage.

Wound	Injury Effect and Healing Requirements
Ruptured Bowel	The target gains the Toxicity critical wound with 1 damage the next day. The first Medic roll to heal this attribute is a -8 difficulty surgery. On a success, this wound is reduced to a normal slash wound.
Seared Lungs	The target has disadvantage on constitution based rolls. Medic rolls to heal this wound require humidified oxygen and steroids.
Seizure	The target is incapacitated for 5d6 x 3 minutes and suffocating for 3d6 rounds. Ending the suffocating condition requires benzodiazepine medication and a -7 education Medic roll. After the incapacitated condition ends, this wound is reduced to a normal psionics wound.
Set Ablaze	The target is critical. This condition ends if they are doused in water or covered by a fire blanket, at which point this is reduced to a normal burn wound. If they take damage greater than or equal to 35% of their Being from this wound they gain the Horrible Scar attribute.
Severe Necrosis	Roll on the Critical Necrosis Wound table.
Severed Arm or Leg	The target is critical. A -5 Medic roll can be made to end the critical condition that requires a tourniquet. If the damage exceeds the target's dexterity modifier, then the attacker chooses what limb is affected. Otherwise the target chooses. If an arm is selected then they drop what they are holding in that hand. If a leg is selected, then the target falls prone. This wound has the same effects as the Missing Arm or Missing Leg attributes. The first Medic roll to heal this attribute is a -8 difficulty surgery that requires the severed limb. On a failure or if no Medic roll is made within the next hour, the target gains the attribute permanently. On a success, they gain the attribute Lame instead. On a critical success, they gain no attribute. Following surgery or a tourniquet, this wound is reduced to a normal slash wound.
Severed Finger or Toe	If the damage exceeds the target's dexterity modifier, then the attacker chooses what limb is affected. Otherwise the target chooses. If an arm is selected and the damage exceeds the target's strength modifier, then they drop what they are holding in that hand. If a leg is selected, then the target cannot take any more move actions this turn. This wound has the same effects as the Missing Finger or Missing Toe attributes. The first Medic roll to heal this attribute is a -9 difficulty surgery that requires the severed appendage. On a failure or if no Medic roll is made within the next hour, the target gains the attribute permanently. On a success, this wound is reduced to a normal slash wound.
Severed Tendon	If the damage exceeds the target's dexterity modifier, then the attacker chooses what limb is affected. Otherwise the target chooses. If an arm is selected and the damage exceeds the target's strength modifier, then they drop what they are holding in that hand. If a leg is selected, then the target falls prone. This wound has the same effects as the Lame attribute. The first Medic roll to heal this attribute is a -8 difficulty surgery. On a failure or if no Medic roll is made, the target gains the Lame attribute permanently. On a success, this wound is reduced to a normal slash wound.
Short of Breath	The target can only take 2 move actions each round. Healing requirements are the same as a toxin wound.
Sickened	This wound is instead recorded as a normal wound based on the attack's damage type. The target's next standard action automatically fails and their speed is halved until the end of their next turn. If they have the Weak Stomach attribute, then their next 3 standard actions fail.
Skull Fracture	The target is critical. The target has disadvantage on Athletics Acrobatics, Investigation, and Memory rolls. The first Medic roll to heal this attribute is a -11 difficulty surgery. On a success, this wound is reduced to a normal piercing wound
Soaked Skin	The target is critical. This condition ends if they are doused in water, at which point this becomes a normal corrosion wound. If they take damage greater than or equal to 40% of their Being from this wound they gain the Horrible Scar attribute.
Spinal Injury	The target has disadvantage on dexterity and strength rolls. The first Medic roll to heal this attribute is a -11 difficulty surgery. On a success, this wound is reduced to a normal slashing wound.
Stunned	This wound is instead recorded as a normal wound based on the attack's damage type. The target is stunned until 1d6 + 1 rounds have ended.
Through the Heart	The target is incapacitated. At the end of the next round they die if this wound has not been removed or reduced. The first Medic roll to heal this attribute is a -11 difficulty surgery. On a success, this wound is reduced to a normal slash wound.
Toxicity	This wound's damage increases by +1 every day. At a random point each day, roll on the Critical Toxin Wound table to determine an additional effect. Healing requirements are the same as a toxin wound.
Unconscious	This wound is instead recorded as a normal wound based on the attack's damage type. The target is incapacitated for 1d6 + 1 hours, until another adjacent creature wakes them up as a standard action, or until they take damage.

Optional rule, Large Creature Targeting: If a creature attacks a target that is at least 2 sizes larger than they are, they must select a specific body part to attack from among those that are in range of the weapon. Critical attack effects only apply to the target body part. The table below details the rules for attacking each body part.

Body Part	Rules
Limb, wing, or tail	All damage is halved and -3 when rolling on all critical wound tables
Torso	+1 bonus to attacks and -1 when rolling on critical wound tables (-2 on the Critical Slash Wounds table and -0 on the Critical Electrical Wounds table)
Neck	-1 penalty to attacks and -2 when rolling on all critical wound tables (Missing Finger or Toe is replaced with Spinal Injury)
Head	• -1 penalty to attacks • rolls on the Critical Bruise Table are always a 6 • 2 and 6 on the Critical Burn Wound table become Lost Eye • immune to 2, 5, and 6 on the Critical Corrosion Wound Table • immune to 6 on the Critical Electrical Wound table • immune to 1, 2, and 4 on the Critical Frostbite Wound table • 1, 2, 4, 5, and 6 on the Head Injury table require at least 6 damage to have been dealt by this attack • Immune to 4-5 on the Critical Necrosis Wound table • rolls on the Critical Projectile Wound table are all Head Shot • rolls on the Critical Puncture Wounds table are always a 6 • immune to 1-4 on the Critical Slash Wound table and 5-6 are replaced with Lost Eye • immune to 6 on the Critical Toxin Wounds table

CONDITIONS

While in combat, different things may happen that will affect a creature's performance. A creature may come under the effect of certain conditions with specific consequences. Conditions included in this edition of Q.U.E.S.T.E. are:

Cover

Cover is any object that obstructs the view of a creature's attacker, which adds to their defense modifier if it is directly between them and their attacker. This is primarily for defending against ranged attacks and area damage. Cover can be total or partial, which means it either partially or totally obscures a creature and how they are standing. Cover can also be penetrable or impenetrable, which the Narrator determines based on whether or not the weapon could typically penetrate the object and still hit the target.

Partial penatrable cover grants a +1 defense bonus.
Partial Impenatrable cover grants a +5 bonus.
Total penatrable cover grants a +7 bonus.
Total Impenatrable cover grants a +13 bonus.

Critical

A wound that has the critical condition increases its damage by 1 at the start of each of the target's turns.

Falling

When a creature falls, the Narrator decides based on what the creature lands on if they take damage and what kind of damage they take. When they hit the ground, the ground makes an attack against them ignoring armor with a +1 bonus for every meter fallen. The creature may automatically defend as a non-action. For example, our noble night falls 3 stories out of a parapet window. 9 (the number of meters) + 7 (the natural result) - 0 (his constitution) - 0 (his dexterity) = 16. He will take 9 bruise damage when he hits the ground and suffer a critical wound. This is a potentially fatal fall. The distance fallen is measured from the lowest point of the creature's position, so falling 3 stories means the creature started on the 4th story.

Frightened

A frightened creature cannot maintain concentration and must instead make successive skill rolls to complete drawn out tasks. They cannot voluntarily move towards whatever they are afraid of. Ending this condition requires a -6 wisdom Tactics roll.

Grappled

The only actions a grappled creature can take are attempting to end the grapple, attacking with disadvantage, maintaining concentration on a spell, or making a statement. At the Narrator's discretion, they may draw/stow an item, or use an item.

Incapacitated

An incapacitated creature can take no actions and is prone unless the NARRATOR says otherwise. Attacks made against incapacitated creatures gain an additional +3 bonus.

Prone

Any creature that is not standing is considered prone. Attacks made against a prone creature from 1 meter away or less have advantage if the attacker is not prone. Melee attacks made by a prone creature have disadvantage. A prone creature's speed is reduced by 75% rounded down. A prone creature can benefit from improved cover.

Stunned

A stunned creature has disadvantage on initiative rolls and all other skill rolls.

Submerged

A creature that is completely submerged in water or a similar liquid is swimming and suffocating unless they can breath underwater. The ranges of ranged weapon attack are reduced by 2/3 rounded down. Bruise Melee attacks have double disadvantage and slash Melee attacks have normal disadvantage.

Suffocating

A suffocating creature gains the attribute Mute until the condition ends and must make a -10 difficulty constitution Athletics Endurance roll as a nonaction at the beginning of their turn until the condition ends. Every time they fail one of these rolls they gain 1 exhaustion point. If they critically fail, they gain 2.

Surprised

Surprised means that the creature was caught unawares and attacked by another creature or possibly a trap. Before combat starts, if a creature is trying to surprise another with an action then all other creatures that are unaware of the first creature's plan must make a wisdom Investigation skill roll using the first creature's Stealth or Sleight of Hand skill roll magnitude as the difficulty. Anyone who fails the Investigation roll is surprised. Creatures that are surprised make their initiative roll with disadvantage during the first round. Attacks made against surprised creatures have advantage. The surprised condition ends with the first round. Initiative is rolled after the Investigation roll(s).

The Narrator may grant advantage to a creature later in combat for successfully surprising a target. This may be done using the facing rules, a hide action, or some similar action.

EXHAUSTION

Exhaustion is a special condition with effects that accumulate over time, and is ultimately what determines death in Q.U.E.S.T.E. according to the following table.

If a creature did not eat enough food the previous day, they gain 1 exhaustion point. If they did not get enough sleep the previous day, they gain 2 exhaustion points. If they did not drink enough water the previous day, they gain 3 exhaustion points. So if a creature goes 24 hours without sleep and without water, they will automatically gain 5 exhaustion points.

Total Exhaustion Points	Effects
<6	No penalty
6-9	No spellcasting attempts can be regained.
10-12	No spellcasting attempts can be regained. Your base statistics are reduced to their minimums.
13-14	No spellcasting attempts can be regained. Your base statistics are reduced to their minimums. Your speed is halved.
15	You are incapacitated until your exhaustion is reduced to 10 or less. No spellcasting attempts can be regained.
>15	Death. No Health can be regained. No exhaustion points can be lost.

Travel

A creature may travel a number of kilometers every day equal to half their speed rounded up.

They may travel double time, which is up to a number of kilometers equal to their speed and make a -5 difficulty constitution Athletics Endurance roll to resist gaining 1 exhaustion point.

If a creature is riding an animal mount, use the mount's speed. They both, however, will roll to avoid gaining an exhaustion point for going double time.

Vehicles are not limited by exhaustion. They can move at their maximum speed so long as they have enough fuel. In 30 minutes, a vehicle can travel a number of kilometers equal to its speed. That would be its maximum speed, of course, and probably not the legal speed limit of any road.

If a PC seems to be carrying too much, they should make an Athletics skill roll and the Narrator will determine consequences based on the magnitude.

Technology

The rules in this section apply to mundane items a creature might purchase or use to perform specialized tasks. The purpose of these rules is to enrich the narrative, and it is up to the Narrator's discretion to utilize them towards that end. In addition, most of these items is defined in the rules under an umbrella term. For example, if you want to buy a specific kind of sword, that's wonderful! The Narrator will decide what term on the weapon list it qualifies as and give it those statistics.

A character may buy an item that has been heavily used. Its maximum HP is reduced by the same percentage that its cost was reduced by. Each time it is used, roll 2d6. On a 3 or lower something breaks and the function that was being used is disabled.

Most item prices listedare interchangeable between gold pieces in fantasy settings, American dollars in modern settings, and intergalactic credits in science fiction settings.

WEAPONS AND ARMOR

Some items have specific tags that designate how they can be used, special abilities they possess, or requirements to operate them.

Full-auto weapons may be fired on fully automatic. Each one has a rating, such as full-auto 4 or full-auto 6. Each time one of these weapons is fired to make an attack roll, the wielder may choose an amount of ammunition to expend equal to or less than the rating. For each piece of ammunition expended after the first, they may reroll that attack roll. They must use the highest result. They must roll on the attack mixed success and critical failure tables once for each corresponding mixed success and critical failure they rolled while rerolling, but only the roll used for damage can result in a critical wound.

Heavy items give a -2 speed penalty to a creature for each one they are carrying/wearing. Taking armor with this tag on and off requires a -1 Heavy Armor roll. Other actions while wearing it or to maintain it may require Heavy Armor as well.

Launcher weapons do not directly attack targets. They launch an explosive at a target space. The difficulty is equal to the distance to the target in meters divided by 6. On a failure, the explosive will land in a random direction a number of meters off target equal to the magnitude. On a mixed success, the explosive's attack is resolved at the end of the turn, after all other actions have been resolved. A critical magnitude is added to the explosive's attack roll.

Loading weapons require ammunition and have a time requirement to reload. The time requirements for loading actions include the actions for drawing out 1 piece of ammunition or magazine. Multiple creatures may spend actions loading a weapon to make it more efficient. A weapon that is compatible with a magazine does not need to be reloaded until the magazine is empty.

Thrown weapons have a reach and a range. They may be thrown accurately up to their range one time each, then must be recovered before reuse. A weapon without this tag may still be thrown as an attack with disadvantage. A thrown weapon always projectile damage instead of puncture damage.

Two-handed items require both hands in order to operate properly. Rolls made using them one-handed have disadvantage.

Weapons also list what damage types they can deal. If they deal one type or another, the user may choose one for each attack. If a weapon deals two damage types at the same time, half and half, it deals one wound for each of the two damage types. The first damage type deals half the total damage rounded up, and the second type deals half the total damage rounded down. For example, an attack with a weapon that deals half puncture and half bruise damage that gets a +7 magnitude deals a 4 puncture wound and 3 bruise wound. Any critical successes apply to the first wound.

Armor and weapons can also break. Each has a break value. The bonus granted by an item decreases by -1 for every time its break value can be divided into the total amount of damage has taken. For example, chain mail that has taken at least 9 damage has a new bonus of +1; once it reaches 18 total damage, it's bonus is reduced to +0. it is considered completely broken or destroyed if its bonus would be reduced to -1 in this way. Damage can be removed by repairing items, restoring lost value to their bonuses.

Lastly, each weaopn has a range, designating the meter radius within which the weapon's targets must remain in order to be attacked.

EXPLOSIVES

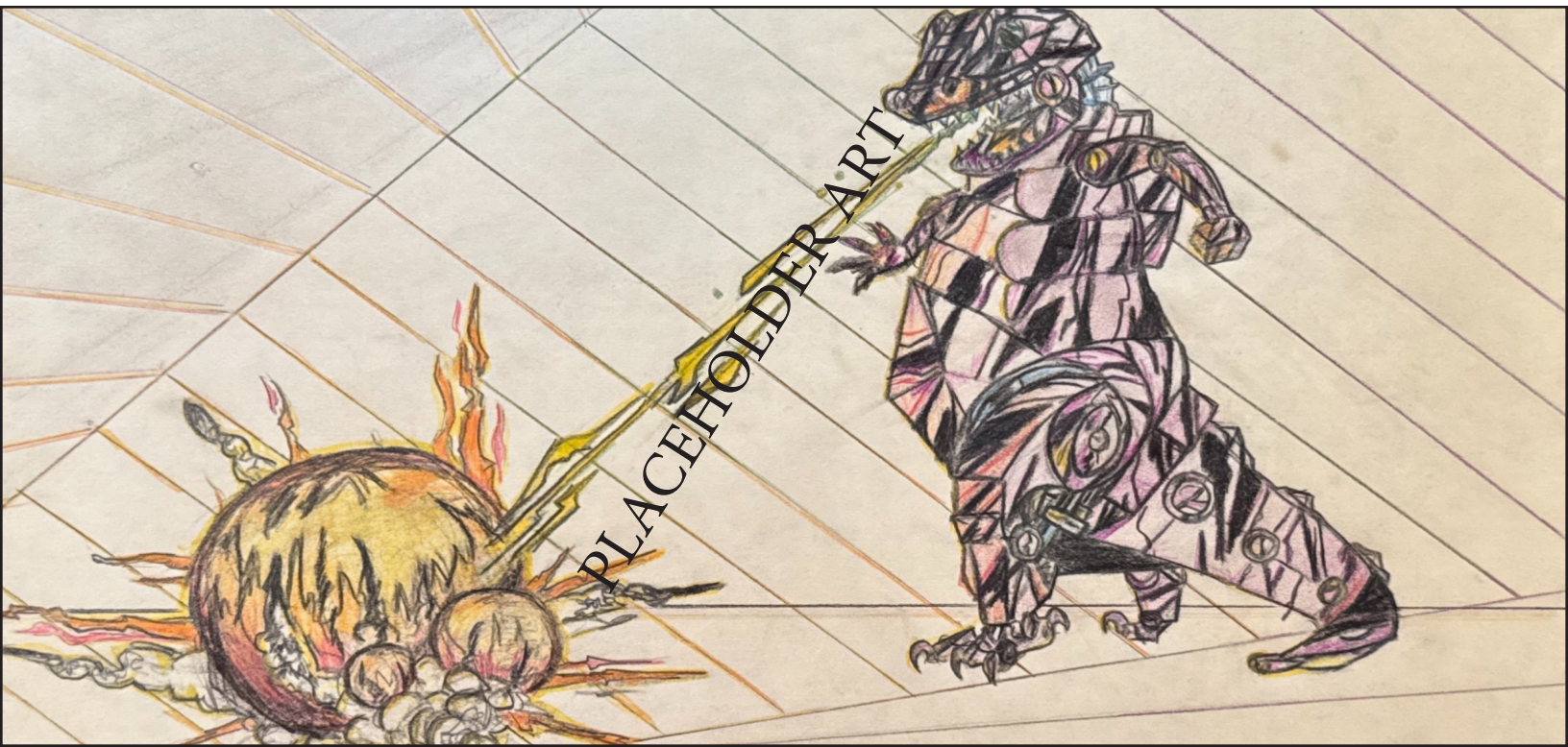
Explosives have special rules for how they deal damage. They deal area damage, meaning their attack and damage apply to everything within the specified area. Explosives' area is a sphere centered on the spot where they detonate. The range of an explosive is the radius of its sphere (it is not the range it can be thrown). Because of this, they are typically aimed at a target space, instead of a creature. Some explosives have a range of advantage, where they have advantage on the attack against creatures inside a second smaller radius. Choose one die to be the advantage die before rolling. The only modifier added to an explosive's attack roll is its designated attack bonus. Determining cover can be very important when using explosives.

Do not reroll for each target. Roll once, and repeat that natural result for each target. Explosives do not deal damage to armor or shield unless they specify that they do.

As an example, a cannon round hits a 1 meter space in between a stone wall and a tank. A cannon round has advantage inside a range of 1, which includes the space it hits and every adjacent space. A cannon round has a range of 2, which includes every space within 2 spaces of the one that was hit. The wall and the tank take damage as normal. A goblin hiding behind the wall has the benefit of total impenetrable cover (unless the wall was reduced to 0 HP, in which case the goblin had penetrable cover). A goblin inside of the tank is in a similar situation. The tank grants the goblin a defense bonus. However, if the tank takes critical damage, the Narrator may determine the tank goblin's situation to be much more severe.

Grenades can either be bought as ammunition for grenade launchers or as thrown explosives.

If multiple explosives that deal the same type of damage and have similar attack bonuses detonate together centered on the same point then they are treated as if they are a single explosive. Their range and their attack bonus both are increased by +1 for every additional explosive after the first.



VEHICLES

Speed for a vehicle functions the same as for a creature. If you attempt a move action in a, the Narrator may require a Drive, Pilot, or Watercraft skill roll to successfully execute the move action.

Maximum altitude is the maximum number of meters above the ground that the vehicle is designed to normally operate at. Some vehicles hover, meaning they can vary altitude anywhere within their range without requiring forward momentum.

HP is the amount of damage a vehicle can take before it becomes inoperable.

The defense modifier of a vehicle is applied to protect the vehicle's HP. Anything inside the vehicle gains the appropriate cover bonus.

The number of passengers is the maximum number of passengers the vehicle is designed to carry.

Open weapon ports are prebuilt external attachment ports. Only ranged heavy two-handed weapons or fixed turrets may be mounted to vehicle weapon ports. Adding a weapon port adds 50% to a vehicle's cost. The vehicle must be at least size 6.

If a creature rams a vehicle into another object on purpose, dexterity is the relevant base statistic and the attack deals bruise damage and the attack is rolled both against the target and the ramming vehicle. If they ram into an object on accident, such as with a failed Drive or Pilot roll, then the failure magnitude replaces the dexterity modifier as a positive bonus to the attack roll.

SPACESHIPS

Spaceships are large, complicated, and cool. Spaceships in Q.U.E.S.T.E. are simplified, but have a lot of room for customization. Ultimately, the rules recognize them as vehicles with some additional features pertinent to space travel.

The following statistics, features, and rooms can be unique to spaceships and, at the Narrator's discreation, other large vessels.

Airlocks allow safe exit for spacewalks and docking with other ships.

Artificial gravity is a gravity field generated by technology that is yet beyond our comprehension. It requires neither mass nor motion, only power. It requires x power to operate equal to the ship's size minus 5.

An **automatic reloading** feature allows a weapon turret to reload itself immediately after being fired as a nonaction. Replacing ammunition or the magazine can only be done while there is no power to the weapon.

The **bridge** or **cockpit** is the command center of a ship, the only place where every system can be accessed.

A **cafe** is a common feature on passenger craft or luxury ships. It can seat up to 30 creatures.

A **communication jammer** prevents a target ship's radio/transmission scanner, subspace communications array, and distress beacon from operating. It requires 1 power to operate.

A **computer** is essential for a spaceship. The ship's computer operates all auxiliary systems. It requires 1 power to operate and is typically considered part of the bridge. If the ship's computer does not have power, then all of the ship's systems and features must be operated manually. The size of a ship's computer is usually half the ship's size rounded up.

A **distress beacon** transmits a distress signal on all frequencies in all directions. It has an instantaneous range of 1 lightyear, and afterwards travels through space at a rate of 1 lightyear per day. A powered distress beacon requires 1 power to operate. An unpowered distress beacon will transmit for 10 years on its own backup power.

An **escape pod** requires no power from the generator and is designed to safely deliver crew and passengers to a nearby planet's surface. They have compartments for stocking survival gear for the occupants. A small escape pod is designed for a single creature. A medium escape pod is designed for up to 6 creatures. A large escape pod is designed for up to 20 creatures. It is presumed that all occupants are size 3. An escape pod has 72 hours of life support for its intended maximum occupancy.

A **galley** is a kitchen.

Generators convert fuel to power for each of the ship's systems. Different sizes exist with different maximum outputs and overall efficiencies. The different inputs and outputs of generators are calculated over 24 hours. So, for example, a ship with a generator that burns 2 cubic meters of fuel to produce 12 power consumes 2 m^3 of fuel every 24 hours and produces 12 power every 24 hours. Over the 24 hour period, the 12 power can be directed and redirected to various ship systems, such as engines, shields, weapons, the stardrive, life support, etc. The amount of power produced in 24 hours can also be reduced to preserve fuel.

Any system, feature, or room on the ship that does not need at least one power to operate on its own is considered part of the auxiliary systems, such as doors, elevators, lights, etc. The auxiliary systems of a ship require an amount of power equal to the ships size minus 6.

A **gravity damper** does the opposite of artificial gravity, reducing gravitational pull on the ship. A gravity damper allows a ship to leave a planet's gravitational pull traveling at any speed. It requires x power to operate equal to the ship's size minus 3.

A **hangar** is a giant airlock for storing and launching smaller craft. They are also commonly used for cargo space.

Hull refers to a ship's external armor or plating, which determines its defense modifier, and a ship's internal frame and structure, which determines its HP.

A **laboratory** is a room with its own separate air and temperature life support cycle system so that it can completely seal itself off in an emergency. It requires 1 power to operate.

Landing gear allows a spaceship to land safely on a planet's surface.

Life Support systems replenish air and maintain temperature for creatures aboard the ship. The rating of a life support system is the maximum number of size 3 or larger creatures it can sustain at a time. Different systems have different power requirements to reach maximum capacity. If the number of creatures exceeds maximum occupancy or if power cannot be supplied sufficient for the number of creatures, then every 24 hours each creature makes a

constitution Athletics Endurance roll to avoid gaining an exhaustion point. The difficulty is equal to the amount of power the life support system is short plus the number of creatures over the maximum.

The **ship's locker** is a locked vault used for storing valuable equipment, weapons, and ammunition. Typically, only the captain and his or her most trusted crew members have access.

A **medical bay** Is a special laboratory set aside for medical services. So long as there is sufficient bed space and supplies for the patient, Medic rolls may receive bonuses inside of a medical bays. Medical bays and laboratories are often adjacent and connected as a precaution to address disease outbreaks aboard the ship. It requires 1 power to operate.

An **observation deck** is a room with a large, heavily reinforced window that is made of cool futuristic materials for direct observation of outer space. These futuristic materials are quite expensive.

A **recreation room** can be anything from a gym/weight room to a movie theater to a ballet classroom to a racquetball court to an arcade. The point is that it's recreational. A pool requires either rotational gravity or artificial gravity and a room big enough to allow creatures to climb in and out.

Rotational gravity is simulated gravity created by spinning the spacecraft on its axis.

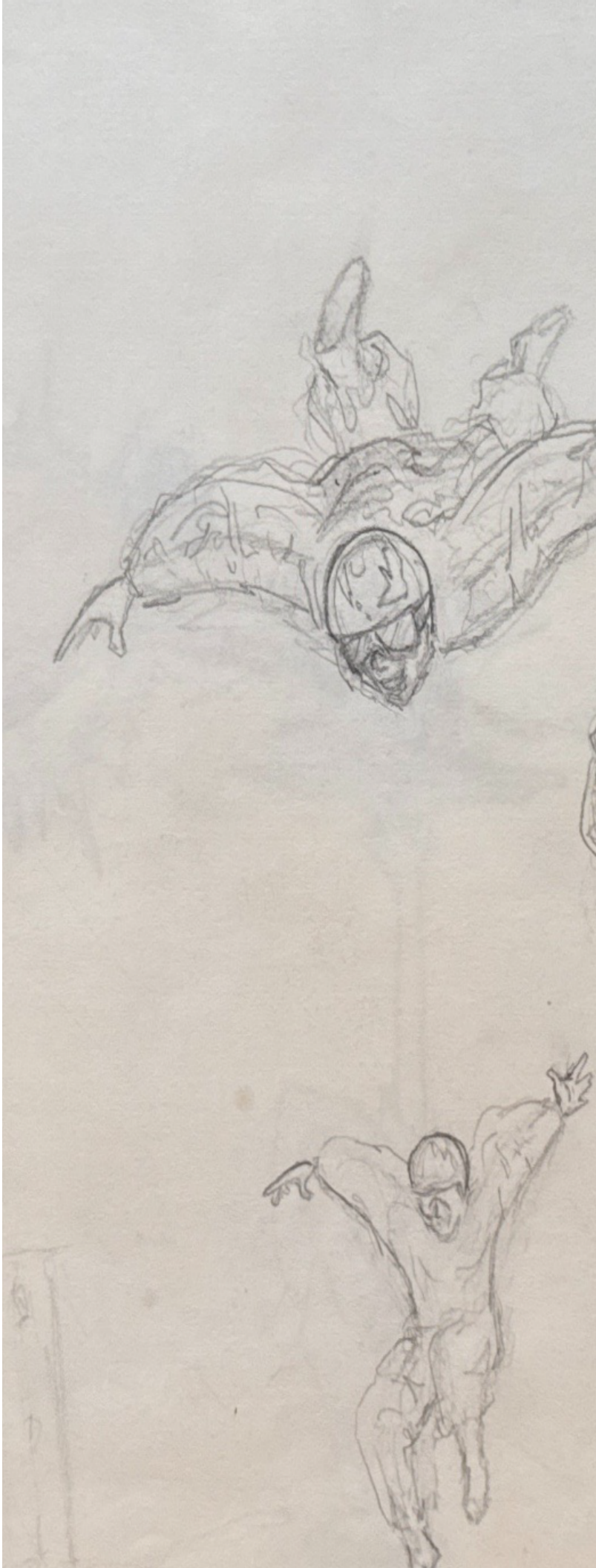
Secret compartments require a wisdom or education Investigation roll to discover if a creature does not already know where they are or how to access them.

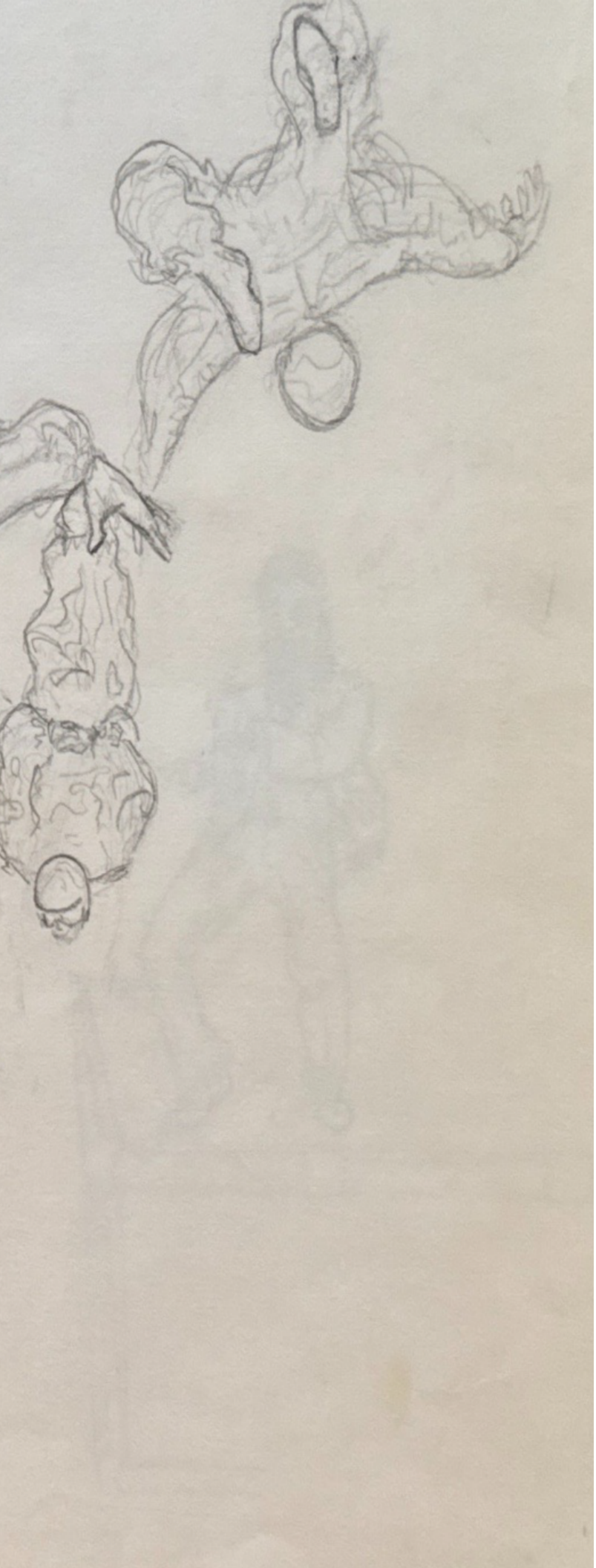
A **self destruct** feature completely destroys the ship, making a +30 attack that deals half projectile and half burn area damage to everything inside and everything within a radius determined by the Narrator. It can be activated immediately, set on a timer, or set to remote detonation. This feature can typically be accessed only by the captain. It requires 1 power to operate.

Sensor shielding prevents another ship's sensors from collecting any kind of data about what is inside of the shielded ship.

A **sensor jammer** prevents a target ship's sensors from operating. It requires 1 power to operate.

Sensors allow the ship to remotely collect data about various objects. Different sensors have different ranges and collect different data. For example, radiation sensors detect energy waves, such as light wavelengths, temperature, and electromagnetism. A radio/transmission scanner allows for short range digital or radio communication. A radar sensor allows the ship to detect and measure the size and trajectory of objects. A deep space telescope is a series of cameras mounted on the ship's exterior for detailed visual





observation. Keep in mind that light travels at a set rate of speed, causing the image seen to be potentially delayed or out of date. A density sensor determines the density of objects. A technology sensor detects computer based technologies that run on electricity. A lifeform sensor detects the location and size of organic creatures. A full ship scanner utilizes the density, technology, and lifeform sensors to create detailed scans of other ships' interiors. The other three sensors must be functioning to receive their data on the full ship scanner. So long as 1 power can be directed to sensors all, of the ship's sensors are considered powered.

Shield generators create protective fields around the ship to increase its defense modifier. Different sizes exist with different maximum outputs and power requirements.

A **ship repair center** requires a hangar. Rolls made to repair a smaller spacecraft may receive bonuses inside of a hangar with a ship repair center. It requires 1 power to operate.

Stardrives determine the distance and speed of faster than light travel achievable by the ship. Different sizes can exist with different maximum speeds, distances, and power requirements. Many theoretical forms of faster than light travel exist in fiction, each with its own set of requirements and loopholes. As a group, you may choose a specific type of faster than light travel to use in your game. As a general rule, 1 day passes for every lightyear traveled. A ship can use its stardrive to travel less than one lightyear to a point in the same system, but the power, fuel, and time requirements are always rounded up to 1 lightyear's worth.

Staterooms, or cabins, are sleeping quarters. A small stateroom fits two humanoids narrowly. A medium stateroom fits 4-6 comfortably but compactly. A large stateroom is basically a 2 bedroom apartment. Coach staterooms are 6 m^3 cubbies with cheap mattresses.

Sub-aquatic ships can operate normally underwater, the same as a submarine.

A **subspace communications array** allows signals to be sent and received at faster than light speeds, allowing near instantaneous communication over hundreds of lightyears. It requires 1 power to operate.

Thrusters determine the speed of a ship. Different sizes exist with different maximum speeds and different power requirements. Remember that in a vacuum without gravity objects continue moving with the same speed and direction until a new force is applied.

Weapon ports on a spaceship each require one power to operate. Any weapon port on a ship that is armed with a weapon may be operated as an individual turret either from a gunner seat or from the bridge.

COMPUTERS

Computers are essential to advancement. A robot has an electronic computer. An ecosystem is a chemical computer. The human mind is practically both.

The price of a computer increases with processing power and decreases with size. A compact, powerful computer would be quite pricey, relatively speaking. A large, slow computer is generally worthless, except for the cost of materials. A computer with no programs is more or less useless. Programs cost money based on how effective they are.

Computers in Q.U.E.S.T.E. have processor levels and memory levels. Processor level is the number of programs that the computer can run simultaneously. Memory level is number of programs it can have downloaded. There are 2 kinds of programs: assist and automated.

An assist program grants a skill to creatures while it is running. For example, +4 Language assist program grants a +4 bonus on rolls for its language to the creature using it. Automated programs can be set to run automatically, controlled by the computer. They do not gain the benefit of a base statistic modifier. A creature could activate an automated program for a skill roll to make the computer do it for them if they do not possess that particular skill. A computer can only run programs that it has downloaded or can otherwise access. Activating a program is a Use an Item standard action, potentially requiring a Computers skill roll. A program must be activated before any actions can be taken using that program. Only 1 creature per round can use a computer unless it is designed with multiple access points (i.e., more than one screen/control panel). If the same program is being used by more than 1 creature at once on the same computer, then they are considered distinct programs when counting the number of programs being run by the processor level. Computer program bonuses cannot be higher than +6.

Artificial intelligence is a program that grants a computer sentience. They have a Being, dexterity modifier, education modifier, wisdom modifier, reputation modifier, and take a turn in combat. Any programs an AI has access to count as its skill modifiers. It can also run assist programs as an action to grant bonuses to other creatures. An AI can activate or deactivate programs as a non-action. Running an AI program requires a level 12 processor and memory. If the AI is active, it counts as running 12 simultaneous programs. Therefore a level 15 computer can run an AI and simultaneously run up to 3 other programs.

Hacking is essentially a digital attack action against a computer's digital defenses. Every computer starts with a -4 defense and 1 digital HP to hack into it and access its data, programs, and any auxillary functions it governs. Hacking into a computer remotely adds -2 to the difficulty. A firewall program increases its digital defense (the difficulty) and its digital HP. Hacking without a hacking program requires at least 30 minutes of time. Hacking with a hacking program can be done as a standard action in combat.

Magic and Spellcasting

The rules for how magic works in this game are very customizable, and how each PC uses magic and casts spells is ultimately between them and the Narrator. For ideas and suggestions, see chapter 7 on setting creation.

SPELLCASTING RULES

There are two variant rules for spellcasting: abstract and specific.

Abstract spellcasting does not use a list of set spells. Instead a PC describes what kind of effect they want to create or achieve, and the NARRATOR determines the sub-skill it falls under, what base statistic they're using, and a difficulty modifier. That's all, folks.

Specific spellcasting is a more traditional rule set. Each Arcana sub-skill has a specific list of spells a PC can choose from. Each spell is different and some spells are found on multiple lists. A spell can be cast using any of the sub-skills it is listed under. Attempting to cast a spell costs 1 attempt.

Specific spellcasting is the recommended rule option. If you want to create a spell to add to one of the lists in your game, go for it. This edition of Q.U.E.S.T.E. includes a series of Arcana sub-skills to generally cover as many classic bases as possible with types of magic and spellcasters. You can rewrite or recreate these lists however you want based on the principles of magic you want in your game.

A creature can learn a new spell with either a spellbook containing the spell's instructions and 150 hours of in-game time, a teacher who knows and can cast the spell and 100 hours of in-game time, or 300 hours of in-game research time and 75 gold.

SPELL DESCRIPTIONS

Each spell's description includes a difficulty modifier to cast it, a duration for how long its effects can last and whether or not it requires concentration, a maximum range, any additional requirements such as time to cast or ingredients, and a specific effect on a success. The difficulty will also list the relevant base statistic for casting that spell. The spell's descriptions address the spell's caster, referring to them as "you."

The range of a spell is measured from the caster. A range of 10 meters means the spell can only affect things within 10 meters of the caster; a range of 'sight' means it can affect anything the caster can see with their eyes. A range of 'touch' means the caster must physically touch the target. A spell cannot affect anything outside of its range. A creature is always within range of its own spells.

Spell durations measured in rounds can either be measured in seconds based on 10 seconds a round or based on the current creature's turn, with one round having passed at the end of each of that same creature's successive turns.

Each of the descriptions below also include suggested results for mixed successes, critical successes, and critical failures. These suggestions are written as modifications to the effects of a normal success. If the caster succeeds, they can voluntarily use a lower effect. For example, A caster that achieves a mixed success can voluntarily use the effect for a critical failure instead.

MAGIC ITEMS

A spell is considered to be enchanting an object if the spell has a duration, is targeting the object, and is fundamentally changing the object or the object's use.

The cost of enchanting an item can be found by plugging the combined difficulty of all its enchantments into the following equation: $3x^4 - 10x + 22$. This same cost can be used when buying or selling magic items by adding it to the cost of a mundane version of that item.

Unless a magic item has special rules to determine its user, the user is whoever is currently holding or wearing it. The same goes for an item's 'wielder.'

Becoming magical does not make an item more durable than it otherwise would be.

PLAYER CHARACTER RESOURCES

Character Creation

Each Player Character needs to make their character. Their skills, personality, and backstory are all up to you. Your character is a unique individual who exists as part of the setting and is a main character of the campaign. You keep track of the details and limitations of your character using a character sheet.

Your **character sheet** is a piece of paper where you keep track of your character's strengths and weaknesses. It also provides space for writing a personal backstory and keeping track of any possessions or property they own. A pencil should be used, since all of these details and statistics can be subject to change during and after character creation.

To create your character, fill out your character by following these steps. They may be performed in any order.

1. Select a genealogy for your character
2. Select skills
3. Select attributes
4. Determine other statistics
5. Name your character
6. Write a backstory
7. Buy equipment

Genealogies

This is the recommended first step because it sets the baseline for the rest of your character. Many fictional worlds have multiple races that inhabit them. Your character's genealogy is whatever species makes up the majority of their bloodline or whatever species you are the most similar to physiologically. For example if you select dwarf as your genealogy you might be a full dwarf, half dwarf, mostly dwarf with a little bit of gnome on your mother's side, or something that very much resembles a dwarf but might be entirely new. Either way, this is just a starting point for your character.

Each genealogy's description gives a starting Being and the starting minimum and maximum for each of the six base statistics. This represents the adaptations and general genetics inherited from your genealogy. However, anything is possible, and these genetic trends and tendencies can be adjusted or broken by taking attributes later on. Some genealogies have hereditary attributes which can only be taken by creatures that belong to that genealogy.

A PC's base statistics are equal to their maximums unless they are reduced by damage or exhaustion.

Genealogy options in this edition of Q.U.E.S.T.E. are:

AUTOMATON

Automatons are animated artificial beings, typically humanoid, and typically made of mechanical elements. They come in countless styles and designs, often intended to fulfill a specific role. Many different means can exist to create and animate these robotic beings; creating automatons that are self aware and can make decisions is a much more difficult process. Not all communities will grant rights or citizenship to automatons. Automatons do not require food, water, or sleep. They have immunity to toxin and necrosis damage. Medic skill rolls to help an automaton automatically fail; Arcana Artificy or Engineering Mechanical must be used instead.

Automatons start with 11 Being and a base speed of 11. Their starting base statistic ranges are -1 to +3 for strength, -3 to +1 for dexterity, -1 to +3 for constitution, -4 to +0 for wisdom, -2 to +2 for education, and -4 to +0 for reputation.

Hereditary attributes:

Additional Features (moderate positive): You immediately gain an amount of money equal to 2/3 the normal starting amount of money. You may buy any equipment that can be carried with this money. Any unspent money is lost. The items you buy in this way are incorporated into your body and you can carry them with no additional hindrance. You decide whether or not they are detachable. If they are, you may lend them to other creatures but they can become lost.

Alternate Function (moderate positive): Choose a machine that is the same size category as you. As a standard action, you may convert into that machine or convert back. You cannot operate yourself while converted as that machine.

Auto Repair (major positive): You regain 1 health every 8 hours without needing to perform any additional actions or spend any resources. This does not remove any permanent critical effects.

Feulless (moderate positive): You receive some form of passive sustenance. You never need to consume fuel or recharge.

Golem (moderate positive): Increase your size and your strength maximum by +1.

On/Off Switch (major negative): Whenever a creature successfully hits you with a Melee Unarmed attack, they may instead choose to turn you off if they know how to operate your switch. Learning how to operate the switch is a -6 education Engineering Mechanical or Arcana Artificy roll. Turning you back on can be done at touch range as a standard action. You cannot act during the round in which you get turned on. You may voluntarily turn yourself off or allow another creature to turn you off.

Outdated (major negative): Reduce all of your maximums and minimums by -1.

Preprogrammed (major negative): You and the Narrator agree on a series of actions and triggers that you are unable to deviate from. These actions can include turning yourself back on and acting immediately in the same round.

Sleepless (moderate positive): You not not need to sleep, rest, or otherwise take downtime for maintenance.

Superior Construction (moderate positive): Your constitution minimum is equal to your maximum. Increase your constitution maximum by +1.

CAMBION

Cambions are beings that are part demon. They are typically the child of a demon and a mortal being. However, a cambion could be a clone of a demon, a demon who has lost the vast majority of their power after being defeated by a rival, a humanoid under the influence of a demonic curse, etc. Cambions tend to struggle against their demonic natures, which drive them to wantonly seek power, wealth, and entertainment. However, no one is destined for evil, and these natures can be overcome. Some cambions possess the appearance of unusually attractive humanoids. Some possess more demonic physical traits, such as sharpened teeth, horns, or a tail. A small percentage simply appear as hideous mutants, not plagued by mere deformity, but completely twisted and aberrant from head to toe, only vaguely reminiscent of whatever creature makes up the other half of their genome. These cambions tend to possess strange and disturbing abilities.

Cambions start with 12 Being and a base speed of 12. Their starting base statistic ranges are -1 to +3 for strength, -2 to +2 for dexterity, -1 to +3 for constitution, -3 to +1 for wisdom, -2 to +2 for education, and -3 to +1 for reputation. They automatically start with any 1 negative minor attribute and the Demonic Spellcasting positive attribute.

Hereditary attributes:

Burn Resistance (moderate positive): You gain resistance 5 to burn damage. You may take this attribute a second time to gain immunity.

Claws (minor positive): You gain a pair of claws that can be used as a +1 Melee Unarmed weapon. You may take this attribute a second time to increase the bonus to +2.

Exoskeleton (moderate positive): You gain natural armor that cannot be removed or damaged. It grants you a +4 bonus to defense.

Extra Arm (moderate positive): You get a third arm. Increase your strength minimum and maximum by +1. If you have the Dual WIelder attribute, you may make a third attack roll with disadvantage if each hand holds a one-handed weapon as part of the same attack standard action. If you would lose a limb, you instead lose this attribute. This attribute cannot be gained with progress points.

Horns (minor positive): You gain a pair of horns that can be used as a +1 Melee Unarmed weapon. When you take this attribute, choose bruise or puncture damage.

Superior Night Vision (moderate positive): You can see normally in the dark.

Secret Wings (moderate positive): This attribute requires the Wings attribute. Your wings can be retracted or otherwise easily hidden under clothing.

Tail (moderate positive): You gain a flexible, articulated tail. It is approximately 30% longer than your leg. Increase your dexterity minimum by +1. It can be used to make strength and dexterity based rolls with disadvantage.

Tentacle Limb (minor positive): One of your arms is a tentacle. Your reach with that arm is increased by 1 meter, which also increases the range of Melee attacks it makes. You gain a +1 bonus to grapple attacks. You may take this attribute a number of times equal to the number of arms you

have.

Wings (moderate positive): You gain a fly speed equal to your regular speed +6.

DWARF

Dwarves also live longer than humans, typically a little more than twice as long. Their culture is one of unity and industry that values ingenuity and practiced skill. Dwarves have a tendency to be more insular and avoid direct involvement in affairs that do not belong to them. They are generally shorter and stockier, with the same average weight as humans, but an average height approximately 40 centimeters shorter than humans.

Dwarves start with 12 Being and a base speed of 10. Their starting base statistic ranges are -1 to +3 for strength, -3 to +1 for dexterity, -0 to +4 for constitution, -2 to +2 for wisdom, -2 to +2 for education, and -3 to +1 for reputation.

ELF

Elves are much like humans, but their evolution has been tied more closely to the magic of the world. Elves tend to be overreaching and meddlesome. They also have a tendency to look down on other races, since they live far longer. The lifespan of an elf is vastly greater than that of a human.

Elves start with 12 Being and a base speed of 12. Their starting base statistic ranges are -4 to +0 for strength, -0 to +4 for dexterity, -3 to +1 for constitution, -2 to +2 for wisdom, -1 to +3 for education, and -2 to +2 for reputation.

FAIRY

Fairy society is similar to gnome society, though they tend to be more frivolous and fun loving. Since one fairy requires so little food and water for themselves, most of the day is left over to indulge in their naturally curious and mischievous tendencies. They give much time to planning parties and celebrations. If they are bored, they may enchant themselves to sleep for a random number of years and see what is happening when they awake. They believe strongly in safety in numbers and often live in secret villages protected by strong enchantments. Fairies can live indefinitely, reproducing extremely rarely. They grow to maturity within only a few days, typically inheriting some knowledge and memories from their parents. A fully mature fairy will still appear childlike or adolescent. After many

thousands of years, some fairies will begin to appear aged and wizened. They average between 13 and 16 centimeters tall and weigh between 4 and 8 grams.

Fairies start with 11 Being. Their starting base statistic ranges are -7 to -3 for strength, +2 to +6 for dexterity, -4 to +0 for constitution, -2 to +2 for wisdom, -2 to +2 for education, and -2 to +2 for reputation. They begin with the Arcana skill at +0. Their speed is a fly speed equal to 24 plus their strength, dexterity, and constitution. Their regular speed is one eighth of their flying speed rounded up.

GIANT-KIND

Giant-kind are large humanoids who share some genetic link to the giants. They mostly avoid human civilization. Births are rare among them and they prefer to live in secluded villages. They resemble humans with two distinctions, having an average height 50 centimeters taller and being noticeably heavier. They are also generally calm and peace loving but have been known for fits of passion. They mature extremely slowly, reaching adulthood after about 90 years, and can live almost as long as elves.

Giant-kind start with 12 Being and a base speed of 12. Their starting base statistic ranges are +0 to +4 for strength, -4 to +0 for dexterity, +0 to +4 for constitution, -2 to +2 for wisdom, -3 to +1 for education, and -3 to +1 for reputation.

GNOME

Gnomes live longer than humans, and occasionally longer than dwarves. They are peaceful people and very warm-hearted, favoring a close relationship with nature and the earth. It's hard to find a gnome who doesn't like to work with their hands, and even harder to find a gnome who isn't good at it. They commonly live in communities organized by family since family and kin are also very important to them. They look much like humans do, but mature more slowly. Their average height is approximately 80 centimeters shorter than humans, though they tend to move surprisingly quickly.

Gnomes start with 12 Being and a base speed of 8. Their starting base statistic ranges are -5 to -1 for strength, +0 to +4 for dexterity, -3 to +1 for constitution, -1 to +3 for wisdom, -1 to +3 for education, and -2 to +2 for reputation. They start with the Arcana and Stealth skills at +0.

GOBLIN

Many thousands of years ago, a particular clan of dwarves became incredibly greedy. They turned their backs on their fellow clans. Eventually, they were driven deep, deep into the earth, where they were cursed for their many sins. The result was the goblin race. Rare as diamonds, good goblins do exist who have abandoned their brethren, but the grand majority of them are wicked and violent. Despite this, even typical goblins can sometimes be negotiated with. They are the same size as dwarves, but are typically gangly and scrawny. They have pale green skin, yellow eyes, large heads, pointed ears and teeth, and absolutely no hair anywhere on their bodies.

Goblins start with 11 Being and a base speed of 10. Their starting base statistic ranges are -2 to +2 for strength, -2 to +2 for dexterity, -2 to +2 for constitution, -3 to +1 for wisdom, -1 to +3 for education, and -5 to -1 for reputation. Goblins begin with the skills Engineering, Melee, and Stealth at +0.

HUMAN

Humanity is the most flexible for character creation. It is also the most richly diverse, being more populous than the other races. Humans start with 12 Being and a base speed of 12. Their base statistics all start with a minimum of -2 and a maximum of +2.

LIZARDFOLK

Nomadic hunter tribes inhabiting swamps and glades, these scaly, muscled monitors believe in being part of a larger ecosystem. They largely reject the idea of becoming more civilized like other humanoid races, choosing instead to live life guided by animal instinct and the thrill of the hunt. At the same time, they perceive their race as being the top of the food chain, second only to the dragons they largely worship. They have brownish green scales with light beige coloring on the front of the neck, chest, abdomen, pelvis, and in the armpits. They have clawed hands and feet, whiplike tails, small razor-sharp teeth, and forked tongues

Lizardfolk start with 11 Being and a base speed of 14. Their starting base statistic ranges are +0 to +4 for strength, -1 to +3 for dexterity, +0 to +4 for constitution, -1 to +3 for wisdom, -6 to -2 for education, and -4 to +0 for reputation.

MAGDAS

The Magdi are the most recent race to become well known by the rest of the world. They are even fewer in number than the giant-kind, so far as has been discovered. At first they were thought to be demonic or insectile, but they are actually plants. They grow out of trees, and when they emerge they are almost fully developed adults. Very few have actually witnessed this event. They don't have the necessary structures for verbal communications, but they can hear normally. Magdi communicate with each other telepathically and can do so at a range of several kilometers. They can communicate with anything else that has a brain telepathically so long as they maintain physical contact or line of sight. All Magdi start with the moderate negative attribute Dumb. They appear with black or dark brown smooth, shiny, diveted skin, similar to the bark of a tree, sometimes speckled with lighter browns or green. They have dark red eyes with no iris or pupils. It is not unheard of for individual magdi to have unique and unusual abilities. They are typically very passive creatures and are usually slow to take action. Any knowledge beyond this is not commonly known about them.

Magdi start with 12 Being and a base speed of 10. Their starting base statistic ranges are -1 to +3 for strength, -3 to +1 for dexterity, +0 to +4 for constitution, -1 to +3 for wisdom, -3 to +1 for education, and -3 to +1 for reputation.

MERFOLK

The people of the sea are perhaps the most similar to humans of all the races that exist in terms of lifespan development, diversity, and societal structures. In truth, merfolk once were human, but many millennia ago they separated themselves and turned to the ocean in order to escape a great calamity. The grand majority of merfolk see little point in ever venturing onto land, or even swimming up to the ocean's surface, but there are some exceptions. Their language is perhaps the most unique thing about them; in order to carry clearly through the water, it is based largely on tone and pitch, often described as being more similar to music than to any spoken language. All merfolk have the ability to breathe underwater and have a swimming speed equal to their speed.

Merfolk start with 11 Being and a base speed of 10. Their starting base statistic ranges are -1 to +3 for strength, -1 to +3 for dexterity, -2 to +2 for constitution, -2 to +2 for wisdom, -3 to +1 for education, and -3 to +1 for reputation.

NEPHILIM

Nephilim are beings that are part angel. They could be an artificial life form made using angel DNA. They could be a human or similar being that has been blessed by a higher power to become an angel. They could be the literal child of an angel. They could simply be an angel of low rank. Nephilim are so rare walking among mortal beings that a statistician may say that they effectively do not exist. Celestial beings are extremely careful to keep their genetic information out of wicked hands. Nephilim tend to have a strong sense of empathy and mercy, but also a strong sense of morality and upholding higher laws. Some nephilim possess strange eye colors, or patterned markings on their bodies. The rarest possess a set of usable wings. Nephilim are not immune to genetic diseases or deformities that could be inherited from a non-angel parent.

Nephilim start with 12 Being and a base speed of 12. Their starting base statistic ranges are -4 to +0 for strength, -2 to +2 for dexterity, -1 to +3 for constitution, -1 to +3 for wisdom, -2 to +2 for education,and -2 to +2 for reputation. They automatically start with any 1 negative minor attribute and the Celestial Spellcasting attribute.

Hereditary attributes:

Blessed Weapon (major positive): Select a weapon you own to become blessed. This attribute belongs to and remains with the weapon. Roll on the Blessing table to determine what the blessing is.

Burn Resistance (moderate positive): You gain resistance 5 to burn damage. You may take this attribute a second time to gain immunity.

Divine Durability (moderate positive): Increase you constitution minimum and maximum by +1. You may take this attribute up to 2 times.

Divine Healer (moderate positive): Anytime you heal another creature magically or otherwise, increase the amount of healing by +1.

Divine Quest (moderate negative): You have been given a divine mandate or assignment to complete which includes some piece of useful information to guide you towards completing it. If you ignore this assignment, you will be plagued by misfortune.

Miracle Worker (major positive): You gain a special skill called Faith, which has no maximum limit. You may use this skill to cast any of the following spells: Antimagic Aura, Bless or Curse, Banish Evil, Banish Weather, Break Enchantment, Blast of Fire, Burst of Fire, Cone of Fire, Create Weather, Detect Good and Evil, Discern Feelings, Discern Thoughts, Encourage Growth, Flame Strike, Guidance, Hallow, Illumination, Localized Earthquake, Locate Creature, Mass Bless or Curse, Mass Heal, Prophecy, Shielding, Summon Celestial, Take Celestial Form, Teleport, and Transmute. You cannot critically fail casting any of these spells and your mixed successes become +1 normal successes. When you use this attribute to cast these spells, they are not considered magical effects.

Opponent of Evil (moderate negative): Anytime you encounter an evil creature or a creature committing an evil act, you are compelled to fight them to the death. The Narrator may require you to succeed on a -6 difficulty wisdom Tactics roll to resist these tendencies.

Psion of Truth (major positive): Anytime someone tells you something that is objectively untrue with the intent that you believe them, you immediately know that it is false. You do not know whether or not they deliberately lied.

Secret Wings (moderate positive): This attribute requires the Wings attribute. Your wings can be retracted or otherwise easily hidden under clothing

Wings (moderate positive): You gain a fly speed equal to your regular speed +6.

ORC

Orcs are physically superior to almost every other race. Their cultures value tribal loyalty and strength through combat. They mature more quickly than humans, but can live just as long. Their appearance is humanoid with silver-white hair and yellow or orange eyes. Their digestive tract is technically omnivorous but naturally better suited to a high-protein, more meat-based diet, featuring sharpened incisors and more pronounced canines. Their skin also comes in streaked mixtures of dark blues, grays, and greens, similar to a kind of natural camouflage. It is incredibly rare to find an orc with a single consistent skin tone; they are usually considered to be some sort of portent or omen.

Orcs start with 12 Being and a base speed of 12. Their starting base statistic ranges are -0 to +4 for strength, -2 to +2 for dexterity, -1 to +3 for constitution, -2 to +2 for wisdom, -3 to +1 for education, and -4 to +0 for reputation.

TECUANI

The tecuani are a proud warrior race of anthropomorphic jaguars living in hidden cities deep in the jungle. Their society is based largely on merit, with an economy based on bartering. They place great value in honed, practiced skill, shrewd cunning, and physical prowess. Each member of society fills a domestic role, such as a mason, metalworker, farmer, hunter, homemaker, etc., while also participating in combat training. The religious traditions of the tecuani are very closely guarded, having some connection with celestial bodies and their movements. Because they are so reclusive and secretive about their ways, it is a common misconception that they are hedonistic savages.

Tecuani start with 11 Being and a base speed of 13. Their starting base statistic ranges are -2 to +2 for strength, -1 to +3 for dexterity, -2 to +2 for constitution, -1 to +3 for wisdom, -3 to +1 for education, and -3 to +1 for reputation.

Skills

Skills are specific talents or areas of expertise that your character has acquired. They represent generally what your character is good at.

When selecting skills, each player starts with 16 skill points that they can spend to gain or upgrade skills. Gaining a skill costs 1 point and that skill starts with a skill modifier of +0. Upgrading a skill costs 1 point and increases its modifier by +1. The maximum modifier for any skill or sub-skill is +7.

For example, our noble knight spends 4 points to give himself +3 in Athletics.

Some skills have sub-skills, or specializations. When you gain a skill it includes all of the sub-skills; spending 1 point to gain a skill at +0 applies that +0 to all of the sub-skills collectively. Points spent to upgrade that skill afterwards are applied to the sub-skills individually.

For example, Athletics is divided into 3 sub-skills: Acrobatics, Endurance, and Weightlifting. When the noble knight spent his first skill point to gain the Athletics skill, he gained all 3 at +0. The next 3 points were spent upgrading Athletics Weightlifting to +1 and Athletics Endurance to +2, leaving Athletics Acrobatics at +0.

The skills and sub-skills included in this edition are:

- **Animal Handling**
- **Arcana**
  - **Alchemy**
  - **Artificy**
  - **Conjuration**
  - **Divination**
  - **Enchantment**
  - **Induction**
  - **Necromancy**
  - **Psionics**
- **Art**
  - **Culinary**
  - **Music**
  - **Painting**
  - **Sculpture**
  - **Writing**
- **Artillery**
- **Astronavigation**
- **Athletics**
  - **Acrobatics**
  - **Endurance**
  - **Weightlifting**
- **Broker**
- **Communications**
- **Computers**
- **Drive**
  - **Hover Vehicles**
  - **Large Vehicles**
  - **Single Rider**
  - **Small Vehicles**
- **Engineering**
  - **Aerospace**
  - **Chemical**
  - **Electrical**
  - **Mechanical**
  - **Stardrive**
- **Explosives**
- **Firearms**
  - **Archery**
  - **Handguns**
  - **Heavy Weapons**
  - **Rifles**
- **Heavy Armor**
- **History**
- **Investigation**
- **Language**
- **Leadership**
- **Medic**
- **Melee**
  - **Bludgeons**
  - **Large Blades**
  - **Small Blades**
  - **Swords**
  - **Unarmed**
- **Memory**
- **Nature**
- **Navigation**
- **Persuade**
  - **Deception**
  - **Diplomacy**
  - **Intimidation**
- **Pilot**
  - **Atmosphere**
  - **Capital Ships**
  - **Helicopter**
  - **Mech**
  - **Plane**
  - **Spacecraft**
  - **Starcraft**
- **Religion**
- **Science**
- **Sensors**
- **Sleight of Hand**
- **Stealth**
- **Streetwise**
- **Tactics**
- **Trade**
- **Watercraft**
- **Zero-G**
- **Sanity** (optional)

For descriptions and examples for each skill, see the previous chapter on gameplay.

Attributes

Attributes are character traits that positively and negatively affect your character's behavior and abilities. Most of them have rules that directly affect the game, but some of them are just behavioral traits that the player can portray while role playing. If your character's closest acquaintances were asked to describe your character, then these are the traits and adjectives that should first come to mind. They are meant to represent the most prominent attributes possessed by the character.

In truth, the attributes are just as much about flavor as they are about rules. A clever Narrator might occasionally create situations where positive attributes make things slightly worse or when negative attributes can create a small advantage. Some attributes provide opportunities for you to make up your own specific details to include when you select them. This is fairly critical to help the Narrator include interesting details in the campaign.

When making your character, you "pay" for positive attributes by taking negative attributes. All attributes are divided into ranks of minor, moderate, and major. Minor attributes are worth 1 point. Moderate attributes are worth 3 points. Major attributes are worth 6 points. Taking negative attributes earns you points to spend on positive attributes. For example, you can take 3 minor negative attributes and buy 1 moderate positive attribute or take 1 major negative attribute and buy 6 minor positive attributes, or make any such equivalent combination. Each attribute can only be taken once unless it specifies otherwise. Attributes that can be taken more than once to gain a new effect do not repeat the first effect a second time. If an attribute requires you to select a specific skill or sub-skill, you cannot select a skill to include all of its sub-skills; you must select 1 of the sub-skills specifically for the attribute to apply to. If an attribute would decrease a base statistic maximum below it's minimum, then they both decrease together and vice versa for increasing minimums above maximums.

It is not recommended to take very many attributes at the start of the game. 8 would be quite a lot and 3 would be pretty scant. 4-7 is probably a good range to work in. New players probably want to lean towards fewer attributes until they have a good feel for the game.

The attributes included in this edition are:

NEGATIVE MINOR

Allergy, minor: Pick something to be allergic to. You have an ongoing -1 penalty to all skill rolls while in contact with the allergen. This attribute can be taken up to 6 times, and the -1 will stack for every different allergen present. If contact with multiple allergens is sustained for large periods of time or unusually massive amounts of an allergen are present, this temporarily becomes a major negative attribute and its effects change accordingly. If someone successfully casts Heal, Invigorate, or Mass Invigorate on you then these effects end immediately, but they will reoccur after 5 minutes if the allergen(s) is still present.

Arrogant: You feel a distinct need to assert yourself and generally find that you are better than most people. Any time you feel challenged or insulted the Narrator may require you to succeed on a -4 difficulty wisdom Diplomacy roll in order to ignore it.

Bad With Names: Anytime you make a Memory roll that involves remembering someone's name you incur an additional -3 penalty. The Narrator can force such a roll on your character at any time.

Breaking Things: You're not always very good at using your hands. Anytime you are working with a nonliving object a magnitude of -4 or lower counts as a critical failure, typically damaging the object. This does not apply to attack rolls.

Cautious: Any actions to detect or otherwise address anything dangerous, except for attack, defend, grapple, and move actions in combat, always take you at least twice as long to complete. Gain an additional +1 bonus to the affected rolls.

Color Blind: Choose 2 primary or secondary colors. You cannot normally tell the difference between these 2 colors. Anytime you perform a task that requires you to tell these 2 colors apart on your own, the Narrator must make you guess which is which to determine your success. You cannot remove this attribute with progress points.

Contract, minor: You are under some sort of obligatory contract that you must fulfill, such as a debt or a job. There must be some sort of consequence for not fulfilling this contract. The exact details should be worked out with the Narrator. This attribute cannot be removed with progress points.

Curious: You take unnecessary risks to answer what you consider necessary questions. You ask lots of questions and explore lots of places you maybe shouldn't. The Narrator may require you to succeed on a -4 difficulty wisdom Tactics roll to resist these tendencies.

Dyslexic: You must succeed on a wisdom or education Art Writing roll to successfully read anything. This attribute cannot be removed with progress points.

Greedy: You're not necessarily a gambler, but you'll probably risk a limb or a friendship to make a few bucks. You probably want to be rich and you probably want it bad. The Narrator may require you to succeed on a -4 difficulty wisdom Tactics roll to resist these tendencies.

Hero Syndrome: You don't just want to be a hero, you need to prove you're a hero, potentially even putting others at risk to do so. Other characters may confuse this behavior with the attribute Deathwish. The Narrator may require you to succeed on a -4 difficulty wisdom Tactics roll to resist these tendencies.

Internal Battery: You can only take this attribute if you have the Cybernetic Implant attribute. You may take it once for each time you have taken that attribute. One of your implants requires 1 hour of charging every day or else it stops working. This attribute cannot be removed with progress points.

Lazy: It is very difficult for anyone to convince you to do anything that requires a significant amount of effort. If the task does not involve saving life or limb, it typically takes you twice as long to complete. The Narrator may require you to succeed on a -4 difficulty wisdom Athletics Endurance roll to resist these tendencies.

Loquacious: You are extremely talkative, even at bad

times. This will get you into trouble. You have an unending tendency to talk and converse, even with people you've only just met. The Narrator may require you to succeed on a -4 difficulty wisdom Tactics roll to resist these tendencies.

Missing Finger: You incur an additional -1 penalty to rolls to catch things. You may take this attribute a number of times equal to the number of fingers you have.

Missing Toe: Reduce your base speed by -1. You may take this attribute a number of times equal to the number of toes you have.

Multiclassed: You learn one less spell than you would otherwise start with. You may take this attribute a number of times equal to the number of spells you would be able to learn.

Narcissist: You find yourself to be intoxicatingly beautiful. You feel a distinct need to ensure that other people share this opinion. Anyone who convinces you that they don't feel the same both offends and disturbs you. The very idea of anything making you less attractive terrifies you and may cause you to become frightened.

No Gizzard: You incur an additional -3 penalty on all Navigation rolls.

Not a Hero: You are not going out of your way to save anyone you don't have to save. You might even disagree with the idea that risking your own life for someone else's is the moral thing to do. The Narrator may require you to succeed on a -4 difficulty wisdom Tactics roll to resist these tendencies. You cannot take this attribute and the Hero Syndrome attribute.

Obsequious: You are obsessed with following rules and procedures, and you insist that everyone else do the same. The Narrator may require you to succeed on a -4 difficulty wisdom based Tactics roll to resist these tendencies.

Old Wounds: Reduce your constitution maximum by -1. You may take this attribute up to 3 times.

Overconfident: You have no fear of failure, and you constantly feel a need to prove it. You tend to legitimately believe you will succeed and ignore evidence to the contrary. The Narrator may require you to succeed on a -4 difficulty wisdom Tactics roll to resist these tendencies.

Pessimistic: You always feel a need to point out the worst possibilities and shoot down the silver linings. Aggressively assume the worst.

Picky Eater: Make a list of up to 6 things you are definitely willing to eat and a list of up to 6 things that you definitely won't eat. Everything else is iffy. Anytime you eat something from your "won't eat" list, make a -4 difficulty wisdom Athletics Endurance roll to resist gaining 1 exhaustion point.

Phobia: Pick something to have an extreme phobia of. Anytime you encounter it, make a -4 difficulty wisdom Tactics roll to resist becoming frightened. On a success, take a -1 ongoing penalty to all rolls until you are aware that your phobia is no longer present. If you critically succeed, take no penalty. You may take this attribute up to 6 times. The difficulty will stack for each one of your phobias present.

Quirk: You have an odd behavioral quirk. Maybe it's something you say. Maybe it's a nervous twitch. Maybe it's a compulsion with a specific trigger. Maybe you have several. This quirk, when applicable, increases the difficulty of skill rolls, mainly reputation based rolls, by -1.

Reckless: You are very bad at assessing risk, or even noticing any risks. You probably don't even try to. You're probably pretty impetuous, too. The Narrator may require you to succeed on a -4 difficulty wisdom Tactics roll to resist these tendencies. When looking for or attempting to identify dangers you roll with disadvantage.

Rude: You're a jerk. Act accordingly. Reduce your reputation maximum by -1.

Secret Crush: You have strong romantic feelings for someone who you are regularly in the presence of. You incur an additional -1 penalty on all rolls while you are aware of this person within sight or hearing. If you have the Brave, Confident, or Steady attribute, you may ignore this penalty during combat.

Skeptic: You doubt anything that isn't perfectly normal or perfectly obvious, and even then you might have reservations. You have disadvantage on Investigation rolls involving anything supernatural and on all Arcana rolls.

Spendthrift: You love buying things. You can't hardly ignore a good deal. The Narrator may require you to succeed on a -4 difficulty wisdom Tactics roll to resist these tendencies.

Stubborn: Even when you know you're wrong you hate the idea of changing your mind. The Narrator may require you to succeed on a -7 difficulty wisdom based Tactics roll to resist these tendencies.

Stutter: You have some difficulty speaking. Reduce your reputation maximum by -1.

Tone Deaf: You have disadvantage on all Art Music rolls.

Weak Bladder: Any time you get an actual result of 7 or lower on a constitution based roll, you pee your pants. Anytime you become frightened, make a -6 difficulty constitution Athletics Weightlifting roll. You incur an additional -2 penalty on all reputation based rolls until you change your pants. This attribute cannot be removed with progress points.

Weak Stomach: Any time anything gross or disturbing enters your senses, you must make a -6 difficulty constitution or wisdom Athletics Endurance roll to resist throwing up. If you succeed then you don't need to make this roll again for the rest of the encounter. Throwing up counts as your next standard action if you are in combat.

NEGATIVE MODERATE

Allergy, moderate: Pick something to be allergic to. You have an ongoing -2 to all rolls for each moderate allergen present and for 1d6 hours afterwards. You may take this attribute up to 6 times. If contact with any combination of allergens is sustained for large periods of time or unusually massive amounts of an allergen are present, this temporarily becomes a major negative attribute and its effects change accordingly. If someone successfully casts Heal, Invigorate, or Mass Invigorate on you then these effects end immediately, but they will reoccur after 5 minutes if the allergen(s) is still present. This attribute cannot be removed with progress points.

Anemia: Several forms of anemia exist, and some are significantly more severe. Consider researching specific anemias. Reduce your constitution maximum by -2. This attribute cannot be removed with progress points.

Angry: You get angry a lot and sometimes you control it poorly. The Narrator may require you to succeed on a -6 difficulty wisdom Tactics roll to resist these tendencies. You may take this attribute a second time with the following effects: Reduce your wisdom and reputation minimums by -1. Once per day, if you are angry, you may roll with advantage on a strength or constitution based roll.

Bad Eyes: Reduce your dexterity maximum by -2. You may take this attribute up to 2 times. This attribute cannot be removed with progress points.

Bad Hearing: You incur an additional -3 penalty on all rolls that directly rely on hearing or listening. This attribute cannot be removed with progress points.

Bad Liar: You are not good at lying. You have disadvantage on all Persuasion Deception rolls.

Bad Spellcaster: Anytime you cast a magic spell, you critically fail on a magnitude of -5 or lower and you only succeed on a magnitude of +2 or higher.

Blood Thirsty: Your character has a penchant for violence and prefers to drag fights out to last as long as they can. You almost never skip an opportunity to start a fight. The Narrator may require you to succeed on a -4 difficulty wisdom Tactics roll to resist these tendencies. While in combat, you incur an additional -3 penalty on all wisdom and education based rolls.

Broke: You start with absolutely no money. You may start with one set of clothes

Can't Swim: You have disadvantage on any roll requiring you to swim.

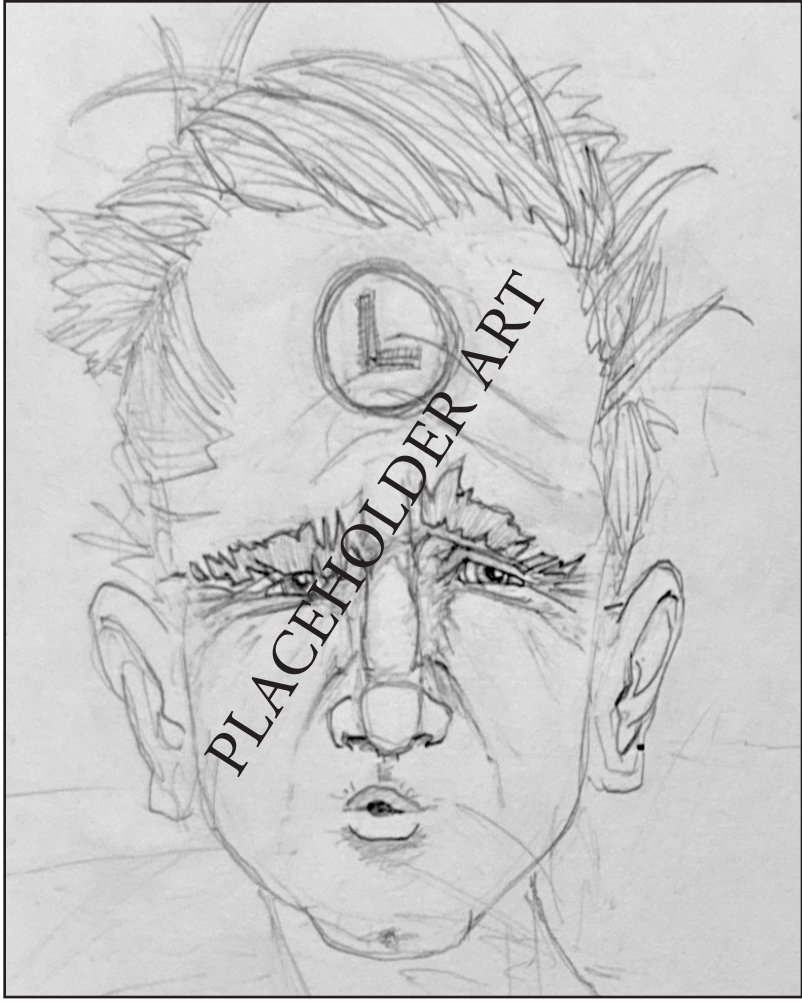
Cassanova: You are a compulsive flirt and are constantly looking for a date. This will get you into trouble. The Narrator may require you to succeed on a -6 difficulty wisdom Tactics roll to resist these tendencies.

Clueless: Reduce your wisdom maximum by -2. You may take this attribute up to 2 times.

Clumsy: Reduce your dexterity maximum by -2. You may take this attribute up to 2 times.

Comic Relief: Reduce your wisdom maximum by -2. You may take this attribute up to 2 times.

Compulsive Liar: You feel a strong compulsion to lie. The Narrator may require you to succeed on a -6 difficulty wisdom Tactics roll to resist these tendencies. If you fail, you must immediately tell some sort of lie and make a Persuasion Deception roll.



Contract, moderate: You are bound by the statutes of a fairly serious contract. Failing to keep it will bring about consequences that could ruin you. This attribute cannot be removed with progress points.

Cowardly: If you can run away from or avoid danger, then you will. The Narrator may require you to succeed on a -4 difficulty wisdom Tactics roll to resist these tendencies. You roll with disadvantage to resist becoming frightened.

Custom Sub-skill: Pick a skill that you have with sub-skills. Choose one sub-skill to keep and lose all of the rest. Any lost sub-skills are subject to the automatic -2 modifier. Lost sub-skills can be regained one at a time by taking the Custom Skill attribute for each one. This attribute (Custom Sub-skill) may be taken up to 3 times, and a new skill must be selected each time. This attribute cannot be removed with progress points.

Deathwish: You desire to die in a specific way for a specific reason. You encourage the arrangement of proper circumstances, but success will likely elude you.

This attribute does not necessarily make your character suicidal, but it is still a good example of something not everyone is comfortable with including in a game. Suicide is a serious and difficult issue and should be handled with care and respect at every gaming table. See "Session 0" on page 293 for more information.

Delusional: You believe a very specific falsehood or set of falsehoods either about yourself or about the world. This belief is very important to you, to the point that you deny any proof to the contrary. It affects the way you make decisions and you try to convince others to believe it too.

The Narrator may require you to succeed on a -6 difficulty wisdom Tactics roll to resist these tendencies.

Dumb: You cannot speak. You automatically fail any roll that requires you to audibly speak with your mouth. This attribute cannot be removed with progress points.

Forgetful: You incur an additional -3 penalty on all Memory rolls. You may take this attribute a second time to have disadvantage on all Memory rolls instead of incurring the -3 penalty.

Former Convict: You were previously found guilty of a major crime or some sort of dangerous crime. Reduce your reputation maximum by -2. People who discover this about you may become disinclined to trust you.

Illiterate: You can't read. You automatically fail any roll that requires you to read. You may take this attribute a second time to reduce your education maximum by -2.

Indecisive: You are scared of making decisions or deciding between specific options. Whenever you need to make a decision between self-evident choices with an ambiguous right answer, it takes you twice as long or you avoid making the decision altogether. The Narrator may require you to succeed on a -5 difficulty wisdom Tactics roll to resist these tendencies. This does not have to apply to deciding how to spend your turn in combat unless you are trying to gain progress points.

Kleptomania: You feel a strong compulsion to steal things. The Narrator may require you to succeed on a -4 difficulty wisdom Tactics roll to resist these tendencies. If you fail you must immediately try to steal something and make a Sleight of Hand roll.

Lame: Reduce either your strength and dexterity maximums by -1 and select a limb to be your bad limb. You may take this attribute up to 2 times. This attribute cannot be removed with progress points.

Limited Ability: Choose one of your Ability attributes. You may only target yourself with that Ability. You may take this attribute one time for each of your Ability attributes.

Magically Inept: You are unable to cast any spells or link to any magic items. You cannot take this attribute and the Bad Spellcaster attribute.

Minority Group: The rank of this attribute is entirely dependent on the Narrator. Some settings may tend to be more severe, while others might not see this at all. Generally, the rule is that you belong to a group or ethnicity that people dislike or are wary of. However, some individuals might actually be more willing to accommodate you, especially in communities belonging to your minority. In this edition, several genealogies can be considered minority races depending on where you are, most commonly automaton, magdas, goblin, or orc. Reduce your reputation maximum and minimum by -1. This attribute cannot be removed with progress points.

Motion Sickness: Anytime you are on a moving vehicle you make all strength, dexterity, and constitution based rolls with disadvantage.

Narcolepsy: You may consider researching narcolepsy when taking this attribute. It can be different for some individuals and can have differences in severity. The general rule is that the Narrator may require you to make a -4 difficulty constitution Athletics Endurance roll when they deem appropriate. Increase the difficulty by -1 for every point of exhaustion you have. If you fail you fall asleep. If you are in combat then you may roll twice and pick which result to keep. Someone must spend a standard action to wake you up from within 1 meter of you; otherwise you repeat the roll at the beginning of each of your turns and wake up on a success. This attribute cannot be removed with progress points.

Obsessive Compulsive Disorder: It's like the minor attribute Quirk, but worse. You may choose up to 6 compulsions. You must succeed on a -8 difficulty wisdom Tactics roll to resist your compulsions.

One Eye: Reduce your dexterity maximum by -1. You incur an additional -3 penalty on any rolls that directly require depth perception. This attribute cannot be removed with progress points.

One Tooth: Reduce your reputation minimum and maximum by -1. It takes you four times as long to chew any solid food. This attribute cannot be removed with progress points.

Pacifist: Each time you go an entire combat without dealing any damage, you gain 1 progress point.

Poor Student: Reduce your education maximum by -2. You may take this attribute up to 3 times.

Secretive: You find it difficult to reveal information, even to your friends. The Narrator may require you to succeed on a -4 difficulty wisdom Tactics roll to resist these tendencies.

Selfless: You are a good person and deserve some extra points. The Narrator may require you to succeed on a -5 difficulty wisdom Tactics roll to resist these tendencies. You may take this attribute a second time, increasing the difficulty to -9.

Small: You are notably shorter than average. Reduce your strength maximum by -2. You may take this attribute up to two times. This attribute cannot be removed with progress points.

Soft: Reduce your constitution maximum by -2. You may take this attribute up to 2 times.

Trigger Happy: You are not good at restraint. At the end of each combat, if you fired at least 2 pieces of ammunition. you may double the amount of ammunitiona you expended to gain 1 progress point.

Ugly: Something about you is not conventionally attractive, such as a major scar. Reduce your reputation maximum by -2. You may take this attribute up to 2 times. This attribute cannot be removed with progress points.

Uncivilized: You are unaware of and generally opposed to proper manners and hygiene maintenance. Reduce your education and reputation maximums by -1. You may take this attribute up to 2 times.

Vengeful: You go out of your way to settle scores, eye for eye, tooth for tooth. This will get you into trouble. The Narrator may require you to succeed on a -5 difficulty wisdom Tactics roll to resist these tendencies. If you also have the Angry attribute, you gain an additional +1 bonus to attack rolls against any enemy who has dealt damage to you and an ally. This bonus does not stack and is only in effect until the end of combat.

NEGATIVE MAJOR

Addiction: Pick something to be addicted to. You will seek this thing out and it will get you into trouble. Pick 2 things to act as triggers for cravings whenever you encounter either or both of them. Anytime you are triggered you must succeed on a -6 difficulty wisdom Tactics roll to resist the craving. If you fail this roll you incur an ongoing -1 penalty to all rolls until you satisfy the craving. This penalty can stack at the Narrator's discretion. If you go 2 full days without feeding your addiction you gain 1 exhaustion point. This attribute cannot increase your exhaustion above 6 points. If you go 12 months without doing anything to address your addiction, make a -6 difficulty wisdom Athletics Endurance roll to resist gaining the Depression attribute. You may take this attribute a second time, choosing a second thing to be addicted to or doubling the difficulties for its rolls.

Allergy, major: Pick something to be deathly allergic to. When you come into contact with it, you have disadvantage on all rolls for the next 1d6 hours and you gain the Poisoned wound with 7 damage. If someone successfully casts Heal, Invigorate, or Mass Invigorate on you then these effects end immediately. This wound will reoccur after 5 minutes if the allergen is still present. You may take this attribute up to 6 times. This attribute cannot be removed with progress points.

Amnesia: The Narrator holds onto your character sheet and any notes you have written. You are not allowed to look at it until this attribute is removed. If you are making a new character with this attribute, then the Narrator may take more attributes without telling you.

Anorexia: Reduce your strength and constitution maximums by -1. Every day make a -5 difficulty wisdom Athletics Endurance or Tactics skill roll. If you succeed, you may eat normally during the day. If you fail, eating anything more than very small amounts of food will make you sick, if you have no exhaustion points you immediately gain 1, and you roll with an additional -1 penalty to resist gaining exhaustion for the rest of the day.

Bad Luck: Every roll you make has an additional -1 penalty. You may delay this and stack it. For example, you delay the penalty so that it won't apply to a very important roll. On your very next roll it becomes a -2 penalty. If you delay it again to prevent it from applying to the second roll, it stacks again to become a -3 penalty on the third roll. You choose not to delay it on the third roll and take the additional -3 penalty. After that, the penalty will become -1 again. You can delay at any time, but you cannot delay the penalty more than 5 times in a row.

Blind: Reduce your dexterity maximum by -3. You have disadvantage on all attack rolls. You automatically fail Investigation rolls to notice things that must be seen and Memory rolls that involve things you did not see. You gain an additional +1 bonus on all Investigation or Memory rolls that are more dependent on any of your other senses. You cannot take this attribute and the Bad Eyes attribute. This attribute cannot be removed with progress points.

Child: You are a child, possibly a teenager. Select any 4 base statistics and reduce their maximums by -1. You start with 4 less skill points.

Chronic Illness: Reduce your strength and

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constitution maximums by -1. You have 3 permanent exhaustion points. You may take this attribute a second time. This attribute cannot be removed with progress points.

Contract, major: You have a contract with someone or something more powerful than you that has very steep requirements, such as a high debt or a very difficult assigned task. The consequences for not fulfilling this debt are certain to ruin your whole life if not take it. This attribute cannot be removed with progress points.

Deaf: You automatically fail any roll that is completely dependent on hearing. You automatically fail Investigation rolls to notice things that must be heard and Memory rolls that involve things you did not hear. You cannot respond to any verbal orders or commands if you are not looking directly at the person giving them. You gain an additional +1 bonus on a Memory or Investigation rolls that are more dependent on any of your other senses. You cannot take this attribute and the Bad Hearing attribute. This attribute cannot be removed with progress points.

Depression: This attribute merits additional research. It can be a very serious and challenging issue. Depression can manifest in many ways, can be coped with in many ways, and can mask itself in many ways. All of these things can be aspects of your character's individual depression. Pick 3 things to act as triggers for your depression. Any time you encounter one, make a -5 difficulty wisdom Athletics Endurance or Tactics roll with a +1 bonus for every ally present with you. If you encounter 2 triggers together it has a -7 difficulty modifier. If you encounter all 3 together it has a -9 difficulty modifier. If you fail, gain 1 exhaustion point.

Elderly: You are approaching the end of your lifespan. Select 4 different base statistics and reduce their maximums by -1. Reduce your speed by -3. Gain 3 additional points to spend on skills. You may take this attribute a second time for the following effect: gain 2 more skill points; if you have full Health and no wounds, you will instead lose only 1 exhaustion point each day instead of losing all of them. This attribute cannot be removed with progress points.

Enemy: You have a mortal enemy who wants to ruin you and possibly kill you. They're probably going to seek you out, especially if they don't have anything better to do. This attribute cannot be removed with progress points.

Epilepsy: Whenever the Narrator determines, you roll 1d6 with an additional -1 for every exhaustion point you have. On a 1 or lower you become incapacitated for 2d6 rounds. Afterwards you roll the 1d6 again, repeating the process. If you roll 1 or lower twice in a row then you begin suffocating, which lasts until you roll higher than a 1. If you roll higher than a 1 on a repeat roll, then you are incapacitated for 10d6 minutes and cannot be awoken by normal means. If someone casts Heal on you, then you become immune to this attribute's effects for 1 hour. This attribute cannot be removed with progress points.

Fanatic: You have a fan. But they're not just any fan, they're your number one fan. They very probably stalk you, which will cause trouble.

Insanity: This attribute is worth 0 attribute points. You automatically fail any roll to resist the tendencies of negative attributes and cannot gain progress points from those attributes. Each of those attributes that you have is worth twice as many attribute points.

Low Self-esteem: All your progress points are only worth half a progress point.

Missing Arm: Reduce your strength maximum by -2. Creatures with only one arm have disadvantage when attempting to accomplish anything that would normally require 2 or more. You may take this attribute a number of times equal to the number of arms you would have. This attribute cannot be removed with progress points.

Missing Leg: Reduce your strength maximum by -1 and dexterity maximum by -1. Reduce your speed base by -6. A creature with less than half of its normal number of legs is considered prone unless they are mounted on a steed. You may take this attribute a number of times equal to the number of legs you would have. This attribute cannot be removed with progress points.

Obese: Reduce your dexterity maximum by -4. Increase your strength minimum by +1 and constitution minimum by +1. You require twice as much food to avoid exhaustion. Each move action you take after the first requires a -7 difficulty constitution Athletics Endurance skill roll with an additional -1 for every exhaustion point you have. On a critical success, you may move your full speed and gain a +1 bonus to Melee attack rolls until the end of the turn. On a normal success, you may move your full speed. On a mixed success you may move half your speed rounded down. On a failure, you may move one quarter your speed rounded down. On a critical failure, you may not move.

PTSD: You have an emotional trauma from a previous life event. Whenever you encounter something that specifically reminds you about this event, you must make a -6 difficulty wisdom Tactics roll to resist becoming stunned. If you succeed, you instead become frightened. You may reroll as a standard action to end the stunned condition and become frightened. You may make a -4 difficulty wisdom Tactics roll as a standard action to end this frightened condition. If you fail any of these rolls, gain 1 failure. If you succeed, remove 1 failure. These conditions will end on their own after an hour. If you have 13 or more failures you additionally gain the Depression attribute.

Rookie: You have disadvantage on all rolls during your first 12 combat encounters. At the beginning of your 8th combat encounter, this attribute is removed.

Secret Identity: You must put time and effort into maintaining and hiding a double life. If your secret is ever revealed the consequences will be severe, possibly even life threatening for you and/or people you care for. People will investigate to discover your secret. This attribute cannot be removed with progress points.

Wanted: You are a wanted criminal for crimes you probably committed. People will come looking for you and try to turn you in. This attribute cannot be removed with progress points.

POSITIVE MINOR

Ability, minor: Select a spell from any spell list. Casting that spell becomes a special skill that you possess; it starts with a modifier of +0 and uses the spell's regular difficulty modifier(s). Select a base statistic to use when rolling for this skill. You may use this skill as a standard action. If you choose a spell with multiple options on a table, choose only one option from the table. The details of how you do this and why you are able to is subject to your imagination, including whether or not it is magic. If it is magic, you may additionally add this special modifier as a bonus to any attempt to cast the spell normally using an Arcana sub-skill. It does not require a spell attempt unless you are using an Arcana sub-skill. You may take this attribute any number of times.

Arcane Knowledge: You learn two additional spells. You may take this attribute any number of times. You cannot take this attribute and the Multiclassed attribute.

Ambidextrous: You can perform technical, one-handed tasks with either hand. You can maintain concentration on a skill roll action as a minor action so long as it can competently be done one-handed, you have at least one free hand, and the action isn't a spell.

Attractive: You have some noticeable good looks. Increase your reputation maximum by +1. You may take this attribute up to 2 times. You cannot take this attribute and the Ugly attribute. This attribute cannot be gained with progress points.

Battle Ready: Add +2 to your initiative modifier. You may take this attribute a second time as a moderate ranked positive attribute and a third time as a major ranked positive attribute.

Blood Type O-negative: Your blood type is -O, which means anyone can accept a blood transfusion from you. If equipment for a blood infusion is available, you can gain 2 exhaustion points to grant advantage to a Medic roll to treat someone else's wound. This attribute cannot be gained with progress points.

Blood Type AB-positive: Your blood type is +AB, which means you can accept a blood transfusion from any donor. If equipment for a blood infusion is available, someone else can gain 2 exhaustion points to grant advantage to a Medic roll to treat one of your wounds. This attribute cannot be gained with progress points.

Body Builder: Increase your strength maximum by +1. You may take this attribute up to 3 times.

Brave: You roll with advantage to resist becoming frightened. You cannot take this attribute and the Cowardly attribute.

Casting Technique, Components: You gain the ability to cast spells. You may learn a number of spells equal to your education maximum plus each of your positive Arcana sub-skill modifiers. If you gain another casting technique, it does not increase the number of spells you can learn. Instead of spending attempts, you may cast your spells using a specific substance or small implement for each spell you can cast. This does not replace or reduce the spell's additional requirements. With the Narrator, determine the component required for each spell. Without the required component you cannot cast the accompanying spell using this technique. Components cost 5 gold (25 dollars or 60 credits) for one spellcasting. Anytime you cast a spell, you may spend any number of additional spell attempts. You gain a +2 bonus on your roll for every additional attempt spent this way.

Casting Technique, Gestures and Phrases: You gain the ability to cast spells. You may learn a number of spells equal to your education maximum plus each of your positive Arcana sub-skill modifiers. You have a maximum number of spell attempts equal to your wisdom maximum plus each of your positive Arcana sub-skill modifiers. If you gain another casting technique, it does not increase the number of spells you can learn or your maximum number of spellcasting attempts. You regain 1 spellcasting attempt for every hour you spend resting, or for every three hours you spend performing light work or non-taxing labor. You can cast your spells using memorized phrases and their accompanying physical gestures. If you cannot speak or cannot move your hands/arms then you cannot cast spells using this technique. Anytime you cast a spell, you may spend any number of additional spell attempts. You gain a +2 bonus on your roll for every additional attempt spent this way.

Casting Technique, Implement: You gain the ability to cast spells. You may learn a number of spells equal to your education maximum plus each of your positive Arcana sub-skill modifiers. You have a maximum number of spell attempts equal to your constitution maximum plus each of your positive Arcana sub-skill modifiers. If you gain another casting technique, it does not increase the number of spells you can learn or your maximum number of spellcasting attempts. You regain 1 spellcasting attempt for every hour you spend resting, or for every three hours you spend performing light work or non-taxing labor. You can cast your spells using a specific, singular object that is either worn or held in your hand, which it must be in order for you to cast any spell using this technique. Creating a new implement costs 75 gold (400 dollars or 1200 credits) for materials and requires 24 total hours of work. It is considered a magic item with a -1 difficulty enchantment. Its defense is +7 and its HP is 7. If this is a new character, you immediately gain 1 implement. Anytime you cast a spell, you may spend any number of additional spell attempts. You gain a +2 bonus on your roll for every additional attempt spent this way.

Casting Technique, Soul Focus: You gain the ability to cast spells. You may learn a number of spells equal to your education maximum plus each of your positive Arcana sub-skill modifiers. You have a maximum number of spell attempts equal to your constitution maximum plus each of your positive Arcana sub-skill modifiers. If you gain another casting technique, it does not increase the number of spells you can learn or your maximum number of spellcasting attempts. You regain 1 spellcasting attempt for every hour you spend resting, or for every three hours you spend performing light work or non-taxing labor. Except for additional requirements listed in spell descriptions, you do not require any special equipment, components, or gestures to cast any spell. You simply focus and cast. However, if you fail a spellcasting roll using this technique, you take 1 damage in the form of a wound with the soul damage type. Any more damage from this technique is added to the same

wound. Anytime you cast a spell, you may spend any number of additional spell attempts. You gain a +2 bonus on your roll for every additional attempt spent this way.

Celestial Spellcasting: Whenever you cast a spell that deals burn wounds, it is considered celestial burn damage and ignores the resistance of evil creatures and treats their immunity as resistance 5. This can include spells cast using non-magical abilities. You lose this attribute if you become evil.

Clever: Increase your wisdom maximum by +1. You may take this attribute up to 3 times. You cannot take this attribute and the Clueless attribute.

Custom Skill: With the Narrator, create a specific skill for your character that involves completing a specific task or using a specific item. This skill starts with a +1 modifier.

Cybernetic Implant: You start with an item that functions the same as a magic item. This attribute costs a number of points equal to the total difficulty of all the enchantments that would be used to make this item. This item is part of your body. It may be negatively affected by electromagnetism or other forms of radiation waves. If it is electronic, it may be hacked. All Medic rolls to perform surgery on you increase in difficulty by -1. You may take this attribute any number of times. This attribute cannot be gained with progress points.

Demonic Spellcasting: Whenever you cast a spell that deals fire damage, it is considered demonic burn damage and ignores the resistance of good creatures and treats their immunity as resistance 5. This can include spells cast using non-magical abilities. You cannot take this attribute and the Celestial Spellcasting attribute. You lose this attribute if you become good.

Detective: Up to 3 times per day, you may gain advantage on an Investigation roll or make an Investigation roll as a minor action.

Favored Enemy: Designate a specific group or creature type that you can engage in combat with. Gain an additional +1 bonus on any roll to track or recall information about these enemies. Gain a +1 bonus to attack rolls made against these enemies. You may take this attribute up to 3 times, each time either choosing an additional favored enemy or increasing the bonus for a previously chosen enemy by +1.

Favored Weapon: Select a weapon from the Armor, Weapons, and Explosives section of the Technology chapter for your character to own. Increase the magnitude of any of your successful attacks with this weapon by +1. If this weapon breaks or is lost, then this attribute is removed. You may take this attribute up to three times. You may not pick the same weapon more than once.

Firearm Kata: You may ignore the disadvantage imposed on ranged attack rolls against creatures that are 1 meter away from you or less.

Font of Magic: Increase the number of daily spell casting attempts you have by 1. You may take this attribute any number of times. You cannot take this attribute and the Magically Inept attribute.

Good Cook: You may use your Art Culinary sub-skill modifier instead of your reputation modifier on relevant skill rolls, such as Persuade Diplomacy. You must provide a reasonable explanation of how you are using your Art Culinary sub-skill. You may take this attribute a second time to gain the following: If y'ou have sufficient food for a meal and one hour of prep time, you may assist a Medic roll to heal a wound with an Art Culinary roll.

Good Teacher: As long as a creature can hear and understand you, you may use a standard action to give them a +1 bonus on any skill roll so long as your modifier for that skill or sub-skill is equal to or higher than theirs. If they do not have the skill, and you have +1 or greater in that skill, then they may roll with +0 instead of the automatic -2 modifier.

Green Thumb: You have a talent for recognizing and cultivating different plants. Gain an additional +1 bonus on skill rolls to do either one.

Handy-man: You gain an additional +1 bonus while trying to repair any non-living, concrete, non-magical object. You cannot take this attribute and the Breaking Things attribute.

Heavy: Increase your strength maximum by +1. You cannot take this attribute and the Small attribute. This attribute cannot be gained with progress points.

Lucky, minor: Once per day you may add an additional +3 bonus to any roll. You cannot take this attribute and the Bad Luck attribute.

Magic Item: You start with a magic item. This attribute costs a number of points equal to the total difficulty of all the enchantments that would be used to make this item. If you know an enchantment that was used to make it, then that enchantment's difficulty is considered to be halved when determining the cost of this attribute. When you take this attribute, you may also decide what the item's user designation rules are. You may take this attribute any number of times. You may not gain this attribute with progress points.

Man-at-arms: Gain an additional +1 bonus on any skill roll to repair or build a physical weapon.

Mixed Bloodline: You may additionally take one attribute from a genealogy other than your own. You may take this attribute any number of times.

Modest Savings: Double the mount of money you start with. You cannot take this attribute and the Spendthrift or Broke attributes.

Morning Person: If you tie with another creature for an initiative, you immediately get +1 to your initiative. If they also have this attribute, then the tie is instead resolved normally.

Multifactored Ability: You may choose two Ability attributes you possess and combine them. They gain a new difficulty equal to their combined difficulties – 1. On a success, they are both activated and must both be resolved. On a failure, neither is activated. A mixed success is resolved at the Narrator's discretion.

Natural Sprinter: If you take 2 or more move actions on your turn, you may take an additional minor action. You cannot take this attribute and the Obese attribute.

Naturally Charismatic: Increase your reputation minimum or maximum by +1. You may take this attribute up to 3 times. You cannot take this attribute and the Rude

attribute or the Uncivilized attribute.

Perfect Pitch: Up to 3 times per day, you may gain advantage on an Art Music roll or make an Art Music roll as a minor action. You cannot take this attribute and the attribute Tone Deaf.

Phonographic Memory: Gain an additional +3 bonus on any Memory roll to remember something you've heard.

Photographic Memory: Gain an additional +3 bonus on any Memory roll to remember something you've seen.

Poker Face: Up to 3 times per day, you may gain advantage on a Persuasion Deception roll. You cannot take this attribute and the Bad Liar attribute.

Professional: Select a skill that you have. While using this skill or talking about it in a relevant way, gain an additional +2 bonus to any reputation based rolls. You may take this attribute up to 6 times, selecting a different skill for each one.

Prosthetic, minor: Taking this attribute reduces the effects of either Missing Arm or Missing Leg to mimic the effects of the attribute Lame. This prosthetic is literally an artificial limb, but it is simple or otherwise crudely built. If it is damaged or lost this attribute is removed. It's defense is equal to yours, and it has 3 HP. Alternatively, taking this attribute can mean having a set of dentures to counter the effects of the attribute One Tooth. This attribute can be taken as many times as the Narrator will allow. This attribute cannot be gained with progress points.

Quick Draw: While carrying a weapon for which you have at least +3 in the relevant sub-skill, you may stow/draw that weapon as a minor action, as part of a move standard action, or part of an attack action with that weapon.

Scant Savings: Double the amount of money you start with. You cannot take this attribute and the Spendthrift or Broke attributes.

Signature Spell: Choose a spell that you know how to cast. Its difficulty is reduced by 1 for you. You may take this attribute Up to 7 times.

Skilled: Gain an additional skill point to spend on skills. You may take this attribute any number of times.

Skywalker: You feel at home at high altitudes. Up to 3 times per day you may gain advantage on an Athletics Acrobatics roll or Pilot roll.

Spatial Memory: Gain an additional +3 bonus on any Memory rolls to remember the physical layout or relative location of anywhere you've been. You cannot take this attribute and the No Gizzard attribute.

Strong Stomach: Gain an additional +2 bonus to constitution based rolls to resist the effects of anything ingested. You cannot take this attribute and the Weak Stomach attribute.

Swift: Add +3 to your base speed. You may take this attribute a second time as a moderate ranked positive attribute and a third time as a major ranked positive attribute.

Tough: Increase your constitution maximum by +1. You may take this attribute up to 3 times. You cannot take this attribute and the soft attribute.

Whisperer: Up to 3 times per day gain advantage on an Animal Handling roll. Alternatively, pick a specific animal species, and always roll with advantage on Animal Handling rolls with this animal.

POSITIVE MODERATE

Ability, moderate: Select a spell from any spell list. Casting that spell becomes a special skill that you possess; it starts with a modifier of +2 and uses the spell's regular difficulty modifier(s). Select a base statistic to use when rolling for this skill. If you choose a spell with multiple options on a table, choose only one option from the table. You may use this skill as a standard action or as a minor action. The details of how you do this and why you are able to is subject to your imagination, including whether or not it is magic. If it is magic, you may additionally add this special modifier as a bonus to any attempt to cast it normally using an Arcana sub-skill. It does not require a spell attempt unless you are using an Arcana sub-skill. You may take this attribute any number of times.

Animal Instinct: You may take the defend action as part of a move action. You may only defend once per round.

Battle Reflexes: You may make a single attack roll or take the defend action as a minor action.

Booksmart: Increase your education maximum by +2. You may take this attribute up to 2 times. You cannot take this attribute and the Illiterate attribute.

Brawler: Increase your strength and constitution maximums by +1. You may take this attribute up to 2 times.

Cavalier: Choose a major positive attribute. While mounted on a steed that is under your control, you are considered to have that attribute. You may take this attribute a second time and pick a second major positive attribute.

Celebrity: Increase your reputation maximum by +2. You may take this attribute up to 2 times.

Charge: If you make a move action as a standard action and move at least 5 meters, you may make a single attack roll as part of the same action.

Connections: You have a connection or two who might be able to pull strings or contribute some resources, especially if you're willing to owe them a favor. Convincing them might require a reputation based roll, but the difficulty cannot be higher than -5. The details should be established with the Narrator, who may allow you to take this attribute multiple times.

Constant Concentration: If you maintain concentration on a spell until the end of combat, then you can maintain concentration on it until the start of the next combat. You may maintain concentration on a spell during combat as a minor action. You may take this attribute a second time to be able to do both of these things for two spells at a time. You may take this attribute a third time as a major attribute to be able to maintain concentration on up to two spells even while you are sleeping.

Defensive Style: Choose one of your Melee sub-skills. If you are wielding a weapon that uses this sub-skill, you may add its bonus to your defend actions.

Disciplined: Anytime you critically fail a skill roll using a skill or sub-skill that you have at least a +2 modifier for, gain a progress point.

Driven: If you fail a skill roll, you may roll with advantage on your chance to reattempt the same roll. You may gain advantage in this way up to 3 times per day. You may take this attribute a second time, changing the limit to 6 times per day.

Expert: Select a skill or sub-skill that is not an Arcana sub-skill. It must have at least a +5 modifier. Any time you critically fail using that skill or sub-skill you may reroll once.

First Strike: You have advantage on your first initiative roll and your first attack roll of every combat.

Force of Will: Once per day you may roll with advantage on an Arcana skill roll. You may take this attribute up to 3 times, gaining one additional daily use of this ability each time.

Gear Shifter: Up to 3 times per day you may roll with advantage on a Drive roll or make a Drive roll as a minor action. You cannot take this attribute and the Motion Sickness attribute.

Giant Killer: Gain an additional +1 bonus when attacking a creature that is 2 sizes bigger than you or larger. This attribute may be taken up to 3 times.

Great Weapon Fighting: If you are wielding a two-handed weapon, you may take a -2 penalty to your defense and treat all of your attacks as area attacks until the start of your next turn. Any creature within the weapon's range can be affected. While using this attribute you cannot use the second attack roll granted by the Superior Training attribute.

Healer's Touch: Up to 3 times per day you may gain advantage on a Medic roll.

Homestead: You own a small farm or plot of land that is just large enough for hunting medium game. This plot of land includes humble lodging for up to eight size 3 creatures and produces enough food to feed 6 humans. This plot of land is at least half a day of walking to the nearest city, town, or village.

Humble Abode: You are a homeowner. You own some form of property that is big enough for two people to live comfortably. This attribute cannot be gained with progress points.

Hyper Observant: Up to 3 times per day you may roll with advantage on a Memory roll.

Improved Dodge: Whenever you take the defend action until the start of your next turn you may move 1 meter in any unimpeded direction each time an attack roll that is targeting you fails or whenever an area attack roll would deal damage to you.

Improved Spellcasting Implement: When you construct a spellcasting implement, its defense and its HP are increased by an amount equal to your Arcana Artificy sub-skill modifier. You may construct implements for other people in this way as well. The typical cost for an implement is 100 gold plus the cost for any additional enchantments on them.

Inspired: You have been blessed with some stroke of genius or inspiration. You are the vessel for a revolutionary idea or concept, such as a grand symphony, a new mathematical principle, or a deeply buried truth about the world that you were able to uncover. This discovery might make you rich, or it might make you a target. Choose Art, Science, or History. Three times per day, you may roll with advantage on a roll for the chosen skill.

Instinctive Learner: If you succeed 6 times at using a skill you do not have, you gain that skill at +0. If you succeed 6 times at using a skill or sub-skill you have at +0, increase that skill to +1.

Last Words: If an effect would cause you to die or become incapacitated, you instead do so at the end of the round.

Leader: Up to 3 times per day, you may roll with advantage on a Leadership roll or make a Leadership roll as a minor action.

Linguist: You can start picking up on a language after only a few months of exposure to it. If you spend four months among people whose majority language is not your mother tongue, gain +1 to your sub-skill modifier for that language. This cannot increase your sub-skill modifier greater than +4.

Lucky, moderate: Twice per day you may add an additional +3 bonus to any roll. You cannot take this attribute and the Bad Luck attribute.

Martial Artist: Up to 3 times per day you may roll with advantage on a Melee Unarmed roll. You may take this attribute a second time to gain the ability to use dexterity instead of strength for any Melee Unarmed roll.

Magic Mastery: Whenever you cast a spell that indiscriminately covers an area of effect, you may choose to exclude any number of viable targets from the spell's effects.

Natural Reflexes: Increase your dexterity maximum by +2. You may take this attribute up to 2 times.

Passive Income: Each month, you gain amount of money equal to one twentieth your starting money. You make take this attribute a second time to instead gain one twelth, and a third time to instead gain one eighth.

Peacemaker: Up to 3 times per day, you may gain advantage on a Persuade Diplomacy roll. You cannot take this attribute and the Rude or Uncivilized attributes.

Prosthetic, moderate: Reduce the effects of the attribute Missing Arm or Missing Leg to mimic the effects of the attribute Lame. Alternatively, you can counter entirely the effects of the attribute One Tooth. Your prosthetic also includes a small feature such as housing or doubling as some other tool or similar object. This represents an artificial replacement that is more complex than the minor version of this attribute. It can similarly be damaged or lost, removing this attribute. It's defense is equal to yours, and it has 6 HP. This attribute can be taken as many times as the Narrator will allow. This attribute cannot be gained with progress points.

Prudent Savings: Quadruple the amount of money you start with. You cannot take this attribute and the Spendthrift or Broke attributes.

Rapid Recovery: You may reduce one additional wound's damage by 1 each day. You cannot take this attribute and the Chronic Illness attribute.

Reputable: You are held in high regard in certain communities and social circles. Gain an additional +3 bonus to reputation based rolls when dealing with people who belong to these groups and agree with their opinions.

Ritual Caster: You may add 2 hours to the casting time of any spell to gain a +1 bonus to your spellcasting roll. You may stack this bonus any number of times by adding additional 2 hour increments. Other creatures who cast the spell with you must participate in the extended casting time.

Sharpshooter: Up to 3 times a day you may roll with advantage on a Firearms attack roll.

Sniper: Anytime you make a ranged Firearm attack roll the weapon's range is increased to 150% rounded down. For example, a weapon with a normal range of 50 meters instead has a range of 75 meters if you are the one using it. You may take this attribute a second time to increase the range to 200%.

Steady: You tend to have excellent control over your nerves. If you're nervous, you're not likely to show it. If you succeed on a roll with a magnitude of at least +1, add an additional +1 to the magnitude. This cannot increase the magnitude to anything greater than +5. You may take this attribute a second time to remove the +5 limitation. This does not apply to Arcana sub-skills.

Streetsmart: Up to 3 times per day you may roll with advantage on a Streetwise skill roll. You cannot take this attribute and the Clueless attribute.

Swordsman: Up to 3 times a day you may roll with advantage on a Melee Swords roll.

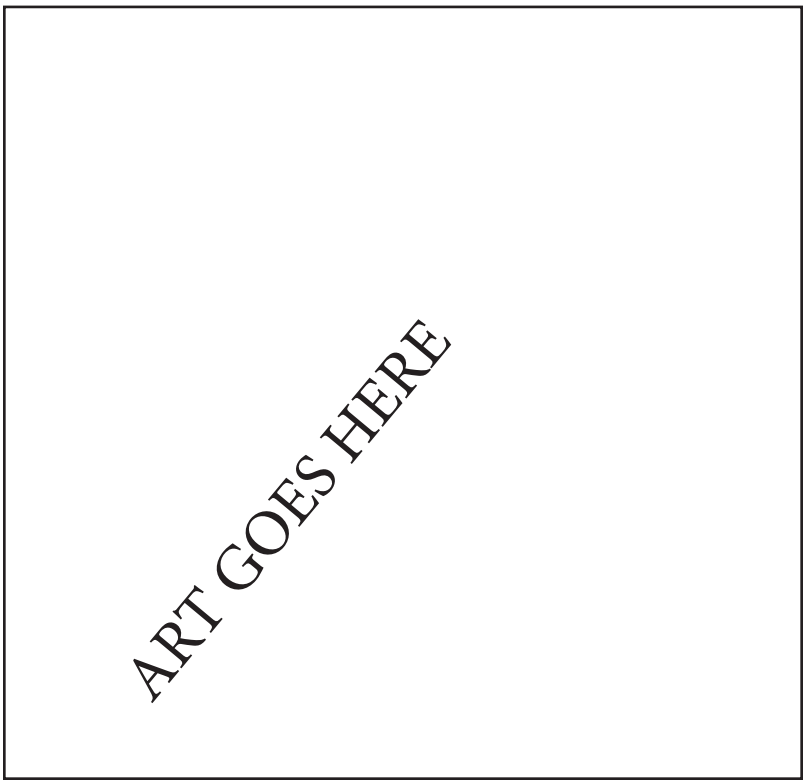
Tactician: Up to 3 times per day gain advantage on a Tactics roll or make a Tactics roll as a minor action.

Warrior: You do not fall unconscious when you are reduced to 0 Being.

Well-Traveled: Choose up to 6 specific locations in the game setting, such as cities or towns. Gain an additional +2 bonus to any Streetwise rolls while you are in one of these locations. You may take this attribute a second time to choose 6 more locations or double the bonus for the first 6.

POSITIVE MAJOR

Ability, major: Select a spell from any spell list. Casting that spell becomes a special skill you possess; it starts with a modifier of +3 and uses the spell's regular difficulty modifier(s). Select a base statistic to use when rolling for this skill. If you choose a spell with multiple options on a table, choose only one option from the table. You may use this skill as a minor action or as a standard action. If you use a standard action, you may use the skill either once or twice. The details of how you do this and why



you are able to is subject to your imagination, including whether or not it is magic. If it is magic, you may additionally add this special modifier as a bonus to any attempt to cast it normally using an Arcana sub-skill. It does not require a spell attempt unless you are using an Arcana sub-skill. You may take this attribute any number of times.

Adept: Once per day, you may reroll once a critical failure while making an Arcana roll. If you succeed with a magnitude of at least +1 when casting a spell, add an additional +1 to the magnitude. You cannot take this attribute and the Bad Spellcaster or Magically Inept attributes.

Assassin: If you are hidden from a creature or directly behind them, you gain a +3 bonus on attack rolls against them. If the attack kills the target, you may immediately make a dexterity Stealth roll as a non-action. On a success, your attack will go unnoticed by other creatures as long as they are facing away from you or otherwise cannot see you. The difficulty's value is equal to the target's size + 3. If you are within the range of hearing of any other creature, they immediately make an Investigation roll as a non-action using your magnitude as the difficulty.

Beast Companion: You have an animal companion that you are emotionally attached to. This attribute has a variable point cost equal to the Being of the animal you choose. It must have the Beast creature type. You have advantage on Animal Handling rolls with this creature. You may give your companion attributes as part of creating this character with the Narrator's approval. You may spend progress points on your companion, but the Narrator must approve all attributes they would gain. If your companion dies, you lose this attribute. Choose 3 special commands from the table below for your companion to learn. They always understand and follow these commands so long as they can see and hear you (or if you can give them telepathically). They use their own initiative rolls and take their own turn. They always spend the minimum number of points necessary to complete a command as soon as possible, usually as an interaction on your turn. Learning a new command becomes a minor positive attribute that they can take. You may take this attribute a number of times equal to your Animal Handling skill modifier.

Command	Effect
Acquaint	You instruct your companion to recognize a target creature within 2 meters as an ally. This command requires 10 minutes and lasts for 24 hours. For that duration, your companion will recognize the target's name, voice, appearance, and scent. If the same creature is targeted seven times, the duration becomes indefinite for that target. You may use this command a number of times per day equal to your companion's Memory skill modifier + 3. You may choose to teach any acquainted ally any of your companion's learned commands. They will follow as long as the duration lasts.
Attack	You instruct your companion to attack a target creature that one or both of you can see. Your companion will continue attacking the target until it is obviously dead or until you issue a new command.
Canter	Your companion takes a move action under your control.
Come	Your companion moves to stand in or next to your space.
Corral	Your companion uses Persuade Intimidation, move actions, and non-lethal attacks to move a target or a group of similar targets into a space chosen by you.
Deliver	Your companion brings something you give it to an acquainted ally or familiar location, then returns.
Flee	Your companion flees to safety and waits there for you. It will continue fleeing and waiting until given new commands..
Guard	Your companion will patrol a small area and alert you if anyone or anything approaches.
Protect	Your companion will attack anything that threatens a designated target.
Retrieve	Your companion will attempt to bring you a target that one or both of you can see.
Sneak	Your companion will make Stealth rolls to conceal all of its actions until given a new command.
Stay	Your companion will remain where they are until given a new order or until they feel their life is threatened. They will attempt whatever appears reasonable to remain in or return to that spot.
Surveil	Your companion will scout ahead approximately 500 meters in a direction you choose, traveling in as straight of a line as it reasonably can.
Track	Your companion will make wisdom Investigation rolls to follow the scent of a target. They need some form of biological scent sample, such as blood, fur, hair, recently worn clothing, fresh tracks, or fresh waste.
Trick	Your companion makes a dexterity or reputation Athletics Acrobatics roll to perform a trick for entertainment purposes that has minimal utility.

Berserk: You may activate this ability as a minor action. While activated, you gain a +1 bonus for each wound you have to all your strength based rolls, you ignore the effects exhaustion for 15 points or less, and you have disadvantage on all education, wisdom, and reputation based rolls. You may end the duration as a standard action. Otherwise, the duration ends after 1 hour or if you do not make any attack actions during an entire round. When the duration ends, you immediately gain 1 exhaustion point. If you also have the Angry attribute, then you gain a +2 bonus to speed and initiative for the duration.

Confident: You believe in yourself. Increase all of your base statistic maximums by +1. You cannot take this attribute and the Low Self-esteem attribute.

Demigod: This attribute costs 9 points. Increase any one base statistic maximum by +4. You may take this attribute up to 3 times.

Dual Wielder: You are trained specifically for using 2 weapons at a time, one in each hand. As long as you have at least +2 in a weapon's sub-skill, dual wielding that weapon does not incur disadvantage for the second weapon's attack. You may draw or stow two weapons as a single action so long as neither of them is two-handed.

Exceptional: Select a skill or sub-skill. You have no maximum limit for that skill or sub-skill's modifier. Immediately increase its modifier by +2, or gain that skill with a +1 modifier if you do not already have it. You may take this attribute up to 3 times, choosing a new skill or sub-skill each time.

Grand Master: Before you make an attack roll, you may choose a row from the following table and add its penalty to the roll. If the attack succeeds or is a mixed success, gain the corresponding effect. The attack gains no additional benefit if it critically succeeds and does not roll on the Attack Mixed Success Effect table.

Penalty	Effect
-1	The target has disadvantage on their next attack roll.
-2	The target drops an object that they are holding in one hand.
-3	The target is knocked prone.
-4	The target is stunned until the end of their next turn.
-5	The target gains the attribute Lame for 2d6 + 1 days.
-6	The target is incapacitated.
-7	The target dies at the end of the round.

Generational Wealth: Octuple the amount of money you start with. You may take this attribute up to 2 times.

Immortal: This attribute costs 18 points. You cannot gain progress points. You no longer need food, water, air, or sleep. Exhaustion points after the 15th have no effect on you.

Improved Spell Recovery: You regain spell attempts twice as quickly.

Inspirational: Up to 3 times per day, you may make a -6 difficulty reputation or wisdom Leadership roll. A target creature may add the magnitude of your roll to their next roll as a bonus. The creature's action must comply with any instructions or orders you issued as part of your action. You may take this attribute a second time to gain 4 more uses per day.

Lucky, major: Up to 3 times per day you may add an additional +3 bonus to any roll. You cannot take this attribute and the Bad Luck attribute.

Magic Resistant: Gain a +2 bonus when rolling to resist or end any magical effects from a spell that is targeting you. In addition, if one of your base statistics is being subtracted as part of a spell's difficulty then subtract an additional -2 from that spellcasting roll.

Nobility: You are at least somewhat well known with some resources and power. Quadruple the amount of money you start with. Increase your reputation minimum by +1. You may take this attribute up to 3 times.

Parcel of Land: You are a homeowner. You own some form of property that is big enough to raise a large family comfortably.

Perfect Defense: You may only take this attribute if you have the Defensive Style attribute. Your dexterity modifier is perpetually added to your defense modifier. As a minor action you may attempt to catch the projectile of any thrown weapon or Firearms Archery attack that misses you by succeeding on a dexterity Melee Small Blades roll with a difficulty equal to the weapon's bonus.

Plot Armor: If you ever gain 16 or more exhaustion points, you may lose this attribute and wake up the next day with 3 Being points and 1 exhaustion point instead of dying. It is the Narrator's responsibility to determine how you survived.

Prosthetic, major: Taking this attribute totally negates the effects of the attribute Missing Arm, Missing Leg, or One eye. It may also include a small additional feature, such as a simple enchantment (-3 difficulty or less), or doubling for some kind of tool. This is an advanced prosthetic, which is typically very complex. It can become damaged or lost, decreasing its effectiveness to become similar to the moderate or minor versions of this attribute, or removing this attribute entirely. It's defense is equal to yours, and it has 12 HP. This attribute can be taken as many times as the Narrator will allow. This attribute cannot be gained with progress points.

Rich: Cube the amount of money you start with. This attribute applies before any multiplication. You cannot take this attribute and the Spendthrift attribute.

Sidekick: You have a partner who will trust almost anything you say and probably considers you to be their perfect superior. They are almost always at your side and may occasionally need to be rescued. The sidekick should be an NPC, but you control all of their actions in combat. You may give your sidekick any attributes or skills instead of giving them to yourself while creating this character. They cannot have this attribute. You can also spend progress points on them the same way you can spend them on yourself. They get their own character sheet, take their own turn in combat, and start with 5 Being. They do not gain

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their own progress points. If your sidekick dies, you lose 18 progress points, and you lose this attribute. This can cause you to run a deficit of progress points. If you die then they may gain all of your progress points and may become your new player character.

Speed Shooter: You may aim as a minor action. The loading requirements for you are reduced by 1 standard action when you are reloading a firearm.

Superior Recovery: You may only take this attribute if you have the Rapid Recovery attribute. Instead of choosing what wounds get decreased, all of your wounds decrease by 1. You cannot take this attribute and the Elderly attribute.

Superior Training: You may make 2 attack rolls as a single standard action. If you are dual wielding, you may make a third attack roll incurring the usual disadvantage. You may pick a new target for each attack roll.

Surpass: Choose one of your base statistics. Increase its minimum to be equal to its maximum. You may take this attribute up to 3 times

Survivor: Increase your constitution, dexterity, and wisdom maximums by +1. You may take this attribute up to 2 times.

Therianthropy: There are many forms of therianthropy, a supernatural condition where one possesses an animalistic second form, throughout folklore and fiction. Research on this topic could be quite fun. As a standard action, you may transform into an animal or animalesque humanoid. You may transform back as a standard action. When you select this attribute, decide what your other form will be; It must be approximately the same size as your normal form. The first time you transform into your animal form each day, gain 4 Health. Every time after that, you only gain 2. This may allow your Health to exceed your Being, however it does not allow your total to exceed your score when you revert back to your normal form. Whenever you transform back into your normal form, lose 2 Health. Whenever you are in your animal form you gain a +1 natural weapon that deals bruise, puncture, or slash damage and uses the Melee Unarmed sub-skill. While in your animal form, you gain a +3 bonus to Investigation rolls. If you are incapacitated, you revert back to your normal form after 1d6 hours or before you wake up. Pick a specific trigger that, when you encounter it, forces you to transform and lose control of yourself (which means the Narrator controls your character) and be taken over by your animal instincts. You cannot maintain your animal form for more than 10 hours unless you are able to perceive your specific trigger. You must rest for at least 1 hour between each transformation. Alternatively, when you take this attribute, you replace either the Being point bonus or the natural weapon with a swim speed equal to your normal speed and the ability to breath under water while in your animal form. You cannot gain this attribute with progress points.

Undying: You cannot gain progress points or levels. Undead becomes one of your creature types. Automatons cannot take this attribute. You no longer need food, water, air, or sleep. Select a form of undeath from the following table. You increase your age rank by one increment by taking this attribute again. You cannot gain this attribute with progress points.

Undead	Years of Undeath	Abilities
Lich	0-200	Increase your Being by +2. Decrease your influence maximum by -3. You gain immunity to toxin and necrosis damage. You learn 4 additional necromancy spells and 4 other spells. Replace your spellcasting attempts with remaining years of life. You spend years of your lifespan as spellcasting attempts. You may also convert years into Health at a 2 to 1 ratio as a standard action to heal. You cannot heal by natural means. Whenever another creature dies within 5 meters of you, add years to your lifespan equal to its Being. Start with a number of years equal to triple your Being.
	201-400	Increase your Being by +1. Increase your education maximum by +1. You learn 6 more spells. Gain 24 more years.
	401-800	Increase your Being by +1. Increase your wisdom maximum by +1. You learn 6 more spells. Gain 48 more years.
	801–1600	Increase your Being by +1. You learn 6 more spells. Gain 96 more years.
	1601+	Increase your Being by +1. Increase your education maximum by +1. You learn 12 more spells. Gain 96 more years.
Ghost	-	You gain a fly speed equal to their regular speed + 3. Reduce your strength and constitution maximums by -4. Reduce your influence maximum by -2. You have disadvantage on all spellcasting rolls. You gain the Ability major positive attribute for the Invisibility spell and the Become Ethereal spell with +7 modifiers and using your highest base statistic. You gain immunity to necrosis damage. You gain resistance 4 to all damage except for burn and psionic damage.

Undead	Years of Undeath	Abilities
Ghoul	60-90	Add predator to your creature types. Increase your strength and constitution minimums by +3. Decrease your wisdom, education, and influence minimums by -4, and their maximums by -2. You gain the Investigation skill at +2 or increase its modifier by +3. You gain immunity to toxin and necrosis damage. You gain resistance 2 to bruise, psionic, projectile, puncture, and slash damage. You gain vulnerability to burn damage. You gain a +0 bite natural weapon. You gain the Ability minor positive attribute for the Drain Energy spell with a +3 modifier and using your second highest base statistic. You can only heal using this Drain Energy ability or through magic. Every day that you go without eating raw meat or blood, you gain 1 exhaustion point. This cannot raise your exhaustion above 14.
	91-120	Increase your Investigation skill modifier by +1. Increase your bite weapon bonus by +1. You can now go two days before gaining the first exhaustion point.
	121-150	Increase your Investigation skill modifier by +2. Increase your bite weapon bonus by +2. Increase your Stealth skill modifier by +1. You can now go four days before gaining the first exhaustion point.
	151+	Increase your wisdom, education, and influence maximums by +1. Increase your Investigation skill modifier by +2. Increase your bite weapon bonus by +2. Increase your Stealth skill modifier by +1. You gain the Ability minor positive attributes for the Command Undead spell with a +5 modifier using your second highest base statistic. You can now go ten days before gaining the first exhaustion point.
Mummy	-	Increase your Being by +3. Increase your strength and constitution minimums by +3. Decrease your education and influence maximums by -3. Reduce your base speed by one half rounded up. You gain immunity to frostbite, necrosis, psionic, and toxin damage. Roll 4 times on the Mummy Abilities table (pg. 272). On a result of 66, only roll once more. Reroll any repeats. Each spell ability can be used as a standard action.
Skeleton	201+	Decrease your reputation maximum by -4. You gain immunity to frostbite, necrosis, and toxin damage. You gain resistance 5 to burn, corrosion, projectile, psionic, and puncture damage and vulnerability to bludgeoning damage. You can only regain Being through magical means. You are completely unaffected by the first 15 exhaustion points. As a standard action, you may disassemble or assemble yourself.
Vampire	0-100	Your Being increases by +4. Increase your strength, constitution, and dexterity minimums by +2. You gain the Ability minor positive attribute for the Drain Energy spell with a +5 modifier using dexterity. Damage is considered non-lethal to you unless it is burn damage or damage from one of your allergies. Every day that you go without drinking blood, you gain 1 exhaustion point. This cannot raise your exhaustion above 14.
	101-300	Your Being increases by +4. Increase your strength, constitution, and dexterity minimums by +2. You gain 5 more points to spend on skills. You gain the Ability minor positive attribute for the Charm spell with a +5 modifier and using influence.
	301-600	Your Being increases by +2. Increase your strength, constitution, and dexterity maximums by +1. You gain 10 more points to spend on skills. You gain the Ability minor positive attribute for the Battlerage spell with a +5 modifier and using reputation.
	601-1000	Your Being increases by +2. Increase your education, wisdom, and influence maximums by +1. You gain 10 more points to spend on skills.
	1001-1500	Your Being increases by +2. You gain 10 more points to spend on skills. You gain a fly speed equal to your normal speed.
	1501+	Your Being increases by +2. You gain 10 more points to spend on skills. Double your base speed.
Wraith	-	Reduce your influence maximum by -4. Increase your constitution, dexterity, and strength minimums by +2. You have disadvantage on all spellcasting rolls. You gain the Ability moderate positive attributes for the Become Ethereal spell with a +7 modifier and the Necrotic Strike spell with a +4 modifier using your highest base statistic. You gain immunity to corrosion, frostbite, necrosis, and toxin damage, resistance 4 to bruise, projectile, puncture, and slash damage, and vulnerability to burn damage. Your wounds all decrease in damage at a rate of 1 damage per hour, except for burn wounds which can only be healed magically. You are unaffected by the first 15 exhaustion points.

Other Statistics

Throughout the game, you will use a defense modifier (or defense.) This is the difficulty modifier imposed over an attack roll if something tries to hurt you; it is subtracted from your opponents' attacks. Your defense modifier is your constitution modifier. Other things, such as armor, can affect your defense modifier during the game.

You will also use an initiative modifier (or initiative) to determine your turn order in combat. Your initiative modifier is your dexterity modifier. Certain things, such as the Battle Ready attribute, can affect your initiative modifier.

You also have a speed, which is the number of meters a creature can move during 1 move action. Your speed equals your strength plus your dexterity plus your constitution plus your base speed. Your base speed is determined by your genealogy. Our noble knight has a speed of 14 (2 + 0 + 0 + 12 = 14). Again, different things in the game can increase or decrease this statistic.

Since each of these statistics are determined by the base statistics, as an optional rule they can decrease as Health decreases.

Character Names and Backstories

Some people think they're just not creative enough to play these games or be good at them. We are of the opinion that creativity isn't something you're either born with or you're not. Instead we think it's more like a skill that requires time and practice, the same as any other talent.

Ultimately, creativity is little more than decision making. Pick and choose what you want or what inspires you, and then just fill in the blanks logically (or illogically) until it feels done. If you're having trouble feeling inspired or knowing where to start, just think of a story or individual that you like and make that the blueprint for your first attempt. For example, our noble knight could simply be based on King Arthur of Camelot; simple, straightforward, and easy to add a personal twist to.

The name and background of a PC is a great opportunity to help the Narrator flesh out the details of the game setting or campaign. The PC and Narrator can work together to create an interesting backstory that can add a few more details to what exists and what happens in your game world.

In the end, it can all be whatever you want and it should be something you think is entertaining. Choose a name that you like and fits what kind of game and character you're trying to play.

A backstory could explain why a PC has the skills and attributes they selected. It can include people, places, events, etc. to the end of your heart's content. However, too much or too complicated detail can draw a box around the game that the Narrator and other PC's have to work in, limiting where the story can go. So leave some wiggle room to add more details as the game goes on.

You can roll on the following table a few times for help writing a backstory:

1d36	Backstory Question
11	Where did they grow up and how did they spend their childhood?
12	Who are their parents? Where does their family live now and what is their relationship like?
13	What was their childhood dream? How do they feel about that dream now?
14	What is their greatest fear? Why?
15	What is their favorite food? Why?
16	What was their first job? What did it teach them? Where did it take them?
21	Do they have a hobby or an obsession? How did they discover it?
22	What do they hate more than anything else in the world? Why?
23	How do they dress or present themself? Why?
24	How did they choose their current profession? What was the process of their training? Who taught them?
25	Do they plan on retiring? If so, when, and what will their retirement look like?
26	How did they get their most interesting scar?

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1d36	Backstory Question
31	What is their most prized possession? Why?
32	What is their greatest regret?
33	What was their proudest moment?
34	Who is their best friend? How did they meet? Where are they now?
35	Who is their greatest enemy? Why are they enemies? When did they last meet?
36	What is their favorite place to visit? What do they do while they are there?
41	What sensory effects (sights, sounds, scents, etc.) Trigger specific memories? How do they typically react?
42	What is the next big step in achieving their current life goal?
43	What will they protect and preserve no matter what? Why?
44	Have they pledged their loyalty to a person, group, organization, nation, or philosophy? Did they do so publicly or secretly? Why?
45	What do they love to do with their money? What do they hate doing with their money? Why?
46	If they could have any wish, what would it be? Why?
51	How did they spend the last 3 years? How do they plan on spending the next 3?
52	What do they do to cope with stress? Why?
53	When was the last time they took a vacation? How did it go?
54	Are they in a romantic relationship? Do they have children? If there was a previous relationship, how did it end?
55	How have they adapted to make up for a particular weakness?
56	How do they view the world around them? Why?
61	What is the worst thing they've ever done? What were the consequences?
62	Is there a lie they are telling people? What is the truth?
63	What is their biggest secret? Who else knows?
64	Is there anywhere that they can never return to? Why?
65	What do they hate most about themself? When did they realize it?
66	Do they think of themself as a good person? Why?

Items and Equipment

As part of character creation, purchase gear or items that your character owns or has on them. The Narrator should decide on an amount of money for everyone to start with. We suggest 150 gold in a fantasy setting, 2000 American dollars in a modern setting (1990-2020), or 6000 galactic credits in a science fiction setting.

See the the previous chapter for rules and mechanics regarding items and equipment.

Armor and Shields	Details	Cost	Break	Bonus	Tags
Buckler	Taking the defend action doubles this item's current bonus.	15	7	+1	-
Bulletproof, full suit or riot gear	-	1500	14	+7	Heavy
Bulletproof, hidden lining	-6 difficulty Investigation roll to detect hidden lining in typical clothing	900	10	+4	-
Bulletproof, hidden vest	-6 difficulty Investigation roll to detect hidden layer in typical clothing	600	9	+3	-
Bulletproof vest	-	250	10	+4	-
Chainmail	May be worn under other armor types	40	9	+3	Heavy
Fur	Grants cold resistance -3	20	6	+3	-
Leather	-	10	5	+2	-
Plate	Includes a gambeson, disadvantage on Stealth rolls	60	8	+6	Heavy
Plated leather	Includes a gambeson	40	7	+5	Heavy
Shield	A shield is large enough to cover the user's torso and abdomen. Taking the defend action doubles this item's current bonus.	20	7	+2	
Space suit	The wearer has 6 hours of life support. The wearer has resistance 8 to physical, corrosion and electricity damamge. They are immune to aerosolized or skin contact toxin damage as long as the vacuum seal is maintained. Whenever the wearer this suit takes physical damage or corrosion damage, the suit takes an equal amount of damage.If the break value is reached, the vacuum seal is compromised.	10,000,000	6	+4	
Space suit, armored	The wearer has 8 hours of life support. The wearer has resistance 8 to physical, corrosion and electricity damage. They are immune to aerosolized or skin contact toxin damage as long as the vacuum seal is maintained. Whenever the wearer takes physical damage or corrosion damage, the suit takes an equal amount of damage. If the break value is reached, the vacuum seal is compromised.	14,000,000	16	+9	Heavy
Space suit, powered exoskeleton	The wearer has 8 hours of life support. The wearer has resistance 8 to physical, corrosion, and electricity damage. They are immune to aerosolized or skin contact toxin damage as long as the vacuum seal is maintained. Whenever the wearer takes physical damage or corrosion damage, the suit takes an equal amount of damage. If the break value is reached, the vacuum seal is compromised. The wearer also gains a +2 strength bonus. This bonus decreases along with the defense bonus as damage is taken. If the batteries die, they loose the bonus and this item gains the Heavy tag twice.	25,000,000	12	+8	-
Tower shield	A tower shield is large enough to cover the user's entire body. Taking the defend action doubles this item's current bonus	30	8	+3	Heavy
Custom Armor	Custom armor for a non-humanoid animal or mount. Multiply the original cost by the animal's size.	(x)size	-	-	-

Weapon	Details	Range	Cost	Break	Bonus	Tags
Axe	This item gains an additional +1 bonus if wielded two-handed. This item's attacks have disadvantage in tight spaces. Slash, uses Melee Large Blades	2	15	6	+2	-
Ballista	This weapon is a fixed turret. It may be mounted on a vehicle. This weapon cannot be made magazine compatible. Projectile, uses Artillery, Loading 4 standard actions	400	4000	3	+13	Loading
Blowgun	Projectile, uses Firearms Archery, loading 1 standard action	10	5	2	+0	-
Bo staff	This item Increases your defend action bonus by +1. This item's attacks have disadvantage in tight spaces. Bruise, uses Melee Bludgeons	3	4	3	+1	-
Cannon	This weapon is a fixed turret. It may be mounted on a vehicle. Damage varies by ammunition, uses Artillery, Loading 4 standard actions	800	7000	20	+4	Loading, Launcher
Cannon, laser	This weapon is a fixed turret. It may be mounted on a vehicle. Some models of this weapon use a constant power supply instead of ammunition and do not require reloading. Half burn and half bruise, uses Artillery, Loading 3 standard actions	1500	22,000.000	4	+20	Loading
Cannon, man-portable	This item's attacks have disadvantage in tight spaces. This item requires at least +1 strength or else they have disadvantage. This firearm cannot gain the repeating feature. Bruise, uses Artillery or Firearms Heavy Weapons, loading 4 standard actions	40	3500	2	+7	Heavy, Two-handed, Loading
Club or cudgel	Bruise, uses Melee Bludgeons	2	0	4	+1	-
Crossbow, Large	This item's attacks have disadvantage in tight spaces. This item requires at least +1 strength or else the user has disadvantage. Projectile, uses Firearms Archery, loading 3 standard actions	60	50	3	+4	Heavy, Two-handed, Loading
Crossbow, Medium	This item's attacks have disadvantage in tight spaces. Projectile, uses Firearms Archery, loading 3 standard action	45	40	4	+2	Two-handed, Loading
Crossbow, Small	Projectile, uses Firearms Archery, loading 2 standard actions	30	30	5	+1	Loading
Dagger	Puncture or slash, uses Melee Small Blades	2, 10	5	4	+1	Thrown
Glaive	This item Increases your defend action bonus by +1. This item's attacks have disadvantage in tight spaces or at a distance less than 3 meters. Slash, uses Melee Large Blades	4	18	1	+3	Heavy, Two-handed
Greataxe	This item Increases your defend action bonus by +1. This item's attacks have disadvantage in tight spaces. Slash, uses Melee Large Blades	3	25	7	+4	Heavy, Two-handed

Weapon	Details	Range	Cost	Break	Bonus	Tags
Greatsword	This item has a blade length of at least 150 cm. This item Increases your defend action bonus by +1. This item's attacks have disadvantage in tight spaces. Puncture or slash, uses Melee Large Blades or Swords	3	40	7	+4	Heavy, Two-handed
Grenade launcher	Damage varies by ammunition, uses Artillery or Firearms Heavy Weapons	40	3500	15	+2	Two-handed, Loading, Launcher
Halberd	This item Increases your defend action bonus by +1. This item's attacks have disadvantage in tight spaces or at a distance less than 3 meters. Puncture or slash, uses Melee Large Blades	4	20	6	+2	Two-handed
Hatchet	Slash, uses Melee Small Blades	2, range 15	10	6	+1	Thrown
Longbow	This item's attacks have disadvantage in tight spaces. This item requires at least +1 strength or else the user has disadvantage. Projectile, uses Firearms Archery, loading 1 standard action	100, 40 indoors	18	5	+3	Two-handed, Loading
Longsword	This item has a blade length between 100 and 149 cm. This item gains an additional +1 bonus and looses the Heavy tag if wielded two-handed. This item's attacks have disadvantage in tight spaces. Puncture or slash, uses Melee Swords	3	25	6	+3	Heavy
Machine gun	This feature may be applied to any magazine compatible weapon that is not a launcher. The weapon gains full auto x.	-	+15% for every +1 to x	-	-	Two-handed
Mace	This item gains an additional +1 bonus if wielded two-handed. This item's attacks have disadvantage in tight spaces. Bruise, uses Melee Bludgeons	2	15	8	+2	
Magazine compatible	This feature may be applied to any repeating firearm. Ammunition must be loaded ahead of time into a magazine instead of into the weapon itself. Replacing an empty magazine becomes a loading 2 standard actions, 3 standard actions for launchers, which may require an Athletics Weightlifting roll. Magazines can hold various amounts of ammunition.	-	+40%	-	-	-
Morningstar or spiked mace	This item gains an additional +1 bonus and looses the Heavy tag if wielded two-handed. This item's attacks have disadvantage in tight spaces. Puncture and bruise, uses Melee Bludgeons	2	25	7	+3	Heavy
Pistol, large caliber	This item gains an additional +1 bonus if wielded two-handed. Half projectile and half bruise, uses Firearms Handguns, loading 2 standard actions	15	420	10	+4	Loading

Weapon	Details	Range	Cost	Break	Bonus	Tags
Pistol, laser	This item gains an additional +1 bonus if wielded two-handed. Half burn and half puncture, uses Firearms Handguns, loading 2 standard actions	18	650	9	+2	Loading
Pistol, muzzle loading	This item gains an additional +1 bonus if wielded two-handed. Half projectile and half bruise, uses Firearms Handguns, loading 4 standard actions	10	90	7	+2	Loading
Pistol, small caliber	This item gains an additional +1 bonus if wielded two-handed. Half projectile and half bruise, uses Firearms Handguns, loading 2 standard actions	15	180	8	+2	Loading
Rapier	This item's attacks have disadvantage in tight spaces. This weapon rolls with a -3 on the Critical Slash Wound table. Puncture or slash, uses Melee Swords	3	20	5	+2	-
Repeating firearm	This feature may be applied to any cannon, crossbow, launcher, pistol, or rifle that is not muzzle loading. The user may repeat the Loading actions up to 5 times, loading up to 5 bolts into the crossbow. For every bolt remaining inside, the loading actions are reduced to 1 standard action.	-	Double	-	-	-
Rifle, large caliber	This item's attacks have disadvantage in tight spaces or at a distance less than 3 meters. This item requires at least +1 strength or for the user to be prone or else they have disadvantage. Half projectile and half bruise, uses Firearms Rifles or Heavy Weapons, loading 2 standard actions	150	775	14	+5	Heavy, Two-handed, Loading
Rifle, laser	Half burn and half puncture, uses Firearms Rifles, loading 2 standard actions	180	1000	13	+3	Two-handed, Loading
Rifle, laser, heavy	This item's attacks have disadvantage in tight spaces or at a distance less than 3 meters. This item requires at least +1 strength or for the user to be prone or else they have disadvantage. Half burn and half puncture, uses Firearms Rifles or Heavy Weapons, loading 2 standard actions	210	2000	14	+5	Heavy, Two-handed, Loading
Rifle, muzzle loading	Half projectile and half bruise, uses Firearms Rifles, loading 4 standard actions	30	300	12	+4	Two-handed, Loading
Rifle, small caliber	Half projectile and half bruise, uses Firearms Rifles, loading 2 standard actions	100	650	11	+3	Two-handed, Loading
Rifle, Sniper	This feature can be applied to any rifle. Its price increase applies before the repeating firearm price increase. This weapon cannot have the machine gun feature. This item's attacks have disadvantage in tight spaces.	Double	Double	-2	+1	Two-handed, Loading

Weapon	Details	Range	Cost	Break	Bonus	Tags
Rocket launcher	This item's attacks have disadvantage in tight spaces or at a distance less than 3 meters. This item requires at least +1 strength or for the user to be prone or else they have disadvantage. Damage varies by ammunition, uses Artillery or Firearms Heavy Weapons	300	6000	15	+5	Heavy. Two-handed, Loading, Launcher
Scythe	This item's attacks have disadvantage in tight spaces. Slash, uses Melee Large Blades	3	10		+2	Heavy, Two-handed
Shortbow	This item's attacks have disadvantage in tight spaces. Projectile, uses Firearms Archery, loading 1 standard action	40	12	6	+2	Two-handed, Loading
Shortsword	This item has a blade length between 45 and 99 cm. Puncture or slash, uses Melee Swords	2	15	6	+2	-
Shotgun	This feature can be applied to any pistol or rifle that is not a laser weapon. This weapon's attacks have advantage if the target is less than 6 meters away. This weapon cannot have the machine gun feature. Half projectile and half bruise, uses Firearms Rifles, loading 2 standard actions	-30% rounded down for rifles	+100	+1	-	-
Shuriken	Puncture or slash, uses Melee Small Blades	1, range 10	2	4	+0	Thrown
Sling	Bruise, uses Firearms Archery, loading 1 standard action	20	2	2	+1	Loading
Spear	This item gains an additional +1 bonus if wielded two-handed. Puncture or slash, uses Melee Bludgeons, Large Blades, or Small Blades	3, range 30	12	4	+1	Thrown
Stun gun	This weapon cannot be modified. If it hits a target, the wielder may repeat the damage as a standard action until the barbs are removed or the target is out of range. Non-lethal electrical, uses Firearms Handguns, loading 2 standard actions	6	100	6	+2	Loading
Trident	This item gains an additional +1 bonus and loses the heavy tag if wielded two-handed. This item's attacks have disadvantage in tight spaces. Puncture, uses Melee Large Blades	3, range 12	15	5	+2	Heavy
Warhammer	This item gains an additional +1 bonus if wielded two-handed. This item's attacks have disadvantage in tight spaces. Bruise, uses Melee Bludgeons	3	20	9	+3	Heavy
Whip	This item's attacks have double disadvantage in tight spaces. Slash, uses Melee bludgeons or Large Blades	5	15	5	+0	-

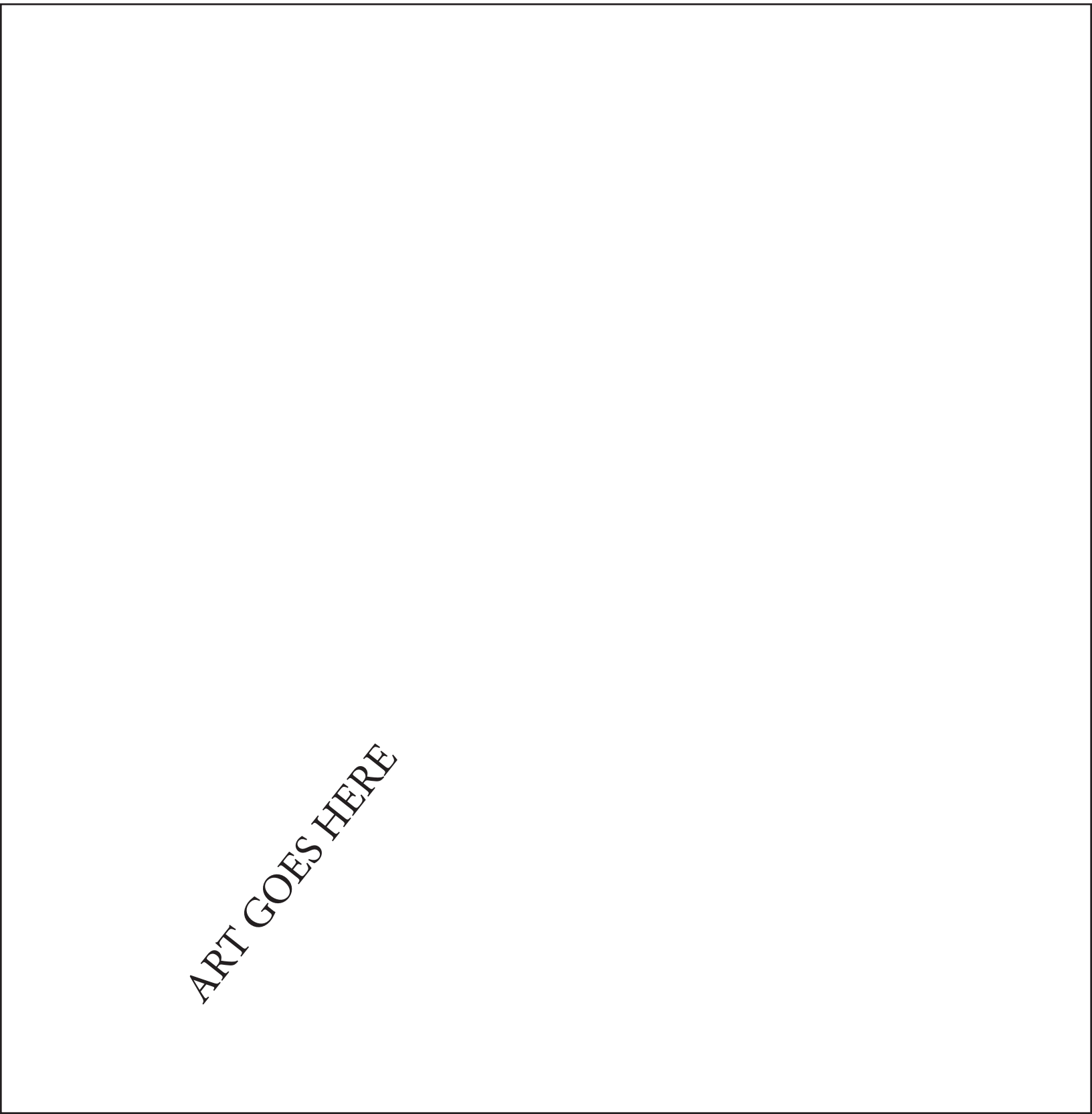
Explosives	Details	Cost	Range	Bonus
Anti-matter grenade	Everything within range is completely destroyed. Everything within 6 meters must make a -7 dexterity Athletics Weightlifting roll. If they fail, they are pulled 1 meter closer to range. A creature that is only partially within range or pulled into range after the detonation suffers 3d6 - 2 damage and a critical slash wound. Their armor also takes the damage.	98,000,000	3	-
C4, or similar explosive	This explosive cannot be fired out of a launcher. Half bruise and half burn, range of advantage 2	700	4	+18
Cannon round	Half bruise and half burn, range of advantage 1	40	2	+20
Flash-bang grenade	Each target makes a -9 dexterity or Athletics Endurance roll. If they fail, they are Blind and Deaf for a number of rounds equal to the failure's magnitude.	80	7	-
Genetic toxin grenade	This explosive has a designated target, either an individual or a species. Targets that are not designated are immune. Relatives of a designated individual have resistance -4. Toxin, ignores armor and shields, vacuum sealed armors are immune	10,000,000	8	+25
Grenade	Half bruise and half burn, range of advantage 1	160	3	+16
Improvised explosive	Half bruise and half burn, range of advantage 1	40	3	+13
Missile	This explosive is fired from a one-time-use mounted turret, requiring a -7 education Artillery roll and 5 standard actions under concentration to operate. It can travel up to 2000 kilometers and has a fly speed of 1500 (approximately 250 meters per second). Half bruise and half burn, range of advantage 10	1,640,000	20	+25
Plasma grenade	Burn, range of advantage 1, additionally deals 2d6 damage to armor and shields	11,000	4	+16
Rocket	This feature can be applied to any grenade that is not thrown. It is now only compatible with a rocket launcher.	+50%	+1	+5
Shrapnel grenade	Half projectile and half bruise, range of advantage 1	360	6	+15
Tear gas grenade	Non-lethal toxin, ignores armor and shields, vacuum sealed armors are immune, critical successes do not roll on the critical wound table, instead giving targets the negative attribute Blind for 4d6 rounds minus their constitution.	75	5	+9
Thrown grenade	This feature can be applied to any grenade. It is no longer compatible with a launcher. It can be activated as a standard action. It will detonate at the end of the last creature's turn this round.	-50%	-	-
Tranquilizer gas grenade	For the next minute each creature that starts its turn within range must make a -7 constitution Athletics Endurance roll. If they fail, they become incapacitated at the start of their next turn. They remain incapacitated for a number of hours equal to the failure's magnitude.	490	5	-
Toxin grenade	Toxin, ignores armor and shields, vacuum sealed armors are immune, range of advantage 2	1200	6	+10

Vehicles	Details	Passengers	Cost	Speed	Defense	HP
AEV, armored exploration vehicle	Size 7, ramming bonus +17, uses Drive Large Vehicles	8	3,200,000	65	+18	16
ATV, all-terrain vehicle	Size 4, ramming bonus +8, uses Drive Single Rider	2	4,000	45	+5	14
Airship	This feature can be applied to any Watercraft vehicle. This vehicle gains a maximum altitude of 5,500. Uses Pilot Atmosphere or Watercraft	-	See Magic Items and Enchant Vehicle, Flying	-	-	-
Bicycle	Size 3, ramming bonus +1, uses Drive Single Rider	2	250	30	+1	4
Bulldozer or similar heavy machinery	Size 7, ramming bonus +15, uses Drive Large Vehicles	1	160,000	45	+14	14
Bus	Size 8, ramming bonus +16, uses Drive Large Vehicles	40	300,000	70	+8	14
Canoe	Size 4, ramming bonus -5, uses Watercraft	1-5	20 per passenger	7	+2	10
Car	Size 6, ramming bonus +11, uses Drive Small Vehicles	2-12	1,100 per passenger, double for a truck	70	+7	10
Car, sports car	Size 6, ramming bonus +12, uses Drive Small Vehicles	2-5	50,000	90	+8	12
Cart of Sleigh	This vehicle requires at least one horse. Size 6, ramming bonus is equal to the number of horses +2, uses Drive Small Vehicles	8	70	15 per horse, with a maximum of 50	+4	11
Chariot	This vehicle requires at least one horse. Size 5, ramming bonus is equal to the number of horses +2, uses Drive Small Vehicles	1-3	100 per passenger	20 per horse, with a maximum of 65	+4	8
Coach	This vehicle requires at least one horse. Size 5, ramming bonus is equal to the number of horses +2, uses Drive Small Vehicles	2-8	130 per passenger	15 per horse, with a maximum of 60	+4	7
Cruise ship	Size 9, ramming bonus +30, uses Watercraft	280	400,000,000	60	+28	32
Dingey	Size 7, ramming bonus -1, uses Watercraft	8	200	10	+4	14
Handcart	This vehicle is considered an item with the heavy tag. It must be pushed by the user.	1	30	-	+2	6
Helicopter, attack	This vehicle has a number of weapon ports equal to 10 minus the number of passengers. Size 7, ramming bonus +17, maximum altitude 5,000, uses Pilot Helicopter	2-8	1,330,000	90 + the number of weapon ports	+16	13

Vehicles	Details	Passengers	Cost	Speed	Defense	HP
Helicopter, passenger	Size 7, ramming bonus +16, maximum altitude 3,000, uses Pilot Helicopter	2-8	100,000 per passenger	95 minus the maximum number of passengers	+14	12
Houseboat	Size 8, ramming bonus +8, uses Watercraft	15	65,000	22	+14	12
Hover	This feature can be applied to any ground vehicle. It gains a maximum altitude of 10 and uses Drive Hover.	-	Triple, applies before any other feature	+5	-	-
Hoverboard	Size 2, ramming bonus +1, maximum altitude 30, uses Drive Hover	1	40,000	45	+2	8
Hot air balloon	Size 5, ramming bonus +5, maximum altitude 5,000, uses Pilot Atmosphere	2-10	9,000 per passenger	60	+1	6
Life raft or makeshift raft	Size 5, ramming bonus -6, uses Watercraft	6	0-20	1	+0	3
Longship	Size 8, ramming bonus +8, uses Watercraft	60	6,000	15	+12	10
Mech, Animal	This mech has 1 weapon port and a Melee Unarmed +8 weapon that deals bruise, puncture, or slash damage. It uses the pilot's dexterity and has a +7 strength modifier. Size 7, ramming bonus +15, uses Pilot Mech	2	20,300,000	75	+16	16
Mech, heavy	This feature can be applied to any mech. Increase its size by 1 and strength by +3. It has 2 additional weapon ports. The pilot takes a -2 dexterity penalty while piloting	+2	+60%	-33%	+4	+6
Mech, Humanoid	This mech has 2 weapon ports. The pilot can utilize the mech for any of their other skill modifiers secondary to a Pilot skill roll. It uses the pilot's dexterity and has a +8 strength modifier. Size 7, ramming bonus +13, uses Pilot Mech	2	20,000,000	55	+16	16
Mech, reconnaissance	This feature can be applied to any mech that is not heavy. Decrease its size by 1 and its strength by -2.	-1	+30%	+33%	-3	-4
Military jet	This vehicle has 4 weapon ports. Size 7, ramming bonus +23, maximum altitude 18,000, uses Pilot Plane	2	18,000,000	640	+18	10
Mobile fortress	This vehicle has 8 weapon ports. Size 9, ramming bonus +21, uses Drive Large Vehicles	60	38,000,000	40	+26	30
Motorboat	Size 6, ramming bonus +9, uses Watercraft	10	30,000	36	+9	11
Motorcycle	Size 3, ramming bonus +6, uses Drive Single Rider	2	3,500	70	+5	8

Vehicles	Details	Passengers	Cost	Speed	Defense	HP
Moving truck	Size 7, ramming bonus +15, uses Drive Large Vehicles	3	30,000	65	+14	14
Private jet, large	Size 9, ramming bonus +24, maximum altitude 14,000, uses Pilot Planes	30	70,000,000	300	+22	15
Private jet, medium	Size 8, ramming bonus +22, maximum altitude 14,000, uses Pilot Planes	20	35,000,000	230	+20	14
Private jet, small	Size 8, ramming bonus +20, maximum altitude 14,000, uses Pilot Planes	12	9,000,000	180	+18	13
Propeller plane	Size 7, ramming bonus +18, maximum altitude 8,000, uses Pilot Planes	2-10	800,000 for every passenger	140	+16	12
Rowboat	Size 5, ramming bonus -5, uses Watercraft	2-6	30 per passenger	Rower's combined strength, with a minimum of 1	+2	8
Sailing ship, large	This vehicle can have up to 60 weapon ports; each adds 2,000 to the cost. Size 9, ramming bonus +19, uses Watercraft	140	80,000	30	+23	22
Sailing ship, medium	This vehicle can have up to 20 weapon ports; each adds 2,000 to the cost. Size 9, ramming bonus +16, uses Watercraft	70	40,000	26	+19	22
Sailing ship, small	This vehicle can have up to 12 weapon ports; each adds 2,000 to the cost. Size 8, ramming bonus +14, uses Watercraft	20	10,000	22	+17	22
Semi-truck	This vehicle does not include a trailer. Size 7, ramming bonus +17, uses Drive Large Vehicles	4	90,000	70	+18	16
Speedboat	Size 7, ramming bonus +16, uses Watercraft	6	76,000	70	+15	12
Submarine	This vehicle has 14 weapon ports. Size 9, ramming bonus +18, uses Watercraft	40	600,000,000	42	+18	30
Tank	This vehicle has 1 weapon port. Up to 2 more can be added, increasing the cost by 1,000,000 for each one. Size 7, ramming bonus +17, uses Drive Large Vehicles	4	8,920,000	40	+18	14
Train	Size 9, ramming bonus +17, uses Drive Large Vehicles	varies	1,000,000 per car	65 – 1 per car	+18	13 for the engine, 8 for a car
Walking castle	This vehicle has 12 weapon ports. Size 9, ramming bonus +24, uses Pilot Mech	200	10,450,000	19	+30	35

Vehicles	Details	Passengers	Cost	Speed	Defense	HP
Yacht	Size 9, ramming bonus +16, uses Watercraft	60	680,000	26	+20	22
Zeppelin	This vehicle can have up to 6 weapon ports; each adds 20,000 to the cost. Size 9, ramming bonus +20, maximum altitude 4,000, uses Pilot Atmosphere	30	12,000,000	120	+17	18



Gear	Cost
Ammunition (1 unit)	1
Ammunition (50 units)	35
Antidote (3 uses)	60
Armor piercing ammunition (1), +2 to attack	5
Armor piercing ammunition (50), +2 to attack	175
Animal harness/collar	16
Art supplies	11
Backpack (15 liters)	10
Bandages (5 uses)	5
Big backpack (25 liters)	25
Bigger Backpack (40 liters)	40
Hiking bag (45 liters)	50
Ball bearings (100)	12
Barrel (100-200 liters)	8-15
Blanket	8
Blood transfusion supplies (1 use)	50
Bucket	2
Caltrops (50)	5
Can of paint (2 liters)	15
Canvas sack	10
Canvas tarp (7 meters x 7 meters)	35
Synthetic canvas tarp (7 meters x 7 meters)	35
Cellphone	160
Chain (10 meters)	50
Chest	15
Locking chest	30
Crowbar	7
Feather quill	2
Firearm magazine (holds 6 rounds). When you buy this item, you must choose what type of firearm from the Weapons table it is compatable with.	17
Firearm magazine (holds 11 rounds). When you buy this item, you must choose what type of firearm from the Weapons table it is compatable with.	21
Firearm magazine (holds 30 rounds). When you buy this item, you must choose what type of firearm from the Weapons table it is compatable with.	29
Fishing equipment	15
Fishing pole	10
Glass jar or bottle	3
Grappling hook	10
Handcuffs	20
Hourglass	24
Ink well	8
Ladder (3 meters)	14
Ladder (5 meters)	27
Ladder (10 meters)	45
Lantern	7
Lock picks	26
Magnifying glass	6
Mess kit	8
Mirror	5
Musical instrument	360
Musical instrument (piano-ish sized)	6,000
Neuron Regenerative Medication (5 uses)	1000
Oil (1 liter)	8
Ointment (5 uses)	10
Padlock	12
Parachute	1,100
Parchment (30 sheets)	5
Paper (100 sheets) or notebook	2
Poison (50 grams)	30
Pole, wood (3 meters)	3
Pole, steel (3 meters)	9
Portable battering ram	70
Pot (5 liters, cast iron)	12
Potion making equipment	20
Pouch (1 liter)	5

Gear	Cost
Larger pouch (3 liters)	8
Practice target	4
Quiver (holds 18 arrows or crossbow bolts)	10
Rope, 12 millimeters thick (10 meters)	7
Rope, 12 millimeters thick (20 meters)	12
Rope, 40 millimeters thick (20 meters)	18
Rope, 40 millimeters thick (40 meters)	27
Scale	18
Scope (Doubles the range of its weapon when you take the aim action; one scope per firearm; each firearm skill group has unique scopes and they are not interchangeable)	160
Scuba gear	560
Shovel	6
Smartphone	530
Soap	2
Stake, wooden (10)	5
Stake, metal (10)	9
Sutures and surgical supplies (5 uses)	50
Telescope	20
Tent (2 person)	60
Tent (4 person)	90
Tent (10 person)	210
Tent (20 person)	650
Tinderbox	4
Tools, specialty or artisan's	65
Torch	4
Trinket/small personal item	3
Walkie talkies (set of 2)	46
Waterskin, water bottle, or canteen	5
Whetstone	8
Whistle	1

Clothes	Gold Cost	Dollar Cost	Credit Cost
Common clothes	10	40	500
Formal dress clothes	100	300	2,200
Official uniform	120	240	1,600
Performing clothes/costume	40	180	2,000
Traveling clothes	25	60	600
Winter coat	20	75	550

Food and Lodging	Gold Cost	Dollar Cost	Credit Cost
A meal for one	1	5	10
A good meal for one	3	15	35
A feast for one	8	25	60
A feast for ten	70	130	600
A drink	1/4	2.50	5
A days rations	1	9	12
Cheap accommodations (one night)	8	50	100
Quality accommodations (one night)	13	190	400
Excellent accommodations (one night)	20	600	2,000
Small apartment	150	98,000	3,500,060
Large apartment	400	150,000	7,780,100
Small home	400	240,000	5,600,440
Medium Home	800	450,000	10,930,200
Large home	2,000	1,200,000	51,600,000
Mansion or keep	48,000	6,220,000	96,800,070
Sickeningly huge mansion or palace	3,000,000	12,000,000	960,320,100
Homestead	2,500	600,000	120,000

Later Character Advancement

As discussed previously, Being can increase or decrease as the PC's gain fame and fortune in the world they inhabit. At the same time, different things in the game may cause characters to gain or lose skills or attributes. Several game effects can do this, such as the attack critical effect tables. The mechanic giving PCs control over this part of the story is progress points (or PP).

Progress points can be gained in the following ways:

- Every time a PC faces a creature with a greater Being than them in combat, they gain 1 progress point. If they successfully retreat, they gain 2 more. If they defeat the creature, they instead gain 3 more.
- Every time a PC uses an attribute, especially a negative attribute, as the basis for an in-character decision or to role play, the Narrator may award them 1 or 2 progress points.
- Every time a PC succeeds on a roll to resist the tendencies of a negative attribute they gain 1 progress point.
- If a PC loses or gives up a positive attribute, they gain progress points, 2 for minor, 5 for moderate, and 9 for major.
- If a PC takes or is given a new permanent negative attribute they gain progress points, 2 for minor, 5 for moderate, and 9 for major.
- The Narrator may award additional progress points as they see fit.

Progress points can be spent at any time in one of 4 ways:

- A player character may spend 3 PP to increase their Being by +1. When they do so, their Health also immediately increases by +1.
- A player character may spend 3 PP as 1 skill point to gain or upgrade a skill or sub-skill.
- A player character may spend PP to gain a new positive attribute or remove a negative attribute. It costs 3 PP to gain or remove a minor attribute, 7 PP for a moderate attribute, and 12 PP for a major attribute.
- A player character can spend 1 PP to gain advantage on any skill roll.

Other means can exist for gaining or losing attributes, such as magically or with money. The best example of this is the Prosthetic positive attributes.

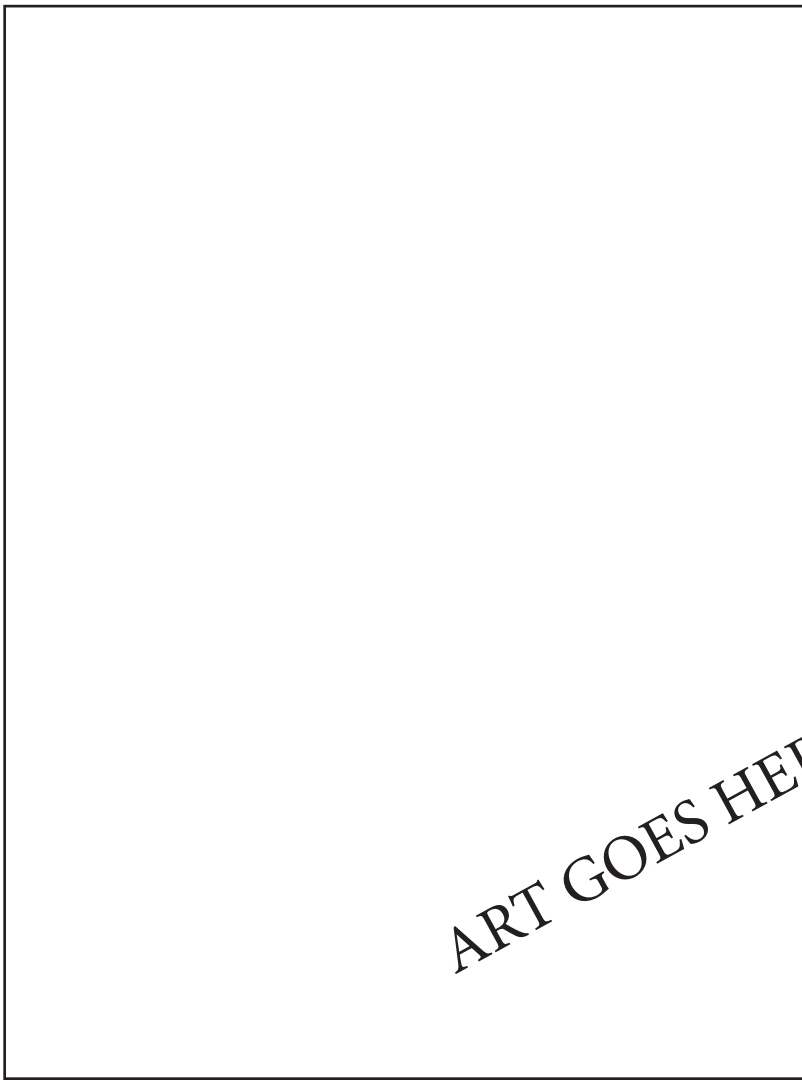
Optional rule, Declaration: An optional mechanic for player character advancement, instead of using progress points, is Declaration. Declaration is more abstract, and so it works more arbitrarily. The Narrator will assign Beings to PCs based on what happens in the story. Major victories increase them, and major defeats can lower them. A player character may declare 1 skill and 1 attribute that they are working on. As in-game time passes, each PC's declared skills and attributes are duly affected. "In-game time" refers to time that passes in the campaign and setting of the game world.

For skills, it takes approximately 1 in-game year to gain them at +0 or 6 months to upgrade them by +1. At the end of that time, the PC may declare a new skill or the same skill to spend the next year or half year working on.

For attributes, the PC can either declare a negative attribute they want to remove (or lower the rank of), or a positive attribute they want to gain (or improve the rank of). The Narrator then decides how many months of in-game time it will take to achieve this goal and any other requirements. These requirements may be something the PC has to discover over time, such as the name and location of a certain doctor or the ingredients for a magical potion. Either way, the rank of an attribute does not necessarily affect how difficult it is to remove or attain, and some attributes may be significantly easier to work on depending on the players' point of view. Once the PC has succeeded at their goal, they may declare a new attribute to work on.

When a PC makes a Declaration, it helps if they also suggest what their character's plan will be to make it happen.

Optional rule, Levels: Another optional rule for character advancement is using a level system. Following major story moments or victories for the PCs, the Narrator can reward them with one level of advancement according to the following table. Players may save their attrinute points between levels.



Level	Reward
1	1 skill point and 1 attribute point
2	+1 Being and 1 attribute point
3	1 skill point and 1 attribute point
4	+1 to initiative and 1 attribute point
5	1 skill point and 1 attribute point
6	Increase your reputation minimum by +1
7	+1 Being and 1 attribute point
8	2 attribute points
9	2 skill points
10	+1 Being and 1 attribute point
11	1 skill point and 1 attribute point
12	2 attribute points
13	1 skill point and 1 attribute point
14	+1 initiative and 1 attribute point
15	1 skill point and 1 attribute point

Level	Reward
16	+1 Being and 1 attribute point
17	2 attribute points
18	2 skill points
19	1 skill point and 1 attribute point
20	1 skill point and 1 atribute point
21	1 skill point and 1 attribute point
22	+1 Being and 1 attribute point
23	1 skill point and 1 attribute point
24	Increase your reputation minimum by +2
25	+1 initiative and 1 attribute point
26	1 skill point and 1 attribute point
27	+1 Being and 1 attribute point
28	2 skill points
29	1 skill point and 1 attribute point
30	3 attribute points

RE

SPELLS, MAGIC ITEMS, AND FUTURISTIC TECHNOLOGY

Spellcasting Lists

ALCHEMY

Absorb Biological Attribute
Absorb Metal, Stone, or Wood
Brew Potion
Cool Air
Cool Liquid
Cool Solid
Create Contagion
Create Doppelganger
Create Life
Create Organism
Create Plasma
Create Trap
Create Void
Deconstruct Compound
Deconstruct Object
Detect Composition
Draw Cells
Encourage Growth
Heat Air
Heat Liquid
Heat Solid
Identify Magic
Ignition
Localized Earthquake
Petrification
Reconstruct Object
Reshape Air
Reshape Earth
Reshape Fabric
Reshape Liquid
Reshape Metal
Reshape Rubber or Plastic
Reshape Stone
Reshape Wood
Separate Mixture
Silence
Transfer Life
Transmute

ARTIFICY

Animate
Antimagic Field
Break Enchantment
Brew Potion
Create Counterfeit
Create Item Bond
Create Undead
Desecrate
Enchant Armor or Shield
Enchant Location, Advantage
Enchant Location, Alter Gravity
Enchant Location, Disadvantage
Enchant Location, Disappearing
Enchant Location, Forbid
Enchant Location, Maze
Enchant Location, Omniscience
Enchant Location, Sanctuary
Enchant Location, Silence
Enchant Location, Unchartable
Enchant Vehicle, Armored
Enchant Vehicle, Farstriding
Enchant Vehicle, Flying
Enchant Vehicle, Swiftness
Enchant Weapon
Enchant Writing
Enchant Writing With a Spell
Hallow
Identify Magic
Illumination
Imbue with a Blessing or Curse
Magic Lock
Magical Trap
Make Animal Trinket
Make Bardic Instrument
Make Divination Podium
Make Djinn Container
Make Flying Broom or Carpet
Make Magic Ammunition
Make Magic Armor
Make Magic Bag
Make Magic Boots
Make Magic Candle
Make Magic Censer
Make Magic Cloak
Make Magic Gloves
Make Magic Goggles
Make Magic Items: Battle
Make Magic Items: Food
Make Magic Items: Thievery
Make Magic Lantern
Make Magic Prison
Make Magic Rod
Make Magic Shackles
Make Magic Shield
Make Magic Talisman
Make Magic Tome
Make Magic Weapon
Make Portable Building
Make Sentient
Make Spellbead
Make Spellcasting Talisman
Multiply
Reconstruct Object
Reinforce
Repair Magic Item
Shielding
Transfer Life
Warning Alarm

CONJURATION

Banish
Banish Attack
Banish Conjuration
Banish Evil
Banish Good
Banish to Dimension
Banish to Pocket Dimension
Banish Weather
Beam of Light
Blast of Fire
Blast of Ice
Blast of Negative Energy
Bolt of Lightning
Burst of Acid

Burst of Fire
Burst of Force
Burst of Frost
Burst of Light
Burst of Lightning
Burst of Negative Energy
Cloud of Poison
Cone of Acid
Cone of Fire
Cone of Force
Cone of Frost
Cone of Light
Cone of Lightning
Cone of Negative Energy
Cone of Poison
Conjure Creature
Conjure Contagion
Conjure Familiar
Conjure from Pocket Dimension
Create Barrage
Create Bonfire
Create Clone
Create Dimension Door
Create Feast
Create Force
Create Ice
Create Magical Food
Create Meal
Create or Destroy Pocket Dimension
Create Phantasm
Create Resource
Create Trap
Create Void
Create Weather
Create Wind
Darkness
Earthquake
Ensnare
Fog
Hypnotic Pattern
Illusion, Major
Illusion, Minor
Illusion, Moderate
Learn Conjuration
Lingering Phantasm
Localized Earthquake
Magic Eye
Magic Wall
Multiply
Open Portal
Spectral Armor
Spectral Beast
Spectral Light
Spectral Structure
Spectral Vehicle
Spectral Tool or Weapon
Spray of Acid
Spray of Poison
Teleport
Teleport Specific Object
Tendril of Light
Tendril of Shadow
Tsunami
Wall of Fire
Wall of Force
Wall of Ice

DIVINATION

Alter Prophecy
Astral Projection
Bend Fate
Communicate
Contact
Detect Composition
Detect Good and Evil
Detect Magic
Detect Traps
Detect Truth
Discern Feelings
Discern Thoughts
Discover Condition
Discover Direction
Discover Location
Discover Lore
Discover Skills
Discover Weakness
Dream a Place
Dream a Vision
Dreamwalk
Earthquake
Enhance Education
False Divination
Farsight
Foresight
Guidance
Identify Magic
Immortality
Locate Creature
Locate Object
Look Ahead
Magic Eye
Magic Message
Make Divination Podium
Make Djinn Container
Prophecy
Protect from Divination
Read Aura
Read Object History
Resurrect
Scry
Send Through Time
Sense Danger
Sense Intelligence
Sharpen
Summon Beast
Summon Lightning
Summon Meteor
Summon Rain
Summon Specific Creature
Summon Wind
Telepathy
Truesight
Tsunami
Understand Animals
Understand Languages
Waking Vision

ENCHANTMENT

Acid Aura
Animate
Antimagic Aura
Astral Projection
Banish to Dimension
Banish to Psychic Realm
Battlerage
Battle Aura
Become Ethereal
Befriend
Biological Attribute
Blessing or Curse
Break Enchantment
Breathe Underwater
Charm
Command
Connect with Nature
Continuous Flame
Create Bond
Create Doppelganger

Create Item Bond
Create Phantasm
Create Psychic Field
Create Undead
Darkness
Death Touch
Desecrate
Dominate Mind
Enchant Armor or Shield
Enchant Location, Advantage
Enchant Location, Alter Gravity
Enchant Location, Disadvantage
Enchant Location, Disappearing
Enchant Location, Forbid
Enchant Location, Maze
Enchant Location, Omniscience
Enchant Location, Sanctuary
Enchant Location, Silence
Enchant Location, Unchartable
Enchant Terrain, Control Weather
Enchant Terrain, Difficult
Enchant Terrain, Unnavigable
Enchant Vehicle, Armored
Enchant Vehicle, Farstriding
Enchant Vehicle, Flying
Enchant Vehicle, Swiftness
Enchant Weapon
Enchant Writing
Enchant Writing with Spell
Enchanted Sleep
Enhance Constitution
Enhance Dexterity
Enhance Education
Enhance Reputation
Enhance Speed
Enhance Strength
Enhance Wisdom
Ensnare
Fear Aura
Feign Death
Flame Aura
Flight
Fog
Force Polymorph
Force incapacitated
Frost Aura
Grow
Hallow
Hallucination
Healing Aura
Healing Touch
Hex
Hypnotic Pattern
Ice Prison
Illusion, Major
Illusion, Minor
Illusion, Moderate
Imbue with a Blessing or Curse
Immortality
Immunity
Imprison
Imprison in Dimension
Increase Skill
Invisibility
Invulnerability
Learn Shape
Levitate
Light Aura
Lingering Phantasm
Magic Wall
Magical Trap
Make Magic Ammunition
Make Sentient
Mark
Mass Animate
Mass Blessing or Curse
Mass Charm
Mass Invigorate
Mass Imprison
Mass Mark
Necrotic Aura
Personage
Petrification
Planned Rebirth
Poison Aura
Protect from Death
Protect from Divination
Protection from Falling
Psychic Whispers
Rapid Plant Growth
Reinforce
Resistance
See in Darkness
Send Through Time
Shadow Aura
Shielding
Shrink
Slow Time
Spectral Armor
Spectral Beast
Spectral Light
Spectral Structure
Spectral Vehicle
Spectral Tool or Weapon
Stop Time
Storm Aura
Supersonic Flight
Take Beast Shape
Take Celestial Form
Take Demon Form
Take Dragon Form
Take Elemental Form
Take Humanoid Shape
Take Titan Form
Telepathy
Truesight
Warning Alarm

INDUCTION

Acid Strike
Banish
Banish Attack
Banish Conjuration
Banish Evil
Banish Good
Banish to Dimension
Banish Weather
Beacon
Beam of Light
Blast of Fire
Blast of Ice
Blast of Negative Energy
Bolt of Lightning
Burst of Acid
Burst of Fire
Burst of Force
Burst of Frost
Burst of Healing
Burst of Light
Burst of Lightning
Burst of Negative Energy
Cloud of Poison
Command
Command Undead
Cone of Acid
Cone of Fire
Cone of Course
Cone of Force
Cone of Frost

Cone of Healing
Cone of Light
Cone of Lightning
Cone of Negative Energy
Cone of Poison
Cool Air
Cool Liquid
Cool Solid
Counterspell
Create Force
Create Phantasm
Create Void
Create Wind
Critical
Darkness
Drain Energy
Drain Vitality
Earthquake
Enhance Constitution
Enhance Dexterity
Enhance Education
Enhance Influence
Enhance Speed
Enhance Strength
Enhance Wisdom
Ensnare
Ensnaring Strike
Earthquake
Flame Strike
Force incapacitated
Hallucination
Heal
Heat Air
Heat Liquid
Heat Solid
Ice Strike
Invigorate
Leap
Learn Conjuration
Light Strike
Lightning Strike
Localized Earthquake
Look Ahead
Magic Message
Mass Invigorate
Necrotic Strike
Open Portal
Poison Strike
Psychic Attack
Psychic Strike
Psychic Whispers
Push Feelings
Push Thoughts
Rapid Plant Growth
Reconstruct Object
Reshape Air
Reshape Earth
Reshape Fabric
Reshape Liquid
Reshape Metal
Reshape Rubber or Plastic
Reshape Stone
Reshape Wood
Resurrect
Shadow Strike
Shielding
Silence
Slow Time
Spray of Acid
Spray of Poison
Stunning Strike
Summon Beast
Summon Lightning
Summon Meteor
Summon Rain
Summon Specific Creature
Summon Specific Object
Summon Wind
Thunder Strike
Telekinesis
Teleport
Travel through Time
Tsunami

NECROMANCY

Absorb Biological Attribute
Absorb Metal, Stone, or Wood
Alter Memory
Blast of Negative Energy
Blessing or Curse
Burst of Negative Energy
Cloud of Poison
Command Undead
Cone of Fire
Cone of Negative Energy
Cone of Poison
Conjure Contagion
Create Bond
Create Contagion
Create Doppelganger
Create Lich or Mummy
Create Life
Create Organism
Create Phantasm
Create Spray of Poison
Create Undead
Critical
Darkness
Death Touch
Desecrate
Disrupt
Dominate Mind
Drain Energy
Drain Vitality
Electron Bolt
Electron Discharge
Fear Aura
Feign Death
Flame Strike
Hex
Immortality
Lingering Phantasm
Mass Blessing or Curse
Necrotic Aura
Necrotic Strike
Petrification
Planned Rebirth
Protect from Death
Resurrect
See in Darkness
Shadow Aura
Shadow Strike
Take Demon Form
Tendril of Shadow
Transfer Life
Transmute: Water to Poison

PSIONICS

Alter Memory
Astral Projection
Aura of Fear
Battlerage
Befriend
Bend Light
Blast of Fire
Bolt of Lightning
Burst of Fire
Burst of Force
Burst of Lightning
Cone of Fire
Cone of Force
Cone of LIghtning
Command
Confusion
Connect with Nature
Cool Air
Cool Liquid
Cool Solid
Create Bond
Create Force
Create Phantasm
Create Plasma
Create Psychic Field
Discern Feelings
Discern Thoughts
Disrupt
Dominate Mind
Drain Energy
Draw Cells
Electron Bolt
Electron Discharge
Enhance Constitution
Enhance Dexterity
Enhance Influence
Enhance Speed
Enhance Strength
Enhance Wisdom
Farsight
Flame Strike
Flight
Force incapacitated
Foresight
Hallucination
Heat Air
Heat Liquid
Heat Solid
Hypnotic Pattern
Leap
Lingering Phantasm
Locate Creature
Locate Psion
Look Ahead
Magic Message
Magic Wall
Magnetism
Psychic Attack
Psychic Strike
Psychic Whispers
Push Feelings
Push Thoughts
Pyrokinesis
Read Memories
Reshape Air
Reshape Liquid
Sense Intelligence
Sense Psion
Sharpen
Silence
Slow Time
Spectral Armor
Spectral Beast
Spectral Light
Spectral Structure
Spectral Vehicle
Spectral Tool or Weapon
Stop Time
Stunning Strike
Supersonic Flight
Sustain
Technokinesis
Telekinesis
Telepathy
Teleport
Travel Through Time
Wall of Fire

Spell Description Index

Absorb Biological Attribute
Difficulty: -5, wisdom
Duration: up to 24 hours. You may end the duration as a non-action.
Range: touch
Additional requirements: A target incapacitated creature. If the target is not incapacitated, additionally subtract its constitution modifier as part of this spell's difficulty.
Success: If the target has any of the following, then you may pick one to gain for the duration: A fly speed, a swim speed, underwater breathing, a natural weapon, natural armor, a strength modifier, dexterity modifier, or constitution modifier.
Mixed Success: The duration requires concentration.
Critical Success: You may select up to 2 things from the above list, so long as the target possesses both, or you may remove the 24 hour limit on the duration.
Critical Failure: You partially transform, reducing your own speed by half. The target's base statistics replace your own. You may not gain anything else from the above list. These effects last for one hour or until dispelled.

Absorb Metal, Stone, or Wood
Difficulty: varies, wisdom
Duration: up to 1 hour. You may end the duration as a non-action.
Range: touch
Additional requirements: a target amount of metal, stone, or wood comparable to or greater than the caster's body mass. The difficulty for this spell is equal to the material's defense modifier.
Success: Your skin takes on the material's properties. Add its defense modifier to yours. The Narrator determines the material's defense modifier. As a general rule, metal is +6, stone is +4, and wood is +2.
Mixed Success: You must choose one: the bonus to your defense modifier is halved rounded down, your speed is halved rounded down, or the duration requires concentration.
Critical Success: Additionally gain a bonus to your strength modifier equal to half of the material's defense modifier rounded down.
Critical Failure: You gain the bonus to your defense, but you cannot take move actions and you can no longer end the duration as a minor action.

Acid Aura
Difficulty: -9, constitution
Duration: 10 minutes. You may end the duration as a non-action.
Range: a number of meters equal to the magnitude
Additional requirements: Learning this spell gives you constant corrosion resistance equal to your highest Arcana sub-skill modifier.
Success: You may grant a +3 bonus to any corrosion damage spells that are cast within range. You are immune to corrosion damage.
Mixed Success: The duration requires concentration.
Critical Success: As a standard action, you may cause each creature within range to take 1 corrosion damage. If a creature takes this damage more than once from this casting, it is added to the same wound.
Critical Failure: You take 3d6 corrosion damage ignoring any resistance.

Acid Strike
Difficulty: -3, constitution
Duration: none
Range: varies
Additional requirements: the attack roll cannot be a spellcasting roll that requires spending a spellcasting attempt
Success: As part of casting this spell, immediately make an attack roll. If it succeeds the target takes additional corrosion damage equal to this spell's magnitude as a second wound.
Mixed Success: They take 1 additional corrosion damage and you take 1 additional corrosion damage.
Critical Success: The corrosion wound is critical.
Critical Failure: You take 1d6 - 1 corrosion damage or you drop your weapon.

Alter Memory
Difficulty: -6, wisdom
Duration: 1d6 days
Range: sight, 20 meters
Additional requirements: a target with a brain and memories. Additionally subtract the target's wisdom modifier as part of this spell's difficulty.
Success: Cause the target to remember or forget a specific thing. The memory or detail you create or remove cannot last more than a few minutes long.
Mixed Success: The duration becomes 24 hours.
Critical Success: The duration lasts until dispelled.
Critical Failure: You gain the attribute Amnesia. The duration lasts until dispelled.

Alter Prophecy
Difficulty: -12, wisdom
Duration: none
Range: none
Additional requirements: you must know the wording of the full prophecy.
Success: You may add or remove 1 word in a magical prophecy.
Mixed Success: You may change the magnitude to +1 by taking 2d6 psionic damage.
Critical Success: You may add or remove a second word.
Critical Failure: You take 2d6 + 1 psionic damage and the prophecy is unchanged.

Animate
Difficulty: -4, education
Duration: until dispelled
Range: touch
Additional requirements: a target nonliving object and 10 hours of casting time for every cubic meter of material rounded up. Additionally subtract the target's size as part of the difficulty.
Success: The target gains a strength and dexterity modifier. Its dexterity is equal to your dexterity minus its size, and its strength is equal to double its size minus 4. The object uses your same skill modifiers. If it has moving parts that would allow it to walk on its own, it gains a walking speed of 10 plus its size. If the target would not be able to walk on its own, it instead gains a flying speed equal to 13 minus its size. If any of these new statistics would replace a higher statistic, keep the original instead.
It can follow simple commands and basic instructions from anyone who was designated during the required time to cast this spell. You can designate a rank order of designees, and the object can be ordered to obey new designees after being created. If no designees remain alive, the first creature to touch the target becomes the first ranked designee. The object can manipulate any moving parts it possesses.
Mixed Success: This spell's duration becomes 1d6 days.
Critical Success: You can complete the spell in half of the required amount of time.
Critical Failure: The object is destroyed, removing any enchantments of its other components.

Antimagic Aura
Difficulty: -7, constitution
Duration: concentration, up to an hour
Range: 6 meters
Additional requirements: none
Success: All magically powered objects, machines, and enchantments within range shut down or are suppressed until the spell ends. In addition no magical abilities or effects can be activated or created within range.
Mixed Success: Only magical abilities or effects are prevented from being activated or created within range. Pre-existing enchantments and effects are unaffected.
Critical Success: You may increase the range by a number of meters equal to the spell's magnitude or you may remove concentration as a requirement. If you remove concentration, you may end the duration as a non-action.
Critical Failure: You cannot cast any spells for 1d6 days.

Antimagic Field
Difficulty: -10, education
Duration: 2d6 days
Range: touch
Additional requirements: a target space. 1 hour of casting time for every 5 cubic meters of targeted space rounded up.
Success: All magically powered objects, machines, and enchantments that enter into the space are shut down or are suppressed until the spell ends. In addition no magical abilities or effects can be activated or created within the space.
Mixed Success: Only magical abilities or effects are prevented from being activated or created within range. Pre-existing enchantments and effects are unaffected.
Critical Success: The duration lasts until dispelled. You may end the duration as a standard action while inside of the space.
Critical Failure: You cannot cast any spells for 2d6 - 1 days.

Astral Projection
Difficulty: -8, education
Duration: none
Range: none
Additional requirements: none
Success: Your spiritual body and your physical body separate from each other. Your physical body remains incapacitated. If you touch your physical body you reunite. Your spiritual body is an invisible, incorporeal version of yourself. It has a fly speed equal to double your regular speed. It can hear, see, and smell as normal and has truesight. It cannot cast spells and it can only interact physically with things that are also incorporeal. Because your spiritual body is incorporeal, it is immune to all non-magical damage. Otherwise, all of your statistics are the same. If your body dies while you are separated from it, then you immediately become a ghost.
Mixed Success: Until you reunite with your physical body, it gains exhaustion at a rate of 1 point per hour.
Critical Success: Your fly speed is triple your regular speed. You may cast spells so long as they do not have a casting time requirement and you cannot target physical creatures or objects.
Critical Failure: Your bodies do not separate. You take 2d6 necrosis damage and are incapacitated for 4d6 hours. If you die, then you become a ghost.

Banish
Difficulty: -5, education or wisdom
Duration: none
Range: sight, 30 meters
Additional requirements: Additionally subtract the target's constitution modifier as part of this spell's difficulty.
Success: The target is immediately teleported to a random unoccupied location between 100 and 200 kilometers away from its current location.
Mixed Success: The target is immediately teleported back after 2d6 rounds.
Critical Success: You may choose the target's new location instead of letting it be random so long as you have been in the new location before.
Critical Failure: Roll 1d6. On a 1, you get teleported instead. On a 2, you get teleported instead and then teleported back after 2d6 rounds. On a 3, you get teleported instead and get teleported back after 1d6 rounds. On a 4, the target is unaffected except it gains a +1 bonus to its constitution for 1d6 rounds. On a 5, the target is unaffected except it gains a +1 bonus to its constitution for 6 rounds. On a 6, you reroll for this spell, instead targeting a random creature other than your initial target.

Banish Attack
Difficulty: -3, dexterity
Duration: none
Range: sight, 30 meters
Additional requirements: a target attack roll
Success: Subtract the magnitude of this spell's success from the damage of the target attack roll. If the attack is being made against multiple targets, then you divide the success's magnitude between the targets however you want.
Mixed Success: You may have the attack roll's damage against a single target be dealt to you instead, using your defense instead of the original target's.
Critical Success: If the attack is being made using a weapon that the attacker is holding and the weapon is within range, then you may additionally banish the weapon to a random unoccupied location within 30 meters of you, preventing all damage from the attack.
Critical Failure: All of the attack roll's damage is dealt to you instead, using the original targets' defense and ignoring yours.

Banish Conjuration
Difficulty: -1, education
Duration: none
Range: sight, 30 meters
Additional requirements: A target creature or object with the conjuration type. Additionally subtract the target's size as part of this spell's difficulty.
Success: The duration of the spell that conjured the target immediately ends.
Mixed Success: The duration of the spell that conjured the target immediately ends at the end of the round.
Critical Success: This spell cannot be countered.
Critical Failure: The target instead gains a +1 bonus to its constitution for 1d6 rounds.

ART GOES HERE

Banish Evil
Difficulty: -3, education
Duration: none
Range: sight, 30 meters
Additional requirements: A target creature that is evil. Additionally subtract the target's constitution modifier as part of this spell's difficulty.
Success: The target is immediately teleported to a random unoccupied location between 100 and 200 kilometers away from its current location. If the target you selected is not evil, then this spell instead automatically fails.
Mixed Success: The target is immediately teleported back after 2d6 rounds.
Critical Success: You may choose a new target and reroll without spending any additional actions, spell attempts, or components.
Critical Failure: Roll 1d6. On a 1, you get teleported instead. On a 2, you get teleported instead and then teleported back after 2d6 rounds. On a 3, you get teleported instead and get teleported back after 1d6 rounds. On a 4, the target is unaffected except it gains a +1 bonus to its constitution for 1d6 rounds. On a 5, the target is unaffected except it gains a +1 bonus to its constitution for 6 rounds. On a 6, you reroll for this spell, instead targeting a random creature other than your initial target.

Banish Good
Difficulty: -6, education
Duration: none
Range: sight, 30 meters
Additional requirements: A target creature that is good. Additionally subtract the target's constitution modifier as part of this spell's difficulty.
Success: The target is immediately teleported to a random unoccupied location between 100 and 200 kilometers away from its current location. If the target you selected is not good, then this spell instead automatically fails.
Mixed Success: The target is immediately teleported back after 2d6 rounds.
Critical Success: You may choose a new target and reroll without spending any additional actions, spell attempts, or components.
Critical Failure: Roll 1d6. On a 1, you get teleported instead. On a 2, you get teleported instead and then teleported back after 2d6 rounds. On a 3, you get teleported instead and get teleported back after 1d6 rounds. On a 4, the target is unaffected except it gains a +1 bonus to its constitution for 1d6 rounds. On a 5, the target is unaffected except it gains a +1 bonus to its constitution for 6 rounds. On a 6, you reroll for this spell, instead targeting a random creature other than your initial target.

Banish to Dimension
Difficulty: -6, education
Duration: none
Range: sight, 30 meters
Additional requirements: A target creature. Additionally subtract the target's constitution modifier as part of this spell's difficulty. You must know the name of the dimension you are sending the target to.
Success: The target is immediately teleported to a random unoccupied location in a different dimension of your choice.
Mixed Success: The target is immediately teleported back after 2d6 + 1 rounds.
Critical Success: You may choose the target's new location instead of letting it be random so long as you have been in the new location before.
Critical Failure: Roll 1d6. On a 1, you get teleported instead. On a 2, you get teleported instead and then teleported back after 2d6 rounds. On a 3, you get teleported instead and get teleported

back after 1d6 rounds. On a 4, the target is unaffected except it gains a +1 bonus to its constitution for 1d6 rounds. On a 5, the target is unaffected except it gains a +1 bonus to its constitution for 6 rounds. On a 6, you reroll for this spell, instead targeting a random creature other than your initial target.

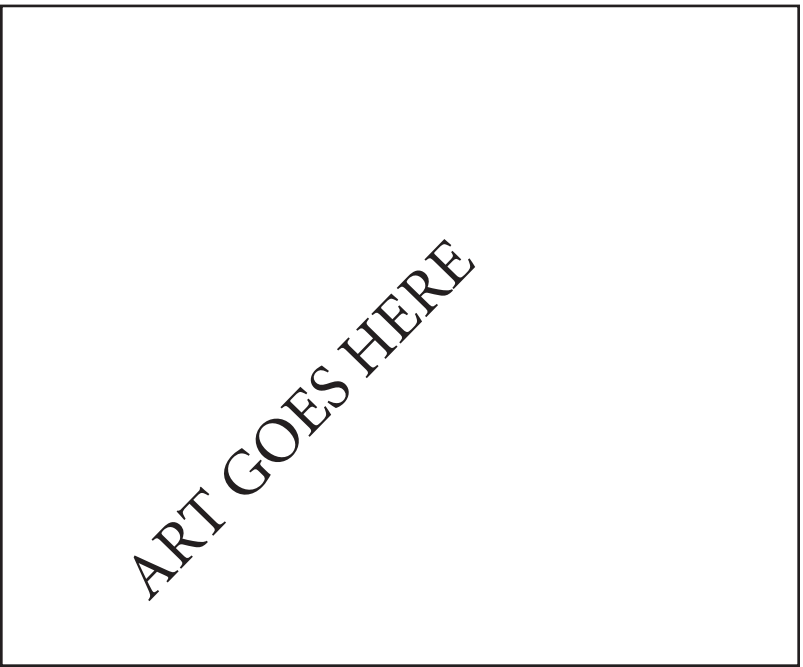
Banish to Pocket Dimension
Difficulty: -4, education
Duration: none
Range: sight, 30 meters
Additional requirements: A target creature or object. If the target is a creature, additionally subtract the target's constitution modifier as part of this spell's difficulty. You must control the dimension you are sending the target to. If the target is an object, instead subtract an additional -1 for every cubic meter the target fills.
Success: The target is immediately teleported to a random unoccupied location in the selected pocket dimension.
Mixed Success: The target takes 2d6 + 1 damage.
Critical Success: You may choose the target's new location instead of letting it be random.
Critical Failure: Roll 1d6. On a 1, you get teleported instead. On a 2, you get teleported instead and then teleported back after 2d6 rounds. On a 3, you get teleported instead and get teleported back after 1d6 rounds. On a 4, the target is unaffected except it gains a +1 bonus to its constitution for 1d6 rounds. On a 5, the target is unaffected except it gains a +1 bonus to its constitution for 6 rounds. On a 6, you reroll for this spell, instead targeting a random creature other than your initial target.

Banish to Psychic Realm
Difficulty: -6, wisdom
Duration: concentration
Range: sight, 30 meters
Additional requirements: A target creature. Additionally subtract the target's constitution modifier as part of this spell's difficulty. Gain a +1 bonus to your roll if you are touching the target.
Success: The target is teleported into a temporary realm of existence. A version of you with all of your same statistics also exists there that is immune to all conditions. On your turn, either version of you may use your actions. The terrain of this realm is what you imagine it to be. Changing it requires a standard action. The version of you in the realm has advantage on all rolls. The target may make a wisdom based Arcana Psionics roll to escape using your spellcasting sub-skill modifier as the difficulty. If they succeed, the duration ends. If you are incapacitated in the real world the duration ends. When the duration ends, all targets are teleported back to the real world, appearing in the closest unoccupied space to their original position. Nothing originating in this temporary realm can exist outside of it. All damage dealt inside of the realm is non-lethal and is removed when the duration ends, though incapacitated targets will remain incapacitated.
Mixed Success: The duration lasts up to 1 minute with concentration.
Critical Success: Choose one of the following: You may choose a new target, reroll without spending any additional actions, spell attempts, or components and continue rerolling in this way as long as the previous reroll succeeded. Alternatively, the target must succeed on a wisdom Arcana Psionics roll to realize that this spell has been cast on them using your spellcasting sub-skill modifier as the difficulty. Alternatively, you may choose for no time to have passed outside the realm.
Critical Failure: You instead banish yourself to your own psychic realm. There are not two versions of you. You do not gain advantage for being there and must roll to escape.

Banish Weather
Difficulty: -8, education
Duration: none
Range: sight and hearing
Additional requirements: none
Success: Cause a target weather effect, such as wind, rain, cloudiness, or fog, to cease. It will not resume naturally for at least 24 hours. The effect ceases within a radius that is a number of kilometers equal to the success's magnitude. This cannot be used to increase or reduce the heat caused by solar radiation.
Mixed Success: The effect is reduced or weakened, but not completely banished, within half a kilometer.
Critical Success: You can cause the effect to immediately resume in a location you have been to within the last 48 hours.
Critical Failure: The weather effect worsens.

Battlerage
Difficulty: -4, constitution
Duration: a number of minutes equal to the success's magnitude, or until the target becomes incapacitated. You may end the duration as a non-action.
Range: touch
Additional requirements: a target creature
Success: The target gains a +2 bonus to constitution, dexterity, and strength, and a -2 penalty to wisdom, education, and reputation. The target can only take attack, move, pick up/drop an item, throw/catch an item, and grapple actions.
Mixed Success: The bonus is decreased to +1
Critical Success: The bonus increases to +3
Critical Failure: The target is stunned for 1d6 + 1 rounds.

Battle Aura
Difficulty: -8, constitution
Duration: a number of minutes equal to the success's magnitude, or until the target becomes incapacitated. You may end the duration as a non-action.
Range: touch
Additional requirements: a target creature
Success: Creatures that stand within a number of meters to the target equal to the magnitude gain a +2 bonus to their defense and their attack rolls.
Mixed Success: The bonus is decreased to +1
Critical Success: The bonus increases to +3
Critical Failure: The target is stunned for 1d6 + 1 rounds.



Beacon
Difficulty: -5, wisdom
Duration: none
Range: a number of kilometers equal to the success's magnitude
Additional requirements: none
Success: All creatures that you are familiar with and consider to be friendly become aware of your location.
Mixed Success: You may add +1 to the magnitude by gaining 1 exhaustion point. You may add +1 to the magnitude by alerting all creatures within range.
Critical Success: Each creature affected by this spell also gains a +4 bonus to their speed for a duration of 1 hour.
Critical Failure: You gain 1 exhaustion point.

Beam of Light
Difficulty: -4, dexterity
Duration: none
Range: sight, 100 meters
Additional requirements: a target creature or object. This spell is considered a ranged attack roll. The target's defense modifier is additionally subtracted as part of the spell's difficulty.
Success: Deal an amount of damage to the target equal to the success's magnitude as two wounds. Half of the damage rounded up is burn damage. Half of the damage rounded down is puncture damage.
Mixed Success: A mixed success here may be treated the same as with a regular attack roll.
Critical Success: A critical success here may be treated the same as with a regular attack roll.
Critical Failure: A critical failure here may be treated the same as with a regular attack roll.

Become Ethereal
Difficulty: -6, wisdom
Duration: concentration
Range: touch
Additional requirements: any number of target creatures. Increase the difficulty by -2 for each additional target after the first.
Success: The target becomes immune to non-magical damage, can pass through physical objects, and is not hindered by difficult terrain. They cannot willingly interact with any physical object except for the ground or floor. They may still cast touch range spells targeting physical objects. They may interact with other incorporeal objects. If the duration ends while a target and another physical object are occupying the same space, then the more easily moved of the two is immediately expelled into the nearest unoccupied space.
Mixed Success: The duration lasts with concentration up to 10 minutes and the spell only affects up to two targets.
Critical Success: The duration does not require concentration and lasts up to 1 hour. Alternatively, you may choose for targets to be able to willingly interact with physical objects.
Critical Failure: Each target takes 1d6 + 1 bruise damage.

Befriend
Difficulty: -3, reputation
Duration: up to an hour. You may end the duration as a non-action.
Range: hearing, 15 meters
Additional requirements: a target creature. Additionally subtract the target's wisdom modifier as part of this spell's difficulty.
Success: The target loses the ability to perceive you as being hostile or a threat. You have advantage on Persuasion or Animal Handling rolls to influence the target. They may make an Arcana skill roll with disadvantage to recognize that you have cast this spell on them. The difficulty is the magnitude. If they succeed, the duration ends. If you or your ally deals damage to the target, then the duration ends.
Mixed Success: The duration becomes 10 minutes and they do not have disadvantage on Arcana rolls to recognize that you have cast this spell.
Critical Success: The duration lasts up to 24 hours or until you or your ally deals damage to the creature.
Critical Failure: This spell instead targets you as if the creature you were targeting had cast it with a +7 magnitude.

Bend Fate
Difficulty: -6, wisdom
Duration: none
Range: sight
Additional requirements: a target roll that is being made during the current turn
Success: You may add or subtract this success's magnitude from the target roll as an additional bonus.
Mixed Success: You may add +3 to the magnitude by gaining 1 exhaustion point.
Critical Success: none
Critical Failure: The next two rolls made by you or an ally automatically fail unless they roll a critical success. If they roll a failure normally, it becomes a critical failure. If they roll a critical success, it becomes a regular success.

Bend Light
Difficulty: -3, education
Duration: concentration
Range: sight, 30 meters
Additional requirements: none
Success: Create a 3 dimensional image inside of a 4 cubic meter space. The image can move and change as you see fit. The image obscures whatever is beneath, behind, or inside it as you see fit. Truesight only reveals that the image is magical. Creatures may make an education Investigation roll using your spellcasting sub-skill modifier as the difficulty to recognize that the image is false.
Mixed Success: Creatures have advantage on the Investigation roll.
Critical Success: The image can fill a 10 cubic meter space or the range is sight.
Critical Failure: You gain the attribute Blind for a duration of 24 hours and no image is created.

Biological Attribute
Difficulty: -5, constitution
Duration: up to an hour. You or the target may end the duration as a minor action.
Range: touch
Additional requirements: a willing target creature that is not a construct. Each time you learn this spell, choose two biological attributes to learn how to grant.
Success: Grant a biological attribute to the target that you know how to grant.

Attribute	Effect
Exoskeleton/hide	+3 defense bonus. If this attribute is granted twice, the bonus is +5. If the target is wearing armor that has the Heavy tag, it cannot be granted this attribute.
Wings	Gains a fly speed equal to their regular speed
Gills	Can breath underwater
Heightened senses	Gains an additional +2 bonus to Investigation rolls
Improved strength and dexterity	Gains a +2 bonus to one or a +1 bonus to both
Natural weapon (Choose bruise, puncture, or slash damage when you learn this attribute.)	Gains a +3 bonus to Melee Unarmed attacks and can deal the chosen damage type.
Poison	Melee Unarmed attacks deal an additional 1d6 toxin damage.
Camouflage	Gains advantage on Stealth rolls. May hide as a minor action.
Webbed phalanges/ fins	Gains a swim speed equal to their regular speed
Tentacle	The range of their Melee attacks is extended by 1 meter. They gain advantage on attack rolls to grapple if granted this attribute twice.

Mixed Success: The duration becomes 1 minute.
Critical Success: You may grant two biological attributes that you know or the duration lasts up to 24 hours. If you grant two, you may grant the same one twice.
Critical Failure: The target randomly mutates. Roll once on the Ancient Horror Cons table to determine the effect and once on the Chimera Creature Component table to determine the appearance. The duration lasts 24 hours or until dispelled. The target additionally takes 1d6 bruise damage.

Blast of Fire
Difficulty: -2, dexterity
Duration: none
Range: sight, 20 meters
Additional requirements: a target creature or object. This spell is considered a ranged attack roll. The target's defense modifier is additionally subtracted as part of the spell's difficulty.
Success: Deal an amount of burn damage to the target equal to the success's magnitude.
Mixed Success: A mixed success here may be treated the same as with a regular attack roll.
Critical Success: A critical success here may be treated the same as with a regular attack roll.
Critical Failure: A critical failure here may be treated the same as with a regular attack roll.

Blast of Ice
Difficulty: -2, dexterity
Duration: none
Range: sight, 15 meters
Additional requirements: a target creature or object. This spell is considered a ranged attack roll. The target's defense modifier is additionally subtracted as part of the spell's difficulty.
Success: Deal an amount of frostbite damage to the target equal to the success's magnitude.
Mixed Success: A mixed success here may be treated the same as with a regular attack roll.
Critical Success: A critical success here may be treated the same as with a regular attack roll.
Critical Failure: A critical failure here may be treated the same as with a regular attack roll.

Blast of Negative Energy
Difficulty: -2, dexterity
Duration: none
Range: sight, 20 meters
Additional requirements: a target creature or object. This spell is considered a ranged attack roll. The target's defense modifier is additionally subtracted as part of the spell's difficulty.
Success: Deal an amount of necrosis damage to the target equal to the success's magnitude.
Mixed Success: A mixed success here may be treated the same as with a regular attack roll.
Critical Success: A critical success here may be treated the same as with a regular attack roll.
Critical Failure: A critical failure here may be treated the same as with a regular attack roll.

Blessing or Curse
Difficulty: -4 for minor attributes, -7 for moderate attributes, and -11 for major attributes, wisdom
Duration: until dispelled. If you or the target dies, the duration ends. You may end the duration as a standard action.
Range: sight, 10 meters. You gain advantage if you are touching the target.
Additional requirements: A target creature. Each time you learn this spell, choose 6 attributes to be able to use with this spell. Prior to casting, choose one of those attributes.
Success: The target gains that attribute for the duration. Alternatively, you may cause the target to lose that attribute for the duration.
Mixed Success: The duration becomes 2d6 + 1 days.
Critical Success: This effects of this spell are permanent and cannot be dispelled by casting Break Enchantment.
Critical Failure: You or the target are instead cursed for 2d6 days with a random negative attribute.

Bolt of Lightning
Difficulty: -4, dexterity
Duration: none
Range: sight, 100 meters
Additional requirements: a target creature or object. This spell is considered an attack roll. The target's defense modifier is additionally subtracted as part of the spell's difficulty.
Success: Deal an amount of electrical damage to the target equal to the success's magnitude. Half of the damage rounded up is fire damage. If the target takes at least 3 damage, they are stunned until the end of their next turn.
Mixed Success: A mixed success here may be treated the same as with a regular attack roll.
Critical Success: A critical success here may be treated the same as with a regular attack roll.
Critical Failure: A critical failure here may be treated the same as with a regular attack roll.

Break Enchantment
Difficulty: the difficulty for this spell is equal to the target spell's difficulty - 1, education
Duration: none
Range: sight, 7 meters
Additional requirements: a target spell or magical effect that has a duration. You must be able to see its effect or its target.
Success: The target's duration ends immediately.
Mixed Success: Choose one: the target's effects are suppressed for 1d6 days before returning, or you become the new target for the effects. If you are not a valid target, then the new target is instead the closest valid target.
Critical Success: Choose one: the next time you attempt to break the same spell or effect you gain an additional +2 bonus, or you regain this spellcasting attempt.
Critical Failure: The spell or effect you targeted now affects you in addition to its original target as if it had been cast again with the same magnitude for a duration of 2d6 days. Otherwise its area of effect or range is increased by 2 meters for a duration of 2d6 days. If neither of those options is feasible, you gain a soul wound with damage equal to the magnitude of your failure.

Breathe Underwater
Difficulty: -5, education
Duration: 6 hours
Range: 5 meters
Additional requirements: any number of target creatures. Increase the difficulty by -1 for each additional target after the first.
Success: All targets gain the ability to breathe underwater.
Mixed Success: The duration becomes 1 hour.
Critical Success: The duration lasts 24 hours.
Critical Failure: All targets take 1d6 + 1 necrosis damage.

Brew Potion
Difficulty: varies, education
Duration: none
Range: none
Additional requirements: potion making equipment, an empty container to hold the potion, and 6 hours of casting time. When you learn this spell, pick any four potions from the list below. The difficulty for this spell varies depending on the type of potion you are trying to make. When you cast this spell, choose one of the potion types you know how to make.

Potion	Difficulty	Required Ingredients
Aging	-10	Bone dust
Love	-7	15 gold worth of ingredients
Of Animal Transformation	-4	A pure sample of DNA from the animal being transformed into
Of Celestial Transformation	-11	An angel feather
Of Demonic Transformation	-11	Demon blood
Of Draconic Transformation	-11	Dragon blood
Of Escape	-4	A fresh eel
Of Etherealness	-5	Ectoplasm
Of Firebreath	-6	Charcoal
Of Flying	-7	7 large feathers
Of Growth	-4	15 gold worth of ingredients
Of Healing	-4	15 gold worth of ingredients
Of Heroism	-4	15 gold worth of ingredients
Of Immunity	-7	15 gold worth of ingredients
Of Invisibility	-7	15 gold worth of ingredients
Of Invulnerability	-10	A small diamond
Of Luck	-8	A four leaf clover
Of Magical Sleep	-3	15 gold worth of ingredients

Potion	Difficulty	Required Ingredients
Of Protection	-6	A pure sample of DNA from the creature type that the potion protects against
Of Rage	-4	15 gold worth of ingredients
Of Resistance	-4	15 gold worth of ingredients
Of Sharpness	-3	Obsidian powder
Of Shifting Perspective	-7	15 gold worth of ingredients
Of Shrinking	-4	15 gold worth of ingredients
Of Skill	-5	15 gold worth of ingredients
Of Speed	-4	15 gold worth of ingredients
Of Spellcasting	-8	15 gold worth of ingredients
Of Sticking	-3	3 adult human humerus-sized bones
Of Truesight	-4	A pair of eyes
Of Telepathy	-6	15 gold worth of ingredients
Of Undeath	-11	15 gold worth of ingredients
Of Waterbreathing	-5	A fresh fish
Poison	-4	a frog
Strength	-4	15 gold worth of ingredients
Youth	-12	A young, live animal that is size 3 or larger

Success: Brew one dose of the chosen potion. After the potion has been consumed, a Break Enchantment spell may be used to end its effects early. A potion that mimics a spell functions as an automatic success and is assumed to have a magnitude of +5.
Mixed Success: The potion's effect mimics the mixed success of the spell mimicked by the potion. If the potion does not mimic a certain spell, then its duration is instead halved.
Critical Success: You may brew a potion that includes the critical success effect of the spell mimicked by the potion or you may brew 2 doses of the potion.
Critical Failure: The potion's effect mimics the critical failure of the spell the potion mimics. If the potion does not mimic a certain spell, then the potion's effect is determined by the Narrator.

Burst of Acid
Difficulty: -5, constitution
Duration: none
Range: 5 meters
Additional requirements: this spell is considered an attack and deals area damage
Success: Make an attack roll using the success's magnitude as its only bonus. Each creature and nonmetal object within range takes corrosion damage equal to the attack roll's magnitude minus their defense modifier. The minimum magnitude for the attack roll is +1. If a straight line drawn from you to a creature or object inside the range passes through any other creatures or objects, they provide cover.
Mixed Success: The minimum magnitude is +0.
Critical Success: The minimum magnitude is +7.
Critical Failure: You take 2d6 + 1 corrosion damage minus your defense modifier. No other objects or creatures are affected.

Burst of Fire
Difficulty: -5, constitution
Duration: none
Range: 5 meters
Additional requirements: this spell is considered an attack and deals area damage
Success: Make an attack roll using the success's magnitude as its only bonus. Each creature and nonmetal object within range takes burn damage equal to the attack roll's magnitude minus their defense modifier. The minimum magnitude for the attack roll is +1. If a straight line drawn from you to a creature or object inside the range passes through any other creatures or objects, they provide cover.
Mixed Success: The minimum magnitude is +0.
Critical Success: The minimum magnitude is +7.
Critical Failure: You take 2d6 + 1 burn damage minus your defense modifier. No other objects or creatures are affected.

Burst of Force
Difficulty: -6, constitution
Duration: none
Range: 5 meters
Additional requirements: this spell is considered an attack and deals area damage.
Success: This spell makes an attack roll using the success's magnitude as its only modifier. Each creature and unfixed object within range is pushed away from you a number of meters equal to the attack roll's magnitude minus their defense modifier. The minimum magnitude for the attack roll is +1.
Mixed Success: The minimum magnitude is +0.
Critical Success: The minimum magnitude is +7.
Critical Failure: You take 2d6 + 1 bruise damage minus your defense modifier.

Burst of Frost
Difficulty: -5, constitution
Duration: none
Range: 5 meters
Additional requirements: this spell is considered an attack and deals area damage
Success: Make an attack roll using the success's magnitude as its only bonus. Each creature and nonmetal object within range takes frostbite damage equal to the attack roll's magnitude minus their defense modifier. The minimum magnitude for the attack roll is +1. If a straight line drawn from you to a creature or object inside the range passes through any other creatures or objects, they provide cover.
Mixed Success: The minimum magnitude is +0.

Critical Success: The minimum magnitude is +7.
Critical Failure: You take 2d6 + 1 frostbite damage minus your defense modifier. No other objects or creatures are affected.

Burst of Healing
Difficulty: -6, wisdom
Duration: none
Range: a number of meters equal to two times the success's magnitude. You are not affected by this spell.
Additional requirements: none
Success: Every wound inside of the range is decreased by 1 damage. This spell does not effect the wounds of constructs.
Mixed Success: You may increase the magnitude by 1d6 by gaining 2 exhaustion points.
Critical Success: Any critical wound you reduce becomes a normal wound.
Critical Failure: Every creature, including you, within 6 meters takes 2 soul damage.

Burst of Light
Difficulty: -7, constitution
Duration: none
Range: 5 meters
Additional requirements: this spell is considered an attack and deals area damage
Success: Make an attack roll using the success's magnitude as its only bonus. Each creature and nonmetal object within range takes burn damage equal to the attack roll's magnitude minus their defense modifier. The minimum magnitude for the attack roll is +1. If a straight line drawn from you to a creature or object inside the range passes through any other creatures or objects, they provide cover. Each creature within 20 meters of you that can see makes a -6 difficulty dexterity Athletics Endurance roll. Creatures that fail gain the attribute Blind until the end of your next turn.
Mixed Success: The minimum magnitude is +0.
Critical Success: The minimum magnitude is +7.
Critical Failure: You take 2d6 burn damage minus your defense modifier and gain the attribute Blind until the end of your next turn. No other objects or creatures are affected.

Burst of Lightning
Difficulty: -7, constitution
Duration: none
Range: 5 meters
Additional requirements: this spell is considered an attack and deals area damage
Success: Make an attack roll using the success's magnitude as its only bonus. Each creature and metal object within range takes electrical damage equal to the attack roll's magnitude minus their defense modifier. Ignore any bonuses granted from metal armor. The minimum magnitude for the attack roll is +1. If a straight line drawn from you to a creature or object inside the range passes through any other creatures or objects, they provide cover. Each creature that takes damage is stunned for 6 rounds minus their constitution.
Mixed Success: The minimum magnitude is +0.
Critical Success: The minimum magnitude is +7.
Critical Failure: You take 2d6 + 1 electrical damage minus your defense modifier. You are stunned for 1d6 + 1 rounds. No other objects or creatures are affected.

Burst of Negative Energy
Difficulty: -5, constitution
Duration: none
Range: 5 meters
Additional requirements: this spell is considered an attack and deals area damage
Success: Make an attack roll using the success's magnitude as its only bonus. Each creature within range takes necrosis damage equal to the attack roll's magnitude minus their defense modifier. The minimum magnitude for the attack roll is +1. If a straight line drawn from you to a creature or object inside the range passes through any other creatures or objects, they provide cover.
Mixed Success: The minimum magnitude is +0.
Critical Success: The minimum magnitude is +7.
Critical Failure: You take 2d6 + 1 necrosis damage minus your defense modifier. No other objects or creatures are affected.

Charm
Difficulty: -6, reputation
Duration: up to 24 hours
Range: 10 meters
Additional requirements: a target creature that can detect you with at least one of its senses and is not a construct or undead. Additionally subtract the target's wisdom modifier as part of this spell's difficulty.
Success: The target becomes infatuated with you. They will feel a distinct need to insure your comfort and safety. They may immediately make a wisdom or education Arcana Enchantment skill roll as a non-action to recognize that you have cast this spell on them. The difficulty is the magnitude. If they succeed, the duration ends. If you or your ally deals damage to the target, then the duration ends. If you command them to do anything that is obviously dangerous, then they may remake their Arcana roll.
Mixed Success: The duration lasts up to an hour. At the end, they know you cast this spell on them.
Critical Success: The duration lasts until dispelled or until you or

an ally deals damage to the target. Until then, they will be in complete denial of the idea that you have cast this spell on them.
Critical Failure: This spell instead causes you to become infatuated with the target for a duration of 24 hours.

Cloud of Poison
Difficulty: -6, constitution
Duration: a number of rounds equal to the success's magnitude
Range: 5 meters
Additional requirements: this spell is considered an attack and deals area damage
Success: Make an attack roll using the success's magnitude as its only bonus. Each creature within range takes toxin damage equal to the attack roll's magnitude minus their defense modifier. The minimum magnitude for the attack roll is +1.
Mixed Success: The minimum magnitude is +0.
Critical Success: The minimum magnitude is +7.
Critical Failure: You take 2d6 + 1 toxin damage minus your defense modifier. No other objects or creatures are affected.

Command
Difficulty: -5, reputation or wisdom
Duration: until they complete the command
Range: sight, hearing
Additional requirements: a target creature. They must be able to hear you or otherwise understand you in some way. Additionally subtract the target's wisdom modifier as part of this spell's difficulty. Your command must be 13 words or less and you must decide the wording before you roll. The command cannot be something that will obviously and unavoidably harm the target. You may prepare two different commands in case of a critical success.
Success: The target completes the command to the best of their abilities. If they take any damage, then they may make a wisdom Arcana Psionics roll using your magnitude as the difficulty. On a success, the duration ends.
Mixed Success: The duration becomes 1d6 hours or until the target completes the command.
Critical Success: You may command them to do something that will harm them, but not anything that will obviously kill them. Alternatively you may give a command that is 26 words or less.
Critical Failure: You instead become this spell's target. It is considered to have a +3 magnitude.

Command Undead
Difficulty: -3, wisdom
Duration: until they complete the command
Range: sight, hearing
Additional requirements: a target creature with the undead type. Additionally subtract the target's wisdom modifier as part of this spell's difficulty. Your command must be 13 words or less and you must decide the wording before you roll.
Success: The target completes the command to the best of their abilities.If the target takes damage, they may immediately make a wisdom Arcana Necromancy roll using your magnitude as the difficulty. On a success, the duration ends.
Mixed Success: The duration becomes 1 hour or until the target completes the command. The spell fails if the command is something that would unavoidably harm the target.
Critical Success: So long as you possess the technical knowledge for how to complete the task, the target will act as if they also possess that knowledge even if they otherwise would not. Alternatively, You may choose a new target and reroll without spending any additional actions, spell attempts, or components and continue rerolling in this way as long as the previous reroll succeeded.
Critical Failure: You instead become this spell's target. You do not need to have the undead type. It is considered to have a +3 magnitude.

Communicate
Difficulty: -3, wisdom
Duration: a number of hours equal to the magnitude
Range: sight and/or hearing, 10 meters
Additional requirements: a target creature that possesses some form of communication
Success: You gain the ability to understand the target's method of communication. Additionally, the target gains the ability to understand you.
Mixed Success: The duration requires concentration.
Critical Success: The duration becomes 24 hours.
Critical Failure: You forget how to speak, understand, read, and write one language for a duration of 1 hour.

Cone of Acid
Difficulty: -4, constitution
Duration: none
Range: a cone that extends a number of meters equal to the magnitude and has a terminal diameter of the same length. The cone originates at a point you choose on the outside of your space and travels outwards in the direction you choose. You may decrease the terminal diameter by any number of meters down to a 1 meter diameter to extend the cone by the same number of meters.
Additional requirements: this spell is considered a ranged attack and deals area damage
Success: Make an attack roll using the success's magnitude as its only bonus. Each creature and nonmetal object within range takes corrosion damage equal to the attack roll's magnitude minus their defense modifier. The minimum magnitude for the

attack roll is +1. If a straight line drawn from the cone's point of origin to a creature or object inside the cone passes through any other creatures or objects, they provide cover.
Mixed Success: The minimum magnitude is +0.
Critical Success: The minimum magnitude is +7.
Critical Failure: You take 2d6 - 1 corrosion damage minus your defense modifier. No other objects or creatures are affected.

Cone of Fire
Difficulty: -4, constitution
Duration: none
Range: a cone that extends a number of meters equal to the magnitude and has a terminal diameter of the same length. The cone originates at a point you choose on the outside of your space and travels outwards in the direction you choose. You may decrease the terminal diameter by any number of meters down to a 1 meter diameter to extend the cone by the same number of meters.
Additional requirements: this spell is considered a ranged attack and deals area damage
Success: Make an attack roll using the success's magnitude as its only bonus. Each creature and nonmetal object within range takes corrosion damage equal to the attack roll's magnitude minus their defense modifier. The minimum magnitude for the attack roll is +1. If a straight line drawn from the cone's point of origin to a creature or object inside the cone passes through any other creatures or objects, they provide cover.
Mixed Success: The minimum magnitude is +0.
Critical Success: The minimum magnitude is +7.
Critical Failure: You take 2d6 - 1 burn damage minus your defense modifier. No other objects or creatures are affected.

Cone of Force
Difficulty: -4, constitution
Duration: none
Range: a cone that extends a number of meters equal to the magnitude and has a terminal diameter of the same length. The cone originates at a point you choose on the outside of your space and travels outwards in the direction you choose. You may decrease the terminal diameter by any number of meters down to a 1 meter diameter to extend the cone by the same number of meters.
Additional requirements: this spell is considered a ranged attack and deals area damage
Success: This spell makes an attack roll using the success's magnitude as its only modifier. Each creature and unfixed object within range is pushed away from you a number of meters equal to the attack roll's magnitude minus their defense modifier. The minimum magnitude for the attack roll is +1.
Mixed Success: The minimum magnitude is +0.
Critical Success: The minimum magnitude is +7.
Critical Failure: You take 2d6 - 1 bruise damage minus your defense modifier. No other objects or creatures are affected.

Cone of Frost
Difficulty: -4, constitution
Duration: none
Range: a cone that extends a number of meters equal to the magnitude and has a terminal diameter of the same length. The cone originates at a point you choose on the outside of your space and travels outwards in the direction you choose. You may decrease the terminal diameter by any number of meters down to a 1 meter diameter to extend the cone by the same number of meters.
Additional requirements: this spell is considered a ranged attack and deals area damage
Success: Make an attack roll using the success's magnitude as its only bonus. Each creature within range takes frostbite damage equal to the attack roll's magnitude minus their defense modifier. The minimum magnitude for the attack roll is +1. If a straight line drawn from the cone's point of origin to a creature or object inside the cone passes through any other creatures or objects, they provide cover.
Mixed Success: The minimum magnitude is +0.
Critical Success: The minimum magnitude is +7.
Critical Failure: You take 2d6 - 1 frostbite damage minus your defense modifier. No other objects or creatures are affected.

Cone of Healing
Difficulty: -5, wisdom
Duration: none
Range: a cone that extends a number of meters equal to the magnitude and has a terminal diameter of the same length. The cone originates at a point you choose on the outside of your space and travels outwards in the direction you choose. You may decrease the terminal diameter by any number of meters down to a 1 meter diameter to extend the cone by the same number of meters.
Additional requirements: none
Success: Every wound inside of the range is decreased by 1 damage. This spell does not affect the wounds of constructs.
Mixed Success: You may increase the magnitude by 1d6 by gaining 2 exhaustion points.
Critical Success: Any critical wound you reduce becomes a normal wound.
Critical Failure: You take 1d6 + 1 soul damage minus your constitution.

Cone of Light
Difficulty: -5, constitution
Duration: none
Range: a cone that extends a number of meters equal to the magnitude and has a terminal diameter of the same length. The cone originates at a point you choose on the outside of your space and travels outwards in the direction you choose. You may decrease the terminal diameter by any number of meters down to a 1 meter diameter to extend the cone by the same number of meters.
Additional requirements: this spell is considered a ranged attack and deals area damage
Success: Make an attack roll using the success's magnitude as its only bonus. Each creature within range takes burn damage equal to the attack roll's magnitude minus their defense modifier. The minimum magnitude for the attack roll is +1. If a straight line drawn from the cone's point of origin to a creature or object inside the cone passes through any other creatures or objects, they provide cover. Each creature within range that can see makes a -6 difficulty dexterity Athletics Endurance roll. Creatures that fail gain the attribute Blind until the end of your next turn.
Mixed Success: The minimum magnitude is +0.
Critical Success: The minimum magnitude is +7.
Critical Failure: You take 2d6 - 1 burn damage minus your defense modifier and gain the attribute Blind until the end of your next turn. No other objects or creatures are affected.

Cone of Lightning
Difficulty: -5, constitution
Duration: none
Range: a cone that extends a number of meters equal to the magnitude and has a terminal diameter of the same length. The cone originates at a point you choose on the outside of your

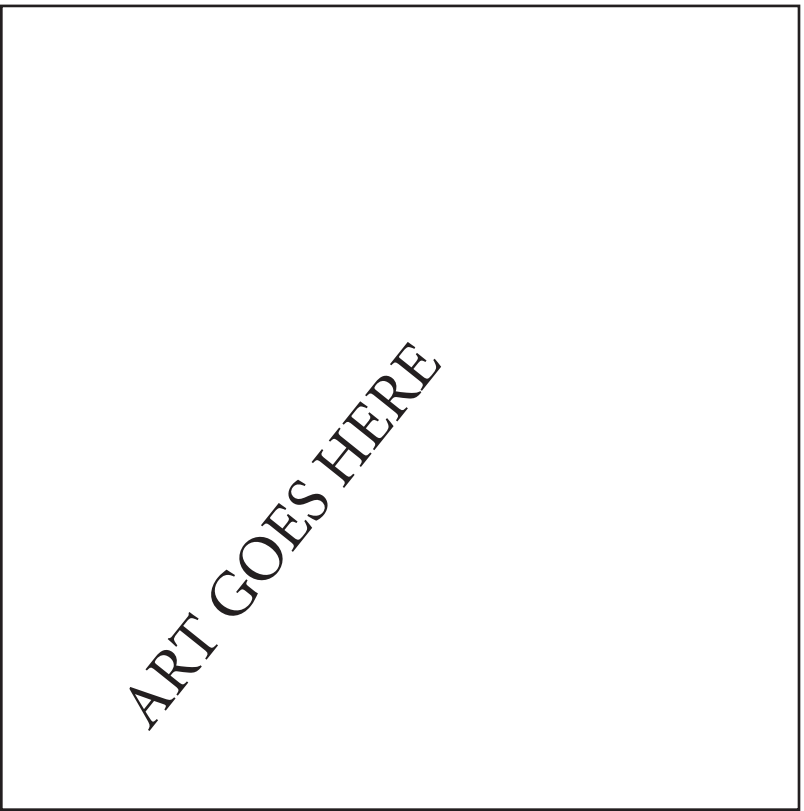
space and travels outwards in the direction you choose. You may decrease the terminal diameter by any number of meters down to a 1 meter diameter to extend the cone by the same number of meters.
Additional requirements: this spell is considered a ranged attack and deals area damage
Success: Make an attack roll using the success's magnitude as its only bonus. Each creature and metal object within range takes electrical damage equal to the attack roll's magnitude minus their defense modifier. The minimum magnitude for the attack roll is +1. If a straight line drawn from the cone's point of origin to a creature or object inside the cone passes through any other creatures or objects, they provide cover. Each creature that takes damage is stunned for 6 rounds minus their constitution.
Mixed Success: The minimum magnitude is +0.
Critical Success: The minimum magnitude is +7.
Critical Failure: You take 2d6 - 1 electrial damage minus your defense modifier. You are stunned for 1d6 rounds. No other objects or creatures are affected.

Cone of Poison
Difficulty: -4, constitution
Duration: none
Range: a cone that extends a number of meters equal to the magnitude and has a terminal diameter of the same length. The cone originates at a point you choose on the outside of your space and travels outwards in the direction you choose. You may decrease the terminal diameter by any number of meters down to a 1 meter diameter to extend the cone by the same number of meters.
Additional requirements: this spell is considered a ranged attack and deals area damage
Success: Make an attack roll using the success's magnitude as its only bonus. Each creature within range takes toxin damage equal to the attack roll's magnitude minus their defense modifier. The minimum magnitude for the attack roll is +1. If a straight line drawn from the cone's point of origin to a creature or object inside the cone passes through any other creatures or objects, they provide cover.
Mixed Success: The minimum magnitude is +0.
Critical Success: The minimum magnitude is +7.
Critical Failure: You take 2d6 - 1 toxin damage minus your defense modifier. No other objects or creatures are affected.

Cone of Negative Energy
Difficulty: -4, constitution
Duration: none
Range: a cone that extends a number of meters equal to the magnitude and has a terminal diameter of the same length. The cone originates at a point you choose on the outside of your space and travels outwards in the direction you choose. You may decrease the terminal diameter by any number of meters down to a 1 meter diameter to extend the cone by the same number of meters.
Additional requirements: this spell is considered a ranged attack and deals area damage
Success: Make an attack roll using the success's magnitude as its only bonus. Each creature within range takes necrosis damage equal to the attack roll's magnitude minus their defense modifier. The minimum magnitude for the attack roll is +1. If a straight line drawn from the cone's point of origin to a creature or object inside the cone passes through any other creatures or objects, they provide cover.
Mixed Success: The minimum magnitude is +0.
Critical Success: The minimum magnitude is +7.
Critical Failure: You take 2d6 - 1 necrosis damage minus your defense modifier. No other objects or creatures are affected.

Confusion
Difficulty: -5, wisdom
Duration: varies
Range: 5 meters
Additional requirements: none
Success: Every creature within range, except for you, whose Arcana Psionics sub-skill does not exceed the success's magnitude becomes stunned for 1d6 rounds or until they take damage.
Mixed Success: The range is reduced to 2 meters.
Critical Success: You may exclude any number of target creatures.
Critical Failure: You are stunned for 1d6 + 1 rounds.

Conjure Creature
Difficulty: -1, education or strength
Duration: up to an hour
Range: sight, 5 meters
Additional requirements: each time you learn this spell, pick a specific creature to learn how to conjure. Each time you cast this spell to conjure that creature, additionally subtract as part of the difficulty one quarter of the creature's Being rounded up. Additionally subtract another -3 as part of the difficulty if it is a humanoid.
Success: You conjure one of the creatures you know how to conjure. Add conjuration to its types. It appears in an empty space you choose within range. You must spend a standard action to give the creature orders or directions. If it has none, it will act of its own accord. It has its own initiative points and takes its own turn in combat under the control of the player who conjured it if they gave it orders. If the creature is reduced to 0 Being, the duration ends. At the end of the duration, the creature returns to wherever it was before you conjured it.
Mixed Success: The duration lasts with concentration.
Critical Success: You may choose for the creature to not gain the conjuration type. If you do, the duration becomes 'none,' and the creature is instead teleported to its new location.
Critical Failure: Roll 1d6. On an odd number, you conjure a version of the creature with all of the same statistics that is hostile to you and your allies. On an even number, you banish yourself as with a Banish spell.



Conjure Contagion
Difficulty: -8, education
Duration: none
Range: 5 meters
Additional requirements: any number of target creatures. Each time you learn this spell, pick a disease to learn how to conjure. If you have been infected by this disease previously, then roll with advantage.
Success: Select a disease from among those you know how to conjure. Infect a number of targets equal to or less than the success's magnitude. The disease behaves and infects additional creatures as it would normally. The disease counts as a conjuration, and each creature it infects can be cured by casting Break Enchantment or Banish Conjuration targeting them.
Mixed Success: You and one other target get infected or the duration becomes 1d6 days. At the end of the duration, all living creatures infected by the disease become cured.
Critical Success: Every creature within 6 meters of you becomes infected.
Critical Failure: Only you become infected.

Conjure Familiar
Difficulty: -6, education
Duration: until dispelled. You may end the duration as a minor action.
Range: 5 meters
Additional requirements: when you learn this spell, select a size 2 or smaller creature with a Being of 8 or less that does not have the humanoid type to learn how to conjure as a familiar. You may only learn this spell one time.
Success: You conjure an advanced version of the creature. Add your spellcasting sub-skill modifier to its Being and increase its wisdom and education modifiers by +1. If your familiar is a creature that is size 1 or smaller, increase them by +2 instead. All of its other statistics remain the same. If its original Being was 4 or less, then it gains the ability to turn invisible or teleport to your location as a standard action. It cannot attack while invisible and can still be seen by creatures with truesight. Add conjuration and familiar to its types. If it is killed or banished, the duration ends and you cannot conjure it again for 3 days. When you touch it, you may observe any of its sensory memories as a recording played in your mind. It can follow complex commands and instructions. Additionally, if you can see your familiar, then as a standard action you can cause it to cast any spell that you know how to cast, subtracting an additional -2 as part of the spell's difficulty. It uses your modifiers to roll and spends your spellcasting attempts. In combat, it shares your turn and your initiative points. Either you or your familiar can take your actions.
Mixed Success: The duration becomes 4d6 hours.
Critical Success: The penalty for casting spells through your familiar is reduced to -1.
Critical Failure: You instead conjure a Lingering Phantasm with only half of its health that immediately targets you.

Conjure from Pocket Dimension
Difficulty: -1, education
Duration: none
Range: none
Additional requirements: a target creature or object within a pocket dimension you control. If the target chooses, additionally subtract their constitution modifier as part of this spell's difficulty. If the target is an object, subtract an additional -1 for every cubic meter the target fills.
Success: the target is immediately teleported to the unoccupied space nearest to you. You may choose the space if there are multiple options.
Mixed Success: The target is immediately teleported back after 2d6 + 1 rounds.
Critical Success: You may choose the target's new location within sight range.
Critical Failure: Roll 1d6. On a 1, you get teleported to the pocket dimension instead. On a 2, you get teleported instead and then teleported back after 2d6 rounds. On a 3, you get teleported instead and get teleported back after 1d6 rounds. On a 4, the target appears in a random space somewhere in the same dimension as you. On a 5, the target is unaffected except it gains a +1 bonus to its constitution for 6 rounds. On a 6, you reroll for this spell, instead targeting a random creature or object other than your initial target.

Connect with Nature
Difficulty: -6, wisdom
Duration: none
Range: a number of kilometers equal to the success's magnitude
Additional requirements: you cannot be inside of a building or city unless the ground beneath you is earth with no man made layers underneath
Success: Choose one of the following effects:
- You sense the location and magnitude of any unnatural occurrence presently happening within range.
- You sense the location of a specific creature or object if they are within range.
- You create difficult terrain within a 1 kilometer radius for a number of days equal to the magnitude.
- You sense the location of food, water, and other natural resources within range.

Mixed Success: You may add +1 to the magnitude by gaining 1 exhaustion point.
Critical Success: You may pick two different effects.
Critical Failure: All off-road terrain becomes difficult terrain for you and anyone traveling with you for 1d6 days.

Contact
Difficulty: -7, wisdom
Duration: concentration
Range: none
Additional requirements: a target creature that you have met, seen, or know its name and location.
Success: You and the target can communicate telepathically wherever they are, even if you are not in the same dimension. You hear each other as if you were speaking audibly to each other.
Mixed Success: The duration lasts up to 5 minutes.
Critical Success: The duration lasts up to an hour without concentration.
Critical Failure: You forget how to speak and write one language for a duration of 24 hours or you and the target take 1d6 psionic damage.

Continuous Flame
Difficulty: -5, constitution
Duration: concentration
Range: 1 meter
Additional requirements: If this spell is cast on a space occupied by a creature, additionally subtract their defense as part of the difficulty.
Success: You create a flame inside a 1 cubic meter space. It ignites any easily ignitable fuel within the space. This flame remains lit and cannot be put out. This flame does not consume oxygen. Each time you maintain concentration on this spell, you may cause the flame to move a number of meters equal to your speed.

Other fires that are ignited by this flame are normal and will go out on their own, including flames that spread outside of its space. Creatures that start their turn in the same space as the fire take 1d6 burn damage minus their defense modifier. If this spell is cast on a space occupied by a creature, then you may choose for the flame to attach itself to the creature. If you do, they immediately gain Set Ablaze critical wound. This wound cannot be reduced to a regular burn wound until the duration ends. The duration ends when their body has been completely burned away.

Mixed Success: You gain one exhaustion point and this spell automatically fails if a creature is occupying the space.

Critical Success: The duration lasts until dispelled. You may end the duration as a minor action if you can see the flame.

Critical Failure: You immediately gain Set Ablaze critical wound. This wound is not magical, and the duration of this spell ends immediately.

Cool Air

Difficulty: -7, education

Duration: concentration

Range: 12 meters

Additional requirements: none

Success: Reduce the air temperature by up to 10 degrees Celsius in a 2 cubic meter space within range. You may either multiply the initial temperature change or the space's initial volume by the magnitude. Each time you maintain concentration on this spell, you may either reduce the air's temperature by up to 10 more degrees or increase the space by 2 cubic meters. Any creature that starts their turn inside the area of effect takes 1 frostbite damage for every 10 degrees the temperature has been lowered below 0 degrees minus their defense. This spell does affect anything outside of the affected space. Changes in states of matter do not cause the duration to end. Any creature that takes burn damage while inside the area of effect reduces the damage by 1 for every 10 degrees the temperature has been lowered. When you move, you can cause the area of effect to move with you, remaining fixed relative to your location.

Mixed Success: You may reduce the air temperature within 1 meter of you by up to 10 degrees Celsius. The area of effect cannot increase, and the temperature cannot decrease any further. For the duration, reduce any fire damage you take by 1.

Critical Success: The duration lasts until dispelled. You may end the duration as a minor action if you are inside the area of effect.

Critical Failure: Every creature, including yourself, within 10 meters of you immediately takes 6 non-lethal frostbite damage minus their defense. The duration immediately ends.

Cool Liquid

Difficulty: -5, education

Duration: concentration

Range: 7 meters

Additional requirements: none

Success: Reduce the temperature of up to 2 cubic meters of liquid within range by up to 10 degrees Celsius. You may either multiply the initial temperature change or the initial volume by the magnitude. Each time you maintain concentration on this spell, you may either reduce the liquid's temperature by up to 10 more degrees or increase the space by 2 cubic meters. Any creature that starts their turn inside frozen water takes 1 frostbite damage for every 10 degrees the temperature has been lowered below 0 degrees minus their defense. Alternatively, you may touch a target creature and deal frostbite damage to them equal to the magnitude minus their constitution. Every time you maintain concentration on this spell while still touching the creature, you may repeat the damage. If you go an entire round without repeating the damage, then the duration ends. This spell does affect anything outside of the area of effect. Changes in states of matter do not cause the duration to end.

Mixed Success: You may reduce the air temperature within 1 meter of you by up to 10 degrees Celsius. The area of effect cannot increase, and the temperature cannot decrease any further. For the duration, reduce any burn damage you take by 1.

Critical Success: You may immediately freeze any amount of non-flowing, non-living water or similar liquid within 7 meters of you.

Critical Failure: Every creature, including yourself, within 10 meters of you immediately takes 6 non-lethal frostbite damage minus their constitution. The duration immediately ends.

Cool Solid

Difficulty: -3, education

Duration: concentration

Range: touch

Additional requirements: none

Success: Reduce the temperature of up to 2 cubic meters of solid material within range by up to 10 degrees Celsius. You may either multiply the initial temperature change or the initial volume by the magnitude. Each time you maintain concentration on this spell, you may either reduce the objects's temperature by up to 10 more degrees or increase the amount of material being effected by 2 cubic meters. Creatures that start their turn directly touching the affected material will take 1 frostbite damage for every 10 degrees below 0 degrees it has been lowered minus their constitution. Alternatively, you may touch a target creature and deal frostbite damage to them equal to the magnitude minus their defense. Every time you maintain concentration on this spell, you may repeat the damage. If you go an entire round without repeating the damage, then the duration ends. Changes in states of matter do not cause the duration to end.

Mixed Success: You may reduce the temperature of a non-living object that is smaller than you by up to 10 degrees Celsius. The amount of volume affected cannot increase, and the temperature cannot decrease any further.

Critical Success: Alternatively, you may pick one non-living, solid object within range and deal 3d6 damage to its HP. You may repeat the damage each time you maintain concentration.

Critical Failure: Every creature, including yourself, within 10 meters of you immediately takes 6 non-lethal frostbite damage minus their constitution. The duration immediately ends.

Counterspell

Difficulty: varies, dexterity

Duration: none

Range: sight, hearing

Additional requirements: a target spell that is being cast this turn or requires concentration. The difficulty for this spell is equal to the difficulty of the spell you are attempting to counter. In order for this spell to succeed, your magnitude must exceed the other caster's magnitude.

Success: The target spell automatically fails or else its duration ends. Any components or spellcasting attempts spent on the other spell are still consumed.

Mixed Success: If the target spell's magnitude is also +0, then you both roll 1d6. If your 1d6 rolls higher then this spell succeeds. Reroll on a tie.

Critical Success: You may instead choose new targets for the targeted spell, unless it has a casting time requirement or a range of touch or self. The range is still determined based on the original caster's location.

Critical Failure: The other caster instead gains a +2 bonus to their spellcasting roll.

Create Barrage
Difficulty: -9, constitution, dexterity, education, or wisdom
Duration: none
Range: a cone that extends 15 meters and has a terminal diameter of 15 meters. The cone originates at a point you can see within 100 meters and travels outwards in the direction you choose.
Additional requirements: this spell is considered a ranged attack and deals area damage
Success: Make an attack roll using the success's magnitude as its only bonus. Each creature and nonmetal object within range takes projectile damage equal to the attack roll's magnitude minus their defense modifier. The minimum magnitude for the attack roll is +1. If a straight line drawn from the cone's point of origin to a creature or object inside the cone passes through any other creatures or objects, they provide cover.
Mixed Success: The cone is reduced to 10 meters long with a 10 meter terminal diameter.
Critical Success: The cone is increased to 20 meters long with a 20 meter terminal diameter.
Critical Failure: Each creature within 6 meters of you, including yourself, takes 1d6 projectile damage plus your spellcasting sub-skill modifier minus their defense modifier.

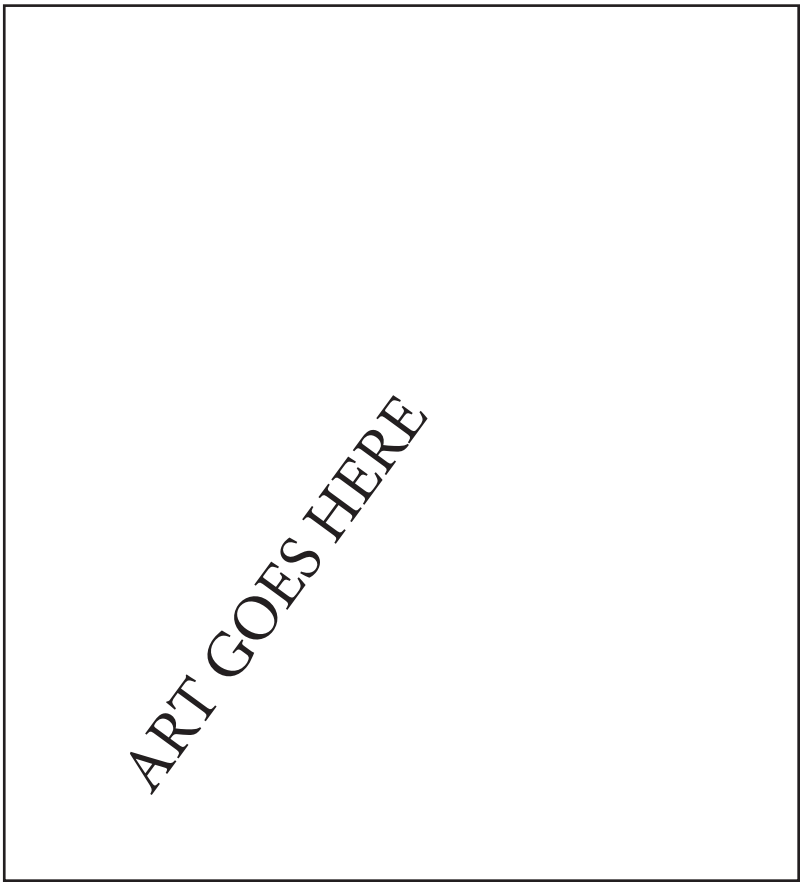
Create Bond
Difficulty: -6, wisdom
Duration: 2d6 days plus the success's magnitude
Range: touch
Additional requirements: two target creatures. If a target is unwilling, additionally subtract their wisdom modifier as part of the difficulty. Gain an additional +1 to the roll if you spend an additional hour casting this spell. Each time you learn this spell, choose to learn one of the following effects:
- One or both targets can always sense their direction and distance from the other.
- One or both targets can always sense the other's Health and exhaustion points.
- Whenever either target is hit with an attack, one or both targets may choose to divide the damage between them.
- One target has advantage on casting the spell Detect Thoughts targeting the other, and the other has disadvantage on rolls to resist or end its effects. The first target can cast Detect Thoughts on the second target at any range without spending spell attempts or components so long as they are in the same dimension. Alternatively, both targets may communicate telepathically at any range as long as they are in the same dimension.
- One target has a +4 bonus on casting the spell Command targeting the other.

Success: Apply one of the effects you know to the targets. For any of the effects that specify one or both targets, you choose whether it is one or both as well as which target is which.
Mixed Success: You may add +1 to the magnitude by gaining 1 exhaustion point.
Critical Success: The duration lasts until dispelled or you may choose two effects that you know.
Critical Failure: You and each target takes 1d6 + 1 psionic damage.

Create Bonfire
Difficulty: -1, education
Duration: none
Additional requirements: fuel for the fire, or else the duration becomes as long you maintain concentration
Range: 4 meters
Success: Create a fire in a 1 cubic meter space. It ignites any easily ignitable fuel in the space. The fire will spread if not contained and fuel is available and can be put out using mundane means. Creatures that start their turn in the same space as the fire take 1d6 burn damage minus their defense modifier.
Mixed Success: You successfully ignite any easily ignitable fuel in the space with a small flame with no immediate additional effect.
Critical Success: You create fire in an area covering a number of adjacent 1 meter spaces equal to the success's magnitude minus 4 with a minimum of 3.
Critical Failure: You take 1d6 burn damage minus your constitution.

Create Clone
Difficulty: -1, wisdom
Duration: until dispelled
Range: touch
Additional requirements: A target creature. Additionally subtract the target's size as part of this spell's difficulty.
Success: You create a clone of the target that appears in an unoccupied space you can see within 10 meters. The clone has all of the same statistics, skills, memories, and knowledge except that it has HP instead of Being and it only has an amount of HP equal to its size. The clone has no spellcasting attempts to spend unless the target chooses to give it one or more of theirs. If the clone dies or the duration ends it immediately disappears.
Mixed Success: The duration becomes 24 hours.
Critical Success: You can create a number of clones equal to your success magnitude.
Critical Failure: The target gains 1 exhaustion point..

Create Contagion
Difficulty: -11, education
Duration: none
Range: 1 meter
Additional requirements: a container with suitable growth medium or living host creature and 12 hours of casting time
Success: Create a disease inside of the container or host. You must pick one way for it to transmit between hosts, how long it incubates (up to 12 days), what can cure it, where in the body it takes effect, and one genealogy for it to affect. The success's magnitude becomes the difficulty for constitution Athletics



Endurance rolls to resist becoming infected and the difficulty for education Medic rolls to understand the contagion. You may choose to make it life threatening. If it is life threatening, choose at least one negative attribute to be its primary symptom. When a creature becomes contaminated they must roll to resist infection. If they fail, the disease begins incubating. At the end of incubation, the creature gains 1 exhaustion point. They must make the constitution Athletics Endurance roll again every day. If they fail, they gain 1 exhaustion point. If it is not life threatening, then choose a negative attribute to be the primary symptom. At the end of incubation, the creature gains that attribute instead of gaining exhaustion points. A creature may make one -8 education Medic roll every day to better understand the disease. Discovering a cure requires a number of successes equal to 2 times this success's magnitude.

Mixed Success: Instead, you can only create a non-lethal version of an existing disease you know about.

Critical Success: Your disease can evolve, potentially to infect new genealogies, transmit in different ways, resist treatments, or otherwise alter itself and its symptoms.

Critical Failure: Instead, you become infected with a +6 magnitude disease the Narrator creates. It has a 50% chance of being contagious.

Create Counterfeit

Difficulty: -3, education

Duration: until dispelled

Additional requirements: a target model or replica in exact detail, made of any material. This spell's difficulty increases by -1 for every cubic meter the object occupies, rounded up. If the original object is a magic item or has mechanical moving parts, this spell's difficulty increases by an additional -3 to mimic the original's movements and effects.

Range: touch

Success: Create a counterfeit version of an object that you have seen. It looks and feels exactly like the original. The counterfeit's appearance and all of the magical effects it produces are illusions.

Mixed Success: The duration becomes 1d6 days.

Critical Success: This counterfeit will fool Arcana Divination spells to find the original object if it is nearer to the divination's caster than the original or any other counterfeits.

Critical Failure: The model or replica is completely destroyed.

Create Dimension Door

Difficulty: -8, wisdom

Duration: concentration, up to an hour

Range: 7 meters

Additional requirements: you must know the name of the other dimension. Gain a +1 bonus on the roll for every hour of casting time spent with a maximum bonus of +3

Success: Create a gateway to another dimension. Its diameter is a number of meters equal to or less than the success's magnitude.

Mixed Success: You may add +1 to the magnitude by taking 1d6 + 1 psionic damage.

Critical Success: The duration lasts until dispelled.

Critical Failure: You teleport yourself and anyone touching you to a random dimension.

Create Doppelganger

Difficulty: -4, education

Duration: until dispelled

Range: none

Additional requirements: A target creature that is not a construct, genetic material from the target, and enough raw organic material to construct a new body for the target. Additionally subtract the target's size as part of this spell's difficulty. You may take an additional day to cast this spell for a +1 bonus to the roll. You may do this for up to 4 days for a maximum bonus of +4.

Success: You create a clone of the target. The clone has all of the same statistics except that it has HP instead of Being. The clone has a number of skill points to spend equal to the success's magnitude, but none of its skill or sub-skill modifiers can exceed the original's. The clone possesses no memories and recognizes itself as a unique entity created by you. It does not think for itself initially. If the clone dies it appears to decompose normally, but at an accelerated rate. Once it has decomposed, the duration ends.

Mixed Success: The clone lives for 2d6 days.

Critical Success: The clone possesses all of the original's skills. If you choose, it also possesses the original's memories.

Critical Failure: Roll 1d6. On an odd number, the clone mutates into a horror creature that is hostile to you. Roll 1d6 times on the Alien Horror Pros table and once on the Cons table. On an even number, take 3d6 damage minus your constitution of a random type. If you take at least 7 damage, it is a critical wound.

Create Feast

Difficulty: -6, education

Duration: none

Range: none

Additional requirements: none

Success: You create enough food to feed up to 12 humans. The food is fully nutritious and takes a form you choose so long as you have eaten the real thing. The food is considered a conjuration.

Mixed Success: You only create enough for 2 people unless you choose to gain 1 exhaustion point.

Critical Success: Creatures who eat enough food for 1 full meal lose 1 exhaustion point.

Critical Failure: Roll 1d6. On a 1-3 you gain 2 exhaustion points. On a 4-6 you gain 1 exhaustion point.

Create Force

Difficulty: -1, dexterity

Duration: none

Range: sight, 15 meters

Additional requirements: a target creature or object. This spell is considered a ranged attack roll. The target's defense modifier is additionally subtracted as part of the spell's difficulty.

Success: The target is pushed away from you a number of meters equal to the magnitude.

Mixed Success: A mixed success here may be treated the same as with a regular attack roll.

Critical Success: A critical success here may be treated the same as with a regular attack roll.

Critical Failure: A critical failure here may be treated the same as with a regular attack roll.

Create Ice

Difficulty: -4, constitution

Duration: until the ice melts

Range: 7 meters

Additional requirements: none

Success: You create an object within range that is 1 cubic meter or smaller. The object is one continuous piece of ice with no moving parts. Any weapons are only +1 instead of their regular bonus and break on a mixed success when using them, but on a hit they deal 1 additional frostbite damage as a second wound. Each object has a constitution of +3 and 5 HP. You may alternatively use this spell as an attack roll. If you do, additionally subtract the target's defense as part of the difficulty. The target takes puncture damage equal to the success's magnitude plus 1 frostbite

damage. Alternatively, you may use this spell as an attack roll to restrain a target. If you do, subtract the target's dexterity instead of their defense. On a success, the target is grappled. The magnitude of your success becomes the difficulty for the target to escape.
Mixed Success: Any objects only have 1 HP. Weapons break after 1 attack roll is made with them.
Critical Success: The object may have multiple pieces, allowing for moving parts. Alternatively, it may fit inside a number of cubic meters equal to the magnitude. Alternatively, you may increase the frostbite damage to 2.
Critical Failure: You take 1 puncture damage and 2 frostbite damage. No usable objects are created. No other creatures take damage or become grappled.

Create Item Bond
Difficulty: -5, wisdom
Duration: until dispelled
Range: touch
Additional requirements: a target creature and a target object that is smaller than the creature.
Success: The target creature always knows the direction and distance of the target object so long as they are in the same dimension. They gain the minor attribute Ability to cast Summon Specific Object targeting only that object.
Mixed Success: The duration becomes 2d6 + 1 days.
Critical Success: When the creature uses its special Summon Specific Object ability, the object teleports to them instead.
Critical Failure: The target creature takes 1d6 psionic damage.

Create Lich
Difficulty: -12, education
Duration: Until dispelled
Range: 6 meters
Additional requirements: a target creature that is not an undead or a construct, and whose body is at least 80% intact. Gain a +2 bonus if you spend at least 12 hours casting this spell.
Success: The target dies if it is not already dead. On its next turn, it rises as a lich.
Mixed Success: The target rises as a wraith.
Critical Success: The target is compelled to serve you.
Critical Failure: You immediately take 3d6 + 1 necrosis damage. If you die from this, then your body rises as a zombie on your next turn, as does the target if it is already dead.

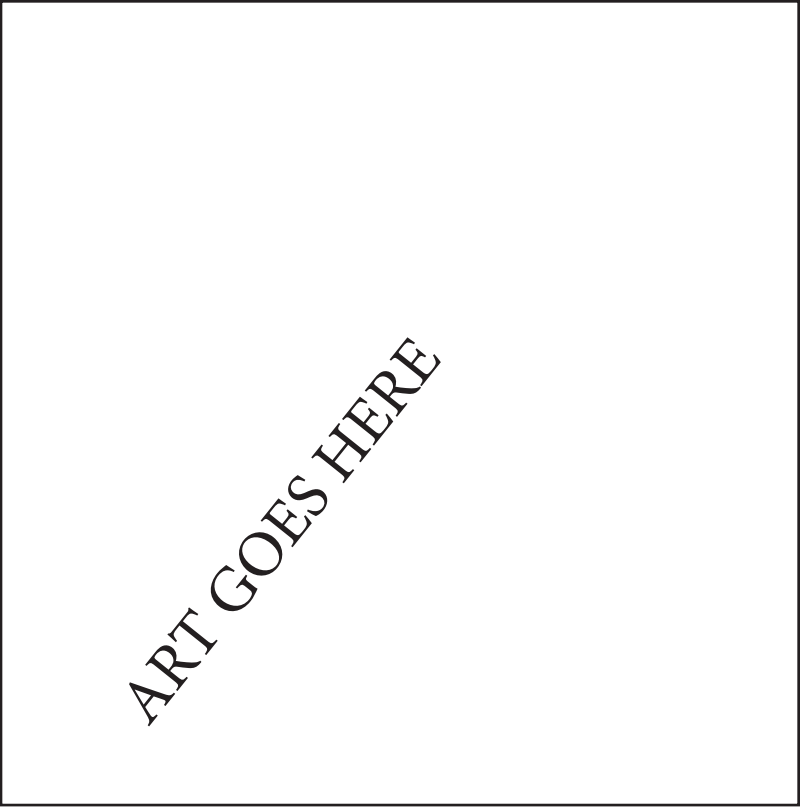
Create Life
Difficulty: -12, wisdom
Duration: none
Range: touch
Additional requirements: A target dead body that is intact enough to survive after revival
Success: The target comes to life.
Mixed Success: If the target was previously alive, it has the attribute Amnesia. Make a -6 difficulty constitution Athletics Endurance roll. If you fail, take 4d6 necrosis damage.
Critical Success: You may target any number of suitable targets within 3 meters of you.
Critical Failure: Make a -6 difficulty constitution Athletics Endurance roll. If you fail, take 4d6 necrosis damage. If you succeed, you take 2d6 necrotic damage. All targets are unaffected.

Create Magical Food
Difficulty: -4, education
Duration: 5 hours
Range: none
Additional requirements: none
Success: You create a number of food servings equal to the magnitude that takes on a form of your choice that you have eaten before. Each creature that eats a serving immediately heals one wound by 1 damage and receives enough nutrition for the full day. Eating a serving is a standard action The food is considered a conjuration and disappears if it has not been eaten by the end of the duration.
Mixed Success: You may gain any number of exhaustion points to create that many servings of food.
Critical Success: Each creature that eats a serving instead heals 3 damage divided as they choose among any of their wounds.
Critical Failure: You gain 3 exhaustion points and the duration immediately ends.

Create Meal
Difficulty: -2, education
Duration: none
Range: none
Additional requirements: none
Success: Create 1 meal worth of food for 1 human, the daily minimum for nutritional needs. The food takes a form you choose that you have eaten before.
Mixed Success: Only create half of a human's daily needs.
Critical Success: Create 2 meals worth of food.
Critical Failure: Gain 1 exhaustion point. No food is created.

Create or Destroy Pocket Dimension
Difficulty: -9, education
Duration: none
Range: none
Additional requirements: for each pocket dimension you control, this spell's difficulty increases by -1.
Success: Create an extra dimension that exists outside of regular space. It must be given a specific unchangeable name. Nothing spontaneously exists within it; the only matter in it must be placed within it from some other dimension. Matter cannot be teleported into the dimension that does not fit. Its dimensions are a number of cubic meters equal to the success's magnitude. Each creature who coordinated to cast this spell is considered in control of the pocket dimension until it is destroyed. Alternatively, you may destroy a pocket dimension you control or increase its size by a number of cubic meters equal to the success's magnitude. Any objects inside of it when you destroy it are teleported to random locations in random dimensions.
Mixed Success: You may add +1 to the magnitude by taking 2d6 + 1 bruise damage minus your constitution.
Critical Success: none
Critical Failure: You take 3d6 bruise damage and no pocket dimension is created or you imprison yourself inside of a pocket dimension that nothing else can enter. If you become imprisoned, roll 1d6. On a 1, you cannot cast spells and time passes normally for you. On a 2-5, you cannot cast spells and time is frozen for you while inside the dimension. On a 6, time passes normally and you can cast spells. You cannot die while in this dimension and it is destroyed as soon as you leave it.

Create Organism
Difficulty: the negative sum of all the organisms' sizes - 3, education
Duration: none
Range: touch
Additional requirements: at least 2 organisms and a number of hours of casting time equal to the difficulty. Constructs and ghosts cannot be used as organisms.
Success: Create a single organic specimen. It must have a strength modifier, dexterity modifier, constitution modifier, and wisdom



modifier. You may select these from any possessed by the original organisms. The new organism's size, speed, education modifier, and Being are found by averaging the original organisms' scores. The new specimen can also possess any attribute, ability, natural weapon, or biological aspect possessed by the original organisms. The Narrator determines its types based on the original organisms', as well as its influence modifier. If all of the original organisms are alive when the spell is performed, then the new specimen has a 50% chance of being alive after the spell is performed.

Mixed Success: The specimen is definitely dead afterwards and can only inherit up to 3 things from the original organisms beyond the required scores and statistics.

Critical Success: If all of the original organisms are alive when the spell is performed, then the new specimen has a 100% chance of being alive after the spell is performed.

Critical Failure: You become fused with each organism used into a new horror monstrosity and take 1d6 necrosis damage for each organism used. The Narrator finalizes all details of the transformation. This effect can be dispelled by a Break Enchantment spell; the difficulty is -10.

Create Phantasm

Difficulty: -6, wisdom
Duration: concentration
Range: sight
Additional requirements: a target creature

Success: You create a phantasm. It appears within 5 meters of you and is considered a size 4 creature. The phantasm will hunt the target. It takes on the appearance you choose and can only be seen by its creator, the creature it hunts, and creatures with truesight. It is immune to all non-magical damage and can pass through solid objects. The phantasm has the conjuration type. It lasts until dispelled, killed, the duration ends, all of its targets are out of range, or all of its targets are dead. The phantasm always knows the location of its target. It has a fly speed of 25, has a +4 Melee Unarmed attack that deals non-lethal psionic damage, a +4 defense modifier, and 30 HP.

Mixed Success: The phantasm starts with 10 HP.

Critical Success: Choose one of the following: the phantasm may have a number of targets equal to the magnitude, the duration becomes 1 hour without concentration, or the phantasm's attack and defense become +6.

Critical Failure: The phantasm targets you and the duration becomes 1d6 rounds.

Create Plasma

Difficulty: -10, constitution
Duration: concentration
Range: 60 meters
Additional requirements: none

Success: You create a ball of plasma inside of an unoccupied 1 cubic meter space within 6 meters of you. Every time you maintain concentration on this spell, you can move the ball up to 15 meters in any direction within range. At the start of every turn, the sphere makes a +10 area burn damage attack against every creature within 3 meters. If the sphere makes physical contact with a creature, it immediately makes a +20 burn damage attack against it. As a standard action, you may end the duration and cause the ball to make a +20 area burn damage attack against every creature within 5 meters of it.

Mixed Success: Every time you maintain concentration on this spell, you may only move the sphere up to 5 meters. When the duration ends, it doesn't deal any damage.

Critical Success: You can move the sphere up to 20 meters, and it gets a +5 bonus to its touch attack.

Critical Failure: Each creature within 3 meters of you, including yourself, immediately takes 4d6 burn damage minus their defense modifier.

Create Psychic Field

Difficulty: -7, wisdom
Duration: concentration, up to an hour
Range: 10 meters
Additional requirements: none

Success: Each creature within range makes a wisdom Arcana Psionics roll using the success's magnitude as the difficulty. Creatures with truesight automatically succeed. If they fail you may choose for them to become incapacitated. The spell does not immediately alert them that they have been incapacitated. Every creature that fails perceives a shared illusion which you determine. They may take actions within the illusion as normal. They may remake the Arcana Psionics roll again as a standard action once per turn. If they succeed, then they wake up and can no longer perceive the illusion. If they take any damage in the real world, they automatically wake up and can no longer perceive the illusion.

Mixed Success: The spell only affects one target creature.

Critical Success: Creatures with truesight do not automatically succeed on the roll and can still be affected by this spell's effects.

Critical Failure: You take 2d6 - 1 non-lethal psionic damage.

Create Resource

Difficulty: -5, education
Duration: 7 days
Range: none
Additional requirements: none

Success: Create a number of kilograms of a single material resource equal to the magnitude. The material matter of this resource disappears at the end of the duration and is considered a conjuration.

Mixed Success: The duration becomes 24 hours and you only create 1 kilogram.

Critical Success: The duration lasts until dispelled.

Critical Failure: You gain 1 exhaustion point.

Create Trap
Difficulty: -6, education
Duration: none
Range: 1 meter
Additional requirements: you must be able to touch the ground
Success: Create a trap inside of a 4 square meter space within range. The trap makes a +6 attack roll against the creature that activates it. It deals either bruise, puncture, slash, toxin or burn damage, or it attempts to grapple. The success's magnitude is the difficulty for Investigation rolls to detect the trap before it is triggered. You must describe a specific trigger for the trap and it must be mechanical, such as a pressure plate, tripwire, or simple timer. Once the trap is triggered, this spell must be recast in order to reset it. The difficulty for recasting the spell in this way is -3 instead of -6. Recasting the spell in this way cannot critically succeed unless the previous casting critically succeeded.
Mixed Success: The attack modifier is +3 instead.
Critical Success: The attack modifier is +9 instead, or it becomes an area attack against every creature within 2 meters of its activator.
Critical Failure: The trap is immediately triggered by yourself.

Create Undead
Difficulty: -5, education
Duration: Until dispelled
Range: touch
Additional requirements: target deceased organic bodies and a number of hours of casting time equal to the target's size. Additionally subtract the target's size as part of the difficulty.
Success: The target becomes undead. If it died within the last minute then the creature becomes a ghost and its body cannot be affected by this spell. If the target has not risen as a ghost and died more than a minute ago, consult the following: on a magnitude of +1 or +2 or if most soft tissue is gone the creature rises as a skeleton under your control after its soft tissues is gone, on a +3 it rises as a zombie under your control, on a +4 it rises as a ghoul under your control, on a +5 it rises as a draugr under your control, and on a +6 it rises as a wraith under your control. Undead under your control respond to your commands and obey your orders to the best of their ability without needing persuasion or coercion of any kind. You may choose to lower the magnitude of any success for this spell.
Mixed Success: The creature rises as a skeleton that is not under your control after its soft tissue has decayed.
Critical Success: You may additionally target another body within range that is the same size without needing to spend any additional time casting.
Critical Failure: You immediately take 3d6 + 1 necrotic damage. If you die from this, then your body rises as a zombie on your next turn.

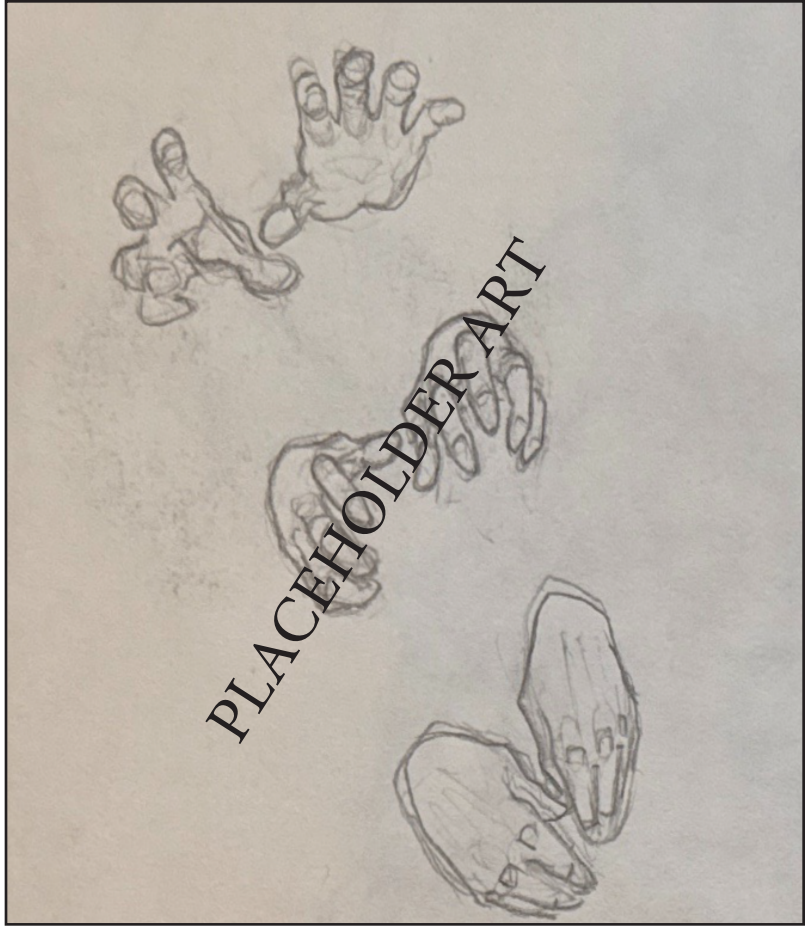
Create Void
Difficulty: -13, education
Duration: concentration, up to a number of minutes equal to the magnitude.
Range: sight, 10 meters
Additional requirements: none. This spell is not an attack.
Success: You create a singularity in an unoccupied space within range. Its gravity field's diameter is a number of meters equal to the magnitude. Every time you maintain concentration on this spell, you can move the singularity a number of meters equal to your strength in any direction with a minimum of 1 meter. Any loose, light-weight objects within its gravity field are sucked into it immediately. Any creature that starts their turn inside the gravity field must make a -13 difficulty strength Athletics Weightlifting roll to avoid being sucked in. They gain a bonus to their roll equal to the number meters between them and the singularity rounded down. Anything that shares a space with the singularity is immediately sucked into it. Anything that starts its turn inside of the singularity is grappled and takes 12d6 bruise damage and 6d6 frostbite damage minus their constitution. Anything that is reduced to 0 Being or HP while inside the singularity is completely destroyed. Escaping the singularity or pulling anything out is a -30 difficulty strength Athletics Weightlifting roll.
Mixed Success: The singularity's gravity field has a 3 meter diameter and cannot move.
Critical Success: You may exclude any creatures or objects from the singularity's gravity.
Critical Failure: The singularity is immediately created with a 3 meter diameter centered on where you are standing. You are immediately sucked in and the duration lasts for 1 round.

Create Weather
Difficulty: varies, education
Duration: a number of hours equal to the magnitude
Range: a number of kilometers equal to the magnitude
Additional requirements: a nearby amount of moisture necessary for the effect. If there is not enough moisture, increase the difficulty by -2.
Success: Create the desired weather effect within range. On your turn, you may make one attack roll against a structures using the bonus from the table below plus the success's magnitude as the attack's only modifier as a non-action.

Effect	Difficulty	Attack Bonus
Fog	-5	Cannot attack
Rain	-6	-3
Hail	-7	+0
Thunderstorm	-8	+1
Snowstorm	-9	+3
Tornado	-10	+6
Hurricane	-11	+10, immediately makes an area attack against all structures within range

Mixed Success: The range is 500 meters and the duration lasts with concentration.
Critical Success: You may designate the exact size and duration of the effect as well as any areas within range you would like to be exempt. Your first attack roll using this spell has advantage
Critical Failure: The range, effect, and duration are random. You gain 1d6 - 1 exhaustion points.

Create Wind
Difficulty: -4, wisdom
Duration: concentration
Range: sight
Additional requirements: air
Success: Create a gust of wind that blows in one direction. You may use the success's magnitude in place of your strength modifier for one subsequent roll.
Mixed Success: The duration ends at the start of your next turn.
Critical Success: You may change the direction each time you maintain concentration on this spell.
Critical Failure: You take 1d6 frostbite or slash damage minus your constitution modifier.



Critical
Difficulty: -6, education
Duration: none
Range: touch
Additional requirements: a target wound.
Success: The wound becomes critical. Roll on the appropriate critical wound table. If it was already a critical, the damage is doubled.
Mixed Success: Roll twice on the critical wound table and take the lower result.
Critical Success: Roll twice on the critical wound table and take the higher result.
Critical Failure: You gain a 1 damage critical wound matching the type of the target.

Darkness
Difficulty: -3, wisdom
Duration: up to 10 minutes
Range: a number of meters equal to the magnitude
Additional requirements: none
Success: Create darkness inside of the range. When you move, it does not remain centered on you and instead remains where you cast it. Nothing within the sphere can be seen with the eyes. Light cannot enter or be created within the sphere. The darkness is considered an illusion
Mixed Success: The duration lasts with concentration.
Critical Success: You may choose a point of origin other than yourself within sight. The darkness is not considered an illusion.
Critical Failure: You gain the attribute Blind for 1d6 hours.

Death Touch
Difficulty: -12, wisdom or constitution
Duration: concentration, 10 minutes
Range: touch
Additional requirements: A target creature
Success: The target immediately dies.
Mixed Success: The target takes 9d6 necrosis damage.
Critical Success: You may continue casting this spell against new targets without spending any additional attempts or components. You may continue to do this so long as the previous casting succeeded.
Critical Failure: You take 9d6 necrosis damage.

Deconstruct Compound
Difficulty: -3, wisdom
Duration: none
Range: 2 meters
Additional requirements: none
Success: You select a single compound substance and break any number of its molecular bonds. You can do this to a volume of the substance equal to or less than 3 + the magnitude cubic liters. New substances that result are also sorted out into individual piles or clusters within a few centimeters of each other.
Mixed Success: The different element atoms remain mixed together after their chemical bonds are broken instead of being sorted.
Critical Success: You can decide where the different elements are arranged within range after being sorted, such as into separate, open containers.
Critical Failure: You take 1d6 necrotic damage.

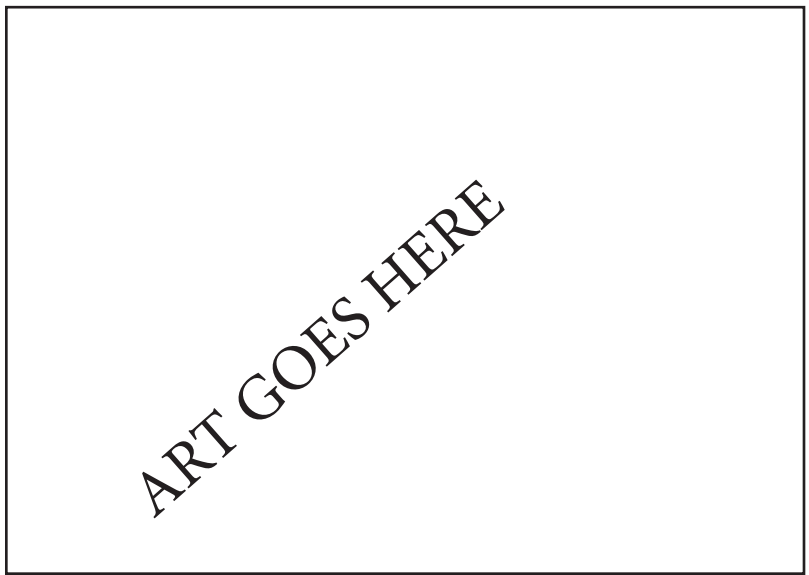
Deconstruct Object
Difficulty: -3, wisdom
Duration: none
Range: touch
Additional requirements: a target object. The difficulty modifier for this spell increases by -1 for every cubic meter of space the object occupies rounded up. Increase the difficulty by -2 for enchanted objects.
Success: The target is separated out into its individual pieces. This does not affect pieces that are chemically or physically bonded to each other. The pieces are displaced in as close to the same overall shape as possible. For example, a car could be disassembled, but a welded metal sculpture cannot. A jacket can be disassembled, but a piece of clothing made from a single continuous piece of thread cannot because it only has one piece.
Mixed Success: The object is only partially disassembled, about half way.
Critical Success: You can determine the displacement of pieces, and where they go within the spaces taken up by the object. The pieces do not travel with any force and they cannot appear inside of another object or objects
Critical Failure: A random object within 4 meters of you is partially disassembled. You take 1d6 bruise damage minus your constitution.

Desecrate
Difficulty: -8, wisdom
Duration: until dispelled
Range: touch
Additional requirements: a target space. 1 hour of casting time for every 10 cubic meters of targeted space rounded up.
Success: The spells Hallow or Enchant Location, Sanctuary are removed from the area you target with this spell. In addition, any demon, undead, or horror creatures have advantage on spellcasting rolls inside of the area. Any celestial creatures have disadvantage on all rolls.
Mixed Success: This spell only removes the Hallow or Enchant Location, Sanctuary spells from the area.
Critical Success: Any demon creature within 10 kilometers of you detects the spell being cast.
Critical Failure: You take 1d6 + 3 burn damage.

Detect Composition
Difficulty: -1, education
Duration: none
Range: touch
Additional requirements: none
Success: Touch an object or container. The amount of material you can detect the composition of is a number of cubic meters equal to the magnitude. It must be a single continuous piece of material or all contained within a single container. You know exactly how many different substances are contained within the object or container and recognize any that you are already familiar with. You also know approximately how much of each substance there is.
Mixed Success: You only know the number of substances and manage to recognize only one if you are familiar with any.
Critical Success: You know exactly how much of each substance there is and their relative locations within the object or container.
Critical Failure: You detect nothing about the composition and instead take 1d6 - 1 psionic damage.

Detect Good and Evil
Difficulty: -5, wisdom
Duration: 10 minutes
Range: sight
Additional requirements: none
Success: As a standard action, you may ask the Narrator if a target creature you are looking at or listening to is more good or more evil. The Narrator must answer honestly.
Mixed Success: The duration lasts with concentration. You may ask the Narrator about a target creature each time you maintain concentration on this spell. Take 1 psionic damage.
Critical Success: You may immediately detect good and evil within a number of meters equal to 10 plus the success's magnitude.
Critical Failure: You take 1d6 - 1 psionic damage with a minimum of 1.

Detect Magic
Difficulty: -3, wisdom
Duration: a number of minutes equal to the success's magnitude
Range: a number of meters equal to the magnitude times 3.
Additional requirements: none
Success: You sense any magical objects, effects, and/or power sources within range, including their size, distance, and direction relative to yourself.
Mixed Success: The duration lasts with concentration.
Critical Success: You may additionally identify what magic sub-skill was used to create each individual thing that you sense.
Critical Failure: You lose all of your senses for 1d6 x 10 minutes.



Detect Traps
Difficulty: -3, wisdom
Duration: a number of minutes equal to the success's magnitude
Range: 15 meters
Additional requirements: none
Success: You sense any magical or mechanical traps within range.
Mixed Success: The duration lasts with concentration.
Critical Success: You may additionally identify what triggers each trap.
Critical Failure: You lose all of your senses for 1d6 x 10 minutes.

Detect Truth
Difficulty: -6, wisdom
Duration: a number of minutes equal to the success's magnitude
Range: sight and hearing
Additional requirements: none
Success: You sense whether or not any statement made is a deliberate lie. You must be paying direct attention to the statement. You cannot tell how much or what parts are false.
Mixed Success: The duration lasts with concentration.
Critical Success: You instead sense whether the statements themselves are true. The Narrator tells you, but not how much they are true or what parts are true.
Critical Failure: You lose all of your senses for 1d6 times 30 minutes.

Discern Feelings
Difficulty: -5, wisdom
Duration: a number of minutes equal to the success's magnitude
Range: 15 meters
Additional requirements: none
Success: As a standard action, you may ask the Narrator how a target creature within range feels. The Narrator lists what emotions the target is feeling.
Mixed Success: The duration lasts with concentration.
Critical Success: You additionally discern what these emotions are being directed towards.
Critical Failure: You take 1d6 psionic damage.

Discern Thoughts
Difficulty: -6, wisdom
Duration: a number of minutes equal to the success's magnitude
Range: sight, 10 meters
Additional requirements: none
Success: As a standard action, you may select a creature within range to read their surface thoughts. Each time you do, they may make a wisdom Arcana Psionics roll to detect you using your magnitude as the difficulty. Surface thoughts include what they are thinking at that exact moment. You may choose to dive deeper to find things like why they are thinking those things or other specific thoughts or memories. If you do, they immediately detect you. Any creature that has detected you may immediately force a contested wisdom Arcana Psionics roll with you to forcibly end the duration. Roll with advantage if you are touching the target. They may repeat this as a standard action. If they win the first contest, then you do not find what you are looking for. If you tie then you must wait until win to find what you are looking for. When you dig deeper and find what you are looking for, it works in this way: as a standard action you must ask the Narrator a specific question with a single clause and the Narrator answers honestly to the best of the target's knowledge. Until you switch targets and as long as the duration continues, you may continue to ask one question as a standard action.

Mixed Success: If the target has at least +0 in a spellcasting sub-skill and they successfully roll to end the spell, then they may reverse it to target you as if they had cast it. Continue to treat the spell as a mixed success.
Critical Success: You may target any creature within sight or within 20 meters. You are aware of all viable targets within 20 meters.
Critical Failure: You take 1d6 + 1 psionic damage.

Discover Condition
Difficulty: -3, wisdom
Duration: none
Range: sight
Additional requirements: a target creature
Success: You learn the Health and maximum as well as the exhaustion points of the target.
Mixed Success: You only learn their Health.
Critical Success: You additionally learn any conditions or critical wounds affecting the target and may immediately make a Tactics skill roll as part of this action.
Critical Failure: You take 1 psionic damage and learn no additional information.

Discover Direction
Difficulty: -7, wisdom
Duration: none
Range: none
Additional requirements: a target location that you know the name of. Roll with advantage if you have been to the location before. Gain an additional +1 bonus if you spend at least 1 hour casting this spell.
Success: You learn what direction the target is in from where you are standing. If the target does not exist in the same dimension as you, then that is all that you learn.
Mixed Success: You may increase the magnitude to +1 by gaining 1 exhaustion point.
Critical Success: You also learn the target's distance from you.
Critical Failure: You forget entirely where you are and how you got there.

Discover Location
Difficulty: -9, wisdom
Duration: none
Range: none
Additional requirements: a target creature or object that you know the name of. Roll with advantage if you have touched the target before. Gain a +2 bonus to the roll if you have a part or belonging of the target. Gain an additional +1 bonus if you spend at least 3 hours casting this spell.
Success: You learn the name of a target's location. If the target is not in the same dimension as you, then that is all that you learn.
Mixed Success: You may increase the magnitude to +1 by gaining 3 exhaustion points.
Critical Success: You also discover what kind of location it is.
Critical Failure: Roll 1d6. On an odd result, you forget the target's name. You can only remember it with help, with magic, or by succeeding on a -8 difficulty Memory skill roll. On an even result, you forget entirely where you are and how you got there.

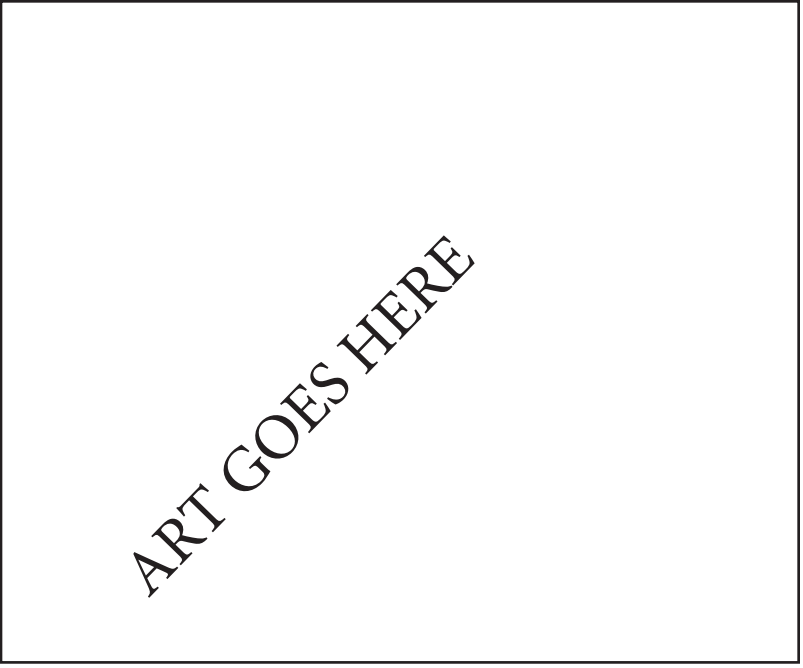
Discover Lore
Difficulty: -11, wisdom
Duration: none
Range: none
Additional requirements: at least 1 hour of casting time. Gain an additional +1 bonus if you spend at least 6 hours casting this spell.
Success: As part of casting this spell immediately make an education History skill roll adding the magnitude of your spellcasting roll as an additional bonus.
Mixed Success: You may ask the Narrator three single clause questions. The Narrator will write down the answers. One of them will be a lie. You gain 1 exhaustion point.
Critical Success: You may instead ask the Narrator six single clause questions. The questions must all be about the same topic, must primarily concern previous events, and cannot be too vague. The Narrator must answer them honestly, and they may write the answers.
Critical Failure: You gain 4 exhaustion points and learn nothing.

Discover Skills
Difficulty: -3, education
Duration: none
Range: sight
Additional requirements: a target creature
Success: You discover what skills the target possesses and their modifiers.
Mixed Success: You do not discover their modifiers.
Critical Success: You additionally learn what positive and negative attributes they have to enhance any of their skills.
Critical Failure: You take 1 psionic damage and learn nothing.

Discover Weakness
Difficulty: -7, wisdom
Duration: none
Range: sight
Additional requirements: a target creature
Success: You learn one weakness of the target that you did not already know. However, you do not automatically learn how to exploit that weakness.
Mixed Success: You only learn if it has any damage resistances or immunities.
Critical Success: You additionally learn all of its damage resistances, immunities, and vulnerabilities.
Critical Failure: You take 3 psionic damage and learn nothing.

Disrupt
Difficulty: -5, wisdom
Duration: concentration
Range: none
Additional requirements: none
Success: Psionics spells that are targeting you have disadvantage for the duration.
Mixed Success: If a Psionics spell targeting you succeeds, this duration ends.
Critical Success: The duration lasts up to 24 hours without concentration.
Critical Failure: Any creature with Arcana Psionics +1 or greater within 2d6 kilometers immediately becomes aware of your location.

Dominate Mind
Difficulty: -8, wisdom
Duration: up to 24 hours
Range: 10 meters
Additional requirements: a target creature that is not a construct. Additionally subtract the target's wisdom as part of the difficulty.
Success: You take total control of the target's mind. You may control their actions directly by maintaining concentration on this spell, or you may give the target direct orders. You may search their memories at will for any information they may possess. If you or an ally deals damage to the target, then they may make a wisdom Arcana Psionics roll using your spellcasting sub-skill modifier as the difficulty. On a success, the duration ends. If you are ever



in a different dimension from the target and lose sight of them, the duration ends. When the spell ends, they have no memory of what happened during the duration.
Mixed Success: The duration lasts up to 1 hour. At the end, they know you cast this spell on them.
Critical Success: The duration lasts until dispelled.
Critical Failure: This spell instead causes you to become comatose for 24 hours and you take 2d6 psychic damage.

Drain Energy
Difficulty: -3, dexterity
Duration: none
Range: touch
Additional requirements: a target creature that is not a construct or undead. This spell is considered an attack roll. The target's defense modifier is additionally subtracted as part of the spell's difficulty.
Success: The target takes necrosis damage equal to the success's magnitude. You heal any of your wounds by a combined amount equal to half the total damage taken by the target.
Mixed Success: This spell requires concentration for at least 1 additional standard action and deals 1d6 necrosis damage. The target must stay within range the entire time.
Critical Success: Any Being points you regain can cause your Health to exceed your Being for a 6 round duration.
Critical Failure: You take 1d6 + 1 necrosis damage.

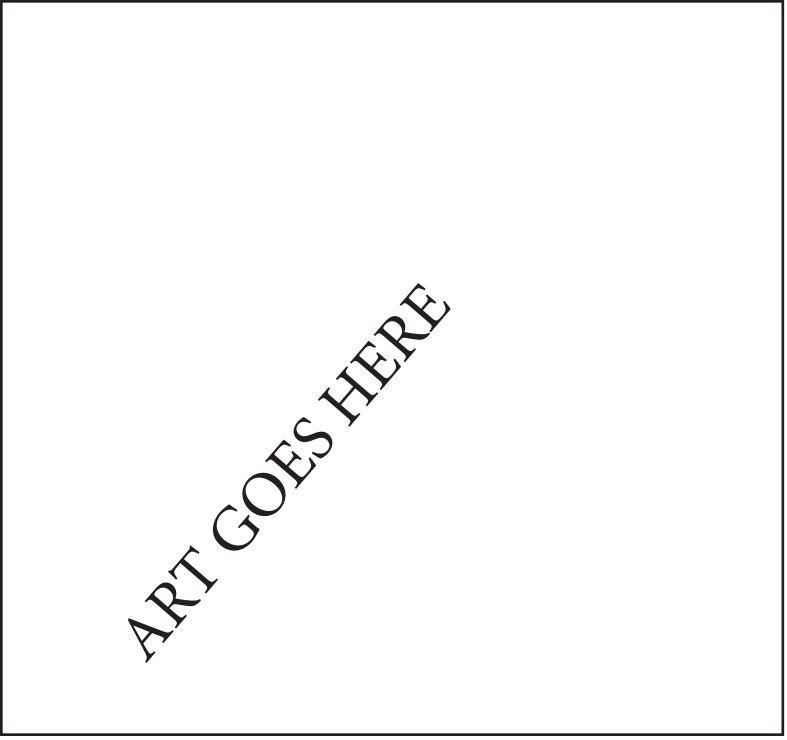
Drain Vitality
Difficulty: -6, dexterity
Duration: none
Range: touch
Additional requirements: a target creature that is not a construct or undead. This spell is considered an attack roll. The target's defense modifier is additionally subtracted as part of the spell's difficulty.
Success: The target takes necrosis damage equal to the success's magnitude. This damage is dealt to their Being. You heal any of your wounds by a combined amount equal to the total damage taken by the target.
Mixed Success: This spell requires concentration for at least 1 additional standard action and deals 1d6 necrosis damage. The target must stay within range the entire time.
Critical Success: The Being points you regain can cause your Health to exceed your Being for a 10 round duration.
Critical Failure: You take 1d6 + 2 necrosis damage. This is dealt directly to your Being.

Dream a Place
Difficulty: -7, education
Duration: none
Range: none
Additional requirements: this spell can only be cast while you are asleep. It ends immediately if you wake up.
Success: Describe to the Narrator the location you would like to see. You dream that you are in that place and you perceive what is actually happening there in your present time. Creatures with truesight perceive that you are there and can target you with spells and magical abilities.
Mixed Success: You can see or hear while dreaming, but not both.
Critical Success: You can move around inside of the dream with a fly speed equal to your regular speed.
Critical Failure: Roll 1d6, On an odd result, you gain 2 exhaustion points. On an even result, gain only 1. You immediately wake up.

Dream a Vision
Difficulty: -7, wisdom
Duration: none
Range: none
Additional requirements: this spell can only be cast while you are asleep after at least an hour of sleep
Success: The Narrator describes to you a possible future as if you are there to witness it. The vision lasts a number of minutes equal to the magnitude.
Mixed Success: You only see fragmented details.
Critical Success: You may ask 1 single clause question about the specific causes of this future.
Critical Failure: Roll 1d6, On an odd result, you gain 2 exhaustion points. On an even result, gain only 1. You immediately wake up, having seen nothing.

Dreamwalk
Difficulty: -7, influence
Duration: until you wake up
Range: touch
Additional requirements: a sleeping target creature
Success: You enter the dreams of the target. Your body remains incapacitated next to the target. If you die in the dream, then you wake up. The target may make a wisdom Arcana Psionics roll to notice you are real and realize that they are dreaming, using the magnitude as the difficulty. You may act within the dream to try and influence it and the dreamer. You may wake up as a non-action.
Mixed Success: The duration lasts up to an hour.
Critical Success: You may directly control and reshape the dreamscape by making wisdom Arcana Psionics rolls. You may do so once per turn.
Critical Failure: Roll 1d6, On an odd result, you gain 2 exhaustion points. On an even result, gain only 1. You and the target immediately wake up.

Draw Cells
Difficulty: -4, education
Duration: none
Range: touch
Additional requirements: a target creature or deceased body that is not a construct
Success or Failure: The magnitude is added to the target's Health. Whether you succeed or fail, it is added regardless, meaning that a failure further injures the target, dealing bruise damage. This spell does not heal wounds. On a success, you may alternatively repair physical damage sustained by a dead body or modify the body in some way. Use the deceased body's Being from when it



lived to determine how much it is repaired. If you are modifying the target, you may target multiple corpses and treat them as a single target. The Narrator determines a casting time based on the modifications you are performing.
Mixed Success: Nothing additional happens
Critical Success: Nothing additional happens.
Critical Failure: Nothing additional happens.

Earthquake
Difficulty: -12, education or wisdom
Duration: concentration, up to 10 minutes
Range: a number of kilometers equal to the magnitude
Additional requirements: This spell is considered an area attack.
Success: The terrain within range is difficult terrain. Each creature must make a -2 difficulty strength or dexterity Athletics Acrobatics roll. On a failure they are knocked prone. Buildings and other structures take 3d6 damage minus their defense for every minute the duration lasts.
Mixed Success: You may add +1 to the magnitude by taking 2d6 bruise damage minus your constitution.
Critical Success: You may choose the radius size and choose not to damage any buildings you can see.
Critical Failure: You take 3d6 bruise damage minus your constitution and cast Localized Earthquake centered on yourself. This spell has no other effect.

Electron Bolt
Difficulty: -3, dexterity
Duration: none
Range: sight, 30 meters
Additional requirements: a target creature or object. This spell is considered an attack roll. The target's defense modifier is additionally subtracted as part of the spell's difficulty.
Success: Deal an amount of damage to the target equal to the success's magnitude. Half of the damage rounded up is electrical damage, and half rounded down is necrosis damage. This damage creates 2 wounds.
Mixed Success: A mixed success here may be treated the same as with a regular attack roll.
Critical Success: You may choose which wound is the critical wound.
Critical Failure: You immediately take 1d6 necrotic damage and 1 electrical damage.

Electron Discharge
Difficulty: -7, constitution
Duration: none
Range: 5 meters
Additional requirements: this spell is considered an attack and deals area damage
Success: Make an attack roll using the success's magnitude as its only bonus. Each creature within range takes electrical damage equal to the attack roll's magnitude minus their defense modifier. The minimum magnitude for the attack roll is +1. If a straight line drawn from you to a creature or object inside the range passes through any other creatures or objects, they provide cover. Each creature that takes damage takes an additional 1d6 necrosis damage.
Mixed Success: The minimum magnitude is +0.
Critical Success: The minimum magnitude is +7.
Critical Failure: You take 2d6 + 3 necrosis damage minus your constitution modifier. No other objects or creatures are affected.

Enchant Ammunition
Difficulty: -2, wisdom
Duration: a number of days equal to the magnitude
Range: touch
Additional requirements: at least one target piece of ranged weapon ammunition and 30 minutes of casting time for each target piece
Success: Each target gains a +1 magical bonus. This spell can be cast multiple times to increase the bonus for each target, increasing the difficulty by -1 with each successive casting. The duration ends on each piece of ammunition after it is used in an attack.
Mixed Success: The duration becomes 1 hour.
Critical Success: The duration on each target lasts until dispelled or until it is used in a successful attack.
Critical Failure: Each target becomes cursed with a -2 penalty for a duration of 1d6 months.

Enchant Armor or Shield
Difficulty: -4, wisdom
Duration: a number of days equal to the magnitude
Range: touch
Additional requirements: a target suit of armor or a shield. This spell's difficulty increases by -2 for every additional suit of armor or shield you enchant.
Success: Each target gains a +1 magical bonus. This spell can be cast multiple times to increase the bonus for any target, increasing the difficulty by -1 with each successive casting.
Mixed Success: The duration becomes 1 hour.
Critical Success: The duration lasts until dispelled.
Critical Failure: Each target becomes cursed with a -2 penalty for a duration of 1d6 months.

Enchant Location, Advantage
Difficulty: -11, education
Duration: a number of days equal to the magnitude
Range: touch
Additional requirements: a target space and 1 hour of casting time for every 10 cubic meters of targeted space rounded up
Success: Select a specific creature type or species. Creatures of that type or species have advantage on all rolls while in the target space. Alternatively, you may pick up to 6 specific creatures whom you have met to be affected by this spell instead.
Mixed Success: Select 6 specific creatures to be affected, and the duration becomes 1 hour.
Critical Success: The duration lasts until dispelled.
Critical Failure: You have disadvantage on all rolls for 1d6 days.

Enchant Location, Alter Gravity
Difficulty: -10, education
Duration: a number of days equal to the magnitude
Range: touch
Additional requirements: a target space and 1 hour of casting time for every 10 cubic meters of targeted space rounded up
Success: As a standard action, you may cast the spell Alter Gravity on the target space without spendings spell attempt. You must be able to see inside of the target space to do so. This Alter Gravity spell automatically succeeds with a magnitude of +5. If you know the spell Alter Gravity, then its magnitude is +6 instead. In addition, this Alter Gravity spell does not require concentration.
Mixed Success: The duration lasts for one day and the Alter Gravity spell's magnitude is +1.
Critical Success: The duration lasts until dispelled or you may cast Alter Gravity as a minor action.
Critical Failure: Gravity is instead permanently reversed in the target space until the duration is dispelled.

Enchant Location, Disadvantage
Difficulty: -11, education
Duration: a number of days equal to the magnitude
Range: touch
Additional requirements: a target space and 1 hour of casting time for every 10 cubic meters of targeted space rounded up
Success: Select a specific creature type or species. Creatures of that type or species have disadvantage on all rolls while in the target space. Alternatively, you may pick up to 6 specific creatures whom you have met to be affected by this spell instead.
Mixed Success: Select 6 specific creatures to be affected, and the duration becomes 1 hour.
Critical Success: The duration lasts until dispelled.
Critical Failure: You have disadvantage on all rolls for 1d6 days.

Enchant Location, Disappearing
Difficulty: -12, education
Duration: until dispelled
Range: touch
Additional requirements: a target space and 1 hour of casting time for every 10 cubic meters of targeted space rounded up. Any physical object involved in a trigger must be present when you cast this spell.
Success: Select a specific trigger for the target space to appear and reappear. You can pick a different trigger for each. The target space can be a building or an area of land. It reappears in the same location that it disappeared from unless you have cast this spell already on its new location. It reappears around any living things and nonliving things that are not in the way. Non-living things that are in the way become temporally displaced, reappearing after the target space disappears again, or reappearing in a random unoccupied space if this spell ends. Living things that are in the way are teleported to the nearest unoccupied space. Any creature or object inside of the target space when it disappears will disappear with it.
Mixed Success: The target space can disappear and then reappear 1d6 times. After the last time, the duration ends.
Critical Success: You may create an algorithm for determining a different reappearing location each time the target space disappears. This does not require you to additionally enchant any of the reappearing locations. In addition, you may choose to leave behind any number of the creatures and/or objects contained within the target space so long as you are also inside it when it disappears.
Critical Failure: The target space immediately disappears and reappears at a random time in the future, at which point the duration immediately ends.

Enchant Location, Forbid
Difficulty: -9, education
Duration: a number of days equal to the magnitude
Range: touch
Additional requirements: a target space and 1 hour of casting time for every 10 cubic meters of targeted space rounded up
Success: Select a specific creature type. Creatures of that type cannot enter the target space. If they try to enter it physically, they are forcibly stopped at the boundary. Any kind of portal into the space similarly acts as a boundary. If they try to teleport in, they are instead left behind by the teleportation spell. Alternatively, you may pick up to 6 specific creatures whom you have met to be affected by this spell instead. Any affected creature already inside the space, may freely leave, but may not reenter.
Mixed Success: Select up to 6 specific creatures to be affected, and the duration becomes 3 hours
Critical Success: The duration lasts until dispelled.
Critical Failure: You cannot enter and cannot exit the target space for 1d6 days.

Enchant Location, Maze
Difficulty: -12, education
Duration: a number of days equal to the magnitude
Range: touch
Additional requirements: a target enclosed space and 1 hour of casting time for every 5 cubic meters of targeted space rounded up
Success: You convert the target space into an extra dimensional maze. You can design a specific layout or layout pattern, or you can designate specific requirements for finding the exits. The requirements must be actions that creatures can take. You may use this to create an infinite maze or you may choose for the layout to change after it has been explored. You must create at

least one entrance and at least one exit. You must designate a name for the maze's pocket dimension. Any creature or object inside the maze when the duration ends is teleported to a random unoccupied location within 100 meters.
Mixed Success: The duration becomes 6 hours, and the layout will not change after being explored. The pocket dimension is destroyed when the duration ends and any creatures or objects inside appear in the nearest unoccupied space.
Critical Success: The duration lasts until dispelled.
Critical Failure: The target area is unaffected and you become stuck inside it for 6d6 - 4 days.

Enchant Location, Sanctuary
Difficulty: -9, wisdom
Duration: a number of days equal to the magnitude
Range: touch
Additional requirements: a target space and 1 hour of casting time for every 10 cubic meters of targeted space rounded up
Success: Creatures within the space have advantage on all rolls against gaining exhaustion points, Medic skill rolls, and rolls to heal inside of the space. Demons, horrors, and undead gain no benefit from this spell. Attacks made against creatures with these types have advantage within the space.
Mixed Success: This spell does not give advantage to attacks, and the duration becomes 1 hour.
Critical Success: The duration lasts until dispelled.
Critical Failure: The target space is unaffected and you have disadvantage on all rolls for 1d6 days.

Enchant Location, Silence
Difficulty: -7, education
Duration: a number of days equal to the magnitude
Range: touch
Additional requirements: a target space and 1 hour of casting time for every 15 cubic meters of targeted space rounded up
Success: No sound can be created at all within the target space or travel into the space.
Mixed Success: Any sound not originating within the target space can travel inside the space. The duration becomes 6 hours.
Critical Success: The duration lasts until dispelled.
Critical Failure: Every creature inside the target space gains the negative attribute Deaf for 1d6 days.

Enchant Location, Unchartable
Difficulty: -11, wisdom
Duration: a number of days equal to the magnitude
Range: touch
Additional requirements: a target space and 1 hour of casting time for every 10 cubic meters of targeted space rounded up
Success: Any map made to lead to or show the target space's location automatically fails and can cause anyone following them to get lost. Any divination spell used to find the location of the target space automatically fails unless they critically succeed. People can still find this space if they have been there or have been shown how to find it.
Mixed Success: The spell lasts 1d6 days and anyone who leaves the target space will not find it again until the spell ends or they critically succeed with a divination spell to discover it.
Critical Success: The duration lasts until dispelled. This spell additionally may act as a False Divination spell.
Critical Failure: The location becomes totally unfindable by anyone for 1d6 x 1d6 x 1d6 years unless they critically succeed on a divination spell to discover its location.

Enchant Terrain, Control Weather
Difficulty: -11, education
Duration: until dispelled
Range: a number of kilometers equal to half of the magnitude
Additional requirements: when this spell is cast, its radius is centered on the caster and its center cannot change afterwards even if the caster leaves the radius.
Success: As a standard action while you are inside of the spell's range, you may choose what kind of weather it has. You cannot cause the weather to directly harm any specific creature or object.
Mixed Success: You instead have advantage on casting any spell that directly controls the weather within the spells range. Alternatively, the duration becomes 1d6 days.
Critical Success: Within the spell's range, you may cast the spell Lightning Strike as a standard action without spending a spell attempt.
Critical Failure: A small storm follows you directly over your head for a duration of 2d6 + 1 days. It has a 1 kilometer range.

Enchant Terrain, Difficult
Difficulty: -10, education or wisdom
Duration: until dispelled
Range: a number of kilometers equal to half of the magnitude
Additional requirements: when this spell is cast, its radius is centered on the caster and its center cannot change afterwards even if the caster leaves the radius.
Success: The ground within the spell's range becomes difficult terrain. If you are in the spell's range, you may create exceptions for specific creatures.
Mixed Success: You instead have advantage on any spell that directly controls the ground and plants within the spells range. Alternatively, the duration becomes 1d6 days.
Critical Success: You may designate specific paths or areas within the spell's range to be unaffected. You know the location and size of all creatures within the spell's range so long as you are also within its range.
Critical Failure: The land where you travel becomes difficult terrain for you and anyone with you for 2d6 + 1 days.

Enchant Terrain, Unnavigable
Difficulty: -11, wisdom
Duration: until dispelled
Range: a number of kilometers equal to half of the magnitude
Additional requirements: when this spell is cast, its radius is centered on the caster and its center cannot change afterwards even if the caster leaves the radius.
Success: All creatures within the spell's range become lost. They

must critically succeed on casting the proper divination spell in order to find anything while inside. If you are in the spell's range, you may create exceptions for specific creatures.
Mixed Success: You instead have advantage on any spell that locates things within the spell's range. Alternatively, the duration becomes 1d6 days.
Critical Success: You know the location and size of all creatures and structures within the spell's range. You may additionally make it impossible for any creatures to find their way out of the spell's range.
Critical Failure: The land where you travel becomes difficult terrain for you and anyone with you for 2d6 + 1 days. You automatically fail all Navigation skill rolls for that duration.

Enchant Vehicle, Armored
Difficulty: -7, education
Duration: a number of days equal to double the magnitude
Range: touch
Additional requirements: a target vehicle and a number of hours of casting time equal to the number of passengers the vehicle is intended to carry
Success: The target's defense modifier increases by +3.
Mixed Success: The duration becomes 1d6 hours.
Critical Success: The duration lasts until dispelled.
Critical Failure: The vehicle's defense modifier is instead lowered by -2.

Enchant Vehicle, Farstriding
Difficulty: -8, education
Duration: a number of days equal to double the magnitude
Range: touch
Additional requirements: a target vehicle and a number of hours of casting time equal to the number of passengers the vehicle is intended to carry
Success: The target becomes a vehicle of farstriding.
Mixed Success: The duration becomes 1d6 hours.
Critical Success: The duration lasts until dispelled.
Critical Failure: The vehicle is broken and becomes inoperable.

Enchant Vehicle, Flying
Difficulty: -10, education
Duration: a number of days equal to 1d6 plus the magnitude
Range: touch
Additional requirements: a target vehicle and a number of hours of casting time equal to the number of passengers the vehicle is intended to carry
Success: The target gains a flying speed equal to its regular speed. Operating this function requires Pilot skill rolls.
Mixed Success: The duration becomes 1d6 hours.
Critical Success: The duration lasts until dispelled.
Critical Failure: The vehicle is totally destroyed.

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Enchant Vehicle, Swiftness
Difficulty: -6, education
Duration: a number of days equal to 1d6 plus the magnitude
Range: touch
Additional requirements: a target vehicle and a number of hours of casting time equal to the number of passengers the vehicle is intended to carry
Success: The target's speed increases by +5.
Mixed Success: The duration becomes 1d6 hours.
Critical Success: This duration lasts until dispelled.
Critical Failure: The vehicle's speed is instead reduced by -5 for the duration.

Enchant Weapon
Difficulty: -4, wisdom
Duration: a number of days equal to the magnitude
Range: touch
Additional requirements: a target weapon. This spell's difficulty increases by -2 for every additional weapon you enchant.
Success: Each target gains a +1 magical bonus. This spell can be cast multiple times to increase the bonus for any target, increasing the difficulty by -1 with each successive casting.
Mixed Success: The duration becomes 1 hour.
Critical Success: The duration lasts until dispelled.
Critical Failure: Each target becomes cursed with a -2 penalty for a duration of 1d6 months.

Enchant Writing
Difficulty: -3, education
Duration: until dispelled
Range: touch
Additional requirements: you must cast this spell on a target piece of writing as you are writing it.
Success: You and a number of specific creatures you choose equal to your spellcasting sub-skill modifier can read the writing. Other creatures instead perceive an illusory message that is approximately the same length and is complete gibberish. Creatures with truesight perceive both messages and know which one is the real one.
Mixed Success: The duration becomes 1d6 + 1 days.
Critical Success: Instead of gibberish, you get to choose how the fake message reads.
Critical Failure: You gain the attribute Illiterate for a duration 1d6 + 1 days.

Enchant Writing with a Spell
Difficulty: varies, education
Duration: none
Range: touch
Additional requirements: select a spell you know how to cast. Include all additional requirements to cast that spell plus the time to write out the words you are enchanting. The difficulty for this spell is equal to the difficulty of the selected spell.
Success: When a creature reads aloud the writing you enchant, the selected spell is cast. If the spell requires a target, you may choose whether the spell targets the creature reading, targets a specific predetermined target within its range, the nearest appropriate target, or an appropriate target of the reader's choice. The spell is cast at the time of reading, but the spellcasting roll for that spell is made now using your modifiers. The reader is not required to spend any spellcasting attempts. If they are choosing a target, they must make a -5 Arcana roll, or else the spell misses.

Mixed Success: The spell instead uses the reader's modifiers and its roll is made at the time of reading.
Critical Success: When the writing is read aloud, it is resolved as a critical success.
Critical Failure: The spell is instead cast immediately and treated as a critical failure.

Enchanted Sleep
Difficulty: -6, wisdom
Duration: a number of days equal to the magnitude
Range: sight
Additional requirements: a number of target creatures. Increase the difficulty of this spell by -1 for each additional target after the first.
Success: Each target makes a constitution Arcana Psionics roll using your magnitude as the difficulty. If they fail, they fall asleep. They cannot wake up until the duration ends. They cannot die of starvation, thirst, or other complications caused by being asleep.
Mixed Success: They still fall asleep but can be woken up normally.
Critical Success: The duration lasts until dispelled.
Critical Failure: You fall asleep for 1d6 days. You cannot be woken up until the end of this duration.

Encourage Growth
Difficulty: -7, constitution, education, or wisdom
Duration: none
Range: sight
Additional requirements: living plants and approximately 1 liter of water for every cubic meter of living plant material.
Success: Living plants, including unsprouted seeds grow at double their normal rate and have double their normal Being within a radius area that is a number of meters equal to the magnitude + 7.
Mixed Success: The plants' Healths and maximums do not increase.
Critical Success: Well planted seeds grow to fully fruited adult plants within a number of days equal to 7 minus the magnitude, with a minimum time of 1 hour.
Critical Failure: Every plant within range takes 1d6 damage.

Enhance Constitution
Difficulty: -4, education
Duration: a number of minutes equal to the magnitude.
Range: touch
Additional requirements: a target creature
Success: The target gains a +2 bonus to their constitution.
Mixed Success: The duration lasts 1 minute and the bonus is only +1.
Critical Success: They gain a +3 bonus instead.
Critical Failure: They gain a -2 penalty instead.

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Enhance Dexterity
Difficulty: -4, education
Duration: a number of minutes equal to the magnitude.
Range: touch
Additional requirements: a target creature
Success: The target gains a +2 bonus to their dexterity.
Mixed Success: The duration lasts 1 minute and the bonus is only +1.
Critical Success: They gain a +3 bonus instead.
Critical Failure: They gain a -2 penalty instead.

Enhance Education
Difficulty: -4, education
Duration: a number of minutes equal to the magnitude.
Range: touch
Additional requirements: a target creature
Success: The target gains a +2 bonus to their education.
Mixed Success: The duration lasts 1 minute and the bonus is only +1.
Critical Success: They gain a +3 bonus instead.
Critical Failure: They gain a -2 penalty instead.

Enhance Reputation
Difficulty: -4, education
Duration: a number of minutes equal to the magnitude.
Range: touch
Additional requirements: a target creature
Success: The target gains a +2 bonus to their reputation.
Mixed Success: The duration lasts 1 minute and the bonus is only +1.
Critical Success: They gain a +3 bonus instead.
Critical Failure: They gain a -2 penalty instead.

Enhance Speed
Difficulty: -4, education
Duration: a number of minutes equal to the magnitude.
Range: touch
Additional requirements: a target creature
Success: The target gains a +4 bonus to their speed.
Mixed Success: The duration lasts 1 minute and the bonus is only +2.
Critical Success: They gain a +8 bonus instead.
Critical Failure: They gain a -4 penalty instead.

Enhance Strength
Difficulty: -4, education
Duration: a number of minutes equal to the magnitude.
Range: touch
Additional requirements: a target creature
Success: The target gains a +2 bonus to their strength.
Mixed Success: The duration lasts 1 minute and the bonus is only +1.
Critical Success: They gain a +3 bonus instead.
Critical Failure: They gain a -2 penalty instead.

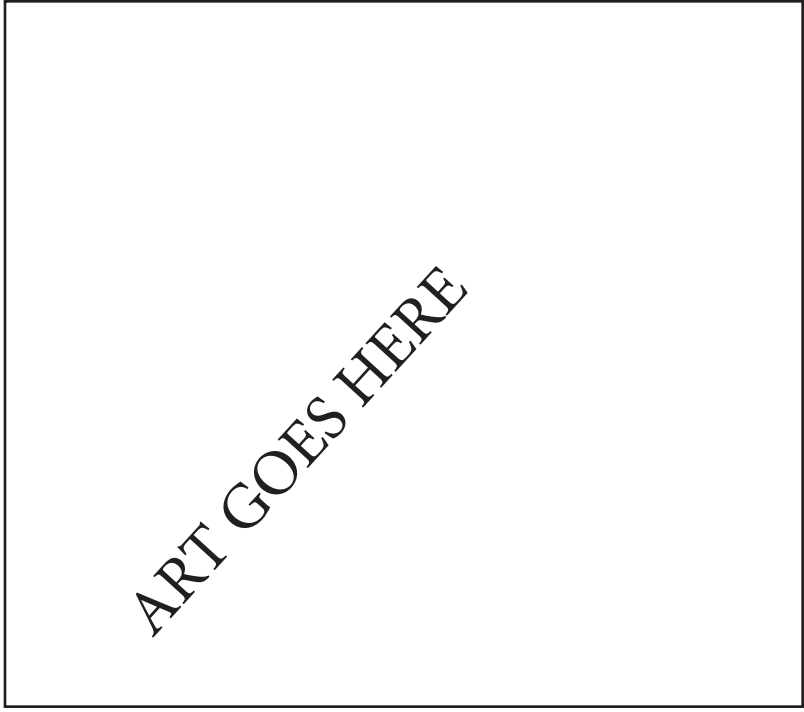
Enhance Wisdom
Difficulty: -4, education
Duration: a number of minutes equal to the magnitude.
Range: touch
Additional requirements: a target creature
Success: The target gains a +2 bonus to their wisdom.
Mixed Success: The duration lasts 1 minute and the bonus is only +1.
Critical Success: They gain a +3 bonus instead.
Critical Failure: They gain a -2 penalty instead.

Ensnare
Difficulty: -3, strength, dexterity, or wisdom
Duration: concentration
Range: sight, 15 meters
Additional requirements: a number of target creatures equal to or less than the magnitude.
Success: Make a grapple attack roll and apply it to each target. Any target it succeeds against is grappled for the duration. They may individually attempt to escape as a standard action using your spellcasting sub-skill modifier as the difficulty. The duration ends for each target that succeeds.
Mixed Success: The duration lasts with up to 1 minute.
Critical Success: The duration lasts until dispelled or until the target escapes. You may end the duration as a non-action.
Critical Failure: You are grappled instead. The difficulty to escape is -4 and the duration becomes 1 hour.

Ensnaring Strike
Difficulty: -3, education or strength
Duration: concentration
Range: varies
Additional requirements: the attack roll cannot be a spellcasting roll that requires spending a spellcasting attempt
Success: As part of casting this spell, immediately make an attack roll. On a success, the target is additionally grappled. They may individually attempt to escape as a standard action using your magnitude as the difficulty. The duration ends for each target that succeeds.
Mixed Success: The duration lasts up to 1 minute.
Critical Success: The duration lasts until dispelled or until the target escapes. You may end the duration as a non-action.
Critical Failure: You are grappled instead. The difficulty to escape is -4 and the duration becomes 1 hour.

False Divination
Difficulty: the difficulty for this spell is equal to the difficulty of the spell you select, wisdom
Duration: until dispelled
Range: touch
Additional requirements: select a Divination spell that you know that reveals information about a target and a suitable target for that spell
Success: Decide what that spell will reveal if someone else casts it directed at the target. If their magnitude beats your magnitude on this spell, then they instead receive the correct information.
Mixed Success: The duration becomes 1d6 + 1 days.
Critical Success: You become aware if anyone beats your magnitude for this spell.
Critical Failure: Use the critical failure effect of the spell you selected.

Farsight
Difficulty: -4, wisdom
Duration: concentration
Range: touch
Additional requirements: a target creature
Success: Increase a target creature's range of sight by a number of kilometers equal to the magnitude. They can still see normally at short range.
Mixed Success: The duration lasts up to 1d6 + 1 rounds.
Critical Success: This spell's range becomes sight.
Critical Failure: The target instead gains the attribute Blind for a duration of 1d6 hours.



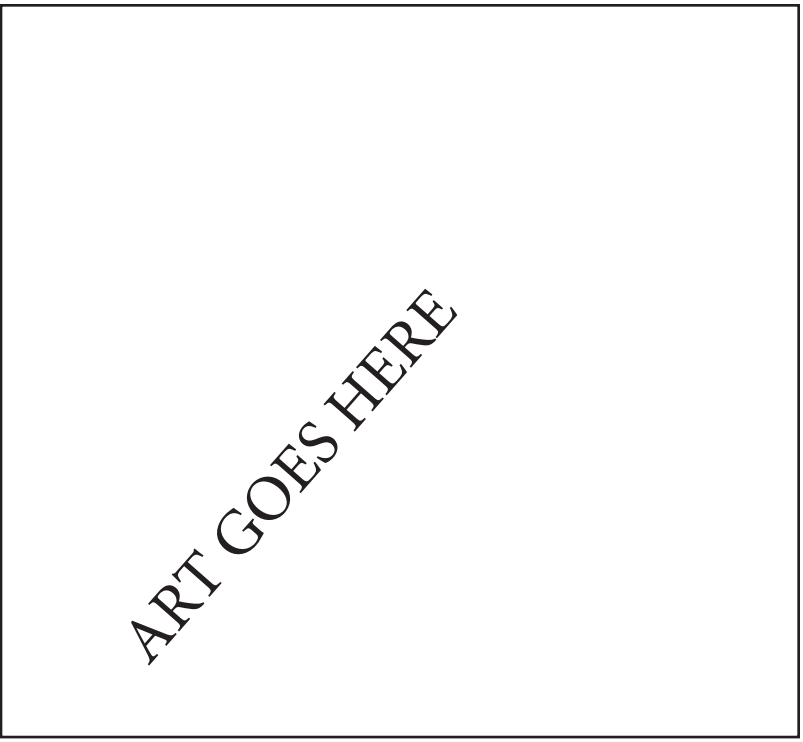
Fear Aura
Difficulty: -6, reputation or wisdom
Duration: a number of minutes equal to the magnitude, you may end the duration as a non-action
Range: 10 meters
Additional requirements: none
Success: Each creature that starts its turn in the spell's range must make a wisdom Arcana Psionics roll using your spellcasting sub-skill modifier as the difficulty. If they fail then they become frightened of you. They may reroll at the beginning of each of their turns. If they succeed, then they are immune to this casting's effects.
Mixed Success: The duration requires concentration.
Critical Success: The range becomes 20 meters.
Critical Failure: You gain the attribute Phobia directed at a random creature or object within the spell's range for a 24 hour duration. No other creatures are affected.

Feign Death
Difficulty: -9, education
Duration: a number of days equal to 1 plus the magnitude
Range: touch
Additional requirements: a target creature that is not a construct and 1 hour of casting time
Success: Create an exact replica of the target. The replica gains the construct type and has all of the same base statistics, skills, and abilities as the original. Instead of Being, the replica has half as much HP. It can be targeted as an object or as a creature. The target's original body becomes comatose while they remotely pilot the replica until it dies. The replica dies at the end of the spell's duration. When the replica dies it decomposes rapidly over the course of 2d6 days. Nothing will remain of the replica and any attempts to chemically preserve the remains automatically fail. Once the replica dies, the target immediately reawakens. If the original body dies before the duration ends, then the replica immediately decomposes completely. A creature cannot have more than one replica at a time.
Mixed Success: The target does not reawaken until the replica's remains have completely disappeared.
Critical Success: The duration lasts until the replica dies.
Critical Failure: The target takes 2d6 necrotic damage and becomes vulnerable to necrotic damage for a duration of 1d6 + 1 days. No replica is created.

Flame Aura
Difficulty: -9, constitution based
Duration: 10 minutes. You may end the duration as a non-action.
Range: a number of meters equal to the magnitude
Additional requirements: Learning this spell gives you constant burn resistance equal to your highest Arcana sub-skill modifier.
Success: You may grant a +3 bonus to any burn damage spells that are cast within range. You are immune to burn damage.
Mixed Success: The duration requires concentration.
Critical Success: As a standard action, you may cause each creature within range to take 1 burn damage. If a creature takes this damage more than once from this casting, it is added to the same wound.
Critical Failure: You take 3d6 burn damage ignoring any resistance.

Flame Strike
Difficulty: -3, constitution
Duration: none
Range: varies
Additional requirements: the attack roll cannot be a spellcasting roll that requires spending a spellcasting attempt
Success: As part of casting this spell, immediately make an attack roll. If it succeeds the target takes additional burn damage equal to this spell's magnitude as a second wound.
Mixed Success: They take 1 additional burn damage and you take 1 additional burn damage.
Critical Success: The burn wound is critical.
Critical Failure: You take 1d6 - 1 burn damage or you drop your weapon.

Flight
Difficulty: -7, wisdom
Duration: a number of hours equal to the magnitude or with concentration
Range: touch
Additional requirements: a target creature
Success: The target gains a fly speed equal to their speed.
Mixed Success: The duration requires concentration.
Critical Success: The magnitude is additionally added to the target's fly speed for the duration.
Critical Failure: All creatures within 10 meters of you must immediately make a -5 dexterity Athletics Acrobatics roll to grab onto something, or else immediately fall upwards. At the end of the round, any creatures that failed fall back down 5 meters.



Fog
Difficulty: -3, any
Duration: up to 1 hour.
Range: sight, 15 meters
Additional requirements: none
Success: An area centered on a point within range is filled with fog or smoke with the singular effect of creating total penetrable cover for any creatures in or across it. The area's radius is a number of meters equal to the magnitude. A strong enough wind can blow it away.
Mixed Success: The duration lasts with concentration.
Critical Success: The duration lasts until dispelled. You may dispel it as a non-action as long as you can see it.
Critical Failure: You gain the negative attribute Blind for 1 hour.

Force Incapacitated
Difficulty: -3, wisdom
Duration: 1 hour
Range: 10 meters, gain an additional +2 bonus at touch range
Additional requirements: a target creature. If the target is unwilling, additionally subtract their constitution as part of the difficulty.
Success: The target is incapacitated for the duration. They may be woken up by normal means, ending the duration.
Mixed Success: The duration becomes 2d6 minutes.
Critical Success: The duration becomes 24 hours.
Critical Failure: You gain 1 exhaustion point.

Force Polymorph
Difficulty: This spell's difficulty is equal to the difficulty of the spell you selected with an additional - 1, wisdom
Duration: a number of hours equal to or less than the magnitude, you may end the duration as a minor action
Range: 10 meters
Additional requirements: a target creature. If the target is unwilling, additionally subtract their constitution as part of the difficulty. Select a Take Shape spell you know.
Success: The target is affected by the spell you selected and is polymorphed into the appropriate creature. If the target dies, the duration immediately ends.
Mixed Success: The duration lasts for 2d6 – 1 minutes.
Critical Success: The duration lasts until dispelled or until the target dies.
Critical Failure: Roll 1d6. On an even result, you polymorph yourself into whatever you were trying to turn the target into. On an odd result you polymorph yourself into something random at the Narrator's discretion.

Foresight
Difficulty: -6, wisdom
Duration: until the end of your next turn
Range: 3 meters
Additional requirements: a target creature
Success: The target has advantage on all rolls they make and double the bonus for taking the defend action.
Mixed Success: The duration only lasts until the end of this turn.
Critical Success: The duration lasts with concentration.
Critical Failure: The target has disadvantage on all their rolls for the duration.

Frost Aura
Difficulty: -9, constitution based
Duration: 10 minutes. You may end the duration as a non-action.
Range: a number of meters equal to the magnitude
Additional requirements: Learning this spell gives you constant frostbite resistance equal to your highest Arcana sub-skill modifier.
Success: You may grant a +3 bonus to any frostbite damage spells that are cast within range. You are immune to frostbite damage.
Mixed Success: The duration requires concentration.
Critical Success: As a standard action, you may cause each creature within range to take 1 frostbite damage. If a creature takes this damage more than once from this casting, it is added to the same wound.
Critical Failure: You take 3d6 frostbite damage ignoring any resistance.

Grow
Difficulty: -6, constitution
Duration: 1 hour
Range: 10 meters
Additional requirements: a target creature or object. Additionally subtract its size as part of the difficulty. If it is an object, gain a +1 bonus.
Success: The target's size increases by 2. They gain a +7 bonus to their strength, a +8 bonus to their constitution, and a -6 penalty to their dexterity. You may end the duration as a minor action.
Mixed Success: The target's size increases by 1. They gain a +4 bonus to their strength, a +5 bonus to constitution, and a -2 penalty to their dexterity. The duration lasts 2d6 rounds.
Critical Success: The target's size increases by 3, the strength bonus increases to +10, the constitution bonus increases to +12, and the dexterity penalty increases to -9. Add Giant to their types and the duration lasts until dispelled.
Critical Failure: The target shrinks instead by 1 size and has a -5 penalty to its strength.

Guidance
Difficulty: -8, wisdom
Duration: none
Range: none
Additional requirements: gain an additional +2 bonus if you spend at least 6 hours of casting time
Success: Describe a specific plan to the Narrator. The Narrator may ask any number of clarifying questions. The Narrator must tell you honestly how likely they think success is for the plan and one reason why they feel this way. They may write their response on a piece of paper.
Mixed Success: The Narrator secretly rolls 1d6. On a 1-2, the Narrator lies. On a 3, the Narrator can choose whether or not to lie. On a 4 or higher, the spell functions as a normal success.
Critical Success: You may ask 3 clarifying questions after the Narrator has given their opinion. The Narrator's answer to each question cannot be longer than 3 words.
Critical Failure: You take 2d6 - 1 soul damage and learn nothing.

Hallow
Difficulty: -7, wisdom
Duration: until dispelled
Range: touch
Additional requirements: a target space and 1 hour of casting time for every 10 cubic meters of targeted space rounded up
Success: The spell Desecrate is removed from the area you target with this spell, ending its duration. In addition, any celestial creatures have advantage on spellcasting rolls inside of the area. Any demon, horror, and undead creatures have disadvantage.
Mixed Success: This spell only removes the Desecrate spell from the area.
Critical Success: Any celestial within 10 kilometers of you detects the location of this spell being cast.
Critical Failure: You take 1d6 + 3 soul damage.

Hallucination
Difficulty: -4, wisdom
Duration: concentration
Range: sight, 60 meters
Additional requirements: Any number of target creatures that are not constructs. The difficulty increases by -1 for every target creature.
Success: The targets perceive with one of their senses what you decide they perceive. Each target can make a wisdom Arcana Psionics roll using the magnitude as the difficulty. The duration ends for each target that succeeds.
Mixed Success: All targets may immediately make an Arcana Psionics roll as a non-action.
Critical Success: The duration lasts up to 10 minutes without concentration.
Critical Failure: You have disadvantage on all Investigation rolls for 1d6 days or you take 2 psionic damage.

Heal
Difficulty: -6, wisdom
Duration: none
Range: sight, 10 meters
Additional requirements: a target creature that is not a construct or undead. Roll with advantage if you are touching the target.
Success: The target's wounds are reduced by a total amount equal to the magnitude. You may distribute this how you choose among their wounds. This allows you to reattach a severed appendage or head.
Mixed Success: The target's wounds that are critical are reduced to normal wounds. You gain 1 exhaustion point.
Critical Success: They may additionally regrow a recently severed limb, a recently lost eyeball, or heal in some similar fashion.
Critical Failure: You or the target gain 1 exhaustion point. It is your choice who does.

Healing Aura
Difficulty: -9, wisdom
Duration: concentration
Range: a number of meters equal to the magnitude
Additional requirements: This spell cannot effect constructs
Success: Success: When you maintain concentration on this spell, you may cause each creature within range to reduce one wound by 1 point. You have advantage on casting any spell that would heal a target within this spell's range.
Mixed Success: You additionally gain 1d6 exhaustion points.
Critical Success: You may choose to exclude any creatures from this spell's healing. The range increases to 25 meters.
Critical Failure: You gain 1d6 + 1 exhaustion points or every creature within 25 meters of you takes 1d6 damage.

Healing Touch
Difficulty: -12, wisdom
Duration: concentration
Range: touch
Additional requirements: none
Success: Each time you maintain concentration on this spell, you may choose a target creature within range and cause them heal a number of points equal to the magnitude. This functions the same as a Heal spell. Alternatively, you may cure them of one illness.
Mixed Success: You heal yourself 1d6 or of one illness and the duration ends.
Critical Success: You may pass this spell to another willing creature within range. The duration still lasts with your concentration.
Critical Failure: You lose the ability to cast healing spells for 2d6 days.

Heat Air
Difficulty: -4, education
Duration: concentration
Range: 12 meters
Additional requirements: none
Success: Increase the air temperature by up to 10 degrees Celsius in a 2 cubic meter space within range. You may either multiply the maximum initial temperature change or the space's volume by the magnitude. Every time you maintain concentration on this spell, you may either increase the air temperature by up to 10 more degrees or increase the space by 2 cubic meters.
Mixed Success: You may increase the air temperature immediately around you by up to 10 degrees Celsius. The area of effect cannot increase, and the temperature cannot increase any further. For the duration, you gain frostbite resistance 1.
Critical Success: Any creature that starts its turn inside the area of effect takes 1 burn damage for every 10 degrees the temperature has been raised minus their constitution modifier. This spell cannot affect anything that goes outside of its range. Changes in states of matter do not cause the duration to end. Alternatively, you may give yourself and one other creature within range frostbite resistance equal to the magnitude.
Critical Failure: Every creature, including yourself, within 10 meters of you takes 6 burn damage minus their constitution.

Heat Liquid
Difficulty: -4, education
Duration: concentration
Range: 6 meters
Additional requirements: a target liquid
Success: Increase the temperature of the target by up to 10 degrees Celsius in a 2 cubic meter space within range. You may either multiply the maximum initial temperature change or the space's volume by the magnitude. Every time you maintain concentration on this spell, you may either increase the temperature by up to 10 more degrees or increase the space by 2 cubic meters. Alternatively, you may select a target creature within range and deal burn damage to them equal to the magnitude minus their constitution. Every time you maintain concentration on this spell, you may increase the damage by 1 or you may repeat the damage. If you go an entire round without repeating the damage the duration ends. This spell cannot affect anything that goes outside of its range. Changes in states of matter do not cause the duration to end.
Mixed Success: You may increase the air temperature immediately around you by up to 10 degrees Celsius. The area of effect cannot increase, and the temperature cannot increase any further. For the duration, you gain frostbite resistance 1.
Critical Success: You may immediately cause any amount of non-flowing, non-living water or similar liquid within 1 meter of you to start boiling. Alternatively, you may give yourself and one other creature within range frostbite resistance equal to the magnitude.
Critical Failure: Every creature, including yourself, within 8 meters of you takes 6 burn damage minus their constitution. The duration ends immediately.

Heat Solid
Difficulty: -4, constitution
Duration: concentration
Range: touch
Additional requirements: none
Success: Increase the temperature of up to 2 cubic meters of solid material by up to 10 degrees Celsius. You may either multiply the maximum initial temperature change or the space's volume by the magnitude. Every turn you maintain concentration on this spell, you may either increase the temperature by up to 10 more degrees or increase the affected volume by 2 cubic meters. Alternatively, you may select a target creature within range and deal burn damage to them equal to the magnitude minus their constitution. Every time you maintain concentration on this spell, you may increase the damage by 1 or you may repeat the damage. If you go an entire round without repeating the damage the duration ends. This spell cannot affect anything outside of its range. Changes in states of matter do not cause the duration to end.
Mixed Success: You may increase the temperature of a non-living object that is smaller than you by up to 10 degrees Celsius. The amount of volume affected cannot increase, and the temperature cannot decrease any further.
Critical Success: Alternatively, you may pick one non-living, solid object within range and deal 3d6 burn damage to its HP. You may repeat the damage every time you maintain concentration.

Alternatively, you may give yourself and one other creature within range frostbite resistance equal to the magnitude.
Critical Failure: Every creature, including yourself, within 6 meters of you takes 6 burn damage minus their constitution.

Hex
Difficulty: -5, wisdom
Duration: concentration
Range: sight
Additional requirements: a target creature. Additionally subtract the target's wisdom as part of this spell's difficulty.
Success: You may apply an additional -2 penalty to any of the target's rolls or a +2 bonus to any attack rolls against them as a non-action.
Mixed Success: The penalty and the bonus are reduced to -1 and +1 respectively.
Critical Success: The duration lasts until dispelled or the penalty increases to -4.
Critical Failure: You target yourself and the duration becomes 1d6 days.

Hypnotic Pattern
Difficulty: -6, education
Duration: concentration
Additional requirements: none
Range: sight
Success: You create a 2 dimensional object with a meter2 surface area equal to the magnitude anywhere within range shaped however you wish. Choose one side of the object to be the hypnotic side. Creatures other than yourself within 20 meters of the object that can see its hypnotic side must immediately make a dexterity Arcana Psionics roll with a difficulty equal to your success's magnitude. Any time a creature that can see the hypnotic side moves closer to the object they must make the roll again. Any creature that fails is stunned until the duration ends. They may make a wisdom Arcana Psionics roll as a standard action. If they succeed on either roll, they become immune to the object for the rest of its duration. The object is considered total penetrable cover and an illusion.
Mixed Success: This spell can only affect one target creature which you choose within range. The object does not count as cover.
Critical Success: You may change the objects shape, rotate, and/or move it anywhere within range as a standard action.
Critical Failure: You are stunned for 1d6 hours or you take 1d6 + 1 psionic damage.

Ice Prison
Difficulty: -3, constitution
Duration: none
Range: sight, 60 meters
Additional requirements: a target creature or object. Additionally subtract the target's size as part of the difficulty. If the target has already taken the defend action this round, then subtract their dexterity as well.
Success: The target becomes encased in ice and cannot move or speak. They take 3d6 nonlethal frostbite damage. If the target is unconscious by the end of this action, then they are preserved in the ice and will be kept alive for a number of days equal to 2d6 minus their size with a minimum of 1 or until the ice melts. The difficulty modifier to break out of the ice is equal to the magnitude. The target gains an equal bonus to its defense while encased in the ice, which may decrease as the ice melts.
Mixed Success: You may take 2d6 frostbite damage to add +1 to the magnitude. Otherwise, the target instead takes 2d6 nonlethal cold damage minus their defense and is only partially encased in ice. Their speed drops to 0 until the ice is broken or melted. The difficulty to break it is -7.
Critical Success: The ice cannot melt until a Break Enchantment spell is cast on it with a -9 difficulty. Additionally, the number of days the target can be kept alive does not start counting down until after the Break Enchantment spell is successfully cast.
Critical Failure: You or a random creature within range become partially encased in ice and take nonlethal frostbite damage instead, as with a mixed success.

Ice Strike
Difficulty: -3, constitution
Duration: none
Range: varies
Additional requirements: the attack roll cannot be a spellcasting roll that requires spending a spellcasting attempt
Success: As part of casting this spell, immediately make an attack roll. If it succeeds the target takes additional frostbite damage equal to this spell's magnitude as a second wound.
Mixed Success: They take 1 additional frostbite damage and you take 1 additional frostbite damage.
Critical Success: The frostbite wound is critical.
Critical Failure: You take 1d6 - 1 frostbite damage or you drop your weapon.

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Identify Magic
Difficulty: -6, education
Duration: concentration
Range: a number of meters equal to the magnitude.
Additional requirements: none
Success: You can sense the location of any magical object or active spell within range. If you look directly at any of them or touch them you immediately learn what sub-skill was used to create it.
Mixed Success: You can only detect magic, not learn what sub-skill was used.
Critical Success: When you learn what sub-skill was used to create anything you detect you also gain advantage on an Arcana skill roll to determine what specific spell was cast.
Critical Failure: You gain the negative attributes Blind and Deaf for a duration of one hour and detect no magic. Additionally, for the hour, you lose all sense of taste and smell.

Ignition
Difficulty: -3, education
Duration: none
Range: touch
Additional requirements: a target nonliving object. If the material is particularly difficult or easy to ignite, then the Narrator may change this spell's difficulty.
Success: The target ignites on fire.
Mixed Success: This spell cannot ignite anything that would directly damage a creature.
Critical Success: You may ignore the restriction of a nonliving target and the range is extended to sight. If you do so, the target immediately gains the Set Ablaze critical burn wound.
Critical Failure: You take 1d6 fire damage minus your constitution.

Illumination
Difficulty: -0, education
Duration: concentration
Range: none
Additional requirements: none
Success: Create a small ball of light that remains within one meter of you or cause light to shine from an object you are holding or wearing. The light clearly illuminates an area with a meter radius equal to or less than the magnitude. The level of illumination decreases outside of this radius, but will still glint off of highly reflective objects.
Mixed Success: The duration lasts up to an hour.
Critical Success: The duration lasts up to an hour without concentration.
Critical Failure: Every creature within 20 meters that can see you must make a -6 difficulty dexterity Athletics Endurance roll to avoid gaining the negative attribute Blind for a number of rounds equal to the magnitude of their failure.

Illusion, Major
Difficulty: -7, education
Duration: a number of hours equal to the magnitude
Range: sight
Additional requirements: you must learn the spell Illusion, Moderate before you learn this spell
Success: Create an illusion inside of a 60 cubic meter space that can fool all of the senses or in a 300 cubic meter space that can fool 2 of the senses. The illusion cannot move. Creatures may make a wisdom Investigation roll using your spellcasting sub-skill modifier as the difficulty to recognize that it is an illusion. Creatures with truesight immediately see that it is an illusion.
Mixed Success: The duration lasts with concentration.
Critical Success: The duration lasts until dispelled or you may cause the illusion to move or change whenever you maintain concentration.
Critical Failure: You have disadvantage on all Investigation rolls for 24 hours. You take 3 psychic damage.

Illusion, Minor
Difficulty: -2, education
Duration: a number of hours equal to the magnitude
Range: 60 meters
Additional requirements: none
Success: Create an illusion inside of a 3 cubic meter space that can fool 2 of the senses or in a 30 cubic meter space that can fool 1 of the senses. The illusion cannot move. Creatures may make a wisdom Investigation roll using your spellcasting sub-skill modifier as the difficulty to recognize that it is an illusion. Creatures with truesight immediately see that it is an illusion.
Mixed Success: The duration lasts with concentration.
Critical Success: The duration lasts until dispelled or you may cause the illusion to move or change whenever you maintain concentration.
Critical Failure: You have disadvantage on all Investigation rolls for 24 hours.

Illusion, Moderate
Difficulty: -4, education
Duration: a number of hours equal to the magnitude
Range: 60 meters
Additional requirements: you must learn the spell Illusion, Minor before you learn this spell
Success: Create an illusion inside of an 8 cubic meter space that can fool 4 of the senses or in a 60 cubic meter space that can fool 2 of the senses. The illusion cannot move. Creatures may make a wisdom Investigation roll using your spellcasting sub-skill modifier as the difficulty to recognize that it is an illusion. Creatures with truesight immediately see that it is an illusion.
Mixed Success: The duration lasts with concentration.
Critical Success: The duration lasts until dispelled or you may cause the illusion to move or change whenever you maintain concentration.
Critical Failure: You have disadvantage on all Investigation rolls for 24 hours. You take 1 psychic damage.

Imbue with a Blessing or Curse
Difficulty: -2 for a minor attribute, -4 for a moderate attribute, or -7 for a major attribute, education
Duration: until dispelled
Range: none
Additional requirements: a target object and 1 hour of casting time. Whenever you learn this spell, pick a specific attribute to learn it with.
Success: Choose one of the attributes you can use with this spell. You choose whether the target forces that attribute on its user or

suppresses it within the user. This spell will only affect one user at a time and they must be within 1 meter of the target. You may create the rules to determine the target's user, but the rules must include physically touching the target at least once.
Mixed Success: The duration becomes 1d6 days.
Critical Success: The object can affect multiple users.
Critical Failure: The object is completely ruined.

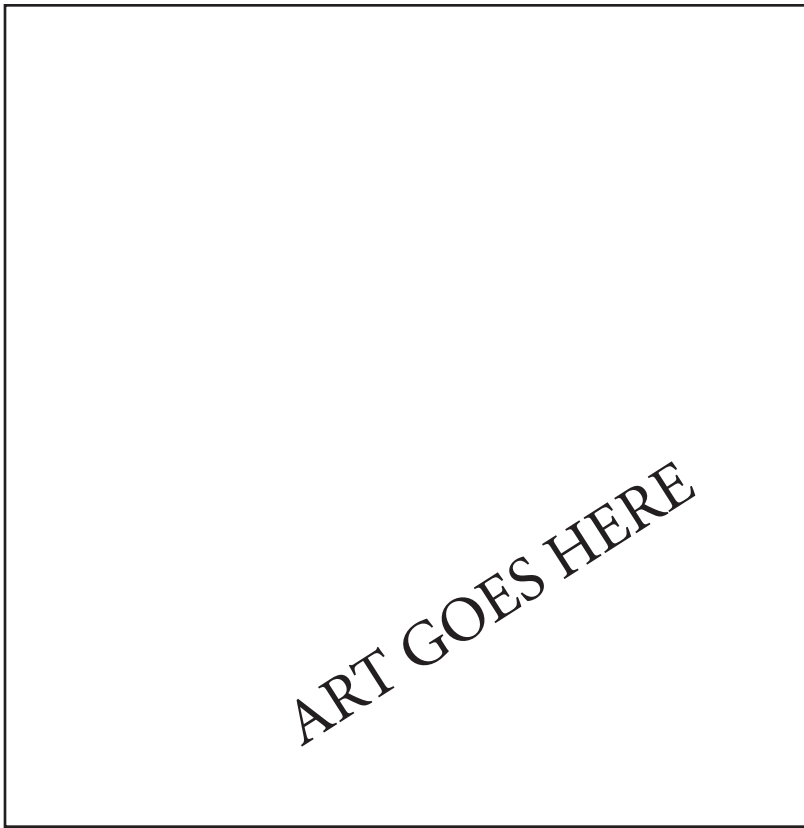
Immortality
Difficulty: -13, education
Duration: none
Range: touch
Additional requirements: a target creature and one hour of casting time. Unless you additionally sacrifice a young, living humanoid with at least 13 Being or a non-humanoid with at least 30 Being, roll with disadvantage
Success: The target turns into a lich.
Failure: You and the target take 4d6 necrotic damage.
Mixed Success: After the target dies, they come back to life 1d6 days later as a wraith.
Critical Success: The target instead gains the Immortal attribute.
Critical Failure: You and the target immediately die and turn into zombies, along with any creatures you sacrificed to cast this spell.

Immunity
Difficulty: -8, education
Duration: a number of days equal to the magnitude
Range: touch
Additional requirements: a willing target creature. Select a damage type before you roll.
Success: The target gains immunity to a single damage type of your choice.
Mixed Success: The target gains resistance 8 instead of immunity for a 1 day duration or the duration becomes 1d6 hours.
Critical Success: You can divide the duration between multiple targets. For example, if the magnitude was +6 and there were two targets within range, then you could give each target 3 days of immunity, or 4 days and 2 days, or any combination adding up to a total of 6 days. The duration begins immediately for each target. If you still choose only one target, the duration lasts until dispelled.
Critical Failure: The target becomes vulnerable to the selected damage type for 1d6 days.

Imprison
Difficulty: -5, wisdom
Duration: until dispelled
Range: 20 meters
Additional requirements: 1 hour of time to prepare the container beforehand and a target creature. The container must be large enough to fit the target inside and be able to close on all sides. Additionally subtract the target's size as part of the difficulty. You must be touching the container.
Success: The target becomes imprisoned inside of the prepared container. You can decide the requirements to open the container and release the target. A Break Enchantment spell is otherwise needed to release the target, which also breaks the container. The Break Enchantment spell difficulty modifier is determined as follows: it has -1 for every 100 gold worth of precious materials used to make the container with a maximum of -13. The target cannot die while they are imprisoned.
Mixed Success: The duration lasts 4d6 + 1 years.
Critical Success: The container can vary in size. You may cast this spell even if the target is currently out of range. As a standard action, you may cause the target to become imprisoned if they have come into range and you are touching the container.
Critical Failure: You imprison a random target, possibly yourself, for 4d6 + 1 years.

Imprison in Dimension
Difficulty: -7, education
Duration: until dispelled
Range: sight, 12 meters
Additional requirements: a target creature. Additionally subtract the target's constitution as part of the difficulty.
Success: The target loses the ability to leave the dimension it is in.
Mixed Success: Roll 1d6. On an odd result gain 2 exhaustion points. On an even result gain 1 exhaustion point.
Critical Success: You can detect any attempt made by the target to leave and any attempt made to break this enchantment. Alternatively, you may select a dimension that you know the name of and banish the target to that dimension. They are instead imprisoned there.
Critical Failure: Roll 1d6. On an odd result gain 2 exhaustion points. On an even result gain 1 exhaustion point.

Increase Skill
Difficulty: varies, education
Duration: 24 hours (-5 difficulty) or one round (-2 difficulty)
Range: sight, 15 meters
Additional requirements: a target creature, choose one sub-skill or sub-skill-less skill before rolling. You cannot choose an Arcana sub-skill.
Success: The target creature gains a +3 bonus to the chosen sub-skill or skill.
Mixed Success: The duration lasts for 1 hour (-5 difficulty) or until the end of your turn (-2 difficulty).
Critical Success: The duration is doubled or the bonus becomes equal to the magnitude.
Critical Failure: The target instead has disadvantage using the chosen skill or sub-skill.



Invigorate
Difficulty: -5, wisdom
Duration: none
Range: touch
Additional requirements: a target creature that is not a construct
Success: The target loses a number of exhaustion points equal to the magnitude. This does not effect any of their wounds. If they do not have any, they instead gain a bonus to their next initiative roll equal to the magnitude.
Mixed Success: The target regains the exhaustion points after 2d6 + 1 hours, even if their wounds have healed.
Critical Success: The target's natural healing is additionally doubled for a number of days equal to the magnitude.
Critical Failure: You and the target collectively gain 1d6 - 1 exhaustion points divided how you choose between you.

Invisibility
Difficulty: -7, education
Duration: a number of hours equal to the magnitude. You may end the duration as a non-action
Range: touch
Additional requirements: a target creature
Success: The target is invisible. They gain a +7 bonus to Stealth, have total penetrable cover, and cannot be targeted by affects or abilities that have a range of sight. They may hide as a non-action. Creatures with truesight ignore these effects. Anything the target is wearing or carrying at the time you cast this spell also becomes invisible until removed or dropped. If they touch another creature with anything under this spell's effect the duration ends.
Mixed Success: The duration requires concentration.
Critical Success: The duration no longer ends if they touch another creature.
Critical Failure: Roll 1d6. On an odd result gain 2 exhaustion points. On an even result gain 1 exhaustion point.

Invulnerability
Difficulty: -12, education or wisdom
Duration: a number of hours equal to the magnitude or with concentration
Range: touch
Additional requirements: a willing target creature
Success: The target cannot take any damage.
Mixed Success: The target instead gains resistance 12 to all damage types and the duration becomes 1d6 hours.
Critical Success: You can divide the duration between multiple targets. For example, if the magnitude was +6 and there were two targets within range, then you could give each target 3 hours of immunity, or 4 hours and 2 hours, or any combination adding up to a total of 6 hours. The duration begins immediately for each target.
Critical Failure: You and any targets become vulnerable to all damage types for 1d6 hours, additionally suppressing any resistances or immunities you already possessed.

Leap
Difficulty: -3, constitution, dexterity, strength, education, or wisdom
Duration: a number of minutes equal to the magnitude
Range: touch
Additional requirements: a target creature
Success: A target gains a vertical jump distance in meters equal to their speed and a long jump distance in meters equal to twice their speed. Reduce the effect of any height fallen by the target by a number of meters equal to their vertical jump distance.
Mixed Success: The duration lasts with concentration.
Critical Success: Additionally add the magnitude to both jump distances.
Critical Failure: The target must immediately make a -5 dexterity Athletics Acrobatics roll to grab onto something, or else immediately fall upwards 2d6 meters and then immediately fall back down.

Learn Conjuration
Difficulty: -6, wisdom
Duration: none
Range: touch
Additional requirements: a willing target creature and a number of minutes of casting time equal to the target's Being.
Success: You learn the spell Conjure Creature with this specific target creature.
Mixed Success: This spell's effect lasts until you conjure the target one time.
Critical Success: You may ignore the requirement for a willing target. If the target was willing then you gain advantage the first time you conjure this target.
Critical Failure: You and the target each take 1d6 soul damage.

Learn Shape
Difficulty: -2, wisdom
Duration: none
Range: touch
Additional requirements: a willing or incapacitated target creature that is not a construct or undead and is a beast. Additionally subtract the target's constitution modifier as part of the difficulty.
Success: You learn the appropriate Take Beast Shape spell to polymorph into that specie of creature.
Mixed Success: This spell's effect lasts until you polymorph into this specie one time.
Critical Success: You may ignore the requirement for a willing target. If the target was willing then you gain advantage the first

time you polymorph into this specie.
Critical Failure: You are not polymorphed, but you do become convinced that you are the target creature for a duration of 2d6 - 1 days, temporarily gaining the negative attribute Insane. Alternatively, you are permanently polymorphed as with a critically successful Force Polymorph spell.

Levitate
Difficulty: -2, strength or wisdom
Duration: concentration
Range: sight
Additional requirements: a target creature or object
Success: Use the success's magnitude in place of your strength modifier to immediately lift the target straight up into the air with an Athletics Weightlifting roll. You may raise it up to a number of meters equal to the new magnitude. Every time you maintain concentration, you may lower the target or make another roll to raise the target higher. Moving the target from side to side as no effect on its altitude. The target immediately falls when the duration ends.
Mixed Success: You may only raise the target up to 1 meter with each successful Athletics Weightlifting roll unless you are touching it.
Critical Success: Every time you maintain concentration, you can select an additional target instead of moving a current target. All targets maintain their altitude until you lower them, the spell ends, or some other force pushes them down lower. You can only move one target at a time.
Critical Failure: You must immediately make a -5 dexterity Athletics Acrobatics roll to grab onto something, or else immediately fall 5 meters upwards and then immediately fall back down.

Light Aura
Difficulty: -10, constitution, wisdom, or education
Duration: concentration
Range: a number of meters equal to double the magnitude
Additional requirements: none
Success: You may grant a +2 bonus to any healing or burn damage spells that are cast within range. In addition, light clearly illuminates everything in a 30 meter radius as with the Illumination spell.
Mixed Success: The bonus is reduced to +1.
Critical Success: Creatures within range gain resistance to necrosis damage equal to the magnitude.
Critical Failure: You take 2d6 fire damage minus your constitution and gain the negative attribute Blind for the same number of rounds.

Light Strike
Difficulty: -4, constitution
Duration: none
Range: varies
Additional requirements: the attack roll cannot be a spellcasting roll that requires spending a spellcasting attempt
Success: As part of casting this spell, immediately make an attack roll. The target gains the negative attribute Blind for a number of rounds equal to this magnitude minus their dexterity or constitution, whichever is higher, with a minimum of 1 round.
Mixed Success: You and the target gain the negative attribute Blind for one round.
Critical Success: The target does not subtract their dexterity or constitution.
Critical Failure: You gain the negative attribute Blind for one round.

Lightning Strike
Difficulty: -4, constitution
Duration: none
Range: varies
Additional requirements: the attack roll cannot be a spellcasting roll that requires spending a spellcasting attempt
Success: As part of casting this spell, immediately make an attack roll. If it succeeds the target takes additional electrical damage equal to this spell's magnitude as a second wound.
Mixed Success: They take 1 additional burn damage and you take 1 additional electrical damage.
Critical Success: The electrical wound is critical.
Critical Failure: You take 1d6 - 1 electrical damage or you drop your weapon.

Lingering Phantasm
Difficulty: -8, wisdom
Duration: until dispelled
Range: none
Additional requirements: a target creature that you have seen before and know the name of. Gain an additional +1 bonus if the target is in sight. You must learn the spell Create Phantasm before you learn this spell.
Success: You create a phantasm. The phantasm will hunt the target. It takes on the appearance you choose and can only be seen by you, the target, and creatures with truesight. It is immune to all non-magical damage and can pass through solid objects. The phantasm has the conjuration type. It lasts until dispelled, killed, or all of its targets are dead. The phantasm always knows the location of its target. It has a flying speed of 25, has a +4 Melee Unarmed attack that deals psychic damage, a +4 defense modifier, and 30 HP.
Mixed Success: The phantasm starts with 10 HP.
Critical Success: The phantasm may have a number of targets equal to the magnitude. After a target dies, the phantasm regains all of its HP.
Critical Failure: The phantasm targets you and the duration becomes 2d6 + 1 rounds.

Localized Earthquake
Difficulty: -7, wisdom
Duration: concentration
Range: 15 meters
Additional requirements: none
Success: Centered on a point you can see within range, the ground within a 6 meter radius sphere shakes violently. Buildings or structures within the sphere take 1d6 damage at the beginning of every round until the spell ends. All skill rolls have disadvantage

inside of the sphere.
Mixed Success: The spell instead only causes the ground to shake with no additional damage or effect on skill rolls unless you center the sphere on yourself.
Critical Success: You may crack open the ground inside of the sphere, up to 2 meters deep for dirt, 1 meter deep for stone or wood, and up to 30 centimeters deep for metal.
Critical Failure: You take 2d6 bruise damage.

Locate Creature
Difficulty: -6, wisdom
Duration: none
Range: none
Additional requirements: a target creature that you know the name of. Roll with advantage if you have touched the target before. Gain an additional +1 bonus if you spend at least 1 hour casting this spell.
Success: You learn what direction the target is in and the distance from where you are. If the target is not in the same dimension as you, then that is all that you learn.
Mixed Success: You only learn the direction to the target.
Critical Success: You also learn what is in the target's immediate surroundings, such as architecture, furniture, plant life, etc.
Critical Failure: You instead forget entirely where you are and how you got there or you forget the target's name.

Locate Object
Difficulty: -6, wisdom
Duration: none
Range: none
Additional requirements: a target object that you know the name of. Roll with advantage if you have touched the target before. Gain an additional +1 bonus if you spend at least 1 hour casting this spell.
Success: You learn what direction the target is in and the distance from where you are. If the target is not in the same dimension as you, then that is all that you learn.
Mixed Success: You only learn the direction to the target.
Critical Success: You also learn what is in the target's immediate surroundings, such as architecture, furniture, plant life, etc.
Critical Failure: You instead forget entirely where you are and how you got there or you forget the target's name.

Locate Psion
Difficulty: -3, wisdom
Duration: none
Range: a number of kilometers equal to double the magnitude
Additional requirements: a target creature that you know the name of. The target must have an Arcana Psionics modifier of +1 or higher. Roll with advantage if you have touched the target before. Gain an additional +1 bonus if you spend at least 1 hour casting this spell.
Success: You learn what direction the target is in and the distance from where you are. If the target is not in the same dimension as you, then that is all that you learn.
Mixed Success: You only learn the direction to the target.
Critical Success: Choose e following: You also learn what is in the target's immediate surroundings, such as architecture, furniture, plant life, etc. You detect the location of every creature within range that has an Arcana Psionics modifier of +1 or higher. You do not learn their identities. You extend the range of this spell to the entire dimension you are in.
Critical Failure: You instead forget entirely where you are and how you got there.

Look Ahead
Difficulty: -1, wisdom
Duration: none
Range: none
Additional requirements: none
Success: You have advantage on your next roll that is not a spellcasting attempt.
Mixed Success: Roll 1d6. On an odd result, you gain an exhaustion point. If this causes you to have disadvantage it does not apply to your next roll. On an even result, the magnitude changes to +1.
Critical Success: You either gain advantage on your next two rolls that are not spellcasting attempts or you wait to gain advantage on the roll of your choice during the next 24 hours. You must decide before rolling whether or not to use your advantage.
Critical Failure: You instead have disadvantage on your next roll.

Magic Eye
Difficulty: -3, wisdom
Duration: a number of days equal to the magnitude
Range: 15 meters
Additional requirements: none
Success: Create an invisible eye that floats in the air in a location you can see within range. The eye takes on an appearance you choose and can only be seen by you and creatures with truesight. The eye has a speed of 0, +0 defense, and 1 HP. It is immune to non-magical damage. As an action you may switch between seeing through your own eyes and seeing through the magic eye as if you were standing in the magic eye's location. You may rotate the eye as part of that action or any move action. You may simultaneously have a number of magic eyes equal to your spellcasting sub-skill modifier. You may dispel one of your magic eyes as a minor action regardless of how far away it is.
Mixed Success: The duration becomes 1 hour.
Critical Success: The duration lasts until dispelled or the eye has a fly speed equal to your speed, can only move while you are seeing through it, and has a +3 defense.
Critical Failure: You gain the negative attribute Blind for 1d6 days.

Magic Lock
Difficulty: -3, education
Duration: until dispelled
Range: none
Additional requirements: a target object that closes and 1 minute of casting time.
Success: The target becomes magically locked. Any difficulty for rolls to open it without a correct key is increased equal to the magnitude. If the target is opened the duration ends. If the target is already under this spell, then the duration of the casting with a lower magnitude ends. If the magnitudes are the same, the older duration ends.
Mixed Success: Spend an additional hour to change the magnitude to +1.
Critical Success: If the target is opened with the correct key the spell remains and its effect continues after the target is closed again.
Critical Failure: Opening the target becomes easier, reducing the difficulty to pick the lock or force the target open by -1.

Magic Message
Difficulty: -3, education
Duration: none
Range: the same dimension
Additional requirements: a target creature whom you have met or who you have a possession of
Success: You send a message to the target. The message travels with a fly speed of 300 km/hr. It incorporeally passes through any obstacles and can only be perceived by you and the target.

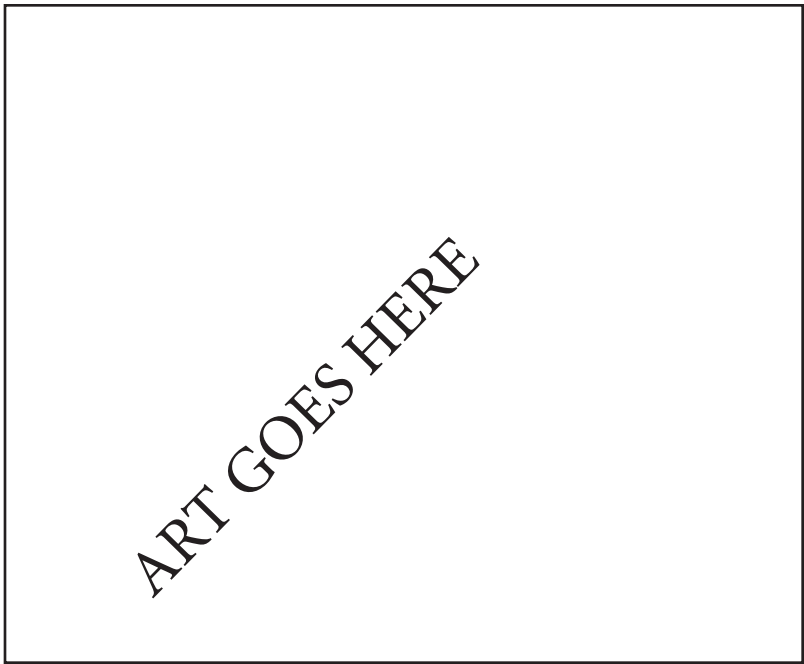
Mixed Success: It travels with a speed of 50 km/hr unless you gain 1 exhaustion point.
Critical Success: It travels with a speed of 600 km/hr.
Critical Failure: Gain 1 exhaustion point.

Magic Wall
Difficulty: -5, wisdom
Duration: concentration
Range: 50 meters
Additional requirements: none
Success: Create a magic barrier that is up to 30 centimeters thick and up to 30 square meters in height and length. The barrier takes on the form you choose and nothing can pass through it unless you choose to allow it. The wall can be broken to end its duration early. Its defense is equal to the magnitude and it has 99 HP. The wall cannot be created in such a way to directly crush or attack anything.
Mixed Success: The duration lasts up to an hour and has 50 HP.
Critical Success: The duration lasts until dispelled. You may end the duration as a minor action. Alternatively, the wall has a number of HP equal to your constitution or wisdom times your spellcasting sub-skill modifier times the magnitude.
Critical Failure: You have disadvantage on all spellcasting rolls until the next day or you create a magic wall around yourself creating a box and the duration becomes 1 day. You only fit inside of the box with no room to attack it and nothing passes through it except for regular air.

Magical Trap
Difficulty: varies, education
Duration: until dispelled
Range: none
Additional requirements: 30 minutes of casting time and any other requirements necessary for the spell cast by the trap. The difficulty modifier for this spell is equal to the difficulty modifier of the spell the trap will cast - 1. If the difficulty for the spell cannot be determined now, then it becomes -7. The trigger must somehow involve at least one solid physical object and the duration of both spells end if it is destroyed. The same object(s) cannot be used as a trigger for multiple magical traps.
Success: You create a magical trap that will cast a spell that you know how to cast. You designate how the trap is triggered, which spell effects will be used, and how targets are determined. If there are no suitable targets, the spell fails automatically. When the trap is activated, it uses your modifiers at the time of this spell's casting for its modifiers and automatically rolls a 7 on its spellcasting roll. Its initiative mdifier is equal to the magnitude. After the trap is activated, the duration of this spell ends. If the duration of the spell cast requires concentration, then it instead becomes 1 hour.
Mixed Success: The trap automatically rolls a 5 instead.
Critical Success: Choose one of the following: After the trap is activated, it automatically resets itself once it has finished casting its spell. If the spell cast by the trap requires concentration, then its duration can instead last until dispelled. The trap automatically rolls a 13 instead.
Critical Failure: If you are a suitable target for the trap's spell then it immediately triggers, targeting you. Otherwise you take 2d6 - 1 soul damage.

Magnetism
Difficulty: -7, education
Duration: concentration
Range: sight, 80 meters
Additional requirements: some amount of metal. This spell moves and reshapes metal. It cannot increase the amount of metal present. The results may vary if only scant amounts are present.
Success: Each time you maintain concentration on this spell you may choose one of the following effects:

- Select a target creature or object. If the target cannot move or is a willing creature, you may use the magnitude in place of your strength modifier in a Athletics Weightlifting roll to move it in any direction. If the target is an unwilling creature, then they may make a contesting roll. They are pushed a number of meters equal to the difference in magnitudes if yours is higher. You must make the roll immediately and it counts as part of this action. You may hold the target in the air or hold them in place.
- Make an attack roll against a target using your Arcana sub-skill modifier and your dexterity modifier. This attack may deal either bruise, projectile, or slash damage. You must make the roll immediately and it counts as part of this action.
- You may attempt to create a structure made out of metal. This structure's size, defense modifier, and HP are determined by the Narrator based on the amount of metal present and your magnitude.
- You may attempt to grapple a creature using your Arcana sub-skill modifier and your dexterity modifier. If you do so, then your Arcana sub-skill modifier becomes the difficulty modifier for any rolls made to dodge, resist, or escape.
- Use the magnitude in place of your strength modifier in a Athletics Weightlifting roll to move any number of metal objects



in any direction. Each time you maintain concentration on this spell, you may make this roll again or hold them in place until your next standard action.
- Deal an amount of damage to a metal object equal to the magnitude.
- Reshape or repair a metal object. The Narrator may change the difficulty based on the amount of metal and the complexity of the change.

Mixed Success: The effects of this spell require you to maintain concentration twice, being completed when the second instance is resolved.
Critical Success: You may choose to create two effects each time you maintain concentration. You may choose the same effect twice.
Critical Failure: You must make a -6 dexterity based Athletics Acrobatics roll to avoid taking 1d6 + 1 bruise damage plus 1d6 + 1 slash damage minus your defense modifier as random pieces of metal come flying at you, becoming bent out of shape as they do.

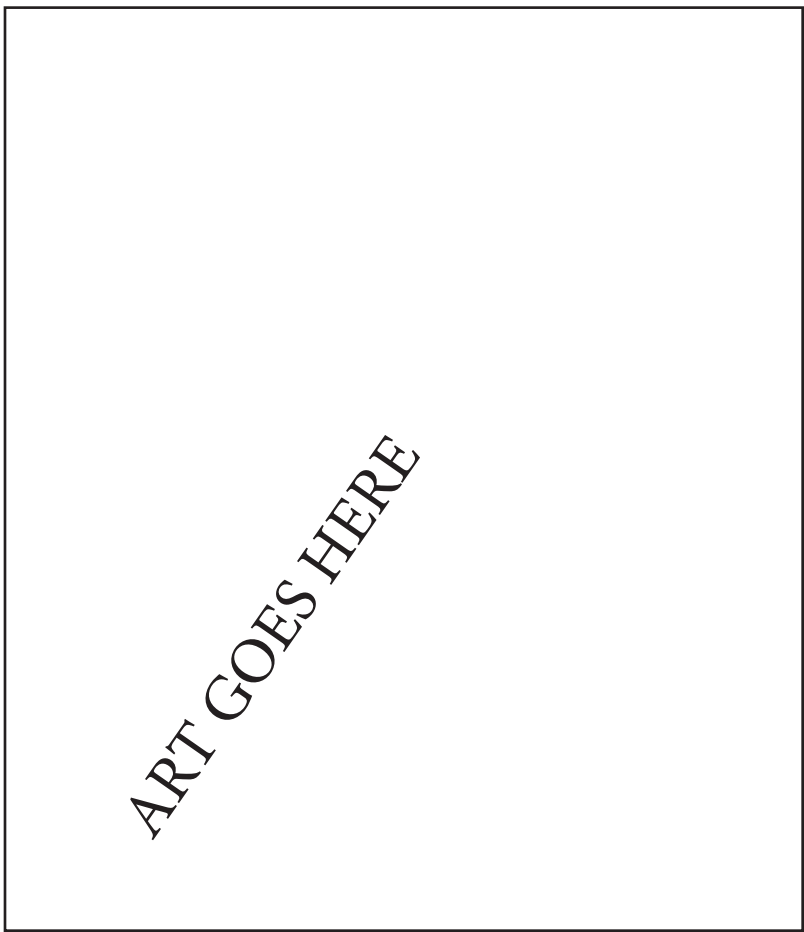
Make Animal Trinket
Difficulty: -4, education
Duration: until dispelled
Range: touch
Additional requirements: a target hand-sized sculpture, statue, or carving of a beast creature and 3 hours casting time. Additionally subtract the size of the real creature as part of the difficulty. If you have a live specimen, gain an additional +1 bonus. If the specimen is willing to assist you, gain a +2 bonus instead.
Success: The target becomes an Animal Trinket.
Mixed Success: The target will only function once and breaks afterwards.
Critical Success: You may choose to create rules to designate this target's user(s). Only a user can operate the target.
Critical Failure: If you have a live specimen, it dies and the target is completely ruined. Alternatively, you turn yourself into a trinket for a duration of 2d6 days.

Make Bardic Instrument
Difficulty: -10, education
Duration: until dispelled
Range: touch
Additional requirements: a target musical instrument and 12 hours of casting time
Success: The target becomes a Bardic Instrument.
Mixed Success: You may succeed as normal if you spend an additional 12 hours and gain an exhaustion point.
Critical Success: You finish in only 6 hours. Alternatively, you may choose to create rules to designate this target's user(s). Only a user can operate the target.
Critical Failure: Your wisdom and intelligence maximums become equal to their minimums for a duration of 2d6 + 1 days. The target is destroyed.

Make Divination Podium
Difficulty: -10, wisdom
Duration: until dispelled
Range: touch
Additional requirements: a suitable target object, such as a large iron cauldron, an ornate podium and tome, or a crystal sphere and table, and 48 hours of casting time
Success: The target becomes a divination podium.
Mixed Success: The target can be used 1d6 times. Afterwards, it is completely destroyed.
Critical Success: The first spell cast using the podium automatically succeeds. If the magnitude would be less than the caster's Arcana Divination sub-skill modifier, use their modifier instead.
Critical Failure: The sub-skill modifier you used to cast this spell is reduced by -3 for a duration of 1d6 + 1 days. The target object is completely destroyed.

Make Djinn Container
Difficulty: -13, wisdom
Duration: until dispelled
Range: touch
Additional requirements: a target object
Success: The target becomes a djinn container.
Mixed Success: The target can be used 1d6 times. Afterwards, it is completely destroyed.
Critical Success: none
Critical Failure: The sub-skill modifier you used to cast this spell is reduced to +0 for a duration of 6d6 + 6 days. The target object is completely destroyed.

Make Flying Broom or Carpet
Difficulty: -8, education
Duration: until dispelled
Range: touch
Additional requirements: a target broom, carpet, or similar object and 8 hours of casting time + 6 hours for every additional passenger after the first
Success: The target becomes a flying vehicle with a speed of 5 times the magnitude.
Mixed Success: The duration lasts for 4d6 hours of flight.
Critical Success: You may choose to create rules to designate this target's user(s). Only a user can operate the target. A user may command the target to fly to them as a minor action so long as they are in the same dimension. The object travels at speed, stopping within one meter of the user. Alternatively, you may finish this spell in half of the required time.
Critical Failure: The target is either totally destroyed or else becomes totally unflyable. If it is unflyable, then any time a creature attempts to fly it, they lose control and it begins attacking random creatures and nearby objects with a +6 bruise melee attack until all riders are unseated.



Make Magic Ammunition

Difficulty: varies, education
Duration: until dispelled
Range: touch
Additional requirements: at least one target piece of ranged weapon ammunition and 30 minutes of casting time for each target piece. Each time you learn this spell, pick three types of magical ammunition to learn how to make from the chart below. The difficulty for this spell is determined by the type of ammunition you are trying to make. When you cast this spell, choose one of the types you know how to make.

Type	Difficulty	Required Ingredients
Acid	-4	A vial of acid
Explosive	-7	Magnesium
Fire	-4	Charcoal
Frost	-4	Ice
Lightning	-5	Magnetic iron
Necrotic	-4	Shards of bone
Of Slaying	-12	The slain creature type's blood
Poison	-4	A vial of poison
Psychic	-4	Clear glass
Replicating	-7	An extra piece of ammunition
Seeking	-5	An eyeball and a wing
Surestrike	-7	A gemstone for each target

Success: All targets become the chosen type of magical ammunition. The required ingredients are consumed. The duration ends on each piece of ammunition after it strikes a target in an attack.
Mixed Success: Only half of the targets rounded down are enchanted. If there was only one target, roll 1d6. On an even result, it is enchanted.
Critical Success: You complete the spell in only half of the required time.
Critical Failure: None of the ammunition pieces become enchanted except for one, which immediately hits you with a magnitude of +3.

Make Magic Armor

Difficulty: varies, education
Duration: until dispelled
Range: touch
Additional requirements: a target set of armor and 12 hours of casting time. Each time you learn this spell, pick two types of armor to learn how to make from the chart below. The difficulty for this spell varies depending on the type of armor you are trying to make. When you cast this spell, choose one of the types you know how to make.

Type	Difficulty	Required Ingredients
Celestial	-11	Angel blood, feathers, or cloth
Demonic	-11	Demon blood, bone, or cloth
Draconic	-10	Dragon scales
Of Immovability	-7	5 kg of lead
Of Immunity	-10	3 diamonds, choose a damage type
Of Invulnerability	-13	10 diamonds
Of Resistance	-6	1 diamond, choose a damage type
Spike Growth	-7	Several thorny branches
Summoned	-6	5 gemstones

Success: The target becomes the chosen armor type. The required ingredients are consumed.
Mixed Success: The duration becomes 1d6 + 1 days.
Critical Success: You complete this spell in only half of the required time. Alternatively, you may choose to create rules to designate this target's user(s). Only a user can operate the target.
Critical Failure: The target is completely destroyed and you gain two exhaustion points.

Make Magic Bag

Difficulty: varies, education
Duration: until dispelled
Range: touch
Additional requirements: a target bag or large pouch and 12 hours of casting time. Each time you learn this spell, pick one type of bag to learn how to make from the chart below. The difficulty for this spell varies depending on the type of bag you are trying to make. When you cast this spell, choose one of the types you know how to make.

Type	Difficulty	Required Ingredients
Adventurer's	-5 - 1 for every 8 m^3	The materials for the bag's interior
Of Conjuring	-11	A pure sample of DNA from up to 11 distinct animals with the beast type.
Of Gold	-9	300 gold
Of Spellbeads	-11	Up to 11 distinct spellbeads
Of Tricks	-8	36 unique items

Success: The target becomes the chosen bag type. The required ingredients are consumed. If the bag type has a random table associated with its use then you create the target's table, only including things you used for required ingredients.
Mixed Success: The duration becomes 1d6 + 1 days.
Critical Success: You complete this spell in only half of the required time.
Critical Failure: The target is completely destroyed and you suffer an additional effect. The effect varies depending on the type of bag you are trying to make. For an Adventurer's Bag, you accidentally cast Create Void for 1 round. For a Bag of Gold, you turn into a golden statue for the spell's duration. For a Bag of Tricks, Spellbeads, or Summoning, you immediately take 2d6 + 1 bludgeoning damage.

Make Magic Boots
Difficulty: -6, education
Duration: until dispelled
Range: touch
Additional requirements: a target pair of shoes and 8 hours of casting time. Each time you learn this spell, pick two types of boots to learn how to make from the chart below. When you cast this spell, choose one of the types you know how to make.

Type	Difficulty	Required Ingredients
Adventurer's	-6	none
Of Farstriding	-7	2 diamonds and a well traveled map
Of Silence	-4	None
Of Striking	-5	1 kg of bronze
Of Swiftness	-4	None
Of Wallwalking	-4	100 spider legs

Success: The target becomes the chosen type of boots. The required ingredients are consumed.
Mixed Success: The duration becomes 1d6 + 1 days.
Critical Success: You complete this spell in only half of the required time.
Critical Failure: The target is completely destroyed. Your speed is reduced by 5 for 1d6 days.

Make Magic Candle
Difficulty: varies, education
Duration: until dispelled
Range: touch
Additional requirements: a target candle and 4 hours of casting time. Each time you learn this spell, pick two types of candle to learn how to make from the chart below. The difficulty for this spell varies depending on the type of candle you are trying to make. When you cast this spell, choose one of the types you know how to make.

Type	Difficulty	Required Ingredients
Calming	-3	Olive oil
Everburning	-4	A phoenix feather
Of Detection	-4	Fine sand
Of Rejuvenation	-6	Olive oil and a phoenix feather
Of Warmth	-6	10 kg of charcoal
Undying	-10	A wild animal heart

Success: The target becomes the chosen type of candle. The required ingredients are consumed.
Mixed Success: The casting time becomes 12 hours.
Critical Success: You complete this spell in only half of the required time.
Critical Failure: The target is completely destroyed and you suffer an additional effect. The effect varies depending on the type of candle you are trying to make. For a Candle of Undying, you take 3d6 necrotic damage. For an Everburning Candle, you take 1d6 fire damage. For a Calming Candle, you immediately take 1d6 psychic damage. For a Candle of Rejuvenation, roll 1d6 and gain 2 exhaustion points on an odd number and 1 exhaustion point on an even. For a Candle of Detection, you are incapacitated for 1d6 a duration of days.

Make Magic Censer

Difficulty: varies, education
Duration: until dispelled
Range: touch
Additional requirements: a target metal censer and 6 hours of casting time. Each time you learn this spell, pick two types of censer to learn how to make from the chart below. The difficulty for this spell varies depending on the type of censer you are trying to make. When you cast this spell, choose one of the types you know how to make.

Type	Difficulty	Required Ingredients
Antimagic	-6	1 kg of obsidian
Holy	-8	None
Of Fate	-11	1 kg of blood from a creature with at least 20 Being
Of Illusions	-8	10 kg of colored glass in a variety of colors
Of Warding	-6	A pure sample of DNA from whatever type of creature is to be warded away
Unholy	-8	None

Success: The target becomes the chosen type of censer. The required ingredients are consumed.
Mixed Success: The target's effects last for 1d6 hours of use or up to 6 uses. Afterwards it is destroyed.
Critical Success: You complete this spell in only half of the required time.
Critical Failure: The target is completely destroyed and you gain 2 exhaustion points.

Make Magic Cloak

Difficulty: -6, education
Duration: until dispelled
Range: touch
Additional requirements: a target cloak and 8 hours of casting time. Each time you learn this spell, pick one type of cloak to learn how to make from the chart below. When you cast this spell, choose one of the types you know how to make.

Type	Required Ingredients
Animal Transformation	A pelt of the beast creature the user will transform into, in good condition
Assassin's	1 kg of spider webs
Of the Sea	2 pearls and 1 bucket of sea water
Of the Woodlands	1 emerald and 1 kg of bark

Success: The target becomes the chosen type of cloak. The required ingredients are consumed.
Mixed Success: The duration becomes 5d6 days.
Critical Success: You complete this spell in only half of the required time. Alternatively, you may choose to create rules to designate this target's user(s). Only a user can operate the target.
Critical Failure: The target is completely destroyed and you gain one exhaustion point.

Make Magic Gloves

Difficulty: -6, education
Duration: until dispelled
Range: touch
Additional requirements: a target pair of gloves and 6 hours of casting time. Each time you learn this spell, pick one type of gloves to learn how to make from the chart below. When you cast this spell, choose one of the types you know how to make.

Type	Required Ingredients
Bladed	6 daggers
Of Catching	None
Of Climbing	None
Striker's	1 kg of brass
Thief's	None

SSuccess: The target becomes the chosen type of gloves. The required ingredients are consumed.
Mixed Success: The duration becomes 2d6 days.
Critical Success: You complete this spell in only half of the required time.
Critical Failure: The target is completely destroyed and you gain one exhaustion point.

Make Magic Goggles

Difficulty: varies, education
Duration: until dispelled
Range: touch
Additional requirements: a target pair of goggles or similar item and 8 hours of casting time. Each time you learn this spell, pick one type of goggles to learn how to make from the chart below. The difficulty for this spell varies depending on the type of goggles you are trying to make. When you cast this spell, choose one of the types you know how to make.

Type	Difficulty	Required Ingredients
Nightvision	-4	Owl's eyeballs
Of Discernment	-4	Two large mirrors
Surestrike	-8	1000 needles
Truesight	-9	None
X-ray	-8	None

Success: The target becomes the chosen type of goggles. The required ingredients are consumed.
Mixed Success: The duration lasts for 5d6 hours of use.
Critical Success: You complete this spell in only half of the required time.
Critical Failure: The target is completely destroyed and you gain one exhaustion point.

Make Magic Items: Battle
Difficulty: varies, education
Duration: until dispelled
Range: touch
Additional requirements: a target required item item and 20 hours of casting time. Each time you learn this spell, pick one type of item to learn how to make from the chart below. The difficulty for this spell varies depending on the type of item you are trying to make. When you cast this spell, choose one of the types you know how to make.

Type	Difficulty	Required Ingredients
Deck of Conjuring	-9	An ornately painted deck of custom cards
Endless Quiver	-7	An ornately crafted quiver
Horn of Summoning	-11	An ornately crafted war horn

Success: The target becomes the chosen type of item.
Mixed Success: The duration becomes 2d6 days.
Critical Success: You complete this spell in only half of the required time. Alternatively, you may choose to create rules to designate this target's user(s). Only a user can operate the target.
Critical Failure: The target is totally destroyed and you gain two exhaustion points.

Make Magic Items: Food
Difficulty: varies, education
Duration: until dispelled
Range: touch
Additional requirements: a target required item item and 10 hours of casting time. Each time you learn this spell, pick one type of item to learn how to make from the chart below. The difficulty for this spell varies depending on the type of item you are trying to make. When you cast this spell, choose one of the types you know how to make.

Type	Difficulty	Required Ingredients
Endless Waterskin	-9	An ornately crafted waterskin, canteen, or flask
Magic Pot	-5	An ornately crafted iron pot
Purifying Flask	-7	An ornately crafted waterskin, canteen, or flask

Success: The target becomes the chosen type of item.
Mixed Success: The duration becomes 2d6 days.
Critical Success: You complete this spell in only half of the required time.
Critical Failure: The target is totally destroyed and you gain one exhaustion point.

Make Magic Items: Thievery
Difficulty: varies, education
Duration: until dispelled
Additional requirements: a target required item item and 8 hours of casting time. Each time you learn this spell, pick one type of item to learn how to make from the chart below. The difficulty for this spell varies depending on the type of item you are trying to make. When you cast this spell, choose one of the types you know how to make.

Type	Difficulty	Required Ingredients
Magic Lock Picks	-4	Lock picks
Magic Rope	-6	Finely woven rope
Portable Door	-8	Fine black cloth

Success: The target becomes the chosen type of item.
Mixed Success: The duration becomes 2d6 days.
Critical Success: You complete this spell in only half of the required time.
Critical Failure: The target is totally destroyed and you gain one exhaustion point.

Make Magic Lantern
Difficulty: varies, education
Duration: until dispelled
Range: touch
Additional requirements: a target lantern and 6 hours of casting time. The difficulty for this spell varies depending on the type of lantern you are trying to make. When you cast this spell, choose one type to make.

Type	Difficulty	Required Ingredients
Magic Lantern	-5	a phoenix feather
Of Truesight	-8	None

Success: The target becomes the chosen type of lantern. The required ingredients are consumed.
Mixed Success: The duration becomes 2d6 days.
Critical Success: You complete this spell in only half of the required time.
Critical Failure: The target is totally destroyed and you gain one exhaustion point.

Make Magic Prison
Difficulty: varies, education
Duration: until dispelled
Range: touch
Additional requirements: a target required item and a 12 hours of casting time. The difficulty for this spell varies depending on the type of prison you are trying to make. When you cast this spell, choose one type to make.

Type	Difficulty	Required Ingredients
Container of Imprisonment	-7	A lidded or locking container and 3 diamonds
Mirror of Imprisonment	-10	A full length silver backed mirrorand 15 diamonds

Success: The target becomes the chosen type of prison. The required ingredients are consumed.
Mixed Success: The duration becomes 2d6 days.
Critical Success: You complete this spell in only half of the required time.
Critical Failure: You become trapped within the item. A Break Enchantment spell must be used to release you.

Make Magic Rod

Difficulty: varies, education
Duration: until dispelled
Range: touch
Additional requirements: a target metal rod and 8 hours of casting time. Each time you learn this spell, pick one type of rod to learn how to make from the chart below. The difficulty for this spell varies depending on the type of rod you are trying to make. When you cast this spell, choose one of the types you know how to make.

Type	Difficulty	Required Ingredients
Of Climbing	-6	10 kg of led
Of Royal Command	-6	None
Of Spectral Weapons	-8	None
Of Variation	-5	6 items that can easily be lifted and operated using one or two hands

Success: The target becomes the chosen rod type. The required ingredients are consumed. If the rod type has a random table associated with its use then you create the target's table, only including things you used for required ingredients.
Mixed Success: The duration becomes 2d6 days.
Critical Success: You complete this spell in only half of the required time. Alternatively, you may choose to create rules to designate this target's user(s). Only a user can operate the target.
Critical Failure: The target is totally destroyed and you gain one exhaustion point.

Make Magic Shackles

Difficulty: varies, education
Duration: until dispelled
Range: touch
Additional requirements: a target pair of iron shackles and 8 hours of casting time. Each time you learn this spell, pick one type of shackles to learn how to make from the chart below. The difficulty for this spell varies depending on the type of shackles you are trying to make. When you cast this spell, choose one of the types you know how to make.

Type	Difficulty	Required Ingredients
Antimagic	-6	a chunk of obsidian
Magic	-4	2 diamonds
of Binding	-6	50 feet of iron chains
of Frailty	-8	None
Targeting	-5	None

Success: The target becomes the chosen type of shackles. The required ingredients are consumed.
Mixed Success: The duration becomes 2d6 days.
Critical Success: You complete this spell in only half of the required time.
Critical Failure: The target is totally destroyed and you gain one exhaustion point.

Make Magic Shield

Difficulty: varies, education
Duration: until dispelled
Range: touch
Additional requirements: a target pair of iron shackles and 10 hours of casting time. Each time you learn this spell, pick two types of shield to learn how to make from the chart below. The difficulty for this spell varies depending on the type of shield you are trying to make. When you cast this spell, choose one of the types you know how to make.

Type	Difficulty	Required Ingredients
Of Greater Protection	-5	a turtle shell
Of the Day	-6	3 rubies
Of the Night	-6	5 onyx
Sentinel's	-5	5 gemstones
Throwing	-4	None

Success: The target becomes the chosen shield type. The required ingredients are consumed.
Mixed Success: The duration becomes 2d6 days.
Critical Success: You complete this spell in only half of the required time. Alternatively, you may choose to create rules to designate this target's user(s). Only a user can operate the target.
Critical Failure: The target is completely destroyed and you gain one exhaustion point.

Make Magic Talisman

Difficulty: varies, education
Duration: until dispelled
Range: touch
Additional requirements: a target object and 8 hours of casting time. When you learn this spell, pick any four talismans to learn how to make from the list below. The difficulty for this spell varies depending on the type of talisman you are trying to make. When you cast this spell, choose one of the types you know how to make.

Type	Difficulty	Required Ingredients
Anti-divination	-11	A clouded glass lenz
Antimagic	-9	A chunk of obsidian
Enhancing	-6	A gemstone. Select a base statistic.
Flying	-10	14 large feathers
Hunter's	-6	Animal sinew
Invisibility	-11	A transparent glass lens
Invulnerability	-13	A large diamond
Luck	-11	None
Of Animal Command	-9	10 kg of sugar, 10 kg of carrots, 10 kg of fresh meat, and 100 kg of hay

Type	Difficulty	Required Ingredients
Of Comprehension	-6	A book explaining the chosen language's grammar
Of Connection	-7	A second identical target
Of Disguises	-7	Nothing
Of Farspeech	-5	A second identical target
Of Farseeing	-6	Hawk's eyes
Of Immunity	-10	3 gemstones, choose a damage type
Of Protection	-10	A pure sample of DNA from the creature type that is being protected against
Of Regeneration	-11	A medium animal heart
Of Resistance	-6	A gemstone, choose a damage type
Of Shielding	-4	A turtle shell
Of Stamina	-7	A medium animal heart
Of Telepathy	-10	None
Of Undying	-13	15 diamonds
Skill Enhancing	-7	3 gemstones
Speed Enhancing	-6	None
Spellstoring	-7	None
Waterbreathing	-7	A large, live fish

Success: The target becomes the chosen talisman type. The required ingredients are consumed.
Mixed Success: The duration becomes 1d6 + 1 days.
Critical Success: You complete the spell in only half of the required time. Alternatively, you may choose to create rules to designate this target's user(s). Only a user can operate the target.
Critical Failure: The target is totally destroyed and you gain two exhaustion points.

Make Magic Tome
Difficulty: varies, education
Duration: until dispelled
Range: touch
Additional requirements: a target book and 12 hours of casting time. When you learn this spell, pick any four tomes to learn how to make from the list below. When you cast this spell, choose one of the types you know how to make.

Type	Difficulty	Required Ingredients
Of Alchemy	-1 for every spell you include	You can only include spells you are able to cast.
Of Artificy	-1 for every spell you include	You can only include spells you are able to cast.
Of Beasts	-9	Bones from at least 15 different animals.
Of Celestials	-9	The real name of an angel
Of Conjuration	-1 for every spell you include	You can only include spells you are able to cast.
Of Demons	-9	The real name of a demon
Of Divination	-1 for every spell you include	You can only include spells you are able to cast.
Of Dragons	-9	The real name of a dragon
Of Enchantment	-1 for every spell you include	You can only include spells you are able to cast.
Of Final Rest	-11	A human skull
Of Healing	-8	You must know at least one healing spell
Of Induction	-1 for every spell you include	You can only include spells you are able to cast.
Of Monsters	-8	You must have at least +3 education
Of Names	-12	You must have least +4 Arcana Divination
Of Necromancy	-1 for every spell you include	You can only include spells you are able to cast.
Of Psionics	-1 for every spell you include	You can only include spells you are able to cast.
Of Reaping	-12	6 diamonds and a humanoid skull
Of Skill Mastery	-7	You must have at least +4 in the selected skill or sub-skill
Of Spellstealing	-10	You must have at least +4 Arcana Induction
Of the Day	-8	3 rubies
Of the Night	-8	6 onyx
Of the Sea	-9	You must be at the beach
Of the Woodlands	-9	You must be in the forest
Of Tongues	-8	You must know, or have the help of other creatures who know, at least 4 other languages.
Of Travel	-10	You must know the Teleport spell

Critical Success: You complete the spell in only half of the required time. Alternatively, you may choose to create rules to designate this target's user(s). Only a user can operate the target.
Critical Failure: The target is completely destroyed. Roll 1d6; on an odd result gain 2 exhaustion points, and on an even result gain only one exhaustion point.

Make Magic Weapon

Difficulty: varies, education
Duration: until dispelled
Range: touch
Additional requirements: a target weapon and 12 hours of casting time. When you learn this spell, pick any three weapon types to learn how to make from the list below. The difficulty for this spell varies depending on the type of weapon you are trying to make. When you cast this spell, choose one of the types you know how to make.

Type	Difficulty	Required Ingredients
Berserker's	-8	6 pints of blood
Bloodthirsty	-8	A vampire bat
Of Acid	-6	A vial of acid
Of Final Rest	-11	A human skull
Of Flame	-6	Charcoal
Of Frost	-6	A chunk of ice
Of Lightning	-7	500 grams of copper or silver
Of Luck	-8	A four leaf clover
Of Necromancy	-6	Graveyard dirt
Of Poison	-6	A vial of poison
Of Reaping	-13	6 diamonds and a humanoid skull
Of the Day	-7	3 rubies
Of the Night	-7	6 onyx
Of the Sea	-7	A marlin, large stingray, or medium shark
Of the Woodlands	-7	A squirrel or monkey
Of Vengeance	-10	A silver backed mirror
Of Wounding	-10	A chunk of obsidian
Psychic	-6	3 pearls
Returning	-5	None
Sentinel's	-5	A bundle of porcupine quills
Surestrike	-10	An eagle's eye

Success: The target becomes the chosen weapon type.
Mixed Success: Gain an additional +1 by spending an additional 12 hours and gaining one exhaustion point.
Critical Success: You complete the spell in only half of the required time. Alternatively, you may choose to create rules to designate this target's user(s). Only a user can operate the target.
Critical Failure: The target is completely destroyed. Roll 1d6; on an odd result gain 2 exhaustion points, and on an even result gain only one exhaustion point.

Make Portable Building

Difficulty: varies, education
Range: touch
Duration: until dispelled
Additional requirements: a suitable target building or materials for it and an amount of casting time based on the chart below

Square Meters	Difficulty	Time Required
2	-3	10 hour
10	-4	20 hours
100	-5	40 hours
500	-6	80 hours
1,000	-7	160 hours
10,000	-8	320 hours
50,000	-9	640 hours
100,000	-10	1,280 hours
500,000	-11	2,560 hours
1,000,000	-12	5,120 hours
1,500,000	-13	10,240 hours

Success: The building you enchant gains the ability to shrink to the size of about 15 cm by 15 cm by 15 cm, maintaining its original proportions, and grow back again. This is activated by a trigger which you select. When the building has shrunk, it weighs approximately 2 kilograms.
Mixed Success: The building may shrink and then grow back again one time.
Critical Success: You succeed in half of the required time.
Critical Failure: The building is not enchanted and you are shrunk to only a few centimeters tall.

Make Sentient

Difficulty: -9, wisdom
Duration: until dispelled
Range: touch
Additional requirements: a target object and 24 hours of casting time
Success: The target becomes sentient, meaning it can both retain memory and make decisions. It gains a Being equal to its HP. Its education and wisdom modifiers are equal to your respective minimums. You have a number of points you can spend to increase the object's modifiers equal to the magnitude. One point spent increases one base statistic by +1. Its influence is -4. You additionally have 10 skill points to spend giving the object skills or positive attributes. You cannot give the object any skills or positive attributes you do not have or teach it any spells you

do not know. It automatically knows one language from among the languages you know and can either communicate audibly or telepathically. You must give the object a combination of at least 9 points worth of negative attributes. If the object is reduced to 0 Being, it is broken, it is considered to have died, and the duration of all spells enchanting it end immediately.
Mixed Success: The duration becomes 1d6 days.
Critical Success: Choose one of the following: You instead have 15 skill points to spend. Reduce the number of required negative attribute points to 6. Reduce the casting time to 6 hours.
Critical Failure: The target is destroyed or your wisdom is decreased to its minimum for a duration of 2d6 + 1 days.

Make Spellbead
Difficulty: varies, education
Duration: until cast or dispelled
Range: touch
Additional requirements: a target gemstone and 1 hour of casting time, plus all of the requirements of the spell the spellbead will cast. The difficulty for this spell is equal to the difficulty of the spell the spellbead will cast. If that spell has a variable difficulty, then make this roll with a -0 difficulty and apply the correct difficulty when the spellbead is expended. When you cast this spell, choose another spell that you know how to cast.
Success: The target becomes a spellbead that can be used to cast the chosen spell. When the spellbead is used, it uses this success's magnitude as its only modifier to cast the spell stored inside.
Mixed Success: none
Critical Success: none
Critical Failure: Use the same critical failure effect of the spell that would have been cast by the spellbead.

Make Spellcasting Compliment
Difficulty: -7, wisdom
Duration: until dispelled
Range: touch
Additional requirements: a target object and 14 hours of casting time
Success: The target grants a +1 bonus to spellcasting attempts for the creature holding it. This spell can be cast multiple times to increase the bonus for any target, increasing the difficulty by -1 with each successive casting.
Mixed Success: The target is destroyed after 2d6 uses.
Critical Success: You may choose to create rules to designate this target's user(s). Only a user can operate the target.
Critical Failure: The target is completely destroyed and you take 1d6 soul damage.

Make Spellcasting Talisman
Difficulty: -7, education
Duration: until dispelled
Range: touch
Additional requirements: a target object and 10 hours of casting time. When you cast this spell, choose another spell that you know how to cast.
Success: The target becomes a spellcasting talisman for casting the chosen spell with a number of charges equal to the magnitude. It regains one charge per day.
Mixed Success: The target breaks after 1d6 uses.
Critical Success: It instead regains one charge every hour instead.
Critical Failure: The target is destroyed or the Arcana sub-skill you used to cast this spell has disadvantage for 1d6 days.

Mark
Difficulty: -4, wisdom
Duration: a number of rounds equal to the magnitude
Range: sight
Additional requirements: a target creature
Success: You have advantage on Investigation rolls to find the target. You may directly identify the location of a target within 30 meters of you. You may ignore penetrable cover when attacking the target.
Mixed Success: The duration lasts with concentration.
Critical Success: You have advantage on attack rolls made against the target. Alternatively, the duration lasts until dispelled.
Critical Failure: You instead have disadvantage on all attack rolls against the target for the next 2 rounds.

Mass Animate
Difficulty: -6, education
Duration: concentration
Range: sight, 20 meters
Additional requirements: any number of target objects. You must learn the spell Animate before learning this spell. The difficulty increases by -1 for each additional target after the first. Each target must be smaller than 1 cubic meter and light enough for you to lift it over your head with one arm.
Success: Each target gains a strength and dexterity modifier. Their strength is equal to the magnitude – 3 and their dexterity is equal to your dexterity. They gain a flying speed of 10. Each time you maintain concentration on this spell, you may cause the targets to immediately take an action as part of your turn, using your skill modifiers. Add the number of targets as an additional bonus to each roll they make. The objects can manipulate any moving parts they possess.
Mixed Success: The targets can only take 1 action per turn.
Critical Success: The duration lasts up to an hour without concentration with the targets continuing an assigned task until it is complete or until they are assigned a new one.
Critical Failure: The targets each take 2d6 damage. Alternatively, the targets attack you and any allies within range for 1d6 rounds.

Mass Blessing or Curse
Difficulty: varies, wisdom
Duration: a number of days equal to the magnitude. If you die, the duration ends for all targets. If a target dies, the duration ends for that target.
Range: sight, 10 meters
Additional requirements: any number of target creatures. You must learn the spell Blessing or Curse before learning this spell. The difficulties for this spell start the same. The difficulty increases by -1 for each additional target after the first. When you learn this spell, you may pick six additional attributes to add to the list of attributes you can use with Blessing or Curse.

Success: Force one of the attributes you know how to grant with the spell Blessing or Curse onto the targets. Casting Break Enchantment on a target only ends the duration for that target.
Mixed Success: The duration becomes 1 hour.
Critical Success: This spell persists until dispelled, even after you and/or a target dies.
Critical Failure: Either you or the targets are cursed for 2d6 days with an attribute of the Narrator's choosing.

Mass Charm
Difficulty: -6, influence
Duration: a number of hours equal to the magnitude
Range: 30 meters
Additional requirements: any number of target creatures that are not constructs or undead. You must learn the spell Charm before learning this spell. The difficulty increases by -1 for each additional target after the first. The targets must each be able to detect you with at least one of their senses. Additionally subtract as part of the difficulty the highest wisdom modifier from among all of the targets.
Success: The target(s) become infatuated with you. They will feel a distinct need to ensure your comfort and safety. They may each immediately make a wisdom or education Arcana Enchantment skill roll as a non-action to recognize that you have cast this spell on them. The difficulty is equal to your sub-skill modifier. If a target succeeds, the duration ends for that target. If you or your ally deals damage to a target, then the duration ends for that target. If you command them to do anything that is obviously dangerous, then they may remake their Arcana roll.
Mixed Success: The duration lasts up to an hour. Each target has advantage on the first roll to recognize this spell.
Critical Success: The duration lasts until dispelled or until you or an ally deals damage to a target. Until then, they will be in complete denial of the idea that you have charmed them.
Critical Failure: This spell instead causes all targets to become hostile against you for a duration of 24 hours.

Mass Imprison
Difficulty: -7, education
Duration: 6d6 years
Range: sight
Additional requirements: any number of target creatures. You must learn the spell Imprison before learning this spell. 6 hours of time to prepare the container beforehand. The container must be large enough to fit the largest target inside. The difficulty increases by -1 for each additional target after the first. You must be touching the container when you cast this spell.
Success: Every target is imprisoned inside the container, treating it as an extradimensional space. You can decide the requirements to open the container and release specific targets. A Break Enchantment spell is otherwise needed to release all the targets, which also breaks the container. The Break Enchantment spell difficulty modifier is determined as follows: it has -1 for every 100 gold worth of precious materials used to make the container with a maximum of -13. The targets cannot die while they are imprisoned.
Mixed Success: Each target may make a constitution Athletics Weightlifting roll using the magnitude as the difficulty. On a success, they are not imprisoned.
Critical Success: The duration lasts until dispelled.
Critical Failure: You imprison 2d6 random targets, possibly including yourself, for 6d6 + 1 years.

Mass Invigorate
Difficulty: -7, education
Duration: none
Range: sight, 15 meters
Additional requirements: you must learn the spell Invigorate before learning this spell
Success: Each creature within range loses a number of exhaustion points equal to the magnitude. This does not effect any of their wounds. If they do not have any, they instead gain a bonus to their next initiative roll equal to the magnitude.
Mixed Success: Each target regains 2d6 exhaustion points after 2d6 hours, even if their wounds have healed. If they would gain enough to kill them from this effect, then they instead only gain enough to render them incapacitated.
Critical Success: The spell's range is doubled.
Critical Failure: You gain 1d6 exhaustion points.

Mass Mark
Difficulty: -6, wisdom
Duration: a number of days equal to the magnitude
Range: sight
Additional requirements: any number of target creatures. You must learn the spell Mark before learning this spell. The difficulty increases by -1 for each additional target after the first.
Success: The targets are magically marked by you. You have advantage on Investigation rolls to find any target. You may directly identify the location of a target within 30 meters of you, but you do not automatically detect which target it is. You may ignore penetrable cover when attacking a target. Casting Break Enchantment on a target can end the duration for only that target.
Mixed Success: The duration becomes 1 day and ends early for each target that manages to get more than 5 kilometers away from you.
Critical Success: You have advantage on attack rolls made against a target. Alternatively, the duration lasts until dispelled.
Critical Failure: You have disadvantage on all attack rolls for the next 6d6 hours.

Multiply
Difficulty: -8, education
Duration: 2d6 + 1 days. You may end the duration for any number of copies as a standard action.
Range: touch
Additional requirements: a target nonmagical, nonliving object that you can lift above your head
Success: You create a number of magical copies of that object equal to the magnitude. The copies use all of the same statistics as the original. If they would break or chemically react with anything, they instead completely disappear. If a Break Enchantment or Banish Conjuration spell is cast on a copy it has a difficulty of -4 and on a success the copy completely disappears. You may cause one or all of the copies that you have created to completely disappear as an action. Each copy is considered a conjuration.
Mixed Success: You create 1d6 copies that all have a defense modifier of +1 and 1 HP. The duration becomes 1d6 + 1 days.
Critical Success: The duration lasts until dispelled or you create an additional 1d6 + 1 copies.
Critical Failure: The object takes 2d6 damage.

Necrotic Aura
Difficulty: -9, constitution or education
Duration: 10 minutes. You may end the duration as a non-action.
Range: a number of meters equal to the magnitude
Additional requirements: Learning this spell gives you constant necrosis resistance equal to your highest Arcana sub-skill modifier.
Success: You may grant a +3 bonus to any necrosis damage spells that are cast within range. You are immune to necrosis damage.
Mixed Success: The duration requires concentration.
Critical Success: As a standard action, you may cause each creature within range to take 1 necrosis damage. If a creature takes this damage more than once from this casting, it is added to the same wound.
Critical Failure: You take 3d6 necrosis damage ignoring any resistance.

Necrotic Strike
Difficulty: -3, constitution
Duration: none
Range: varies
Additional requirements: the attack roll cannot be a spellcasting roll that requires spending a spellcasting attempt.
Success: As part of casting this spell, immediately make an attack roll. If it succeeds the target takes additional necrosis damage equal to this spell's magnitude as a second wound.
Mixed Success: They take 1 additional necrosis damage and you take 1 additional necrosis damage.
Critical Success: The necrosis wound is critical.
Critical Failure: You take 1d6 - 1 necrosis damage or you drop your weapon.

Open Portal
Difficulty: -6, constitution
Duration: concentration
Range: the same dimension
Additional requirements: a target location. The location must be an unoccupied space. It must be somewhere you have been, can see, or know the exact coordinates of relative to your current position.
Success: You create a doorway connecting the target location and your current location. The doorway is a 2-dimensional circle. It appears in an unoccupied space of your choice that you can see within 20 meters. Its radius is a number of meters equal to or less than the magnitude. If the duration ends while something is in the doorway, it makes a +13 slashing damage attack roll against that something. If the attack succeeds, it completely severs whatever it closed on. If the attack fails, the portal remains open until it is cleared of its obstruction. Alternatively, you may mark the target. If you do, the duration becomes "until dispelled." Casting this spell on a target that you marked automatically succeeds with a minimum magnitude of +1 and ends the previous duration on the target.
Mixed Success: You may increase the magnitude to any number by gaining the same number of exhaustion points.
Critical Success: The duration lasts until dispelled. You may have a umber of portals open equal to your highest Arcana sub-skill modifier. When you maintain concentration on this spell, you may change the doorway's radius. The radius cannot increase beyond the magnitude you rolled. Changing the radius may allow you to perform the doorway's attack against something in the doorway or grapple something in the doorway. If the target location is one you had marked, this casting will not end that duration.
Critical Failure: You open a portal to a random location with a duration of 10 x 1d6 seconds and you gain 1 exhaustion point. Alternatively, you take 2d6 soul damage.

Personage
Difficulty: -3, wisdom
Duration: a number of hours equal to the magnitude
Range: none
Additional requirements: You need to have clearly seen what the mimicked creature looks like and heard what their voice sounds like. You cannot be more than 1 size larger or smaller than the mimicked creature.
Success: You assume the physical appearance of a humanoid creature of your choice. Your voice also changes to sound like theirs. You cannot mimic details you do not know about, such as scars or tattoos that they keep hidden or a prosthetic limb that you did not know was a prosthetic. Alternatively, you may invent a voice and appearance of a humanoid that is similar in size and shape to yourself. This spell is an illusion, and creatures with truesight perceive it as such.
Mixed Success: This spell requires concentration.
Critical Success: The duration lasts until dispelled. You may end the duration as a nonaction.
Critical Failure: You take 1d6 - 1 soul damage or gain the negative attribute Ugly for 2d6 hours.

Petrification
Difficulty: -6, intelligence
Duration: until dispelled
Range: sight, 15 meters
Additional requirements: a target creature that is composed of organic material. The target's constitution modifier is additionally subtracted as part of the difficulty.
Success: The target takes 1d6 non-lethal soul damage at the start of each of their turns as their body slowly turns to stone. When their Health is reduced to 0, they are completely petrified but not killed. When this spell is dispelled, all Being points lost this way are restored immediately. The target's Being becomes the statue's HP. The statue has a defense modifier equal to the target's constitution +6. Any damage done to the statue is sustained after the spell is dispelled and reflected by a new Being equal to the statue's remaining HP. If the statue is reduced to 0 HP, the creature is dead and this spell can no longer be dispelled.
Mixed Success: The damage is instead dealt at the start of each day.
Critical Success: The target's Health is immediately reduced to 0, and the creature is instantly petrified.
Critical Failure: You are immediately petrified and the target is unaffected. This duration ends after 1d6 days.

Planned Rebirth
Difficulty: -11, education
Duration: until dispelled
Range: none
Additional requirements: a living target creature
Success: At some point after the death of the target, they return to life. This ends the spell's duration. You decide what the trigger is for this to occur. If their previous body is no longer mostly intact, a new one must be provided. The new body must be wholly intact and either recently deceased or still alive at the time of the trigger. A Break Enchantment spell must be cast on the target or on the target's body in order to end this spell's duration prematurely.
Mixed Success: The trigger requires someone to succeed on a -9 difficulty Arcana Enchantment or Necromancy skill roll and spend a spellcasting attempt.
Critical Success: A replacement body is not necessary, even if the target's previous body has been completely destroyed.
Critical Failure: Reduce yours and the target's Being by 1d6 each or you each take 3d6 + 1 necrotic damage ignoring resistances or immunities. If you are the target then you instead reduce your Being by 2d6 or take 4d6 necrotic damage ignoring resistances and immunities.

Poison Aura
Difficulty: -9, constitution or education
Duration: 10 minutes. You may end the duration as a non-action.
Range: a number of meters equal to the magnitude
Additional requirements: Learning this spell gives you constant toxin resistance equal to your highest Arcana sub-skill modifier.
Success: You may grant a +3 bonus to any toxin damage spells that are cast within range. You are immune to toxin damage.
Mixed Success: The duration requires concentration.
Critical Success: As a standard action, you may cause each creature within range to take 1 toxin damage. If a creature takes this damage more than once from this casting, it is added to the same wound.
Critical Failure: You take 3d6 toxin damage ignoring any resistance.

Poison Strike
Difficulty: -3, constitution
Duration: none
Range: varies
Additional requirements: the attack roll cannot be a spellcasting roll that requires spending a spellcasting attempt.
Success: As part of casting this spell, immediately make an attack roll. If it succeeds the target takes additional toxin damage equal to this spell's magnitude as a second wound.
Mixed Success: They take 1 additional toxin damage and you take 1 additional toxin damage.
Critical Success: The toxin wound is critical.
Critical Failure: You take 1d6 - 1 toxin damage or you drop your weapon.

Prophecy
Difficulty: -7, wisdom
Duration: none
Range: none
Additional requirements: none
Success: The Narrator provides you with a prophecy. They can word it however they want and it becomes immutable.
Mixed Success: You only receive the first half of the prophecy.
Critical Success: You may choose a target creature, location, object, or question for the prophecy to be about.
Critical Failure: You take 2d6 - 1 soul damage.

Protect from Death
Difficulty: -10, wisdom
Duration: 7 days
Range: touch
Additional requirements: a target creature that is not a construct and 1 hour of casting time
Success: If the target dies, this spell's duration is extended by a number of days determined by the magnitude. If the duration is not ended prematurely, then they wake up fully recovered at the end of it. If their entire body has been completely destroyed, then the duration ends prematurely and they die.

Magnitude	Duration Extension
+1	1d6 + 1 centuries
+2	1d6 + 1 decades
+3	1d6 + 1 years
+4	1d6 + 1 months
+5	1d6 + 1 weeks
+6	1d6 + 1 days
+7	1d6 + 1 hours

Mixed Success: The initial duration becomes 48 hours, and the extension becomes 1 millennium.
Critical Success: If at least 45% of the target's body remains, then they still come back. The duration extension is 1d6 + 1 hours.
Critical Failure: The duration lasts until dispelled. After the target dies, they come back as a zombie 24 hours later.

Protect from Divination
Difficulty: -10, education or wisdom
Duration: until dispelled
Range: touch
Additional requirements: a target creature, location, or object, and 1 hour of casting time.
Success: Other Arcana Divination spells must critically succeed in order to find the target's location, observe the target, or target the target. If they do critically succeed, they function as if they were only a normal success.
Mixed Success: The duration lasts for 2d6 days.
Critical Success: Other Divination spell critical successes instead function as mixed successes. Failures instead function as critical failures.
Critical Failure: Other Divination spell mixed successes instead function as normal successes and normal successes function as critical successes.

Protection from Falling
Difficulty: -3, dexterity or strength
Duration: concentration
Range: sight, 20 meters
Additional requirements: a target creature or object. You may select additional targets, adding an additional -2 to the difficulty for every additional target
Success: All targets land on their feet if they fall more than 2 meters and take no damage from the falling condition.
Mixed Success: The damage they take from falling is halved and they do not automatically land on their feet.
Critical Success: The duration lasts without concentration until after you and each target has finished falling, and you may immediately pick 2 more targets.
Critical Failure: The falling condition attack has advantage against all targets.

Psychic Attack
Difficulty: -3, influence or wisdom
Duration: none
Range: sight or hearing, 20 meters
Additional requirements: a target creature. This spell is an attack roll. Instead of the target's defense modifier, the target's wisdom and Arcana Psionics sub-skill modifier are additionally subtracted as part of the spell's difficulty.
Success: Deal an amount of psionic damage to the target equal to the magnitude.
Mixed Success: Should be treated the same as a mixed success for an attack roll.
Critical Success: Should be treated the same as a critical success for an attack roll.
Critical Failure: You take 1d6 psionic damage.

Psychic Strike
Difficulty: -3, constitution
Duration: none
Range: varies
Additional requirements: the attack roll cannot be a spellcasting roll that requires spending a spellcasting attempt.
Success: As part of casting this spell, immediately make an attack roll. If it succeeds the target takes additional psionic damage equal to this spell's magnitude as a second wound.
Mixed Success: They take 1 additional psionic damage and you take 1 additional toxin damage.
Critical Success: The psionic wound is critical.
Critical Failure: You take 1d6 - 1 psionic damage or you drop your weapon.

Psychic Whispers
Difficulty: -5, influence or wisdom
Duration: concentration
Range: hearing
Additional requirements: none
Success: Creatures within range each make a wisdom Arcana Psionics roll as a non action using the success's magnitude as the difficulty. If they fail, they take 1d6 psionic damage. You may choose to make the damage non-lethal. Each turn they must reroll. Any creature that succeeds becomes immune to your psychic whispers for 24 hours.
Mixed Success: The range becomes 5 meters and the damage becomes 1d6 - 1.
Critical Success: You may make any number of target creatures within range immune to this spell for its duration.
Critical Failure: You take 1d6 psionic damage.

Push Feelings
Difficulty: -6, influence or wisdom
Duration: 24 hours
Range: sight, 20 meters
Additional requirements: a target creature
Success: You choose how the target feels about a specific thing, such as a person or an event. You are limited to causing them to feel certain emotions; this spell cannot force them to think a certain way. They must make an education or wisdom based Arcana Psionics roll as a non-action using your magnitude as the difficulty. If they succeed, then they know it was caused by a spell and may make wisdom based Tactics rolls using your magnitude as the difficulty to resist making decisions or taking actions based on the pushed feelings.

Mixed Success: The duration becomes 1 hour
Critical Success: The duration becomes 1d6 + 1 days.
Critical Failure: The spell instead targets you, causing you to feel the exact opposite from what you normally would.

Push Thoughts
Difficulty: -5, influence or wisdom
Duration: 24 hours
Range: 20 meters, sight
Additional requirements: a target creature
Success: Cause the target to think a specific thought. The thought must be 10 words or less. They must make a wisdom based Arcana Psionics roll as a non-action using your magnitude as the difficulty. If they succeed, then they know this thought was from a spell. This spell does not force them to make any decisions or alter their normal behavior.
Mixed Success: The thought must be 5 words or less.
Critical Success: The thought must be 20 words or less.
Critical Failure: You become obsessed with a random thought, gaining the negative attribute Insane for 24 hours.

Pyrokinesis
Difficulty: -7, education
Duration: concentration
Range: 20 meters
Additional requirements: a source of fire
Success: This spell affects the shape and size of active flame. You may choose one of the following effects now, and you may choose the same effect or a new one each time you maintain concentration:
- Make a melee attack roll against a target creature or object within range using the magnitude as its only modifier. The attack deals half burn damage rounded up and half bruise damage rounded down. You must make the roll immediately and it counts as part of this action.
- You create or move a shape in the air that does not move and will not change for the duration of the spell or until you pick this effect again. It can move a number of meters equal to or less than your speed. The shape can take up a number of cubic meters equal to or less than the magnitude. You may create a vacuum space inside of the shape. A creature that comes into contact with the object or ends its turn in contact with the object takes 1d6 burn damage.
- Use the magnitude in the place of your strength modifier in a strength based roll to move or lift a target creature or object. You must make the roll immediately and it counts as part of this action. If the target is an unwilling creature, then they may make a contesting strength Athletics Weightlifting roll and are pushed a number of meters equal to the difference in magnitudes. If the target did not make a contesting roll, the Narrator instead assigns a difficulty as normal. The object takes 2d6 burn damage minus their defense.
- You ignite any easily ignitable fuel in a 1 cubic meter space. Creatures that start their turn in the same space as the fire take 1d6 + 3 burn damage minus their defense modifier.

Mixed Success: The duration of this spell only lasts until the end of your next turn. You may prevent the end of the effects if you recast the spell before they end.
Critical Success: The range becomes 30 meters. You may choose to create two effects immediately as part of this action. You may choose the same effect twice. On each successive action when you maintain concentration you may only choose one effect.
Critical Failure: You take 3d6 burn damage.

Rapid Plant Growth
Difficulty: varies, constitution on education
Duration: none
Range: 6 meters
Additional requirements: a target plant or a 2 meter diameter radius of small plants and approximately 1 liter of water. This spell's difficulty is equal to the plant's size.
Success: The target grows rapidly and becomes one size larger. Its Health and maximum both increase by 6. Its constitution increases by +2. If the plants were small, they instead flourish and grow ripened fruits or vegetables.
Mixed Success: The target's Health and maximum do not increase.
Critical Success: The plant instead becomes two sizes larger and its Health and maximum both increase by an additional 9. Its constitution increases by +4. If the plants were small, you may instead increase the radius to a number of meters equal to the magnitude. Alternatively, you may make an area attack roll against every creature adjacent to the target. This attack grapples and its only modifiers are your dexterity and the target's new size.
Critical Failure: The target takes 2d6 damage and does not grow.

Read Aura
Difficulty: -6, wisdom
Duration: none
Range: sight
Additional requirements: a target creature
Success: You learn the target's Being and current alignment. The Narrator also describes their motivations to you. The words the Narrator may use to describe a creature's motivations include: Creative, Destructive, Violent, Selfless, Selfish, Passive, Observant, Curious, Prideful, Joking, or Outspeaking.
Mixed Success: You only learn their motivation and whether or not their Being is higher, lower, or equal to yours.
Critical Success: You also learn if they are feeling conflicted about anything. You do not know about what, but you do know if they are conflicted over whatever is motivating them.
Critical Failure: You take 1d6 non-lethal psionic damage.

Read Object History
Difficulty: -6, wisdom
Duration: one hour
Range: touch
Additional requirements: a target object
Success: You see the target's history played back based on the following table. You can choose what level of detail you want to see. You are unable to take other actions for the duration. If the duration ends early, it may limit the amount of information you gain.

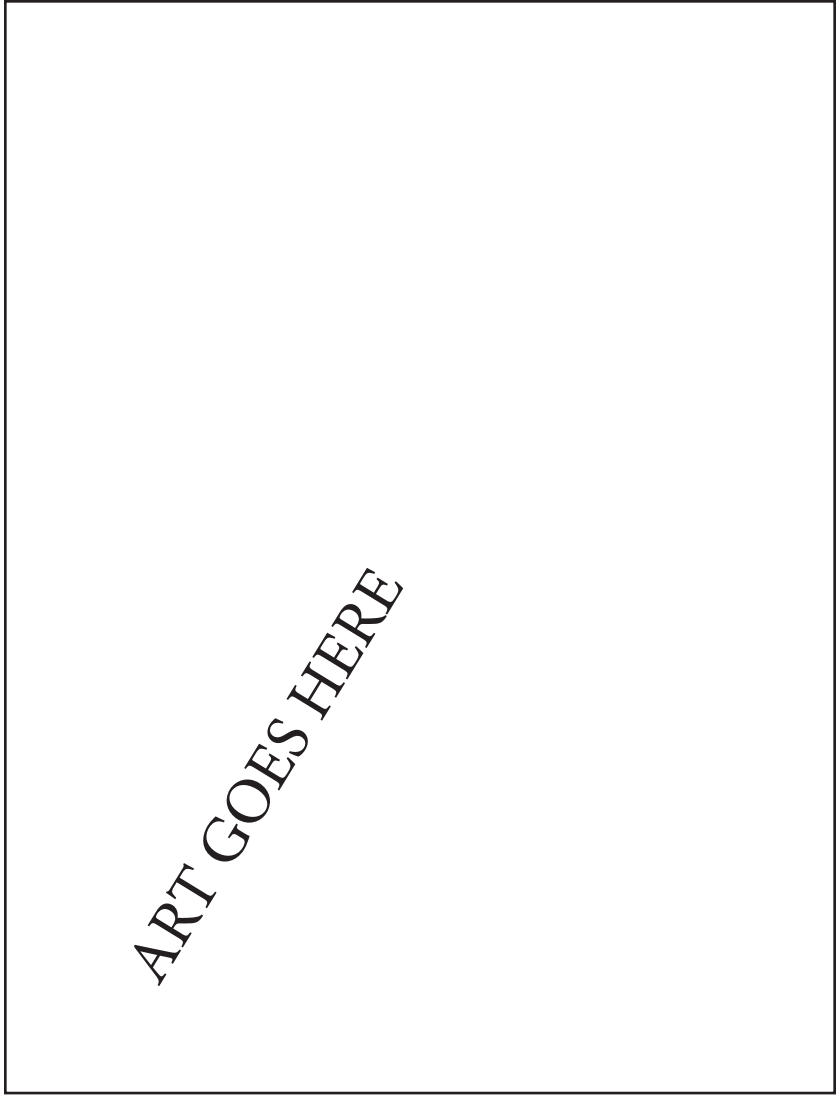
Magnitude	Playback
+0	The past 30 minutes
+1	The past 4 hours
+2	The past 24 hours
+3	The past week
+4	The past month
+5	The past year
+6	The past decade

Magnitude	Playback
+7	The past 50 years
+8	The past 150 years
+9	The past 400 years
+10	The past 750 years
+11	The past 1200 years
+12	The past 2000 years
+13	The object's entire history

Mixed Success: none
Critical Success: none
Critical Failure: You take 1d6 + 1 psionic damage.

Read Memories
Difficulty: -4, wisdom or education
Duration: concentration
Range: sight, 10 meters
Additional requirements: a target creature. Additionally subtract the target's Arcana Psionics sub-skill and wisdom as part of the difficulty.
Success: As an action, you may select a creature within range to read their memories. They immediately detect you. You may search memories based on topic or based on date. You discover details within each memory in the same order the target would remember them and at the same speed at which they would remember them.
Mixed Success: If the target knows this spell, then they may make their own roll to reverse it and target you without spending any spellcasting attempts. Continue to treat the spell as a mixed success.
Critical Success: They do not immediately detect you. On each of your turns, you must make a wisdom based Stealth roll using their wisdom modifier plus their Arcana Psionics modifier as the difficulty to avoid detection.
Critical Failure: You take 1d6 + 2 psionic damage.

Reconstruct Object
Difficulty: -2, education
Duration: none
Range: sight, 2 meters
Additional requirements: a target broken or disassembled non-magical, inanimate object. For every full cubic meter of space the broken object takes up, the difficulty of this spell increases by -2. You have advantage on this roll if you watched it break.
Success: Up to 100 individual pieces of the original object are reassembled, repaired, and or restored into the original shape.
Mixed Success: The target is only partially assembled, regardless of how big it is or how many pieces there are.
Critical Success: The target additionally comes under the effect of a Reinforce spell that lasts a number of days equal to the magnitude.
Critical Failure: The target is repaired or reassembled in such a way that makes it totally unusable.



Reinforce
Difficulty: -3, education
Duration: a number of days equal to the magnitude
Range: touch
Additional requirements: a target object
Success: Increase the target's defense modifier by +3 and increase its HP by 9. If it is a piece of armor or weapon, its Break value instead increases by +2.
Mixed Success: The duration requires concentration.
Critical Success: Increase the target's defense modifier by +6 and increase its HP by 18. Alternatively, you may choose for the duration to last until dispelled. If it is a piece of armor or weapon, its Break value instead increases by +3.
Critical Failure: Your defense modifier and the target's defense modifier are both decreased by -3 for a duration of 1d6 days.

Repair Magic Item
Difficulty: -7, education
Duration: none
Range: touch
Additional requirements: a target magical object and a number of hours of casting time equal to the number of cubic meters occupied by the target
Success: The target is repaired. If the duration of its enchantment has not ended, its magical effects also resume their function. In addition, you may alter the rules for the target's user determination.
Mixed Success: The item is repaired, but not its enchantment, meaning only its mundane functions may be used.
Critical Success: You may restore one previously ended enchantment so long as reenchanting it would not have a

spellcasting difficulty greater than -9.
Critical Failure: You further damage the object and accidentally dispel 1d6 - 3 enchantments (with a minimum of 0).

Reshape Air
Difficulty: -4, constitution, dexterity, or education
Duration: concentration
Range: 15 meters
Additional requirements: air sufficient for the chosen effect
Success: This spell affects the shape of material that is in a gaseous state of matter. You may choose one of the following effects now, and you may choose the same effect or a new one each time you maintain concentration:

- Make a melee attack roll against a target creature or object within range using the magnitude as its only modifier. Before you roll, you must choose to deal bruise, puncture, or slash damage, push, or grapple the target. You must make the roll immediately and it counts as part of this action.
- You create or move a shape in the air that does not move and will not change for the duration of the spell or until you pick this effect again. It can move a number of meters equal to or less than your speed. The shape can take up a number of cubic meters equal to or less than the magnitude and acts as a solid object. You may create a vacuum space inside of the shape. You may form the object around a creature. If you do so, then your Arcana sub-skill modifier is used as the difficulty for any rolls made to resist or escape.
- Use the magnitude in the place of your strength modifier in a strength based roll to move or lift a target object. You must make the roll immediately and it counts as part of this action. The Narrator assigns a difficulty as normal.
- You create an object that can move around and be held in one hand but has no moving parts. This object can resemble a simple tool, melee weapon, or any similarly sized object, and it lasts until the start of your next turn. The object's defense modifier and HP are both equal to the magnitude.
- You can create a breeze or wind inside of the spell's range. This breeze can be used to move small, light objects or extinguish small flames.
- Any other effect that the Narrator approves.

Mixed Success: The duration of this spell only lasts until the end of your next turn. You may prevent the end of its effects if you recast the spell before they end.
Critical Success: The range becomes 30 meters. You may choose to create two effects immediately as part of this action. You may choose the same effect twice. On each successive action when you maintain concentration you may only choose one effect.
Critical Failure: Instead of creating any of the effects listed above, all of the air immediately around you is instantly pushed out away from you in all directions. This effect functions as a strength roll with a +6 modifier affecting everything within 5 meters of you.

Reshape Earth
Difficulty: -4, dexterity, strength, or education
Duration: concentration
Range: 15 meters
Additional requirements: loose or hard-packed dirt or sand sufficient for the chosen effect
Success: This spell changes the physical shape of things that are mostly or entirely made out of dirt or sand, such as mud or clay. You may choose one of the following effects now, and you may choose the same effect or a new one each time you maintain concentration:

- Make a melee attack roll against a target creature or object within range using the magnitude as its only modifier. Before you roll, you must choose to deal bruise, damage, push, or grapple the target. You must make the roll immediately and it counts as part of this action.
- You create or move a shape on the ground that does not move and will not change for the duration of the spell or until you pick this effect again. It can move a number of meters equal to or less than your speed. The shape can take up a number of cubic meters equal to or less than the magnitude. You may form the object around a creature. If you do so, then your Arcana sub-skill modifier is used as the difficulty for any rolls made to resist or escape and it has the same statistics as forming a structure.
- Use the magnitude in the place of your strength modifier in a strength based roll to move or lift a target object. You must make the roll immediately and it counts as part of this action. The Narrator assigns a difficulty as normal.
- You create a structure made out of dirt. This structure's defense modifier is +6. The cubic meter volume of the structure's interior and the HP of the structure must add up to 2 times the magnitude.
- You dig a hole traveling in any direction or fill one in; you may displace a number of cubic meters of dirt equal to the magnitude.
- You create an object that can move around and be held in one hand but has no moving parts. This object can resemble a simple tool, melee weapon, or any similarly sized object, and it lasts until the start of your next turn. The object's defense modifier and HP are both equal to the magnitude.
- You mold a specific shape, such as a statue or sculpture. The amount of detail is relative to the magnitude. This object's defense modifier and HP are both equal to the magnitude.
- Any other effect that the Narrator approves.

Depending on the type of dirt or earthen material available, any shape formed will retain its new shape after the duration ends.
Mixed Success: The duration of this spell only lasts until the end of your next turn. You may prevent the end of the effects if you recast the spell before they end.
Critical Success: The range becomes 30 meters. You may choose to create two effects immediately as part of this action. You may choose the same effect twice. On each successive action when you maintain concentration you may only choose one effect.
Critical Failure: The only effect of the spell is that you are immediately buried by dirt. If enough dirt is available within range, you are buried as deep as 10 centimeters. The duration ends immediately.

Reshape Fabric
Difficulty: -3, dexterity or education
Duration: none
Range: touch
Additional requirements: fabric sufficient for the chosen effect
Success: You reshape the fabric however you wish, including how it is woven and the formation of seams. The amount, color, and type of fabric does not change.
Mixed Success: The desired shape is not quite achieved; it is somehow obviously misshapen. If this spell was used to grapple a creature, then rolls to escape have advantage.

Critical Success: Rolls to escape have disadvantage. If scrutinized, the shape is found to be exact to prespecified designs, so long as enough fabric was present.
Critical Failure: The fabric instead becomes totally unraveled or unwoven.

Reshape Liquid
Difficulty: -4, dexterity, strength, or education
Duration: concentration
Range: 15 meters
Additional requirements: liquid sufficient for the chosen effect
Success: This spell affects the physical shape of material that is in a liquid state of matter. You may choose one of the following effects now, and you may choose the same effect or a new one each time you maintain concentration:
- Make a melee attack roll against a target creature or object within range using the magnitude as its only modifier. Before you roll, you must choose to deal bruise, puncture, or slash damage, push, or grapple the target. You must make the roll immediately and it counts as part of this action.
- You create or move a shape in the air that does not move and will not change for the duration of the spell or until you pick this effect again. It can move a number of meters equal to or less than your speed. The shape can take up a number of cubic meters equal to or less than the magnitude and acts as a solid object. You may create a vacuum space inside of the shape. You may form the object around a creature. If you do so, then your Arcana sub-skill modifier is used as the difficulty for any rolls made to resist or escape.
- Use the magnitude in the place of your strength modifier in a strength based roll to move or lift a target object. You must make the roll immediately and it counts as part of this action. The Narrator assigns a difficulty as normal.
- You create an object that can be held in one hand but has no moving parts. This object can resemble a simple tool, melee weapon, or any similarly sized object, and it lasts until the start of your next turn. The object's defense modifier and HP are both equal to the magnitude.
- Spray or wash the liquid over a surface area of square meters equal to 3 times the magnitude.
- Any other effect that the Narrator approves.

Mixed Success: The duration of this spell only lasts until the end of your next turn. You may prevent the end of the effects if you recast the spell before they end.
Critical Success: The range becomes 30 meters. You may choose to create two effects immediately as part of this action. You may choose the same effect twice. On each successive action when you maintain concentration you may only choose one effect.
Critical Failure: Instead of creating any of the effects listed above, all of the liquid immediately around you is instantly pushed out away from you in all directions. The consequences of this are determined by the Narrator.

Reshape Metal
Difficulty: -6, constitution, strength, or education
Duration: none
Range: sight, 15 meters. At touch range, you gain a +1 bonus
Additional requirements: metal sufficient for the chosen effect. Casting this spell once can only affect the shape of multiple objects if they are all touching each other. The effects may vary if only scant amounts are present.
Success: This spell changes the physical shape of metal. Choose one of the following effects:
- Make a melee attack roll against a target creature or object within range using the magnitude as its only modifier. Before you roll, you must choose to deal bruise, puncture, or slash damage, push, or grapple the target. You must make the roll immediately and it counts as part of this action. The roll has a +2 bonus.
- You create a shape. The shape can take up a number of cubic meters equal to or less than the magnitude. You may form the object around a creature. If you do so, then your Arcana sub-skill modifier is used as the difficulty for any rolls made to resist or escape and it has the same statistics as forming a structure.
- Use the magnitude in the place of your strength modifier in a strength based roll to move or lift a target object. You must make the roll immediately and it counts as part of this action. The Narrator assigns a difficulty as normal.
- You create a structure. This structure's defense modifier is 6 plus the magnitude. The cubic meter volume of the structure's interior and the HP of the structure must add up to 2 times the magnitude.
- You create an object that can move around and be held but has no moving parts. This object can resemble a simple tool, melee weapon, or any similarly sized object. The object's defense modifier and HP are both equal to the magnitude plus 2, with a minimum of 4 for its HP.
- You create a specific shape, such as a statue or sculpture. The amount of detail is relative to the magnitude.
- Repair a metal object by an amount of HP equal to the magnitude, or deal damage to it equal to the magnitude.
- Any other effect that the Narrator approves.

Mixed Success: The effect of this spell is not resolved until the end of your next turn, and you must maintain concentration on this spell next round in order to complete it.
Critical Success: You may choose to create two effects. You may choose the same effect twice.
Critical Failure: The only effect of this spell is that you must make a -6 difficulty dexterity Athletics Acrobatics roll to avoid taking 1d6 bludgeoning damage and 1d6 slashing damage as random pieces of metal come flying at you, becoming bent out of shape as they do so.

Reshape Rubber or Plastic
Difficulty: -2, dexterity or education
Duration: none
Range: sight, 15 meters
Additional requirements: rubber, plastic, or a similar material sufficient for the chosen effect
Success: This spell changes the physical shape of rubbers, plastics, and similar materials. The effects may vary if the material has unique properties. Casting this spell once can only affect the

shape of multiple objects if they are all touching each other. Choose one of the following effects:

- Make a melee attack roll against a target creature or object within range using the magnitude as its only modifier. Before you roll, you must choose to deal bruise, puncture, or slash damage, push, or grapple the target. You must make the roll immediately and it counts as part of this action. The roll has a -3 penalty.
- Use the magnitude in the place of your strength modifier in a strength based roll to move or lift a target object. You must make the roll immediately and it counts as part of this action. The Narrator assigns a difficulty as normal. The roll has a -2 penalty.
- You create a structure. This structure's defense modifier is +3. The cubic meter volume of the structure's interior and the HP of the structure must add up to 3 less than 2 times the magnitude.
- You create an object that can be held but has no moving parts. This object can resemble a simple tool or melee weapon, or any similarly sized object. The object's defense modifier is +1 and its HP is 1.
- You create a specific shape, such as a statue or sculpture. The amount of detail is relative to the magnitude.
- Any other effect that the Narrator approves.

Mixed Success: The effect of this spell is not resolved until the end of your next turn, and you must maintain concentration on this spell next round in order to complete it.

Critical Success: You may choose to create two effects. They can be two of the same effect.

Critical Failure: The only effect of this spell is that you must make a -6 difficulty dexterity Athletics Acrobatics roll to avoid taking 1d6 non-lethal bludgeoning damage as random pieces of plastic and rubber come flying at you, becoming bent out of shape as they do so.

Reshape Stone

Difficulty: -5, constitution, strength, or education

Duration: none

Range: sight, 15 meters

Additional requirements: stone sufficient for the chosen effect. Casting this spell once can only affect the shape of multiple objects if they are all touching each other. The effects may vary if only scant amounts are present. This spell cannot effect gemstones.

Success: This spell changes the physical shape of stone. Choose one of the following effects:

- Make a melee attack roll against a target creature or object within range using the magnitude as its only modifier. Before you roll, you must choose to deal bruise, puncture, or slash damage, push, or grapple the target. You must make the roll immediately and it counts as part of this action. The roll has a +1 bonus.
- You create a shape. The shape can take up a number of cubic meters equal to or less than the magnitude. You may form the object around a creature. If you do so, then your Arcana sub-skill modifier is used as the difficulty for any rolls made to resist or escape and it has the same statistics as forming a structure.
- Use the magnitude in the place of your strength modifier in a strength based roll to move or lift a target object. You must make the roll immediately and it counts as part of this action. The Narrator assigns a difficulty as normal.
- You create a structure. This structure's defense modifier is 4 plus the magnitude. The cubic meter volume of the structure's interior and the HP of the structure must add up to 2 times the magnitude.
- You create an object that can move around and be held but has no moving parts. This object can resemble a simple tool, melee weapon, or any similarly sized object. The object's defense modifier and HP are both equal to the magnitude plus 1, with a minimum of 3 for its HP.
- You create a specific shape, such as a statue or sculpture. The amount of detail is relative to the magnitude.
- Repair a stone object by an amount of HP equal to the magnitude, or deal damage to it equal to double the magnitude.
- Any other effect that the Narrator approves.

Mixed Success: The effect of this spell is not resolved until the end of your next turn, and you must maintain concentration on this spell next round in order to complete it.

Critical Success: You may choose to create two effects. They can be two of the same effect. If you choose to create only one effect, it may affect any kind of stone including gemstones.

Critical Failure: The only effect of this spell is that you must make a -6 difficulty dexterity Athletics Acrobatics roll to avoid taking 1d6 + 2 bludgeoning damage as random pieces of stone come flying at you, becoming misshapen as they do so.

Reshape Wood

Difficulty: -5, dexterity, strength, or education

Duration: none

Range: touch

Additional requirements: wood sufficient for the chosen effect. Casting this spell once can only affect the shape of multiple objects if they are all touching each other. The effects may vary if only scant amounts are present.

Success: This spell changes the physical shape of stone. Choose one of the following effects:

- Make a melee attack roll against a target creature or object within range using the magnitude as its only modifier. Before you roll, you must choose to deal bruise, puncture, or slash damage, push, or grapple the target. You must make the roll immediately and it counts as part of this action.
- You create a shape. The shape can take up a number of cubic meters equal to or less than the magnitude. You may form the object around a creature. If you do so, then your Arcana sub-skill modifier is used as the difficulty for any rolls made to resist or escape and it has the same statistics as forming a structure.
- Use the magnitude in the place of your strength modifier in a strength based roll to move or lift a target object. You must make the roll immediately and it counts as part of this action. The Narrator assigns a difficulty as normal.
- You create a structure. This structure's defense modifier is 4 plus the magnitude. The cubic meter volume of the structure's interior and the HP of the structure must add up to 2 times the magnitude.
- You create up to 2 objects that can move around and be held but has no moving parts. Each object can resemble a simple tool, melee weapon, or any similarly sized object. The object's defense modifier and HP are both equal to the magnitude, with a minimum of 2 for its HP.
- You create a specific shape, such as a statue or sculpture. The amount of detail is relative to the magnitude.
- Repair a wood object by an amount of HP equal to the magnitude + 1, or deal damage to it equal to the magnitude + 3.
- You may heal a plant an amount equal to the magnitude, or deal damage to it equal to the magnitude.
- Any other effect that the Narrator approves.

Mixed Success: The effect of this spell is not resolved until the end of your next turn, and you must maintain concentration on this spell next round in order to complete it.

Critical Success: You may choose to create two effects. They can be two of the same effect.

Critical Failure: Any living wood within range takes 1d6 bruise damage.

Resistance
Difficulty: -4, constitution or education
Duration: a number of hours equal to the magnitude
Range: touch
Additional requirements: a willing target creature. Select a damage type before rolling.
Success: The target gains resistance to a the selected damage type of your choice equal to the magnitude.
Mixed Success: You may increase the magnitude to +1 by gaining 1 exhaustion point.
Critical Success: You can divide the duration between multiple targets. For example, if the magnitude was +6 and there were two targets within range, then you could give each target 3 hours of resistance, or 4 hours and 2 hours, or any combination adding up to a total of 6 hours. The duration begins immediately for each target. If you still choose only one target, the duration lasts for days instead of hours.
Critical Failure: The target becomes vulnerable to the selected damage type for 1d6 days.

Resurrect
Difficulty: -13, wisdom or education
Duration: none
Range: touch
Additional requirements: a target dead creature that was previously alive
Success: The target comes back to life, with 1 Being point and 7 exhaustion points.
Mixed Success: The target's soul comes back as a ghost.
Critical Success: The target comes back to life with full Being points and no exhaustion points.
Critical Failure: The target becomes a zombie.

Scry
Difficulty: -7, wisdom
Duration: concentration
Range: none
Additional requirements: A target creature, location, or object. You must meet at least two of the following five requirements: know the target's name, know the target's current location relative to your own, have a part or possession of the target, have physically touched the target, or are within 1 km of the target. For each additional requirement you meet after the first two, you gain an additional +1 bonus.
Success: You can see and hear the target in real time, as well as what is happening around them. This spell cannot see targets that are inside of antimagic fields or effects. You cannot take any other actions for the duration.
Mixed Success: You can see or hear, but not both.
Critical Success: The duration lasts up to 1 hour without concentration.
Critical Failure: You take 1d6 psionic damage. The duration ends immediately.

See in Darkness
Difficulty: -3, education or wisdom
Duration: a number of hours equal to the magnitude
Range: 5 meters
Additional requirements: any number of target creatures. You may target additional creatures adding -1 to the difficulty for each additional target after the first. This spell has no effect on creatures with the negative attribute Blind.
Success: All targets gain the ability to see normally in darkness.
Mixed Success: The duration becomes 6d6 + 1 minutes or lasts with concentration.
Critical Success: The duration becomes 24 hours or you may immediately pick 2 additional targets.
Critical Failure: All target creatures gain the negative attribute Blind for 1d6 rounds.

Send Through Time
Difficulty: -4, education
Duration: none
Range: touch
Additional requirements: a target object. You may increase the difficulty by -2 in order to target a creature. Additionally subtract the target's size as part of the difficulty.
Success: You send the target forward or backward through time. You may select a point in time within the window determined by the magnitude. It appears in the exact same location. If the location is occupied by some other physical object at the selected point in time, then it instead appears in the nearest unoccupied space.

Magnitude	Playback
+0	1 minute
+1	1 hour
+2	1 day
+3	1 week
+4	2 weeks
+5	1 month
+6	6 months
+7	1 year
+8	1 decade
+9	100 years
+10	500 years
+11	1000 years
+12	2000 years
+13	Any time

Mixed Success: No effect.
Critical Success: No effect.
Critical Failure: You are sent to a random time and place.

Sense Danger
Difficulty: -3, wisdom
Duration: a number of minutes equal to the magnitude.
Range: none
Additional requirements: none
Success: Add this magnitude to any rolls made to detect, resist, or avoid traps, attacks, and any spells that would target or deal damage to you.
Mixed Success: This spell requires concentration.
Critical Success: You immediately detect any dangers within a number of meters equal to the magnitude.
Critical Failure: You have disadvantage on the next roll to detect, resist, or avoid traps, attacks, and any spells that would target or deal damage to you.

Sense Intelligence
Difficulty: -5, education or wisdom
Duration: concentration
Range: a number of meters equal to double the magnitude.
Additional requirements: none
Success: You detect the location of anything that has an education, wisdom, and influence modifier.
Mixed Success: The duration only lasts up to 1 minute.
Critical Success: Choose to either double the range or change the duration to up to 1 hour without concentration.
Critical Failure: Roll 1d6. On an odd result you take 2 psionic damage. On an even result, you take 1 psionic damage.

Sense Psion
Difficulty: -5, education
Duration: none
Range: a number of kilometers equal to the magnitude
Additional requirements: none
Success: You detect the location of any creature that has Arcana Psionics +1 or higher. You recognize any that you have previously detected in this way.
Mixed Success: You may gain 1 exhaustion point to increase the magnitude to +1.
Critical Success: You learn the Arcana Psionics modifier of every creature detected in this way.
Critical Failure: Roll 1d6. On an odd result you take 2 psionic damage. On an even result, you take 1 psionic damage.

Separate Mixture
Difficulty: -1, education
Duration: none
Range: 1 meter
Additional requirements: a target nonliving object.
Success: If the target is a chemical mixture, you separate the substances out from each other. You can do this to a number of kilograms equal to the magnitude. The different substances are also sorted out into individual piles or clusters within a few centimeters of each other.
Mixed Success: The different substances are not completely separated, retaining some impurities.
Critical Success: You can decide where the different substances appear within range after being sorted, including into separate, open containers. Each time you maintain concentration on this spell, you or another creature may seal a container.
Critical Failure: You take 1d6 - 1 non-lethal necrosis damage.

Shadow Aura
Difficulty: -10, constitution, wisdom, or education
Duration: concentration
Range: a number of meters equal to double the magnitude
Additional requirements: none
Success: You may grant a +2 bonus to any fear causing or necrosis damage spells that are cast within range. In addition, creatures other than you within range that cannot see normally in darkness gain the negative attribute Blind.
Mixed Success: The bonus is reduced to +1.
Critical Success: Creatures within range gain vulnerability to necrotic damage.
Critical Failure: You take 2d6 necrosis damage minus your constitution and gain the negative attribute Blind for the same number of rounds.

Shadow Strike
Difficulty: -3, constitution
Duration: none
Range: varies
Additional requirements: If you are in bright light or direct sunlight, your spellcasting roll has disadvantage. the attack roll cannot be a spellcasting roll that requires spending a spellcasting attempt.
Success: As part of casting this spell, immediately make an attack roll. The range of the attack is doubled.
Mixed Success: If you are using a weapon, it takes 2 damage.
Critical Success: The target additionally takes necrosis damage equal to the magnitude as a separate wound.
Critical Failure: You gain a necrosis wound equal to the magnitude.

Sharpen
Difficulty: -4, wisdom or education
Duration: none
Range: sight
Additional requirements: a target creature
Success: The target gains a bonus on their next attack roll equal to the magnitude. The attack cannot be a spell and must be made before the end of this round.
Mixed Success: The bonus is +1 instead.
Critical Success: The bonus is equal to the magnitude. Alternatively, the target has until the end of combat to make the attack.
Critical Failure: Their next attack during this combat has disadvantage instead.

Shielding
Difficulty: -3, constitution, strength, or wisdom
Duration: concentration
Range: sight
Additional requirements: a target creature or object
Success: The target gains a bonus to their defense modifier equal to the magnitude.
Mixed Success: The duration only lasts until the end of this round.
Critical Success: None
Critical Failure: You gain 1 exhaustion point.

Shrink
Difficulty: -1, constitution
Duration: 1 hour
Range: 10 meters
Additional requirements: a target creature or object. Additionally subtract their size as part of the difficulty.
Success: The target's size decreases by 2. They additionally gain a +5 bonus to their dexterity and a -6 penalty to their strength. You may end the duration as a minor action.
Mixed Success: The target's size decreases by 1. They gain a +3 bonus to their dexterity and a -3 penalty to their strength. The duration lasts 2d6 minutes.
Critical Success: The target's size decreases by 3. The dexterity bonus increases to +8, the strength penalty increases to -12, and they gain constitution penalty of -4. Alternatively, the duration lasts until dispelled.
Critical Failure: The target grows instead by 1 size and has a -3 penalty to its dexterity.

Silence
Difficulty: -4, education
Duration: concentration, up to an hour
Range: 10 meters
Additional requirements: none
Success: Select a point you can see within range. Within a number of meters of that point equal to double the magnitude, no sound can travel. It cannot enter this sphere or be created within this sphere.
Mixed Success: The radius of the sphere from the point you selected is 2 meters, and this spell only prevents sound from being created within the sphere.
Critical Success: You may choose to additionally reduce all bruise damage by half within the sphere.
Critical Failure: Everything within 6 meters of you, including yourself, takes 1d6 bruise damage minus their defense modifier.

Slow Time
Difficulty: -10, constitution
Duration: concentration
Range: none
Additional requirements: You may increase the difficulty by -2 to apply the effects to a target creature you can see within 10 meters instead of yourself.
Success: Add triple the magnitude to each of your initiative rolls. You cannot cast or concentrate on any other spells.
Mixed Success: Take only 1 additional standard action on each turn and the duration only lasts up to 1d6 rounds.
Critical Success: You may maintain concentration on other spells during this spell's duration.
Critical Failure: Add triple the magnitude to each of your initiative rolls until the end of combat.

Spectral Armor
Difficulty: -6, wisdom or education
Duration: a number of minutes equal to the magnitude.
Range: sight, 50 meters
Additional requirements: a target creature
Success: The target gains bonus to their defense equal to your spellcasting sub-skill modifier.
Mixed Success: The duration lasts a number of rounds.
Critical Success: The duration lasts a number of hours.
Critical Failure: The target or the target's armor takes 1d6 damage.

Spectral Beast
Difficulty: -6, wisdom
Duration: concentration, up to an hour
Range: sight, 50 meters
Additional requirements: none
Success: Create a spectral creature with a size equal to or less than the magnitude in an unoccupied space within range. The creature's only types are beast and conjuration. Its speed is equal to 12 plus the magnitude. Its HP is equal to your Being plus the magnitude. Its strength is equal to your strength plus the magnitude. Its other base statistics are equal to yours. It is immune to toxin and psionic damage and resistant to non-magical damage. It has a Melee Unarmed attack with a bonus equal to your spellcasting sub-skill modifier. The attack deals bruise, puncture, or slashing damage. You may pick one each time you cast this spell. Anytime you are able to take a minor action or a standard action, the creature may take the action instead of you. If you do this with a standard action, it counts as maintaining concentration.
Mixed Success: You may increase the magnitude to +4 by taking 1 exhaustion point. The duration ends if you take any move actions.
Critical Success: The creature makes its own initiative rolls and takes its own turn. You decide what actions it takes. It can use any of your skill modifiers.
Critical Failure: Every creature within range takes 1 slash damage and 1 soul damage.

Spectral Light
Difficulty: -2, wisdom or education
Duration: a number of hours equal to the magnitude, you may end the duration as a non-action
Range: 60 meters
Additional requirements: none
Success: Create a light anywhere within range that has a flying speed of 25 and an appearance you choose. You can control its movement as a minor action. Otherwise it doesn't move. It illuminates clearly everything in a 30 meter radius. The level of illumination decreases outside of this radius, but will still glint off of highly reflective objects. As a standard action, you may detonate the light, forcing every creature within 10 meters of it to make a -6 difficulty constitution Athletics Endurance roll. Any creature that fails gains the negative attribute Blind until the end of your next turn.
Mixed Success: The duration requires concentration.
Critical Success: You may detonate the light as a minor action.
Critical Failure: You gain the negative attribute Blind for 1d6 rounds.

Spectral Structure
Difficulty: varies, wisdom or education
Duration: 24 hours, you may end the duration as a non-action
Range: none
Additional requirements: varies
The difficulty and time required to cast this spell is based on the following chart:

Square Meters	Difficulty	Time Required
2	-3	1 standard action
10	-4	A few minutes
100	-5	1 hour
500	-6	2 hours
1,000	-7	3 hours
10,000	-8	4 hours
50,000	-9	5 hours
100,000	-10	6 hours
500,000	-11	7 hours
1,000,000	-12	8 hours
1,500,000	-13	9 hours

Success: You create a structure and determine its entire interior and exterior appearance. The defense modifier for any part of the building is equal to the magnitude. The HP of any given part of the building is 30.
Mixed Success: The duration lasts 2d6 hours.
Critical Success: The duration lasts until dispelled or until you die.
Critical Failure: You gain 2 exhaustion points.

Spectral Vehicle
Difficulty: varies, education
Duration: concentration
Range: none
Additional requirements: each time you learn this spell you may pick a vehicle to learn how to imitate. Each time you cast this spell, choose one of those vehicles.
The difficulty to cast this spell is based on the following chart:

Number of Passengers	Difficulty
1	-3
2	-4
4	-5
6	-6
10	-7
16	-8
26	-9
36	-10
48	-11
64	-12
80	-13

Success: You create a vehicle that you know how to imitate. It uses the same statistics as if it were real. The vehicle counts as a conjuration. When you maintain concentration on this spell, you may make a Drive, Pilot, or Watercraft skill roll to control the vehicle.
Mixed Success: You may not make a skill roll with the same action to maintain concentration.
Critical Success: The vehicle gains a speed bonus equal to the magnitude.
Critical Failure: You gain 2 exhaustion points.

Spectral Weapon or Tool
Difficulty: -3, constitution, wisdom, or education
Duration: concentration
Range: 30 meters
Additional requirements: you must have at least +1 in the appropriate skill or sub-skill for using whatever you create
Success: Create a tool or weapon. A tool can be as large as an average human adult. A weapon does not run out of ammunition and cannot be bigger than a normally 2 handed weapon. Its ammunition all disappears when the duration ends. If you are the one holding it, then you may make an attack with it each time you maintain concentration on this spell.
Mixed Success: The tool or weapon cannot be bigger than a normally 1 handed tool or weapon.
Critical Success: The duration does not require concentration, instead lasting a number of hours equal to the magnitude. Alternatively, the tool or weapon gets a +1 bonus.
Critical Failure: You take 2 slash damage.

Spray of Acid
Difficulty: -2, dexterity
Duration: none
Range: sight, 7 meters
Additional requirements: a target creature or object. This spell is considered a ranged attack roll. The target's defense modifier is additionally subtracted as part of the spell's difficulty.
Success: Deal an amount of corrosion damage to the target equal to the success's magnitude. If the target is using non-metal armor or shields, they also take the damage.
Mixed Success: A mixed success here may be treated the same as with a regular attack roll.
Critical Success: A critical success here may be treated the same as with a regular attack roll.
Critical Failure: A critical failure here may be treated the same as with a regular attack roll.

Spray of Poison
Difficulty: -2, dexterity
Duration: none
Range: sight, 7 meters
Additional requirements: a target creature or object. This spell is considered a ranged attack roll. The target's defense modifier is additionally subtracted as part of the spell's difficulty.
Success: Deal an amount of toxin damage to the target equal to the success's magnitude. The damage for this wound is increased by half rounded down at the start of the target's next turn.
Mixed Success: A mixed success here may be treated the same as with a regular attack roll.
Critical Success: A critical success here may be treated the same as with a regular attack roll.
Critical Failure: A critical failure here may be treated the same as with a regular attack roll.

Stop Time
Difficulty: -12, wisdom
Duration: varies
Range: none
Additional requirements: none
Success: You may immediately take a number of standard actions equal to double the magnitude. Other creatures cannot take any actions during this spell's duration. Objects you touch move through time with you while you are touching them. Every time you cause physical force to act on another creature, roll 1d6. On a 1 or a 6 the spell immediately ends and so does your turn.
Mixed Success: Immediately take 2 standard actions that cannot be interrupted. Afterwards your turn ends and you gain 1 exhaustion point.
Critical Success: The spell only ends prematurely if you roll a 1.
Critical Failure: You are frozen in time until a random duration ends based on the following table:

2d6	Duration
2	1 minute
3	1 hour
4	8 hours
5	1 day
6	1 week
7	1 month
8	1 year
9	1 decade
10	30 years
11	100 years
12	500 years

Storm Aura
Difficulty: -10, constitution
Duration: concentration
Range: a number of meters equal to the magnitude
Additional requirements: none
Success: Once per turn, when you maintain concentration on this spell, you may cause each creature within range to take 1d6 electrical damage minus their constitution. You gain a flying speed equal to your regular speed. In addition, you may dictate the weather within 100 meters. This weather cannot deal damage, but it can impose disadvantage. The Narrator determines what rolls are affected by this.
Mixed Success: When you maintain concentration to deal damage with this spell, you also take 1 electrical damage. You do not gain a flying speed.
Critical Success: The range of the weather effect increases to 1 kilometer. You may choose to exclude any creatures from taking this spell's damage.
Critical Failure: You take 2d6 + 1 electrical damage minus your constitution. You are stunned for 1d6 rounds. The duration ends immediately.

Stunning Strike
Difficulty: -2, wisdom or education
Duration: a number of rounds equal to the magnitude
Range: varies
Additional requirements: additionally subtract the target's constitution as part of the difficulty. the attack roll cannot be a spellcasting roll that requires spending a spellcasting attempt.
Success: As part of casting this spell, immediately make an attack roll. So long as the attack does not critically fail, the target becomes stunned.
Mixed Success: The duration until the end of this round.
Critical Success: none
Critical Failure: You are stunned instead for 1d6 rounds.

Summon Beast
Difficulty: -9, wisdom
Duration: none
Range: none
Additional requirements: If it is impossible or extremely unlikely for a beast type creature to arrive at this location, increase the difficulty by -4. If it is already a somewhat likely possibility or could happen regularly, gain a +4 bonus instead.
Success: At least one creature with the beast type somehow arrives at your location by the end of the round.
Mixed Success: 1d6 - 1 arrive in 1d6 + 1 rounds.
Critical Success: They are definitely not hostile to you. Alternatively, you may choose what size of beast you would like it to be.
Critical Failure: Something hostile arrives. Roll 1d6. On an even result, it is a creature with the beast type.

Summon Lightning
Difficulty: -9, wisdom
Duration: none
Range: 40 meters
Additional requirements: If it is impossible or extremely unlikely for lightning to arrive at this location, increase the difficulty by -4. If it is already a somewhat likely possibility or could happen regularly, gain a +4 bonus instead.
Success: Lightning some how strikes at your location by the end of the round. Each creature, including you, rolls 1d6. If they roll a 1, they take 2d6 electrical damage minus their defense. If there is an obvious tallest point or path to ground within range, then the lightning strikes there instead.
Mixed Success: A single bolt of lightning arrives. Each creature rolls 2d6. Whoever rolls lowest gets struck. If multiple creatures tie, they each get struck.
Critical Success: Choose one of the following: you and creatures friendly to you can roll twice and take the higher result, creatures that are hostile to you must roll twice and take the lower result, or only 1 bolt of lightning strikes and you pick where.
Critical Failure: You get struck by the bolt of lightning, taking 2d6 electrical damage minus your defense.

Summon Meteor
Difficulty: -10, wisdom or education
Duration: none
Range: 60 meters
Additional requirements: If it is impossible or extremely unlikely for a meteor to arrive at this location, increase the difficulty by -3. If it is already a somewhat likely possibility or could happen regularly, gain a +3 bonus instead.
Success: A meteor somehow strikes a random point within range by the end of the round. Each creature, including you, within 10 meters of where the meteor strikes takes 4d6 bruise damage minus their defense and 3d6 burn damage minus defense. If the meteor deals at least 13 damage to a creature, it is considered a critical wound.
Mixed Success: The range is decreased to 10 meters.
Critical Success: You pick where the meteor strikes. A creature that is hit directly by this meteor instead takes 8d6 bruise damage minus their defense and 6d6 burn damage minus defense.
Critical Failure: You get struck by the meteor.

Summon Rain
Difficulty: -9, wisdom
Duration: a number of hours equal to the magnitude
Range: a number of km equal to the magnitude
Additional requirements: If it is impossible or extremely unlikely for rain to arrive at this location, increase the difficulty by -4. If it is already a somewhat likely possibility or could happen regularly, gain a +4 bonus instead.
Success: Rain somehow arrives at your location by the end of the round.
Mixed Success: A small amount of rain arrives in 2d6 rounds.
Critical Success: You may choose what areas within range receive rain and how long it lasts, not exceeding the duration.
Critical Failure: Something hostile arrives. Roll 1d6. On an even result, it is a rainstorm and you have disadvantage on rolls to avoid its negative effects.

Summon Specific Creature
Difficulty: -10, wisdom
Duration: none
Range: the same dimension
Additional requirements: a target creature. If it is impossible or extremely unlikely for the target to arrive at this location, increase the difficulty by -3. If it is already a somewhat likely possibility or could happen regularly, gain a +4 bonus instead. You must know the target's name, have a part or possession of the target, or have touched the target.
Success: The target somehow arrives at your location by the end of the round.
Mixed Success: The target arrives sometime within the next 1d6 days.
Critical Success: They arrive at the end of your turn.
Critical Failure: Something hostile arrives. Roll 1d6. On an even result, it is a creature that is in some way similar to whatever you were summoning.

Summon Specific Object
Difficulty: -5, wisdom
Duration: none
Range: sight or 30 meters
Additional requirements: a target object. The object cannot be too heavy for you to lift on your own. Gain an additional +2 bonus if you have successfully summoned the target before using this spell. If you know the target's name and exact location, then the range becomes whatever dimension you are currently in.
Success: The target flies to your hand. The object's fly speed is 20 meters, moving 60 meters on each of your turns. It does not deal damage to you when it arrives at your hand, but you must make a -3 difficulty dexterity Sleight of Hand roll to catch it. If the target is stuck, then use the magnitude as the modifier for its roll to escape. If the object would be impeded, it takes the easiest, most efficient route.
Mixed Success: It has a fly speed of 10, moving 30 meters at the end of each of your turns and you must maintain concentration until it arrives.
Critical Success: It has a fly speed of 40, moving 120 meters on each of your turns. You automatically succeed at catching it.
Critical Failure: A random object that you can see flies toward you. Make a -5 difficulty dexterity Athletics Acrobatics roll to catch or dodge it to avoid taking 2d6 damage minus your defense of whatever damage type the Narrator determines.

Summon Wind
Difficulty: -8, wisdom
Duration: a number of hours equal to the magnitude
Range: none
Additional requirements: If it is impossible or extremely unlikely for wind to arrive at this location, increase the difficulty by -4. If it is already a somewhat likely possibility or could happen regularly, gain a +4 bonus instead.
Success: A strong wind somehow arrives at your location by the end of the round.
Mixed Success: A breeze arrives for 2d6 minutes.
Critical Success: It arrives by the end of your turn. You and creatures friendly to you have advantage on rolls to avoid the wind's negative effects.
Critical Failure: Something hostile arrives. Roll 1d6. On an even result, it is a powerful gale wind and you have disadvantage on rolls to avoid its negative effects.

Supersonic Flight
Difficulty: -10, education or constitution
Duration: concentration
Range: touch
Additional requirements: a living target creature that has a fly speed. You must learn the spell Flight before you learn this spell.
Success: The target's fly speed has a +345 bonus.
Mixed Success: The bonus is +150.
Critical Success: The bonus is +700
Critical Failure: The target's fly speed is halved for 1 minute.

Sustain
Difficulty: -4, education or constitution
Duration: concentration
Range: touch
Additional requirements: a living target creature that is not a construct
Success: The target cannot gain any new exhaustion points. Effects that would kill the target instantly still do so.
Mixed Success: The duration lasts up to 24 hours.
Critical Success: The target also loses 1 exhaustion point immediately.
Critical Failure: Either you or the target gains 1 exhaustion point.

Take Beast Shape
Difficulty: -4, wisdom
Duration: 1 hour. You may end the duration as a minor action.
Range: self
Additional requirements: When you learn this spell, choose a creature with the beast creature type to learn how to transform into. When you cast this spell, choose one of the creatures you know how to transform into and additionally subtract the

chosen creature's size as part of the difficulty.
Success: You transform into the chosen creature. You use that creature's defense, strength, dexterity, and constitution modifiers. You also use that creature's speed, natural weapons and abilities. You cannot cast any additional spells for the duration.
Mixed Success: This spell requires concentration.
Critical Success: The duration lasts until dispelled. You may end it as a minor action.
Critical Failure: Roll 1d6. On a 1, you turn into the chosen creature, forget completely who you were before transforming, and the duration lasts until dispelled. On a 2-6, you turn into a random beast creature for a random duration.

Take Celestial Form
Difficulty: -10, constitution
Duration: a number of minutes equal to the magnitude. You may end the duration as a minor action.
Range: Touch
Additional requirements: a target creature that is not evil or a demon
Success: The target sheds light in a 30 meter radius. They add celestial to their creature types. They gain 6 health immediately, which can exceed their maximum for the duration. They gain immunity to burn damage. They gain a fly speed equal to double their normal speed They gain advantage on casting spells that deal burn damage. As a minor action they may reduce all of their wounds by 1.
Mixed Success: This spell requires concentration.
Critical Success: The duration lasts up to an hour.
Critical Failure: You take 4d6 burn damage.

Take Demon Form
Difficulty: -10, constitution
Duration: a number of minutes equal to the magnitude. You may end the duration as a minor action.
Range: Touch
Additional requirements: a target creature that is not a celestial
Success: The target gains 6 health immediately, which can exceed their maximum for the duration. They add demon to their creature types. They gain immunity to burn damage. Roll four times on the Demon Mutations table. The target gains those mutations.
Mixed Success: This spell requires concentration.
Critical Success: You may choose three of the mutations. The fourth is random.
Critical Failure: You take 4d6 burn damage.

Take Dragon Form
Difficulty: -10, constitution
Duration: a number of minutes equal to the magnitude. You may end the duration as a minor action.
Range: Touch
Additional requirements: a target creature
Success: The target gains 6 health immediately, which can exceed their maximum for the duration. They gain a +4 bonus to their defense modifier. They add dragon to their creature types. They gain immunity to burn damage. They gain a flying speed of 25, they may cast spells that deal burn damage without spending spellcasting attempts.
Mixed Success: This spell requires concentration.
Critical Success: The duration lasts up to an hour.
Critical Failure: You take 2d6 fire damage and 2d6 necrosis damage.

Take Elemental Form
Difficulty: -10, constitution
Duration: a number of minutes equal to the magnitude. You may end the duration as a minor action.
Range: Touch
Additional requirements: a target creature. Each time you learn this spell, choose one of the following to learn: Fire, Air, Water, Earth, Lightning, Steam, Magma, Ice, Sand, or Mud. Each time you cast this spell, choose one of the options you have learned.
Success: The target gains 6 health immediately, which can exceed their maximum for the duration. They add elemental to their creature types. They gain resistance 6 to bruise, puncture, projectile, and slash damage. They gain additional bonuses based on the chosen option:

- Fire: They gain immunity to burn damage. They gain advantage casting spells that deal burn damage and each of their successful Melee attacks deal an additional 2 fire damage.
- Air: They gain immunity to frostbite damage. They gain a fly speed of 25 and their weapon and unarmed attacks' ranges double.
- Water: They gain the ability to breathe underwater. They gain a swim speed of 25 and their Melee Unarmed attacks can deal either bruise, puncture, or slash damage.
- Earth: They gain resistance 6 to all damage types except for psionic. They gain a +2 bonus to strength and constitution.
- Lightning: They gain immunity to electrical damage and a +15 bonus to speed. Each of their successful Melee attacks deal an additional 2 electrical damage and each of their successful Melee unarmed attack forces its target to make a -6 difficulty constitution Athletics Endurance roll to avoid becoming stunned until the start of the attacker's next turn.
- Steam: They gain immunity to burn damage and vulnerability to frostbite damage. All of their successful Melee attacks deal an additional 2 burn damage, they gain a fly speed of 25, and their weapon and unarmed attacks' ranges double.
- Magma: They gain immunity to burn damage. All of their successful Melee attacks deal an additional 2 fire damage, they gain a +1 bonus to their defense modifier, and any melee weapon that deals damage to them takes 2 damage.
- Ice: They gain immunity to frostbite damage and vulnerability to burn damage. All of their successful Melee attacks deal an additional 2 frostbite damage, their Melee Unarmed attacks can deal either bruise, puncture, or slash damage, and they gain a +2 bonus to their defense.
- Sand: They gain resistance 6 to all damage types except for psionic. They gain a +2 bonus to strength and their Melee attacks' ranges are increased by 7 meters.
- Mud: They gain immunity to toxin damage. They gain either a swim speed of 25 and a +2 bonus to strength.

Mixed Success: This spell requires concentration.
Critical Success: The duration lasts up to an hour.
Critical Failure: The target takes 3d6 soul damage and you are stunned for 1 round.

Take Humanoid Shape
Difficulty: -7, wisdom or reputation
Duration: a number of hours equal to the magnitude
Range: self
Additional requirements: a target humanoid creature. You need to have clearly seen what the target looks like and heard what their voice sounds like. You cannot be more than 1 size larger or smaller than the target.
Success: You assume the physical appearance, size, and shape of the target. Your voice also changes to sound like theirs. You can use any natural weapons they possess that deal bludgeoning, piercing, or slashing damage. If their natural weapons normally deal any other damage types, your mimicry does not. You cannot mimic details you do not know about, such as scars or tattoos that they keep hidden or a prosthetic limb that you did not know was a prosthetic.
Mixed Success: This spell requires concentration and the duration lasts up to 1d6 hours.
Critical Success: The duration lasts until dispelled. You may end the duration as a non-action.
Critical Failure: You take 2d6 - 2 psionic damage, or instead gain the negative attribute Ugly for a duration of 2d6 hours, looking nothing at all like the target.

Take Titan Form
Difficulty: -13, constitution or wisdom
Duration: up to 1 minute
Range: touch
Additional requirements: a target creature that does not have the titan type.
Success: The target gains 30 health immediately, which can exceed their maximum for the duration. They add titan to their creature types. They gain resistance 6 to all damage. All of their skill modifiers are doubled. The target chooses one base statistic to become +6.
Mixed Success: This spell requires concentration.
Critical Success: The duration lasts up to an hour.
Critical Failure: You take 6d6 soul damage.

Technokinesis
Difficulty: -2, wisdom or education
Duration: concentration
Range: touch
Additional requirements: a target computer
Success: As part of casting this spell, you may immediately make a Computers roll. Add the magnitude as an additional bonus. You may continue the task, reroll, or make a new Computers skill roll each time you maintain concentration.
Mixed Success: varies
Critical Success: varies
Critical Failure: varies

Telekinesis
Difficulty: -3, wisdom or education
Duration: concentration
Range: sight, 30 meters
Additional requirements: none
Success: As part of casting this spell, you may immediately make a strength Athletics Weightlifting or Zero-G roll affecting an object within range. Add the magnitude as an additional bonus. You may continue the task, reroll, or make a new Athletics Weightlifting or Zero-G skill roll each time you maintain concentration. You may use this spell to grapple a creature. If you do so, then your Arcana sub-skill modifier is used as the difficulty for any rolls made to resist or escape.
Mixed Success: You may only move the object up to 1 meter each time you maintain concentration.
Critical Success: You may select two objects to affect with the skill roll. Every time you maintain concentration, you may move one or both objects.
Critical Failure: You take 1d6 bruise damage minus your constitution.

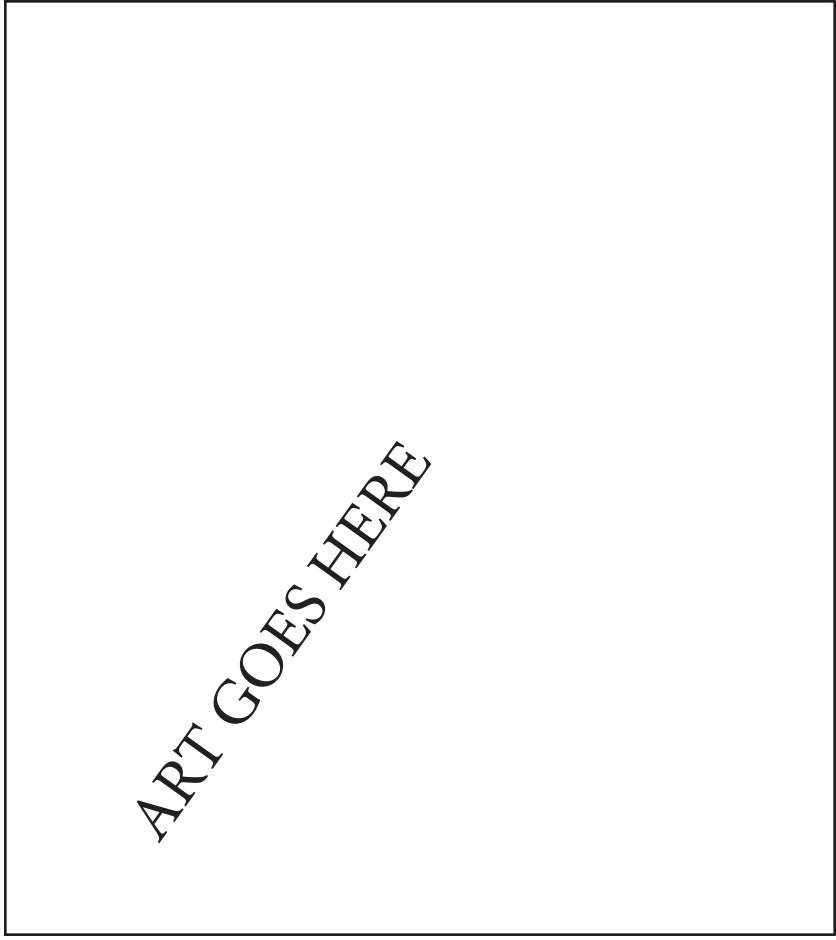
Telepathy
Difficulty: -5, wisdom
Duration: concentration
Range: sight or hearing
Additional requirements: none

Success: You can mentally communicate with any creature within range. You can willingly share any thoughts with each other.
Mixed Success: You must be touching a creature to communicate.
Critical Success: You may read the surface thoughts of creatures within range. If their Arcana Psionics skill is higher than yours, they notice this and can hide their thoughts.
Critical Failure: You take 1d6 psionic damage.

Teleport
Difficulty: -8, education
Duration: none
Range: the same dimension
Additional requirements: you must know the exact coordinates of the new location. Gain a +1 bonus to the roll if you can see the new location. Gain a +1 bonus to the roll if you have been to the new location before. Gain a +3 bonus instead if you have successfully teleported to the new location before. Additionally subtract the individual sizes of every additional creature that you choose to take with you. Additional creatures must be touching you when you cast this spell.
Success: Gain 1 exhaustion point and teleport to a new location of your choice. If the new location is occupied, you instead appear in the nearest unoccupied space.
Mixed Success: Any additional creatures are left behind, or you and all additional creatures take 1d6 bruise damage each, or you teleport to a random location within 1 km of the intended new location.
Critical Success: You do not gain an exhaustion point.
Critical Failure: You and every additional creature take 2d6 damage each. Roll 1d6. On a 1-2, you all get teleported to random locations within the same dimension. On a 3, you all get teleported to the same random location. On a 4-6, you remain in the same location.

Teleport Specific Object
Difficulty: -7, education
Duration: none
Range: the same dimension
Additional requirements: a target object. You must know the target's current location relative to the new location. Additionally subtract the target's size as part of this spell's difficulty. Gain a +1 bonus to the roll if you can see the target. Gain a +1 bonus to the roll if you have touched the target before. Gain an additional +1 bonus if you can see the new location.
Success: The target teleports to a new location of your choice. If the new location is occupied, it instead appears in the nearest unoccupied space.
Mixed Success: Gain 1 exhaustion point.
Critical Success: If the object is being teleported to your hand and you are able to lift it, then you may immediately use it to make an attack roll as part of this action. Alternatively, if the object can be worn, it can appear on/around a creature you can see so long as it is not too small for them.
Critical Failure: You take 1d6 soul damage. Roll 1d6. On a 1-2, you are teleported to a random location within 1 km. On a 3, the object is teleported to a random location. On a 4-6, you both remain in the same location.

Tendril of Light
Difficulty: -3, wisdom
Duration: concentration
Range: none
Additional requirements: none
Success: Create a tendril that can reach a number of meters equal to double the magnitude. It illuminates clearly everything in 3 meters of it. The level of illumination decreases outside of this radius, but will still glint off of highly reflective objects. Each time you maintain concentration on this spell, you may perform an action with the tendril instead of your arms and hands. If you do, you may use your spellcasting sub-skill modifier in place of your strength. The tendril may be used to make a puncture, bruise, or grappling Melee Unarmed attack. The tendril additionally has a defense equal to your constitution and a number of HP equal to the magnitude.
Mixed Success: The duration lasts up to 1d6 rounds.
Critical Success: Immediately after casting this spell, you may make an extra standard action using the tendril.
Critical Failure: You take 2 burn damage.



Tendril of Shadow
Difficulty: -3, wisdom
Duration: concentration
Range: none
Additional requirements: none
Success: Create a tendril that can reach a number of meters equal to double the magnitude. The tendril is nearly impossible to see in darkness. Seeing it is a -9 difficulty Investigation roll. Creatures that can see in the dark have advantage, and creatures with truesight succeed automatically. Each time you maintain concentration on this spell, you may perform an action with the tendril instead of your arms and hands. If you do, you may use your spellcasting sub-skill modifier in place of your strength. The tendril may be used to make a puncture, bruise, or grappling Melee Unarmed attack. The tendril ignores bonuses from the defend action when targeting creatures that have not succeeded on the Investigation roll. The tendril additionally has a defense equal to your constitution and a number of HP equal to the magnitude.
Mixed Success: The duration lasts up to 1d6 rounds.
Critical Success: Immediately after casting this spell, you may make an extra standard action using the tendril.
Critical Failure: You take 2 necrosis damage.

Thunder Strike
Difficulty: -4, constitution
Duration: none
Range: varies
Additional requirements: the attack roll cannot be a spellcasting roll that requires spending a spellcasting attempt
Success: As part of casting this spell, immediately make an attack roll. So long as the attack does not critically fail, the target is additionally knocked backwards away from you a number of meters equal to this magnitude minus their strength. They take 2 additional bruise damage. The target and each creature within 5 meters of it gain the negative attribute Deaf for a number of rounds equal to this magnitude minus their constitution.
Mixed Success: The target is not pushed, but the target and each creature within 5 meters of it gain the negative attribute Deaf for a number of rounds equal to the magnitude minus their constitution.
Critical Success: Each creature within 1 meter of the target additionally takes 1 bruise damage. If their strength is less than +4, they are knocked prone. This does not apply to you if you are within 5 meters of the target.
Critical Failure: You are knocked backwards away from the target 1d6 meters. Roll 1d6. On a 5 or 6, the weapon you used breaks; if you made a Melee Unarmed attack, you instead gain the negative attribute Lame for 24 hours or until you are magically healed. On a 3 or 4, you take 1 bruise damage. On a 1 or 2, you suffer both.

Transfer Life
Difficulty: -11, wisdom
Duration: until dispelled
Range: touch
Additional requirements: A target living creature. If the target is unwilling, additionally subtract their constitution as part of the difficulty.
Success: You target a living consciousness and transfer it into a new object within range. The consciousness is bonded within the new object and treats it as its body. The object is now living if it was not before. The target possesses the same skill, education, wisdom, and influence modifiers (including minimums and maximums). They add construct to their creature types. They can manipulate any moving parts the object possesses. The target's strength, dexterity, constitution, and speed are determined by the Narrator. If the object is destroyed, the duration ends and the target dies.
Mixed Success: The duration becomes 2d6 days. It can be extended by recasting this spell.
Critical Success: The target keeps its strength, dexterity, and constitution modifiers (including minimums and maximums). Their speed remains the same. If the object does not possess the capacity to walk, they gain a flying speed instead.
Critical Failure: Every creature within 3 meters of you, including yourself, takes 2d6 necrosis damage immediately. Any creatures that die from this become ghosts.

Transmute
Difficulty: -6, education
Duration: 24 hours
Range: touch
Additional requirements: a target amount of nonliving material that is composed entirely of a single material that you know how to transmute. The first time you learn this spell, you learn to transmute all basic elements on the periodic table. Each time you learn this spell afterwards, you may pick one of the following materials to learn how to transmute: glass, granite, linen, rubber, sand, silk, straw, steel, water, wood, wool, or any other specific molecular compound. The target amount of material must be in continuous physical contact.
Success: You convert a number of kilograms equal to or less than the magnitude immediately into another material that you know how to transmute. It converts back at the end of the duration. Changes in density and other properties may cause the target to change its size, shape, or mater state.
Mixed Success: You can convert up to 1 Kg. The target reverts back after 2d6 minutes.
Critical Success: The duration becomes "none," and the element will not convert back unless this spell is cast on it again.
Critical Failure: You immediately take 2d6 necrosis damage.

Travel through Time
Difficulty: -13, education
Duration: none
Range: none
Additional requirements: Increase the difficulty by -1 for every additional creature touching you. They travel with you.
Success: You may move to a new point in time based on the following:

Magnitude	Time Range
+0	up to 1 minute away
+1	up to 1 hour away
+2	up to 1 day away
+3	up to 3 days away
+4	up to 1 week away
+5	up to 2 weeks away
+6	up to 1 month away
+7	up to 6 months away
+8	up to 1 year away
+9	up to 1 decade away
+10	up to 25 years away
+11	up to 100 years away
+12	up to 500 years away
+13	Any time

You do not change locations spatially. If the space you arrive in is occupied during the point in time you arrive at, then you instead appear in the nearest unoccupied space.
Mixed Success: none
Critical Success: none
Critical Failure: Roll 1d6. On an odd result, you take 3d6 bruise damage and 3d6 necrosis damage. On an even result, you travel to a random time.

Truesight
Difficulty: -6, wisdom
Duration: a number of hours equal to the magnitude
Range: none
Additional requirements: a target creature
Success: They target gains truesight. They can see things that are invisible and see through any magical illusion.

Mixed Success: The duration requires concentration.
Critical Success: You may immediately choose an additional target within range.
Critical Failure: You gain the negative attribute Blind for 1d6 hours.

Tsunami
Difficulty: -11, education
Duration: concentration, up to 10 minutes
Range: a number of kilometers equal to the magnitude divided by 2
Additional requirements: if you are not next to a suitably sized body of water, increase the difficulty by -2
Success: The terrain within range is difficult terrain. Each creature on the ground or hovering above the ground must make a -12 difficulty strength Athletics Acrobatics roll. On a failure they are knocked prone and take 6d6 bruise damage minus their defense. On a success, they take 3d6 minus their defense. Creatures that can fly take no damage on a success. Creatures that fail are suffocating and must reroll on each of their successive turns end the condition. Anything that easily floats can have or grant advantage on these follow-up rolls. Buildings and other structures take 6d6 damage minus their defense.
Mixed Success: You may change the magnitude to +1 by taking 2d6 bruise damage minus your constitution.
Critical Success: You may choose the radius size and choose not to damage any buildings you can see.
Critical Failure: You take 3d6 bruise damage minus your constitution and cast Localized Earthquake centered on yourself.

Understand Animals
Difficulty: -4, wisdom
Duration: a number of hours equal to the magnitude
Range: hearing
Additional requirements: none
Success: You gain the ability to communicate verbally with any beast type creature within range unless they have the negative attribute Deaf.
Mixed Success: This spell requires concentration.
Critical Success: You may give this ability to a target creature other than yourself at touch range.
Critical Failure: You gain the negative attribute Deaf for 1d6 hours.

Understand Languages
Difficulty: -4, wisdom
Duration: a number of hours equal to the magnitude
Range: sight or hearing
Additional requirements: none
Success: You gain the ability to read any writing.
Mixed Success: The duration lasts with concentration.
Critical Success: You may give this ability to a target creature other than yourself at touch range.
Critical Failure: You gain the negative attribute Illiterate for 2d6 hours.

Waking Vision
Difficulty: -9, wisdom
Duration: none
Range: none
Additional requirements: none
Success: The Narrator describes to you a possible future as if you are there to witness it. You may gain 1 exhaustion point to ask 1 yes or no question about what causes this future to occur.
Mixed Success: You only see fragmented details.
Critical Success: If you gain the exhaustion point, you may ask 3 yes or no questions about what causes this future to occur.
Critical Failure: Roll 1d6, On an odd result, you gain 2 exhaustion points and take 1d6 psionic damage. On an even result, you may choose one or the other.

Wall of Fire
Difficulty: -7, constitution
Duration: a number of hours equal to the magnitude. You may end the duration as a minor action
Range: sight, 50 meters
Additional requirements: none
Success: Create a wall of fire. The wall can be up to 1 meter thick and up to 30 square meters in height and length. Anything that starts its turn in a space occupied by the wall takes 3d6 burn damage minus their defense. Any creature that moves into the wall takes 2d6 burn damage minus their defense. The wall provides total penetrable cover.
Mixed Success: This spell requires concentration.
Critical Success: The height and length can be up to 60 square meters.
Critical Failure: You take 3d6 burn damage minus your defense.

Wall of Ice
Difficulty: -7, constitution
Duration: until the ice melts
Range: sight, 50 meters
Additional requirements: none
Success: Create a wall of ice. The wall can be up to 1 meter thick and up to 30 square meters in height and length. Any creature in a space where the wall is being created makes a dexterity Athletics Acrobatics roll to dodge out of the way using your spellcasting sub-skill modifier as the difficulty. Creatures that succeed may move one meter. Creatures that fail are trapped in the ice and take 1d6 frostbite damage minus their Constitution. They may make a strength Athletics Weightlifting roll to escape the ice using the same difficulty. The wall can provide total cover. Its constitution is +8 and its HP is 70. It has resistance 4 to electrical, puncture, projectile, and slash damage. It is immune to corrosion damage. 10 damage is enough to make a hole big enough for a human to climb through.
Mixed Success: This length and width can only be up to 15 square meters.
Critical Success: The length and width can be up to 60 square meters and it has 140 HP.
Critical Failure: You take 1d6 frostbite damage and are trapped in ice. You may escape with a -8 strength Athletics Weightlifting roll.

Warning Alarm
Difficulty: -2, wisdom
Duration: until dispelled
Range: none
Additional requirements: a target object or specific 1 square meter location
Success: Select a trigger for the alarm that somehow involves the target. You may pick an audible alarm or a psychic alarm that only you can hear. You may select a willing creature within touch range to be the one who hears a psychic alarm instead of yourself. A psychic alarm always wakes up the selected creature. After the alarm goes off, the duration ends.
Mixed Success: The duration becomes 1d6 + 1 days and the alarm goes off at the end.
Critical Success: After the alarm goes off, it will automatically reset itself at the beginning of the next round instead of ending the duration.
Critical Failure: The alarm goes off immediately and you take 1d6 psionic damage minus your constitution.

Magic Items

Ammunition, +x

This ammunition adds an additional bonus to the attack roll. After the roll is resolved, the enchantment's duration ends. Some ammunition is enchanted with a critical success and remains enchanted until it hits an intended target. This does not apply to expendable ammunition, such as bullets or rockets.

Ammunition, Explosive

Wherever this ammunition hits, it makes a +8 modifier area bruise damage attack against every creature within a 5 meter radius. It is completely destroyed afterwards.

Ammunition, Necrotic

When this ammunition successfully strikes a target, it deals an additional 3 necrosis damage. Afterwards, the enchantment's duration ends.

Ammunition, Psychic

When this ammunition successfully strikes a target, it deals an additional 3 psionic damage. Afterwards, the enchantment's duration ends.

Ammunition, Replicating

So long as one piece of this ammunition remains unfired, a new piece of ammunition of the same type is spontaneously generated every hour. Once the container holding it is full, the generation stops. A generated piece of ammunition that has been fired rapidly and irreversibly deteriorates and decomposes over the course of 72 hours.

Ammunition, Surestrike

Unless the user critically fails, an attack made with this ammunition automatically deals a minimum of 3 damage. Afterwards, the enchantment's duration ends.

Ammunition of Acid

When this ammunition successfully strikes a target, it deals an additional 3 corrosion damage. Afterwards, the enchantment's duration ends.

Ammunition of Fire

When this ammunition successfully strikes a target, it deals an additional 3 burn damage. Afterwards, the enchantment's duration ends.

Ammunition of Frost

When this ammunition successfully strikes a target, it deals an additional 3 frostbite damage. Afterwards, the enchantment's duration ends.

Ammunition of Lightning

When this ammunition successfully strikes a target, it deals an additional 3 electrical damage. The target additionally makes a -6 difficulty constitution Athletics Endurance roll. If they fail, they are stunned until the end of their next turn. Afterwards, the enchantment's duration ends.

Ammunition of Poison

When this ammunition successfully strikes a target, it deals an additional 3 toxin damage. Afterwards, the enchantment's duration ends.

Ammunition of Seeking

If this ammunition misses, it continues seeking its target. On the attacker's next turn, as a non-action, they may re-roll its attack. They may do this up to 2 times. Afterwards, the enchantment's duration ends.

Ammunition of Slaying

If this ammunition is used to successfully attack a creature of the same type used to enchant it, it immediately kills the creature. Afterwards, the enchantment's duration ends.

Animal Trinket

The user may activate this item as a standard action. When activated, this trinket turns into whatever animal it was made to mimic. It is friendly to the user and their Animal Handling rolls to direct it automatically succeed. The person who activated it can deactivate it as a minor action. It can remain activated as an animal for a total of 6 hours a day. Each time the trinket is activated it has full health. If the animal is ever reduced to 0 health, it is destroyed, reverting into a broken trinket.

Animated Object

This item can follow simple commands and basic instructions from anyone who is designated as a user. If no designees remain alive, the first creature to touch the target becomes the first ranked designee. These rules additionally apply to non-sentient automatons.

Armor, +x

This armor adds an additional bonus to the defense modifier of whatever it is protecting.

Armor, Celestial

This armor's wearer adds Celestial to its types. Any healing spells or healing abilities they target another creature with gain a +3 bonus.

Armor, Demonic

This armor's wearer adds Demon to its types. Whenever they are hit with a melee attack, the attacker takes 1d6 burn damage minus their constitution.

Armor, Draconic

This armor's wearer adds Dragon to its types. They gain advantage on their Persuade Intimidation rolls and have resistance 3 to burn damage.

Armor, Summoned

As a standard action, the creature that last wore this armor can teleport it from wherever it is onto their body.

Armor of Immovability

This armor increases the difficulty of any attempt to forcibly move the wearer by -7.

Armor of Immunity

This armor gives its wearer immunity to whatever damage type its maker picked.

Armor of Invulnerability

This armor's wearer cannot take damage from attack rolls.

Armor of Resistance

This armor gives its wearer resistance 3 to whatever damage type its maker picked.

Armor of Spike Growth

Any time the wearer is grappled, shoved, smashed, or swallowed, the attacker takes 2d6 puncture damage minus their constitution. The damage is rolled again at the start of the attacker's turn so long as they have not released the wearer.

Bag, Adventurer's

This bag contains an extradimensional space constructed by the bag's maker. It's boundaries are immutable. It can be entered and exited via the bag itself.

Bag of Conjuring

As a standard action, a creature may reach into the bag and pull out a creature from the table below. It lands in an unoccupied space adjacent to the bag's user. It is friendly to them and their Animal Handling rolls to direct it automatically succeed. That creature completely disappears after it dies or after three hours. The same creature cannot be drawn out more than once in a 24 hour period. The bag otherwise functions as a regular bag. The user may look in the bag as a standard action to see what creatures remain inside that have not been drawn out in the past 24 hours.

Animal
Elk
Giant Crab
Ice Wolf
Horse
Mouse
Boar
Hawk
Coyote
Ferret
Snowy Owl
Snake, Venomous

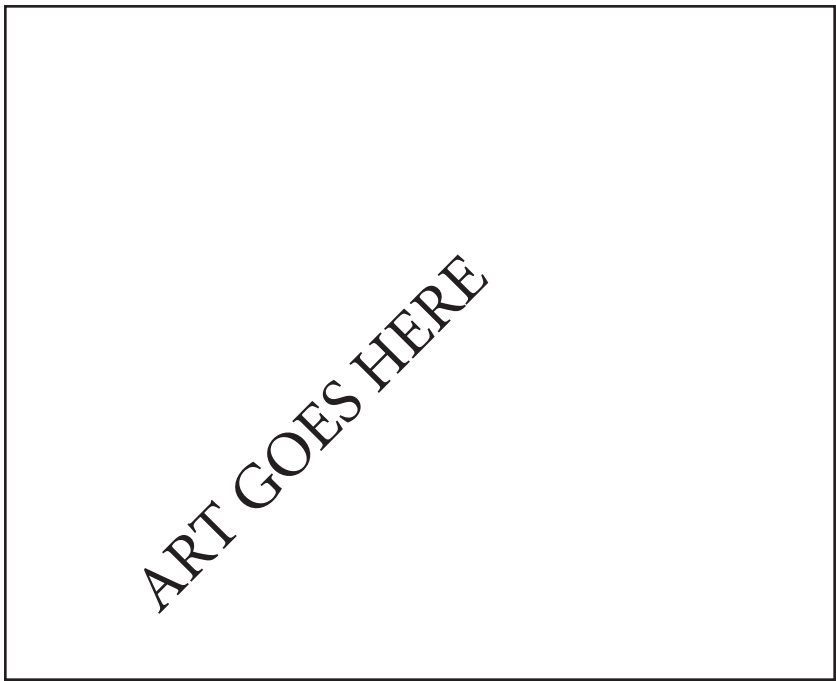
Bag of Gold

This bag can hold an infinite number of coins or similar legal tender, so long as each piece fits into its opening. The bag otherwise functions as a regular bag. Looking in it will not find any money. As a standard action, a creature may reach into the bag and pull out any of the money stored in it, not to exceed what they can hold in one hand.

Bag of Spellbeads

As a standard action, a creature may reach into the bag and pull out a random spellbead from the table below. They may do this up to 13 times per day. That spellbead completely disappears after one minute if it is not used or placed back in the bag. If the spellbead is returned to the bag instead of being expended, the bag regains one of its 13 uses. The bag otherwise functions as a regular bag. Looking in it will not find any of the spellbeads from the table unless they were not produced by the bag.

2d6	Spellbead
2	Hex
3	Create Wall of Ice
4	Sense Intelligence
5	Spectral Armor
6	Enchanted Sleep
7	Magic Message
8	Heal
9	Break Enchantment
10	Create Burst of Fire
11	Become Ethereal
12	Summon Meteor

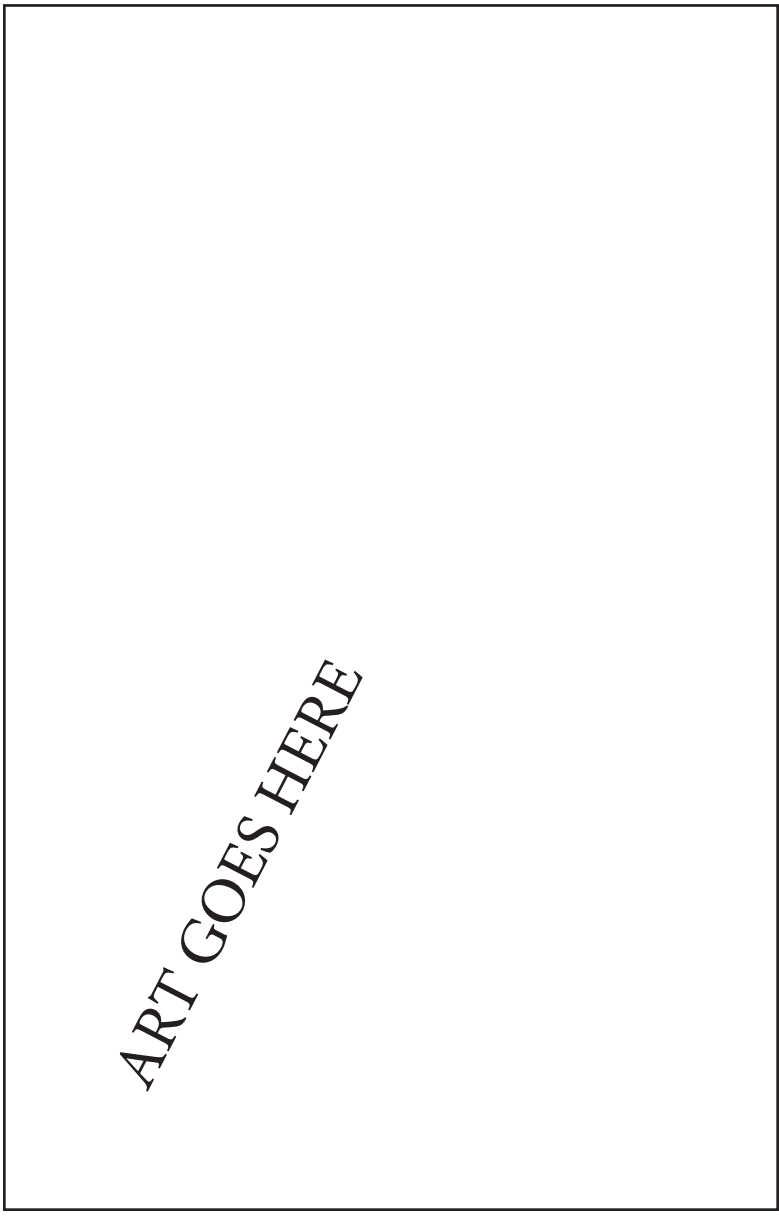


Bag of Tricks

As a standard action, a creature may reach into the bag and pull out one of the items from the table below. That item cannot be drawn out again for 24 hours unless it is placed back into the bag. Items that remain outside the back for more than 24 hours disappear. The bag otherwise functions as a regular bag. The user may look in the bag as a standard action to see what items remain inside.

Item
Wool blanket
Chains, 20 meters
Crowbar
Handcuffs
Ladder, 5 meters
Lantern
Magnifying glass
Steel pole, 3 meters
Portable battering ram
Cast iron frying pan
Shovel
Telescope
Bugle
Tent, 4 person
Fishing rod
Tower shield
Bucket
Glass jar
Scales
Sundial
Sling
A classic novel
Flint and steel
Wool cloak
Compass
Lumber saw
Hand drill
Metal tongs

Item
+1 Magic dagger
+1 Magic wand
Hatchet
Dagger
Spear
Longsword
Warhammer
Small crossbow



Bardic Instrument

As a standard action the user may make an Art Music roll and add the magnitude as an additional bonus to their next spellcasting roll. They must use their next standard action to cast the spell, or else the bonus expires.

Boots, Adventurer's

These boots contain an extradimensional space that is approximately 4 cubic meters. It is an abstract space, meaning it will automatically fit any object so long as sufficient volume remains. Both boots are connected to the same space and can only fit objects that will fit through the opening of the boot. As a standard action, a creature may reach into a boot and pull out any object stored within. The boots otherwise function as regular boots.

Boots of Farstriding

As a move action, the wearer may teleport to any location they have been in the last 7 days. They may use this ability up to 3 times. The boots recharge a use every 8 hours.

Boots of Silence

The wearer gains a +3 bonus to Stealth rolls.

Boots of Striking

These boots add an additional 2 bruise damage to the wearer's successful Melee Unarmed attacks that deal bruise damage.

Boots of Swiftness

The wearer's normal speed is increased by +6.

Boots of Wallwalking

The wearer gains a +4 bonus on rolls to climb. They may walk or stand, upside down or vertically, on ceilings and walls that are not wet and can support their weight.

Candle, Everburning

This candle will never fully melt due to the heat of its own flame.

Candle, Undying

The last creature to light this candle cannot die as long as it remains lit.

Candle of Calming

Standing in the light of this candle imbues creatures with a sense of calm, giving them advantage to resist a strong emotional response or reaction, such as Tactics rolls to resist negative attributes.

Candle of Detection

The light of this candle causes a slight shimmer around invisible or hidden things, such as concealed doors or trap triggers. Investigation rolls gain a +4 bonus if made in the light of this candle.

Candle of Rejuvenation

Spending one hour in the light of this candle removes 1 exhaustion point.

Candle of Warmth

Creatures standing in the light of this candle have cold damage resistance 4. This candle cannot be extinguished by changes in temperature alone.

Censer, Antimagic

When burning incense, this censer causes the area within 12 meters of it to behave as if under the Antimagic Field spell.

Censer, Holy

When burning incense, this censer causes the area within 12 meters of it to behave as if under the Harrow spell.

Censer, Unholy

When burning incense, this censer causes the area within 12 meters of it to behave as if under the Desecrate spell.

Censer of Fate

When burning incense, this censer allows its user to use a standard action to give advantage to any other creature's roll they can see within 12 meters.

Censer of Illusions

When burning incense, this censer allows its user to cast the spell Illusion, Moderate even if they do not know it and without spending spell attempts. When they do so, the magnitude is never lower than +0.

Censer of Warding

When burning incense, this censer deals 1 soul damage at the start of each round to every creature within 12 meters of the creature type used to make it.

Cloak, Animal Transformation

As a standard action, the wearer may transform into the animal used to make the cloak. They may use this ability to 3 times, and may be in animal form for a total of 8 hours per use. Spending another use adds 8 hours to this duration. The cloak regains a use every 8 hours. They may use the animal's strength, dexterity, and constitution. They must use the animal's reputation.

Cloak, Assassin's

This cloak has 6 pockets that can only be found and used by the cloak's wearer. Each pocket can hold one item. An item can be any size, so long as it fits beneath the cloak and the wearer can lift it over their head with one arm.

Cloak of the Sea

This cloak's wearer gains a swim speed equal to their normal speed. They are immune to illnesses or conditions caused by changes in pressure. They have advantage on constitution rolls made for the suffocating condition.

Cloak of the Woodlands

The wearer gets a +3 bonus to Stealth rolls and a +6 bonus to speed while in forested areas or similar tree-filled terrain.

Container of Imprisonment

As a standard action, the user may use this container to target another creature they can see within 10 meters. The target immediately makes a -24 difficulty constitution Athletics Weightlifting roll. If they fail, they are imprisoned inside of the container until it is opened. They cannot die or take any actions while inside. The container can only hold one occupant at a time.

Deck of Conjuring

As a standard action, a creature may draw a random card from the deck. Simulate this using standard deck of 54 playing cards. The corresponding creature based on the chart below is conjured. It has the conjuration type and is friendly to whoever drew it out. The creature completely disappears after it dies or after one hour and can never be conjured by this deck again.

Card	Creature
Ace of Clubs	Stone Giant
2 of Clubs	Squirrel
3 of Clubs	Crocodile
4 of Clubs	Wolf
5 of Clubs	Horse
6 of Clubs	Giant Stag
7 of Clubs	Giant Frog
8 of Clubs	Baboon
9 of Clubs	Swarm of Bats
10 of Clubs	Eagle
Jack of Clubs	Hill Giant
Queen of Clubs	Bear
King of Clubs	Tyrannosaurus Rex
Ace of Diamonds	Greater Drake
2 of Diamonds	Crab
3 of Diamonds	Dolphin
4 of Diamonds	Elephant
5 of Diamonds	Jellyfish
6 of Diamonds	Snake, Constrictor
7 of Diamonds	Sloth
8 of Diamonds	Songbird
9 of Diamonds	Earth Elemental
10 of Diamonds	Automaton Soldier
Jack of Diamonds	Lesser Drake
Queen of Diamonds	Dwarf Soldier
King of Diamonds	Dwarf Artisan
Ace of Spades	Fire Demon
2 of Spades	Fire Elemental
3 of Spades	Elf Healer
4 of Spades	Fairy Wizard
5 of Spades	Gnome Archer
6 of Spades	Griffin
7 of Spades	Wild Goat
8 of Spades	Minotaur
9 of Spades	Pegasus
10 of Spades	Orc Warrior
Jack of Spades	Imp
Queen of Spades	Phoenix
King of Spades	Horizon Whale
Ace of Hearts	Cherubim
2 of Hearts	Slime
3 of Hearts	Satyr
4 of Hearts	Steaming Turtle
5 of Hearts	Ghoul
6 of Hearts	Skeleton Swordsman
7 of Hearts	Vampire
8 of Hearts	Unicorn
9 of Hearts	Troll
10 of Hearts	Human Guard
Jack of Hearts	Guardian Angel
Queen of Hearts	Will-o-the-wisp
King of Hearts	Gremlin
Joker	Goblin Engineer

Divination Podium

As a minor action, a creature may give themself advantage on their next Arcana Divination roll. They must make the roll within the next minute. They may spend 4 hours using the podium to give themselves double advantage. A creature must have +1 in Arcana Artificy or Divination to use the podium.

Djinn Container

As a standard action, a creature holding this container may declare a wish to the Narrator. The Narrator decides where the wish falls on the table below and the wisher makes a wisdom Arcana roll using the table's difficulty. If they critically fail, then the narrator contorts the wording to make something terrible happen. If they roll a failure, then it is considered a mixed success, where the intended effect occurs, but additional unintended consequences are included. Any other outcome results in the wish being granted as intended.

Wish	Difficulty
Simple	+1
Thoughtful	-1
Grandiose	-3
Complicated	-5
World changing	-7
World shattering	-11

Endless Quiver

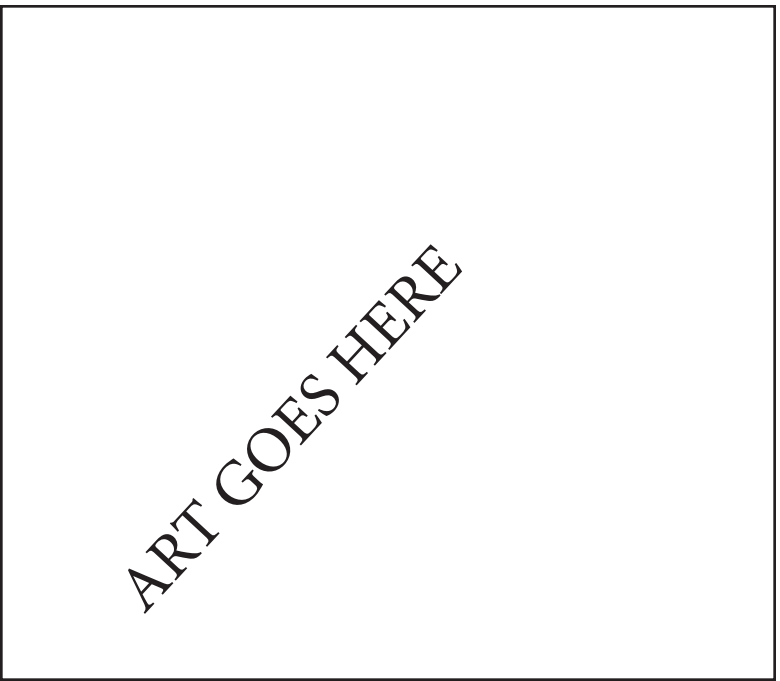
This quiver can hold an infinite number of arrows, ammunition pieces, or one-handed thrown weapons. Each one must fit easily into the quiver's opening. The user may draw out any item stored within as a standard action.

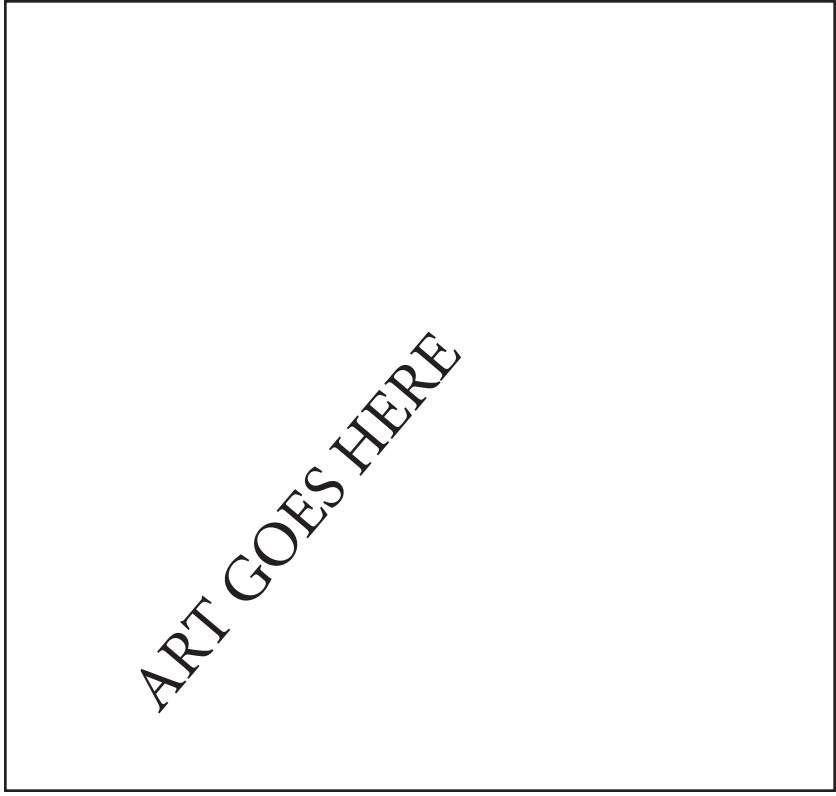
Endless Waterskin

This waterskin spontaneously generates 1 liter of fresh, clean water every 30 minutes.

Flying Broom

This broom is a flying vehicle with a fly speed determined by the maker's success magnitude. Operating the flying broom is a dexterity Drive Hover Vehicles skill roll. It can carry as many medium sized creatures as can fit on it comfortably. If a rider is carrying anything of significant weight, it may negatively affect the broom's fly speed.





Flying Carpet

This carpet is a flying vehicle with a fly speed determined by the maker's success magnitude. Operating the flying carpet is a dexterity Drive Hover Vehicles skill roll. It can carry as many medium sized creatures as can fit on it comfortably. If anything of significant weight is on the carpet, it may negatively affect its fly speed.

Gloves, Blade

The wearer may instead deal puncture or slash damage with their Melee Unarmed attacks.

Gloves, Thief's

The wearer gains advantage on Sleight of Hand rolls.

Gloves of Catching

The wearer gains advantage on rolls made to catch objects that are moving through the air.

Gloves of Climbing

The wearer gains advantage on rolls to climb.

Gloves of Striking

These gloves add an additional 2 bruise damage to the wearer's successful Melee Unarmed attacks that deal bruise damage. If the wearer is also wearing boots of striking, then they instead only add 1 damage.

Goggles, Nightvision

The wearer can see normally in the dark, although colors are muted.

Goggles, Surestrike

As a standard action, the wearer may select a target and make a dexterity Tactics roll using the target's defense as the difficulty. The wearer may add the magnitude to their next attack roll made against the same target as an additional bonus. The attack must be made before the end of this round.

Goggles, Truesight
The wearer has truesight.

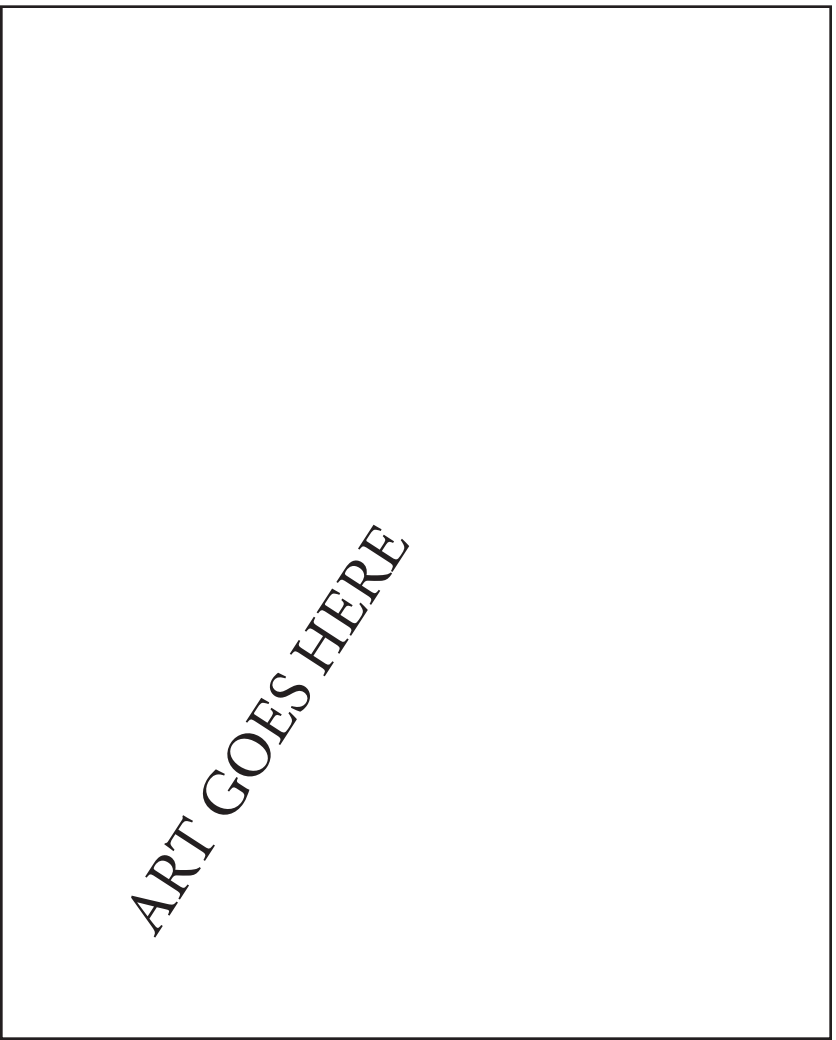
Goggles, X-ray
As a standard action, the wearer may observe what is on the other side of a physical object, looking at the object's internal layers as well. Their sight cannot penetrate through more than 2 cm of iron or steel, 20 cm of stone, 1 meter of wood, any amount of lead, or any other similar object or layer that would normally block x-rays.

Goggles of Discernment
As a standard action, the wearer may detect the mood of another creature they can see. The Narrator describes its mood using 2 or 3 adjectives.

Horn of Summoning
As a standard action, the horn's user may blow it. The horn conjures 2d6 human warriors who are friendly to the user and the user's allies. The warriors disappear after they die or after 6 hours. The horn may not be used again until 24 hours has passed.

Lantern, Magic
This lantern does not require any form of fuel in order to function and can remain lit indefinitely.

Lantern of Truesight
Anything that enters the light of this lantern is revealed as if all the creatures within sight of it have truesight.



Magic Bean
These magic beans, when planted, grow overnight into one of the plants from the table below.

3d36	Bean Effect
11	A giant stalk that stands straight in the air several hundred meters
12	A large flower opens with a golden egg inside, worth 500 gold
13	A plant with 6d6 berries on it that each heal 1 point when eaten
14	A large bulb that, if touched, explodes and releases a cloud of spores that deal 4d6 toxin damage to any creature that breathes them in within a 12 meter radius
15	Vines in the shape of a large circle forming a gate to some random place
16	A deep hole is formed in the ground, straight down about 50 meters, that is 2 meters across
21	A tree that grows giant, delicious apples. It lives for one year and its seeds do not sprout.
22	Thorny vines that turn the area within a 1 km radius into difficult terrain
23	A large house made from large, interlocking trees, complete with furniture
24	A large tree, 10 meters in diameter and 60 meters tall
25	A large bush with berries that cause hallucinations
26	All creatures that fall asleep within 1 km of the plant are trapped in a psychic realm where time passes five times faster. There is nothing to indicate they are in a dream except that nothing ever goes wrong. Destroying the plant in the psychic realm or in the real world ends this effect. Casting a -6 difficulty Break Enchantment spell on an affected creature allows that creature to wake up and escape.
31	A freshwater lily pond that is safe to drink and is self replenishing
32	A flower that blooms at sunrise and withers and dies at sunset. So long as the flower lives, crops within 5 km of it never fail.
33	A vast amount of bright, red and orange flowers spread out within 100 meters. If the flowers are picked, they explode 10 seconds later, making a +6 area damage attack in a 2 meter radius. The attack's damage is half burn damage rounded up and half bruise damage rounded down.

3d36	Bean Effect
34	A tree that grows normal apples, but bears fruit all year long. Unless it is cut down it will not die. Its seeds do not sprout.
35	A regular bean plant. A creature that eats any amount of these beans sleeps for 10d6 years without aging.
36	A rose bush with thorns that deal 1d6 toxin damage
41	A flower tree with flowers that glow at night, shedding light in a 15 meter radius
42	A tree with otherworldly fruit. Its seeds do not sprout. Eating the fruit causes a creature to cast the spell Waking Vision with a +1 magnitude. The fruit is addictive.
43	A dark purple pitcher plant with bubbling black nectar inside. The nectar smells sweet and alluring. Drinking the nectar turns a creature into a lich immediately. The plant can create 1d6 liches and then dies.
44	A bush that grows 10d6 gemstones worth 100 gold each and dies once they are all picked
45	A bush with berries that cast the Grow spell on creatures that eat them with a +7 magnitude
46	A single bean that is 6 cubic meters
51	A pod cracks open, releasing an exact clone of the creature that planted it, including memories
52	A talking bush that is very rude and offensive
53	Nothing. Digging it up reveals a simple pebble.
54	A tree with 2d6 pears. A creature that eats one has a vision of their own death.
55	A tree that grows melee weapons, 3d6 per year
56	A tree that grows arrows and crossbow bolts
61	A tree that causes it to always be springtime within a 50 meter radius
62	A bush with berries that function as Potions of Firebreath. The seeds do not sprout.
63	A small blizzard goes on for 30 days in a 10 km radius
64	6d6 stalks of corn. Creatures that eat it gain the Insanity attribute for 4d6 days.
65	A massive seed pod with red and purple streaks. After one week, it hatches, releasing a greater drake that is made entirely of plants. It has no brain and consumes and destroys indiscriminately until dead. It dies after 30 days if not slain.
66	A magdas pod

Magic Lock Picks

Using these lock picks to pick a lock gives a creature advantage on the roll.

Magic Pot

As a standard action, the pot's user can cause it to heat up or cool down to the desired temperature. Doing so requires a -2 Arcana roll. It is impossible to overcook or burn any food with this pot. Using it as a heated improvised weapon is the same as using a +0 club with the Weapon of Flame enchantment.

Magic Rope

As a standard action, the rope's user can cause the rope to tie or untie knots in itself. Doing so requires a -2 Arcana roll. They must be touching the rope.

Mirror of Imprisonment

As a standard action, the user may use this mirror to target another creature they can see within 30 meters. Doing so requires a -5 Arcana roll. The target must be able to see the mirror. The target immediately makes a -18 difficulty constitution Athletics Weightlifting roll. If they fail, they are imprisoned inside of the mirror until it is broken or they are released. They cannot die or take any actions while inside. The mirror can hold up to 13 occupants at a time. If a 14th occupant is added, a random occupant is released.

A creature may look into the mirror and speak to any of its occupants. In order to release an occupant, a creature simply reaches in and pulls them out. Pulling an occupant out requires 3 standard actions without letting go of them and a -10 difficulty strength Athletics Weightlifting or Arcana roll.

If a creature looks into a mirror with no occupants, they must make a -6 difficulty wisdom Athletics Weightlifting or Arcana roll to avoid becoming imprisoned.

Portable Building

This item looks like a scale replica of a building, approximately 15 cm by 15 cm by 15 cm and weighing 2 kg. When activated, this building grows to its actual size. It grows around any creatures or objects that would be in the way without damaging them. When activated again, it shrinks back down in the same manner. Activating it requires a -4 Arcana roll.

Portable Door

This sheet of black cloth easily adheres to and comes away from any surface that is relatively flat. When adhered to a surface, it becomes an opening as if it were simply a hole in that object. The hole can be up to 2 meters deep. The portable hole can be pulled away from the object from either side of the hole. Anything inside the hole when it is pulled away from the surface spills out on the portable door's side of the object.

Potion, Aging
Drinking this potion forcibly increases your age by 6d6 years.

Potion, Animal Transformation
Drinking this potion is the same as casting the Take Beast Shape spell on yourself. The animal the potion transforms you into is determined by its ingredients.

Potion, Celestial Transformation
Drinking this potion is the same as casting the Take Celestial Form spell on yourself.

Potion, Demonic Transformation
Drinking this potion is the same as casting the Take Demon Form spell on yourself.

Potion, Draconic Transformation
Drinking this potion is the same as casting the Take Dragon Form spell on yourself.

Potion, Firebreath
After Drinking this potion, a creature may cast the spell Create Cone of Fire with a +8 bonus. They cannot add an Arcana sub-skill modifier to this roll. They may do this up to three times within the next hour.

Potion, Growth
Drinking this potion is the same as casting the Grow spell on yourself with a +5 magnitude.

Potion, Healing
Drinking this potion is the same as being targeted by a +5 magnitude Heal spell.

Potion, Invisibility
Drinking this potion is the same as casting the Invisibility spell on yourself with a +5 magnitude.

Potion, Love
Drinking this potion is the same as having the Charm spell cast on you with a +5 magnitude by the first creature you see after drinking it. If you are blind, then the first creature you hear.

Potion, Luck
Drinking this potion gives a creature advantage on all rolls for 30 minutes.

Potion, Poison
This potion deals 3d6 toxin damage minus their constitution to the creature that consumes it.

Potion, Shrinking
Drinking this potion is the same as casting the Shrink spell on yourself with a +5 magnitude.

Potion, Speed
Drinking this potion is the same as casting the Enhance Speed spell on yourself with a +5 magnitude.

Potion, Strength
Drinking this potion is the same as casting the Enhance Strength spell on yourself with a +5 magnitude.

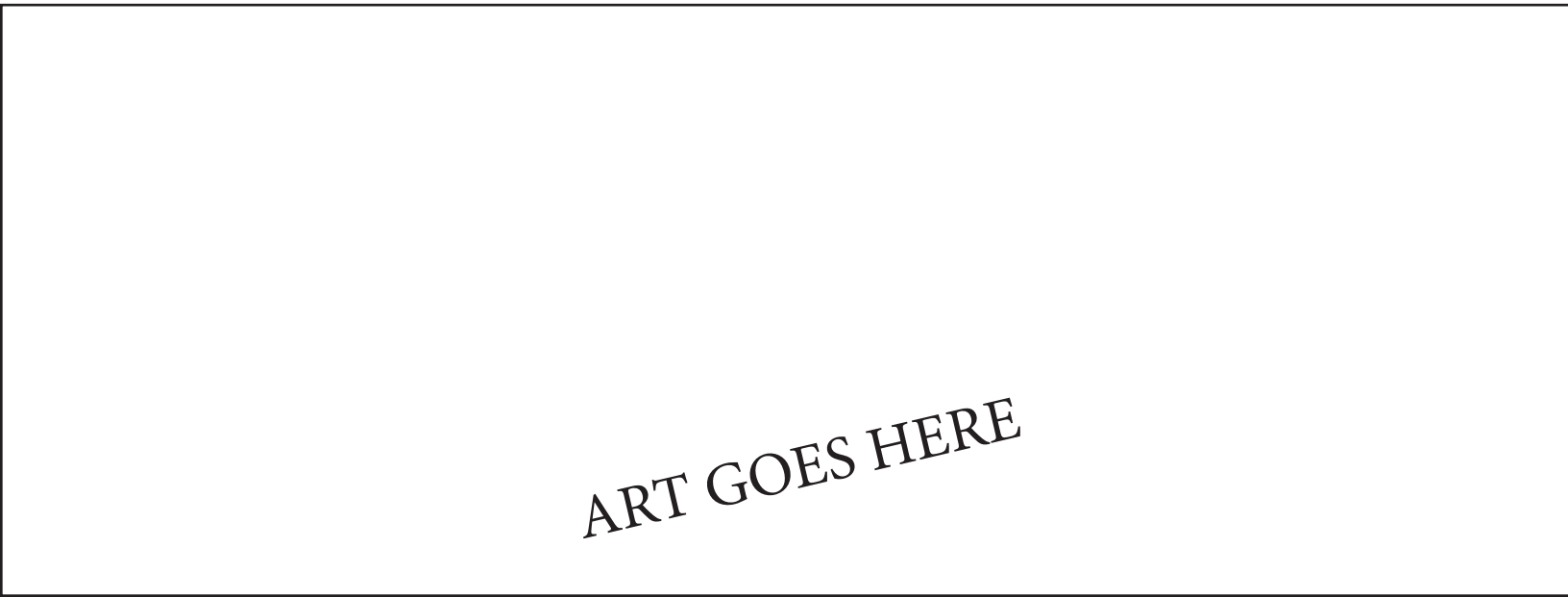
Potion, Truesight
Drinking this potion is the same as casting the Truesight spell on yourself with a +5 magnitude.

Potion, Youth
Drinking this potion forcibly reduces your age by 6d6 years.

Potion of Escape
Drinking this potion gives a creature advantage on any rolls to end the grappled condition or escape restraints for 3 hours.

Potion of Etherealness
Drinking this potion is the same as casting the Become Ethereal spell on yourself with a +5 magnitude.

Potion of Flying
Drinking this potion is the same as casting the Flight spell on yourself with a +5 mangitude.



Potion of Heroism

A creature that drinks this potion believes that they are an indomitable hero. They gain a +1 bonus to strength, dexterity, and constitution, become immune to the frightened condition, and recklessly attempt to save anyone that they can perceive to be in danger for 6d6 minutes. They additionally ignore the Cowardly attribute's affects. This potion is highly addictive.

Potion of Immunity

Drinking this potion is the same as casting the Immunity spell on yourself with a +5 magnitude.

Potion of Invulnerability

Drinking this potion is the same as casting the Invulnerability spell on yourself with a +5 magnitude.

Potion of Magical Sleep

The creature that consumes this potion must make a -10 constitution Athletics Endurance roll. The difficulty increases by -10 for every dose they consume within an hour. If they fail, they fall asleep for a number of hours equal to the magnitude.

Potion of Protection

The area within 5 meters of the creature that drinks this potion functions as if an Enchant Location, Forbid spell was cast on it with a +5 magnitude. The creature type that the potion protects against is determined by its ingredients. The area moves with the creature.

Potion of Rage

A creature that drinks this potion gains a +4 bonus to strength and attacks anything that moves indiscriminately for 3d6 minutes.

Potion of Resistance

Drinking this potion is the same as casting the Resistance spell on yourself with a +5 magnitude.

Potion of Sharpness

Pouring this potion onto a blade gives that blade an additional +1 bonus for 1 hour. Using multiple potions of sharpness within the same hour has no cumulative effect.

Potion of Shifting Perspective

Drinking this potion causes an evil creature to become good or a good creature to become evil for a duration of 24 hours.

Potion of Skill

Drinking this potion is the same as casting the Increase Skill (-5 difficulty) spell on yourself.

Potion of Spellcasting

Drinking this potion gives a creature a +3 bonus to all spellcasting rolls for 1 hour. If a creature that does not know any spells drinks this potion, they may make a spellcasting attempt as a standard action, casting a random spell. They may do this up to 3 times.

Potion of Sticking

This potion functions as an extremely effective adhesive. The difficulty to pull two things apart that are joined by this substance increases by -1 for every hour it spends drying, with a maximum difficulty of -13.

Potion of Telepathy

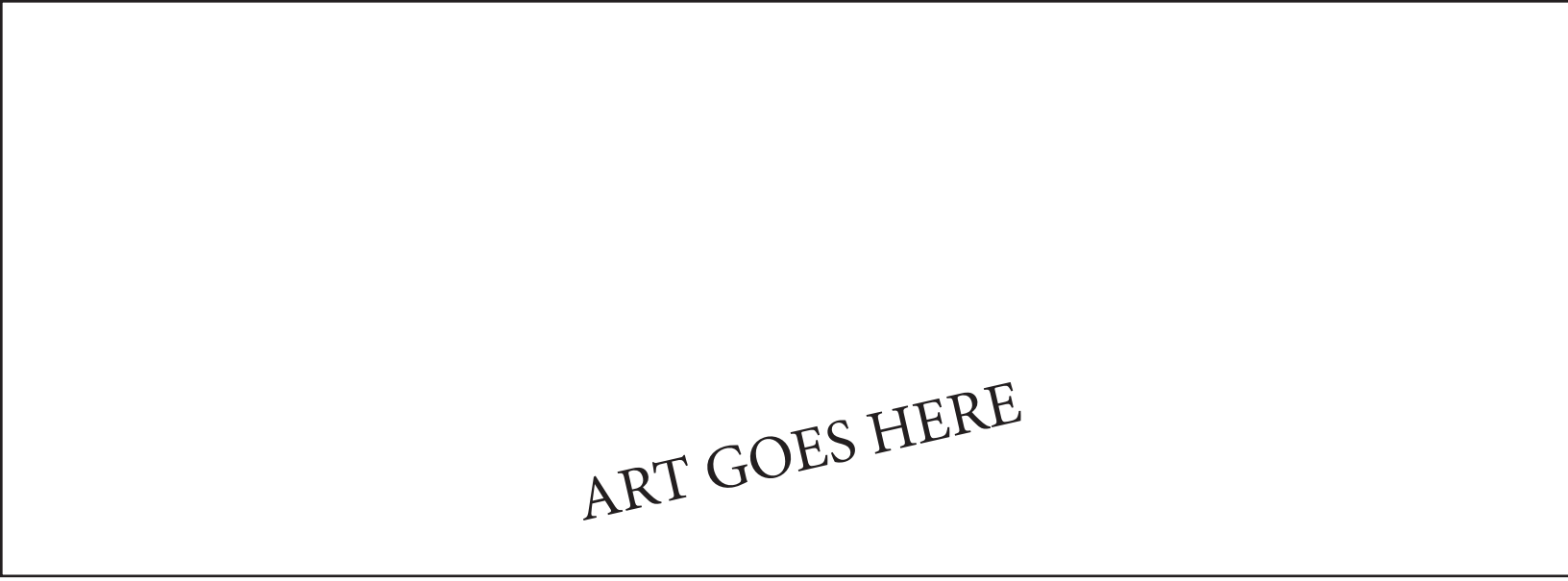
Drinking this potion is the same as casting the Telepathy spell on yourself with a +5 magnitude.

Potion of Undeath

A creature that drinks this potion immediately makes a -10 constitution Athletics Endurance roll. On a failure, they take 4d6 + 1 necrosis damage and 4d6 + 1 toxin damage. On a mixed success, they take half damage rounded down. On a critical failure they take the maximum damage. If the creature dies within the next 24 hours, it casts the spell Create Undead on them with a +5 magnitude. The Break Enchantment spell may be used to prevent this from happening.

Potion of Waterbreathing

Drinking this potion is the same as casting the Breathe Underwater spell on yourself with a +5 magnitude.



Purifying Flask
Any liquid that enters this container is permanently transmuted into pure water.

Rod of Climbing
As a standard action, this rod's user may cause it to become fixed or become unfixed. They must be touching the rod and doing so requires a -2 Arcana roll. The rod remains where it was fixed in relation to the planet's center. Moving the rod when it is fixed in place is a -13 strength Athletics Weightlifting roll.

Rod of Royal Command
This rod's user gains advantage on Leadership rolls.

Rod of Spectral Weapons
As a standard action, this rod's user may cause it to assume the spectral form of any weapon that is normally carried and wielded with one or two hands. Doing so requires a -3 Arcana roll and they must be holding the rod. These weapons still require ammunition. While forming a weapon, the rod is immune to damage.

Rod of Variation
As a standard actionI, a creature may press one of the buttons on this rod, causing it to transform into any of the following items: a spear, a crowbar, a sledgehammer, an axe, a shovel, or a pickaxe.

Sentient Object
This object is considered an NPC creature. It can either communicate audibly or telepathically. It has skills and attributes as determined by the Narrator, can make decisions, and gets its own turn in combat. If it is not animated it is considered grappled permanently and is considered prone if not being held by a larger creature.

Shackles, Antimagic
A creature that is wearing these shackles cannot cast spells or use magic abilities.

Shackles, Magic
The difficulty to break, pick, or otherwise escape these shackles is increased by -4.

Shackles, Targeting
These shackles may be thrown as an attack. The thrower adds only their dexterity modifier and an additional +3 bonus, using the target's dexterity as the difficulty. On a success, the shackles automatically bind the target's wrists or ankles. The shackles can only be used to target creatures that they fit.

Shackles of Binding
A creature that is wearing these shackles cannot leave the dimension it is in. Spells that would conjure this creature automatically fail.

Shackles of Frailty
The strength modifier of the creature wearing these shackles becomes -5 and it takes a -5 constitution penalty.

Shield, +x
This shield adds an additional bonus to the defense modifier of whatever is wielding it.

Shield, Sentinel's
When this shield's wielder is positioned between an attack and the intended target, the wielder's body is considered total cover.

Shield, Throwing
This shield may be thrown as a +2 Melee Bludgeons weapon. At the start of the user's next turn, if it has not been caught by something else, the shield returns to the thrower and they may catch it as a minor action. They do not need to roll to catch it.

Shield of Greater Protection
This shield grants an additional +3 bonus to the wielder's defense modifier against area damage.

Shield of the Day
This shield gains an additional +2 bonus to defense while in sunlight. As a minor action, its wielder may cause it to shed light that clearly illuminates everything within a 15 meter radius. The level of illumination decreases outside of this radius, but will still glint off of highly reflective objects. The wielder has resistance 4 to burn damage.

Shield of the Night

This shield gains an additional +2 bonus to defense while in darkness. As a minor action, its wielder may cause it to create darkness in a 20 meter radius. The wielder and creatures with truesight can see normally in this darkness. The wielder has resistance 4 to necrosis damage.

Spellbead

A spellbead is a magic gen with a spell stored inside of it. As a standard action a creature may make a -4 Arcana roll to cast the spell. Using a spellbead destroys it.

Spellcasting Compliment, +x

The creature holding or wearing this item gains a bonus to all of their spellcasting rolls. This item may be made into a spellcasting implement.

Talisman, Anti-divination

This talisman's user is under the effects of a Protect from Divination spell as long as they have it on their person.

Talisman, Antimagic

The area within 7 meters of this talisman functions as if an Antimagic Field spell was cast on it. This talisman is unaffected by its own antimagic field.

Talisman, Enhancing

This talisman grants its user a +2 bonus to the base statistic selected by the talisman's maker. A creature cannot use more than one of this kind of talisman.

Talisman, Hunter's

This talisman grants its user a +2 bonus on Investigation and Nature rolls to track other creatures. A creature cannot use more than one of this kind of talisman.

Talisman, Skill Enhancing

This talisman grants its user a +2 bonus to the skill or sub-skill selected by the talisman's maker. If they selected a skill instead of a sub-skill, it must be a skill that has no sub-skills. A creature cannot use more than one of this kind of talisman.

Talisman, Speed Enhancing

This talisman grants its user a +5 bonus to their speed. A creature cannot use more than one of this kind of talisman.

Talisman, Spellcasting

This talisman allows the user to cast its chosen spell without spending any spellcasting attempts and even if they do not know it. It has a variable number of charges and regains one charge either per day or per hour. They must still make the skill roll. If they do spend an attempt, they gain a +3 bonus.

Talisman, Spellstoring

This talisman can store up to 3 spellcasting attempts inside of it. A creature may add a spellcasting attempt into its storage my making a -3 Arcana roll.

Talisman of Animal Command

Creatures with the beast type consider this talisman's user to be friendly unless the user attacks or damages the creature or one of the creature's allies.

Talisman of Comprehension

This talisman grants a +6 bonus to Language rolls for a particular language. The language is determined by the talisman's ingredients.

Talisman of Connection

This talisman always comes in pairs. As a standard action, the user of one may immediately learn the direction and distance they are from the user of the other, as well as their Health and state of mind.

Talisman of Disguises

This talisman allows its user to cast the spell Personage as a standard action. Doing so is a -4 Arcana roll. They cannot critically fail.

Talisman of Farseeing

This talisman allows its user to see up to 1 km away, in about as much detail as if they are 5 meters away.

Talisman of Farspeech

By speaking the name of a creature to the talisman, the user can communicate with them at any distance so long as they are also carrying a talisman of farspeech.

Talisman of Flying
This talisman grants its user a flying speed equal to their normal speed.

Talisman of Immunity
This talisman grants its user immunity to the damage type chosen by its maker.

Talisman of Invisibility
This talisman allows its user to cast the spell Invisibility as a standard action, targeting only themself. Doing so is a -4 Arcana roll. They cannot critically fail.

Talisman of Invulnerability
This creature carrying this talisman cannot take any damage.

Talisman of Luck
This talisman grants its user an additional +1 bonus on all rolls. A creature cannot use more than one of this kind of talisman.

Talisman of Protection
The area within 7 meters of this talisman's user functions as if an Enchant Location, Forbid spell was cast on it. The creature type that the talisman protects against is determined by its ingredients.

Talisman of Regeneration
This talisman causes its carrier's wounds to all decrease by 1 damage every hour. A creature cannot use more than one of this kind of talisman.

Talisman of Resistance
This talisman grants its user resistance 6 to the damage type chosen by its maker.

Talisman of Shielding, +x
This talisman grants a +1 bonus to its user's defense for each time it was given this enchantment, with a maximum of +6.

Talisman of Stamina
Any time the creature carrying this talisman gains an exhaustion point, they instead only gain half a point.

Talisman of Telepathy
The user of this talisman may communicate telepathically with any creature they can see or hear. They do not need to share a language.

Talisman of Undying
This talisman's user cannot die. If it is destroyed, they take 4d6 soul damage.

Talisman of Waterbreathing
This talisman allows its user to breathe underwater.

Tome, Endless
This tome has an infinite number of pages. As a standard action the tome's user may turn to any page they have previously read. Pages torn out of this tome disappear after 1d6 days.

Tome of Alchemy
This tome contains a number of Arcana Alchemy spells. The tome's user may cast any of them as if they know them. It grants a +1 bonus to the user when they are casting any of them if they already know them. The tome's user may spend 100 hours studying one of the tome's spells in order to learn it.

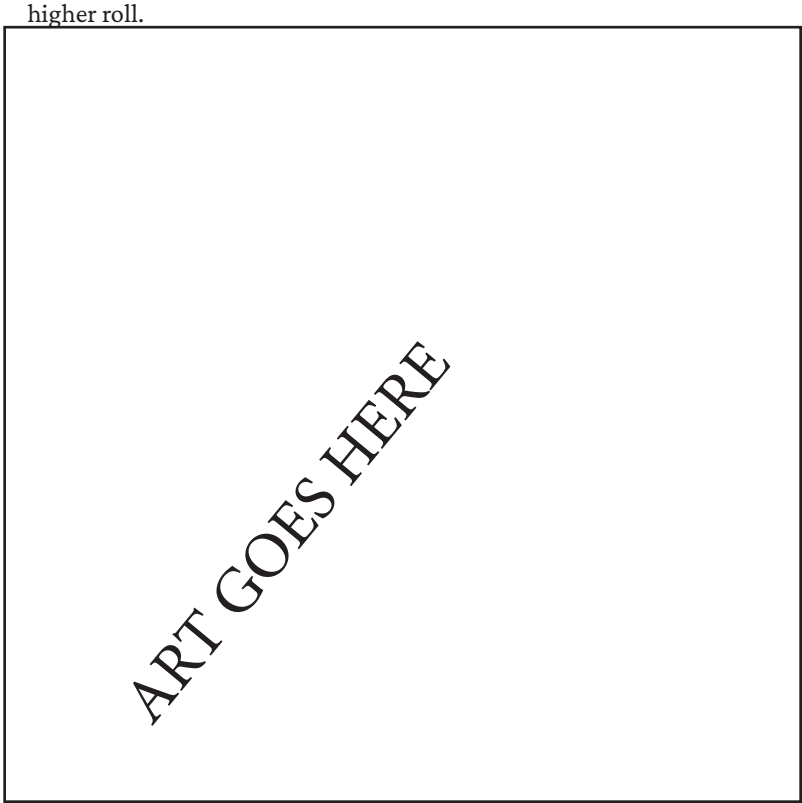
Tome of Artificy
This tome contains a number of Arcana Artificy spells. The tome's user may cast any of them as if they know them. It grants a +1 bonus to the user when they are casting one of them if they already know them. The tome's user may spend 100 hours studying one of the tome's spells in order to learn it.

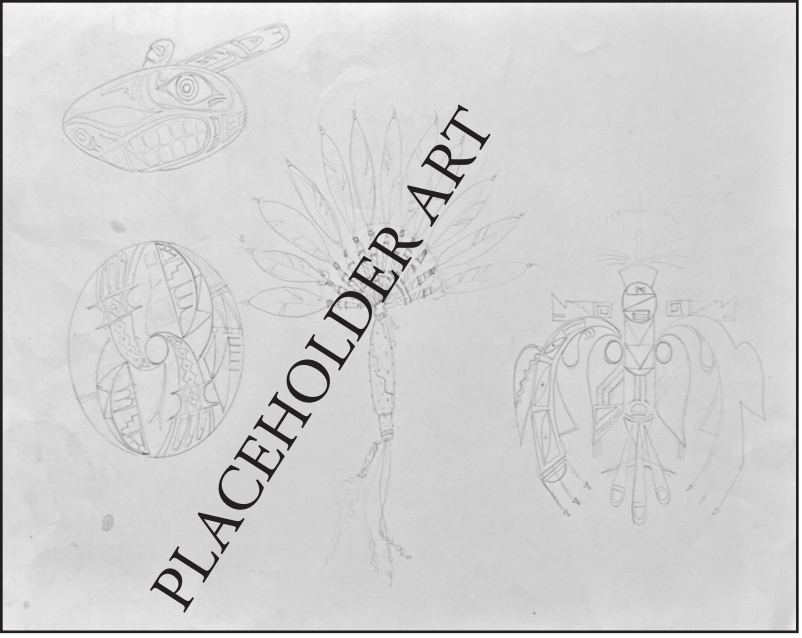
Tome of Beasts
This tome allows its user to reroll once any spells to conjure, summon, influence, or heal a creature with the beast creature type. They may use the higher roll.

Tome of Celestials
This tome allows its user to reroll once any spells to conjure, summon, communicate with, or heal a creature with the celestial creature type. They may use the higher roll.

Tome of Conjuration
This tome contains a number of Arcana Conjuration spells. The tome's user may cast any of them as if they know them. It grants a +1 bonus to the user when they are casting one of them if they already know them. The tome's user may spend 100 hours studying one of the tome's spells in order to learn it.

Tome of Demons
This tome allows its user to reroll once any spells to conjure, summon, communicate with, influence, or heal a creature with the demon creature type. They may use the higher roll.





Tome of Divination

This tome contains a number of Arcana Divination spells. The tome's user may cast any of them as if they know them. It grants a +1 bonus to the user when they are casting one of them if they already know them. The tome's user may spend 100 hours studying one of the tome's spells in order to learn it.

Tome of Dragons

This tome allows its user to reroll once any spells to find, conjure, summon, influence, or heal a creature with the dragon creature type. They may use the higher roll.

Tome of Enchantment

This tome contains a number of Arcana Enchantment spells. The tome's user may cast any of them as if they know them. It grants a +1 bonus to the user when they are casting any of them if they already know them. The tome's user may spend 100 hours studying one of the tome's spells in order to learn it.

Tome of Final Rest

This tome allows its user's spells to ignore any effect that would prevent a creature from taking damage or dying.

Tome of Healing

This tome grants an additional +2 bonus to any spells cast by the user that would heal another creature.

Tome of Induction

This tome contains a number of Arcana Induction spells. The tome's user may cast any of them as if they know them. It grants a +1 bonus to the user when they are casting any of them if they already know them. The tome's user may spend 100 hours studying one of the tome's spells in order to learn it.

Tome of Monsters

This tome grants its user a +3 bonus to education based rolls to regarding monsters or unnatural beasts.

Tome of Names

As a standard action, this tome's user may expend a spellcasting attempt to cause the real name of a creature they have seen or talked with to appear on the tome's pages.

Tome of Necromancy

This tome contains a number of Arcana Necromancy spells. The tome's user may cast any of them as if they know them. It grants a +1 bonus to the user when they are casting any of them if they already know them. The tome's user may spend 100 hours studying one of the tome's spells in order to learn it.

Tome of Psionics

This tome contains a number of Arcana Psionics spells. The tome's user may cast any of them as if they know them. It grants a +1 bonus to the user when they are casting any of them if they already know them. The tome's user may spend 100 hours studying one of the tome's spells in order to learn it.

Tome of Reaping

When this tome's user reduces a creature to 0 health with a spell, the tome sucks in the creature's soul in the form of charges. A creature's soul becomes a number of charges equal to their Being divided by 5 rounded down. The user may spend charges as spell attempts. The user may also, as a standard action, spend any number of charges to gain an additional bonus on their next spellcasting roll equal to the number of charges they spent times 2. They must make the roll before the end of the round.

Tome of Skill Mastery

Spending 14 hours reading this tome will permanently increase a creature's skill or sub-skill modifier by +1 or cause them to gain that skill at +0 for whatever skill or sub-skill is the tome's topic. A creature may gain this benefit for that skill up to 3 times.

Tome of Spellstealing

This tome has up to 7 charges. As a standard action, the user may expend a charge and store a spell currently being cast by another creature in the tome. The creature casting the spell still completes the roll with their natural result, modifiers, and bonuses being recorded as part of the spell as it is stored. As a standard action, the user may release a stored spell as if they were casting it, using all of its stored information to determine the magnitude. The tome regains a charge every 7 hours. Storing or releasing a spell requires a -5 Arcana roll.

Tome of Tongues

This tome grants its user a minimum sub-skill modifier of +3 for all languages.

Tome of Travel

This tome has up to 7 charges. As a standard action, this tome's user may record their current location in the tome. At any point later, they may use a standard action to teleport themself and up to 5 other target creatures within 5 meters of them to a location recorded in the tome. That

location disappears from the tome immediately afterwards. The tome regains a charge every 7 hours. Recording a location or teleporting to a location requires a -5 Arcana roll.

Tome of the Day

This tome grants a +1 bonus to all its user's spellcasting rolls while in sunlight. Any spell the user casts that deals burn damage deals an additional 1 burn damage on a success, 2 in direct sunlight

Tome of the Night

This tome grants a +1 bonus to all its user's spellcasting rolls while in darkness. The user can see in dark normally and has resistance 3 to burn, frost, and necrosis damage.

Tome of the Sea

This tome allows its user to track any underwater movement within 3 km of their location. However, they only learn the size and speed of whatever moves. They gain a +1 bonus to spellcasting rolls while in or on a body of saltwater.

Tome of the Woodlands

This tome allows its user to track any movement through groves or forests within 3 km of their location. However, they only learn the size and speed of whatever moves. They gain a +1 bonus to spellcasting rolls in forested areas or similar tree-filled terrain

Vehicle, Armored

This vehicle has a +3 bonus to its defense modifer.

Vehicle, Farstriding

As a move action, the creature controlling this vehicle may teleport it with all of its contents and passengers to any location it has been in the last 7 days. Doing so requires a -4 Arcana roll. The vehicle has up to 3 uses. It regains a use every 24 hours.

If the creature is also using a Tome of Travel, they may instead teleport to one of the locations stored in the tome. The location disappears from the tome.

Vehicle, Flying

This vehicle has a fly speed determined by the magnitude of the maker's success.

Vehicle of Swiftness

This vehicle has a +5 bonus to its speed.

Weapon, +x

This weapon grants an additional bonus to rolls that are made to use it.

Weapon, Berserker's

This weapon's user is immune to the effects of exhaustion points until they cannot gain any more. They gain an additional bonus to all of the Melee attack rolls they make with this weapon equal to the number of exhaustion points they have. While they are in combat, they have disadvantage on all education and wisdom based rolls.

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Weapon, Bloodthirsty
When this weapon's user reduces a creature to 0 health with it, the weapon heals the user 1d6. If the user goes a whole day without killing anything, they gain 1 exhaustion point.

Weapon, Psychic
If used to perform a successful attack roll, this weapon deals an additional 2 psionic damage to the target.

Weapon, Returning
This weapon's user may, as a standard action, call the weapon to them and catch it if it is not being held in place. They do not need to roll to catch it. The weapon gains a fly speed of 30 while it is returning. If the weapon is being held in place, then they must succeed on a strength Athletics Weightlifting roll as part of the action.

Weapon, Sentinel's
While this weapon's user is positioned between an attack and the intended target, the user gains a +1 bonus to their defense. The bonus increases to +2 if they take the defend action.

Weapon, Surestrike
This weapon's user may reroll once any attack rolls they make with it. They may do this once per round, and they must use the new result.

Weapon of Acid
If used to perform a successful attack roll, this weapon deals an additional 2 corrosion damage to the target.

Weapon of Flame
If used to perform a successful attack roll, this weapon deals an additional 2 burn damage to the target.

Weapon of Final Rest
Attacks made with this weapon ignore any effect that would prevent a creature from taking damage or dying.

Weapon of Frost
If used to perform a successful attack roll, this weapon deals an additional 2 cold damage to the target.

Weapon of Lightning
If used to perform a successful attack roll, this weapon deals an additional 2 electrical damage to the target. The target additionally makes a -6 difficulty constitution Athletics Endurance roll. If they fail, they are stunned until the end of their next turn. Afterwards, the enchantment's duration ends.

Weapon of Luck
Once every 24 hours, this weapon's user may change the magnitude of an attack roll they made with it to +6.

Weapon of Necromancy
If used to perform a successful attack roll, this weapon deals an additional 2 necrosis damage to the target.

Weapon of Poison

If used to perform a successful attack roll, this weapon deals an additional 2 toxin damage to the target.

Weapon of Reaping

When this weapon's user reduces a creature to 0 Health with it, the weapon sucks in the creature's soul in the form of charges. A creature's soul becomes a number of charges equal to their Being divided by 5 rounded down. The user may spend charges as spell attempts. The user may also, as a standard action, spend any number of charges to gain an additional bonus on their next attack roll with this weapon equal to the number of charges they spent times 2. They must make the roll before the end of the round.

Weapon of the Day

This weapon grants its user a +1 bonus to both strength and constitution while in sunlight.

Weapon of the Night

This weapon grants its user a +1 bonus to both strength and dexterity while in darkness.

Weapon of the Sea

This weapon's wielder may attack with it normally underwater as if they were on land.

Weapon of the Woodlands

If this weapon's user attempts to climb a tree or move among the branches of a tree, they cannot roll a magnitude lower than +0, even while holding this weapon. They must have their other hand free.

Weapon of Vengeance

Attack rolls made with this weapon have advantage if the target has ever dealt damage to the user.

Weapon of Wounding

All wounds dealt by this weapon have the critical condition. If a critical success is rolled on an attack, the magnitude is added to the roll made on the critical wound table.

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Scientific Marvels

Scientific marvels are pieces of technology designed to solve a specific problem or perform a specific task. For example, a garden hose solves the problem of needing to walk back to the spicket multiple times. A tourniquet solves the problem of an external major arterial bleed on a limb. A self targeting ground to air missile solves the problem of needing good aim. A time machine solves the problem of your missing homework assignments. The last two together could potentially solve a number of other problems, if one has the audacity to carry out such a task. In the very distant future, a great many problems have likely been found and solved multiple times over by multiple people. In the future, the question "Does it exist?" will most likely be replaced by "Can you afford it?" and "Is it legal?"

In the game rules, many magic items can easily function as scientific marvels simply by changing their visual descriptions or names. Multiple items can also be combined into a single multi-use item, like a pocket knife.

Here are some examples of scientific marvels:

Aromatherapy machine (cost 30)

Standing within 6 meters of this machine while running imbues creatures with a sense of calm, giving them advantage to resist a strong emotional response or reaction, such as Tactics rolls to resist negative attributes.

Artificial limb(cost 400,000)

This item negates the effects of the Missing Arm or Missing Leg attributes.

Autoinjector (cost 150)

As a standard action at touch range, the wielder may inject a toxin, medication, or potion into a target. Injection into the correct site may require a Medic or Animal Handling roll. Injecting an unwilling creature also requires a Melee Small Blades or Unarmed attack. The attacker may use dexterity instead of strength. Instead of a weapon bonus, thisweapon has a -2 penalty.

Auto turret (cost 510,000)

This item can follow simple commands and basic instructions from anyone who is designated as a user. If no designees remain alive, the first creature to touch the target becomes the first ranked designee. These rules additionally apply to non-sentient automatons. It possesses a computer and a Firearms skill program.

Cybernetic implant (cost varies)

This item can function the same as a magic talisman or as any enchantment that can target a creature. It of course cannot be affected by a Break Enchantment spell or antimagic effects. However, it also may have a time limit.

Flame thrower (cost 800)

This item can function the same as a spellcasting talisman that uses Firearms Heavy Weapons instead, has a +7 bonus, and casts the Cone of Fire spell.

Gate or portal (cost varies)
When activated, this item can link to predetermined locations, similar to a Create Portal spell.

Hologram projector (cost 200,000)
This item can create illusory 3-dimensional images, as with an Illusion, Minor spell.

Medical defibrillator/AED (cost 5000)
This item grants advantage to Medic rolls to address the cardiac arrest critical wound.

Medical kit, light, medium, or heavy (cost 10, 20, 50)
This item grants a +1 bonus to Medic rolls. This bonus can change based on the level of technology. A light kit has 2 uses. A medium kit has 5 uses. A heavy kit has 12 uses.

Medical scanner (cost 16,000)
This item grants a +2 bonus to Medic rolls that would diagnose or analyze a sick or injured creature. This bonus can change based on the level of technology.

Neuron Regenerative Medications (cost 30,000)
Taking one dose of these medications heals 1 point of psionic damage. Each additional dose after the first also deals 1 toxin damage.

Pharmaceuticals (cost 4 per one dose)
These items can grant advantage to rolls to resist the effects of medical conditions or even suppress or end them completely.

Portable sensors (cost 60,000)
These items function the same as space ship sensors, but are man-portable and have a significantly reduced range of about 100 km.

Recovery chamber (cost 1,800,000)
Spending 1 hour in this chamber while activated reduces each of a creature's wounds by 1. Using it may require a Medic roll.

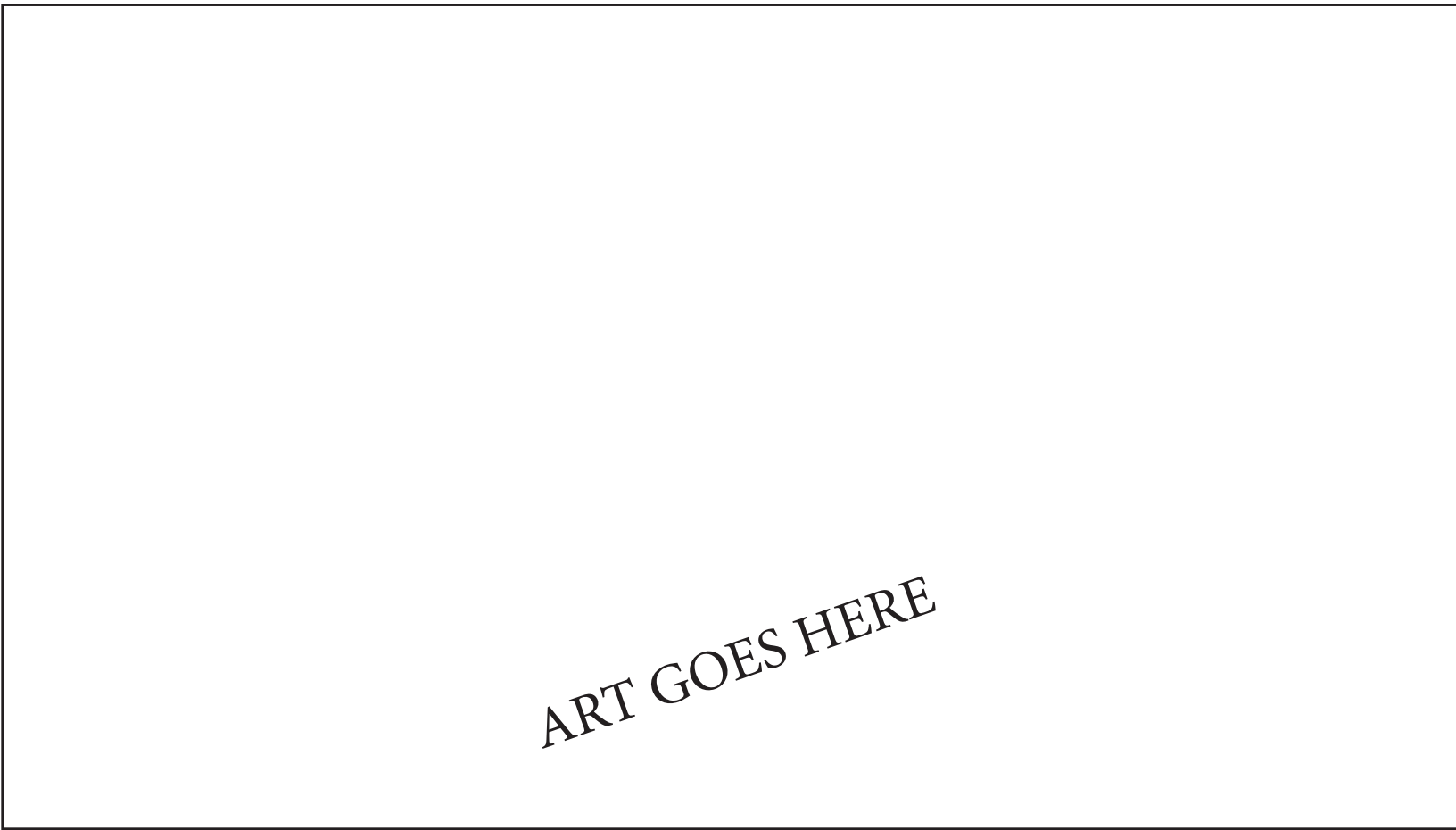
Robots (cost varies)
These function the same as automatons or other animated objects. They may be outfitted with computers and programs to perform complex tasks.

Shrinking suit (cost 12,500,000)
Activating this item can function the same as a Shrink spell targeting only yourself.

Smart bullets (cost 4500 each)
Even on a mixed success, an attack made with this ammunition deals a minimum of 2 damage.

Spare battery (cost varies)
Increase the amount of daily uses an item has by 100%.

Stasis chamber (cost 50,000,000)
A creature inside the chamber when it is activated is incapacitated until it is deactivated. Their critical wounds stop gaining damage. They immediately take 1 non-lethal frostbite damage after 50 years, this frostbite wound



becomes lethal and critical, gaining 1 additional damage every 50 years.

Stealth suit (cost 15,300,000)
Activating this item can function the same as an Invisibility spell targeting only yourself.

Subspace communications array (cost 420,000,000)
This device allows for near instantaneous transmission across lightyears of space.

Subspace pocket (cost 470,000)
This item looks like a small wearable item. Activating the item as a standard action can cause a small, one-handed item you are holding to disappear into a subspace pocket. Activating this item again causes the stored item to reappear in your hand. The pocket can only hold one item at a time.

Surgery table (cost 110,000)
Can grant advantage to Medic rolls to address wounds that require surgery.

Surveillance bug (cost 80)
This item can transmit sound from its location to a linked computer.

Surveillance camera (cost 120)
This item can transmit video from its location to a linked computer.

Surveillance drone (cost 360)
Piloting this item could require a Pilot roll. This item can transmit video from its location to a linked computer. It has a maximum altitude of 100 meters.

A more advanced version of this item can follow simple commands and basic instructions from anyone who is designated as a user. If no designees remain alive, then a Computers roll must be made to reprogram it with new users. It can also possesses a computer and a +2 automated Firearms skill program.

Teleportation suit (cost 21,800,000)
Activating this item can function the same as a Teleport spell that automatically succeeds or as activating a Tome of Travel.

Tools, crude, rudimentary, electric, advanced (cost 10, 50, 400, 4400)
The common tools of the day are usually intended to help carry out all of the common building and repair tasks of the day, which is to say they are limited in scope. As tools get more advanced, they take up more space and are made of heavier materials. A creature carrying a full tool set is likely heavy laden would may have difficulty carrying any additional items. Tools can grant a +x bonus to Engineering rolls. Alternatively, they may be a requirement to make certain rolls or impose disadvantage on those rolls when they are not available. For example, advanced tools may be required to repair a stardrive on a spaceship and electric tools may grant an additional bonus to building a log cabin.

Spaceships

An innumerable variety of spaceship models exist for the intrepid wayfarer to purchase. Alternatively, the very rich or the very confident can purchase a custom ship, specially designed by the buyer. This section includes a selection of the most common or well known models, as well as rules for a custom ship model.

COMMON SPACESHIP MODELS

I-308 Caravan

As humanity spread to the stars, it brought along the insatiable need to trade, to exchange what I have for what you have so we can both have one of each. There are lots of planets out there with lots of exportable goods, and they need a means of transportation. The I-308 Caravan is one of the oldest cargo transport models still in production, well known for its simple design and large cargo space.

I-308 Caravan
(264,339,900,000 credits, 12 passengers, size 9)

HP: 80
Defense: +21

Speed: 780, 8 power
Ramming attack bonus: +44

Generator: 35, 4 m^3
Fuel: 160 m^3

Life Support: 20, 2 power

Stardrive: 3 lightyears, 5 power/lightyear

Shields: +3, 12 power

I-308 Caravan
(264,339,900,000 credits, 12 passengers, size 9)

2 Weapon ports

Computer: Processor 6, Memory 8
Programs:
- Assist Engineering Mechanical +3
- Assist Engineering Electrical +3
- Assist Sensors +2
- Assist Communications +4
- Assist Astronavigation +2
- Automated Pilot Capital Ships +2

Sensors:
- Radio/transmission (range: 12,500 km)
- Radar (range: 12,500 km)
- Deep space telescope (range: 2500 km)
- Radiation (range: 2500 km)

Rooms:
- Bridge, 6 seats (30 m^3)
- Engineering section
- Locker (6 m^3)
- Galley
- Common area (45 m^3)
- Medical bay, 1 bed (12 m^3)
- 6 small staterooms
- Elevator
- 2 airlocks with docking points (12 m^3, each)
- 1 large escape pod
- 4 Cargo holds (250 m^3, each)

Features:
- Unpowered distress beacon
- Subspace transmitter

Cargo/Equipment: -

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O-19 Dragon

Humanity's primary short range fighter, the O-19 Dragon is one of the most recognizable ships in the whole universe. It is a light gun ship designed to be flown by two pilots, one to fly and one to shoot.

O-19 Dragon
(35,068,000,000 credits, 2 passengers, size 7)

HP: 30
Defense: +20

Speed: 1000, 2 power
Ramming attack bonus: +24

Generator: 10, 1 m^3
Fuel: 2 m^3

Life Support: 4, 2 power

Stardrive: -

Shields: +3, 3 power

2 Weapon ports
2 Laser cannons
(This vehicle is considered to be dual wielding these cannons.)

O-19 Dragon
(35,068,000,000 credits, 2 passengers, size 7)

Computer: Processor 6, Memory 8
Programs:
- Assist Engineering Mechanical +3
- Assist Engineering Electrical +3
- Assist Sensors +2
- Assist Communications +2
- Assist Artillery +2
- Automated Pilot Spacecraft +2

Sensors:
- Radio/transmission (range: 12,500 km)
- Radar (Range: 12,500 km)

Rooms:
- Cockpit, 2 seats (6 m^3)
- Engineer's pit (4 m^3)

Features:
- Landing gear
- Unpowered distress beacon
- Self-destruct

Cargo/Equipment:
- 2 jump survival bags
- Tools, advanced

I-95 Escape

Luxury and recreational craft are usually extravagant and showy, either with a sleek, undetailed design or with an ornate, heavily detailed design. The I-95 Escape is one of the most affordable luxury yachts on the market because it keeps all of its selling points on the inside of the ship. Its most noticeable feature is its large observation deck which wraps around the front of the ship like a gaping, glutinous mouth.

I-95 Escape
(689,999,930,000 credits, 36 passengers, size 9)

HP: 70
Defense: +20

Speed: 720, 4 power
Ramming attack bonus: +37

Generator: 42, 5 m^3
Fuel: 200 m^3

Life Support: 36, 4 power

Stardrive: 5 lightyears, 6 power/lightyear

Shields: +5, 25 power

2 Weapon ports

I-95 Escape
(689,999,930,000 credits, 36 passengers, size 9)

Computer: Processor 6, Memory 8
Programs:
- Assist Sensors +3
- Assist Communications +4
- Assist Astronavigation +3
- Automated Pilot Capital Ships +4

Sensors:
- Radio/transmission (range: 70,00 km)
- Radar (range: 12,500 km)
- Deep space telescope (range: 3200 km)
- Radiation (range: 12,500 km)

Rooms:
- Bridge, 10 seats (80 m^3)
- 6 small staterooms (for staff)
- 4 large staterooms
- Galley
- Common area/lounge area (80 m^3)
- Recreation room (90 m^3)
- Observation deck (150 m^3)
- Medical bay, 2 beds (20 m^3)
- Locker (10 m^3)
- Elevator
- 2 large escape pods
- Airlock with external docking (32 ^{3})
- Cargo hold (300 m^3)
- Hanger (150 m^3)

Features:
- Powered distress beacon
- Artificial gravity

Cargo/Equipment: -

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I-22 Galaxy Ark

Most people view Galaxy Arks as the rented camper vans or greyhound buses of space travel. They are usually utilized for public transportation between planets. However, the generic layout and relatively low cost makes them ideal for modification and customization. They have been converted into exploration vessels, trader vessels, traveling casinos, and even mercenary vessels. Fixing up an old I-22 Galaxy Ark and outfitting it with new equipment can often be cheaper than buying a whole brand new ship.

I-22 Galaxy Ark
(653,126,700,000 credits, 300 passengers, size 9)

HP: 100
Defense: +20

Speed: 600, 8 power
Ramming attack bonus: +45

Generator: 60, 10 m^3
Fuel: 300 m^3

Life Support: 300, 30 power

Stardrive: 4 lightyears, 6 power/lightyear

Shields: +5, 20 power

2 Weapon ports

Computer: Processor 6, Memory 8
Programs: -
Sensors:
- Radio/transmission (range: 62,500 km)
- Radar (range: 12,500 km)
- Deep space telescope (range: 2500 km)

I-22 Galaxy Ark
(653,126,700,000 credits, 300 passengers, size 9)

Rooms:
- Bridge, 10 seats
- Engineering deck
- Hanger (720 m^3)
- Cargo hold (360 m^3)
- Galley
- Medical bay, 5 beds
- Common area
- 150 coach staterooms
- 50 small staterooms
- 8 medium staterooms
- 3 large staterooms
- 15 large escape pods
- 2 cargo elevators
- 4 airlocks with docking ports (12 m^3, each)

Features:
- Artificial gravity
- Powered distress beacon
- Subspace transmitter

Cargo/Equipment: -

C-7 Goldwing
(3,846,076,500,000 credits, 200 passengers, size 9

HP: 100
Defense: +25

Speed: 700, 6 power
Ramming attack bonus: +46

Generator: 65, 8 m^3
Fuel: 390 m^3

Life Support: 250, 5 power

Stardrive: 4 lightyears, 7 power/lightyear

Shields: +5, 20 power

12 Weapon ports
6 Laser cannons
2 Rocket launchers (Autoreload, 13 round magazine)
4 Missiles

Computer: Processor 6, Memory 8
Programs:
- Processor 20, Memory 25
- Artificial intelligence
- Automated Pilot +1
- Automated Astronavigation +2
- Automated Artillery +1
- Assist Medic +2
- Assist Engineering +2

Sensors:
- Radio/transmission (range: 312,500 km)
- Radar (range: 150,000 km)
- Deep space telescope (range: 2400 km)
- Radiation (range: 62,500 km)
- Density (range: 62,500 km)
- Technology (range: 62,500 km)
- Lifeform (range: 62,500 km)

C-7 Goldwing

Humanity's shield and spear among the stars, the Goldwing carriers have won more battles than they've lost and they intend to maintain that record. Only 10,000 models have ever been built due to the difficulty locating and paying for the necessary resources.

C-7 Goldwing
(3,846,076,500,000 credits, 200 passengers, size 9

Rooms:
- Bridge, 20 seats (180 m^3)
- 1 medium stateroom
- 12 small staterooms
- 172 coach staterooms
- 2 galleys
- 2 common areas (200 m^3, each)
- Recreation room, fitness center (140 m^3)
- 2 medical bays, 6 beds each (50 m^3, each)
- Engineering section
- 4 elevators
- 6 airlocks (8 m^3)
- 10 large escape pods
- Cargo hold/brig (40 m^3)
- Cargo hold (400 m^3)
- 2 hangers (1000 m^3, each)

Features:
- Subspace transmitter
- Unpowered distress beacon
- Artificial gravity
- Ship repair center in each hanger

Cargo/Equipment:
- 2 I-44 Razorbeams
- 10 O-19 Dragons
- 20 spacesuits
- 80 armored spacesuits
- 10 Tools, advanced

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I-140 Groundbreaker

The Groundbreaker model was built with the intention of arriving in orbit around a planet and staying in orbit around that planet to conduct long term research. They are intended to complement a larger fleet of vessels and therefore have neither a hanger nor landing gear. This makes them cheaper to produce and cheaper to buy.

I-140 Groundbreaker
(498,129,900,000 credits, 24 passengers, size 9)

HP: 88
Defense: +20

Speed: 600, 3 power
Ramming attack bonus: +35

Generator: 55, 4 m^3
Fuel: 480 m^3

Life Support: 50, 2 power

Stardrive: 2 lightyears, 5 power/lightyear

Shields: +3, 18 power

0 Weapon ports

I-140 Groundbreaker
(498,129,900,000 credits, 24 passengers, size 9)

Computer: Processor 6, Memory 8
Programs:
- Assist Engineering Mechanical +3
- Assist Engineering Electrical +3
- Assist Sensors +2
- Assist Communications +4
- Assist Astronavigation +2
- Automated Pilot Capital Ships +2

Sensors:
- Radio/transmission (range: 62,500 km)
- Radar (range: 40,500 km)
- Deep space telescope (range: 1500 km)
- Radiation (range: 62,500 km)
- Density (range: 12,500 km)
- Technology (range: 12,500 km)
- Lifeform (range: 12,500 km)

Rooms:
- 6 seats (30 m^3)
- 12 small staterooms
- Galley
- Engineering section
- 2 common areas (30 m^3, each)
- 4 airlocks with external docking (12 m^3, each)
- 4 medium escape pods
- 6 medium laboratories
- 2 elevators
- Cargo hold (680 m^3)

Features:
- Unpowered distress beacon
- Subspace transmitter
- Rotational gravity

Cargo/Equipment:
- Laboratory Equipment

I-80 Kaleidoscope

Most scouting vessels are designed to handle any surprises and provide a fighting chance for the crew on whatever world they end up on. Most of this is accomplished with equipment, such as space suits and supplies, but it is also accomplished with facilities to enable a comfortable long term habitation. The Kaleidoscope walks a fine line between the minimalism associated with survival and the comfort associated with making a home away from home.

I-80 Kaleidoscope
(720,039,900,000 credits, 16 passengers, size 9)

HP: 85
Defense: +23

Speed: 800, 6 power
Ramming attack bonus: +37

Generator: 30, 3 m^3
Fuel: 120 m^3

Life Support: 20, 2 power

Stardrive: 4 lightyears, 4 power/lightyear

Shields: +4, 16 power

3 Weapon ports
Laser cannon

I-80 Kaleidoscope
(720,039,900,000 credits, 16 passengers, size 9)

Computer: Processor 6, Memory 8
Programs:
- Assist Engineering Mechanical +3
- Assist Engineering Electrical +3
- Assist Sensors +2
- Assist Communications +4
- Assist Astronavigation +2
- Automated Pilot Capital Ships +2

Sensors:
- Radio/transmission (range: 312,500 km)
- Radar (range: 62,500 km)
- Deep space telescope (range: 2200 km)
- Radiation (range: 62,500 km)
- Density (range: 62,500 km)
- Technology (range: 62,500 km)
- Lifeform (range: 62,500 km)

Rooms:
- Bridge, 5 seats (25 m^3)
- 16 coach staterooms
- Galley
- Engineering section
- 2 small laboratories
- Medical bay, 4 beds (40 m^3)
- 2 medium escape pods
- Locker (12 m^3)
- Elevator
- 2 airlocks with external docking (12 m^3, each)
- 2 cargo holds (240 m^3, each)

Features:
- Powered distress beacon
- Subspace transmitter
- Artificial gravity
- Landing gear
- Gravity dampener

Cargo/Equipment:
- 6 space suits
- AEV, hover
- 4 Rifles, magazine compatible (8 magazines, 12 rounds each)
- 120 additional rounds of ammunition
- Tools, advanced
- Laboratory equipment
- Camping equipment and basic survival gear

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C-430 Phantom
(849,912,000,000 credits, 12 passengers, size 9)

HP: 75
Defense: +24

Speed: 820, 3 power
Ramming attack bonus: +39

Generator: 28, 7 m^3
Fuel: 180 m^3

Life Support: 14, 1 power

Stardrive: 3 lightyears, 5 power/lightyear

Shields: +4, 12 power

4 Weapon ports
2 Laser cannons
(This vehicle is considered to be dual wielding these cannons.)

Computer: Processor 6, Memory 8
Programs:
- Assist Engineering Mechanical +2
- Assist Engineering Electrical +2
- Assist Sensors +2
- Assist Communications +2
- Assist Astronavigation +2
- Automated Pilot Capital Ships +2

Sensors:
- Radio/transmission (range: 12,500 km)
- Radar (range: 12,500 km)
- Deep space telescope (range: 600 km)
- Radiation (range: 12,500 km)
- Lifeform (12,500 km)

C-430 Phantom
(849,912,000,000 credits, 12 passengers, size 9)

Rooms:
- Bridge, 6 seats (30 m^3)
- 1 medium stateroom
- 4 small staterooms
- Galley
- Recreation room, fitness center (30 m^3)
- Locker (10 m^3)
- 2 airlocks with external docking (12 m^3, each)
- Elevator
- Medical bay, 2 beds (16 m^3)
- Cargo hold/brig (20 m^3)
- Cargo hold/hanger (700 m^3)

Features:
- Powered distress beacon
- Artificial gravity
- Ship repair center

Cargo/Equipment: -

I-430 Phantom

I-430 Phantoms are the battlecruisers every mercenary, bounty hunter, and pirate crew dreams of getting their hands on. They are possibly the largest combat vessel a private citizen can own, and there is quite a bit of controversy surrounding that fact. In a slightly ironic twist, it is also the smallest combat vessel designated as a carrier. Some planets have individually passed laws banning ownership and will attack any such vessel unless it can identify itself as an official military or law enforcement craft with a scheduled appointment in their system.

I-44 Razorbeam

The I-44 Razorbeam is humanity's primary long range fighter. It was developed specifically for reconnaissance missions, though it can function well enough as a gunship or landing craft for ground assaults. The model went into service soon after humanity first encountered the hostile extraterrestrial threats and has remained a frontline vessel ever since.

I-44 Razorbeam
(59,588,700,000 credits, 10 passengers, size 8)

HP: 68
Defense: +21

Speed: 900, 2 power
Ramming attack bonus: +27

Generator: 14, 2 m^3
Fuel: 24 m^3

Life Support: 10, 2 power

Stardrive: 2 lightyears, 5 power/lightyear

Shields: +3, 3 power

4 Weapon ports
2 Laser cannons
(This vehicle is considered to be dual wielding these cannons.)
2 Rocket launchers (Autoreload, 10 round magazine)

I-44 Razorbeam
(59,588,700,000 credits, 10 passengers, size 8)

Computer: Processor 6, Memory 8
Programs:
- Assist Engineering Mechanical +3
- Assist Engineering Electrical +3
- Assist Sensors +2
- Assist Communications +2
- Assist Artillery +2
- Assist Astronavigation +2
- Automated Pilot Spacecraft +2

Sensors:
- Radio/transmission (range: 12,500 km)
- Radar (range: 12,500 km)
- Deep space telescope (range: 500 km)
- Radiation (range: 2500 km)

Rooms:
- Bridge, 10 seats (30 m^3)
- Locker (4 m^3)

Features:
- Landing gear
- Unpowered distress beacon
- Self-destruct

Cargo/Equipment:
- 150 days rations
- Survival jump bag
- Tools, advanced
- 2 Laser rifles, full auto 3 (6 magazines, 30 sounds each)

ART GOES HERE

O-8 Swanflight
(8,933,640,000 credits, 14 passengers, size 7)

HP: 26
Defense: +21

Speed: 800, 1 power
Ramming attack bonus: +20

Generator: 10, 2 m^3
Fuel: 6 m^3

Life Support: 30, 6 power

Stardrive: -

Shields: -

0 Weapon ports

Computer: Processor 6, Memory 8
Programs:
- Assist Sensors +2
- Assist Communications +2
- Automated Pilot Spacecraft +2

Sensors:
- Radio/transmission (range: 2500 km)
- Radar (range: 2500 km)
- Deep space telescope (range: 450 km)

Rooms:
- Bridge/cargo space, 14 seats (40 m^3)

Features:
- Landing gear
- Powered distress beacon
- Docking port to connect to external airlocks

Cargo/Equipment: -

O-8 Swanflight

Perhaps the most common space vessel purchased by human civilians, the O-6 Swanflight was designed to be a landing craft for exploration vessels and a shuttle craft for larger transit vessels.

CUSTOM SPACESHIPS

A custom ship is designed by selecting the desired features and then adding up the point cost associated with each feature. Points are then converted into a credit cost. It is assumed that this final cost includes any interest on loans to finance the ship.

First, a row and column is selected on the Hull, Generator, Thruster, and Life Support tables. Optionally, a column and row may be selected on Stardrive and Shields tables, and multiple rows and columns may be selected on the Sensors table. The corresponding entry on each table is added to the point total. Second, on the Rooms, Guns, and Features tables, the PCs may select any row any number of times and add the accumulated points to the total. Third, the ship's size is chosen based on the number of rooms. Finally, a size 4 or smaller computer must be purchased for the ship; its cost is added to the ship's cost. The ships size and the total accumulated points determine the cost of the ship, as well as some of its other statistics, which should be recorded on a ship sheet, the spaceship's character sheet.

Combining multiple rooms to occupy the same space does not reduce the number of points they cost. The number of rooms has no bearing on the placement of walls and/or doors.

Adding something to a ship that does not have a price listed anywhere else in the book costs an amount equal to its point value times 50,000,000. These costs are doubled for size 9 ships.

Hull	+18 defense	+19 defense	+20 defense	+21 defense	+22 defense	+23 defense	+24 defense
3 x size = HP	1	2	3	4	5	6	7
4 x size = HP	2	3	4	5	6	7	8
5 x size = HP	3	4	5	6	7	8	9
6 x size = HP	4	5	6	7	8	9	10
7 x size = HP	5	6	7	8	9	10	11
8 x size = HP	6	7	8	9	10	11	12
9 x size = HP	7	8	9	10	11	12	13
10 x size = HP	8	9	10	11	12	13	14
11 x size = HP	9	10	11	12	13	14	15
12 x size = HP	10	11	12	13	14	15	16

+25 defense	+26 defense	+27 defense	+28 defense	+29 defense	+30 defense	+31 defense	+32 defense
8	9	10	11	12	13	14	15
9	10	11	12	13	14	15	16
10	11	12	13	14	15	16	17
11	12	13	14	15	16	17	18
12	13	14	15	16	17	18	19
13	14	15	16	17	18	19	20
14	15	16	17	18	19	20	21
15	16	17	18	19	20	21	22
16	17	18	19	20	21	22	23
17	18	19	20	21	22	23	24

Generator	1 m^3	2 m^3	3 m^3	4 m^3	5 m^3	6 m^3	7 m^3	8 m^3	9 m^3	10 m^3
6 power	0	-1	-	-	-	-	-	-	-	-
12 power	3	1	0	-1	-3	-	-	-	-	-
20 power	15	7	3	1	0	-1	-3	-7	-	-
30 power	53	21	15	7	3	1	0	-1	-3	-7
42 power	255	127	63	31	15	7	3	1	0	-1
56 power	-	511	255	127	63	31	15	7	3	1
72 power	-	-	-	511	255	127	63	31	15	7
90 power	-	-	-	-	-	511	255	127	63	31
110 power	-	-	-	-	-	-	-	511	255	127

Thrusters	size + 1 power	size power	size - 1 power	size - 2 power	size - 3 power	size - 4 power	size - 5 power
100 x size = speed	1	2	4	5	6	7	10
105 x size = speed	2	5	8	11	14	17	20
110 x size = speed	3	7	12	16	20	24	30
115 x size = speed	4	10	16	22	28	34	40
120 x size = speed	5	12	20	27	34	41	50
125 x size = speed	6	15	24	33	42	51	60
130 x size = speed	7	17	28	38	48	58	70
135 x size = speed	8	20	32	44	56	68	80
140 x size = speed	9	22	36	49	62	75	90
145 x size = speed	10	25	40	55	70	85	100

Life Support	30 power	29 power	28 power	27 power	26 power	25 power	24 power	23 power
1 creature	-	-	-	-	-	-	-	-
4 creatures	-	-	-	-	-	-	-	-
10 creatures	-	-	-	-	-	-	-	-
30 creatures	-	-	-	-	-	-	-	-
100 creatures	-	-	-	-	-	-	-	-
300 creatures	-	-	-	-	-	-	-	-
1,000 creatures	-	-	-	-	-	-	-	-
3,000 creatures	-	-	-	-	-	-	27	28
10,000 creatures	-	-	80	85	90	95	100	105
30,000 creatures	240	448	656	864	1072	1280	1488	1696

22 power	21 power	20 power	19 power	18 power	17 power	16 power	15 power	14 power	13 power	12 power
-	-	-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	3	4	5	6	7
9	10	11	12	13	14	15	16	17	18	19
32	36	40	44	48	52	56	60	64	68	72
110	135	160	185	210	235	260	285	310	335	360
1904	2112	2320	2528	2716	2924	3132	3340	3548	3756	3964

11 power	10 power	9 power	8 power	7 power	6 power	5 power	4 power	3 power	2 power	1 power
-	-	-	-	-	-	-	-	-	-	0
-	-	-	-	-	-	-	-	-	0	1
-	-	-	-	-	-	-	-	0	1	3
-	-	-	-	-	-	1	2	3	6	9
1	2	3	4	5	6	7	8	9	15	27
8	9	10	11	12	13	14	15	27	45	80
20	21	22	23	24	25	26	27	80	135	240
76	80	87	105	126	150	177	207	240	400	725
390	420	450	480	510	540	600	660	-	-	-
4172	4380	-	-	-	-	-	-	-	-	-

Stardrive	size + 1 power	size power	size - 1 power	size - 2 power	size - 3 power	size - 4 power	size - 5 power
1 lightyear	1	2	3	4	5	6	7
2 lightyears	3	6	9	12	15	18	21
3 lightyears	7	14	21	28	35	42	49
4 lightyears	15	30	45	60	75	90	105
5 lightyears	31	62	93	124	155	186	217
6 lightyears	63	126	191	254	317	380	443
7 lightyears	125	255	375	500	625	750	875
8 lightyears	250	510	760	1000	1250	1500	1750
9 lightyears	500	1100	1600	2000	2500	3000	3500
10 lightyears	1200	2100	3100	4000	5000	6000	7000

Shields	size + 3 power	size + 2 power	size + 1 power	size power	size - 1 power	size - 2 power	size - 3 power	size - 4 power	size - 5 power
+1	1	2	3	4	5	6	7	8	9
+2	3	5	7	9	11	13	15	17	19
+3	6	9	12	15	18	21	24	27	30
+4	10	14	16	20	24	28	32	36	40
+5	15	20	25	30	35	40	45	50	55
+6	21	27	33	39	45	51	57	63	69
+7	28	35	42	49	56	63	70	77	84
+8	36	44	52	60	68	76	84	92	100
+9	45	54	63	72	81	90	99	108	117
+10	55	65	75	85	95	105	115	125	135
+11	66	77	88	99	110	121	132	143	154
+12	78	90	102	114	126	138	150	162	174
+13	91	104	117	130	143	156	169	182	195

Sensors	100 km	500 km	2500 km	12500 km	62500 km	312500 km	1562500 km	7812500 km
Radio	0	1	2	4	7	11	16	22
Radar	0	1	2	4	7	11	16	22
Telescope	0	1	2	4	7	11	16	22
Radiation	0	1	2	4	7	11	16	22
Density	1	6	11	16	21	26	31	39
Technology	2	7	12	17	22	27	32	40
Lifeform	5	10	15	20	25	30	35	43

ART GOES HERE

Rooms	Points
1 m^3 of secret compartment space	1
6 m^3 of airlock/hanger space	2
6 m^3 of bridge/cockpit space (required)	2
6 m^3 of cargo space	1
6 m^3 of fuel space	1
6 m^3 of galley space (can accommodate the needs of up to 6 passengers)	1
6 m^3 of locker space	1
Cafe or restaurant (900 m^3)	100
Common area or lounge deck, 6 seats	2
Elevator, 1 creature capacity	2
Escape pod, large (50 m^3 interior)	8
Escape pod, medium (16 m^3 interior)	4
Escape pod, small (4 m^3 interior)	1
Laboratory, large (300 m^3)	45
Laboratory, medium (150 m^3)	20
Laboratory, small (72 m^3)	10
Medical bay, 1 bed (12 m^3)	2
Observation deck (6 m^3)	2
Recreation room	30
Stateroom, coach	1
Stateroom, large (360 m^3)	30
Stateroom, medium	10
Stateroom, small	4

Guns (max 1 per weapon port)	Points
Cannon	1
Heavy laser machine gun (full auto 6)	2
Large caliber machine gun (full auto 6)	1
Laser cannon	2
Missile	2
Rocket launcher	1

Features	Points
Artificial gravity	4
Automatic reloading feature and 10 round magazine for one gun (reloads immediately after each shot)	1
Communication jammer	6
Distress beacon, powered	0
Distress beacon, unpowered	2
Docking port to connect to external airlocks	0
Gravity damper	10
Landing gear	3
Pool (5 m^3) (requires a recreation room)	1
Rotational gravity	0
Ship repair center (requires a hanger)	10
Self destruct	7
Sensor shielding	5
Sub-aquatic	5
Subspace transmitter	1
Weapon port	1

Number of Points from the Rooms and Guns Tables	Size
8 or less	6 or larger
9 – 15	7 or larger
16 – 30	8 or 9
31 or more	9
Rocket launcher	1

Size	Cost (x = the number of points)
6	$235x^3 + 1{,}400{,}585x + 84{,}000{,}000$
7	$225x^3 + 1{,}400{,}485x + 83{,}000{,}000$
8	$214x^3 + 1{,}400{,}385x + 82{,}000{,}000$
9	$204x^3 + 1{,}400{,}285x + 81{,}000{,}000$

ART GOES HERE

Computers

Cost	size 0	size 1	size 2	size 3	size 4	size 5	size 6	size 7
Processor 1	400	2500	5000	7500	10000	12500	15000	17500
Processor 2	181000	6000	254500	503000	751500	1000000	1100000	1200000
Processor 3	272000	240000	200000	760000	1320000	1880000	2440000	3000000
Processor 4	363000	330000	300000	270000	1680000	3090000	4500000	4250000
Processor 5	454000	400000	350000	300000	250000	5220000	5170000	5120000
Processor 6	545000	535000	525000	515000	505000	6450000	6400000	6350000
Processor 7	636000	625000	614000	603000	592000	7900000	7800000	7700000
Processor 8	727000	716000	705000	694000	683000	9150000	9050000	8950000
Processor 9	818000	807000	796000	785000	774000	10481000	10381000	10281000
Processor 10	909000	898000	887000	876000	865000	11650000	11550000	11450000
Processor 11	1000000	975000	950000	925000	900000	12900000	12800000	12700000
Processor 12	50000000	45970000	41940000	37910000	33880000	29850000	25820000	21790000
Processor 13	60000000	55000000	50000000	45000000	40000000	35000000	30000000	25000000
Processor 14	70000000	64030000	58060000	52090000	46120000	40150000	34180000	28210000
Processor 15	80000000	73050000	66100000	59150000	52200000	45250000	38300000	31350000
Processor 16	90000000	82080000	74160000	66240000	58320000	50400000	42480000	34560000
Processor 17	100000000	91111000	82222000	73333000	64444000	55555000	46666000	37777000
Processor 18	400000000	357910000	315820000	273730000	231640000	189550000	147460000	105370000
Processor 19	800000000	711360000	622720000	534080000	445440000	356800000	268160000	179520000
Processor 20	1300000000	1158200000	1016400000	874600000	732800000	591000000	449200000	307400000
Processor 21	1700000000	1514000000	1328000000	1142000000	956000000	770000000	584000000	398000000
Processor 22	2000000000	180690000	161380000	142070000	122760000	103450000	841400000	648300000
Processor 23	2200000000	198610000	177220000	155830000	134440000	113050000	916600000	702700000
Processor 24	2450000000	220970000	196940000	172910000	148880000	124850000	100820000	767900000
Processor 25	2550000000	2235000000	1920000000	1605000000	1290000000	975000000	660000000	345000000
Additional memory for 1 program	x2	+200	+300	+400	+500	+600	+700	+800

size 8	size 9
20000	22500
1300000	1268000
2750000	2518000
4000000	3768000
5070000	5018000
6300000	6268000
7600000	7518000
8850000	8768000
10181000	10018000
11350000	11250000
12600000	12500000
17760000	13750000
20000000	15000000
22240000	16250000
24400000	17500000
26640000	18750000
2888800o	20000000
63280000	21250000
90880000	22500000
165600000	23750000
275000000	25000000
455200000	26250000
488800000	27500000
527600000	28750000
187500000	30000000
+900	+1000

Program	Price
A.I.	600,000,000
Assist Animal Handling	3,000 per +1
Assist Arcana Alchemy	9,000 per +1
Assist Arcana Artificy	10,000 per +1
Assist Arcana Conjuration	8,000 per +1
Assist Arcana Divination	12,000 per +1
Assist Arcana Enchantment	8,000 per +1
Assist Arcana Induction	8,000 per +1
Assist Arcana Necromancy	30,000 per +1
Assist Arcana Psionics	9,000 per +1
Assist Art Culinary	100 per +1
Assist Art Music	300 per +1
Assist Art Painting	60 per +1
Assist Art Sculpture	300 per +1
Assist Art Writing	120 per +1
Assist Artillery	1,000 per +1
Assist Astronavigation	2,000 per +1
Assist Athletics Acrobatics	6,000 per +1
Assist Athletics Endurance	10,000 per +1
Assist Athletics Weightlifting	8,000 per +1
Assist Broker	300 per +1
Assist Communications	100 per +1
Assist Computers	200 per +1
Assist Diplomacy	900 per +1
Assist Drive Hover Vehicles	1,000 per +1
Assist Drive Large Vehicles	800 per +1
Assist Drive Single Rider	600 per +1
Assist Drive Small Vehicles	400 per +1
Assist Engineering Aerospace	700 per +1
Assist Engineering Chemical	600 per +1
Assist Engineering Electrical	200 per +1
Assist Engineering Mechanical	200 per +1

Program	Price
Assist Engineering Stardrive	3,000,000,000 per +1
Assist Explosives	3,000 per +1
Assist Firearms Archery	1,000 per +1
Assist Firearms Handguns	1,400 per +1
Assist Firearms Heavy Weapons	3,800 per +1
Assist Firearms Rifles	2,600 per +1
Assist Heavy Armor	6,000 per +1
Assist History	70 per +1
Assist Investigation	2,000 per +1
Assist Language	100 per +1
Assist Leadership	11,000 per +1
Assist Medic	1,200 per +1
Assist Melee Bludgeons	4,000 per +1
Assist Melee Large Blades	5,000 per +1
Assist Melee Small Blades	4,000 per +1
Assist Melee Swords	6,000 per +1
Assist Melee Unarmed	5,000 per +1
Assist Memory	900 per +1
Assist Nature	100 per +1
Assist Navigation	200 per +1
Assist Persuade Deception	1,000,000 per +1
Assist Persuade Diplomacy	900 per +1
Assist Persuade Intimidation	1,200,000 per +1
Assist Pilot Atmosphere	10,000 per +1
Assist Pilot Capital Ships	50,000,000 per +1
Assist Pilot Helicopter	30,000 per +1
Assist Pilot Mech	1,500,000 per +1
Assist Pilot Plane	14,000 per +1
Assist Pilot Spacecraft	1,200,000 per +1
Assist Pilot Starcraft	40,000,000 per +1
Assist Religion	80,000 per +1
Assist Science	300 per +1

Program	Price
Assist Sensors	500 per +1
Assist Sleight of Hand	9,000 per +1
Assist Stealth	10,000 per +1
Assist Streetwise	60,000 per +1
Assist Tactics	20,000 per +1
Assist Trade	550 per +1
Assist Watercraft	10,000 per +1
Assist Zero-G	60,000 per +1
Automated Animal Handling	6x the cost of the assist program
Automated Arcana Alchemy	6x the cost of the assist program
Automated Artificy	6x the cost of the assist program
Automated Conjuration	6x the cost of the assist program
Automated Divination	6x the cost of the assist program
Automated Enchantment	6x the cost of the assist program
Automated Induction	6x the cost of the assist program
Automated Necromancy	6x the cost of the assist program
Automated Arcana Psionics	6x the cost of the assist program
Automated Art Culinary	6x the cost of the assist program
Automated Art Music	6x the cost of the assist program
Automated Art Painting	6x the cost of the assist program
Automated Art Sculpture	6x the cost of the assist program
Automated Art Writing	6x the cost of the assist program
Automated Artillery	6x the cost of the assist program
Automated Astronavigation	6x the cost of the assist program
Automated Athletics Acrobatics	6x the cost of the assist program
Automated Athletics Endurance	40,000 per +1
Automated Athletics Weightlifting	40,000 per +1
Automated Broker	6x the cost of the assist program
Automated Communications	6x the cost of the assist program
Automated Computers	6x the cost of the assist program
Automated Drive Hover Vehicles	6x the cost of the assist program

Program	Price
Automated Drive Large Vehicles	6x the cost of the assist program
Automated Drive Single Rider	6x the cost of the assist program
Automated Drive Small Vehicles	6x the cost of the assist program
Automated Engineering Aerospace	6x the cost of the assist program
Automated Engineering Chemical	6x the cost of the assist program
Automated Engineering Electrical	6x the cost of the assist program
Automated Engineering Mechanical	6x the cost of the assist program
Automated Engineering Stardrive	6x the cost of the assist program
Automated Explosives	6x the cost of the assist program
Automated Firearms Archery	6x the cost of the assist program
Automated Firearms Handguns	6x the cost of the assist program
Automated Firearms Heavy Weapons	6x the cost of the assist program
Automated Firearms Rifles	6x the cost of the assist program
Automated Heavy Armor	6x the cost of the assist program
Automated History	6x the cost of the assist program
Automated Investigation	6x the cost of the assist program
Automated Language	6x the cost of the assist program
Automated Leadership	8x the cost of the assist program
Automated Medic	6x the cost of the assist program
Automated Melee Bludgeons	6x the cost of the assist program
Automated Melee Large Blades	6x the cost of the assist program
Automated Melee Small Blades	6x the cost of the assist program
Automated Melee Swords	6x the cost of the assist program
Automated Melee Unarmed	6x the cost of the assist program
Automated Memory	6x the cost of the assist program
Automated Nature	6x the cost of the assist program
Automated Navigation	6x the cost of the assist program

Program	Price
Automated Persuade Deception	9,000,000 per +1
Automated Persuade Diplomacy	6,000,000 per +1
Automated Persuade Intimidation	10,000,000 per +1
Automated Pilot Atmosphere	4x the cost of the assist program
Automated Pilot Capital Ships	6x the cost of the assist program
Automated Pilot Helicopter	6x the cost of the assist program
Automated Pilot Mech	6x the cost of the assist program
Automated Pilot Plane	6x the cost of the assist program
Automated Pilot Spacecraft	6x the cost of the assist program
Automated Pilot Starcraft	6x the cost of the assist program
Automated Religion	8x the cost of the assist program
Automated Science	6x the cost of the assist program
Automated Sensors	6x the cost of the assist program
Automated Sleight of Hand	2,000,000 per +1
Automated Stealth	6x the cost of the assist program
Automated Streetwise	6x the cost of the assist program
Automated Tactics	6x the cost of the assist program
Automated Trade	6x the cost of the assist program
Automated Watercraft	6x the cost of the assist program
Automated Zero-G	6x the cost of the assist program
Firewall	400 per +1 defense, up to +24, and 2000 per +1 HP, up to 120
Hacking program (can be used as either an assist or automated program)	7,000 per +1

MONSTERS AND NPCS

'Monster' refers broadly to any kind of creature the PCs might encounter. Some occur naturally, some do not. Some are willing to engage the PCs in combat, some are not.

Each monster's game statistics, referred to as a stat block, is divided into 8 sections.

The first section names the monster that the stat block is defining. It also gives the monster's size category and types. Types categorize monsters into related groups primarily to determine whether or not they can be targeted by certain spells or abilities. Size categories determine how many square meter spaces a monster can control during combat, as well as some other combat rules.

Size	Category name	Approimate volume	Combat space
0	miniscule	$x < 10\ cm^3$	1 - 10 cm diameter
1	tiny	$11\ cm^3 < x < 100\ cm^3$	<1 meter diameter
2	small	$100\ cm^3 < x < 1\ m^3$	1 meter diameter
3	medium	$1\ m^3 < x < 3\ m^3$	1 or 2 meter diameter
4	large	$3\ m^3 < x < 8\ m^3$	2 meter diameter
5	massive	$8\ m^3 < x < 27\ m^3$	3 meter diameter
6	giant	$27\ m^3 < x < 64\ m^3$	4 meter diameter
7	enormous	$64\ m^3 < x < 125\ m^3$	5 meter diameter
8	gargantuan	$125\ m^3 < x < 250\ m^3$	6 or 7 meter diameter
9	titanic	$250\ m^3 < x$	8 or more

The range of a creature's spells and attacks starts at the edge of the creature's combat space. Anything bigger than 150 cubic meters will generally be treated more like a plot device or map feature than an enemy in combat, but that does not need to always be true.

The second section gives the monster's Being and Health which represents the total amount of damage that would be considered fatal, and their defense modifier. It also lists any damage vulnerabilities, resistances, or immunities.

The third section gives the monster's speed, including any special speeds, such as fly or swim speeds. It also gives the monster's initiative roll bonus.

The fourth section gives all 6 of the monster's base statistic modifiers. Any creature that is not a PC is not considered to have base statistic maximums or minimums. If anything would increase or decrease a statistic's maximum or minimum, then it instead affects the statistic's modifier directly.

The fifth section lists any skills the monster has and their accompanying modifiers. It also lists any spells the monster knows and the number of spellcasting attempts they have.

The sixth section lists any attributes the monster would innately possess. There are no unique traits or abilities for monsters to possess. If you think a monster should possess a unique trait or ability, you could create an attribute for it or you can simply add it into the story as a narrative detail. For example, many animals possess an ability to breathe underwater or hold their breath for extreme lengths of time. This is always true of them; an animal either can or cannot do this. Therefore, it can simply be a narrative detail. It does not need to be a statistical detail.

The seventh section lists each of the monster's typical options for attacking and their accompanying modifiers.

The final section lists any possessions the monster would typically have on their person.

Monsters' statistics and abilities are not confined by the same rules as the PCs. They can be adjusted, conflated, or balanced in any way that feels appropriate. For example, a monster's defense may be higher than their constitution without wearing armor, or their initiative may be less than their dexterity. Monsters and NPCs are not PCs, so they do not necessarily need to follow the same rules with their statistics and abilities.

Alien: Originating outside of the world where it is found.

Aquatic: Primarily found in water, not a fish or amphibian.

Arachnid: Belonging to the family arachnidae.

Beast: Primarily animalistic or existing as part of a natural food chain, possessing bestial level intelligence.

Bird: Flying, feathered, not an Insect Mammal, or Reptile.

Celestial: Possessing innate divinity.

Construct: Constructed from nonliving materials and/or magically animated.

Demon: Possessing infernal powers or characteristics.

Dinosaur: I think we all know what should be considered a dinosaur.

Dragon: I think we all know what should be considered a dragon.

Elemental: Can innately convert or infuse natural energy into nonbiological, natural materials.

Fey: Magically modified or produced to become in-

nately magical in a way that could not occur naturally.

Fish: Cannot survive out of water, not a Bird, Insect, Mammal, or Reptile.

Giant: Absurdly large compared to its commonplace counterpart.

Horror: Disregarding natural order or ecosystemic balance, designed to inspire fear or madness.

Humanoid: Bipedal, upright, with hands or similar structures capping its upper limbs and a central torso.

Insect: Six legs with an exoskeleton, not a bird, mammal, fish, or reptile.

Mammal: Belonging to the family mammalia.

Plant: Belonging to the kingdom plantae.

Predator: Possessing a proclivity for hunting other animals.

Reptile: Scaled, typically cold blooded.

Swarm: A group of smaller creatures that moves and acts in unison.

Titan: Possessing gross or overwhelming power.

Undead: Reanimated biomaterial or magically modified to not die naturally.

Monster Stats A - Z

Aardvark
Size 2, Mammal Beast

Being: 4
Defense: +1

Speed: 23
Initiative: +1

Con: +1 Dex: +1 Str: -5 Edu: -11 Wis: +2 Rep: +0

Skills:

Athletics +0
Investigation +2
Melee +0
Nature +7
Navigate +4
Stealth +0

Attributes:

Negatives:
Custom Sub-skill, Melee
Unarmed

Positives: -

Attacks:
Claws (Melee Unarmed, +1), -4 (-5 + 0 + 1), slash, range 1

Equipment: -

Ancient Horror

Size 3, Alien Horror

Being: 50 - all base statistics
Defense: constitution

Speed: 3d6 + con + dex + str
Initiative: dexterity

Con: 3d6 - 8	Dex: 3d6 - 12	Str: 3d6 - 10	Edu: 3d6 - 12	Wis: 3d6 - 10	Rep: 3d6 - 15

Skills:

Melee +0

Attributes:

Negatives: -

Positives: -

Attacks: -

Equipment: -

To generate an ancient horror statistic block, roll 6 times on the Pros Table and 3 times on the Cons Table. Additionally roll once on the reproduction table, once on the primary nutrition table, and once on the terminal objective table.

1d36	Pros
11	+1 limb (+1 strength)
12	Re-roll on this table. Roll 1 additional time on the Pros and on the Cons tables.
13	Body composed of smaller sac-like segments or interlaced tendrils (Immunity to puncture damage)
14	Influence becomes +7. If rolled again, no bonus.
15	Claws or similar structure (+1 slash claw natural weapon. If you roll this number again, increase the bonus by +1.)
16	+2 wings (flying speed +30)
21	Body tissue arranged in successive layers. Damaged layers are shed and can be reabsorbed later. (Immunity to slash damage)
22	+2 education
23	Mouth or similar structure (+1 puncture bite natural weapon that can also grapple. If you roll this number again, increase the bonus by +1.)
24	Resistance 4 to psionic and necrosis damage. If you roll this number again, it becomes immunity.
25	+10 speed, Battle Ready, Minor. If rolled again, add an additional +10 and increase Battle Ready level.
26	+1 stinger puncture natural weapon. If you roll this number again, increase the range by 2 meters.
31	Thin, gangly (+2 dexterity)
32	Flattened body shape (fly speed +5)
33	Rubberized/elastic body structure (Immunity to bludgeoning damage)
34	Exoskeleton, scales, or armor (+2 constitution)
35	Some additional external sensory organ (Investigation +5, if rolled again increase the modifier by +1)
36	Re-roll on this table. Roll 1 additional time on this table.
41	Hair or fur-like outer coat (+1 constitution and resistance 4 to cold damage. If you roll this number again, add an additional +1 and resistance becomes immunity.)
42	Ability, Major positive attribute. Roll on the random character generation Induction Spells table. This ability is non-magical.
43	Assassin major positive attribute
44	Resistance to fire damage. If you roll this number again, it becomes immunity.
45	Magic Resistant major positive attribute
46	Size +1 (+3 strength and +3 constitution)
51	Ability, Major positive attribute. Roll on the Necromancy Spells or the Psionics spells table. This ability is non-magical.
52	Stealth +5
53	This creature can communicate telepathically.
54	Plot Armor attribute
55	Does not require air to survive
56	Resistance 4 to corrosion and toxin damage. If you roll this number again, it becomes immunity.
61	+2 wisdom
62	Human-like shape or features (+1 influence)
63	+1 tendril that can grapple
64	Hover (fly speed +5)
65	Athletics +5
66	Extreme flexibility (+2 dexterity)

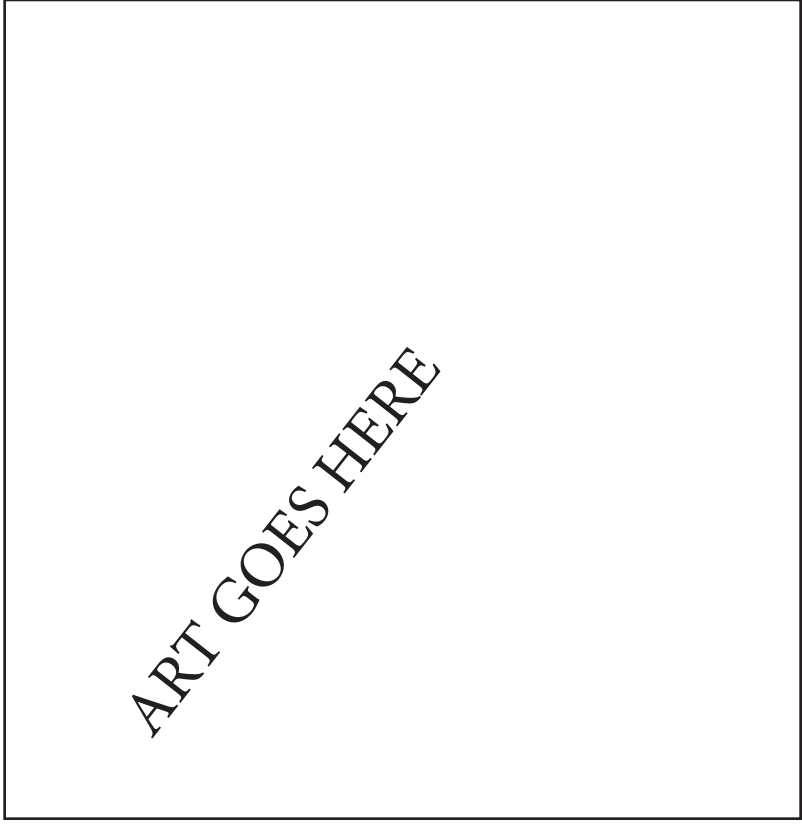
1d36	Cons
11	Size -1 (-3 strength)
12	Large abdomen (-1 dexterity)
13	Vital spot. Some external structure can be attacked as a separate target. It has a defense of +8, 15 HP, and can only be targeted from one direction. It is immune to psionic damage and has any other immunities or resistances the creature possesses. If its HP is reduced to 0, the creature immediately takes 10d6 damage.
14	Re-roll on this table. Roll 1 additional time on both tables.
15	Allergy major negative attribute
16	Water adapted (+10 swim speed and -10 to all other speeds. Minimum normal speed 5)
21	Addiction negative attribute
22	Previous injury (Remove the last rolled pro from the Pros Table)
23	Ability, Moderate, Leap attribute
24	This creature is constantly making a unique sound that can be recognized easily. It has disadvantage on all Stealth rolls.
25	Re-roll this roll. Then roll again on this table.
26	Brittle epidermis(vulnerable to bruise damage. This replaces bruise resistance or immunity gained from the Pros Table.)
31	Exothermic (vulnerable to frostbite damage. This replaces frostbite resistance or immunity gained from the Pros Table.)
32	Bioluminescence (This creature glows in the dark and takes a -6 penalty to Stealth rolls)

ART GOES HERE

1d36	Cons
33	Tether (An object that was used to invigorate or summon this creature can be destroyed in order to defeat it.)
34	Size +1 (+2 strength and constitution)
35	Stupid (-2 wisdom and -2 education)
36	Vulnerable to corrosion damage. This replaces corrosion resistance or immunity gained from the Pros Table.
41	Slow (-5 penalty to initiative)
42	Bad Luck attribute
43	Re-roll this roll. Roll 2 more times on this table.
44	Enemy negative attribute (Some type of animal exists as the natural enemy of this creature.)
45	Animal Instinct attribute
46	Obligate aerobe (vulnerable to necrosis damage. This replaces necrosis resistance or immunity gained from the Pros Table.)
51	Sound sensitivity (+3 Investigation. A high enough decibel range causes this creature severe pain and gives it disadvantage on all rolls.)
52	This creature requires a specific amount of a particularly rare resource in order to reproduce.
53	Light sensitivity (At the beginning of its turn, if it is under direct UV radiation, then it takes 1 burn damage. When this damage is repeated it is added to the same wound.)
54	Allergy moderate negative attribute
55	-2 limbs (-2 strength and dexterity.
56	Cold adapted (vulnerable to burn damage. This replaces burn resistance or immunity gained from the Pros Table.)
61	Highly vascular physiology (vulnerable to puncture damage. This replaces puncture resistance or immunity gained from the Pros Table.)
62	Improved Dodge attribute
63	Water dependent (For every hour this creature spends out of water, it gains 1 exhaustion point.)
64	Blind attribute
65	Thin, taught epidermis (vulnerable to slash damage. This replaces slash resistance or immunity gained from the Pros Table.)
66	Re-roll this roll. Then roll again on the Pros Table.

1d36	Reproduction
11-13	If killed, this creature's body becomes a cocoon to incubate a clone of itself.
14-16	This creature's corpse will regenerate over the course of 2d6 weeks.
21-23	This creature lays a single egg in a difficult to reach location. The egg is dormant until the parent dies. It will grow over the course of 3d6 months.
24-26	Any piece of this creature will regenerate into a fully grown adult at a rate of 1 kg per week.
31-33	This creature implants an egg inside of a plant. That plant will incubate and then release a full grown adult after 1d6 years. It will implant 2d6 eggs in an equal number of plants.
34-36	This creature plants seeds in various locations that will grow like normal plants. The infant form of the creature hatches from the plants' fruit.
41-43	This creature will come back as a ghost.
44-46	This creature must complete a ritual or procedure to summon its allies.
51-53	This creature infects a target species, causing it to slowly mutate into the same creature.
54-56	This creature has no ability to reproduce.
61-63	Once this creature has consumed enough material, it will divide into two clones of itself.
64-66	This creature is carrying an egg sac with 1d6 x 25 eggs and it is looking for a suitable nest.

1d36	Reproduction
11-13	Salt
14-16	A specific prey animal
21-23	Sugar
24-26	Food preservatives
31-33	Books
34-36	Souls
41-43	Heat
44-46	Nitrogen
51-53	Electricity
54-56	Metal
61-63	A specific mammalian organ
64-66	Meat



1d36	Reproduction
11-13	This creature will explode like a bomb after consuming 3d6 x 47 kg of its primary nutrition. Its blast radius will cover 2d6 x 113 meters.
14-16	The entire goal of this creature is to successfully reproduce, allowing the young to have a high chance of also reproducing.
21-23	This creature has been assigned to destroy a specific list of 3d6 - 2 targets.
24-26	This creature has no goal. It will behave erratically.
31-33	This creature is bound by contract to protect something specific.
34-36	This creature is a servant of a more powerful being. It is attempting to acquire something for its master, destroy something for its master, and/or herald the coming of its master.
41-43	This creature is an apex predator intent on eradicating its prey of choice.
44-46	This creature is intent on studying pain and fear because it does not experience them and does not understand them.
51-53	This creature is a figment of one or more characters' imagination.
54-56	The only goal of this creature is to mindlessly consume whatever its primary nutrition is.
61-63	This creature is intent on amassing slaves to build some sort of empire.
64-66	Roll again 2 more times.

Angel, Archangel
Size 3, Humanoid Celestial Titan

Being: 120
Defense: +12
Immune to burn, corrosion, frostbite, and toxin damage

Speed: 43, fly 200
Initiative: +16

Con: +12 Dex: +7 Str: +12 Edu: +7 Wis: +7 Rep: +5

Skills:

- Animal Handling +8
- Antimagic Aura +8
- Art +0
- Athletics Acrobatics +3
- Athletics Endurance +7
- Athletics Weightlifting +5
- Banish to Dimension +8
- Beam of Light +8
- Break Enchantment +8
- Cone of Fire +8
- Create Bond +8
- Create Dimension Door +8
- Enchant Armor or Shield +8
- Enchant Location, Sanctuary +8
- Enchant Weapon +8
- Enchanted Sleep +8
- Flame Strike +8
- Hallow +8
- Heal +8
- Healing Aura +8
- Healing Touch +8
- History +10
- Imbue with a Blessing or Curse +8
- Invisibility +8
- Investigation +10
- Leadership +7
- Light Aura +8
- Magic Wall +8
- Medic +8
- Melee Swords +10
- Melee Unarmed +6
- Memory +8
- Nature +8
- Open Portal +8
- Personage +8
- Persuade Diplomacy +7
- Protect from Death +8
- Religion +9
- Resurrect +8
- Shielding +8
- Spectral Light +8
- Stealth +1
- Supersonic Flight +12
- Teleport +8
- Teleport Specific Object +8
- Thunderstrike +8
- Tactics +7
- Truesight +8
- Zero-G +1

Attributes:

Negatives: -

Positives:

- Ability, Moderate, Antimagic Aura et al. (use Wisdom)
- Battle Ready, Major
- Battle Reflexes
- Celestial Spellcasting
- Detective
- Favored Weapon, Longsword
- Good Teacher
- Immortal
- Inspirational
- Magic Resistant
- Morning Person
- Natural Sprinter
- Peacemaker
- Phonographic Memory
- Photographic Memory
- Quick Draw, Longsword +3
- Secret Wings
- Superior Training
- Swordsman x2
- Warrior
- Wings

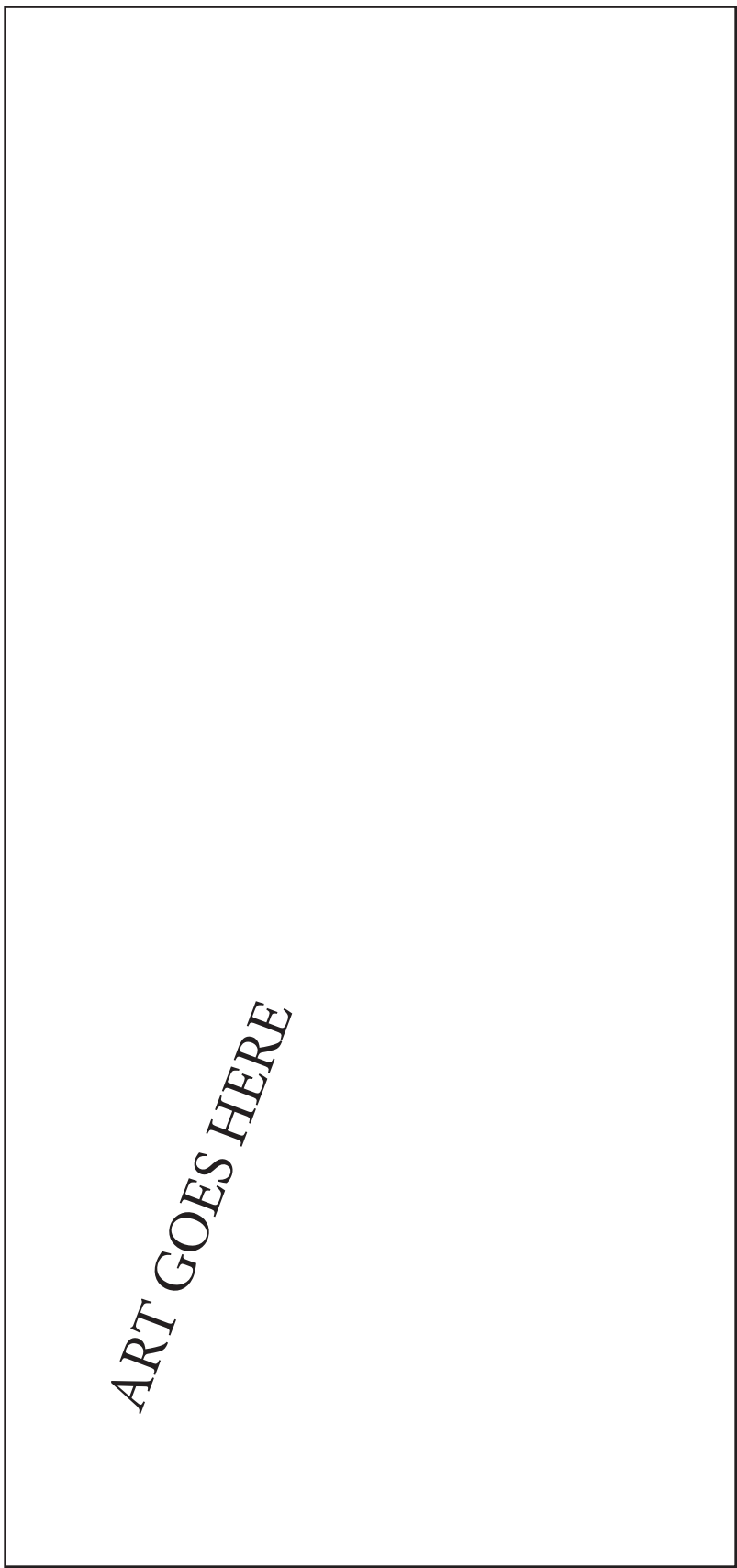
Angel, Archangel
Size 3, Humanoid Celestial Titan

Attacks:

Longsword, +25 (+12 + 10 + 3), puncture or slash, range 2
Melee Unarmed, +22 (+12 + 10 + 0), bruise or grapple, range 1

Equipment:

Longsword, Blessed



Angel, Messenger
Size 3, Humanoid Celestial

Being: 25
Defense: +4
Immune to burn, corrosion, frostbite, and toxin damage

Speed: 23, fly 25
Initiative: +7

Con: +4 Dex: +3 Str: +4 Edu: +5 Wis: +4 Rep: +4

Skills:

- Animal Handling +8
- Antimagic Aura +8
- Art +2
- Art, any one +7
- Athletics Acrobatics +3
- Athletics Endurance +6
- Athletics Weightlifting +1
- Beam of Light +7
- Break Enchantment +8
- Enchanted Sleep +9
- Hallow +8
- Healing Touch +8
- History +10
- Imbue with a Blessing or Curse +8
- Investigation +7
- Invisibility +8
- Leadership +0
- Medic +8
- Melee Unarmed +3
- Memory +10
- Nature +8
- Persuade Diplomacy +6
- Protect from Death +8
- Religion +11
- Spectral Light +8
- Stealth +0
- Shielding +8
- Supersonic Flight +6
- Tactics +1
- Teleport +8
- Teleport Specific Object +8
- Zero-G +0

Attributes:

Negatives: -

Positives:

- Ability, Moderate, Antimagic Aura et al. (use Wisdom)
- Battle Ready, Moderate
- Celestial Spellcasting
- Detective
- Good Cook
- Good Teacher
- Immortal
- Inspirational
- Magic Resistant
- Peacemaker
- Secret Wings
- Wings

Attacks:
Melee Unarmed, +10 (+5 + 5 + 0), bruise or grapple, range 1

Equipment:

A book, usually a book of scripture

Angel, Seraph
Size 3, Humanoid Celestial

Being: 40
Defense: +10
Immune to burn, corrosion, frostbite, and toxin damage

Speed: 29, fly 100
Initiative: +7

Con: +8 Dex: +4 Str: +6 Edu: +5 Wis: +5 Rep: +5

Skills:

- Animal Handling +8
- Antimagic Aura +8
- Art +0
- Athletics Acrobatics +3
- Athletics Endurance +7
- Athletics Weightlifting +5
- Banish to Dimension +8
- Beam of Light +8
- Break Enchantment +8
- Enchant Location, Sanctuary +8
- Enchanted Sleep +8
- Flame Strike +8
- Hallow +8
- Heal +8
- Healing Touch +8
- History +10
- Imbue with a Blessing or Curse +8
- Investigation +9
- Invisibility +8
- Leadership +1
- Medic +8
- Melee Swords +7
- Melee Unarmed +5
- Memory +8
- Nature +8
- Personage +8
- Persuade Diplomacy +7
- Protect from Death +8
- Religion +7
- Shielding +8
- Spectral Light +8
- Stealth +1
- Supersonic Flight +8
- Tactics +1
- Teleport +8
- Teleport Specific Object +8
- Thunderstrike +8
- Truesight +8
- Zero-G +1

Attributes:

Negatives: -

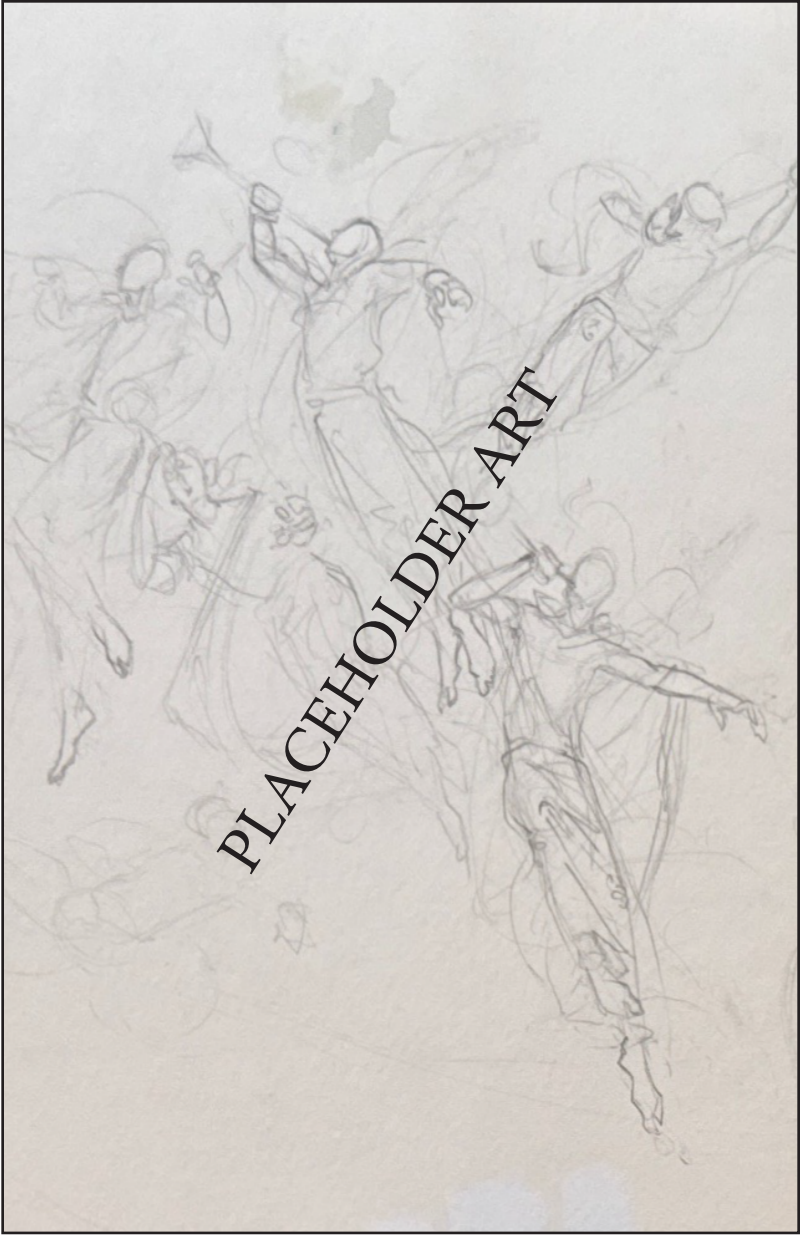
Positives:

- Ability, Moderate, Antimagic Aura et al. (use Wisdom)
- Battle Ready, Moderate
- Battle Reflexes
- Celestial Spellcasting
- Favored Weapon, Longsword
- Immortal
- Magic Resistant
- Quick Draw, Longsword +3
- Secret Wings
- Swordsman
- Wings

Attacks:
Longsword, +16 (+6 + 7 + 3), puncture or slash damage, range 2
Melee Unarmed, +11 (+6 + 5 + 0), bruise or grapple, range 1

Equipment:

Longsword, shield



Some angels' weapons have been blessed. Blessings grant specific advantages to the weapon. Blessings are not magical and are not affected by effects that end, suppress, or dispel magic.

1d6	Blessing
1	The weapon is indestructible. It cannot take any damage.
2	The owner cannot be disarmed of this weapon.
3	If the owner is incapacitated, the weapon becomes animated and uses the owner's statistics and modifiers.
4	The weapon can deal no damage to good, righteous, or innocent creatures.
5	The weapon's wielder is immune to any effect that would render them blind or sightless, including the negative attribute Blind.
6	The area within 12 meters of the weapon is considered under the effect of a permanent and immutable Sanctuary spell. It is not effected by antimagic effects.

Animated Armor (plate)

Size 3, Construct

HP: 10
Defense: +8
Immune to corrosion, frostbite, necrosis, psionic, and toxin damage
Resistance 5 to all other types

Speed: 13
Initiative: -3

Con: +8 Dex: -3 Str: +2 Edu: - Wis: - Rep: -

Skills:

Arcana +0 Melee +0
Heavy Armor +0

Attributes:

Negatives: - Positives: -

Attacks:
Melee Unarmed, +2 (+2 + 0 + 0), bruise or grapple, range 1

Equipment:

Plate armor

Animated Door

Size 3, Construct

HP: 6
Defense: +4
Immune to corrosion, frostbite, necrosis, psionic, and toxin damage
Resistance 4 to bruise, projectile, puncture, and slash damage

Speed: 0, fly 10
Initiative: -3

Con: +4 Dex: -3 Str: +2 Edu: - Wis: - Rep: -

Skills:

Arcana +0

Attributes:

Negatives: - Positives: -

Attacks:
Melee Unarmed, +0 (+2 - 2 + 0), bruise or grapple, range 0

Equipment: -

Animated Paper Airplane
Size 1, Construct

HP: 1
Defense: +0
Immune to corrosion, frostbite, necrosis, psionic, and toxin damage
Resistance 3 to projectile and puncture damage
Vulnerable to burn damage

Speed: 0, fly 12
Initiative: -3

Con: -9 Dex: +0 Str: -10 Edu: - Wis: - Rep: -

Skills:
Arcana +0

Attributes:
Negatives: - Positives: -

Attacks:
Melee Unarmed, -12 (-10 - 2 + 0), puncture or slash, range 0

Equipment: -

Animated Table
Size 4, Construct

HP: 9
Defense: +4
Immune to corrosion, frostbite, necrosis, psionic, and toxin damage
Resistance 4 to bruise, projectile, puncture, and slash damage

Speed: 0, fly 9
Initiative: -3

Con: +4 Dex: -4 Str: +5 Edu: - Wis: - Rep: -

Skills:
Arcana +0

Attributes:
Negatives: - Positives: -

Attacks:
Melee Unarmed, +3 (+5 - 2 + 0), bruise, range 1

Equipment: -

Animated Tome
Size 2, Construct

HP: 3
Defense: +2
Immune to corrosion, frostbite, necrosis, psionic, and toxin damage
Resistance 3 to bruise, projectile, puncture, and slash damage
Vulnerable to burn damage

Speed: 0, fly 11
Initiative: -1

Con: +2 Dex: -1 Str: -4 Edu: - Wis: - Rep: -

Skills:
Arcana +0

Spells:
Blast of Fire (+5 magnitude)
Burst of Ice (+1 magnitude)
Cone of Lightning (+2 magnitude)
Magic Message (+3 magnitude)
Necrotic Strike (+4 magnitude)
Open Portal (+1 magnitude)
Shielding (+1 magnitude)

Attributes:
Negatives: - Positives: -

Attacks:
Melee Unarmed, -6 (-4 - 2 + 0), bruise or grapple, range 0

Equipment: -

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Animated tomes are used for a wide variety of tasks by their makers. They can be used as sentries, lab assistants, research journals that can protect themselves, or simple tool boxes. Through an intricate system of Magical Trap spells cast on their pages, they can mimic a spellcasting attendant that never runs out of spellcasting attempts. This is generally more cost effective than making a sentient tome that can cast its own spells. The magnitudes of these spells become predetermined and sometimes the coding of their activation can cause hiccups. However, they can make for flexible and cheap security systems compared to hiring actual mages. A highly common feature among animated tomes is reusable pre-targeted locations for the Open Portal spell. The more intricate or higher quality of tome, the more pre-targeted locations it will have available in its pages.

Animated Vehicle
Size varies, Construct

HP: varies
Defense: varies
Immune to corrosion, frostbite, necrosis, psionic, and toxin damage.

Speed: varies
Initiative: -5

Con: varies | Dex: -5 | Str: ram | Edu: - | Wis: - | Rep: -

Skills:
Arcana +0 | Engineering +0
Drive, Pilot, or Watercraft +0

Attributes:
Negatives: - | Positives: Charge

Attacks:
Ram, ramming attack bonus, bruise, range 0

Equipment:
Vehicle, plus any cargo

Animated Weapon, Shortsword
Size 2, Construct

HP: 7
Defense: +8
Immune to corrosion, frostbite, necrosis, psionic, and toxin damage
Resistance 5 to all other types

Speed: 0, fly 11
Initiative: -1

Con: +8 | Dex: -1 | Str: -1 | Edu: - | Wis: - | Rep: -

Skills:
Arcana +0 | Melee +0

Attributes:
Negatives: - | Positives: -

Attacks:
Shortsword (Melee Swords, +2), +1 (-1 + 0 + 2), slash or puncture, range 1

Equipment:
Shortsword

Ankylosaurus
Size 6, Dinosaur Reptile Beast

Being: 20
Defense: +17

Speed: 22
Initiative: +1

Con: +16 Dex: -5 Str: +9 Edu: -12 Wis: +0 Rep: -1

Skills:

- Athletics Endurance +2
- Athletics Weightlifting +3
- Investigation +2
- Melee Unarmed +2
- Nature +7
- Navigate +4
- Persuasion Intimidation +2

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Animal Instinct
- Battle Ready, Major
- Battle Reflexes
- Survivor
- Tough

Attacks:
- Tail (Melee Unarmed, +6), +17 (+9 + 2 + 6), bruise, range 2
- Trample (Melee Unarmed, +3), +14 (+9 + 2 + 3), bruise, range 0

Equipment: -

Armadillo
Size 1, Mammal Beast

Being: 3
Defense: +2

Speed: 26
Initiative: +1

Con: +2 Dex: +1 Str: -9 Edu: -10 Wis: +0 Rep: +0

Skills:

- Investigation +1
- Nature +7
- Navigate +2
- Stealth +0

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Animal Instinct
- Survivor

Attacks:
- Bite (Melee Unarmed, +1), -10 (-9 + -2 + 1), puncture, range 0

Equipment: -

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Automaton, Sentient
Size 3, Humanoid Construct

Being: 5
Defense: +2
Immune to necrosis and toxin damage

Speed: 13
Initiative: -2

Con: +2 Dex: -2 Str: +1 Edu: -1 Wis: -1 Rep: -1

Skills:

Any one trade sub-skill +4 Any one other skill or sub-skill +3

Attributes:

Negatives: - Positives: -

Attacks:
Melee Unarmed, -1 (+1 - 2 + 0), bruise or grapple, range 1

Equipment:

A set of trade tools

Automaton, Wooden
Size 3, Humanoid Construct

HP: 5
Defense: +2
Immune to corrosion, necrosis, psionic, and toxin damage
Resistance 3 to bruise, frostbite, projectile, puncture, and slash damage

Speed: 13
Initiative: -2

Con: +2 Dex: -2 Str: +0 Edu: - Wis: - Rep: -

Skills:

Arcana +0 Trade +0

Attributes:

Negatives: - Positives: -

Attacks:
Melee Unarmed, -2 (+0 - 2 + 0), bruise or grapple, range 1

Equipment: -

Automaton, Wooden, large (golem)
Size 4, Humanoid Construct

HP: 9
Defense: +4
Immune to corrosion, necrosis, psionic, and toxin damage
Resistance 4 to bruise, frostbite, projectile, puncture, and slash damage

Speed: 14
Initiative: -3

Con: +4 Dex: -3 Str: +5 Edu: - Wis: - Rep: -

Skills:

Arcana +0 Trade +0

Attributes:

Negatives: - Positives: -

Attacks:
Melee Unarmed, +3 (+5 - 2 + 0), bruise or grapple, range 1

Equipment: -

Baboon
Size 2, Predator Mammal Beast

Being: 4
Defense: +1

Speed: 27
Initiative: +4

Con: +1 Dex: +2 Str: -1 Edu: -8 Wis: +1 Rep: -2

Skills:

- Athletics Acrobatics +1
- Investigation +1
- Melee Unarmed +2
- Nature +7
- Navigate +4
- Persuasion Intimidation +3
- Stealth +0

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Battle Ready, Minor
- Battle Reflexes
- Berserk
- Natural Sprinter

Attacks:
-

Equipment: -

ART GOES HERE

Basilisk
Size 2, Fey Dragon Predator Beast

Being: 10
Defense: +1
Immune to toxin damage

Speed: 8, swim 10
Initiative: +6

Con: +0 Dex: +2 Str: -3 Edu: -10 Wis: +0 Rep: -6

Skills:

- Athletics Acrobatics +1
- Athletics Weightlifting +2
- Cone of Poison +17
- Investigation +6
- Melee Unarmed +2
- Nature +7
- Navigate +3
- Stealth +3

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed
- Kleptomania

Positives:
- Ability, Moderate, Cone of Poison (uses Constitution)
- Animal Instinct
- Battle Ready, Moderate
- Martial Artist
- Surpass, Ability, Moderate, Cone of Poison

Attacks:
- Bite (Melee Unarmed, +1), +0 (-3 + 2 + 1), puncture or grapple, range 1

Equipment:

1d6 caches, containing in total:
3d6 x 10 gold
2d6 - 2 gemstones
1d6 - 1 magic items
4d6 x 2 shiny metal objects

Basilisks appear to be large snakes at first blush, but they are actually large legless lizards. This allows for a few changes in skeletal structure, organ structure, and behavior. For example, they do not swallow their prey whole. They possess a breath weapon like other dragons, however their breath weapon is a poisonous gas. They live up to forty years and are not nearly as intelligent as drakes. They prefer humid or wet environments with fresh water. They have greenish black scales, yellow eyes, and a crest of ruby red horn-like scales forming a sort of crown on their heads.

Bat
Size 1, Mammal Beast

Being: 2
Defense: -3
Vulnerabilities, resistances, immunities

Speed: 10, fly 50
Initiative: +13

Con: -3 Dex: +9 Str: -10 Edu: -10 Wis: +0 Rep: -1

Skills:

- Athletics Acrobatics +4
- Athletics Endurance +2
- Investigation +5
- Melee Unarmed +2
- Nature +7
- Navigate +5
- Stealth +4

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Animal Instinct
- Battle Ready, Moderate
- Martial Artist
- Skywalker

Attacks:
Bite (Melee Unarmed, +0), -8 (-10 + 2 + 0), puncture or grapple, range 0

Equipment: -

Bat Swarm
Size 5, Mammal Beast

Being: 12
Defense: +0
Immune to projectile and puncture damage
Resistance 8 to bruise and slash damage
Vulnerable to area damage

Speed: 8, fly 50
Initiative: +12

Con: +0 Dex: +8 Str: -3 Edu: -10 Wis: +1 Rep: -2

Skills:

- Athletics Acrobatics +4
- Athletics Endurance +2
- Investigation +5
- Melee Unarmed +4
- Nature +7
- Navigate +5
- Stealth +0

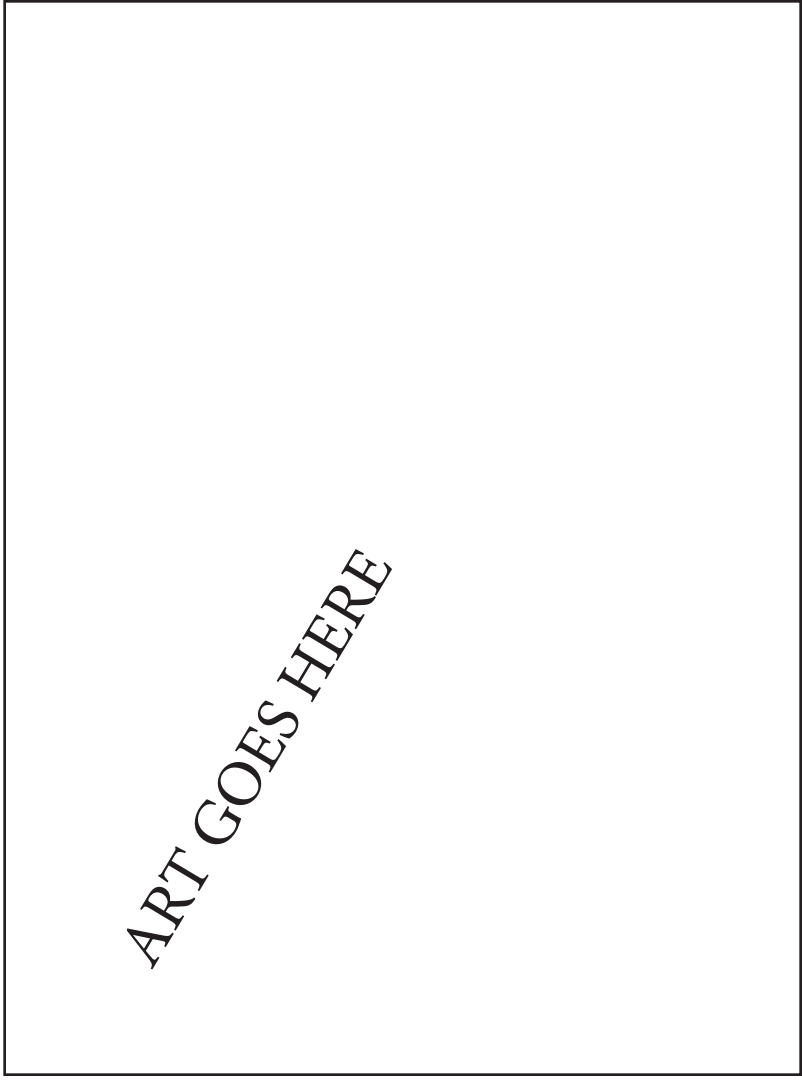
Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Animal Instinct
- Battle Ready, Moderate
- Martial Artist
- Skywalker

Attacks:
Bite (Melee Unarmed, +0), +1 (-3 + 4 + 0), puncture or grapple, range 0

Equipment: -



Bear
Size 5, Predator Mammal Beast

Being: 10
Defense: +7
Resistance 3 to frostbite and slash damage

Speed: 32
Initiative: +2

Con: +5 Dex: -2 Str: +6 Edu: -8 Wis: +0 Rep: -2

Skills:

- Athletics Endurance +1
- Athletics Weightlifting +2
- Investigation +5
- Melee Unarmed +3
- Nature +7
- Navigate +4
- Persuasion Intimidation +3
- Stealth +0

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Battle Ready, Minor
- Battle Reflexes
- Charge
- Tough x2

Attacks:
Bite (Melee Unarmed, +2), +11 (+6 + 3 + 2) half bruise and half puncture or grapple, range 1
Claw (Melee Unarmed, +1), +10 (+6 + 3 + 1) half bruise and half slash, range 1

Equipment: -

Behemoth Lizard
Size 9, Predator Reptile Beast Titan

Being: 120
Defense: +29

Speed: 60, swim 26
Initiative: -10

Con: +26 Dex: -16 Str: +20 Edu: -10 Wis: +1 Rep: -7

Skills:

- Athletics Endurance +3
- Athletics Weightlifting +4
- Melee Unarmed +4
- Nature +6
- Navigation +5
- Persuasion Intimidation +5

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

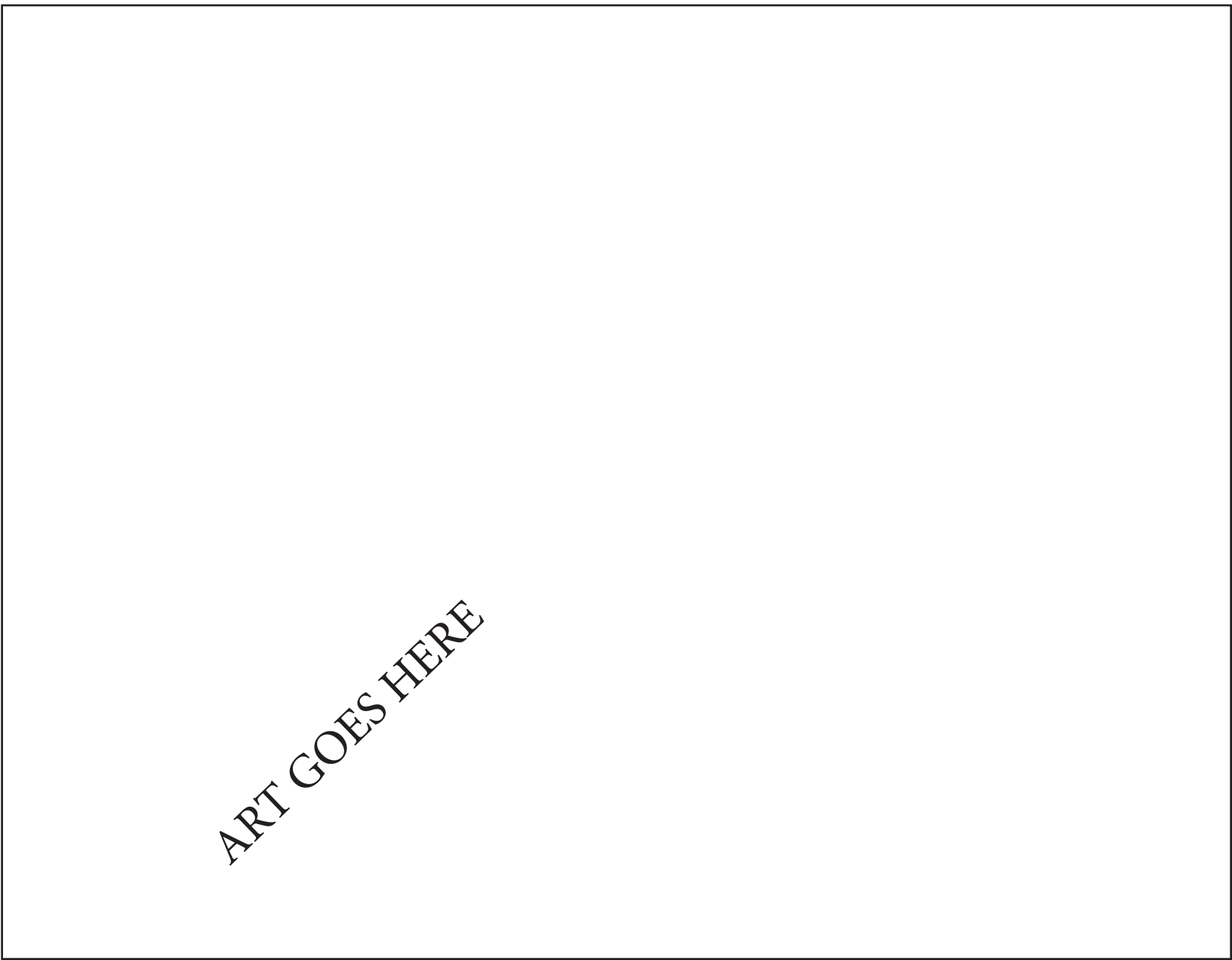
Positives:
- Battle Ready, Major
- Charge
- Martial Artist
- Natural Sprinter
- Strong Stomach
- Survivor x3
- Tough x3

Behemoth Lizard
Size 9, Predator Reptile Beast Titan

Attacks:
- Bite (Melee Unarmed, +10), +34 (+20 + 4 + 10), half bruise and half puncture or grapple, range 6 (area range 2)
- Claw (Melee Unarmed, +7), +31 (+20 + 4 + 7), half slash and half bruise damage, range 5 (area range 2)
- Tail (Melee Unarmed, +8), +32 (+20 + 4 + 8), bruise, range 9 (area range 6)
- Trample (Melee Unarmed, +8), +32 (+20 + 4 + 8), half bruise and half slash, range 0 (area range 7)

Equipment: -

Some worlds possess ecosystems that support megafauna or super fauna. Rodents or insects may see humans as a kind of megafauna. Megafauna to a human would be large enough and powerful enough to casually destroy our habitats without hardly taking notice.



Bird, Small
Size 1, Bird Beast

Being: 2
Defense: -4

Speed: 5, fly 42
Initiative: +16

Con: -4 Dex: +10 Str: -11 Edu: -11 Wis: +0 Rep: +0

Skills:

Athletics Acrobatics +5
Athletics Endurance +3
Investigation +3
Nature +7
Navigate +4
Stealth +4

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Animal Instinct
Battle Ready, Major
Improved Dodge
Natural Sprinter
Skywalker

Attacks:
Beak (Melee Unarmed, +0), -13 (-11 - 2 + 0), bruise or grapple, range 0
Talon (Melee Unarmed, +0), -13 (-11 - 2 + 0), puncture or grapple, range 0

Equipment: -

Bird, Small, Swarm
Size 5, Bird Beast

Being: 12
Defense: +0
Immune to projectile and puncture damage
Resistance 8 to bruise and slash damage
Vulnerable to area damage

Speed: 5, fly 42
Initiative: +16

Con: +0 Dex: +10 Str: -6 Edu: -11 Wis: +0 Rep: +0

Skills:

Athletics Acrobatics +5
Athletics Endurance +3
Investigation +4
Navigation +5
Nature +7

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Animal Instinct
Battle Ready, Major
Natural Sprinter
Skywalker

Attacks:
Beak (Melee Unarmed, +0), -8 (-6 - 2 + 0), bruise or grapple, range 0
Talon (Melee Unarmed, +0), -8 (-6 - 2 + 0), puncture or grapple, range 0

Equipment: -

Bison or Buffalo
Size 5, Mammal Beast

Being: 11
Defense: +8

Speed: 30
Initiative: +1

Con: +5 Dex: -3 Str: +6 Edu: -10 Wis: +0 Rep: +0

Skills:

Athletics Endurance +3
Athletics Weightlifting +3
Investigation +3
Melee Unarmed +2
Nature +7
Navigate +5
Persuasion Intimidation +3

Attributes:

Negatives:
Custom Sub-skill, Athletics Endurance
Custom Sub-skill, Melee Unarmed

Positives:
Battle Ready, Moderate
Charge
Custom Skill, Athletics Weightlifting
Natural Sprinter
Tough x3

Attacks:
Horn (Melee Unarmed, +2), +10 (+6 + 2 + 2), half puncture and half bruise, range 1
Trample (Melee Unarmed, +4), +12 (+6 + 2 + 4), bruise, range 0

Equipment: -

Boar
Size 3, Mammal Beast

Being: 4
Defense: +4

Speed: 18
Initiative: +7

Con: +2 Dex: +1 Str: +1 Edu: -10 Wis: +1 Rep: +0

Skills:

Athletics Endurance +3
Investigation +2
Melee Unarmed +2
Nature +7
Navigate +4
Persuasion Intimidation +1
Stealth +1

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Animal Instinct
Battle Ready, Major
Charge
Natural Sprinter
Tough x2

Attacks:
Trample (Melee Unarmed, +0), +3 (1 + 2 + 0), bruise, range 0
Tusk (Melee Unarmed, +1), +4 (1 + 2 + 1), slash, range 1

Equipment: -

Brachiosaurus
Size 8, Dinosaur Reptile Beast

Being: 39
Defense: +20

Speed: 24
Initiative: +0

Con: +18 Dex: -6 Str: +12 Edu: -11 Wis: +0 Rep: -1

Skills:

Athletics Endurance +1
Athletics Weightlifting +4
Investigation +0
Melee +0
Nature +7
Navigate +5
Persuasion Intimidation +3

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Animal Instinct
Battle Ready, Major
Charge
Survivor
Tough x2

Attacks:
Tail (Melee Unarmed, +6), +18 (+12 + 0 + 6), bruise, range 5
Trample (Melee Unarmed, +10), +22 (+12 + 0 + 10), bruise, range 0

Equipment: -

Cambion
Size 3, Humanoid Demon

Being: 6
Defense: +2

Speed: 15
Initiative: +0

Con: +2 Dex: +0 Str: +1 Edu: +0 Wis: -1 Rep: -2

Skills:

Arcana +0
Melee +0
Persuasion +0
Streetwise +0

Attributes:

Negatives: -

Positives:
Demonic Spellcasting

Attacks:
Melee Unarmed, +1 (+1 + 0 + 0), bruise or grapple, range 1

Equipment:

Roll 2d6. On an odd result, they have a weapon. On a 7 or higher, they have 3d6 x 3d6 gold. On a 12, they have a magic item.

For cambions, roll once on the demon mutation table.

Centaur
Size 4, Humanoid Fey

Being: 6
Defense: +3

Speed: 46
Initiative: +2

Con: +3 Dex: +0 Str: +3 Edu: -2 Wis: +1 Rep: -1

Skills:

Animal Handling +2
Art +0
Athletics Endurance +4
Athletics Weightlifting +2
Firearms Archery +1
Investigation +2
Melee Large Blades +1
Melee Unarmed +1
Nature +6
Navigation+4
Stealth +0

Attributes:

Negatives: -

Positives:
Battle Ready, Minor
Charge
Green Thumb
Natural Sprinter
Reputable (centaurs)

Attacks:
Shortbow (FIrearms Archery, +2), +3 (+0 + 1 + 2), projectile, range 40
Knife (Melee Small Blades, +1), +4 (+3 + 0 + 1), puncture or slash, range 1
Melee Unarmed (Hoofs, +1), +5 (+3 + 1 + 1), bruise or grapple, range 1
Spear (Melee Large Blades, +1), +5 (+3 + 1 + 1), puncture or slash, range 3, Thrown 30 (projectile)

Equipment:

Blanket, bow and 3d6 arrows, food for 1d6 days, hunting knife, satchel, spear, and tinderbox. Roll 2d6. On a 12, they have a magic item.

Nomadic foragers and tribal warriors, the centaur are a proud and aloof people. This can cause them to be somewhat xenophobic and distrusting. They can often be extremely territorial as well. However, they are extremely honest and their loyalty can be harder to lose than it is to gain, though it may be painstakingly difficult to gain.

The centaur tribes view themselves as guardians of nature. As they roam about foraging, they see it more as gardening. When they embark on their traditional hunts, they exclusively target large threats such as monstrosities and horrors. They are herbivores, after all, and they wouldn't kill just for the fun of it. They almost exclusively prefer their traditional weapons, bows, spears, and axes.

It is well known that centaur are difficult to get along with, something they readily acknowledge and see little issue in. They are amazingly stubborn, but they can be reasoned with. Several tribes make an effort to trade with and barter with the various towns they pass by. They care very little for gold or silver, but most centaur are open to trading and negotiating if they feel the bargain falls in their favor.

Centipede
Size 0, Predator Insect Beast

Being: 1
Defense: -6

Speed: 1
Initiative: +10

Con: -6 Dex: +4 Str: -12 Edu: -1 Wis: -12 Rep: -2

Skills:

Athletics +0
Investigation +1
Melee Unarmed +4
Nature +7
Navigate +2
Stealth +6

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Animal Instinct
Assassin
Battle Ready, Major
Martial Artist
Survivor

Attacks:
Bite (Melee Unarmed, +0), -8 (-12 + 4 + 0), puncture or grapple, range 0. A creature that is bit by a centipede must make a -4 constitution Athletics Endurance roll. On a failure, they are paralyzed for a number of rounds equal to the magnitude.

Equipment: -

Centipede Swarm
Size 4, Predator Insect Beast Swarm

Being: 5
Defense: +4
Resistance 8 to projectile, puncture, slash, and toxin damage
Vulnerable to area damage

Speed: 1
Initiative: +7

Con: +2 Dex: +1 Str: -2 Edu: -12 Wis: -1 Rep: -3

Skills:

Athletics +0
Investigation +2
Melee Unarmed +4
Nature +7
Stealth +1

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Animal Instinct
Assassin
Battle Ready, Major
Martial Artist
Survivor
Tough x2

Attacks:
Bite (Melee Unarmed, +0), +2 (-2 + 4 + 0), puncture or grapple, range 0. A creature that is bit by a centipede swarm must make a -6 constitution Athletics Endurance roll. On a failure, they are paralyzed for a number of rounds equal to the magnitude

Equipment:

Roll 2d6. On a 10, there is trash. On an 11, there is a trinket or similar item. On a 12, there are two trinkets or some sort of weapon.

Cephalosaurus
Size 4, Dinosaur Reptile Beast

Being: 7
Defense: +6

Speed: 24
Initiative: +8

Con: +4 Dex: +2 Str: +4 Edu: -11 Wis: +0 Rep: -1

Skills:

- Athletics Endurance +3
- Athletics Weightlifting +1
- Investigation +2
- Melee Unarmed +3
- Navigate +5
- Nature +7

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Animal Instinct
- Battle Ready, Major
- Charge
- Martial Artist
- Tough x2

Attacks:
- Ram (Melee Unarmed, +2), +9 (+4 + 3 + 2), bruise, range 1
- Tail (Melee Unarmed, +0), +7 (+4 + 3 + 0), bruise, range 2

Equipment: -

Changeling
Size 3, Humanoid Fey

Being: 4
Defense: +1

Speed: 14
Initiative: +3

Con: +1 Dex: +1 Str: -1 Edu: +0 Wis: +1 Rep: -1

Skills:

- Arcana +0
- Athletics +0
- History +0
- Investigation +1
- Melee +0
- Memory +4
- Persuasion Deception +7
- Sleight of Hand +1
- Stealth +2
- Take Humanoid Shape +8

Attributes:

Negatives:
- Roll 1d6 2 times:
  1. Kleptomania
  2. Insanity
  3. OCD
  4. Secret Identity
  5. Secretive
  6. Vengeful

Positives:
- Ability, Moderate, Take Humanoid Shape (uses Dexterity)
- Battle Ready, Minor
- Blood Type O-negative
- Quick Learner
- Pokerface
- Streetsmart

Attacks:
- Dagger (Melee Small Blades, +1), +0 (-1 + 0 + 1), puncture or slash, range 1
- Melee Unarmed, -1 (-1 + 0 + 0), bruise or grapple, range 1

Equipment:
- Dagger and 3d6 gold

Cheetah
Size 3, Predator Mammal Beast

Being: 4
Defense: +3

Speed: 66
Initiative: +7

Con: +3 Dex: +3 Str: +2 Edu: -10 Wis: +1 Rep: +0

Skills:

- Athletics Endurance +3
- Investigation +3
- Melee Unarmed +4
- Nature +7
- Navigate +4
- Stealth +3

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Battle Ready, Moderate
- Battle Reflexes
- Charge
- Martial Artist
- Natural Sprinter

Attacks:
- Bite (Melee Unarmed, +1), +7 (2 + 4 + 1), half puncture and half bruise or grapple, range 1
- Claw (Melee Unarmed, +1), +7 (2 + 4 + 1), slash, range 1

Equipment: -

Chicken or Pheasant
Size 1, Bird Beast

Being: 3
Defense: -2

Speed: 17
Initiative: +8

Con: -2 Dex: +2 Str: -8 Edu: -11 Wis: -1 Rep: +0

Skills:

- Athletics +0
- Investigation +3
- Nature +0
- Navigate +2
- Stealth +3

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Animal Instinct
- Battle Ready, Major
- Natural Sprinter

Attacks:
- Bite (Melee Unarmed, +0), -10 (-8 + 0 + 0), puncture or grapple, range 1
- Talon (Melee Unarmed, +0), -10 (-8 + 0 + 0), slash, range 1

Equipment: -

Chimera, Lion, Goat, Venomous Snake

Size 5, Predator Dragon Fey Beast

Being: 20
Defense: +7
Resistance 3 to puncture damage

Speed: 44
Initiative: +12

Con: +4 Dex: +2 Str: +5 Edu: -11 Wis: +0 Rep: -2

Skills:

Athletics Acrobatics +1
Athletics Endurance +1
Investigation +4
Melee Unarmed +3
Nature +7
Navigate +3
Persuasion Intimidation +3
Poison Strike +9
Stealth +2

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Ability, Moderate, Poison Strike (uses Constitution)
Animal Instinct
Battle Ready, Minor
Battle Ready, Moderate x2
Battle Reflexes
Charge x2
Dual Wielding
Martial Artist
Skywalker
Superior Training
Tough x3

Attacks:
Bite (Melee Unarmed, +2), +10 (+5 + 3 + 2) half puncture and half bruise or grapple, range 1
Bite (Melee Unarmed, +1), +9 (+5 + 3 + 1), puncture or grapple, range 1
Claw (Melee Unarmed, +1), +9 (+5 + 3 + 1) slash, range 1
Ram (Melee Unarmed, +1), +9 (+5 + 3 + 1), bruise, range 1

Equipment: -

Chimeras are not born naturally. The only well known source of chimeras is the Create Organism spell, or some similar spell gone terribly awry.

To generate a chimera, roll on the Creature Component table 1d6 times. Use the Size, Being, Speed, and base statistics of the largest creature rolled. If more than one ties, pick one. Add 4 to the Being for each creature component. It gains the resistances, immunities, and vulnerabilities of all creatures rolled. It gains every skill from all creatures rolled. If it gains a skill or sub-skill more than once, average them and round down. It gains the attributes of every creature rolled. It can gain the same attribute multiple times in this way. It gains the natural weapons and attacks of every creature rolled. Use its new statistics to determine the attack bonuses, defense modifier, and initiative modifier. It additionally gains the attributes Duel Wielding and Superior Training.

2d6	Creature Component
2	Giant Turtle
3	Tiger Shark
4	Giant Octopus
5	Deer
6	Wild Goat
7	Lion
8	Venomous Snake
9	Hatchling Drake
10	Gorilla
11	Crocodile
12	Giant Spider

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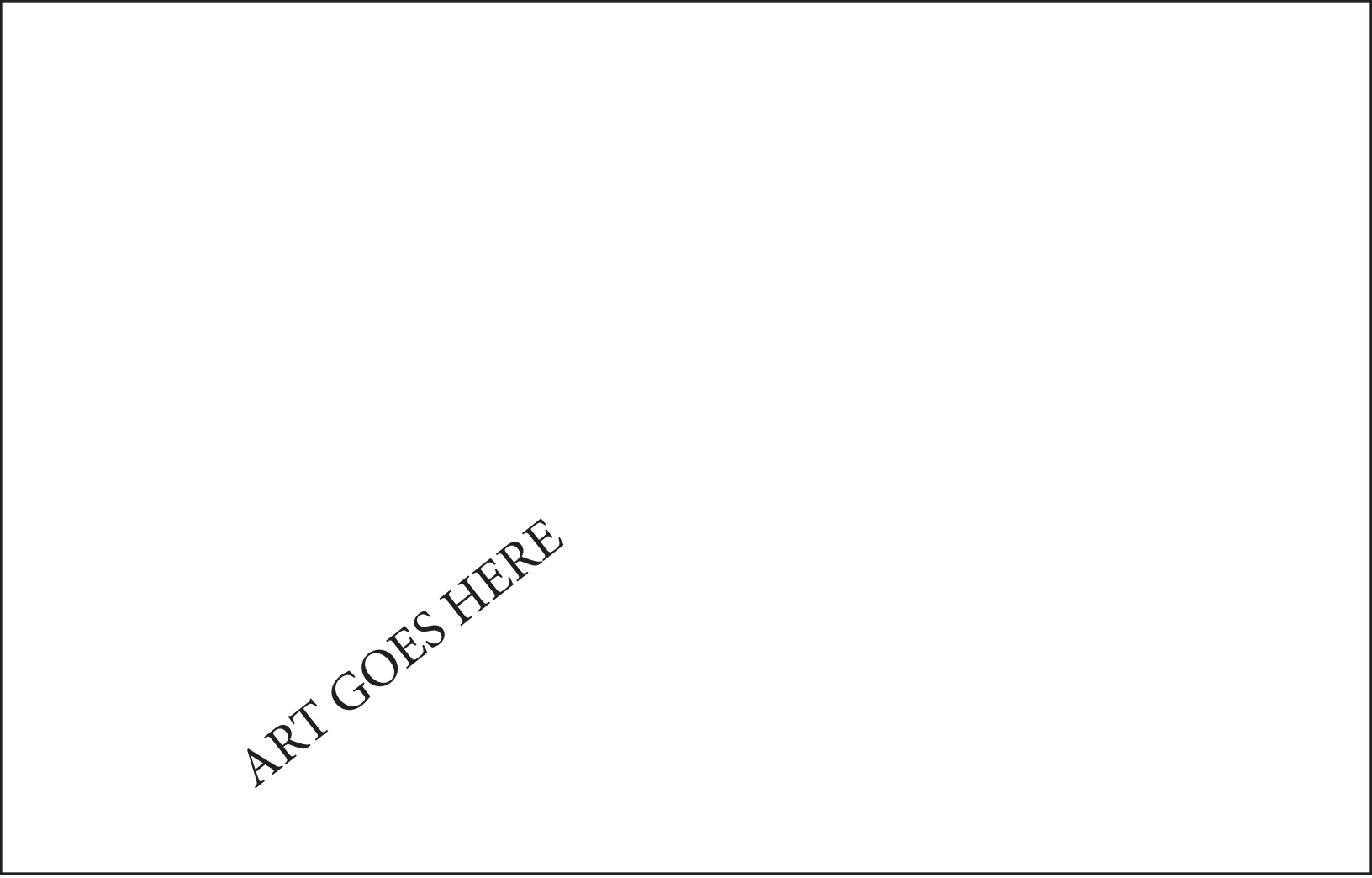


Chupacabra
Size 3, Predator Reptile Fey

Being: 7
Defense: +5

Speed: 22, swim 18
Initiative: +7

Con: +2 Dex: +3 Str: +3 Edu: -8 Wis: +2 Rep: -3

Skills:

Athletics +2
Investigation +4
Melee Unarmed +3
Nature +7
Stealth +8

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Animal Instinct
Assassin
Battle Ready, Moderate
Natural Sprinter
Strong Stomach
Surpass, Stealth

Attacks:
Bite (Melee Unarmed, +1), +7 (+3 + 3 + 1) half puncture and half bruise or grapple, range 1
Claw (Melee Unarmed, +0), +6 (+3 + 3 + 0) slash or grapple, range 1
Tail (Melee Unarmed, +1), +7 (+3 + 3 +1) bruise, range 1

Equipment: -

The chupacabra is a nocturnal predator of unknown origin. It has been described as a lizard the size of a man. Eyewitnesses have occasionally claimed to have seen it standing and running on its hind legs. It is known for its chameleon-like camouflage and its unusual intelligence. It has an opposable digit on its front hands and has demonstrated an ability to open doors, gates, and windows. It is a carrion feeder and a scavenger, which makes livestock a particularly attractive meal in comparison. Most unnerving of all is its unusually flat face and forward facing eyes, giving it an almost human-like appearance in dim light.

Coatl
Size 3, Celestial Dragon

Being: 40
Defense: +10
Immune to burn damage

Speed: 6, swim 10, fly 100
Initiative: +8

Con: +7 Dex: +4 Str: +4 Edu: -3 Wis: +5 Rep: +1

Skills:

Athletics +3
Commune with Nature +8
Cone of Healing +15
Investigation +6
Invisibility +10
Melee Unarmed +3
Nature +7
Navigation +7
Poison Strike +9
Push Feelings +8
Push Thoughts +8
Stealth +4
Telepathy +8
Truesight +8

Coatl
Size 3, Celestial Dragon

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Ability, Moderate, Commune with Nature, et al. (use Wisdom)
- Ability, Major, Invisibility (uses Wisdom)
- Battle Ready, Moderate
- Brave
- Mute
- Natural Sprinter
- Pacifist
- Surpass, Commune with Nature, et al.
- Survivor
- Tough x3

Attacks:
- Bite (Melee Unarmed, +2), +9 (+4 + 3 + 2), half bruise and half puncture or grapple, range 1
- Tail (Melee Unarmed, +2), +9 (+4 + 3 + 2), bruise, range 2

Equipment: -

Coatls are a species of dragon that have been blessed with divine responsibilities and privileges. They live to be around one hundred years old and cannot speak human languages. They are peaceful and gentle, serving as guides and as protectors of children. They are omnivores, but prefer jungle fruit as their main source of caloric intake. Even though they cannot speak, they are deceptively intelligent and perceptive. Coatls have a venomous bite. Instead of a weapon, their breath has healing properties.

Cockatrice
Size 2, Bird Beast Fey

Being: 6
Defense: +0

Speed: 22
Initiative: +8

Con: +0 Dex: +2 Str: -5 Edu: -9 Wis: +1 Rep: +0

Skills:
- Athletics +0
- Investigation +3
- Melee +0
- Nature +7
- Navigate +4
- Petrification +9
- Stealth +3

Attributes:

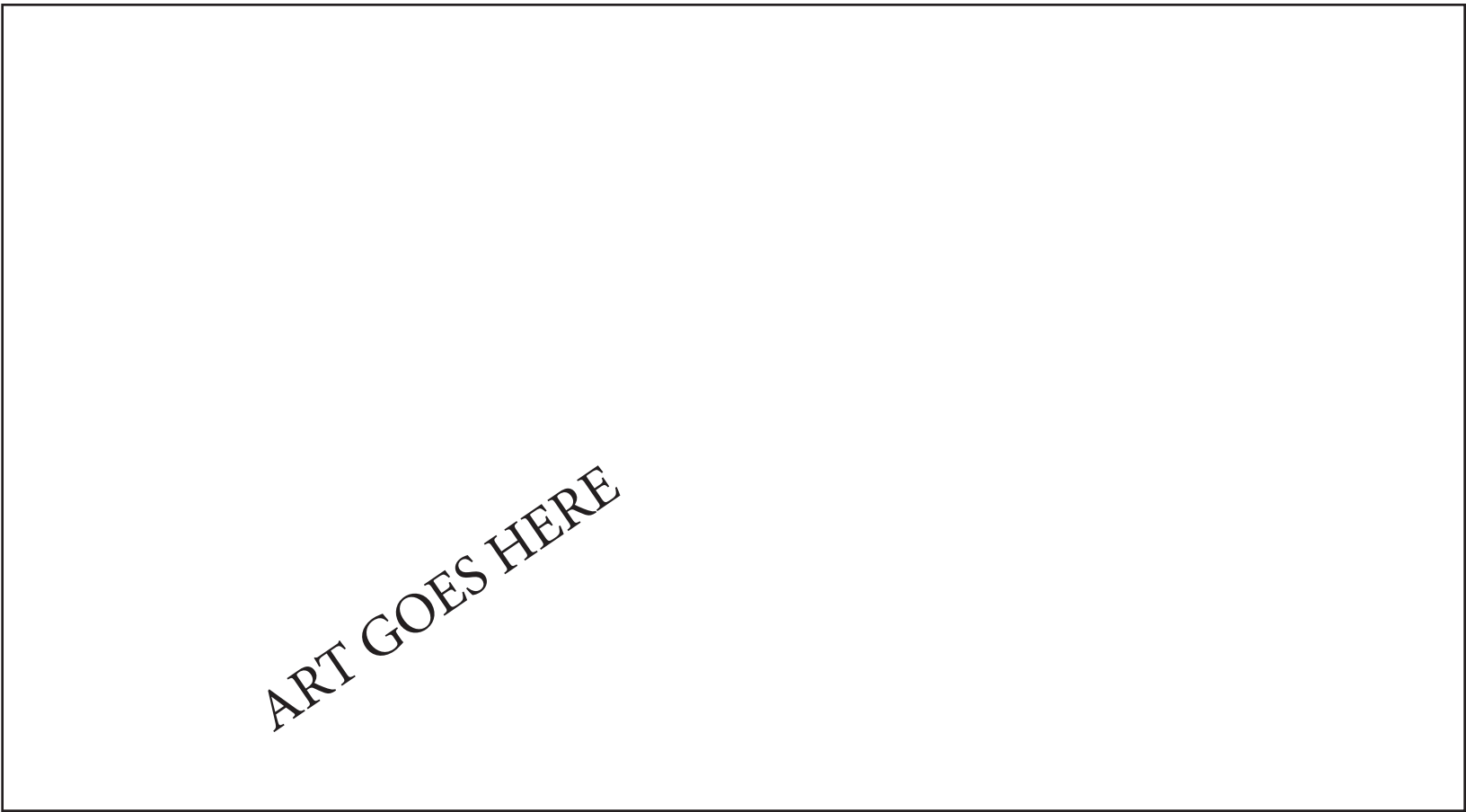
Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Ability, Major, Petrification (uses Wisdom)
- Animal Instinct
- Battle Ready, Major
- Natural Sprinter

Attacks:
- Bite (Melee Unarmed, +0), -5 (-5 + 0 + 0), puncture or grapple, range 1
- Talon (Melee Unarmed, +0), -5 (-5 + 0 + 0), slash, range 1

Equipment: -

A cockatrice is a simple example of an evolved magical ability. Somewhere down the line, an egg was laid and hatched a wild poultry bird with a unique ability that allowed it to evade predation. This ability now manifests in the form of a petrifying gaze. This bird might not be able to fly, but it can drop you like a rock.



Cow or Ox
Size 4, Mammal Beast

Being: 5
Defense: +3
Vulnerabilities, resistances, immunities

Speed: 22
Initiative: +4

Con: +2 Dex: -2 Str: +5 Edu: -10 Wis: +1 Rep: +0

Skills:

- Athletics Endurance +2
- Athletics Weightlifting +4
- Investigation +3
- Melee Unarmed +0
- Nature +7
- Navigate +3

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Animal Instinct
- Battle Ready, Major
- Charge
- Survivor
- Tough

Attacks:
- Horn (Melee Unarmed, +1), +6 (+5 + 0 + 1), puncture, range 1
- Trample (Melee Unarmed, +1), +6 (+5 + 0 + 1), bruise, range 0

Equipment: -

Coyote or Jackal
Size 2, Predator Mammal Beast

Being: 4
Defense: +1

Speed: 38
Initiative: +8

Con: +1 Dex: +2 Str: +0 Edu: -8 Wis: +2 Rep: -1

Skills:

- Athletics Endurance +2
- Investigation +5
- Melee Unarmed +3
- Nature +7
- Navigate +5
- Stealth +5

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Animal Instinct
- Battle Ready, Major
- Battle Reflexes
- Martial Artist
- Strong Stomach

Attacks:
- Bite (Melee Unarmed, +1), +4 (+0 + 3 + 1), puncture or grapple, range 1
- Claw (Melee Unarmed, +0), +3 (+0 + 3 + 0), slash, range 1

Equipment: -

Crab
Size 1, Aquatic Beast

Being: 2
Defense: +3

Speed: 6, swim 6
Initiative: +6

Con: +1 Dex: +2 Str: -11 Edu: -12 Wis: +0 Rep: +0

Skills:

- Athletics +0
- Melee Unarmed +2
- Nature +7
- Navigate +2
- Stealth +2

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Animal Instinct
- Battle Ready, Moderate
- Martial Artist
- Strong Stomach
- Survivor
- Tough x2

Attacks:
- Pincher (Melee Unarmed, +0), -9 (-11 + 2 + 0), slash or grapple, range 0

Equipment: -

Crab Swarm
Size 4, Aquatic Beast Swarm

Being: 12
Defense: +8
Resistance 7 to bruise, frostbite, projectile, puncture, and slash damage
Vulnerable to area damage

Speed: 6, swim 5
Initiative: +4

Con: +5 Dex: -2 Str: +2 Edu: -12 Wis: +0 Rep: +0

Skills:

- Athletics Weightlifting +2
- Melee Unarmed +2
- Nature +7
- Navigate +2
- Stealth +0

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Animal Instinct
- Battle Ready, Moderate
- Martial Artist
- Strong Stomach
- Survivor
- Tough x3

Attacks:
- Pincher (Melee Unarmed, +0), +4 (+2 + 2 + 0), slash or grapple, range 0

Equipment:

Roll 2d6. On a 10, there is trash. On an 11, there is a trinket or similar item. On a 12, there are two trinkets or some sort of weapon.

Crocodile or Alligator
Size 3, Aquatic Predator Reptile Beast

Being: 4
Defense: +6

Speed: 18, swim 12
Initiative: +6

Con: +5 Dex: +0 Str: +6 Edu: -12 Wis: +0 Rep: -3

Skills:

- Athletics +0
- Investigation +3
- Melee Unarmed +3
- Nature +7
- Navigation +44
- Stealth +3

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Assassin
- Battle Ready, Major
- Battle Reflexes
- Martial Artist
- Survivor
- Strong Stomach
- Tough

Attacks:
- Bite (Melee Unarmed, +3), +12 (+6 + 3 + 3), half bruise and half puncture or grapple, range 1
- Tail (Melee Unarmed, +1), +10 (+6 + 3 + 1), bludgeoning, range 1

Equipment:

Roll 2d6. On a 10, there is trash. On an 11, there is a trinket or similar item. On a 12, there are two trinkets or some sort of weapon.

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Death Titan
Size 4, Humanoid Titan

Being: 120
Defense: +24

Speed: 8
Initiative: -1

Con: +18 Dex: -1 Str: +11 Edu: +5 Wis: +5 Rep: -12

Skills:

- Arcana +7
- Blast of Shadow +7
- Blessing or Curse +7
- Burst of Shadow +7
- Cone of Shadow +7
- Death Touch +7
- Electron Bolt +7
- Electron Discharge +7
- Heavy Armor +7
- Melee +7
- Nature +10
- Necrotic Aura +7
- Necrotic Strike +7
- Protect from Death +7
- Resurrect +7
- Tendril of Shadow +7
- Truesight +7

Spells: 83 attempts

- Blessing or Curse
- Blast of Shadow
- Burst of Shadow
- Cone of Shadow
- Tendril of Shadow
- Wall of Shadow
- Death Touch
- Electron Bolt
- Electron Discharge
- Necrotic Aura
- Necrotic Strike
- Protect from Death
- Resurrect
- Truesight

Attributes:

Negatives: -

Positives:
- Ability, Moderate, Blessing or Curse, et al.
- Casting Technique, Soul Focus
- Immortal

Attacks:
- Longsword (Melee Swords, +3), +21 (+11 + 7 + 3), puncture or slash, range 2
- Melee Unarmed, +18 (+11 + 7 + 0), bludgeoning or grapple, range 1

Equipment:

Full plate armor, longsword (usually magical)

Most death titans helped to research the concept of death before it was introduced to the rest of the universe. They have dedicated themselves to the concept of progression and growth facilitated by the cycle of birth and death. Because of this, they have a close relationship with nature titans. In some ways, death titans and nature titans view each other as one and the same, just with slightly different approaches or specialties. They spread death wherever they go in an effort to maintain the balance and beauty of the universe. If there is no need to spread death, then they will typically remain stationary and await the time when they are needed.

Deer
Size 4, Mammal Beast

Being: 5
Defense: +3

Speed: 36
Initiative: +9

Con: +2 Dex: +3 Str: +3 Edu: -10 Wis: +1 Rep: +0

Skills:

- Athletics Endurance +5
- Investigation +3
- Melee Unarmed +1
- Nature +7
- Navigate +5
- Stealth +2

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Animal Instinct
- Battle Ready, Major
- Charge
- Natural Sprinter
- Tough

Attacks:
- Antlers (Melee Unarmed, +2), +6 (+3 + 1 + 2), bruise, range 1
- Trample (Melee Unarmed, +0), +4 (+3 + 1 + 0), bruise, range 0

Equipment: -

Deinonychus
Size 3, Dinosaur Predator Reptile Beast

Being: 6
Defense: +4

Speed: 39
Initiative: +8

Con: +3 Dex: +2 Str: +2 Edu: -11 Wis: +0 Rep: -2

Skills:

- Athletics Endurance +3
- Investigation +4
- Melee Unarmed +3
- Nature +7
- Navigate +4
- Stealth +4

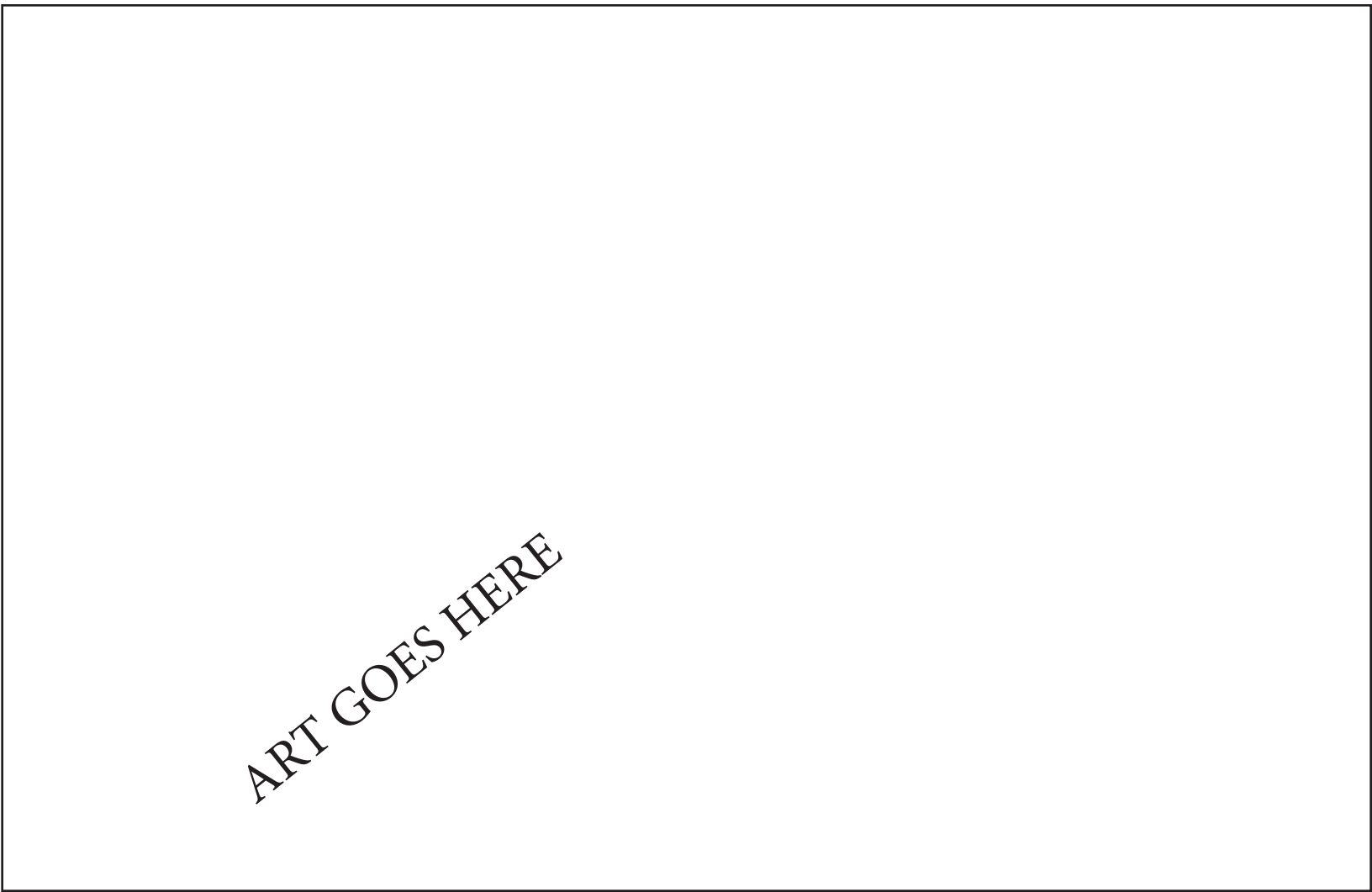
Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Animal Instinct
- Battle Ready, Major
- Battle Reflexes
- Charge
- Martial Artist
- Natural Sprinter
- Tough

Attacks:
- Bite (Melee Unarmed, +2), +8 (+3 + 3 + 2), half puncture and half bruise or grapple, range 1
- Tail (Melee Unarmed, +0), +6 (+3 + 3 + 0), bruise, range 1
- Claw (Melee Unarmed, +1), +7 (+3 + 3 + 1), slash, range 1

Equipment: -



Demon, Archdemon
Size 3, Humanoid Demon Titan

Being: 120
Defense: +8
Immune to burn damage

Speed: 25
Initiative: +2

Con: +8 Dex: +0 Str: +4 Edu: +5 Wis: +5 Rep: -10

Skills:

Arcana +5
Athletics +1
Investigation +4
Melee +4
Persuade +5
Streetwise +5
Tactics +6

Spells: 67 attempts

Banish
Banish Good
Blast of Fire
Blessing or Curse
Break Enchantment
Charm
Command
Cone of Fire
Contact
Cool Air
Cool Liquid
Cool Solid
Counterspell
Create Contagion
Create Dimension Door
Create Feast
Create Undead
Desecrate
Detect Composition
Dominate Mind
Draw Cells
Dreamwalk
Enchant Armor or Shield
Enchant Weapon
Enchant Writing
Enchant Writing with a Spell
False Divination
Flame Strike
Healing Touch
Heat Air
Heat Liquid
Heat Solid
Hex
Identify Magic
Ignition
Illusion, Major
Illusion, Minor
Illusion, Moderate
Imbue with a Blessing or Curse
Imprison
Leap
Locate Object
Magic Lock
Magical Trap
Multiply
Reconstruct Object
Reshape Earth
Reshape Fabric
Reshape Liquid
Reshape Metal
Reshape Rubber or Plastic
Reshape Stone
Reshape Wood
Scry
Shielding
Transfer Life
Transmute
Transmute Steel
Transmute Silk
Transmute Wool
Transmute Granite
Transmute Wood
Transmute Water
Wall of Fire
Warning Alarm

Attributes:

Negatives:
1d6 + 2 negative attributes

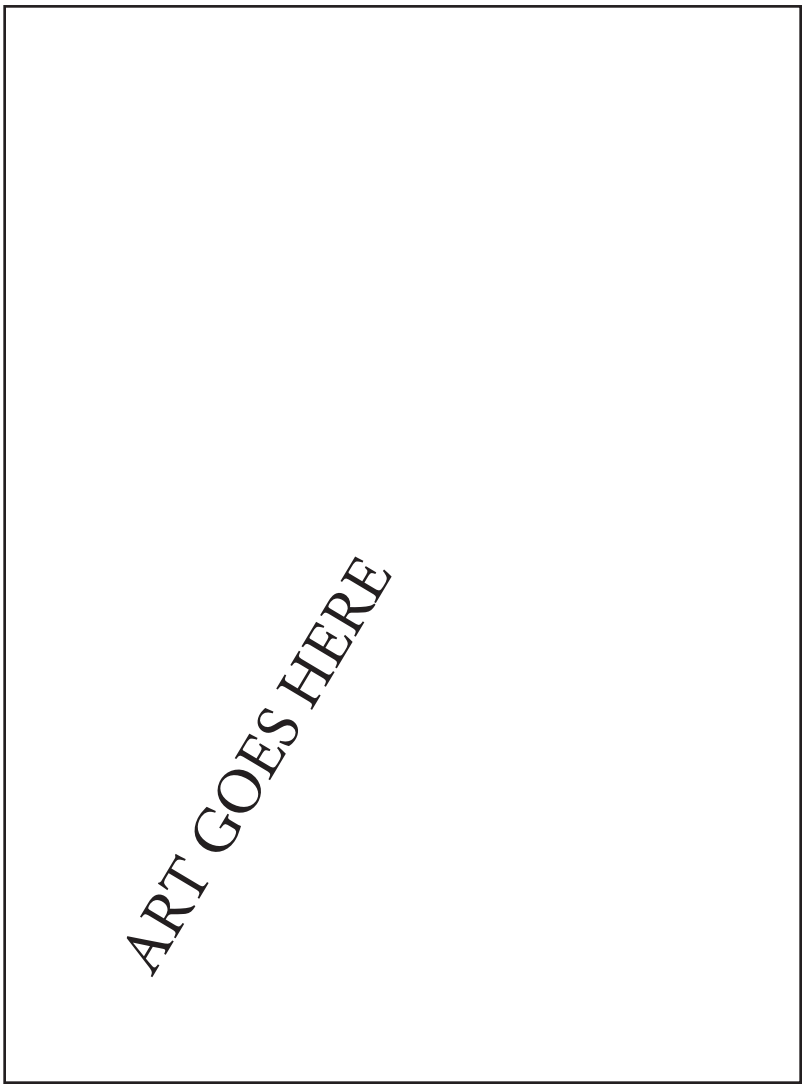
Positives:
Battle Ready, Minor
Casting Technique
Demonic Spellcasting
Leader
Rapid Recovery
Superior Recovery

Attacks:
Melee Unarmed, +8 (+4 + 4 + 0), bruise, slash, or grapple, range 1

Equipment:

3d6 + 2 magic items

For archdemons, roll eight times on the demon mutation table.



Demon, Imp
Size 2, Demon

Being: 4
Defense: -1
Immune to burn damage

Speed: 10
Initiative: +1

Con: -2 Dex: +1 Str: -6 Edu: -5 Wis: -4 Rep: -5

Skills:

Investigation +0
Melee +0
Persuade +0
Stealth +0

Attributes:

Negatives:
at least 1 negative attribute

Positives:
Demonic Spellcasting
Tough

Attacks:
Melee Unarmed, -6 (-6 + 0 + 0), bruise, slash, or grapple, range 1

Equipment: -

For imps, roll once on the demon mutation table.

Demon, Incubus or Succubus
Size 3, Humanoid Demon

Being: 16
Defense: +2
Immune to burn damage

Speed: 14
Initiative: +2

Con: +1 Dex: +0 Str: -1 Edu: +0 Wis: +0 Rep: +3

Skills:

Arcana +1
Athletics +0
Investigation +2
Melee +2
Persuade +3
Streetwise +1
Tactics +0

Spells: 12 attempts

Blast of Fire
Charm
Desecrate
Draw Cells
Identify Magic
Magic Message
Personage
Read Aura

Attributes:

Negatives:
at least 1 negative attribute

Positives:
Attractive x2
Battle Ready, Minor
Casting Technique
Demonic Spellcasting
Rapid Recovery

Attacks:
Dagger (Melee Small Blades +1), +2 (-1 + 2 + 1), puncture or slash, range 1, thrown 20 (projectile)
Melee Unarmed, +2 (+0 + 2 + 0), bruise, slash, or grapple, range 1

Equipment:

Dagger, 1d6 magic items

For Incubi and succubae, roll once on the demon mutation table.

Demon, Lesser
Size 3, Humanoid Demon

Being: 20
Defense: +2
Immune to burn damage

Speed: 14
Initiative: +2

Con: +2 Dex: +0 Str: +0 Edu: -2 Wis: +0 Rep: -3

Skills:

Arcana +1
Athletics +1
Investigation +2
Melee +2
Persuade +2
Streetwise +0
Tactics +0

Spells: 12 attempts

Blast of Fire
Desecrate
Draw Cells
Flame Strike
Identify Magic
Leap

Attributes:

Negatives:
at least 2 negative attributes

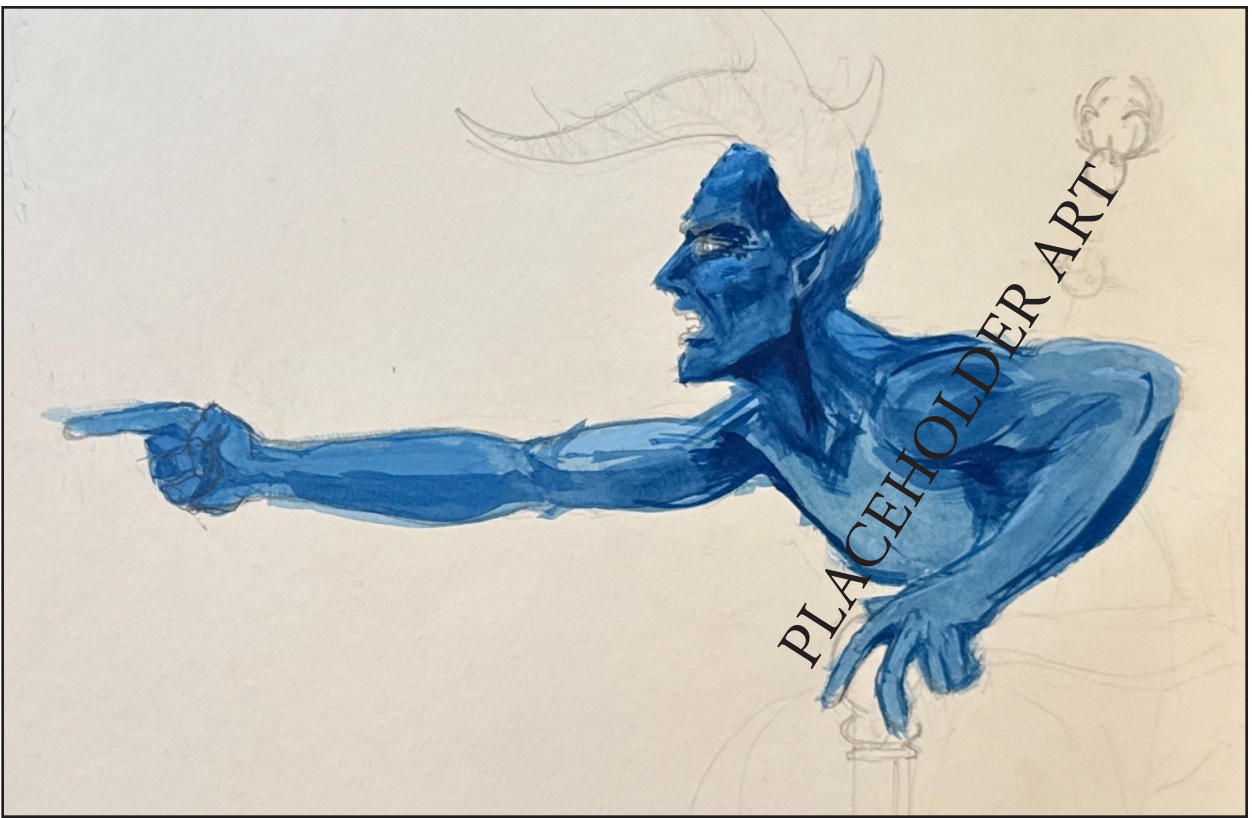
Positives:
Battle Ready, Minor
Casting Technique
Demonic Spellcasting
Rapid Recovery

Attacks:
Spear (Melee Large Blades +1), +3 (+0 + 2 + 1), puncture, slash, or bruise, range 3, thrown 30 (puncture)
Melee Unarmed, +2 (+0 + 2 + 0), bruise, slash, or grapple, range 1

Equipment:

Spear, 1d6 magic items

For lesser demons, roll twice on the demon mutation table.



Demon, Oni

Size 4, Humanoid Fey Demon

Being: 15
Defense: +7

Speed: 22
Initiative: +3

Con: +4 Dex: +1 Str: +5 Edu: -2 Wis: -1 Rep: -6

Skills:

- Become Ethereal +5
- Investigation +2
- Invisibility +5
- Melee Bludgeons +3
- Persuade Intimidation +3
- Stealth +3

Attributes:

Negatives:
- Bloodthirsty
- at least 1 other negative attribute

Positives:
- Ability, Major, Become Ethereal (uses Constitution)
- Ability, Moderate, Invisibility (uses Constitution)
- Battle Ready, Minor
- Demonic Spellcasting
- Strong Stomach
- Tough x3

Attacks:
- Claw (Melee Unarmed, +1), +6 (+5 + 0 + 1), slash, range 1
- Club (Melee Bludgeons, +1), +9 (+5 + 3 + 2), bruise, range 1
- Bite (Melee Unarmed, +1), +6 (+5 + 0 + 1), puncture, range 1
- Melee Unarmed, +5 (+5 + 0 + 1), bruise or grapple, range 1

Equipment:

- Club

For oni, roll once on the demon mutation table.

Demon, Wendigo

Size 4, Humanoid Fey Demon

Being: 18
Defense: +7
Resistance 4 to corrosion and toxin damage

Speed: 42
Initiative: +9

Con: +4 Dex: +3 Str: +3 Edu: -8 Wis: +2 Rep: -7

Skills:

- Athletics +4
- Investigation +7
- Melee Unarmed +5
- Nature +7
- Navigation +7
- Stealth +6

Attributes:

Negatives:
- Bloodthirsty
- at least 1 other negative attribute

Positives:
- Battle Ready, Major
- Battle Reflexes
- Charge
- First Strike
- Martial Artist
- Natural Sprinter
- Strong Stomach
- Survivor x3
- Swift x3
- Tough x3

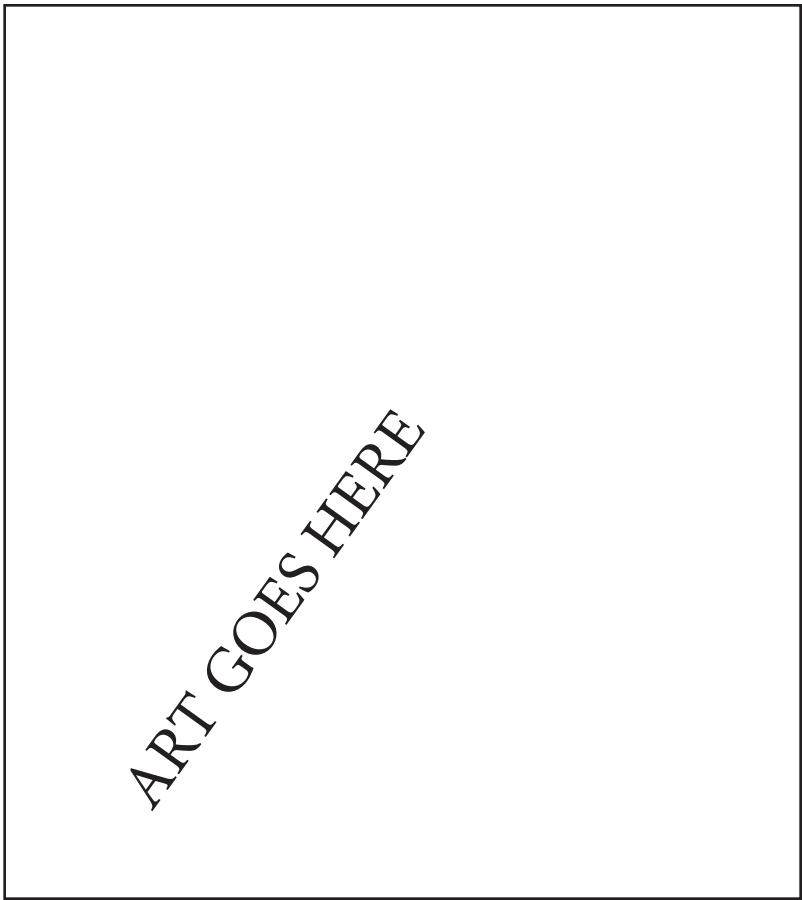
Attacks:
- Melee Unarmed +1, +9 (+3 + 5 + 1), bruise, puncture, slash, or grapple, range 2

Equipment: -

The following table includes some common ways demons have mutated or adapted themselves in order to seek power or express individuality. Higher level demons will possess a higher number of mutations.

1d6	1d36	Demon Mutations and Advantages
Even	11	Wings (They gain a fly speed equal to their normal speed. If you roll this outcome again, increase their fly speed by +6.)
Even	12	Flame Strike Moderate Ability positive attribute (If you roll this outcome again, the skill modifier in-creases by +2.)
Even	13	Blast of Fire Moderate Ability positive attribute (If you roll this outcome again, the skill modifier in-creases by +2.)
Even	14	Burst of Fire Moderate Ability positive attribute (If you roll this outcome again, the skill modifier in-creases by +2.)
Even	15	Cone of Fire Moderate Ability positive attribute (If you roll this outcome again, the skill modifier in-creases by +2.)
Even	16	+2 arms (+3 strength)
Even	21	Gangly (+3 dexterity)
Even	22	Thick leathery skin or fur (+3 constitution)
Even	23	+1 eye (+3 wisdom)
Even	24	+3 education
Even	25	+3 influence
Even	26	Poison Strike Moderate Ability positive attribute
Even	31	Horns (+1 Melee Unarmed puncture weapon and the Charge positive attribute. If you roll this out-come again, increase the weapon bonus by +1)
Even	32	+1 size (+3 strength)
Even	33	-1 size (+3 dexterity)
Even	34	Battle scars (Battle Reflexes positive attribute)
Even	35	+3 wisdom
Even	36	Mortal memories (+3 education)
Even	41	A human head and face (+3 influence)
Even	42	Wings (They gain a fly speed equal to their normal speed. If you roll this outcome again, increase their fly speed by +6.)
Even	43	+3 Investigation
Even	44	Befriend Moderate Ability positive attribute (If you roll this outcome again, the skill modifier increases by +2.)
Even	45	Horns (+1 Melee Unarmed puncture weapon and the Charge positive attribute. If you roll this out-come again, increase the weapon bonus by +1)
Even	46	Flame Strike Moderate Ability positive attribute (If you roll this outcome again, the skill modifier in-creases by +2.)
Even	51	Blast of Fire Moderate Ability positive attribute (If you roll this outcome again, the skill modifier in-creases by +2.)
Even	52	Burst of Fire Moderate Ability positive attribute (If you roll this outcome again, the skill modifier in-creases by +2.)
Even	53	Cone of Fire Moderate Ability positive attribute (If you roll this outcome again, the skill modifier in-creases by +2.)
Even	54	Blast of Fire Moderate Ability positive attribute (If you roll this outcome again, the skill modifier in-creases by +2.)
Even	55	+3 Arcana, choose a sub-skill
Even	56	+3 Melee, choose a sub-skill
Even	61	+3 Persuade, choose a sub-skill
Even	62	+3 Athletics, choose a sub-skill
Even	63	Command Moderate Ability positive attribute (If you roll this outcome again, the skill modifier in-creases by +2.)
Even	64	Flame Aura Moderate Ability positive attribute (If you roll this outcome again, the skill modifier in-creases by +2.)
Even	65	Superior Training positive attribute
Even	66	Resistance 5 to psionic damage (If you roll this outcome again, it becomes immunity)
Odd	11	+1 head (+2 education, +1 wisdom, and +1 dexteri-ty; +1 major or +2 moderate negative attributes. If you roll this outcome again, they do not gain any new negative attributes.)
Odd	12	Animal head (+1 Melee Unarmed puncture weapon and the Animal Instinct positive attribute)
Odd	13	Strong Stomach positive attribute
Odd	14	Tentacles (+1 Melee Unarmed grapple weapon)
Odd	15	Resistance 5 to frostbite damage (If you roll this outcome again, it becomes immunity)

1d6	1d36	Demon Mutations and Advantages
Odd	16	Shell, scales, or exoskeleton (+4 constitution and the Tough positive attribute. If this outcome is rolled again, they gain the Tough attribute an addi-tional time.)
Odd	21	Surpass positive attribute for any one skill or sub-skill. Increase it by +1.
Odd	22	Firearms +3, choose a sub-skill.
Odd	23	They gain an additional magic item.
Odd	24	Force of Will positive attribute
Odd	25	Good Teacher positive attribute
Odd	26	Natural Sprinter positive attribute
Odd	31	Berserk positive attribute
Odd	32	Tactician positive attribute
Odd	33	Beast Companion positive attribute. The beast is some horrific monstrosity. It can have a Being equal to or less than one third of this demon's Being.
Odd	34	Resistance 5 to corrosion damage (If you roll this outcome again, it becomes immunity)
Odd	35	Dual Wielder positive attribute
Odd	36	Magic Resistant positive attribute
Odd	41	Wings (They gain a fly speed equal to their normal speed. If you roll this outcome again, increase their fly speed by +6.)
Odd	42	Telepathy Moderate Ability positive attribute (If you roll this outcome again, the skill modifier in-creases by +2.)
Odd	43	Telekinesis Moderate Ability positive attribute (If you roll this outcome again, the skill modifier in-creases by +2.)
Odd	44	Psychic Strike Moderate Ability positive attribute (If you roll this outcome again, the skill modifier increases by +2.)
Odd	45	They can breathe underwater. They gain a swim speed equal to their normal speed. If you roll this outcome again, their swim speed increases by +5.
Odd	46	They can see in the dark.
Odd	51	Fear Aura Moderate Ability positive attribute (If you roll this outcome again, the skill modifier in-creases by +2.)
Odd	52	Contact Moderate Ability positive attribute (If you roll this outcome again, the skill modifier increases by +2.)
Odd	53	Spines (If this demon has a creature grappled, they creature, they may make +1 Melee Unarmed attacks against them that deal puncture damage.)
Odd	54	Wings (They gain a fly speed equal to their normal speed. If you roll this outcome again, increase their fly speed by +6.)
Odd	55	A blessed angel weapon
Odd	56	Tail (+0 Melee Unarmed weapon that deals bruise damage. If you roll this outcome again, the tail becomes spiked with a +1 bonus and half puncture damage or their dexterity increases by +1.)
Odd	61	Alien technology
Odd	62	Memory +3
Odd	63	Resistance 5 to toxin damage (If you roll this out-come again, it becomes immunity)
Odd	64	Poison Strike Moderate Ability positive attribute (If you roll this outcome again, the skill modifier increases by +2.)
Odd	65	Stealth +3
Odd	66	Tail (+0 Melee Unarmed weapon that deals bruise damage. If you roll this outcome again, the tail becomes spiked with a +1 bonus and half puncture damage or their dexterity increases by +1.)



Dolphin
Size 3, Aquatic Mammal Beast

Being: 6
Defense: +2

Speed: 20
Initiative: +9

Con: +1 Dex: +3 Str: +2 Edu: -8 Wis: +1 Rep: +0

Skills:

Athletics Acrobatics +3
Athletics Endurance +3
Investigation +3
Nature +7
Navigation +5

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Animal Instinct
Battle Ready, Major
Charge
Natural Sprinter
Skywalker
Tough

Attacks:
Melee Unarmed, +0 (+2 - 2 + 0), bruise or grapple, range 1

Equipment: -

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The following stat block modifications can be applied to any creature with the dragon type.

Dragon, Shadow

The origin of shadow dragons is their most closely guarded secret. Are they a naturally occurring subspecies? Does a dragon become a shadow dragon through some voluntary ritual? Is it a transmissible disease that dragons can infect each other with? Only they know the answer. Most types of dragons have been discovered to have shadow variants. While dragons are typically dangerous and greedy, they are not automatically evil. Shadow dragons on the other hand are thoroughly wicked. Add Horror to their types. Their breath weapon instead uses Cone of Negative Energy. Their scales start growing in with an inky black color, like shiny pieces of coal. They gain 2 negative attributes. Their strength and constitution both increase by +2 and their wisdom and influence both decrease by -2. Shadow Dragons are almost always spell casters.

Dragon, Storm

Some dragons manage to magically mutate themselves. Almost all do so with the intention of creating new elemental abilities for themselves. Almost all of them choose to become either storm dragons, tyrants of the sky, or volcanic dragons, tyrants of the earth. For storm dragons, add Elemental to their types. Their breath weapon instead uses Cone of Lightning. Their dexterity increases by +2. They gain resistance 9 to electricity and frostbite damage. They gain the Moderate Ability attributes Banish Weather, Create Weather, Create Wind, Enchant Terrain, Control Weather, and Fog with +7 modifiers. They gain vulnerability to corrosion damage.

Dragon, Volcanic

Masters of fire and calamity, these dragons are true monsters. Add Elemental to their types. Their strength increases by +2, their constitution increases by +3, their dexterity decreases by -3, and their influence decreases by -2. They gain the Moderate Ability attributes Burst of Fire, Earthquake, Heat Solid, Localized Earthquake, Reshape Earth, and Reshape Stone with +7 modifiers. They gain vulnerability to frostbite damage.

Drake, Ancient

Size 8, Dragon Titan Predator

Being: 115
Defense: +23
Resistance 10 to burn damage

Speed: 42, fly 60
Initiative: -3

Con: +20 Dex: -3 Str: +15 Edu: +4 Wis: +2 Rep: -10

Skills:

- Arcana +0
- Art +0
- Athletics +3
- Broker +7
- Cone of Fire +12
- History +5
- Investigation +8
- Language Dwarvish +7
- Language Elvish +7
- Language Goblin +7
- Language Human +7
- Melee Unarmed +6
- Navigation +7
- Nature +5
- Persuasion +4
- Stealth +0

Attributes:

Negatives:
- Arrogant
- Greedy
- At least 2 other negative attributes

Positives:
- Ability, Minor, Cone of Fire (uses Constitution)
- Brave
- Charge
- Natural Sprinter
- Strong Stomach
- Superior Training
- Survivor x3
- Tough x3
- At least 1 other positive attribute

Attacks:
- Bite (Melee Unarmed, +8), +29 (+15 + 6 + 8), half bruise and half puncture or grapple, range 5 (area range 1)
- Claw (Melee Unarmed, +5), +26 (+15 + 6 + 5), half slash and half bruise damage, range 4 (area range 1)
- Tail (Melee Unarmed, +6), +27 (+15 + 6 + 6), bruise, range 7 (area range 3)
- Trample (Melee Unarmed, +6), +26 (+15 + 6 + 6), half bruise and half slash, range 0 (area range 4)
- Wing (Melee Unarmed, +4), +24 (+15 + 6 + 4) push creatures away, range 6 (area range 6)

Equipment:

Roll 1d6. On a 6, they carry a magic item.
Hoard:
2d6 x 100,000 gold
3d6 x 1000 gemstones
3d6 x 100 art pieces or historical artifacts
2d6 x 13 magic items

These tyrannical reptiles have been around for easily over a thousand years. They have gained significant self control and more than a few personal quirks. They typically have also accumulated massive amounts of treasure. They have much knowledge, but have likely forgotten most of it due to extreme disinterest. They typically possess slaves or retainers and sometimes arm themselves with magical items. Experts agree that there are likely less than 10 drakes in this category in the whole world.

Drake, Greater

Size 7, Dragon Predator

Being: 60
Defense: +19
Resistance 9 to burn damage

Speed: 40, fly 65
Initiative: -1

Con: +16 Dex: -1 Str: +13 Edu: +0 Wis: +0 Rep: -8

Skills:

- Arcana +0
- Athletics +3
- Broker +6
- Cone of Fire +10
- History +3
- Investigation +7
- Language Human +6
- Language other +4
- Melee Unarmed +5
- Navigation +6
- Nature +6
- Persuasion +3
- Stealth +1

Attributes:

Negatives:
- Arrogant
- Greedy
- Kleptomania
- At least 1 other negative attribute

Positives:
- Ability, Minor, Cone of Fire (uses Constitution)
- Brave
- Charge
- Natural Sprinter
- Strong Stomach
- Superior Training
- Survivor x2
- Tough x3

Attacks:
- Bite (Melee Unarmed, +7), +25 (+13 + 5 + 7), half bruise and half puncture or grapple, range 4
- Claw (Melee Unarmed, +4), +22 (+13 + 5 + 4), half slash and half bruise damage, range 3
- Tail (Melee Unarmed, +5), +23 (+13 + 5 + 5), bruise, range 6 (area, range 2)
- Trample (Melee Unarmed, +5), +23 (+13 + 5 + 5), half bruise and half slash, range 0 (area range 3)
- Wing (Melee Unarmed, +3), +21 (+13 + 5 + 3) push creatures away, range 5 (area range 5)

Equipment:

Hoard:
2d6 x 10,000 gold
3d6 x 100 gemstones
3d6 x 10 art pieces or historical artifacts
1d6 x 9 magic items

A greater drake is a full adult, typically at least two hundred years old. They often know one or more languages and possess a significant hoard. These drakes still possess a preoccupation with growing their hoard, but are much more patient and tactical about it. At this point, some of them have even learned spellcasting. More than a few are not above using magic items as well.

Drake, Hatchling
Size 4, Dragon Predator

Being: 17
Defense: +11
Resistance 7 to burn damage

Speed: 32, fly 40
Initiative: +6

Con: +8 Dex: +4 Str: +5 Edu: -8 Wis: -2 Rep: -5

Skills:

- Athletics +4
- Cone of Fire +3
- Investigation +5
- Melee Unarmed +4
- Navigation +4
- Nature +7
- Persuasion +1
- Stealth +5

Attributes:

Negatives:
- Arrogant
- Greedy
- Kleptomania

Positives:
- Ability, Minor, Cone of Fire (uses Constitution)
- Animal Instinct
- Battle Ready, Minor
- Brave
- Charge
- Natural Sprinter
- Strong Stomach
- Tough x3

Attacks:
- Bite (Melee Unarmed, +4), +13 (+5 + 4 + 4), half bruise and half puncture or grapple, range 1
- Claw (Melee Unarmed, +1), +10 (+5 + 4 + 1), half slash and half bruise damage, range 1
- Tail (Melee Unarmed, +2), +11 (+5 + 4 + 2), bruise, range 2
- Trample (Melee Unarmed, +1), +10 (+5 + 4 + 1), half bruise and half slash, range 0 (area range 1)
- Wing (Melee Unarmed, +0), +9 (+5 + 4 + 0) push creatures away, range 3 (area range 1)

Equipment:

Hoard:
2d6 - 1 caches, each containing:
2d6 x 10 gold
2d6 - 2 gemstones
3d6 x 2 shiny metal objects

Freshly hatched drakes are slightly smaller than ponies. It will be several years before they are large enough to serve as mounts for most humanoids. At one day old, they can hunt and track. At about 6 months, they begin developing fire breath. At about one year, they can competently fly. Immediately upon learning to fly, they will begin seeking a locations to hoard their treasure. Dragons have a high capacity for learning compared to other animals. They can be trained quite effectively, though it requires constant vigilance and significant safety measures. If a dragon is taught a language starting at birth, it can be fluent by twenty years old.

Drake, Lesser
Size 6, Dragon Predator

Being: 33
Defense: +15
Resistance 8 to burn damage

Speed: 36, fly 70
Initiative: +1

Con: +12 Dex: +1 Str: +9 Edu: -4 Wis: -1 Rep: -7

Skills:

- Athletics +4
- Broker +3
- Cone of Fire +7
- History +1
- Investigation +6
- Language any one +5
- Melee Unarmed +4
- Navigation +5
- Nature +7
- Persuasion +2
- Stealth +3

Attributes:

Negatives:
- Arrogant
- Greedy
- Kleptomania

Positives:
- Ability, Minor, Cone of Fire (uses Constitution)
- Brave
- Charge
- Natural Sprinter
- Strong Stomach
- Superior Training
- Survivor
- Tough x3

Attacks:
- Bite (Melee Unarmed, +6), +19 (+9 + 4 + 6), half bruise and half puncture or grapple, range 3
- Claw (Melee Unarmed, +4), +17 (+9 + 4 + 4), half slash and half bruise damage, range 2
- Tail (Melee Unarmed, +4), +17 (+9 + 4 + 4), bruise, range 4 (area, range 1)
- Trample (Melee Unarmed, +4), +17 (+9 + 4 + 4), half bruise and half slash, range 0 (area range 2)
- Wing (Melee Unarmed, +3), +16 (+9 + 4 + 3) push creatures away, range 4 (area range 3)

Equipment:

Hoard:
3d6 x 1,000 gold
3d6 x 10 gemstones
2d6 x 5 art pieces or historical artifacts
3d6 magic items

Lesser drakes are still adolescents and at minimum are thirty years old. At this point, their rate of growth has begun slowing down, though it will still be at least a hundred years before they are able to produce offspring. The majority of them will understand one language and likely speak it to a certain extent. At this age, a dragon may have several smaller treasure staches. They begin seeking to establish a permanent lair, which may take several decades or longer before they find one they consider fitting.

Dwarf
Size 3, Humanoid

Being: 4
Defense: +2

Speed: 12
Initiative: =1

Con: +2 Dex: -1 Str: +1 Edu: +0 Wis: +1 Rep: +0

Skills:

Engineering +0
History +0
Melee +0
Memory +0
one Trade sub-skill +2

Attributes:

Negatives:
Roll 1d6:
1. Can't Swim
2. Curious
3. Greedy
4. Motion Sickness
5-6. Stubborn

Positives:
Roll 1d6:
1. Ambidextrous
2. Brave
3. Driven
4-5. Handy-man
6. Modest Savings

Attacks:
Dagger (Melee Small Blades +1), +2 (+1 + 0 + 1), puncture or slash, range 1, thrown 20 (projectile)
(Alternatively, they may have a club or small hammer that deals bruise damage)
Melee Unarmed, +1 (+1 + 0 + 0), bruise or grapple, range 1

Equipment:

15 gold, a hammer or knife, a small trinket

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Eagle, Falcon, or Other Raptor
Size 2, Predator Bird Beast

Being: 3
Defense: +1

Speed: 5, fly 62
Initiative: +11

Con: +0 Dex: +5 Str: -6 Edu: -10 Wis: +1 Rep: +0

Skills:

- Athletics Acrobatics +3
- Athletics Endurance +1
- Athletics Weightlifting +2
- Investigation +6
- Melee Unarmed +4
- Nature +7
- Navigate +5
- Stealth +2

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Animal Instinct
- Battle Ready, Major
- Battle Reflexes
- Charge
- Natural Sprinter
- Skywalker
- Tough

Attacks:
- Beak (Melee Unarmed, +0), -2 (-6 + 4 + 0) bruise or grapple, range 0
- Talons (Melee Unarmed, +1), -1 (-6 + 4 + 1) slash or grapple, range 0

Equipment: -

Eel
Size 1, Aquatic Predator Beast

Being: 2
Defense: -1
Resistance 4 to projectile and puncture damage damage

Speed: 0, swim 3
Initiative: +9

Con: -2 Dex: +3 Str: -8 Edu: -11 Wis: +0 Rep: -1

Skills:

- Athletics Acrobatics +2
- Athletics Endurance +1
- Investigation +3
- Melee Unarmed +2
- Nature +7
- Navigate +2
- Stealth +4

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Animal Instinct
- Assassin
- Battle Ready, Major
- Battle Reflexes
- Tough

Attacks:
- Bite (Melee Unarmed, +1), -1 (-6 + 4 + 1) puncture or grapple, range 1

Equipment: -

Eel Swarm
Size 4, Aquatic Predator Beast

Being: 8
Defense: +4
Immune to projectile and puncture damage
Resistance 8 to bruise and slash damage
Vulnerable to area damage

Speed: 0, swim 3
Initiative: +6

Con: +3 Dex: +0 Str: +4 Edu: -11 Wis: +0 Rep: -2

Skills:

- Athletics Acrobatics +2
- Athletics Endurance +1
- Investigation +4
- Melee Unarmed +3
- Nature +7
- Navigate +2
- Stealth +0

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Animal Instinct
- Battle Ready, Major
- Battle Reflexes
- Tough

Attacks:
- Bite (Melee Unarmed, +1), +9 (+4 + 4 + 1) puncture or grapple, range 1

Equipment: -

Elemental, Air
Size 5, Elemental

Being: 16
Defense: +0
Immune to bruise, corrosion, projectile, psionic, puncture, slash, and toxin damage
Resistance 10 to frostbite damage
Vulnerable to burn damage

Speed: 45
Initiative: +4

Con: +0 Dex: +4 Str: +4 Edu: -12 Wis: +0 Rep: +0

Skills:

- Athletics +3
- Burst of Force +5
- Create Force +5
- Create Wind +6
- Detect Magic +7
- Flight +7
- Investigation +4
- Melee Unarmed +2
- Reshape Air +4
- Stealth +5 (optional)

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed
- Limited Ability, Flight

Positives:
- Ability, Moderate, Burst of Force, et al. (use Strength)
- Magic Resistance
- Rapid Recovery

Attacks:
Melee Unarmed, +6 (+4 + 2 + 0), bruise, slash, or grapple, range 1

Equipment:

Roll 1d6. On a 1, nothing. On a 2, trash. On a 3, some sort of trinket. On a 4, a severely damaged magic item. On a 5, a somewhat damaged magic item. On a 6, an undamaged magic item.

Elemental, Earth
Size 5, Elemental

Being: 16
Defense: +9
Immune to psionic and toxin damage
Resistance 5 to all other damage types

Speed: 8
Initiative: -4

Con: +6 Dex: -4 Str: +7 Edu: -12 Wis: +0 Rep: +0

Skills:

- Athletics Endurance +2
- Athletics Weightlifting +4
- Detect Magic +7
- Investigation +4
- Localized Earthquake +5
- Melee Unarmed +2
- Reshape Earth +4
- Reshape Stone +4
- Stealth +7 (optional)

Elemental, Earth
Size 5, Elemental

Attributes:

Negatives:
- Custom Sub-skill, Athletics Endurance
- Custom Sub-skill, Melee Unarmed

Positives:
- Ability, Moderate, Localized Earthquake, et al. (use Strength)
- Custom Skill, Athletics Weightlifting
- Magic Resistance
- Rapid Recovery
- Tough x3

Attacks:
Melee Unarmed, +9 (+7 + 2 + 0), bruise, or grapple, range 1

Equipment:

Roll 1d6. On a 1, 2d6 - 1 gen stones. On a 2, trash. On a 3, some sort of trinket. On a 4, a severely damaged magic item. On a 5, a somewhat damaged magic item. On a 6, an undamaged magic item.

Elemental, Fire
Size 5, Elemental

Being: 16
Defense: +2
Immune to corrosion, bruise, burn, projectile, psionic, puncture, slash, and toxin damage
Vulnerable to frostbite damage

Speed: 18
Initiative: +3

Con: +0 Dex: +4 Str: +4 Edu: -12 Wis: +0 Rep: -1

Skills:

- Athletics +3
- Blast of Fire +5
- Burst of Fire +5
- Detect Magic +7
- Investigation +3
- Melee Unarmed +4
- Pyrokinesis +4
- Stealth +5 (optional)

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Ability, Moderate, Blast of Fire, et al. (use Strength)
- Magic Resistance
- Rapid Recovery

Attacks:
Melee Unarmed, +7 (+3 + 4 + 0), half burn and half bruise damage, range 1

Equipment:

Roll 1d6. On a 1-3, nothing. On a 4, a severely damaged magic item. On a 5, a somewhat damaged magic item. On a 6, an undamaged magic item.

Elemental, Ice
Size 5, Elemental

Being: 16
Defense: +4
Immune to corrosion, psionic, and toxin damage
Resistance 6 to bruise, projectile, puncture, and slash damage
Vulnerable to burn damage

Speed: 10
Initiative: +3

Con: +3 Dex: -3 Str: +5 Edu: -12 Wis: +0 Rep: +0

Skills:

- Athletics Acrobatics +1
- Athletics Endurance +4
- Athletics Weightlifting +2
- Blast of Ice +5
- Cool Air +4
- Cool Liquid +4
- Cool Solid +4
- Detect Magic +7
- Ice Strike +5
- Investigation +4
- Melee Unarmed +2
- Stealth +5 (optional)

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Ability, Moderate, Blast of Ice, et al. (use Strength)
- Magic Resistance
- Rapid Recovery
- Tough

Attacks:
- Melee Unarmed, +7 (+5 + 2 + 0), bruise, puncture, slash, or grapple, range 1

Equipment:

Roll 1d6. On a 1, nothing. On a 2, trash. On a 3, some sort of trinket. On a 4, a severely damaged magic item. On a 5, a somewhat damaged magic item. On a 6, an undamaged magic item.

Elemental, Ice
Size 5, Elemental

Being: 16
Defense: +7
Immune to burn, corrosion, psionic, and toxin damage
Resistance 4 to bruise, projectile, puncture, and slash damage
Vulnerable to frostbite damage

Speed: 10
Initiative: -3

Con: +5 Dex: -3 Str: +6 Edu: -12 Wis: +0 Rep: +0

Skills:

- Athletics Endurance +2
- Athletics Weightlifting +4
- Burst of Fire +5
- Localized Earthquake +4
- Detect Magic +7
- Flame Strike +4
- Heat Solid +4
- Investigation +3
- Melee Unarmed +2
- Reshape Earth +4
- Stealth +5 (optional)

Elemental, Ice
Size 5, Elemental

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Ability, Moderate, Localized Earthquake, et al. (use Strength)
- Magic Resistance
- Rapid Recovery
- Tough x2

Attacks:
- Melee Unarmed, +8 (+6 + 2 + 0), half bruise and half burn damage or grapple, range 1

Equipment:

Roll 1d6. On a 1-3, nothing. On a 4, a severely damaged magic item. On a 5, a somewhat damaged magic item. On a 6, an undamaged magic item.

Elemental, Lightning
Size 5, Elemental

Being: 16
Defense: +1
Immune to bruise, burn, projectile, psionic, puncture, slash, and toxin damage
Vulnerable to corrosion damage

Speed: 500
Initiative: +10

Con: +1 Dex: +10 Str: +2 Edu: -12 Wis: +0 Rep: +0

Skills:

- Athletics Acrobatics +7
- Bolt of Lightning +5
- Burst of Lightning +5
- Detect Magic +7
- Flight +7
- Heat Metal +4
- Investigation +4
- Magnetism +4
- Stealth +5 (optional)

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed
- Limited Ability, Flight

Positives:
- Ability, Moderate, Bolt of Lightning, et al. (use Strength)
- Magic Resistance
- Rapid Recovery

Attacks:
- Melee Unarmed, +8 (+6 + 2 + 0), electrical damage, range 1

Equipment:

Roll 1d6. On a 1, nothing. On a 2, trash. On a 3, some sort of trinket. On a 4, a severely damaged magic item. On a 5, a somewhat damaged magic item. On a 6, an undamaged magic item.

Elemental, Mud
Size 5, Elemental

Being: 16
Defense: +1
Immune to corrosion, projectile, psionic, puncture, and toxin damage
Resistance 8 to bruise, burn, frostbite, and slash damage

Speed: 8
Initiative: -2

Con: +3 Dex: -2 Str: +4 Edu: -12 Wis: +1 Rep: +0

Skills:

- Athletics +3
- Detect Magic +7
- Ensnaring Strike +5
- Investigation +4
- Leap +4
- Melee Unarmed +2
- Reshape Earth +4
- Reshape Liquid +4
- Stealth +4 (optional)

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Ability, Moderate, Detect Magic, et al. (use Strength)
- Magic Resistance
- Rapid Recovery

Attacks:
Melee Unarmed, +6 (+4 + 2 + 0), bruise or grapple, range 1

Equipment:

Roll 1d6. On a 1, nothing. On a 2, trash. On a 3, some sort of trinket. On a 4, a severely damaged magic item. On a 5, a somewhat damaged magic item. On a 6, an undamaged magic item.

Elemental, Sand
Size 5, Elemental

Being: 16
Defense: +1
Immune to bruise, frostbite, projectile, psionic, puncture, slash, and toxin damage
Resistance 10 to corrosion damage
Vulnerable to burn damage

Speed: 35
Initiative: +3

Con: +1 Dex: +3 Str: +5 Edu: -12 Wis: +0 Rep: +0

Skills:

- Athletics +3
- Burst of Force +5
- Create Force +5
- Detect Magic +7
- Flight +7
- Investigation +4
- Melee Unarmed +2
- Reshape Earth +4
- Stealth +5 (optional)

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed
- Limited Ability, Flight

Positives:
- Ability, Moderate, Burst of Force, et al. (use Strength)
- Magic Resistance
- Rapid Recovery

Elemental, Sand
Size 5, Elemental

Attacks:
Melee Unarmed, +7 (+5 + 2 + 0), half bruise and half slash damage or grapple, range 1

Equipment:

Roll 1d6. On a 1, nothing. On a 2, trash. On a 3, some sort of trinket. On a 4, a severely damaged magic item. On a 5, a somewhat damaged magic item. On a 6, an undamaged magic item.

Elemental, Steam
Size 5, Elemental

Being: 16
Defense: +2
Immune to bruise, burn, corrosion, projectile, psionic, puncture, slash, and toxin damage
Vulnerable to frostbite damage

Speed: 30
Initiative: +4

Con: +2 Dex: +4 Str: +0 Edu: -12 Wis: +1 Rep: +0

Skills:

- Athletics Acrobatics +4
- Athletics Endurance +2
- Athletics Weightlifting +1
- Detect Magic +7
- Flight +6
- Heat Air +5
- Investigation +3
- Melee Unarmed +3
- Reshape Air +4
- Stealth +5 (optional)

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed
- Limited Ability, Flight

Positives:
- Ability, Moderate, Detect Magic, et al. (use Dexterity)
- Magic Resistance
- Rapid Recovery

Attacks:
Melee Unarmed, +3 (+0 + 3 + 0), half burn and half bruise, half burn and half slash, or grapple, range 1

Equipment:

Roll 1d6. On a 1, nothing. On a 2, trash. On a 3, some sort of trinket. On a 4, a severely damaged magic item. On a 5, a somewhat damaged magic item. On a 6, an undamaged magic item.

Elemental, Water
Size 5, Elemental

Being: 16
Defense: +2
Immune to bruise, corrosion, projectile, psionic, puncture, slash, and toxin damage
Resistance 10 to frostbite damage

Speed: 15, swim 20
Initiative: +3

Con: +2 Dex: +3 Str: +5 Edu: -12 Wis: +1 Rep: +0

Skills:

Athletics +3
Detect Magic +7
Ensnaring Strike +5
Investigation +4
Leap +4
Melee Unarmed +2
Reshape Liquid +4
Stealth +4 (optional)

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed
- Limited Ability, Leap

Positives:
- Ability, Moderate, Detect Magic, et al. (use Dexterity)
- Magic Resistance
- Rapid Recovery

Attacks:
Melee Unarmed, +7 (+5 + 2 + 0), bruise, slash, or grapple, range 1

Equipment:

Roll 1d6. On a 1, nothing. On a 2, trash. On a 3, some sort of trinket. On a 4, a severely damaged magic item. On a 5, a somewhat damaged magic item. On a 6, an undamaged magic item.

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The same way static electricity collecting inside of a cloud creates a bolt of lightning, static magicity can accumulate to form an elemental. The death of a powerful mage, the overlapping of powerful spells, large quantities of magical substances sitting for an extended period of time, or even a larger elemental splitting in two all can result in the birth of a new elemental. Elementals are fueled by static magical energy. They absorb it passively and are drawn to it. They can syphon energy from magic items, slowly degrading their enchantments. They are typically docile, but they will attack if threatened. They may also attack if they sense a mage or a magic item, so that they can feed on the residual magic. An elemental's senses are magical and highly acute. They can sense the presence of magic, vibrations, and temperature changes. A slain elemental may leave behind one or more previously absorbed magic items.

The form of an elemental is almost entirely random. They can appear amoeba-like, insect-like, beast-like, spherical, and very rarely humanoid. Some elementals can manipulate their shape at will. While their sizes adhere to a general average, some are smaller than others when they are born. If they manage to absorb massive amounts of magical energy in a short period of time, they can grow larger. If they manage to do this many times, they can eventually become titans.

Some elementals also have an interesting ability to camouflage themselves. Some sand elementals can disappear inside of sandstorms. Some earth elementals can look like a pile of rocks when they hold still. Some lightning elementals can hide inside of storm clouds. Only about half of them can do such things. Half of all water elementals are too dense to disappear completely in water. The air elementals that can hide in this way still require some assistance to obscure themselves, such as thick dust or fog clouds.

One of the most interesting thing about elementals might be their ability to intuitively use and combine their magical abilities. Some of the things they've been seen to do seem so clever they've been described as "practiced" or "tactical," and yet nothing beyond classical conditioning with simple stimuli has ever been accomplished in terms of measuring their intelligence. They are immune to psychic effects since they don't even have minds.

Elemental Titan, Living Blizzard
Size 9, Elemental Titan

Being: 100
Defense: +17
Immune to corrosion, psionic, and toxin damage
Resistance 6 to bruise, projectile, puncture, and slash damage
Vulnerable to burn damage

Speed: 45
Initiative: -8

Con: +3 Dex: -8 Str: +16 Edu: -10 Wis: +0 Rep: -8

Skills:

- Athletics Acrobatics +1
- Athletics Endurance +5
- Athletics Weightlifting +3
- Blast of Ice +6
- Cool Air +5
- Cool Liquid +5
- Cool Solid +5
- Create Weather +4
- Detect Magic +7
- Ice Strike +6
- Investigation +3
- Melee Unarmed +2

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Ability, Moderate, Cool Air, et al. (use Strength)
- Battle Reflexes
- Magic Resistance
- Rapid Recovery
- Superior Recovery
- Superior Training
- Tough

Attacks:
Melee Unarmed, +19 (+16 + 2 + 0), bruise, puncture, slash, or grapple, range 1

Equipment:

Roll 1d6. On a 1, nothing. On a 2, trash. On a 3, some sort of trinket. On a 4, a severely damaged magic item. On a 5, a somewhat damaged magic item. On a 6, an undamaged magic item.

Elemental Titan, Living Earthquake
Size 9, Elemental Titan

Being: 100
Defense: +26
Immune to psionic and toxin damage
Resistance 5 to all other damage types

Speed: 10
Initiative: -10

Con: +23 Dex: -10 Str: +18 Edu: -10 Wis: +0 Rep: -9

Skills:

- Athletics Endurance +2
- Athletics Weightlifting +4
- Detect Magic +7
- Earthquake +6
- Investigation +3
- Melee Unarmed +2
- Reshape Earth +5
- Reshape Stone +5

Elemental Titan, Living Earthquake
Size 9, Elemental Titan

Attributes:

Negatives:
- Custom Sub-skill, Athletics Endurance
- Custom Sub-skill, Melee Unarmed

Positives:
- Ability, Moderate, Detect Magic, et al. (use Strength)
- Battle Reflexes
- Custom Skill, Athletics Weightlifting
- Magic Resistance
- Superior Recovery
- Superior Training
- Tough x3

Attacks:
Melee Unarmed, +20 (+18 + 2 + 0), bruise or grapple, range 1

Equipment:

Roll 1d6. On a 1-2, roll two more times. On a 3, some sort of trinket. On a 4, a severely damaged magic item. On a 5, a somewhat damaged magic item. On a 6, an undamaged magic item.

Elemental Titan, Living Fog Bank
Size 9, Elemental Titan

Being: 100
Defense: +10
Immune to bruise, burn, corrosion, projectile, psionic, puncture, slash, and toxin damage
Vulnerable to frostbite damage

Speed: 20, fly 20
Initiative: +0

Con: +10 Dex: +0 Str: +10 Edu: -9 Wis: +1 Rep: -3

Skills:

- Athletics Acrobatics +3
- Athletics Endurance +3
- Athletics Weightlifting +2
- Detect Magic +7
- Heat Air +5
- Investigation +3
- Melee Unarmed +3
- Reshape Air +4

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Ability, Moderate, Detect Magic, et al. (use Constitution)
- Battle Reflexes
- Magic Resistance
- Rapid Recovery
- Superior Recovery
- Superior Training

Attacks:
Melee Unarmed, +3 (+0 + 3 + 0), half bruise or slash and half burn or frostbite or grapple, range 1

Equipment:

Roll 1d6. On a 1, nothing. On a 2, trash. On a 3, some sort of trinket. On a 4, a severely damaged magic item. On a 5, a somewhat damaged magic item. On a 6, an undamaged magic item.

Elemental Titan, Living Forest Fire
Size 9, Elemental Titan

Being: 100
Defense: +14
Immune to corrosion, bruise, burn, projectile, psionic, puncture, slash, and toxin damage
Vulnerable to frostbite damage

Speed: 20
Initiative: -3

Con: +14 Dex: -3 Str: +12 Edu: -11 Wis: +0 Rep: -7

Skills:

- Athletics +3
- Blast of Fire +6
- Create Burst of Fire +6
- Magic +7
- Investigation +2
- Melee Unarmed +4
- Pyrokinesis +4

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Ability, Moderate, Blast of Fire, et al. (use Strength)
- Battle Reflexes
- Magic Resistance
- Rapid Recovery
- Superior Recovery
- Superior Training

Attacks:
Melee Unarmed, +16 (+12 + 4 + 0), half burn and half bruise damage, range 1

Equipment: -

Elemental Titan, Living Hurricane
Size 9, Elemental Titan

Being: 100
Defense: +12
Immune to bruise, burn, projectile, psionic, puncture, slash, and toxin damage
Vulnerable to corrosion damage

Speed: 100, fly 100
Initiative: +0

Con: +12 Dex: +0 Str: +12 Edu: -10 Wis: +0 Rep: -4

Skills:

- Athletics +3
- Bolt of Lightning +7
- Burst of Lightning +6
- Create Weather +5
- Detect Magic +7
- Investigation +4
- Magnetism +4

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Ability, Moderate, Bolt of Lightning, et al. (use Strength)
- Battle Reflexes
- Magic Resistance
- Rapid Recovery
- Superior Recovery
- Superior Training

Elemental Titan, Living Hurricane
Size 9, Elemental Titan

Attacks:
Melee Unarmed, +13 (+12 + 1 + 0), bruise, range 1

Equipment:

Roll 1d6. On a 1, nothing. On a 2, trash. On a 3, some sort of trinket. On a 4, a severely damaged magic item. On a 5, a somewhat damaged magic item. On a 6, an undamaged magic item.

Elemental Titan, Living Mudslide
Size 9, Elemental Titan

Being: 100
Defense: +15
Immune to corrosion, projectile, psionic, puncture, and toxin damage
Resistance 8 to bruise, burn, frostbite, and slash damage

Speed: 35
Initiative: -9

Con: +15 Dex: -9 Str: +15 Edu: -10 Wis: +1 Rep: -7

Skills:

- Athletics +3
- Detect Magic +7
- Ensnaring Strike +6
- Investigation +4
- Melee Unarmed +2
- Reshape Earth +5
- Reshape Liquid +5

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Ability, Moderate, Detect Magic, et al. (use Strength)
- Battle Reflexes
- Magic Resistance
- Rapid Recovery
- Superior Recovery
- Superior Training

Attacks:
Melee UnMelee Unarmed, +7 (+15 + 2 + 0), bruise or grapple, range 1

Equipment:

Roll 1d6. On a 1, nothing. On a 2, trash. On a 3, some sort of trinket. On a 4, a severely damaged magic item. On a 5, a somewhat damaged magic item. On a 6, an undamaged magic item.

Elemental Titan, Living Sandstorm
Size 9, Elemental Titan

Being: 100
Defense: +13
Immune to bruise, frostbite, projectile, psionic, puncture, slash, and toxin damage
Resistance 10 to corrosion damage
Vulnerable to burn damage

Speed: 50
Initiative: -2

Con: +13 Dex: -2 Str: +12 Edu: -10 Wis: +0 Rep: -6

Skills:

- Athletics +3
- Burst of Force +6
- Create Force +6
- Detect Magic +7
- Flight +7
- Investigation +3
- Melee Unarmed +2
- Reshape Earth +4

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed
- Limited Ability, Flight

Positives:
- Ability, Moderate, Burst of Force, et al. (use Strength)
- Battle Reflexes
- Magic Resistance
- Rapid Recovery
- Superior Recovery
- Superior Training

Attacks:
Melee Unarmed, +14 (+12 + 2 + 0), half bruise and half slash damage or grapple, range 1

Equipment:

Roll 1d6. On a 1, nothing. On a 2, trash. On a 3, some sort of trinket. On a 4, a severely damaged magic item. On a 5, a somewhat damaged magic item. On a 6, an undamaged magic item.

Elemental Titan, Living Tornado
Size 9, Elemental Titan

Being: 100
Defense: +14
Immune to bruise, corrosion, projectile, psionic, puncture, slash, and toxin damage
Resistance 10 to frostbite damage
Vulnerable to burn damage

Speed: 45
Initiative: -2

Con: +14 Dex: -2 Str: +14 Edu: -10 Wis: +1 Rep: -6

Skills:

- Athletics +4
- Burst of Force +6
- Create Force +6
- Create Wind +7
- Detect Magic +7
- Flight +7
- Investigation +3
- Melee Unarmed +2
- Reshape Air +5

Elemental Titan, Living Tornado
Size 9, Elemental Titan

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed
- Limited Ability, Flight

Positives:
- Ability, Moderate, Burst of Force, et al. (use Strength)
- Battle Reflexes
- Magic Resistance
- Rapid Recovery
- Superior Recovery
- Superior Training

Attacks:
Melee Unarmed, +16 (+14 + 2 + 0), bruise, slash, or grapple, range 1

Equipment:

Roll 1d6. On a 1, nothing. On a 2, trash. On a 3, some sort of trinket. On a 4, a severely damaged magic item. On a 5, a somewhat damaged magic item. On a 6, an undamaged magic item.

Elemental Titan, Living Tsunami
Size 9, Elemental Titan

Being: 100
Defense: +15
Immune to bruise, corrosion, projectile, psionic, puncture, slash, and toxin damage
Resistance 10 to frostbite damage

Speed: 20, swim 200
Initiative: -1

Con: +15 Dex: -7 Str: +17 Edu: -10 Wis: +1 Rep: -8

Skills:

- Athletics +4
- Detect Magic +7
- Ensnaring Strike +6
- Investigation +4
- Melee Unarmed +2
- Reshape Liquid +5
- Tsunami +6

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Ability, Moderate, Ensnaring Strike, et al. (use Strength)
- Battle Reflexes
- Magic Resistance
- Rapid Recovery
- Superior Recovery
- Superior Training

Attacks:
Melee Unarmed, +6 (+4 + 2 + 0), bruise or grapple, range 1

Equipment:

Roll 1d6. On a 1, nothing. On a 2, trash. On a 3, some sort of trinket. On a 4, a severely damaged magic item. On a 5, a somewhat damaged magic item. On a 6, an undamaged magic item.

Elemental Titan, Living Volcano

Size 9, Elemental Titan

Being: 100
Defense: +25
Immune to burn, corrosion, psionic, and toxin damage
Resistance 4 to bruise, projectile, puncture, and slash damage
Vulnerable to frostbite damage

Speed: 12
Initiative: -10

Con: +23 Dex: -10 Str: +17 Edu: -11 Wis: +0 Rep: +0

Skills:

- Athletics Endurance +2
- Athletics Weightlifting +4
- Detect Magic +7
- Earthquake +4
- Flame Strike +7
- Heat Solid +5
- Investigation +2
- Melee Unarmed +2
- Reshape Earth +5

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Ability, Moderate, Earthquake, et al. (use Strength)
- Battle Reflexes
- Magic Resistance
- Rapid Recovery
- Superior Recovery
- Superior Training
- Tough x2

Attacks:
- Melee Unarmed, +19 (+17 + 2 + 0), half bruise and half burn damage or grapple, range 1

Equipment:

Roll 1d6. On a 1-3, nothing. On a 4, a severely damaged magic item. On a 5, a somewhat damaged magic item. On a 6, an undamaged magic item.

Also known as living calamities, these enormous elementals are literal embodiments of natural forces. Most of these terrible monstrosities grew from humble beginnings. The larger an elemental becomes, the greater its required intake of magic becomes to sustain themselves. Some of these elementals achieve titan status suddenly, and then expire after only a few months. Others achieve this level of power slowly and then live for hundreds of years afterwards. The lifespan of an elemental titan can be quite unpredictable. An undocumented elemental titan is almost always extremely new. A small percentage of the oldest elemental titans have been found to be sentient and intelligent.

The presence of an elemental titan will have far reaching effects on the surrounding environment. Depending on what type of elemental it is, it can have regional effects that extend up to several kilometers away.

These elementals are also so immense, that they have difficulty maintaining the same density as smaller elementals. Other creatures can usually walk in and out of the elemental's area if they are not grappled by it. Depending on how docile the elemental is, creatures may even do this without ever even realizing they did so. A creature inside an elemental titan's space is fully in range of all of its abilities.

Elephant
Size 6, Mammal Beast

Being: 17
Defense: +12

Speed: 22
Initiative: +3

Con: +10 Dex: -3 Str: +11 Edu: -8 Wis: +2 Rep: +0

Skills:

- Athletics Endurance +4
- Athletics Weightlifting +3
- Investigation +2
- Melee Unarmed +2
- Memory +4
- Nature +7
- Navigate +6

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Animal Instinct
- Battle Ready, Major
- Charge
- Spatial Memory
- Survivor
- Tough x2

Attacks:
- Tusk (Melee Unarmed, +4), +17 (+11 + 2 + 4) half bruise and half puncture, range 1
- Trunk (Melee Unarmed, -3), +10 (+11 + 2 - 3) bruise or grapple, range 1
- Trample (Melee Unarmed, +4), +17 (+11 + 2 + 4) bruise, range 0

Equipment: -

Elf
Size 3, Fey Humanoid

Being: 4
Defense: -2

Speed: 12
Initiative: +2

Con: -2 Dex: +2 Str: +0 Edu: +1 Wis: +0 Rep: +0

Skills:

- Arcana +0
- History +1
- Language +0
- Memory +0
- Nature +0
- Typically at least one skill or sub-skill +7

Attributes:

Negatives:
Roll 1d6:
1. Arrogant
2. Cautious
3. Curious
4. Cowardly
5. Child
6. Elderly

Positives:
Roll 1d6:
1. Natural Sprinter
2-3. Expert
4. Skilled
5. Swift
6. Surpass

Attacks:
- Melee Unarmed, -2 (+0 - 2 + 0), bruise or grapple, range 1

Equipment:

6d6 gold. Roll 2d6. On a 5-10, they have 1 magic item. On a 12, they have 2.

Elk or Moose
Size 5, Mammal Beast

Being: 7
Defense: +6

Speed: 35
Initiative: +6

Con: +4 Dex: +0 Str: +6 Edu: -10 Wis: +2 Rep: +0

Skills:

- Athletics Endurance +4
- Athletics Weightlifting +2
- Investigation +3
- Melee Unarmed +2
- Nature +7
- Navigate +5

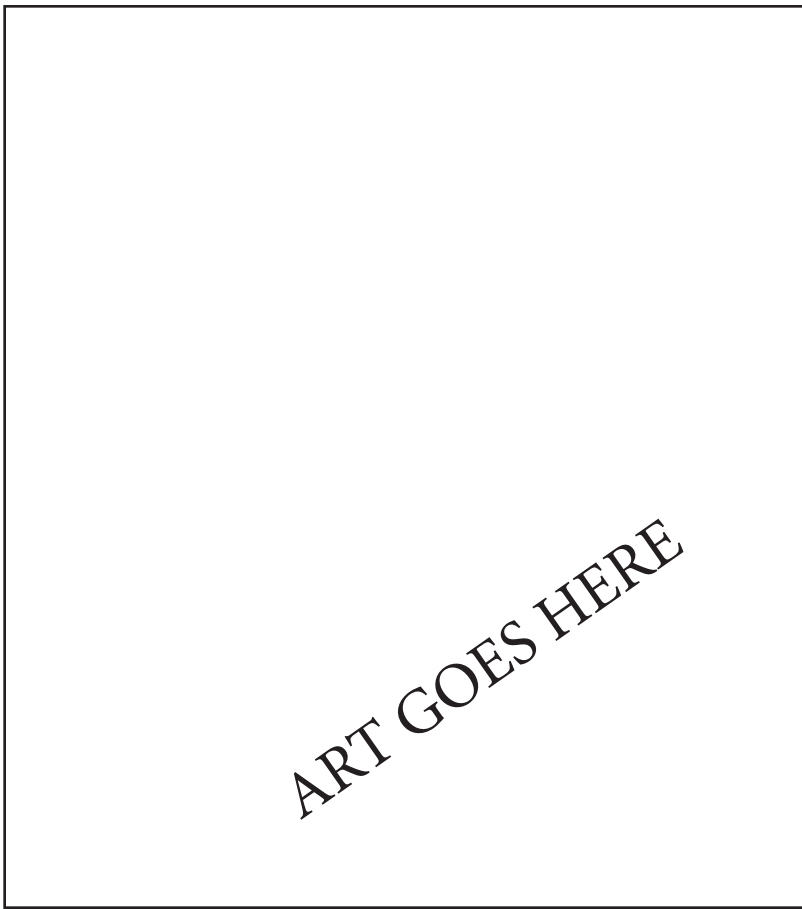
Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Animal Instinct
- Battle Ready, Major
- Battle Reflexes
- Charge
- Natural Sprinter
- Tough x2

Attacks:
- Antlers (Melee Unarmed, +3), +11 (+6 + 2 + 3) half puncture and half bruise, range 1
- Trample (Melee Unarmed, +2), +10 (+6 + 2 + 2) bruise, range 1

Equipment: -



Fairy
Size 1, Fey Humanoid

Being: 4
Defense: -2

Speed: 3, fly 20
Initiative: +3

Con: -2 Dex: +3 Str: -5 Edu: +0 Wis: +0 Rep: +1

Skills:

Arcana Enchantment +2
Animal Handling +0
Investigation +0
Nature +1
Stealth +2
Additionally increase one of the above skills by +2 or add Athletics Acrobatics +2

Spells: 3 attempts

Enchanted Sleep
1 other Enchantment spell

Attributes:

Negatives:
Roll 1d6:
1. Bad with Names
2. Curious
3. Lazy
4. Clueless
5. Cowardly
6. Forgetful.

Positives:
Roll 1d6:
1. Green Thumb
2. Font of Magic
3. Swift
4. Skywalker
5. Improved Dodge
6. Ability, Moderate

Attacks:
Melee Unarmed, -7 (-5 - 2 + 0), bruise or grapple, range 1

Equipment:

Roll 1d6. On a 1, nothing. On a 2, berries or mushrooms. On a 3, some trinket. On a 4, a poison needle (counts as a dagger, deals an additional 6 toxin damage on the first hit). On a 5, a gemstone. On a 6, a small magic item.

Ferret
Size 1, Mammal Beast

Being: 3
Defense: -2

Speed: 13, swim 6
Initiative: +10

Con: -2 Dex: +4 Str: -8 Edu: -9 Wis: +2 Rep: +0

Skills:

Athletics Acrobatics +2
Investigation +4
Melee Unarmed +0
Nature +7
Navigate +3
Stealth +4

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Animal Instinct
Battle Ready, Major

Attacks:
Bite (Melee Unarmed, +0), -8 (-8 + 0 + 0) puncture or grapple, range 0

Equipment: -

Fox
Size 2, Mammal Beast

Being: 3
Defense: +0

Speed: 33
Initiative: +9

Con: +0 Dex: +3 Str: -6 Edu: -9 Wis: +2 Rep: +0

Skills:

Athletics Acrobatics +1
Athletics Endurance +1
Investigation +5
Melee Unarmed +3
Nature +7
Navigate +4
Stealth +4

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Animal Instinct
Battle Ready, Major
Battle Reflexes
Charge

Attacks:
Bite (Melee Unarmed, +1), -2 (-6 + 3 + 1) puncture or grapple, range 1
Claw (Melee Unarmed, +0), -3 (-6 + 3 + 0) slash, range 1

Equipment: -

Frog or Toad
Size 1, Amphibian Beast

Being: 2
Defense: -4

Speed: 9, swim 5
Initiative: +9

Con: -4 Dex: +5 Str: -10 Edu: -11 Wis: +0 Rep: +0

Skills:

Athletics Acrobatics +2
Investigation +2
Melee Unarmed +2
Nature +7
Navigate +2
Stealth +4

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Animal Instinct
Battle Ready, Moderate
Martial Artist

Attacks:
Bite (Melee Unarmed, +0), -7 (-10 + 2 + 1) bruise or grapple, range 0
Tongue (Melee Unarmed, Ranged, +1), +8 (+5 + 2 + 1) grapple, range 1

Equipment: -

Giant
Size 7, Giant Humanoid

Being: 65
Defense: +15

Speed: 30
Initiative: -6

Con: +15 Dex: -6 Str: +12 Edu: +1 Wis: +1 Rep: -4

Skills:

Animal Handling +2
Athletics +1
History +0
Investigation +1
Melee +0
Memory +1
Nature +2
Navigation +2
Persuade Diplomacy +1

Attributes:

Negatives:
Magically Inept
Roll 1d6:
1-2. Enemy
3. Missing Finger
4. Allergy Moderate
5. Elderly
6. Bloodthirsty
Roll 1d6:
1. Allergy Moderate
2. Greedy
3. Overconfident
4. Broke
5. Angry
6. Vengeful

Positives:
Magic Resistant
Strong Stomach
Roll 1d6:
1. Green Thumb
2. Brave
3. Leader
4. Tactician
5. Parcel of Land
6. Berserk

Giant
Size 7, Giant Humanoid

Attacks:
Melee Unarmed, +12 (+12 + 0 + 0), bruise or grapple, range 1

Equipment:

Roll 1d6. On a 1, nothing. On a 2, a club. On a 3, a spear. On a 4, a knife On a 5, an axe. On a 6, a mace.
Roll 1d6. On a 1-2, nothing. On a 3, several roasted boars. On a 4, a giant waterskin. On a 5, bread. On a 6, all three of the above.
Roll 1d6. On a 1, nothing. On a 2, a simple treasure or rare commodity. On a 3, 4d6 x 10 gold and 3d6 - 3 jewels. On a 4, one magic item. On a 5, two magic items. On a 6, roll two more times.

Giant, Hill or Cyclops variant
Size 6, Giant Humanoid

Being: 42
Defense: +15

Speed: 26
Initiative: -7

Con: +15 Dex: -7 Str: +11 Edu: -3 Wis: -2 Rep: -6

Skills:

Animal Handling +0
Athletics Endurance +2
Athletics Weightlifting +1
History +0
Melee Bludgeons +1
Nature +4
Navigation +0
Persuade Intimidation +1

Attributes:

Negatives:
Magically Inept
Roll 1d6:
1-2. One Eye
3. Breaking Things
4. Greedy
5. Bloodthirsty
6. Roll two more times

Positives:
Magic Resistant
Strong Stomach
Roll 1d6:
1. Green Thumb
2. Brave
3-4. none
5-6. Berserk

Attacks:
Melee Unarmed, +11 (+11 + 0 + 0), bruise or grapple, range 1

Equipment:

Roll 1d6. On a 1, nothing. On a 2-3, a club. On a 4, a spear. On a 5, a knife On a 6, an axe.
Roll 1d6. On a 1, a live animal. On a 2, hard tack. On a 3, stolen human food. On a 4, a giant waterskin. On a 5, two live animals. On a 6, roll two more times.
Roll 1d6. On a 1-3, nothing. On a 4, 3d6 x 10 gold. On a 5, one magic item. On a 6, two magic items.

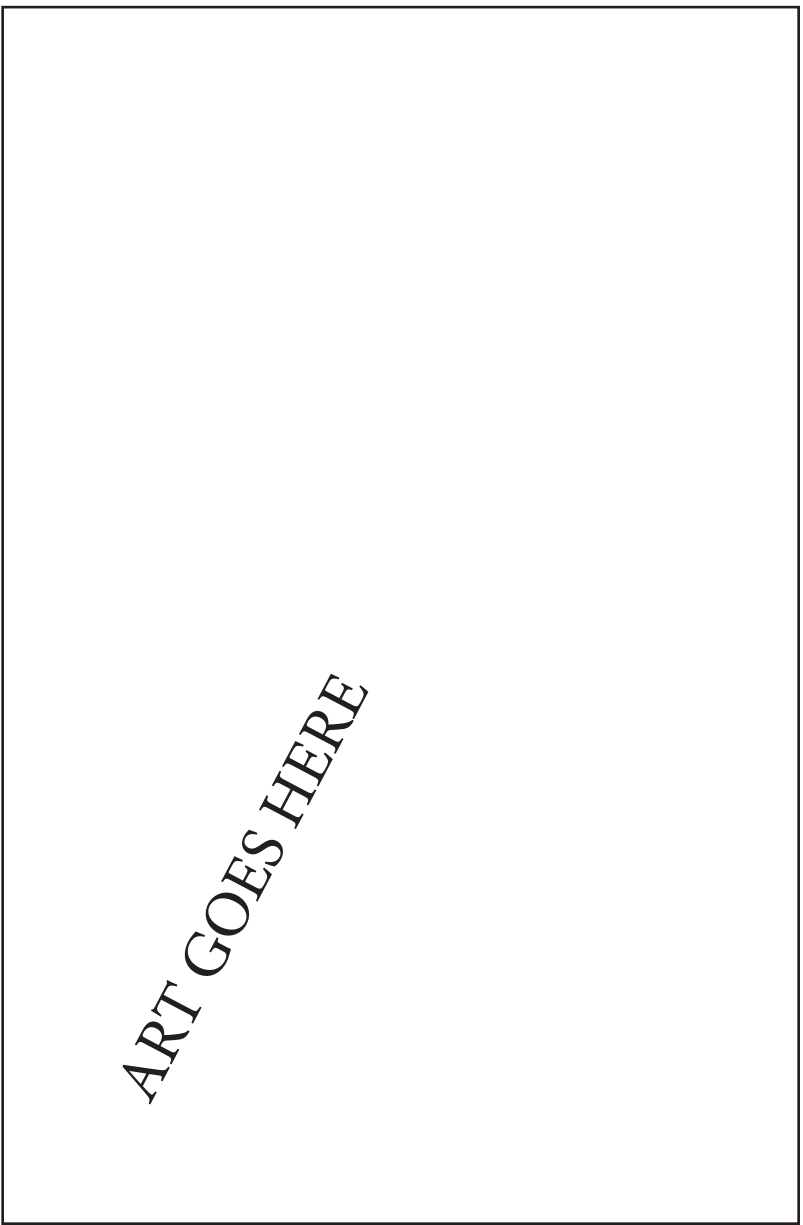
The exact origin of giants is unclear, seemingly lost to history. One thing they know for certain, that they were created with a purpose. Every giant feels this knowledge slumbering deep inside them. But created by whom, and for what, it appears none can say. Most historians and biologists believe that the giants pre-date humans along with the behemoths, though they have yet to find concrete proof.

Giants are deeply connected to the land itself. Their creation resonates with the planet as a whole, linking them not only to the natural order of things, but also to the world's

purpose and destiny as it spins through the cosmos.

For reasons similarly unknown, it is nearly impossible for giants to become spellcasters. They are naturally magic resistant, and for some odd reason the majority of them cannot cast any kind of spell without the assistance of some other race's artificy. There have been a few exceptions throughout history, but they are incredibly rare and require immense effort. Very few giants care about learning spellcasting however, so they don't really consider this to be an issue.

Giants conform to a loosely defined oligarchy where each giant views his or herself the same way a human views their own nation. They gauge each other based on raw power and material wealth. They form alliances, factions, and rivalries that can last anywhere from one hour to one thousand years in a constantly shifting power struggle with no clear goal. Sometimes it seems their main priority is preserving the dignity of their race. Other times it seems their only concern is gaining more material wealth. Many giants are obsessed with the idea of possessing some sort of lavish domain. It could be a fiefdom, a mountain, an elaborate palace, or any other grandiose display of land ownership and nobility.



They are almost exclusively solitary creatures. They rarely form unions of marriage and almost always avoid forming permanent communities of any kind.

The giants' dwindling numbers have resulted in a somewhat inbred population. Giants that possess these inbreeding mutations are sometimes referred to as hill giants. One particular strain of hill giants are the cyclopes. A previous attempt by a certain group of giants to establish a "pure" royal giant bloodline ultimately resulted in the first cyclops. This would-be bloodline became the laughing stock of the giant community and the cyclopes now reside at the bottom of their pecking order. Some refuse to even acknowledge hill giants as fellow members of the species.

Giant Kind
Size 3, Giant Humanoid

Being: 5
Defense: +2

Speed: 16
Initiative: -1

Con: +2 Dex: -1 Str: +3 Edu: -1 Wis: +1 Rep: +0

Skills:

Animal Handling +0
Athletics +0
Melee +0
Nature +1
Navigation +0

Attributes:

Negatives:
Roll 1d6:
1. none
2. Breaking Things
3. Dyslexic
4. Illiterate
5. Angry
6. Elderly

Positives:
Roll 1d6:
1. none
2. Skilled
3. Strong Stomach
4. Peace Maker
5. Tough
6. Magic Resistant

Attacks:
Melee Unarmed, +3 (+3 + 0 + 0), bruise or grapple, range 1

Equipment:

Roll 1d6. On a 1, nothing. On a 2, camping gear. On a 3, gardening tools. On a 4, 2d6 gold. On a 5, some trinket. On a 6, some other type of trade tools.
Roll 1d6. On a 1-2, nothing. On a 3, a basket of food. On a 4, a knife. On a 5, 3d6 gold. On a 6, some sort of farm animal.
Roll 1d6. On a 1-3, nothing. On a 4, one hundred gold. On a 5, a handcart. On a 6, one magic item.

Giant Type

Magically enlarged species may roam across the landscape of your setting. Modify a beast creature using the following instructions. Add Giant to their tags. Increase size by 3. Increase their strength by +12. Increase their Constitution by +15. Decrease their dexterity by -6. Increase their Being by their new size times their old size^2. (Ex.: Size 1 becomes size 4, 4 x 1^2 = 4. Increase their Being by +4. Size 3 becomes size 6, 6 x 3^2 = 56. Increase their Being by +56.) If the old size was 0, instead increase their Being by +3.

Giraffe
Size 5, Mammal Beast

Being: 11
Defense: +5

Speed: 32
Initiative: +6

Con: +4 Dex: +0 Str: +6 Edu: -10 Wis: +1 Rep: +0

Skills:

Athletics Endurance +3
Investigation +3
Melee Unarmed +1
Nature +7
Navigate +4

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Animal Instinct
Battle Ready, Major
Charge
Natural Sprinter
Tough

Attacks:
Melee Unarmed (+0), +7 (+6 + 1 + 0) bruise or grapple, range 2
Trample (Melee Unarmed, +2), +9 (+6 + 1 + 2) bruise, range 1

Equipment: -

Gnome
Size 2, Humanoid

Being: 4
Defense: +0

Speed: 8
Initiative: +3

Con: +0 Dex: +3 Str: -3 Edu: +1 Wis: +1 Rep: +0

Skills:

Animal Handling +0
Arcana +0
Persuade +0
Memory +0
Nature +1
Stealth +0
1 skill or sub-skill +3

Attributes:

Negatives:
Roll 1d6:
1. Cautious
2. Loquacious
3. Pacifist
4. Cowardly
5. Indecisive
6. Obese

Positives:
Roll 1d6:
1. Good Cook
2. Green Thumb
3. Handy Man
4. Battle Ready, Moderate
5. Improved Dodge
6. Adept

Attacks:
Melee Unarmed, -3 (-3 - 2 + 0), bruise or grapple, range 1

Equipment:

Roll 1d6. On a 1, trade tools. On a 2, bow and 4d6 arrows. On a 3, a bag of herbs. On a 4, camping gear. On a 5-6, nothing.
Roll 1d6. On a 1, a knife. On a 2, bedroll. On a 3, foraged food. On a 4, a game bag with one or more kills, On a 5, a wheelbarrow. On a 6, nothing.
Roll 1d6. On a 1, nothing. On a 2, roll twice. On a 3, 10 gold. On a 4, 2d6 x 6 gold. On a 5, a magic item. On a 6, 2d6 - 1 gemstones.

Goblin
Size 2, Fey Humanoid

Being: 4
Defense: +0

Speed: 9
Initiative: +0

Con: +0 Dex: +0 Str: -1 Edu: +0 Wis: -1 Rep: -3

Skills:

Athletics +0
Engineering +0
Melee +1
Memory +0
Ranged +1
Stealth +0
1 sub-skill +3

Attributes:

Negatives:
Roll 1d6 twice
1. Small
2-4. Greedy
5. Angry
6. Bloodthirsty
If you roll Greedy a second time, they gain Vengeful instead.

Positives:
Roll 1d6:
1. Tactician
2. Favored Weapon
3. Battle Ready, Moderate
4. Improved Dodge
5. Handy Man
6. Battle Reflexes

Attacks:
Dagger (Melee Small Blades +1), +1 (-1 + 1 + 1), puncture or slash, range 1, thrown 20 (projectile)
Melee Unarmed, +0 (-1 + 1 + 0), bludgeoning or grapple, range 1

Equipment:

Dagger
Roll 1d6. On a 1, nothing. On a 2, crude tools. On a 3, a spare dagger. On a 4, a bow and 4d6 arrows. On a 5, a shortsword. On a 6, a spear.
Roll 1d6. On a 1, nothing. On a 2-3, another spare dagger. On a 4, leather armor. On a 5, chain mail. On a 6, roll a second time on the next line.
Roll 1d6. On a 1, nothing. On a 2, stolen food. On a 3, foraged food. On a 4, 2d6 gold. On a 5, 2d6 x 2d6 gold. On a 6, a magic item.

It should not come as a shock to anyone that goblins like to make traps. A sample list of goblin traps and other structures is provided here. In terms of game mechanics, traps are treated as combat encounters. When the trap is triggered, initiative is rolled. Each trap follows a predetermined set of actions, spending all of its initiative points on its turn to complete those actions unless otherwise specified.

Trap	Initiative bonus, Actions/Effects
Crossbow Trap	+10, The crossbow will make a +8 attack against the creature that triggered the trap, dealing projectile damage. This trap takes no subsequent actions.
Log Trap	+5, The log will make a +7 area attack against the creature that triggered the trap and each creature adjacent to it, dealing bruise damage. A spiked log will deal half puncture and half bruise and gets a +2 bonus. This trap takes no subsequent actions.
Pit Fall Trap	+7, This trap will make a +12 attack against the creature that triggered the trap to grapple it. If the creature is grappled, they fall into a hole and take 3 bruise damage minus their dexterity. The grapple immediately ends and this trap takes no subsequent actions. Additional effects or combat rounds may be added based on what is at the bottom of the pit.
Firebomb	+ 10, This trap holds all of its first round initiative points while a fuse burns down. In the second round, it spends all of its initiative points to make a +14 range 4 area attack roll that deals half burn damage and half bruise damage. This trap takes no subsequent actions.
Rope Snare	+8, The snare makes a +7 attack roll to grapple the creature that triggered it. This trap takes no subsequent actions.
Spiked Snare	+10, The snare makes a +10 attack roll on the creature that triggered the trap, dealing non-lethal puncture damage. If it spent enough initiative points for a second standard action, it then makes the same roll again to grapple the creature. This trap takes no subsequent actions.

Trap	Initiative bonus, Actions/Effects
Barricade	This item has 18 HP and a defense of +8. A failed roll to climb or jump over it may result in puncture damage. While this item is not a trap itself, it may include traps as part of its construction.
Poison Gas Cloud	+8, This trap makes a +10 range 6 area attack roll that ignores armor (that isn't vacuum sealed) and deals toxin damage. This damage can optionally be non-lethal. This trap takes no subsequent actions.
Swinging Axe	+7, One or more axes make +5 attack rolls against any creatures within a predetermined space, dealing slash damage. Roll once, using that result for each axe. This trap takes no subsequent actions.
Collapsing Ceiling	+8, The ceiling makes a +11 area attack roll with a radius equal to the size of the room that deals bruise damage. If it spent enough initiative points for a second standard action, it then makes the same roll again to grapple each creature inside its radius. This trap takes no subsequent actions.
Smoke Bombs	+8, This trap spends one standard action to immediately grant total penetrable cover to each creature inside its radius.
Spring Loaded Locking Door	+9, This trap holds all of its first round initiative points. At the beginning of the second round, it spends all of its initiative points closing as a move action. If a creature is caught in its doorway, it makes a +7 attack roll to grapple that creature as part of the same action. This trap takes no subsequent actions. Opening the door requires a -7 strength based roll or a -6 Engineering Mechanical roll.

Gorgon
Size 3, Humanoid Fey Horror

Being: 11
Defense: +3

Speed: 16
Initiative: +3

Con: +2 Dex: +1 Str: +1 Edu: -1 Wis: -1 Rep: -4

Skills:

Animal Handling +0
Athletics +0
Investigation +4
Melee Unarmed +1
Nature +7
Petrification +10
Stealth +4
1 or 2 skills or sub-skills +6

Attributes:

Negatives:
At least 1 negative attribute

Positives:
Ability, Major, Petrification (uses dexterity)
Battle Ready, Moderate
Tough
Roll 1d6:
1. Assassin
2. Animal Instinct
3. Superior Training
4. Swift
5. Survivor
6. roll two more times.

Attacks:
Melee Unarmed, +2 (+1 + 1 + 0), bruise or grapple, range 1

Equipment:

Roll 1d6. On a 1, a shortsword. On a 2, bow and 5d6 arrows. On a 3, 1d6 books. On a 4-5, leather armor. On a 6, one magic item.
Roll 1d6. On a 1-2, a thrown or ranged weapon. On a 3, 5d6 gold. On a 4, plated leather. On a 5-6, a magic item.

Gorgons are a race of cursed humans. Part of the curse includes an eternal youth. In their mid-twenties they stop aging, dooming them to live in eternal solitude. They cannot petrify themselves, but they can petrify each other. The only way to prevent their petrification ability from activating is to either cover or remove both their eyes and hair. Blind creatures are immune to their petrification. Many gorgons are eerily beautiful, though the few mortals who have witnessed their beauty either slew them or were slain by them. When two gorgons encounter each other, they may form a relationship, but they do so without ever seeing the other one, lest the tale end tragically. The child of a gorgon is always a gorgon.

In their solitude, many dedicate themselves to mastering a particular craft, such as an art form, a weapon, or an area of scientific research. A few have two dedicated crafts.

Gorgon, Constrictor variant

On rare occasion, a gorgon is born slightly more monstrous than their kin. For the constrictor variant, increase their size by 1, their strength by +3, their constitution by +1, and they gain the Martial Artist attribute.

Gorgon, Venomous variant

The venomous variant gains the Ability, Moderate, Poison Strike attribute (uses constitution) with a +5 modifier, fangs as a +0 Melee Unarmed puncture weapon and the Martial Artist attribute.

Gorgon, Winged variant

The winged variant gains claws (+1 Melee Unarmed slash weapon), a fly speed of 30, and the Improved Dodge attribute.

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Gremlin
Size 1, Fey

Being: 2
Defense: +1

Speed: 13
Initiative: +5

Con: +0 Dex: +1 Str: -3 Edu: +0 Wis: -4 Rep: -4

Skills:

Artillery +1
Engineering +7
Firearms +1
Investigation +7
Stealth +7

Attributes:

Negatives:
Breaking Things
Reckless

Positives:
Battle Ready. Moderate
Survivor
Tough

Attacks:
Melee Unarmed, -5 (-3 - 2 + 0), bruise, slash, or grapple, range 1

Equipment:

1d6 - 1 gold and random junk, bits, and bobbles

Gremlins are living manifestations of anxiety and pessimism. They embody chaos and irresponsibility. Failure to cope with or reign in anxiety or negativity, especially over things outside of one's control, could bring a gremlin into existence. That gremlin will then begin working to confirm the anxieties or worries that created them. They feed on these negativities. If their source of nutrition is cut off or if they are driven away, then they will find a gremlin colony to join.

Colonies migrate aimlessly, creating pointless, thoughtless chaos. Rearranging stuff in your house, breaking things, making messes, and occasionally causing massive catastrophes, gremlin colonies are led arbitrarily from endeavor to endeavor by an alpha. The colony will blindly follow whatever plans the alpha lays. The alpha is chosen by collective agreement with no formal voting. The most common cause of death for alphas, as well as most gremlins, is an accident that is their own fault.

Griffin
Size 4, Predator Bird Fey Beast

Being: 11
Defense: +5
Resistance 5 to frostbite damage

Speed: 40, fly 85
Initiative: +5

Con: +4 Dex: +3 Str: +6 Edu: -9 Wis: +1 Rep: -3

Skills:

Athletics +3
Investigation +9
Melee Unarmed +4
CNature +7
Stealth +0

Attributes:

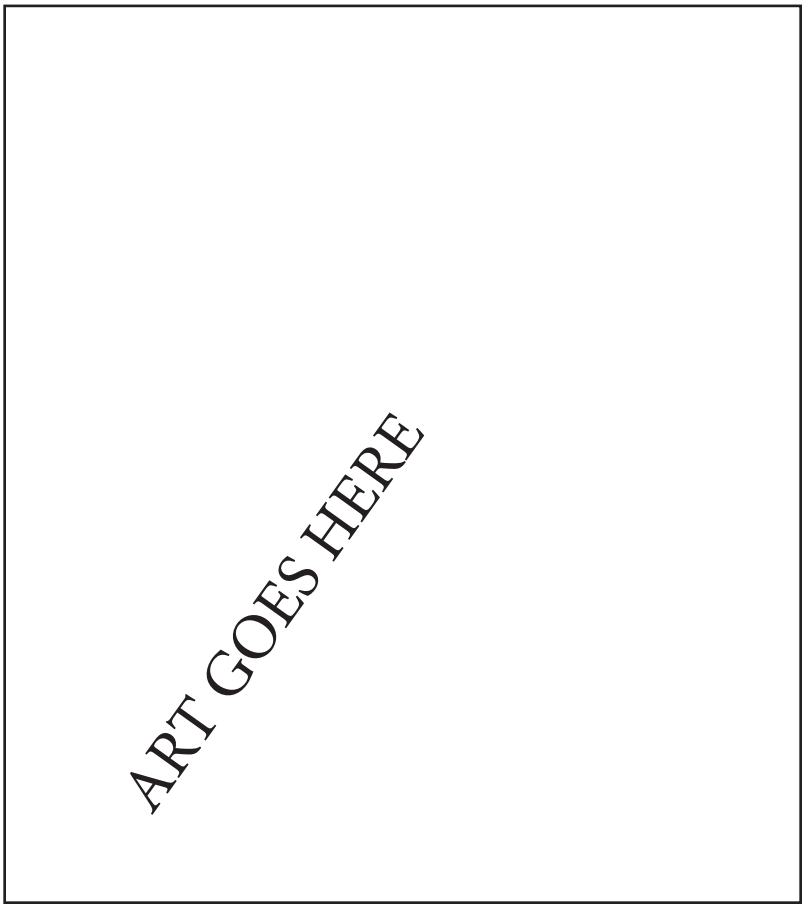
Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Battle Ready, Minor
Charge
Martial Artist
Skywalker
Surpass, Investigation
Tough

Attacks:
Bite (Melee Unarmed, +2), +12 (+6 + 4 + 2), half bruise and half slash, range 1
Talon (Melee Unarmed, +2), +12 (+6 + 4 + 2), slash or grapple, range 1

Equipment:

Nest:
3d6 x 6 gold, 3d6 - 3 gemstones, 4d6 trinkets and jewelry, 2d6 - 2 pieces of armor, 1d6 - 1 weapons, assorted trash or discarded camping gear, and shreds of cloth.
Roll 1d6. On a 5 there is one magic item. On a 6 there is two.



Groot-slang
Size 6, Predator Mammal Horror

Being: 22
Defense: +11

Speed: 11, swim 12
Initiative: -1

Con: +8 Dex: -5 Str: +12 Edu: -10 Wis: +3 Rep: -5

Skills:

Investigation +6
Melee Unarmed +3
Nature +7
Stealth +6
Tongue +7

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Animal Instinct
Battle Ready, Moderate
Charge
Custom Skill, Tongue
Strong Stomach
Survivor

Attacks:
Bite (Melee Unarmed, +3), +18 (+12 + 3 + 3), half bruise and half puncture or grapple, range 3
Tail (Melee Unarmed, +2), +17 (+12 + 3 + 2), bruise, range 3
Tongue, +19 (+12 + 7 + 0), grapple, range 7
Trample (Melee Unarmed, +3), +18 (+12 + 3 + 3), bruise, range 0 (area range 2)

Groot-slang
Size 6, Predator Mammal Horror

Equipment:

Hoard:
(6d6 - 6) x 12 gold, (2d6 - 2) x 12 gemstones, tarnished or damaged armor, weapons, and equipment.
Roll 1d6. On a 5 there is one magic item. On a 6 there is two.
Roll 3d6. On a 16 or higher, the groot-slang's lair is connected to a vein of precious metal or gemstone.

The groot-slang is a cave-dwelling omnivore that lives in jungle and coastal regions. It prefers large caves near sources of freshwater. Occasionally, they will dig a lair for themselves. They typically leave their lairs during the day to forage for fruit and carrion. They have also been known to ambush prey at watering holes, typically from beneath the water's surface. Their skin is uniquely suited for camouflage in both sea caves and solutional caves, allowing them to blend into the stone around them. They have a curious ability to smell gems and precious metals. They have a curious habit of eating them and hoarding them. One theory suggests they do this to aid in digestion, the same way crocodiles swallow gastroliths. Another unique feature of the groot-slang is its tongue, which will whip in and out of its mouth like a snake's and shoot out of its mouth to catch prey like a frog's. It has three fleshy, flexible appendages at the end of its tongue for grabbing food and treasure.

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Hag
Size 3, Humanoid Fey Horror

Being: 20
Defense: +6
Resistance 4 necrosis, and psionic damage
Immune to frostbite, burn, and toxin damage

Speed: 19
Initiative: +3

Con: +3 Dex: +1 Str: +3 Edu: +4 Wis: +3 Rep: -5

Skills:

- Arcana Alchemy +3
- Arcana Artificy +3
- Arcana Conjuration +3
- Arcana Divination +4
- Arcana Enchantment +6
- Arcana Induction +4
- Arcana Necromancy +4
- Arcana Psionics +2
- History +1
- Investigation +1
- Melee +0
- Memory +2
- Nature +6
- Persuade Deception +5
- Persuade Intimidation +4
- Persuade Diplomacy +3
- Stealth +0
- Tactics +1

Spells: 44 attempts

- Animate
- Befriend
- Biological Attribute
- Blessing or Curse, Chronic Illness
- Blessing or Curse, Dumb
- Blessing or Curse, Magically Inept
- Blessing or Curse, Phobia
- Brew Potion
- Blast of Fire
- Cone of Fire
- Cone of Poison
- Confusion
- Conjure Familiar
- Contact
- Continuous Flame
- Create Contagion
- Create Undead
- Counterspell
- Detect Magic
- Draw Cells
- Dream a Place
- Enchant Location, Advantage
- Enchant Writing with a Spell
- Enchanted Sleep
- Force Polymorph
- Locate Object
- Magic Eye
- Magic Lock
- Magical Trap
- Make Flying Broom
- Personage
- Push Thoughts
- Take Beast Shape, Crow
- Take Beast Shape, Frog
- Take Beast Shape, Pig
- Transmute Water

Attributes:

Negatives:
- Insanity
- Ugly

Positives:
- Battle Ready, Minor
- Casting Technique, Components
- Demonic Spellcasting
- Font of Magic x12
- Survivor

Attacks:
- Dagger (Melee Small Blades +1), +4 (+3 + 0 + 1), puncture or slash, range 1, thrown 20 (projectile)
- Melee Unarmed, +3 (+3 + 0 + 0), bruise, slash, or grapple, range 1

Equipment:

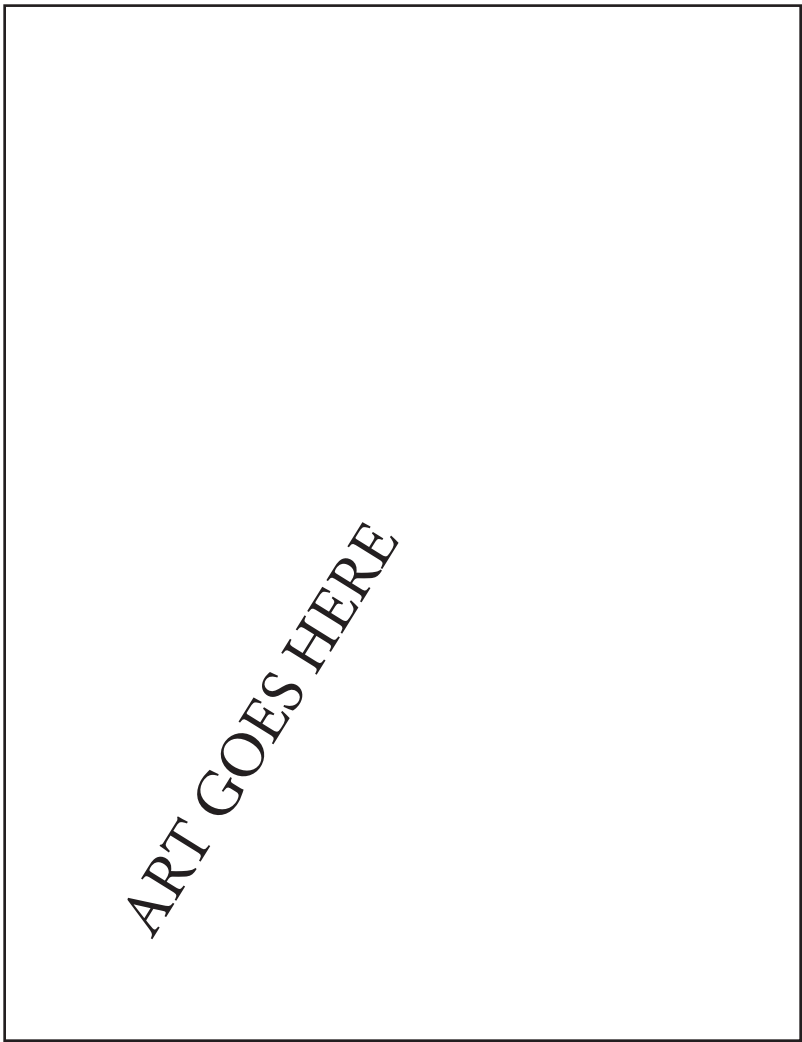
Dagger, 2 magic items, spellcasting components.
Roll 1d6. On a 1, cryptic notes. On a 2-3, 1d6 potions. On a 4, a set of keys. On a 5-6, a heavy hooded cloak.

Hags are female humanoid spellcasters who have been permanently corrupted by evil magic. Their exact history and origins are their most closely guarded secret. It is unclear how many of them even know it.

There are three things which all hags enjoy: torturing and killing men, enslaving and occasionally eating children, and creating new hags. They always refer to each other as "sister" or "my sister." They will also refer to potential hags in this way. Creating a new hag involves a ritual performed under a new moon and a horrible potion that racks the body and mind with horrible pain as it twists them into something wicked and gross. The potion greatly increases their physical strength and longevity.

It is unknown whether a man can become a hag, but in any case they would never allow such a thing. While they have little to no trust of one another, and would just as quickly use and steal from each other as they would help, there are a few things they are unanimously adamant about. They will occasionally organize into covens if the benefits outweigh the risks. A hag coven is a powerful and dangerous spellcasting circle indeed.

Their schemes can be as convoluted as they are evil and often involve elaborate contingencies and escape routes. Most hags will hoard magical knowledge in books, tomes, and scrolls, giving them access to a great number of spells and names. They will also tend to establish workspaces or lairs where they can concoct their schemes. Many enjoy having subordinates, slaves, or pets. It should additionally be noted that though they are all evil and insane, it is not impossible to reason or bargain with them.



Harpy
Size 3, Predator Fey Humanoid

Being: 5
Defense: +2
Resistance 2 to frostbite damage

Speed: 12, fly 58
Initiative: +7

Con: +1 Dex: +5 Str: +1 Edu: -9 Wis: -1 Rep: -4

Skills:

Athletics +2
Investigation +4
Language +0
Melee Unarmed +3
Nature +7
Navigation +4
Stealth +0

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Animal Instinct
- Battle Ready, Moderate
- Charge
- Skywalker
- Strong Stomach
- Natural Sprinter

Attacks:
Bite (Melee Unarmed, +0), +4 (+1 + 3 + 0), puncture or grapple, range 1
Talon (Melee Unarmed, +1), +5 (+1 + 3 + 1), slash or grapple, range 1

Equipment:

Roll 1d6. On a 6, they are carrying a small weapon that they do not know how to use.
Roll 3d6. On a 3-5, they are carrying some sort of letter or package for another more powerful creature.
Nest:
2d6 - 2 gold, 1d6 trinkets, scraps of cloth and paper

ART GOES HERE

Harvest Titan
Size 3, Humanoid Titan

Being: 120
Defense: +4

Speed: 14
Initiative: -1

Con: +3 Dex: -1 Str: +0 Edu: +4 Wis: +3 Rep: +3

Skills:

Arcana +7
Animal Handling +7
Banish Weather +10
Connect with Nature +10
Create Feast +10
Create Meal +10
Create Weather +10
Mass Invigorate +10
Nature +7
Rapid Plant Growth +10 Reshape Earth +10
Reshape Liquid +10
Science +0
Summon Rain +10
Trade Farming +10

Spells: 105 attempts

Banish Weather
Connect with Nature
Create Feast
Create Meal
Create Weather
Rapid Plant Growth
Reshaoe Earth
Reshape Liquid
Summon Rain

Attributes:

Negatives: -

Positives:
- Ability, Moderate, Connect with Nature, et al. (use education)
- Good Cook
- Green Thumb
- Immortal
- Magic Resistant
- Morning Person
- Rapid Recovery
- Superior Recovery

Attacks:
Melee Unarmed, -2 (+0 - 2 + 0), bruise or grapple, range 1

Equipment:

Bread, cheese, dried or candied fruits, water, and some farming tools

A harvest titan loves a good autumn festival. Harvest titans do not generally care much about balance or ecosystems. Those are self-correcting systems, and besides they have the nature titans to worry over them. The harvest titans love to see the land cultivated and utilized. They love to see families being fed and hard work paying off. They are self-appointed guardians and nurturers of humanity. Some are nomadic, observing how populations and cultures will shift and change over time. Others will become attached to specific locations or communities. A few will grow accustomed to being worshiped and begin asking for payment or tribute.

Hedgehog
Size 1, Mammal Beast

Being: 2
Defense: -4

Speed: 3
Initiative: +5

Con: -4 Dex: +1 Str: -10 Edu: -11 Wis: -1 Rep: +0

Skills:

Investigation +0
Nature +7
Navigate +1
Stealth +3

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Animal Instinct
Battle Ready, Moderate

Attacks:
Bite (Melee Unarmed, +0), -12 (-10 - 2 + 0) puncture or grapple, range 0

Equipment: -

Hellhound
Size 3, Predator Mammal Beast Demon

Being: 10
Defense: +5
Resistance 2 to frostbite damage

Speed: 40
Initiative: +6

Con: +3 Dex: +2 Str: +2 Edu: -9 Wis: -1 Rep: -6

Skills:

Athletics Acrobatics +1
Athletics Endurance +3
Athletics Weightlifting +3
Investigation +6
Melee Unarmed +5
Nature +0
Navigate +4
Stealth +1

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Battle Ready, Moderate
Charge
Demonic Spellcasting
Natural Sprinter
Tough x2

Attacks:
Bite (Melee Unarmed, +1), +8 (+2 + 5 + 1), puncture or grapple, range 1
Claw (Melee Unarmed, +0), +7 (+2 + 5 + 0), slash, range 1

Equipment: -

Roll once or twice on the demon mutation table for hellhounds.

Hide Behind
Size 4, Predator Fey Horror

Being: 8
Defense: +1

Speed: 41
Initiative: +16

Con: +1 Dex: +10 Str: +4 Edu: -6 Wis: +0 Rep: -5

Skills:

Athletics +3
Investigation +7
Melee Unarmed +4
Nature +5
Navigation +5
Stealth +10

Attributes:

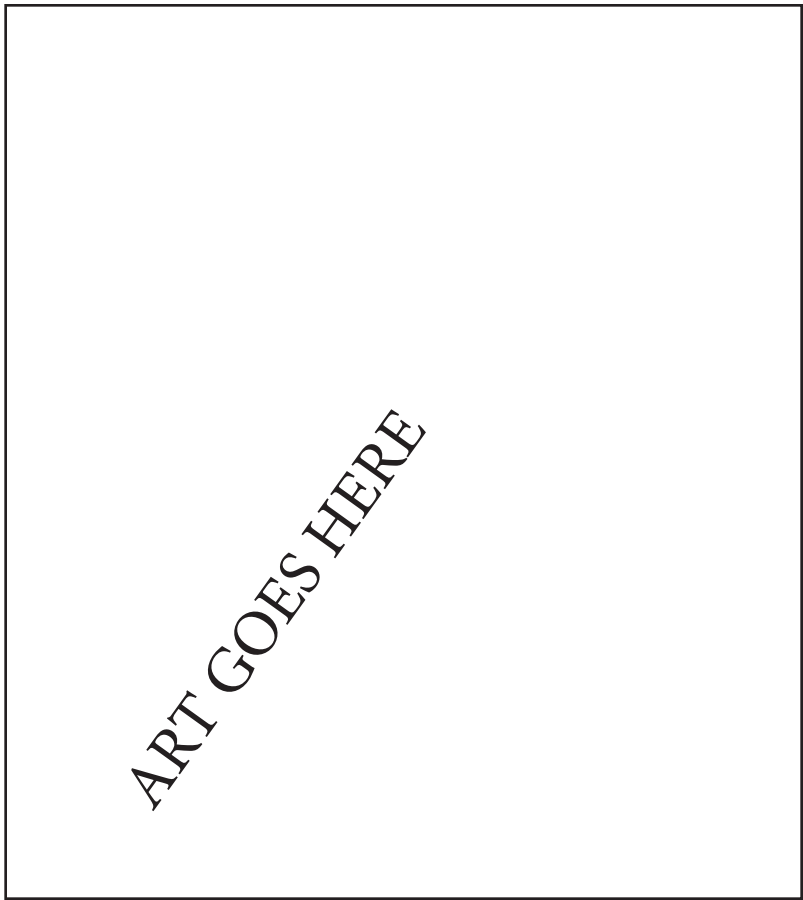
Negatives:
Allergy, Major, Alcohol

Positives:
Assassin
Battle Ready, Major
Improved Dodge
Morning Person

Attacks:
Bite (Melee Unarmed, +1), +9 (+4 + 4 + 1), puncture or grapple, range 1
Melee Unarmed, +8 (+4 + 4 + 0), bruise or grapple, range 2

Equipment: -

A murderer who attempts to hide from justice in the mountains of North America may end up hiding forever. The hide behind is a cursed fey creature that fears being seen above all else. They stalk their prey patiently and leave no trace of it behind. Their preferred diet is humans. For obvious reasons, it is unclear if they age. They can starve to death and they can be killed. However, a hide behind corpse will completely disappear as soon as no one is looking at it.



Hippopotamus
Size 5, Aquatic Mammal Beast

Being: 9
Defense: +9

Speed: 16, swim 9
Initiative: +4

Con: +6 Dex: -2 Str: +6 Edu: -11 Wis: +1 Rep: -1

Skills:

Athletics Endurance +1
Athletics Weightlifting +1
Investigation +2
Melee Unarmed +1
Nature +7
Navigate +3
Stealth +0

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Animal Instinct
Battle Ready, Major
Charge
Survivor
Tough x3

Attacks:
Bite (Melee Unarmed, +3), +10 (+6 + 1 + 3) half bruise and half puncture or grapple, range 1
Trample (Melee Unarmed, +2), +9 (+6 + 1 + 2) bruise, range 0

Equipment: -

Horse
Size 5, Mammal Beast

Being: 7
Defense: +4

Speed: 48
Initiative: +5

Con: +3 Dex: +1 Str: +5 Edu: -8 Wis: +2 Rep: +0

Skills:

Athletics Endurance +5
Athletics Weightlifting +2
Investigation +3
Melee Unarmed +1
Nature +7
Navigate +4

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Animal Instinct
Battle Ready, Moderate
Charge
Natural Sprinter
Tough

Attacks:
Kick (Melee Unarmed, +2), +8 (+5 + 1 + 2) bruise or grapple, range 1
Trample (Melee Unarmed, +1), +7 (+5 + 1 + 1) bruise, range 0

Equipment: -

House Cat
Size 1, Predator Mammal Beast

Being: 3
Defense: -2

Speed: 26
Initiative: +8

Con: -2 Dex: +4 Str: -7 Edu: -10 Wis: +0 Rep: +0

Skills:

Athletics Acrobatics +3
Investigation +3
Melee Unarmed +2
Nature +7
Navigate +1
Persuasion +0
Stealth +4

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Animal Instinct
Battle Ready, Moderate
Improved Dodge
Skywalker

Attacks:
Bite (Melee Unarmed, +0), -5 (-7 + 2 + 0) puncture or grapple, range 0
Claw (Melee Unarmed, +0), -5 (-7 + 2 + 0) slash, range 0

Equipment: -

Human
Size 3, Humanoid

Being: 4
Defense: +0

Speed: 12
Initiative: +0

Con: +0 Dex: +0 Str: +0 Edu: +0 Wis: +0 Rep: +0

Skills: -

Attributes: -

Attacks:
Melee Unarmed, -2 (+0 - 2 + 0), bludgeoning or grapple, range 1

Equipment:
5d6 - 2d6 gold

Hummingbird
Size 0, Bird Beast

Being: 1
Defense: -10
Resistance 11 to projectile and puncture damage
Resistance 4 to slash damage
Vulnerable to area damage

Speed: 1, fly 30
Initiative: +14

Con: -10 Dex: +8 Str: -12 Edu: -11 Wis: +0 Rep: +0

Skills:

- Athletics Acrobatics +5
- Athletics Endurance +12
- Investigation +3
- Nature +7
- Navigate +4
- Stealth +2

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Animal Instinct
- Battle Ready, Major
- Improved Dodge
- Natural Sprinter
- Skywalker
- Surpass, Athletics Endurance

Attacks:
Melee Unarmed, -14 (-12 - 2 + 0), bruise or grapple, range 0

Equipment: -

ART GOES HERE

Hydra
Size 6, Swarm Dragon Predator

Being: 48
Defense: +9
Immune to corrosion damage
Resistance 4 to bruise, projectile, and puncture damage

Speed: 5, swim 15
Initiative: +2

Con: +6 Dex: -4 Str: +7 Edu: -10 Wis: +0 Rep: -6

Skills:

- Cone of Acid +10
- Healing Touch +8
- Investigation +5
- Melee Unarmed +4
- Nature +7
- Navigation +3
- Stealth +6

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed
- Limited Ability, Heal

Positives:
- Ability, Major, Heal (uses Constitution)
- Ability, Moderate, Cone of Acid (uses Constitution)
- Assassin
- Battle Ready, Major
- Brave
- Martial Artist
- Surpass, Ability, Major
- Surpass, Ability, Moderate

Attacks:
Bite (Melee Unarmed, +3), +14 (+7 + 4 + 3), half bruise and half puncture or grapple, range 4

Equipment: -

Hydras are related to wyverns. They are slow across the ground and prefer to strike from the water like crocodiles. Hydras have an extreme ability to heal. They can even regrow their severed heads. A hydra is born with 3d6 heads, and as long as one head survives the body can regenerate. Their breath weapon is a spray of acid. Hydra blood is highly corrosive, but can be used to make salves and potions that heal deep wounds, and injections of cerebral spinal fluid can cause rapid regeneration of limbs and organs so long as the creature receiving the injection is still alive and the wound is fresh.

Iguanodon
Size 6, Dinosaur Reptile Beast

Being: 20
Defense: +12

Speed: 23
Initiative: +3

Con: +12 Dex: -3 Str: +8 Edu: -11 Wis: -1 Rep: +0

Skills:

Athletics Endurance +1
Athletics Weightlifting +3
Investigation +2
Melee +0
Navigate +5
Nature +7

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Animal Instinct
Battle Ready, Major

Attacks:
Tail (Melee Unarmed, +5), +13 (+8 + 0 + 5), bruise, range 2
Trample (Melee Unarmed, +4), +12 (+8 + 0 + 4), bruise, range 0

Equipment: -

Jellyfish
Size 2, Aquatic Beast

Being: 3
Defense: +4
Immune to toxin and psionic damage
Resistance 9 to bruise damage

Speed: 0 (5-10 cm per turn)
Initiative: -10

Con: +4 Dex: -10 Str: -12 Edu: -12 Wis: +0 Rep: -1

Skills:

Athletics +0
Investigation +0
Melee +0
Nature +0
Navigate +0
Poison Strike +2
Stealth +0

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Ability, Minor, Poison Strike (uses Constitution)
Battle Reflexes
Martial Artist

Attacks:
Tendril (Melee Unarmed, +11), -1 (-12 + 0 + 11) toxin or grapple, range 1

Equipment: -

Jellyfish Swarm
Size 7, Aquatic Beast Swarm

Being: 12
Defense: +15
Immune to toxin and psionic damage
Resistance 9 to bruise damage
Vulnerable to area damage

Speed: 0 (5-10 cm per turn)
Initiative: -10

Con: +15 Dex: -10 Str: -2 Edu: -12 Wis: +0 Rep: -3

Skills:

Athletics +0
Melee Unarmed +2
Investigation +1
Nature +1
Navigate +1
Poison Strike +3

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Ability, Minor, Poison Strike (uses Constitution)
Battle Reflexes
Martial Artist

Attacks:
Tendril (Melee Unarmed, +12), +12 (-2 + 2 + 15) toxin or grapple, range 1

Equipment: -

Kangaroo
Size 2, Mammal Beast

Being: 4
Defense: +0

Speed: 38
Initiative: +8

Con: +0 Dex: +2 Str: -4 Edu: -11 Wis: +0 Rep: +0

Skills:

Athletics Endurance +4
Investigation +2
Melee Unarmed +2
Nature +7
Navigate +3
Stealth +0

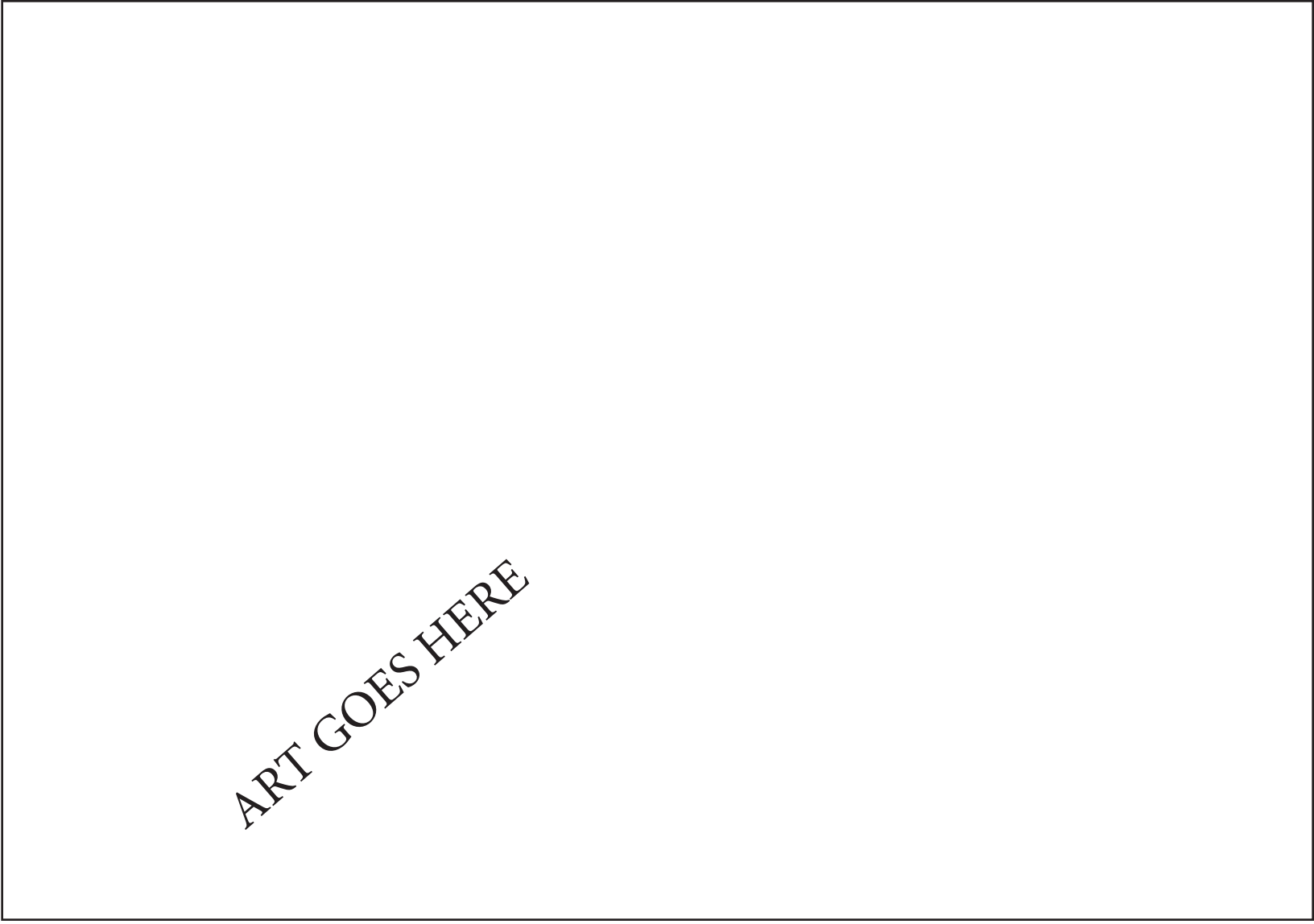
Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Animal Instinct
Battle Ready, Major
Martial Artist
Natural Sprinter

Attacks:
Melee Unarmed, -2 (-4 + 2 + 0), bruise or grapple, range 1

Equipment: -



Kraken
Size 9, Aquatic Beast Titan

Being: 120
Defense: +25

Speed: 0, swim 14
Initiative: -15

Con: +22 Dex: -15 Str: +21 Edu: -12 Wis: -1 Rep: -7

Skills:

Athletics Endurance +3
Athletics Weightlifting +5
Melee Unarmed +4
Nature +6
Stealth +2

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Martial Artist
Survivor
Superior Training
Tough x3

Attacks:
Bite (Melee Unarmed, +9), +34 (+21 + 4 + 9) half slash and half bruise, range 0 (area range 1)
Melee Unarmed, +25 (+21 + 4 + 0), bruise or grapple, range 12, (area range 4)

Equipment: -

Ledrok
Size 4, Predator Alien Horror

Being: 8
Defense: +12
Immune to frostbite, psionic, and toxin damage
Resistance 5 to bruise, burn, necrosis, projectile, puncture, and slash damage

Speed: 20
Initiative: +8

Con: +12 Dex: +4 Str: +5 Edu: -12 Wis: +0 Rep: -7

Skills:

Athletics Acrobatics +8
Athletics Endurance +8
Investigation +8
Melee Unarmed +5

Attributes:

Negatives:
Blind
Custom Sub-skill, Melee Unarmed

Positives:
Animal Instinct
Battle Ready, Moderate
Battle Reflexes
Surpass, Athletics Acrobatics, et al.

Attacks:
Bite (Melee Unarmed, +0), +11 (+4 + 5 + 2), half puncture and half bruise or grapple, range 2

Equipment: -

There are many alien horrors that can slip through into the wrong universe or be allowed in by malevolent forces. Many are unique. Some exist as a species that can be studied and later reidentified. Ledrok are the most common of these species. The ledrok are highly adaptive insect-like predators that do not have a top, bottom, left, right, front, or back side. They are a mass of armor plates and spindly legs that will shift so that whatever part of them hits a surface first is the part of them that can run across said surface. The armor plates will allow a single opening, which can appear at any point across the surface of the body, where the mouth will also be found. A slug-like, gelatinous head with no features other than a wide grin of razor sharp teeth extends out of the opening up to 1.5 meters to capture and consume prey. Ledrok are tireless, relentless, and remorseless.

Lion
Size 4, Predator Mammal Beast

Being: 8
Defense: +5

Speed: 44
Initiative: +4

Con: +4 Dex: +2 Str: +5 Edu: -9 Wis: +0 Rep: +0

Skills:

Athletics +0
Investigation +5
Melee Unarmed +4
Nature +7
Navigate +3
Persuasion Intimidation +3
Stealth +2

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Battle Ready, Minor
Battle Reflexes
Charge
Tough

Attacks:
Bite (Melee Unarmed, +2), +11 (+5 + 4 + 2) half puncture and half bruise or grapple, range 1
Claw (Melee Unarmed, +1), +10 (+5 + 4 + 1) slash, range 1

Equipment: -

Lizard, Flying
Size 1, Reptile Beast

Being: 2
Defense: -5

Speed: 18, flying 8 (must land at least once per round)
Initiative: +9

Con: -5 Dex: +5 Str: -9 Edu: -11 Wis: -1 Rep: +0

Skills:

Athletics Acrobatics +3
Investigation +2
Melee Unarmed +1
Nature +7
Navigate +2
Stealth +4

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Animal Instinct
Battle Ready, Moderate
Skywalker

Attacks:
Bite (Melee Unarmed, +0), -8 (-9 + 1 + 0) puncture or grapple, range 0

Equipment: -

Lizard, Monitor
Size 2, Predator Reptile Beast

Being: 3
Defense: +3

Speed: 18
Initiative: +4

Con: +2 Dex: +2 Str: +1 Edu: -11 Wis: -1 Rep: -1

Skills:

Athletics Weightlifting +2
Investigation +3
Melee Unarmed +3
Nature +7
Navigate +3
Stealth +0

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Battle Ready, Minor
- Charge
- Martial Artist
- Natural Sprinter
- Tough

Attacks:
Bite (Melee Unarmed, +1), +5 (+1 + 3 + 1) half puncture and half bruise or grapple, range 1
Tail (Melee Unarmed, +1), +5 (+1+3 +1) nonlethal bruise, range 1

Equipment: -

Lizard, Small
Size 1, Reptile Beast

Being: 2
Defense: -4

Speed: 19
Initiative: +8

Con: -4 Dex: +4 Str: -9 Edu: -11 Wis: +0 Rep: +0

Skills:

Athletics +0
Investigation +2
Melee Unarmed +1
Nature +7
Navigate +2
Stealth +6

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Animal Instinct
- Battle Ready, Moderate
- Natural Sprinter

Attacks:
Bite (Melee Unarmed, +0), -8 (-9 + 1 + 0) puncture or grapple, range 0

Equipment: -

Lizard, Venomous
Size 1, Predator Reptile Beast

Being: 3
Defense: -3

Speed: 20
Initiative: +5

Con: -4 Dex: +3 Str: -8 Edu: -11 Wis: +0 Rep: -2

Skills:

Athletics +0
Investigation +0
Melee Unarmed +4
Nature +7
Poison Strike +7
Stealth +3

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Ability, Minor, Poison Strike (uses Constitution)
- Assassin
- Battle Ready, Minor
- Battle Reflexes
- Martial Artist

Attacks:
Bite (Melee Unarmed, +1), -3 (-8 + 4 + 1) puncture or grapple, range 0

Equipment: -

Lizardfolk
Size 3, Humanoid Predator Reptile

Being: 4
Defense: +2

Speed: 14
Initiative: +0

Con: +1 Dex: +1 Str: +1 Edu: -2 Wis: +1 Rep: -1

Skills:

Athletics +1
Investigation +0
Melee +1
Nature +3
Navigation +0

Attributes:

Negatives:
Roll 1d6:
1. Uncivilized
2. Illiterate
3. Bloodthirsty
4. Stubborn
5. none
6. roll two more times.

Positives:
- Animal Instinct
- Tough

Attacks:
Bite (Melee Unarmed, +0), +2 (+1 + 1 + 0) half puncture and half bruise or grapple, range 1
Claw (Melee Unarmed, +0), +2 (+1 + 1 + 0) slash, range 1
Melee Unarmed, +2 (+1 + 1 + 0), bruise or grapple, range 1
Tail (Melee Unarmed, +0), +2 (+1 + 1 + 0) bruise, range 1

Equipment:

Roll 1d6. On a 1-4, a spear. On a 5, a club. On a 6, a shortsword.
Roll 1d6. On a 1-3, food. On a 4-5, a knife. On a 6, both.
Roll 1d6. On a 1-4, nothing. On a 5-6, a personal trinket.

Long
Size 7, Celestial Dragon

Being: 85
Defense: +19
Immune to burn damage

Speed: 60, swim 30, fly 75
Initiative: +6

Con: +16 Dex: +0 Str: +13 Edu: +4 Wis: +4 Rep: +1

Skills:

Arcana +0
Athletics +4
Communicate +7
Cone of Fire +8
Cone of Healing +12
Investigation +6
Melee Unarmed +6
Nature +7
Navigation +7
Read Aura +8
Stealth +4
Supersonic Flight +9
Telepathy +6

Attributes:

Negatives: -

Positives:
- Ability, Moderate, Communicate, et al. (uses Constitution)
- Battle Ready, Major
- Brave
- Charge
- Natural Sprinter
- Surpass, Ability, Moderate, et al.
- Survivor x3
- Tough x3
- 2 other positive attributes

Attacks:
- Bite (Melee Unarmed, +8), +29 (+15 + 6 + 8), half bruise and half puncture or grapple, range 5 (area range 1)
- Claw (Melee Unarmed, +5), +26 (+15 + 6 + 5), half slash and half bruise damage, range 4 (area range 1)
- Tail (Melee Unarmed, +6), +27 (+15 + 6 + 6), bruise, range 7 (area range 3)

Equipment:

Hoard:
1d6 x 100,000 gold
1d6 x 1000 gemstones
3d6 x 10 art pieces or historical artifacts
2d6 x 7 magic items

The longmen, plural of long, are similar in many regards to the coatl, having been blessed anciently to become a breed apart from other dragons, blessed with a sacred calling. However they are much more aggressive, almost warlike, and believe strongly in personal honor and proving oneself. They also believe strongly in fate and destiny, and will take no action to oppose them. If they deem a person worthy, they will openly bestow upon them information or boons to assist them, however convincing a long to directly intervene requires a significant level of need and evidence. They enjoy actively hunting evil beings, but they prefer hunting beings equal in power to themselves or stronger. Many longmen are highly skilled diviners or enchanters. A few practice artificy.

Lou Carcolh
Size 5, Aquatic Predator Fey Horror

Being: 16
Defense: +9
Immune to corrosion damage
Resistance 8 to psionic and toxin damage

Speed: 2, swim 2
Initiative: -4

Con: +6 Dex: -4 Str: +6 Edu: -12 Wis: -1 Rep: -4

Skills:

Athletics Weightlifting +3
Melee Unarmed +3
Nature +7
Investigation +5

Attributes:

Negatives:
- Custom Skill, Athletics Weightlifting
- Custom Sub-skill, Melee Unarmed

Positives:
- Animal Instinct
- Morning Person
- Strong Stomach
- Superior Training
- Tough x3

Attacks:
- Melee Unarmed, +9 (+6 + 3 + 0), corrosion or grapple, range 3

Equipment:

Hoard:
2d6 - 2 weapons
2d6 - 2 pieces of armor or shields
(3d6 - 1) x (2d6 - 2) gold
1d6 - 1 magic items
3d6 - 3 trinkets

The lou carcolh is a giant, magically mutated snail. It likes living in damp caves but will settle for deep ponds. It is extremely slow, but it has 1d6 tendrils that can slither out of its shell like fishing lines. They have micro hairs covering them to stick to prey as they wrap around it. They then drag the prey back to their mouths where they are digested whole. Later, swallowed objects it cannot digest will be regurgitated. The tendrils slowly extend, but can "reel" themselves in quite quickly. They can reach up to 120 meters in length. The micro hairs also serve as olfactory organs for finding prey. If they do not find anything, they will camouflage into the ground, becoming a kind of tripwire waiting for food to step over it. Spotting a tendril on the ground is a -8 Investigation roll.

Magdas
Size 3, Plant Humanoid

Being: 4
Defense: +2

Speed: 14
Initiative: -1

Con: +2 Dex: -1 Str: +1 Edu: -3 Wis: +1 Rep: -1

Skills:
Nature +5

Attributes:

Negatives:
Dumb

Positives: -

Attacks:
Melee Unarmed, -1 (+1 - 2 + 0), bruise or grapple, range 1

Equipment: -

Magdas, Dryad or Nymph variant
Size 3, Plant Humanoid

Being: 5
Defense: +1

Speed: 14
Initiative: +0

Con: +1 Dex: +1 Str: +0 Edu: -2 Wis: +1 Rep: +1

Skills:
Nature +5
Persuade +0
Stealth +6

Attributes:

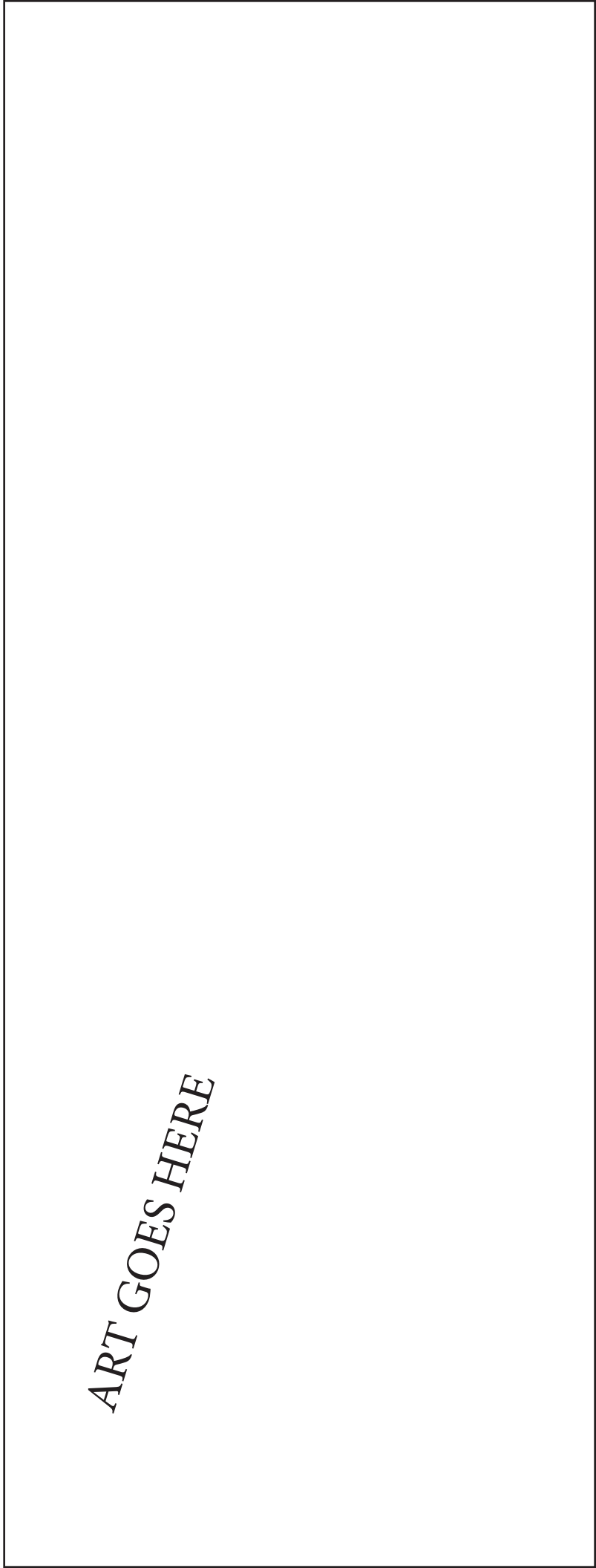
Negatives: -

Positives:
Attractive x2

Attacks:
Melee Unarmed, -2 (+0 - 2 + 0), bludgeoning or grapple, range 1

Equipment: -

Dryads, or nymphs, are magdi with a varied set of adaptations. They are adapted for communication with other humanoids. This means they can speak normally instead of having telepathic communication abilities, and it means that they look more human. Around 75% are female. They are usually much more curious and friendly than typical magdi, though that does not mean all of them are trustworthy. They spend a lot of time practicing camouflaging themselves in trees and can be uncannily good at it.



Manticore
Size 4, Predator Fey Beast

Being: 10
Defense: +4

Speed: 44
Initiative: +5

Con: +3 Dex: +3 Str: +4 Edu: -10 Wis: +0 Rep: -3

Skills:

- Athletics +0
- Investigation +5
- Melee Unarmed +4
- Nature +7
- Navigate +3
- Persuasion Intimidation +3
- Poison Strike +6
- Stealth +2

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Ability, Moderate, Poison Strike (uses constitution)
- Battle Ready, Minor
- Battle Reflexes
- Charge
- Tough

Attacks:
- Bite (Melee Unarmed, +2), +10 (+4 + 4 + 2) half puncture and half bruise or grapple, range 1
- Claw (Melee Unarmed, +1), +9 (+4 + 4 + 1) slash, range 1
- Stinger (Melee Unarmed, +1), puncture, range 2, the manticore can only use Poison Strike with its stinger

Equipment: -

These jungle dwelling beasts do not have a known origin. It is theorized that they did not evolve naturally due to a few key indicators found in their genome that suggest magical tampering somewhere in their history. Their behavior is highly similar to tigers, but their appearance is that of a lion with a large scorpion-like tail.

Martian
Size 3, Alien Humanoid

Being: 4
Defense: +1
Resistance to corrosion damage

Speed: 15
Initiative: +1

Con: +1 Dex: +1 Str: +1 Edu: +3 Wis: +0 Rep: -2

Skills:

- Acid Strike +1
- Athletics +0
- Communications +0
- Computers +0
- Drive +0
- Engineering +0
- Language Chinese +3
- Language English +3
- Language German +3
- Language Japanese +3
- Language Russian +3
- Language Spanish +3
- Melee +0
- Memory +0
- Persuade +0
- Push Feelings +1
- Take Humanoid Shape +5
- Science +0
- Zero-G +0

Attributes:

Negatives:
- Allergy, Major, Sugar beets
- Color Blind (x2), Blue/Green/Yellow/Brown
- Magically Inept
- Picky Eater (Beans, Beef, Cheese, Grapes, Ice Cream, Lettuce)

Positives:
- Ability, Minor, Acid Strike, et al. (use Wisdom)
- Magic Resistant
- Phonographic Memory

Attacks:
- Melee Unarmed +0, +1 (+1 + 0 + 0), bruise or grapple, range 1

Equipment:

- Communication device

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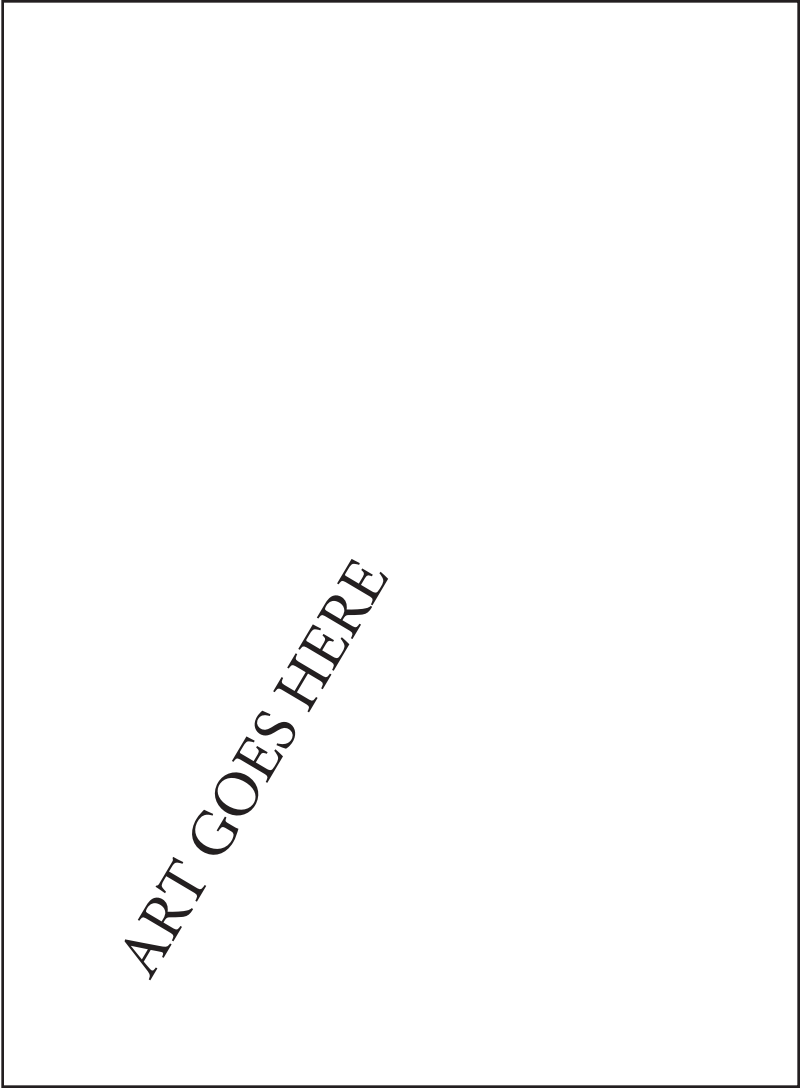


Merfolk
Size 3, Aquatic Fey Humanoid

Being: 4
Defense: +0

Speed: 14, swim 12
Initiative: +1

Con: +0 Dex: +1 Str: +1 Edu: +0 Wis: +0 Rep: -1

Skills:

Art Music +1
Athletics +0
Navigation +1
Navigation +1

Attributes:

Negatives: -
Positives: -

Attacks:
Dagger (Melee Small Blades +1), +0 (+1 - 2 + 1), puncture or slash, range 1, thrown 20 (projectile)
Melee Unarmed, -1 (+1 - 2 + 0), bruise or grapple, range 1

Equipment:

Roll 1d6. Ona a 1, trade tools. On a 2, a trident. On a 3, a foraging bag. On a 4, a net. On a 5-6, nothing.
Roll 1d6. On a 1, a trident. On a 2, a net. On a 3, foraged food. On a 4, a game bag with one or more kills. On a 5, a magic item. On a 6, nothing.
Roll 1d6. On a 1-2, nothing. On a 3, roll again on the previous line. On a 4, 2d6 gold. On a 5, 2d6 x 6 gold. On a 6, 2d6 - 1 gemstones.

Minotaur
Size 4, Humanoid Predator Fey

Being: 10
Defense: +4

Speed: 20
Initiative: +1

Con: +3 Dex: -1 Str: +4 Edu: -7 Wis: +0 Rep: -4

Skills:

Athletics Endurance +3
Athletics Weightlifting +2
Investigate +4
Melee Unarmed +2
Memory +5
Nature +2
Navigate +5

Attributes:

Negatives:
Bloodthirsty

Positives:
Animal Instinct
Battle Ready, Minor
Charge
Natural Sprinter
Spatial Memory

Attacks:
Bite (Melee Unarmed, +0), +7 (+4 + 2 + 0), half puncture and half bruise or grapple, range 1
Horn (Melee Unarmed, +1), +8 (+4 + 2 + 1), puncture, range 1
Melee Unarmed, +7 (+4 + 2 + 0), bruise or grapple, range 1

Equipment:

Roll 1d6. On a 1-3, nothing. On a 4, a spear. On a 5, a club. On a 6, an axe.
Roll 1d6. On a 1, leather armor, On a 2, a game bag with meat. On a 3, an empty game bag. On a 4, a waterskin. On a 5, 2d6 stones for throwing (+0 skill modifier, range 20, +1 bruise). On a 6, roll twice.
Roll 1d6. On a 1-2, 1d6 shiny metal trinkets. On a 3, 1d6 x 1d6 gold. On a 4, a magic item. On a 5-6, nothing.

Monkey, small
Size 1, Mammal Beast

Being: 3
Defense: -4

Speed: 21
Initiative: +8

Con: -4 Dex: +4 Str: -6 Edu: -9 Wis: +1 Rep: +0

Skills:

Athletics Acrobatics +4
Investigation +2
Nature +7
Navigate +3
Stealth +2

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Animal Instinct
Battle Ready, Major
Improved Dodge
Skywalker

Attacks:
Melee Unarmed, -8 (-6 - 2 + 0), slash, bruise, or grapple, range 0

Equipment: -

Mountain Lion, Leopard, or Tiger
Size 3, Predator Mammal Beast

Being: 6
Defense: +3

Speed: 36
Initiative: +6

Con: +2 Dex: +2 Str: +4 Edu: -10 Wis: +1 Rep: -1

Skills:

Athletics Acrobatics +1
Athletics Weightlifting +3
Investigation +5
Melee Unarmed +4
Nature +7
Navigate +4
Stealth +4

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Battle Ready, Moderate
Battle Reflexes
Charge
Martial Artist
Tough

Attacks:
Bite (Melee Unarmed, +1), +9 (+4 + 4 + 1), half puncture and half bruise or grapple, range 1
Claw (Melee Unarmed, +0), +8 (+4 + 4 + 0), slash, range 1

Equipment: -

Nature Titan
Size 3, Humanoid Titan

Being: 120
Defense: +5

Speed: 14
Initiative: -1

Con: +5 Dex: -4 Str: +7 Edu: -3 Wis: +7 Rep: -1

Skills:

Animal Handling +15
Arcana +7
Athletics +0
Banish Weather +9
Banish Conjuration +9
Break Enchantment +9
Cone of Healing +9
Conjure Creature +9
Connect With Nature +12
Create Weather +9
Create Wind +9
Death Touch +9
Heal +9
Healing Aura +9
Investigation +6
Invigorate +9
Melee +0
Nature +17
Navigation +10
Rapid Plant Growth +9
Reshape Earth +9
Resurrect +9
Stealth +4
Tsunami +9

Spells: 112 attempts

Banish Weather
Banish Conjuration
Break Enchantment
Cone of Healing
Conjure Creature
Connect with Nature
Create Weather
Create Wind
Death Touch
Heal
Healing Aura
Invigorate
Rapid Plant Growth
Reshape Earth
Resurrect
Tsunami

Nature Titan
Size 3, Humanoid Titan

Attributes:

Negatives: -

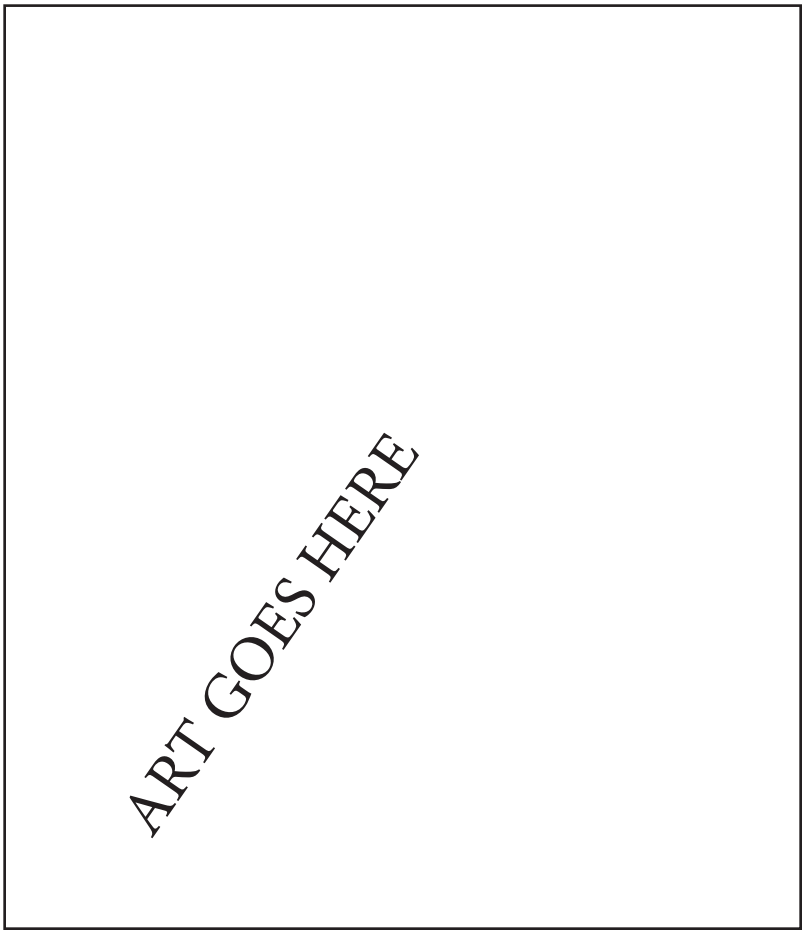
Positives:
Ability, Moderate, Break Enchantment, et al. (use wisdom)
Animal Companion
Animal Instinct
Casting Technique, Soul Focus
Green Thumb
Immortal
Morning Person
Surpass, Animal Handling, et al.
Survivor
Whisperer

Attacks:
Melee Unarmed, +7 (+7 + 0 + 0), bruise or grapple, range 1

Equipment:

Some berries, nuts, and other foraged food, an interesting rock or tree branch, possibly a curious trinket

When they were created, the titans dedicated themselves to some aspect of creation. This aspect became the consuming purpose of their individual creation. It is not impossible for them to choose a new aspect later, but there is almost no event rarer in the whole universe. Nature titans are dedicated to creation's perpetual cycles and the way they hold each other in balance. They believe that the cycles of creation and destruction, decomposition and reconstitution, life and death are a circle of peaceful art. They oppose disruptions to this peace.



Nephilim
Size 3, Humanoid Celestial

Being: 5
Defense: +1

Speed: 13
Initiative: +0

Con: +1 Dex: +0 Str: +0 Edu: +0 Wis: +1 Rep: +1

Skills:
- History +0
- Memory +0
- Religion +0

Attributes:

Negatives: -

Positives:
- Celestial Spellcasting

Attacks:
- Melee Unarmed, -2 (+0 – 2 + 0), bruise or grapple, range 1

Equipment: -

Nightmare
Size 5, Demon Fey Horror Beast

Being: 12
Defense: +6
Resistance to burn damage

Speed: 52
Initiative: +4

Con: +6 Dex: +0 Str: +6 Edu: -8 Wis: +0 Rep: -3

Skills:
- Athletics Endurance +5
- Athletics Weightlifting +2
- Enhance Speed +6
- Flame Strike +7
- Investigation +3
- Melee Unarmed +1
- Nature +7
- Navigate +4

Attributes:

Negatives:
- Angry
- Custom Sub-skill, Melee Unarmed

Positives:
- Ability, Moderate, Enhance Speed, et al. (use strength)
- Animal Instinct
- Battle Ready, Moderate
- Charge
- Demonic Spellcasting
- Natural Sprinter
- Tough

Attacks:
- Kick (Melee Unarmed, +2), +9 (+6 + 1 + 2) bruise or grapple, range 1
- Trample (Melee Unarmed, +1), +8 (+6 + 1 + 1) bruise, range 0

Equipment: -

Octopus
Size 1, Aquatic Beast

Being: 2
Defense: -2

Speed: 5, swim 17
Initiative: +3

Con: -2 Dex: +1 Str: -8 Edu: -11 Wis: -1 Rep: +0

Skills:
- Athletics +0
- Investigation +1
- Melee +0
- Nature +7
- Navigate +2
- Stealth +7

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Ambidextrous
- Animal Instinct
- Battle Ready, Minor

Attacks:
- Tentacle (Melee Unarmed, +0), -8 (-8 + 0 + 0), bruise or grapple, range 0

Equipment: -

Ogre
Size 4, Fey Giant Humanoid

Being: 10
Defense: +4

Speed: 15
Initiative: +1

Con: +3 Dex: +0 Str: +3 Edu: +5 Wis: +2 Rep: -6

Skills:

Arcana Alchemy +4
Arcana Divination +5
Arcana Enchantment +7
Arcana Induction +3
Arcana Necromancy +1
Animal Handling +2
Athletics +0
History +2
Investigation +2
Memory +2
Nature +6
Navigation +2
Persuade +3

Spells: 25 attempts pre day

Polymorph (8 different animals)
Force Polymorph
6 alchemy spells
4 divination spells
4 enchantment spells
2 induction spells
2 necromancy spells

Attributes:

Negatives:
Ugly
Roll 1d6:
1. Allergy, Moderate
2. Greedy
3. Overconfident
4. Enemy
5. Vengeful
6. roll two more times

Positives:
Casting Technique
Font of Magic
Tough
Roll 1d6 two times:
1. Battle Ready, Minor
2. Green Thumb
3. Leader
4. Tactician
5. Parcel of Land
6. Magic Resistant

Attacks:
Melee Unarmed, +1 (+3 - 2 + 0), bruise or grapple, range 1

Equipment:

1d6 magic items, 2d6 x 12 gold, 3d6 - 3 gemstones

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Ogre, Brute variant
Size 4, Fey Giant Humanoid

Being: 10
Defense: +6

Speed: 20
Initiative: +0

Con: +4 Dex: -2 Str: +5 Edu: -5 Wis: -3 Rep: -5

Skills:

Animal Handling +1
Athletics Endurance +1
Athletics Weightlifting +3
Investigation +0
Melee Bludgeons +1
Memory +0
Nature +6
Navigation +1
Persuade Intimidation +2

Attributes:

Negatives:
Ugly
Greedy
Magically Inept

Positives:
Battle Ready, Minor
Berserk
Heavy
Magic Resistant

Attacks:
Melee Unarmed, +5 (+5 + 0 + 0), bruise or grapple, range 1

Equipment:

Roll 1d6. On a 1, nothing. On a 2-4, a club. On a 5, a knife. On a 6, an axe.
Roll 1d6. On a 1, a live animal. On a 2, hard tack. On a 3, stolen human food. On a 4-5, a waterskin. On a 6, roll two more times.
Roll 1d6. On a 1-3, nothing. On a 4, 2d6 x 6 gold. On a 5, one magic item. On a 6, 2d6 x 8 gold and one magic item.

Ogres are a branch of the giant family tree that somehow managed to trade their monstrous size for the ability to cast spells. While typical giants can be ornery, entitled, and dangerous, they are not innately evil. Many good giants exist. For some reason, this is not so with ogres. Nearly all ogres are rotten and evil. Having noted these two key differences, everything else about giants and giant behavior generally applies to ogres as well. They do not view themselves as giants, instead viewing themselves as a unique race that has evolved past their oversized cousins.

Variant ogres are occasionally born with no magic ability whatsoever. These variants are faster, stronger, significantly less intelligent, and even more prone to evil. When they are born, they are cast out and abandoned to survive on their own. They are commonly referred to as ogre brutes. True ogres consider them to be a separate species. Ogre brutes, unironically, can be much more brutal, almost bestial at times. This has proven to be true even of those that are not abandoned as infants. It seems they are born with an innate blood frenzy response similar to a shark or other predator.

Orc
Size 3, Humanoid Fey

Being: 4
Defense: +1

Speed: 16
Initiative: +1

Con: +1 Dex: +1 Str: +2 Edu: -2 Wis: +0 Rep: -1

Skills:

- Athletics +1
- Medic +0
- Melee +1
- Memory +0
- Nature +0

Attributes:

Negatives:
Roll 1d6:
1. Angry
2. Bloodthirsty
3. Vengeful
4. Uncivilized
5-6. Stubborn

Positives:
Roll 1d6.
1. Ambidextrous
2. Brave
3. Battle Reflexes
4. Battle Ready
5. Superior Training
6. Berserk

Attacks:
Dagger (Melee Small Blades +1), +3 (+1 + 1 + 1), puncture or slash, range 1, thrown 20 (projectile)
Melee Unarmed, +2 (+1 + 1 + 0), bruise or grapple, range 1

Equipment:

Roll 1d6. On a 1, a shortsword. On a 2, a longsword. On a 3, an axe. On a 4, a shortbow and 4d6 arrows. On a 5, a Spear. On a 6, a mace.
Roll 1d6. On a 1 leather armor. On a 2, chainmail. On a 3-4, fur armor. On a 5, a shield. On a 6, roll two more times.
Roll 1d6. On a 1, camping gear. On a 2, 1d6 days' rations. On a 3, 3d6 gold. On a 4, a trinket. On a 5, a magic item. On a 6, roll three more times ignoring any more 6's.

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Orca
Size 5, Aquatic Predator Mammal Beast

Being: 13
Defense: +10
Resistance 9 to frostbite damage

Speed: 0, swim 31
Initiative: +3

Con: +8 Dex: -1 Str: +8 Edu: -9 Wis: +2 Rep: -1

Skills:

- Athletics Acrobatics +1
- Athletics Endurance +3
- Athletics Weightlifting +2
- Investigation +3
- Melee Unarmed +3
- Nature +3
- Navigate +5
- Stealth +1

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Animal Instinct
Battle Ready, Moderate
Charge
Martial Artist
Natural Sprinter
Tough x2

Attacks:
Bite (Melee Unarmed, +4), +15 (+8 + 3 + 4) half puncture and half bruise or grapple, range 0
Tail (Melee Unarmed, +2), +13 (+8 +3 +2) bruise, range 1

Equipment: -

Otter
Size 1, Predator Mammal Beast

Being: 2
Defense: -2
Resistance 1 to frostbite damage

Speed: 18, swim 14
Initiative: +5

Con: -2 Dex: +3 Str: -7 Edu: -9 Wis: +1 Rep: +0

Skills:

- Athletics +0
- Investigation +3
- Nature +7
- Navigate +3
- Stealth +3

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Animal Instinct
Battle Ready, Minor
Improved Dodge

Attacks:
Bite (Melee Unarmed, +0), -9 (-7 - 2 + 0), puncture or grapple, range 0

Equipment: -

Owl
Size 1, Predator Bird Beast

Being: 3
Defense: -2

Speed: 7, fly 35
Initiative: +7

Con: -2 Dex: +5 Str: -7 Edu: -9 Wis: +0 Rep: +0

Skills:

- Athletics +1
- Investigation +5
- Melee Unarmed +4
- Nature +7
- Navigate +4
- Stealth +4

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Animal Instinct
- Battle Ready, Minor
- Charge
- Skywalker

Attacks:
- Bite (Melee Unarmed, +1), -2 (-7 + 4 + 1) slash or grapple, range 0
- Talon (Melee Unarmed, +1), -2 (-7 + 4 +1) puncture, range 1

Equipment: -

Pegasus
Size 5, Celestial Fey Mammal Beast

Being: 12
Defense: +4

Speed: 46, fly 72
Initiative: +5

Con: +3 Dex: +2 Str: +5 Edu: -8 Wis: +2 Rep: +1

Skills:

- Athletics Acrobatics +2
- Athletics Endurance +5
- Athletics Weightlifting +2
- Investigation +3
- Melee Unarmed +1
- Nature +7
- Navigate +5

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Animal Instinct
- Battle Ready, Moderate
- Charge
- Natural Sprinter
- Skywalker
- Tough

Attacks:
- Kick (Melee Unarmed, +2), +8 (+5 + 1 + 2) bruise or grapple, range 1
- Trample (Melee Unarmed, +1), +7 (+5 + 1 + 1) bruise, range 0

Equipment: -

Phoenix
Size 2, Elemental Celestial Bird Beast

Being: 16
Defense: +2
Immune to burn damage

Speed: 6, fly 56
Initiative: +10

Con: +1 Dex: +4 Str: -3 Edu: -9 Wis: +3 Rep: +2

Skills:

- Athletics Acrobatics +3
- Athletics Endurance +1
- Athletics Weightlifting +2
- Burst of Fire +7
- Burst of Healing +7
- Flame Strike +6
- Foresight +7
- Healing Touch +6
- Investigation +6
- Melee Unarmed +2
- Nature +7
- Navigate +5
- Resurrect +25
- Sense Danger +5
- Stealth +2

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed
- Limited Ability, Resurrect

Positives:
- Ability, Moderate, Burst of Fire, et al. (use wisdom)
- Animal Instinct
- Battle Ready, Major
- Charge
- Natural Sprinter
- Skywalker
- Tough

Attacks:
- Beak (Melee Unarmed, +0), -1 (-3 + 2 + 0) bruise or grapple, range 0
- Talons (Melee Unarmed, +1), +0 (-3 + 2 + 1) slash or grapple, range 1

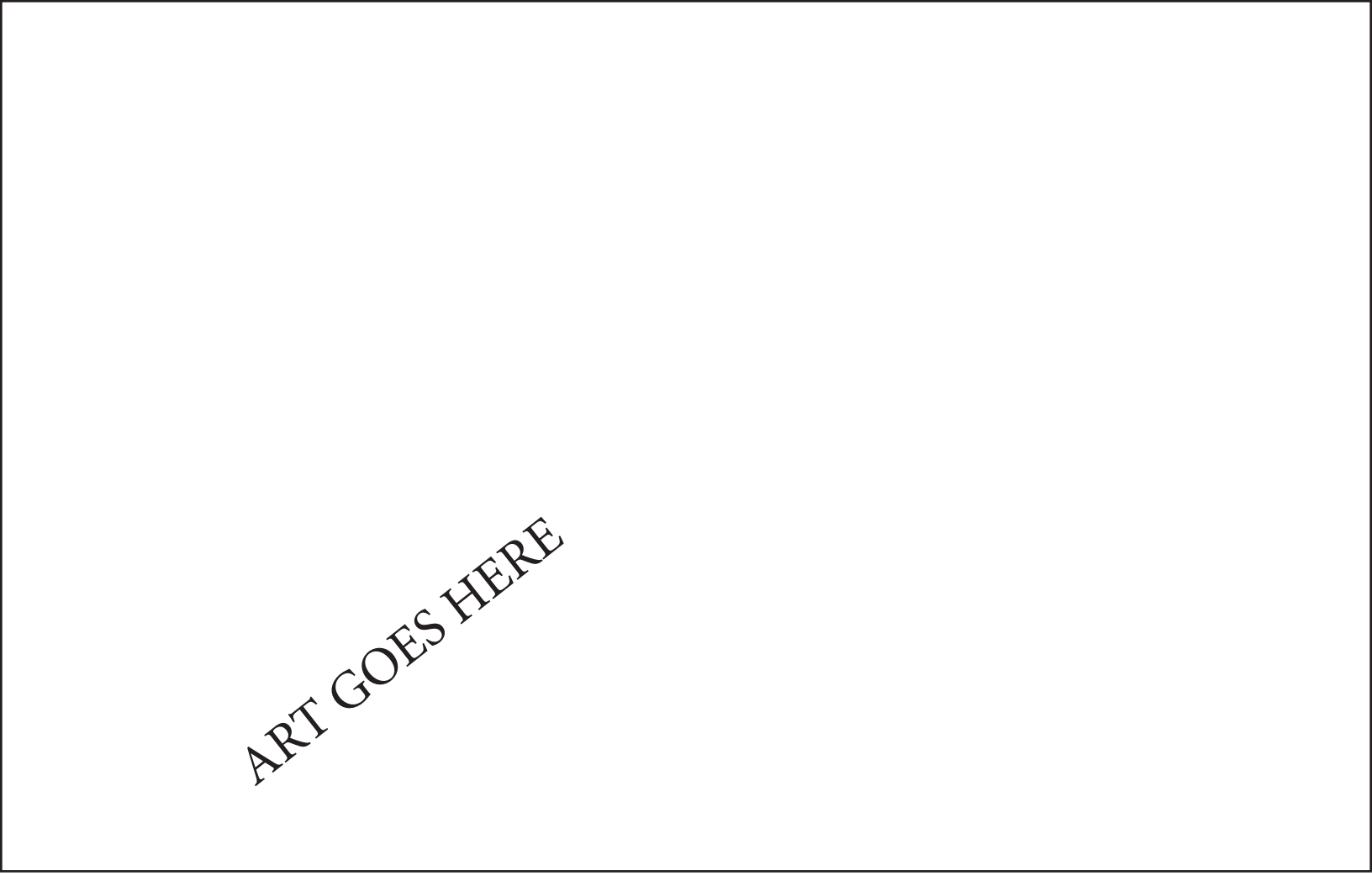
Equipment: -

Phoenixes are messengers of destiny. They possess the ability to perceive the purpose of the universe itself, which includes all of its smaller pieces and their movements. They perceive the ultimate purposes of individual souls. A phoenix's behavior may seem erratic to those who do not understand their purpose. A phoenix will guide and assist those individuals who have a desire to pursue a righteous destiny. They will often appear as omens. It is unclear exactly how they know what they know, or if they actually know anything. Perhaps they simply act, following some incomprehensible instinct to serve a higher purpose the same way other birds can migrate thousands of miles without ever having been shown the way. One thing that research has determined is that they do not use magic.

A variety of phoenix breeds exist, most of which are differentiated by their elemental affinities.

Phoenix, Thunderbird variant

Replace their Burst of Fire and Flame Strike abilities with Burst of Lightning and Lightning Strike abilities. Increase their fly speed by 10. Increase their dexterity by +2 and decrease their wisdom, education, and influence by -1.



Piranha
Size 1, Predator Fish Beast

Being: 1
Defense: -4

Speed: 0, swim 18
Initiative: +9

Con: -4 Dex: +5 Str: -12 Edu: -11 Wis: -2 Rep: -1

Skills:

Athletics +0	Nature +7
Investigation +4	Navigate +0
Melee Unarmed +3	Stealth +1

Attributes:

Negatives:	Positives:
Custom Sub-skill, Melee Unarmed	Animal Instinct
	Battle Ready, Moderate
	Battle Reflexes
	Martial Artist

Attacks:
Bite (Melee Unarmed, +0), -9 (-12 + 3 + 0), half puncture and half slash, range 0

Equipment: -

Piranha Swarm
Size 4, Predator Fish Beast Swarm

Being: 9
Defense: -2
Immune to projectile and puncture damage
Resistance 8 to bruise and slash damage
Vulnerable to area damage

Speed: 0, swim 18
Initiative: +7

Con: -2 Dex: +3 Str: +2 Edu: -11 Wis: -2 Rep: -3

Skills:

Athletics +0	Nature +7
Investigation +5	Navigate +1
Melee Unarmed +4	Stealth +0

Attributes:

Negatives:	Positives:
Custom Sub-skill, Melee Unarmed	Animal Instinct
	Battle Ready, Moderate
	Battle Reflexes
	Berserk
	Charge
	Martial Artist
	Superior Training

Attacks:
Bite (Melee Unarmed, +1), +7 (+2 + 4 + 1), half puncture and half slash, range 0

Equipment: -

PLANTS

Not everyone considers plants to be dangerous. It's usually because they just haven't met any dangerous plants. There are plenty. Plants can be just as dangerous as animals, just in different ways. There is a small group, however, that are dangerous in the same ways.

Plant, Archer Bush

Size 3, Plant

Being: 3
Defense: +6
Immune to psionic damage

Speed: 0
Initiative: +0

Con: +6 Dex: -12 Str: +3 Edu: -12 Wis: +0 Rep: -1

Skills:
Thorn +7

Attributes:

Negatives: -

Positives:
Battle Ready, Major
Battle Reflexes
Custom Skill, Thorn
Morning Person
Superior Training

Attacks:
Thorn, +10 (+3 + 7 + 0), projectile, range 12

Equipment:
6d6 archer berries, 6d6 flowers

The archer bush grows 5-6 cm thorns out of the center of its flowers and fires them at any large creatures that move towards it. 3 thorns grow from each flower and they are fired together as a salvo. Even after being cut down or cut apart, the flowers can still fire its thorns up to 2 hours later.

A creature may use an unfired flower as a +0 range 9 Firearms Archery projectile weapon. Harvesting unfired flowers is a -8 dexterity Nature roll. Eating an archer berry grants a +1 bonus to dexterity for up to an hour. This bonus can stack to a maximum of +3.

Plant, Flowering Chondrichthyes

Size 3, Predator Plant

Being: 6
Defense: +4
Resistance 3 to frostbite damage
Resistance 11 to psionic and toxin damage

Speed: 0
Initiative: -4

Con: +4 Dex: -8 Str: +3 Edu: -12 Wis: +0 Rep: -3

Skills:
Athletics Weightlifting +4
Investigation +5
Melee Unarmed +4
Stealth +3

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Battle Ready, Major
Martial Artist
Morning Person
Tough x3

Attacks:
Bite (Melee Unarmed +2), +9 (+3 + 4 + 2), half puncture and half bruise or grapple, range 2
Tendril (Melee Unarmed, +1), +8 (+3 + 4 + 1), grapple, range 10

Equipment:
Roll 1d6: On a 1-5, trash or scraps of clothing, On a 6, a weapon or trinket.

Flowering chondrichthyes is a giant stemmed flower with musculature at the base of its petals and sepals, and spiny protrusions lining the petals' inner surfaces. It has vine-like feelers which can pull prey into its "jaws." It senses the presence of its prey through vibrations in its roots and through a kind of olfactory organ inside of the flower itself. It will constrict down close to the ground in order to hide from prey. It is known to smell incredible, an adaptation for drawing animals closer. The outsides of the sepals are green streaked with browns, perfect for camouflage when closed. The petals are red streaked with yellow and white.

Plant, Giant Venus Fly Trap
Size 6, Giant Predator Plant

Being: 17
Defense: +5
Immune to psionic damage
Resistance 7 to bruise, projectile, puncture, and slash damage

Speed: 0
Initiative: -4

Con: +5 Dex: -12 Str: +10 Edu: -12 Wis: -3 Rep: -4

Skills:
Melee Unarmed +7 Stealth +7

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Assassin
Battle Ready, Major
Martial Artist
Morning Person

Attacks:
Melee Unarmed, +17 (+10 + 7 + 0), grapple, range 0, area range 3

Equipment:
4d6 rawberries
Roll 2d6. On a 2-8, nothing. On a 9, a metal shield or armor. On a 10, one or two metal weapons. On an 11, a magic item. On a 12, roll two more times.

This giant venus fly trap looks like a small grassy hill with a small berry bush growing at the top. It likes growing in sunny clearings in humid climates. The berry bush is indistinguishable from a large strawberry bush.

It will snap shut as soon as anything touches the bush. Any creature grappled by a giant venus fly trap takes 1 corrosion damage at the start of its turn.

Its berries, known as rawberries, are extremely nutritious. Eating one grants a +1 bonus to strength for up to an hour. This bonus can stack to a maximum of +3.

Plant, Greenweb
Size 1d6 + 3, Predator Plant

Being: Size x 8 - 12
Defense: +7
Immune to psionic damage
Resistance 5 to bruise, projectile, puncture, and slash damage

Speed: 0
Initiative: -6

Con: +7 Dex: -12 Str: +5 Edu: -12 Wis: -4 Rep: -4

Skills:
Melee Unarmed +5

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Battle Ready, Major
Battle Reflexes
Martial Artist
Morning Person
Rapid Recovery
Superior Training

Attacks:
Melee Unarmed, +10 (+5 + 5 + 0), grapple, range 6

Equipment:
Roll 2d6. On a 2-8, nothing. On a 9, a metal shield or armor. On a 10, one or two metal weapons. On an 11, a magic item. On a 12, roll two more times.

Of all the plants for adventurers to be afraid of, the greenweb is perhaps the most deceptive. It appears to be a grove of short, thin aspen trees, but it is in reality a single plant with the majority of its mass hidden underground in its root system. The plant will send "runners" out away from its main body. The runners resemble smaller versions of the main tree, fibrous and tough. These runners can spring suddenly out of the ground and wrap around unsuspecting victims. A runner that grows thick enough becomes a new "outpost" for the main body, extending the range its runners can grow to. Destroying one part of the plant means very little. Even if all the above ground shoots are destroyed it can still grow back. The only way to kill a greenweb completely is by destroying its entire root system, which often proves to be extremely difficult. Runners have 3 HP each.

Plant, Moping Thistles
Size 1, Horror Plant

Being: 1
Defense: -6
Immune to psionic damage

Speed: 0
Initiative: -12

Con: -6 Dex: -12 Str: -12 Edu: -12 Wis: +0 Rep: -4

Skills:

Blessing or Curse, Depression +10
Push Feelings +10
Stealth +7

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

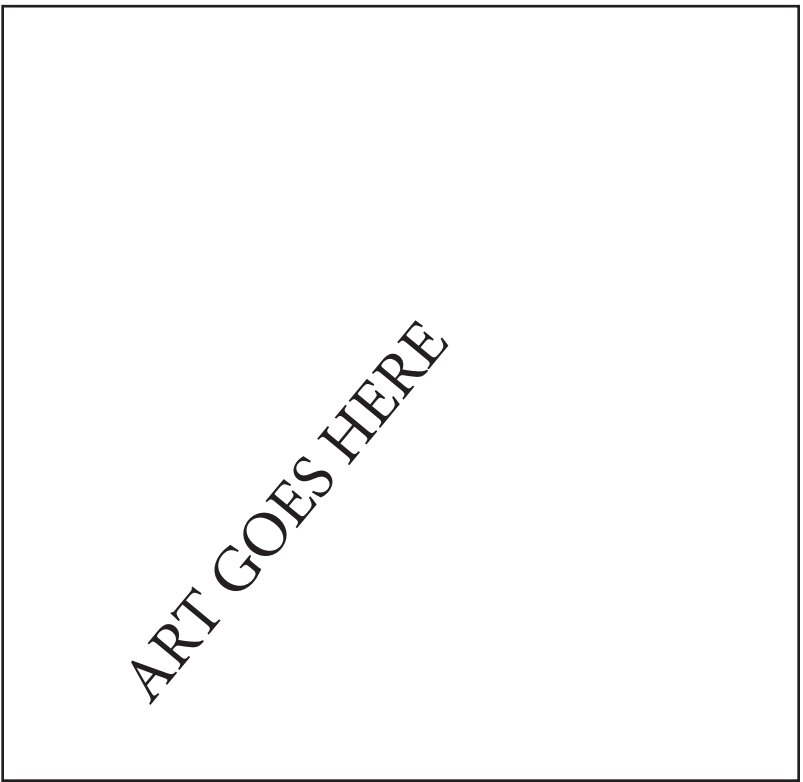
Positives:
Ability, Major, Blessing or Curse, et al. (use wisdom)
Surpass, Blessing or Curse, et al. (use wisdom)

Attacks: -

Equipment:

Roll 2d6. On a 2-8, nothing. On a 9, a metal shield or armor. On a 10, one or two metal weapons. On an 11, a magic item. On a 12, roll two more times.

Moping thistles are a weed with a magical adaptation allowing them to force an overwhelming sense of hopelessness and apathy on creatures that wander within range of them. Each plant present counts as 1 trigger for the Depression attribute. The Tactics roll must be made each time a thistle succeeds on a Push Feelings roll. Creatures that succumb to these effects can become so apathetic that they simply lie down and die of starvation, which in turn feeds the plants. One thistle will have little effect, but they often grow in patches hidden in the midst of other plants. A field of thistles would be practically impossible for any human to traverse.



Plesiosaur
Size 5, Aquatic Dinosaur Predator Reptile Beast

Being: 11
Defense: +5

Speed: 10, swim 20
Initiative: +7

Con: +3 Dex: +1 Str: +4 Edu: -11 Wis: +0 Rep: -1

Skills:

Athletics Endurance +3
Investigation +2
Melee Unarmed +2
Nature +7
Navigate +5
Stealth +2

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Animal Instinct
Battle Ready, Major
Battle Reflexes
Charge
Tough x2

Attacks:
Bite (Melee Unarmed, +2), +8 (+4 + 2 + 2), half bruise and half puncture or grapple, range 1

Equipment: -

Pteranodon
Size 4, Dinosaur Predator Reptile Beast

Being: 8
Defense: +5

Speed: 18, fly 65
Initiative: +7

Con: +3 Dex: +3 Str: +4 Edu: -11 Wis: +0 Rep: +0

Skills:

Athletics Acrobatics +3
Athletics Endurance +3
Athletics Weightlifting +2
Investigation +3
Melee Unarmed +1
Nature +7
Navigate +6

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Animal Instinct
Battle Ready, Moderate
Charge
Martial Artist
Natural Sprinter
Skywalker
Tough x2

Attacks:
Bite (Melee Unarmed, +1), +6 (+4 + 1 + 1), half bruise and half puncture or grapple, range 1
Melee Unarmed, +5 (+4 + 1 + 0), bruise or grapple, range 1

Equipment: -

Pterodactylus
Size 2, Dinosaur Predator Reptile Beast

Being: 4
Defense: +1

Speed: 8, fly 60
Initiative: +10

Con: +0 Dex: +4 Str: -5 Edu: -11 Wis: +0 Rep: +0

Skills:

Athletics Acrobatics +4
Investigation +3
Melee +0
Nature +7
Navigate +3
Stealth +0

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Animal Instinct
Battle Ready, Major
Charge
Skywalker
Tough

Attacks:
Bite (Melee Unarmed, +0), -5 (-5 + 0 + 0), puncture or grapple, range 1
Melee Unarmed, -5 (-5 + 0 + 0), bruise or grapple, range 1

Equipment: -

Rabbit
Size 1, Mammal Beast

Being: 2
Defense: -2
Resistance 2 to projectile and puncture damage

Speed: 23
Initiative: +10

Con: -2 Dex: +4 Str: -8 Edu: -11 Wis: -1 Rep: +0

Skills:

Athletics Endurance +5
Investigation +3
Nature +7
Navigate +3
Stealth +4

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Animal Instinct
Battle Ready, Major
Natural Sprinter

Attacks:
Bite (Melee Unarmed, +0), -10 (-8 - 2 + 0), half puncture and half slash, range 0

Equipment: -

Rat
Size 1, Mammal Beast

Being: 2
Defense: -3
Resistance 3 to projectile and puncture damage

Speed: 11
Initiative: +10

Con: -3 Dex: +4 Str: -9 Edu: -9 Wis: +0 Rep: -2

Skills:

Athletics +0
Investigation +4
Melee +0
Nature +7
Navigate +3
Stealth +5

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Animal Instinct
Battle Ready, Major
Strong Stomach
Survivor

Attacks:
Bite (Melee Unarmed, +0), -9 (-9 + 0 + 0), half puncture and half slash, range 0

Equipment: -

Rat Swarm
Size 4, Mammal Beast Swarm

Being: 8
Defense: +4
Immune to projectile and puncture damage
Resistance 8 to slash damage
Vulnerable to area damage

Speed: 10
Initiative: +7

Con: +2 Dex: +1 Str: +1 Edu: -9 Wis: +1 Rep: -3

Skills:

Athletics +0
Investigation +5
Melee +0
Nature +7
Navigate +3
Stealth +3

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Animal Instinct
Battle Ready, Moderate
Charge
Strong Stomach
Survivor
Tough x2

Attacks:
Bite (Melee Unarmed, +1), +2 (+1 + 0 + 1), half puncture and half slashing, range 0

Equipment:

Roll 2d6. On an 11, there is some trash or torn up clothes. On a 12, there is some sort of loot, such as a trinket, item, or small amount of gold.

Rhinocerous
Size 5, Mammal Beast

Being: 10
Defense: +8
Vulnerabilities, resistances, immunities

Speed:
Initiative:

Con: +7 Dex: -3 Str: +7 Edu: -11 Wis: +0 Rep: +0

Skills:

- Athletics Endurance +3
- Athletics Weightlifting +3
- Investigation +3
- Melee Unarmed +2
- Nature +7
- Navigate +4
- Persuasion Intimidation +3

Attributes:

Negatives:
- Custom Sub-skill, Athletics Endurance
- Custom Sub-skill, Melee Unarmed

Positives:
- Battle Ready, Moderate
- Charge
- Custom Skill, Athletics Weightlifting
- Natural Sprinter
- Tough

Attacks:
- Horn (Melee Unarmed, +3), +12 (+7 + 2 + 3), half puncture and half bruise, range 1
- Trample (Melee Unarmed, +5), +14 (+7 + 2 + 5), bruise, range 0

Equipment: -

Sacred Wolf
Size 4, Celestial Mammal Beast

Being: 20
Defense: +8

Speed: 45
Initiative: +8

Con: +8 Dex: +4 Str: +6 Edu: -7 Wis: +4 Rep: +2

Skills:

- Athletics Acrobatics +3
- Athletics Endurance +7
- Athletics Weightlifting +4
- Break Enchantment +8
- Hallow +8
- Healing Touch +7
- Investigation +9
- Melee Unarmed +4
- Memory +7
- Nature +7
- Shielding +8
- Spectral Light +8
- Stealth +4
- Teleport +8

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Ability, Moderate, Antimagic Aura et al. (use Wisdom)
- Battle Ready, Moderate
- Battle Reflexes
- Charge
- Immortal
- Magic Resistant
- Natural Sprinter

Attacks:
- Bite (Melee Unarmed, +1), +11 (+6 + 4 + 1), half puncture and half bruise damage or grapple, range 1
- Claw (Melee Unarmed, +0), +10 (+6 + 4 + 0), slash, range 1

Equipment: -

Salamander, Fire
Size 2, Elemental Dragon

Being: 7
Defense: +3
Immune to burn damage

Speed: 18, swim 14
Initiative: +3

Con: +1 Dex: +1 Str: -4 Edu: -11 Wis: +0 Rep: -2

Skills:

Athletics +0
Blast of Flame +5
Burst of Fire +6
Flame Strike +6
Investigation +4
Melee Unarmed +2
Nature +7
Navigation +3
Stealth +0

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Ability, Moderate, Blast of Fire, et al. (use Constitution)
Animal Instinct
Battle Ready, Minor
Brave
Strong Stomach
Tough x2

Attacks:
Bite (Melee Unarmed, +1), -1 (-4 + 2 + 1), puncture or grapple, range 1

Equipment:

Hoard:
3d6 - 3 gold
1d6 - 1 gemstones
6d6 shiny pieces of rock and metal

Salamanders are a group of dragons that share their name with a common amphibian. These dragons are reptiles, however they do have some physical similarities with amphibious salamanders. For example they do not grow true scales, instead having a thick, leathery cuticle. Additionally, they are very colorful, require very little air, can climb on most surfaces, and lay large clutches of eggs. Some notable differences are the fact that these salamanders grow to about the size of medium dogs, have six legs, and magical abilities. Salamanders are adapted to use elemental magic. Their skin patterns glow slightly whenever they are using it. There are several different types of salamander with different elemental specialties. They prefer to live in environments where their element is more prevalent. For example, fire salamanders like fiery places, wind salamanders like windy places, and ice salamanders like icy places. If raised from an egg, salamanders can be trained. They usually live for about twenty years, at which point they are usually large and sluggish. A few reports have claimed they can live and grow indefinitely if kept healthy, becoming as large as elephants, though no evidence has been produced.

Satyr
Size 3, Fey Humanoid

Being: 4
Defense: +0

Speed: 12
Initiative: +1

Con: +0 Dex: +1 Str: -1 Edu: -1 Wis: -1 Rep: -1

Skills:

Arcana +0
Art +0
Atheltics +0
Nature +0
Persuade +0

Attributes:

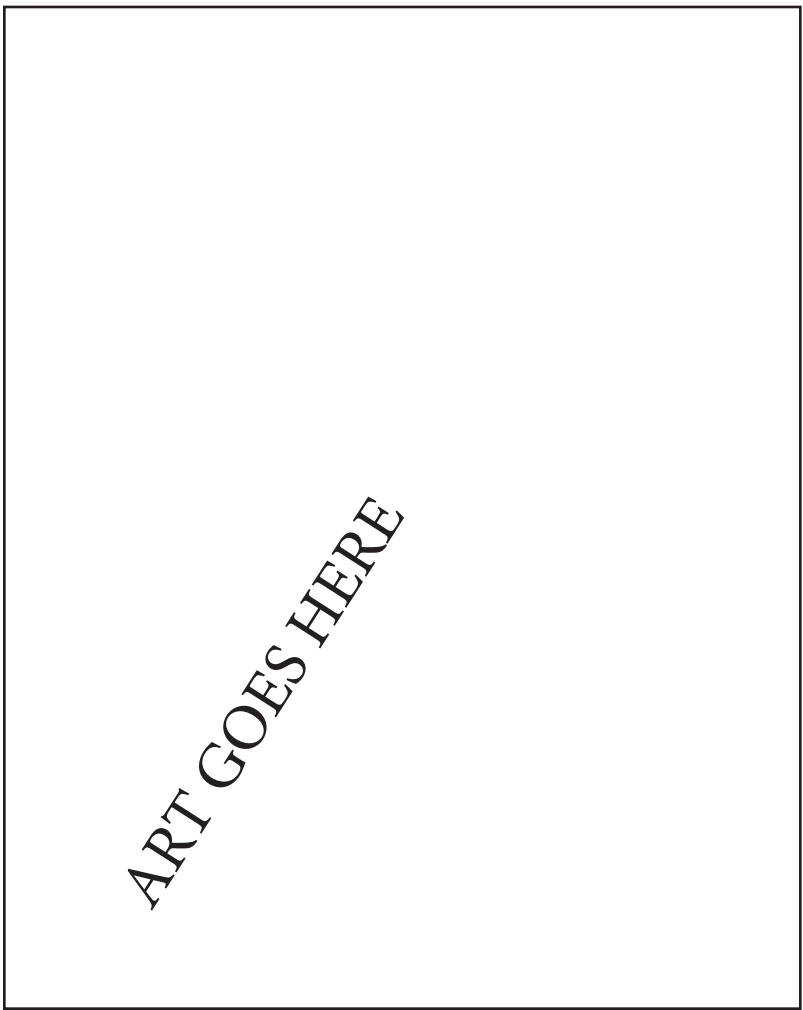
Negatives:
Roll 1d6:
1. Addiction
2. Curious
3. Greedy
4. Kleptomania
5. Lazy
6. roll two more times.

Positives:
Roll 1d6:
1. Broke
2. Green Thumb
3. Swift
4. Whisperer
5. Lucky, Moderate
6. roll two more times.

Attacks:
Melee Unarmed, -3 (-1 - 2 + 0), bruise or grapple, range 1

Equipment:

Roll 1d6. On a 1, nothing. On a 2, food. On a 3, wine. On a 4, camping gear. On a 5, a farm animal. On a 6, roll two more times.
Roll 1d6. On a 1, nothing. On a 2, 4d6 - 2 gold. On a 3, cooking supplies. On a 4, a party invitation. On a 5, art supplies. On a 6, a magic item.



Scorpion
Size 0, Predator Arachnid Beast

Being: 1
Defense: -4
Vulnerabilities, resistances, immunities

Speed: 1
Initiative: +6

Con: -5 Dex: +2 Str: -12 Edu: -12 Wis: +0 Rep: +0

Skills:

Athletics +0
Investigation +1
Melee Unarmed +3
Nature +7
Navigate +0
Poison Strike +8
Stealth +5

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Ability, Minor, Poison Strike (uses Constitution)
- Animal Instinct
- Assassin
- Battle Ready, Moderate
- Battle Reflexes
- Improved Dodge
- Martial Artist
- Surpass, Ability, Minor, Poison Strike
- Tough

Attacks:
- Pincher (Melee Unarmed, +0), -9 (-12 + 3 + 0), slash or grapple, range 0
- Stinger (Melee Unarmed, +1), -8 (-12 + 3 + 1), puncture, range 0

Equipment: -

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Sea Serpent
Size 7, Aquatic Dragon Predator

Being: 60
Defense: +14
Resistance 9 to frostbite damage

Speed: 10, swim 35
Initiative: +0

Con: +11 Dex: -4 Str: +12 Edu: -11 Wis: -1 Rep: -7

Skills:

Athletics +4
Cone of Frost +8
Investigation +5
Melee Unarmed +4
Nature +7
Navigation +6
Stealth +2

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Ability, Minor, Cone of Frost (uses Constitution)
- Battle Ready, Moderate
- Brave
- Charge
- Kleptomania
- Natural Sprinter
- Strong Stomach
- Tough x3

Attacks:
- Bite (Melee Unarmed, +7), +23 (+12 + 4 + 7), half puncture and half bruise or grapple, range 2
- Melee Unarmed, +16 (+12 + 4 + 0), bruise or grapple, range 1

Equipment:

Hoard:
1d6 x 10,000 gold
1d6 x 100 gemstones
2d6 x 10 art pieces or historical artifacts
1d6 x 4 magic items

Not all researchers consider sea serpents to be true dragons. It is the subject of much debate. While they do appear to be reptiles, they do not lay eggs on land and can clearly breathe underwater. While their skeletal, muscle, and organ structures are more similar to snakes, they do still possess breath weapons and a proclivity for hoarding treasure. While the majority of draconic species are predators, the sea serpents hunt the most actively and are extremely territorial. They will establish a lair, sometimes building it themselves using their ice breath, and then they will establish several different hunting grounds away from their lair. They aggressively defend these territories. The area immediately around their lair becomes a hunting ground of last resort if all the others are lost to competition.

Shark, Great White
Size 6, Predator Fish Beast

Being: 12
Defense: +8
Resistance 3 to frostbite damage

Speed: 0, swim 27
Initiative: +3

Con: +7 Dex: +1 Str: +9 Edu: -11 Wis: -2 Rep: -5

Skills:

Athletics Endurance +2	Nature +7
Athletics Weightlifting +3	Navigate +5
Investigation +4	Persuasion Intimidation +3
Melee Unarmed +4	Stealth +1

Attributes:

Negatives:	Positives:
Custom Sub-skill, Melee Unarmed	Assassin
Custom Sub-skill, Persuasion Intimidation	Battle Ready, Minor Berserk
	Charge
	Natural Sprinter
	Strong Stomach
	Tough

Attacks:
Bite (Melee Unarmed, +3), +16 (+9 + 4 + 3), half puncture and half bruise or grapple, range 1

Equipment: -

Shark, Tiger
Size 5, Predator Fish Beast

Being: 8
Defense: +5
Resistance 1 to frostbite damage

Speed: 0, swim 35
Initiative: +4

Con: +4 Dex: +2 Str: +5 Edu: -11 Wis: -1 Rep: -3

Skills:

Athletics Endurance +2	Nature +7
Athletics Weightlifting +3	Navigate +4
Investigation +4	Persuasion Intimidation +3
Melee Unarmed +4	Stealth +1

Attributes:

Negatives:	Positives:
Custom Sub-skill, Melee Unarmed	Assassin
Custom Sub-skill, Persuasion Intimidation	Battle Ready, Minor Berserk
	Charge
	Natural Sprinter
	Strong Stomach
	Tough

Attacks:
Bite (Melee Unarmed, +3), +12 (+5 + 4 + 3), half puncture and half bruise or grapple, range 1

Equipment: -

Slime
2d6 - 3 (minimum of 0), Fey Horror

Being: Size^2 (minimum 0f 1)
Defense: constitution
Immune to corrosion and psionic damage
Resistance size to bruise, frostbite, projectile, puncture, slash, and toxin damage

Speed: 18 - size, swim 20 - size
Initiative: dexterity

Con: +size Dex: +10 - (3 x size) Str: -10 + (3 x size) Edu: -12 Wis: -4 Rep: -size

Skills:

Athletics +0	Nature +0
Investigation +0	Navigate +0
Melee Unarmed +0	Stealth +0

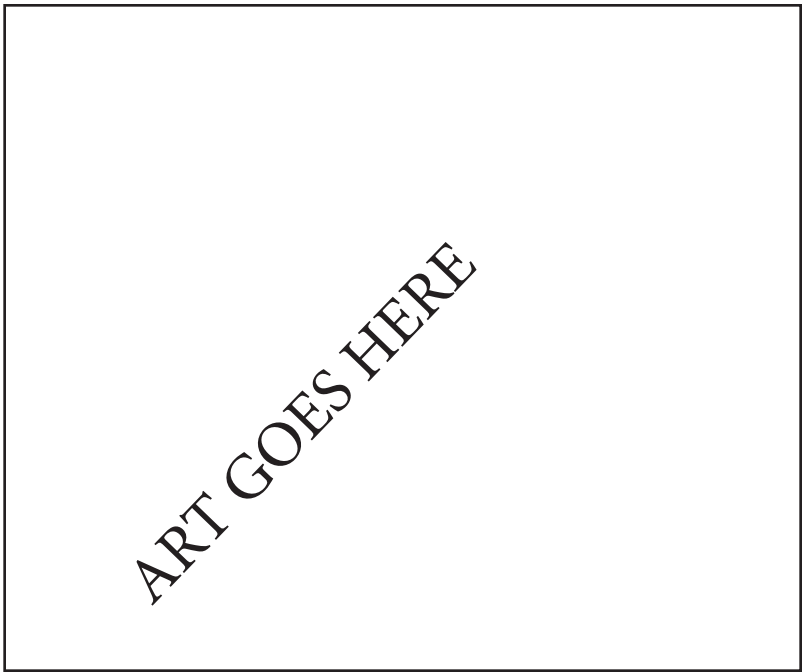
Attributes:

Negatives:	Positives:
Custom Sub-skill, Melee Unarmed	Rapid Recovery

Attacks:
Melee Unarmed, +x (str + 0 + 0), grapple, range size - 3 rounded down
A creature that is grappled by a slime takes 1 corrosion damage at the start of the slime's turn.

Equipment: -

The common slime monster is a giant single-celled amoeba. It grows as it eats, and as it grows it adds additional cell membrane layers, creating its resistance to typical trauma forces. As long as the innermost layers are intact, the amoeba can spend minimal energy repairing the outer layers. When a slime begins to starve, typically because it is too slow to hunt or scavenge effectively, it begins its reproductive cycle of dividing into smaller slimes. A divided slime creates a number of slimes equal to its previous size that are all half its size rounded down. This usually occurs when they are around the size of a cow. However, a slime occasionally happens upon an extremely large corpse and manages to consume it, which may allow it to double in size.



Sloth
Size 2, Mammal Beast

Being: 2
Defense: -2

Speed: 1
Initiative: -3

Con: -2 Dex: -3 Str: -6 Edu: -11 Wis: -1 Rep: +0

Skills:

- Athletics Acrobatics +2
- Investigation +2
- Nature +7
- Navigate +0
- Stealth +2

Attributes:

Negatives: -

Positives: -

Attacks: -

Equipment: -

Snake, Constrictor
Size 4, Predator Reptile Beast

Being: 8
Defense: +4
Resistance 3 to projectile and puncture damage

Speed: 5, swim 9
Initiative: +6

Con: +4 Dex: +2 Str: +5 Edu: -11 Wis: -1 Rep: -3

Skills:

- Athletics Acrobatics +2
- Athletics Weightlifting +4
- Investigation +5
- Melee Unarmed +3
- Nature +7
- Navigate +4
- Stealth +4

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Assassin
- Battle Ready, Moderate
- Charge
- Martial Artist
- Strong Stomach

Attacks:
- Bite (Melee Unarmed, +1), +9 (+5 + 3 + 1), half puncture and half bruise or grapple, range 2
- Melee Unarmed +8 (+5 + 3 + 0), bruise or grapple, range 1

Equipment: -

Snake, Constrictor, Small
Size 2, Predator Reptile Beast

Being: 3
Defense: +2
Resistance 4 to projectile and puncture damage

Speed: 6, swim 8
Initiative: +7

Con: +1 Dex: +3 Str: -1 Edu: -11 Wis: -1 Rep: -2

Skills:

- Athletics Acrobatics +2
- Athletics Weightlifting +4
- Investigation +5
- Melee Unarmed +3
- Nature +7
- Navigation +4
- Stealth +4

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Assassin
- Battle Ready, Moderate
- Charge
- Martial Artist
- Strong Stomach
- Tough

Attacks:
- Bite (Melee Unarmed, +0), +2 (-1 + 3 + 0), half puncture and half bruise or grapple, range 1
- Melee Unarmed +2 (-1 + 3 + 0), bruise or grapple, range 1

Equipment: -

Snake, Venomous
Size 2, Predator Reptile Beast

Being: 3
Defense: -1
Resistance 4 to projectile and puncture damage

Speed: 9
Initiative: +9

Con: -1 Dex: +5 Str: -3 Edu: -11 Wis: -1 Rep: -3

Skills:

- Athletics Acrobatics +2
- Athletics Weightlifting +1
- Investigation +5
- Melee Unarmed +5
- Nature +7
- Navigate +3
- Poison Strike +9
- Stealth +4

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Ability, Moderate, Poison Strike (uses Constitution)
- Animal Instinct
- Assassin
- Battle Ready, Moderate
- Martial Artist
- Surpass, Ability, Moderate, Poison Strike

Attacks:
- Bite (Melee Unarmed, +1), +3 (-3 + 5 + 1), puncture or grapple, range 1

Equipment: -

Songbird
Size 1, Bird Beast

Being: 2
Defense: -4
Resistance 3 to projectile and puncture damage

Speed: 4, fly 36
Initiative: +16

Con: -4 Dex: +10 Str: -11 Edu: -11 Wis: +0 Rep: +1

Skills:

- Art Music +3
- Athletics Acrobatics +5
- Athletics Endurance +3
- Investigation +3
- Nature +7
- Navigate +4
- Stealth +4

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed
- Custom Sub-skill, Art Music

Positives:
- Animal Instinct
- Battle Ready, Major
- Improved Dodge
- Natural Sprinter
- Skywalker

Attacks:
- Beak (Melee Unarmed, +0), -13 (-11 - 2 + 0), bruise or grapple, range 0
- Talon (Melee Unarmed, +0), -13 (-11 - 2 + 0), slash or grapple, range 0

Equipment: -

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Sphinx
Size 4, Celestial Predator Fey

Being: 24
Defense: +3

Speed: 35, fly 70
Initiative: +5

Con: +3 Dex: +1 Str: +5 Edu: +6 Wis: +7 Rep: +0

Skills:

- Arcana Divination +4
- Arcana Induction +5
- Athletics +3
- Investigation +7
- History +7
- Melee Unarmed +2
- Memory +7
- Nature +7
- Persuade +2
- Science +0
- Stealth +0

Spells: 13 attempts pre day

- Banish Attack
- Bend Fate
- Counterspell
- Detect Good and Evil
- Detect Truth
- Discover Location
- Discover Lore
- Identify Magic
- Locate Creature
- Locate Object
- Prophecy
- Scry
- Silence

Attributes:

Negatives:
- Curious
- Typically 1 or 2 other negative attributes

Positives:
- Casting Technique, Soul Focus Charge
- Hyper Observant
- Martial Artist
- Morning Person
- Skywalker

Attacks:
- Claw (Melee Unarmed, +1), +8 (+5 + 2 + 1), slash or grapple, range 1

Equipment:

Hoard:
6d6 x 1000 gold, 3d6 x 3 gemstones, 4d6 x 3 trinkets and jewelry, 2d6 x 3 historic artifacts, 2d6 + 1 magic items, and 6d6 x 20 books.

Sphinxes are self-designated guardians of knowledge. They will hoard it like dragons hoard gold. Many of them consider themselves to be great philosophers. Many of them will offer information for payment, but they will all offer their opinions for free. They care a great deal about meritocracy, about proving your worth through practical contribution. Some are more chaotic than others, meaning that the way they respond to things can be rather extreme or volatile, for example eating travelers who can't answer a series of riddles correctly. Most sphinxes are good and believe in supporting good ideals, however some are much more neutral in alignment, and they tend to be the ones who are more dangerous to deal with. It is highly improbable that a human could outwit our out-plan a sphinx. The exact origin of the sphinxes is unclear. Their species originates on the mortal plane, however they clearly possess some sort of celestial heritage. It is theorized by some that they were created by experimentation with stolen angel DNA, though most of the evidence for this is highly circumstantial.

Spider
Size 0, Predator Arachnid Beast

Being: 1
Defense: -10
Resistance 6 to projectile and puncture damage
Vulnerable to bruise damage

Speed: 1
Initiative: +10

Con: -10 Dex: +10 Str: -12 Edu: -11 Wis: +1 Rep: -2

Skills:

- Athletics Acrobatics +3
- Athletics Weightlifting +2
- Investigation +3
- Melee Unarmed +5
- Nature +7
- Navigate +0
- Poison Strike +5
- Stealth +6

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Ability, Minor, Poison Strike (uses Wisdom)
- Animal Instinct
- Assassin
- Charge

Attacks:
Bite (Melee Unarmed, +1), -6 (-12 + 5 + 1), puncture or grapple, range 0

Equipment: -

Spider Swarm
Size 3, Predator Arachnid Beast Swarm

Being: 6
Defense: -6
Immune to projectile and puncture damage
Resistance 6 to slashing damage
Vulnerable to area damage

Speed: 3
Initiative: +10

Con: -6 Dex: +8 Str: -3 Edu: -11 Wis: +0 Rep: -4

Skills:

- Athletics Acrobatics +3
- Athletics Weightlifting +2
- Investigation +4
- Melee Unarmed +6
- Nature +7
- Navigate +0
- Poison Strike +5
- Stealth +2

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Ability, Minor, Poison Strike (uses Wisdom)
- Assassin
- Battle Ready. Minor
- Charge
- Superior Training

Attacks:
Bite (Melee Unarmed, +1), +3 (-3 + 5 + 1), puncture, range 1

Equipment: -

Squid
Size 2, Aquatic Predator Beast

Being: 2
Defense: -2
Resistance 4 to frostbite damage

Speed: 0, swim 28
Initiative: +2

Con: -2 Dex: +0 Str: -6 Edu: -12 Wis: -1 Rep: +0

Skills:

- Athletics Acrobatics +2
- Investigation +1
- Melee unarmed +2
- Nature +7
- Navigate +2
- Stealth +0

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Animal Instinct
- Battle Ready, Minor
- Martial Artist

Attacks:
Bite (Melee Unarmed, +1), -3 (-6 + 2 + 1), slash, range 0
Tentacle (Melee Unarmed, +0), -4 (-6 + 2 + 0), grapple, range 1

Equipment: -

Squirrel
Size 1, Mammal Beast

Being: 1
Defense: -5

Speed: 20
Initiative: +12

Con: -5 Dex: +6 Str: -9 Edu: -11 Wis: -1 Rep: +0

Skills:

- Athletics Acrobatics +2
- Athletics Endurance +1
- Investigation +3
- Nature +7
- Navigate +3
- Stealth +5

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Animal Instinct
- Battle Ready, Major
- Skywalker

Attacks:
Bite (Melee Unarmed, +0), -11 (-9 - 2 + 0), puncture or grapple, range 0

Equipment: -

Stegosaurus
Size 6, Dinosaur Reptile Beast

Being: 20
Defense: +16

Speed: 23
Initiative: +0

Con: +15 Dex: -6 Str: +9 Edu: -11 Wis: +0 Rep: +0

Skills:

Athletics Endurance +1
Athletics Weightlifting +2
Investigation +2
Melee Unarmed +3
Nature +7
Navigate +4

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Animal Instinct
Battle Ready, Major
Battle Reflexes
Charge
Survivor
Tough

Attacks:
Tail (Melee Unarmed, +6), +18 (+9 + 3 + 6), half puncture and half bruise, range 3
Trample (Melee Unarmed, +2), +14 (+9 + 3 + 2), bruise, range 0

Equipment: -

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Sun Titan
Size 3, Humanoid Titan

Being: 120
Defense: +8

Speed: 24
Initiative: +6

Con: +5 Dex: +0 Str: +8 Edu: +8 Wis: +7 Rep: +4

Skills:

Arcana +7
Astronavigation +9
Athletics +0
Beacon +9
Beam of Light +9
Bend Light +9
Burst of Light +9
Cone of Light +9
Create Plasma +9
Darkness +9
Flight +9
Investigation +2
Invisibility +9
Heal +7
Light Aura +9
Light Strike +9
Memory +3
Nature +2
Persuade +0
Religion +1
Science +9
Scry +9
Spectral Light +9
Supersonic FLight +9
Tendril of Light +9
Truesight +9

Spells: 120 attempts pre day

Beam of Light
Bend Light
Burst of Light
Cone of Light
Create Plasma
Darkness
Flight
Heal
Invisibility
Light Aura
Light Strike
Scry
Spectral Light
Supersonic Flight
Tendril of Light
Truesight

Attributes:

Negatives: -

Positives:
Ability, Moderate, Beacon, et al. (use Education)
Casting Technique, Soul Focus
Immortal
Surpass, Astronavigation, et al.

Attacks:
Melee Unarmed, +6 (+8 - 2 + 0), bruise or grapple, range 1

Equipment:
A book of notes, one or more trinkets, and 5d6 gold

Stars live and die, but the light of one star can touch millions of worlds for millions of years. The sun titans are concerned with light and energy. They see the cycles of energy as it flows in the universe. They work closely with the nature titans and the harvest titans, often brokering the peace between them. Many sun titans enjoy guiding humans to understand the greater connections between the science of the universe and the morality of the universe. They see the interactions of good and evil as a core factor in the flow of energy through the universe, darkness expanding into spaces that light vacates and then being driven back when the light returns. Sun titans are devoted, spiritual beings, but their personalities are as varied as radiation wavelengths.

Swarm

Mobs, military units, and swarms of smaller creature that move and attack against coordinated goals can be assigned the swarm type and treated as a single creature. Apply the following changes to the stat block for a singular of these creatures. Increase their size by at least 2. Multiply their Being by the change in size. Add the change in size to their strength two times. Subtract their old size from their dexterity. Add +3 to their constitution. Change their speeds accordingly. Double their Athletics and Melee sub-skill modifiers if they have those skills already. Subtract their new size from their Stealth skill modifier, to a minimum of +0, if they have that skill already. Increase their Investigation skill modifier by +2. They gain immunity to projectile and puncture damage. They gain resistance 9 minus their previous size to bruise and slash damage. They gain vulnerability to area damage.

THERIANTHROPES

The term "lycanthrope" is colloquially used to refer to any kind of morphing human-animal hybrid, but the term "lycan" specifically applies to wolves. The proper generalization is actually "therianthrope." There are many kinds of therianthropy in folklore. Some are more dangerous or detrimental than others. Some are inherited from parents. Some are transmissible pathogens.

The most common forms are provided here:

Therianthrope, Weredolphin or Encantado

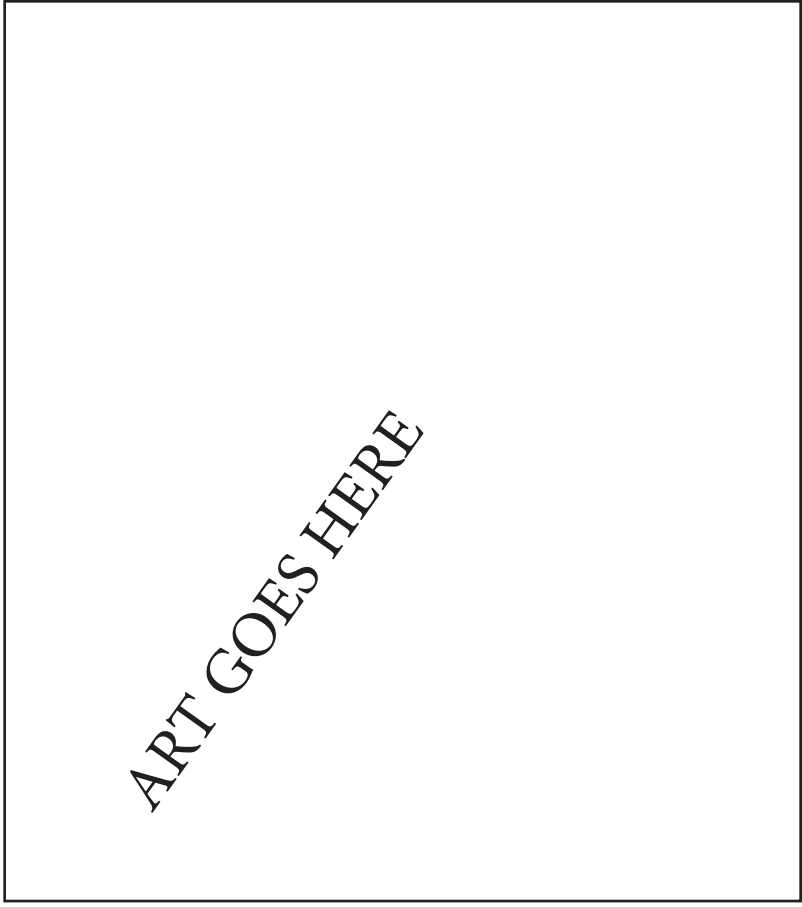
The Encantados or native to South America, and they transform completely into Amazon river dolphins. They are known for being very enthusiastic partygoers. While they do not eat people, there are some accounts of them kidnapping people, stealing them away into the jungle. Dolphinthropy is transmitted from parent to child or by blood contact. It can only be contracted in males. Encantado transformation is triggered by immersion in water at night. When transformed, NPC encantados temporarily gain 3 Health, a swim speed equal to their normal speed, a +2 bonus to Investigation, and a +1 bonus to Stealth.

Therianthrope, Werehyena, Bouda, or Bultungin

The bouda or bultungin have many names across Africa. They are considered highly dangerous, though many family lines have established high levels of control over their animal forms. The most famous family of bouda is a family of blacksmiths in Ethiopia, the trade and the transformation being passed down from father to son for hundreds of years. Hyenathropy is transmitted from parent to child. Bouda transformation is triggered by the smell of human blood. When transformed, NPC werehyenas temporarily gain 3 Health, a +1 slash or puncture Melee Unarmed natural weapon, and a +3 bonus to Investigation.

Therianthrope, Wereseal or Selkie

The selkie is native to Scandinavia and the British Isles. They transform completely into grey seals. They are known primarily for their unearthly beauty and for their quiet, docile personalities. Some selkies are noted to never speak at all in human form, though they clearly understand human language. In their animal forms they are usually described as playful and curious. Phocidanthropy is transmitted from parent to child and can only be contracted by females. Selkie transformation is triggered by contact with seal skin or seal leather and seawater. When transformed, NPC selkies temporarily gain 2 Health, a swim speed equal to their normal speed, a +2 bonus to Investigation, and a +2 bonus to Stealth.



Therianthrope, Weretiger

Weretigers are native to central Asia. Many of the most notable have been renowned sorcerers and philosophers. However, several others became bloodthirsty killers. There is a prevailing myth among weretigers that consumption of humans increases their power, though no concrete evidence has ever been collected. Pantherathropy is hereditary, but it can also be transmitted by direct blood contact. Weretiger transformation is triggered by the radiation reflected off the dark side of the moon under a new moon. When transformed, NPC weretigers temporarily gain 4 Health, a +1 slash or puncture Melee Unarmed natural weapon, and a +1 bonus to Investigation and Stealth.

Therianthrope, Werewolf or Lycan

The most famous of all therianthropes, werewolves enjoy a good hunt. They enjoy the use of athletic prowess and the sanctity of the forests. They also enjoy rare meat and can be extremely dangerous when transformed. Lycanthropy can be transmitted from parent to child or it can be transmitted by bite infection. Lycan transformations are triggered by the sight of the full moon. When transformed, NPC lycans temporarily gain 3 Health, a +1 slash or puncture Melee Unarmed natural weapon, and a +3 bonus to Investigation.

Tecuani
Size 5, Humanoid Predator Mammal

Being: 4
Defense: +0

Speed: 14
Initiative: +1

Con: +0 Dex: +1 Str: +0 Edu: -1 Wis: +1 Rep: -1

Skills:

- Athletics +0
- Investigation +1
- Melee +2
- Nature +1
- Navigation +0
- At least 1 Trade sub-skill +4

Attributes:

Negatives: -

Positives: -

Attacks:
Claw (Melee Unarmed, +0), +2 (+0 + 2 + 0) slash, range 1
Melee Unarmed, +2 (+0 + 2 + 0), bruise or grapple, range 1

Equipment:

Roll 1d6. On a 1-4, a knife. On a 5, a spear. On a 6, a shortsword.
Roll 1d6. On a 1-3, food. On a 4-5, trade tools. On a 6, both.
Roll 1d6. On a 1-3, nothing. On a 4, 4d6 gold. On a 5, a personal trinket. On a 6, a magic item.

Triceratops
Size 6, Dinosaur Reptile Beast

Being: 20
Defense: +18

Speed: 24
Initiative: +2

Con: +8 Dex: -4 Str: +8 Edu: -11 Wis: +0 Rep: +0

Skills:

- Athletics Endurance +3
- Athletics Weightlifting +2
- Investigation +2
- Melee Unarmed +3
- Nature +7
- Navigate +5

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Animal Instinct
- Battle Ready, Major
- Charge
- Natural Sprinter
- Survivor
- Tough x2

Attacks:
Horns (Melee Unarmed, +5), +16 (+8 + 3 + 5), half puncture and half bruise, range 1
Tail (Melee Unarmed, +4), +15 (+8 + 3 + 4), bruise, range 2
Trample (Melee Unarmed, +2), +13 (+8 + 3 + 2), bruise, range 0

Equipment: -

Troll
Size 5, Humanoid Horror Predator Fey

Being: 16
Defense: +7
Resistance 4 to bruise, projectile, puncture, and slash damage

Speed: 16
Initiative: -1

Con: +4 Dex: -3 Str: +5 Edu: -5 Wis: -3 Rep: -5

Skills:

- Athletics Endurance +3
- Athletics Weightlifting +1
- Heal +6
- Investigation +1
- Melee Bludgeons +1
- Nature +1
- Navigation +0
- Persuade Intimidation +3

Attributes:

Negatives:
- Custom Sub-skill, Persuade Intimidation
- Limited Ability, Heal

Positives:
- Ability, Major, Heal (uses Constitution)
- Battle Ready, Minor
- Rapid Recovery
- Superior Recovery
- Strong Stomach
- Tough x3

Attacks:
Melee Unarmed, +3 (+3 + 0 + 0), bruise or grapple, range 1

Equipment:

Roll 1d6. On a 1-2, nothing. On a 3-4, a club. On a 5, a knife. On a 6, a spear.
Roll 1d6. On a 1-2, nothing. On a 3, stolen human food. On a 4, a waterskin. On a 5, foraged food. On a 6, a deer or boar carcass.
Roll 1d6. On a 1-3, nothing. On a 4, 3d6 x 5 gold. On a 5, a magic item. On a 6, 1d6 - 1 trinkets.

Turtle
Size 1, Reptile Beast

Being: 2
Defense: +6

Speed: 6, swim 8
Initiative: +0

Con: +3 Dex: -4 Str: -6 Edu: -11 Wis: +0 Rep: +0

Skills:

- Athletics +0
- Investigation +1
- Melee Unarmed+2
- Nature +7
- Navigate +1
- Stealth +4

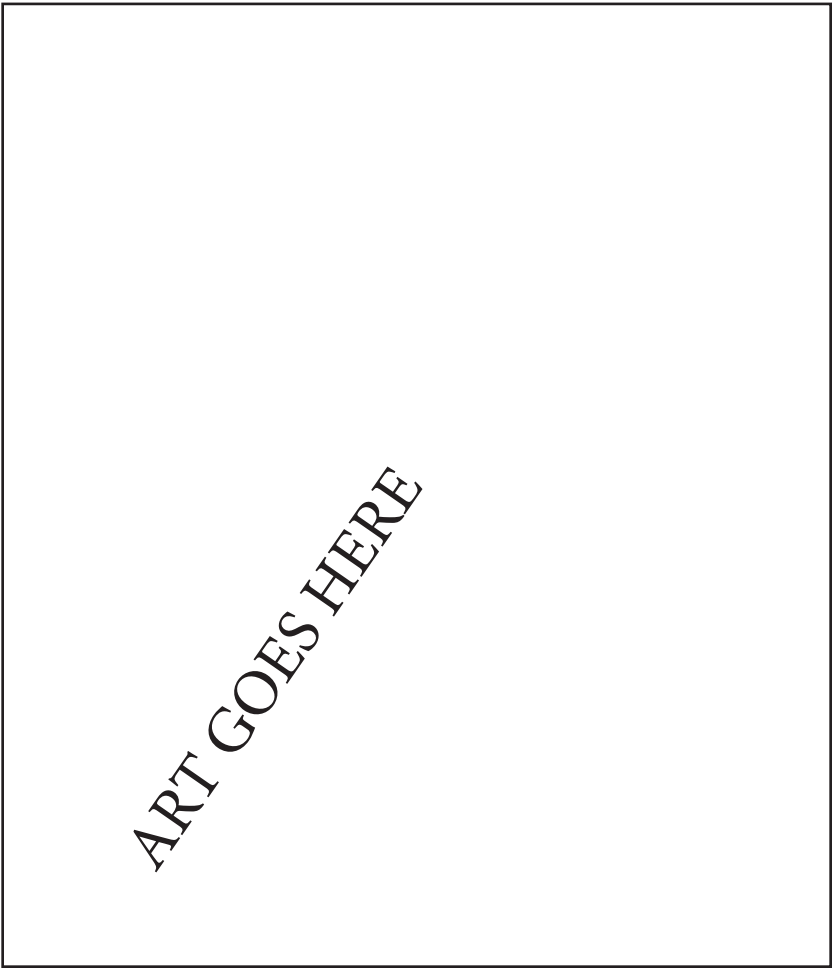
Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Animal Instinct
- Battle Ready, Moderate
- Natural Sprinter
- Tough x3

Attacks:
Bite (Melee Unarmed, +0), -4 (-6 + 2 + 0), slash or grapple, range 0

Equipment: -



Tyrannosaurus Rex
Size 7, Dinosaur Predator Reptile Beast

Being: 29
Defense: +20

Speed: 26
Initiative: +1

Con: +18 Dex: -5 Str: +11 Edu: -12 Wis: +0 Rep: -4

Skills:

Athletics Endurance +3
Athletics Weightlifting +2
Investigation +5
Melee Unarmed +4
Nature +7
Navigate +4
Persuasion Intimidation +4

Attributes:

Negatives:
Custom Sub-skill, Athletics Endurance
Custom Sub-skill, Melee Unarmed

Positives:
Animal Instinct
Battle Ready, Major
Charge
Custom Skill, Athletics Weightlifting
Natural Sprinter
Survivor
Tough x2

Attacks:
Bite (Melee Unarmed, +7), +22 (+11 + 4 + 7), half bruise and half puncture or grapple, range 1
Tail (Melee Unarmed, +5), +20 (+11 + 4 + 5), bruise, range 2
Trample (Melee Unarmed, +3), +18 (+11 + 4 + 3), half bruise and half slash, range 0

Equipment: -

UNDEAD

It's practically impossible to have a fantasy world of danger and heroism without hordes of undead to wage battle against. The existence of undead is an opposition to the natural flow of the universe. It hinders the forward momentum and progress of all things good. However, this momentum cannot truly be stopped, it can only be delayed. It will build up against this opposition like pressure in a geyser. Eventually, the opposition is overcome with an explosive and destructive shift. The destruction of powerful undead can often have dramatic consequences as the natural order of things suddenly resumes.

Here is a sample list of undead categories that can be applied to any creature.

Undead, Draugr

Many undead are created specifically for the purpose of filling army ranks. Draugr are made from freshly fallen warriors with the intent of securing a sure victory. The magic reanimating them also increases their physical aptitudes and maintains their mental faculties so that they can follow complex commands.

Apply these modifications to a humanoid. Add undead to their tags. Increase their strength, constitution, and dexterity by +2. They gain immunity to necrosis damage. They gain resistance 2 to bruise, projectile, puncture, and slash damage. They gain vulnerability to burn damage. A draugr will heal at a rate of 1 Health an hour. This regeneration stops if it is reduced to 0. A draugr follows its makers' orders with perfect compliance and loyalty. After the soft tissues have decomposed, the draugr will become an animated skeleton.

Undead, Ghost

Ghosts are the spirits of the dead who feared death and feared to pass on to the next life. Becoming a ghost is typically a simple necromancy spell that they managed to cast upon themselves in the instance of death by sheer force of will. Most do not remember their death and more than a few are in denial about having died at all.

Add undead to their tags. They gain a fly speed equal to their normal speed + 3. Reduce their strength and constitution by -4. Reduce their influence by -1. Ghosts have disadvantage on all spellcasting rolls. They gain the Ability major positive attribute for the Invisibility spell and the Become Ethereal spell with +7 modifiers and using their highest base statistic. They gain immunity to necrosis damage. They gain resistance 4 to all damage except for burn and psionic damage.

Undead, Ghost Vehicles

Ghost vehicles are created when many souls aboard the vehicle simultaneously become ghosts. Their collective will then become the controlling force behind the vehicle's actions, acting as a kind of subconscious. Ghost vehicles are only dangerous if the spirits controlling it are dangerous. Ghost vehicles are typically fueled by some sort of objective, a goal that they are constantly moving towards. The goal is almost always an impossible one, however completing a goal may allow a ghost vehicle and its occupants to die

completely and pass on.

These modifications are applied to a vehicle. Add Undead and Horror to the tags. The vehicle gains a strength equal to its ramming bonus, a constitution modifier equal to its defense, and a dexterity modifier equal to 6 - (2 times its size). The vehicle gains a +0 wisdom modifier, a +0 education modifier, and a -4 influence modifier. It gains a Being equal to its HP + 3. It gains the Charge positive attribute. It gains the Custom Skill positive attribute for a custom Drive skill to drive itself with a +7 modifier. It gains the Ability major positive attribute for the Invisibility spell and Become Ethereal spell with +7 modifiers and using their highest base statistic. It gains immunity to necrosis damage. It gains resistance 4 to all damage except for burn and psionic damage. A ghost vehicle is either invisible or it is tangible. It is always one or the other, and never both. The vehicle can only be entered or exited while tangible. Living creatures on an invisible ghost vehicle are trapped there until it becomes visible again or until it is killed. A ghost vehicle dies if all its ghosts die. A living creature that dies aboard a ghost vehicle becomes a ghost occupant.

Ghost Train
Size 9, Horror Undead Vehicle

Being: 16
Defense: +18
Immune to frostbite, necrosis, and toxin damage
Resistance 4 to bruise, corrosion, electrical, projectile, puncture, and slash damage

Speed: 65
Initiative: -12

Con: +18 Dex: -11 Str: +17 Edu: +0 Wis: +0 Rep: -6

Skills:
Become Ethereal +7 Invisibility +7
Drive Train +7

Attributes:

Negatives:
Blind
Deaf
Mute

Positives:
Ability, Major, Become Ethereal, et al. (uses constitution)
Charge
Custom Skill, Drive Train

Attacks:
Ram (Melee Unarmed, +0), +17, bruise, range 0

Equipment:
The belongings of the passengers

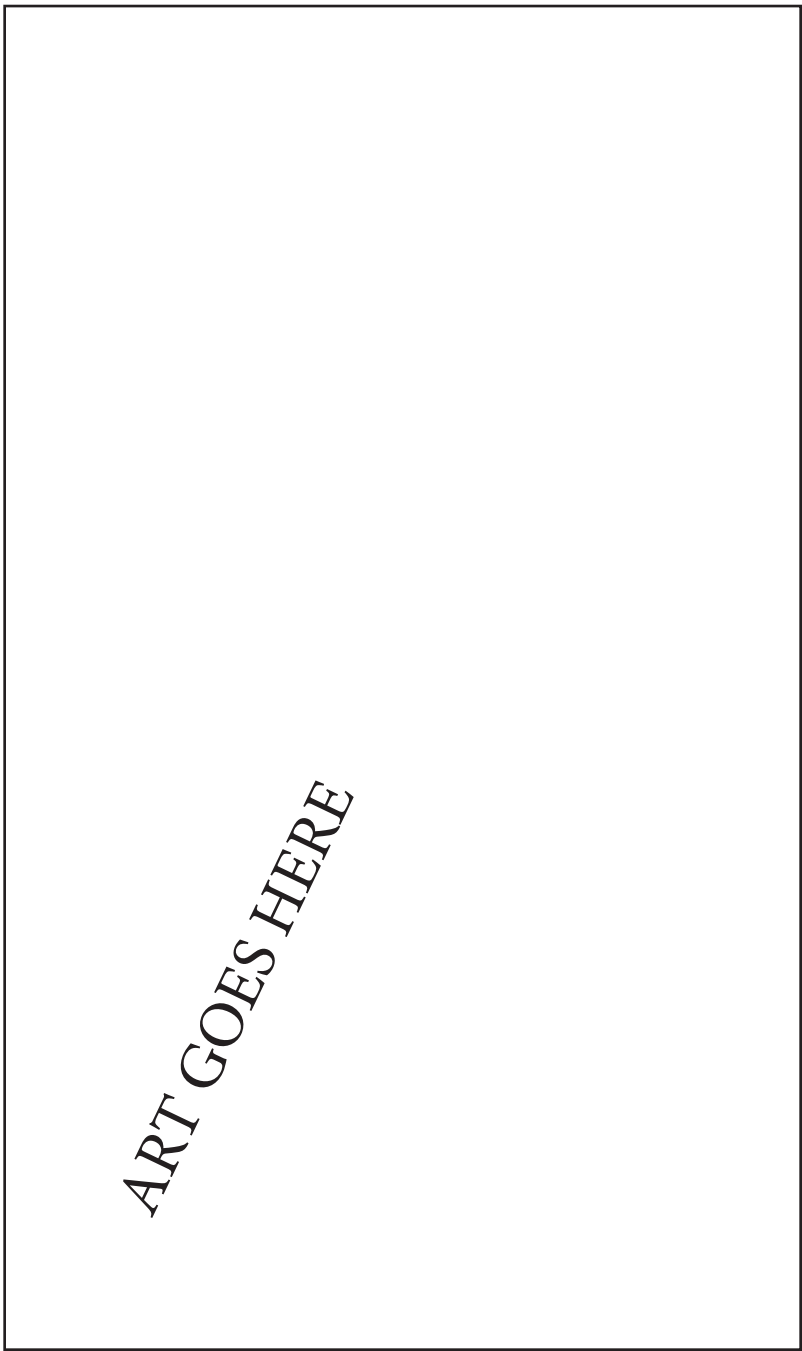
Ghoul

Ghouls are a hybrid combination between a draugr and a normal zombie, which came about following an attempt to create draugr that wouldn't decompose and were easier to produce. The result was a horrible creature with the strength of a draugr and the animalistic nature of a zombie. Ghouls heal as they consume fresh blood and living flesh.

Ghoul packs exist in the wild that hunt in a similar manner to wolves, albeit much more aggressively. Unlike wolves, humans are a ghoul's preferred prey. It has been noted that these ghoul packs will appear near sites of major battles or large calamities, although it is yet unclear whether they are generated there or travel to arrive there. Ghouls do not have children, yet they have some unknown means of maintaining their numbers. Research in this area has been slow going because human-ghoul encounters generally end one of two ways, the human escapes, or the human is eaten.

Ghouls that live long enough slowly regain their intelligence and sense of self control, though they typically will not regain their memories.

These modifications are applied to a humanoid. Add undead and predator to their tags. Increase their strength, constitution, and dexterity by +2. Their wisdom, education, and influence all become -4. They gain immunity to toxin and necrosis damage. They gain resistance 2 to bruise, psionic, projectile, puncture, and slash damage. They gain vulnerability to fire damage. They gain a +0 bite puncture Melee Unarmed natural weapon. They gain the Ability moderate positive attribute for the Drain Energy spell with a +3 modifier and using their second highest base statistic.



Undead, Lich

A lich is a spellcaster that has magically cursed themself with a form of pseudo-immortality. Liches are very powerful spellcasters.

These modifications may be applied to any creature base. Add undead to their tags. Increase their Being by 6. Increase their education by +2 and decrease their influence by -2. They gain immunity to necrosis and toxin damage. The gain a casting technique. They learn 1d6 necromancy spells and 1d6 other spells. Liches do not recover spellcasting attempts. Instead, they spend years of their lifespan as spellcasting attempts. They may also convert years into Health at a 2 to 1 ratio as a standard action. Their wounds do not heal naturally. Whenever a lich kills another creature, they add years to their lifespan equal to the creature's Being. Liches hoard magic items in order to save years of lifespan. They gain 6d6 x 2 magic items. They also compulsively build their supply of years. A standard lich has 2d6 x 105 years in supply.

Undead, Mummy

Not all mummies rise from the dead. The ones that do are typically mummified as a punishment, and that punishment includes serving out the sentence for some sort of crime, a sentence of eternal servitude. Reanimated mummies are usually used as guardians, particularly of tombs. Occasionally they are tasked with punishing the people who disturb the tomb by pursuing them even after they have left. In some respects, a mummy is somewhat more of a golem than an undead. Many mummies are created with magical traps woven into the enchantment or written on the cloth they are wrapped in, utilizing systems similar to an animated tome. Most mummies are forced to carry out their assigned tasks wordlessly and without room for thought, however a rare few are granted the privilege of autonomy to complete their assignments how they wish. These mummies usually possess tongues and therefore the ability to speak, however they are very rare.

These modifications may be applied to any creature base. Add construct and undead to their tags. Increase their Being by 5. Increase their strength and constitution by +4. Decrease their education and influence by -4. Reduce their speed by one half rounded up. They gain immunity to frostbite, necrosis, psionic, and toxin damage. Roll 1d6 times on the Mummy Abilities table. A mummy uses these abilities as standard actions the same as an animated tome.

1d36	Mummy Abilities
11	Antimagic Field (+6 magnitude)
12	Create Undead (+5 magnitude), used several minutes after the end of combat
13	Shielding (+5 magnitude)
14	Conjure Contagion, Plague No. 9 (+7 magnitude). Plague no. 9 is a custom disease created to be weaponized by mummies. A creature infected with plague no. 9 has their strength maximum reduced by -7 and their constitution maximum reduced by -4. Removing plague no. 9 using a Break Enchantment or Banish Conjuration spell causes the creature casting the spell to become infected by it. If the Healing Touch spell is used to cure plague no. 9, concentration must be maintained on the spell for 6 hours in a single casting.
15	Blessing or Curse, Blind (+5 magnitude)
16	Blessing or Curse, Dumb (+5 magnitude)
21	Blessing or Curse, Deaf (+5 magnitude)
22	Blessing or Curse, Amnesia (+5 magnitude)
23	Blessing or Curse, Bad Luck (+5 magnitude)
24	Blessing or Curse, Chronic Illness (+5 magnitude)
25	Blessing or Curse, Elderly (+5 magnitude)
26	Blessing or Curse, Insanity (+5 magnitude), the targeted creature believes that all intruders in the area the mummy is guarding deserve to be punished.
31	Conjure Creature, Giant Scorpion (+7 magnitude)
32	Conjure Creature, Beetle Swarm (+7 magnitude), uses the same statistics as Wasp Swarm except its sting attack becomes a bite that deals puncture damage.
33	Cloud of Poison (+6 magnitude)
34	Darkness (+6 magnitude)
35	Create Force (+6 magnitude)
36	Lingering Phantasm (+5 magnitude)

1d36	Mummy Abilities
41	Psychic Whispers (+5 magnitude)
42	Spray of Acid (+7 magnitude)
43	Create Weather, Hail (+5 magnitude)
44	Ensnaring Strike (+6 magnitude)
45	Teleport (+6 magnitude)
46	Detect Good and Evil (+7 magnitude)
51	Break Enchantment (+6 magnitude)
52	Dominate Mind (+5 magnitude)
53	Hex (+6 magnitude)
54	Mark (+7 magnitude)
55	Burst of Fire (+7 magnitude). This spell is triggered by the mummy's death.
56	Blast of Ice (+7 magnitude)
61	Electron Bolt (+7 magnitude)
62	Death Touch (+5 magnitude)
63	Drain Vitality (+4 magnitude)
64	Necrotic Strike (+4 magnitude)
65	This mummy has a +2 magic weapon and a +3 sub-skill modifier to use it.
66	Roll two more times.

Undead, Skeleton

Most skeletons were originally draugr, who lost their improved strength and lingering intelligence as the muscle and neural tissue rotted away and fell from their bones. Others were simply animated as ghoulish automatons.

These modifications may be applied to any creature base. Add construct and undead to its types. Reduce its strength, constitution, and dexterity by -2. Its wisdom, education, and influence all become -4. It gains immunity to frostbite, necrosis, psionic, and toxin damage. It gains resistance 5 to burn, corrosion, projectile, and puncture damage and vulnerability to bludgeoning damage.

Undead, Vampire

Vampires exist in many cultures and on many worlds with many slight variations. Are they all part of a common lineage perpetuated by vanity and gluttony, or are the monstrous tendencies of a humanity unchecked by morality always destined to fall to a universally common lowest point? Here is a suggested progression of abilities and weaknesses for a typical vampire. Many vampires consider their turning to be a moment of rebirth, since they have technically died, and begin counting their age anew from that point forward.

These modifications are applied to a humanoid. When creating a vampire of a certain age, include all modifications from previous sections on the table.

Age	Vampire Abilities
0 years	Their Being increases by +2. Increase their strength, constitution, and dexterity by +1. They gain the Ability moderate positive attribute for the Drain Energy spell with a +5 modifier and using dexterity. They gain the Allergy major negative attribute to sunlight. They gain the Rapid Recovery and Superior Recovery attributes. Damage is considered non-lethal to a vampire unless it is burn damage or damage from one of their allergies. A vampire can only reduce hunger and thirst by drinking blood.
50 years	Their Being increases by +2. Increase their strength, constitution, and dexterity by +1. They gain the Ability moderate positive attribute for the Take Beast Shape, Bat spell with a +5 modifier and using wisdom and the Limited Ability attribute. They gain the Allergy major negative attribute to garlic.
100 years	Their Being increases by +2. Increase their strength, constitution, and dexterity by +1. They gain the Ability moderate positive attribute for the Charm spell with a +5 modifier and using influence. They gain the Allergy major negative attribute to holly wood.
200 years	Their Being increases by +2 They gain 10 skill points. They gain the Ability moderate positive attribute for the Command spell with a +5 modifier and using dexterity. They gain the Allergy major negative attribute to water flowing in natural waterways.
400 years	Their Being increases by +2. They gain 10 skill points. They gain the Ability moderate positive attribute for the Battlerage spell with a +5 modifier and using constitution and the Limited Ability attribute. They gain the Blood Thirsty negative attribute.
800 years	Their Being increases by +2. They gain 10 skill points. Increase their education, wisdom, and influence maximums by +1. They gain the Superior Training positive attribute.
1300 years	Their Being increases by +2. They gain a fly speed equal to their normal speed. They gain the Surpass positive attribute for 3 skills.
1800 years	Their Being increases by +2. Their speed is doubled. They gain the Can't Swim and Vengeful negative attributes.
3000 years	Their Being increases by +2. They gain the Surpass positive attribute for 3 skills. They gain the Allergy major negative attribute to entering homes without the occupant's permission.
10000 years	Their Being increases by +2. They gain the Insanity negative attribute.

Undead, Wraith

Wraiths are a deliberate advancement on the same magic that would create a ghost. The purposes behind the initial innovation are similar to the purposes behind mummies. Wraiths are usually created to be servants and field agents. They are not usually as dangerous as mummies, but they are usually much harder to run away from.

These modifications are applied to a humanoid. Add undead to their tags. Increase their strength, dexterity, and constitution by +1. Their influence becomes -4. Wraiths have disadvantage on all spellcasting rolls. They gain the Ability major positive attribute for the Become Ethereal spell with a +7 modifier and the Necrotic Strike spell with a +4 modifier using their highest base statistic. They gain immunity to corrosion, frostbite, necrosis, and toxin damage, resistance 4 to bruise, projectile, puncture, and slash damage, and vulnerability to burn damage. All of a wraith's wounds heal over the course of 24 hours.

Undead, Zombie

Zombies mindlessly seek to spread undeath. They mob and kill for really no benefit to themselves. A creature that is slain by a zombie will rise as a zombie 2d6 + 1 hours later. A strong willed necromancer can keep them in line and force them to follow orders. However, without such direction, they become mindless, tireless predators. Their flesh only rots as quickly as the magic animating them wears away. After thousands of years, a zombie may die and collapse into dust.

These modifications may be applied to any creature base. Add construct and undead to its types. Reduce its strength, constitution, and dexterity by -2. Its wisdom, education, and influence all become -6. It gains vulnerability to burn damage. Zombies cannot heal or recover Health.

Unicorn

Size 4, Celestial Mammal Beast Fey

Being: 20
Defense: +4

Speed: 48
Initiative: +5

Con: +4 Dex: +2 Str: +4 Edu: -7 Wis: +4 Rep: +4

Skills:

- Athletics Endurance +5
- Athletics Weightlifting +2
- Blessing or Curse, Chronic Illness +7
- Detect Good and Evil +7
- Healing Touch +7
- Investigation +4
- Invigorate +7
- Look Ahead +7
- Melee Unarmed +2
- Memory +1
- Nature +7
- Navigate +5
- Persuade +0
- Sense Danger +7

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Ability, Moderate, Blessing or Curse , et al. (use wisdom)
- Animal Instinct
- Battle Ready, Moderate
- Charge
- Natural Sprinter

Attacks:
- Horn (Melee Unarmed, +2), +8 (+4 + 2 + 2) puncture, range 1 (is considered a magic +1 dagger)
- Kick (Melee Unarmed, +2), +8 (+4 + 2 + 2) bruise, range 1
- Trample (Melee Unarmed, +1), +7 (+4 + 2 + 1) bruise, range 0

Equipment: -

A mare that is exposed to celestial energies can give birth to a unicorn. They can breed true with other horses, but the trait is highly recessive. Unicorns are instinctually driven to do good. They will flee from evil beings and they will freely come to the aid of good beings. They are vessels of purity, and so they seek to preserve purity and virtue. Unicorns will rarely permit a rider, only doing so if the rider is worthy and if their need is dire. The vast majority of persons who have ridden a unicorn have been children whom it carried to safety.

Uragapass
Size 2, Alien Bird Predator

Being: 8
Defense: +4

Speed: 19
Initiative: +9

Con: +4 Dex: +3 Str: -2 Edu: -10 Wis: -3 Rep: -5

Skills:

- Absorb Biological Attribute +7
- Athletics +2
- Investigation +3
- Learn Shape +7
- Melee Unarmed +4
- Stealth +3
- Take Beast Shape +7
- Take Humanoid Shape +7

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Ability, Moderate, Absorb Biological Attribute, et al. (use constitution)
- Assassin
- Battle Ready, Major
- Battle Reflexes
- Martial Artist
- Natural Sprinter

Attacks:
- Bite (Melee Unarmed, +1), +3 (-2 + 4 + 1), slash or grapple, range 1
- Tentacle (Melee Unarmed, +1), +3 (-2 + 4 + 1), grapple, range 1

Equipment: -

Few creatures sow chaos in the universe like an uragapass. These terrible tentacled turkeys can transform into whatever they consume, allowing them to adapt and disrupt. They have no goal. They have no motivation. They simply hunt, kill, consume, and replace. Their behaviors are erratic and random. So long as they deal 1 point of damage to a creature with their bite attack, they can attempt to transform into that creature. They can emulate simple behavior patterns that they observe, but they do so in the same way parrots mimic words and phrases. They are not utilizing tact so much as they are adding a layer of camouflage.

Vulture
Size 2, Predator Bird Beast

Being: 3
Defense: +2

Speed: 2, fly 40
Initiative: +9

Con: +1 Dex: +3 Str: -6 Edu: -10 Wis: +1 Rep: -1

Skills:

- Athletics Acrobatics +3
- Athletics Endurance +3
- Investigation +7
- Melee +0
- Nature +7
- Navigation +5
- Stealth +1

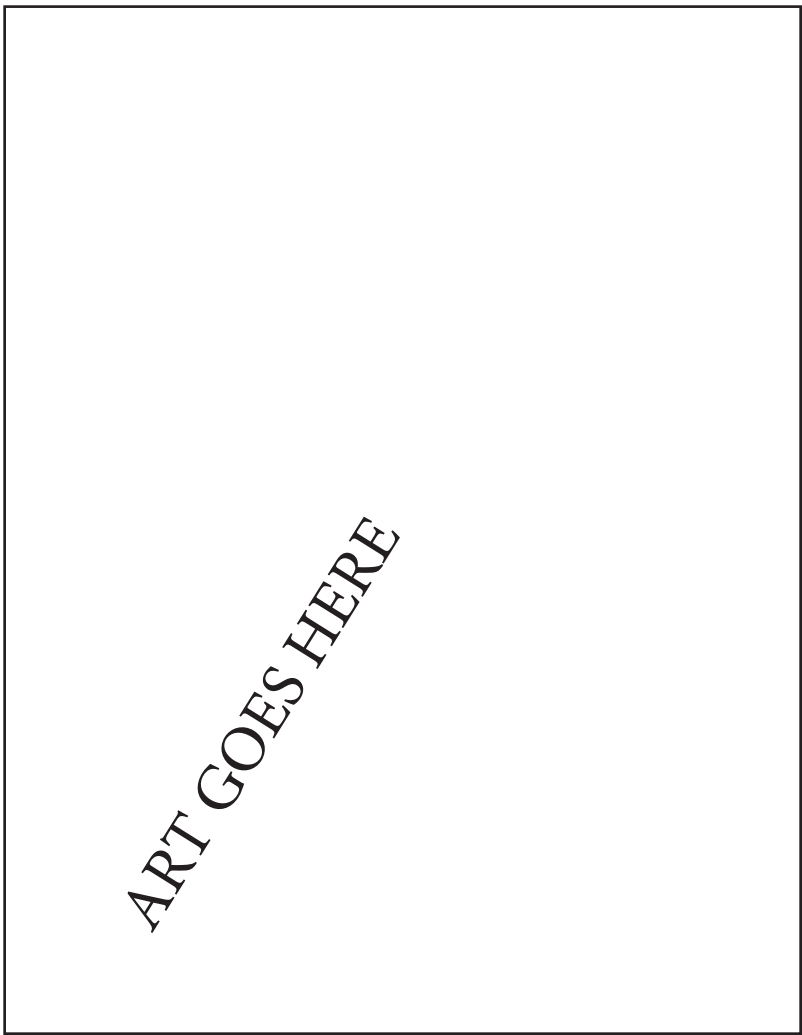
Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Animal Instinct
- Battle Ready, Major
- Strong Stomach
- Tough

Attacks:
- Bite (Melee Unarmed, +0), -6 (-6 + 0 + 0), puncture or grapple, range 1
- Talon (Melee Unarmed, +0), -6 (-6 + 0 + 0), slash, range 1

Equipment: -



War Titan
Size 3, Humanoid Titan

Being: 120
Defense: +10 + armor

Speed: 33
Initiative: +10

Con: +10 Dex: +4 Str: +10 Edu: +3 Wis: +0 Rep: -5

Skills:

Artillery +10
Athletics +7
Broker +7
Communications +7
Drive +7
Engineering +7
Explosives +10
Firearms +10
Heavy Armor +7
History +7
Investigation +7
Leadership +7
Medic +7
Melee +10
Navigation +7
Persuade +7
Pilot +7
Stealth +7
Tactics +10

Attributes:

Negatives: -

Positives:
Battle Ready, Major
Battle Reflexes
Brave
Charge
Dual Wielder
First Strike
Good Teacher
Handy-man
Immortal
Man-at-arms
Martial Artist
Natural Sprinter
Perfect Defense
Quick Draw
Sharpshooter x2
Sniper
Speed Shooter
Superior Training
Surpass, Artillery, et al.
Survivor x3
Swordsman x2
Tactician

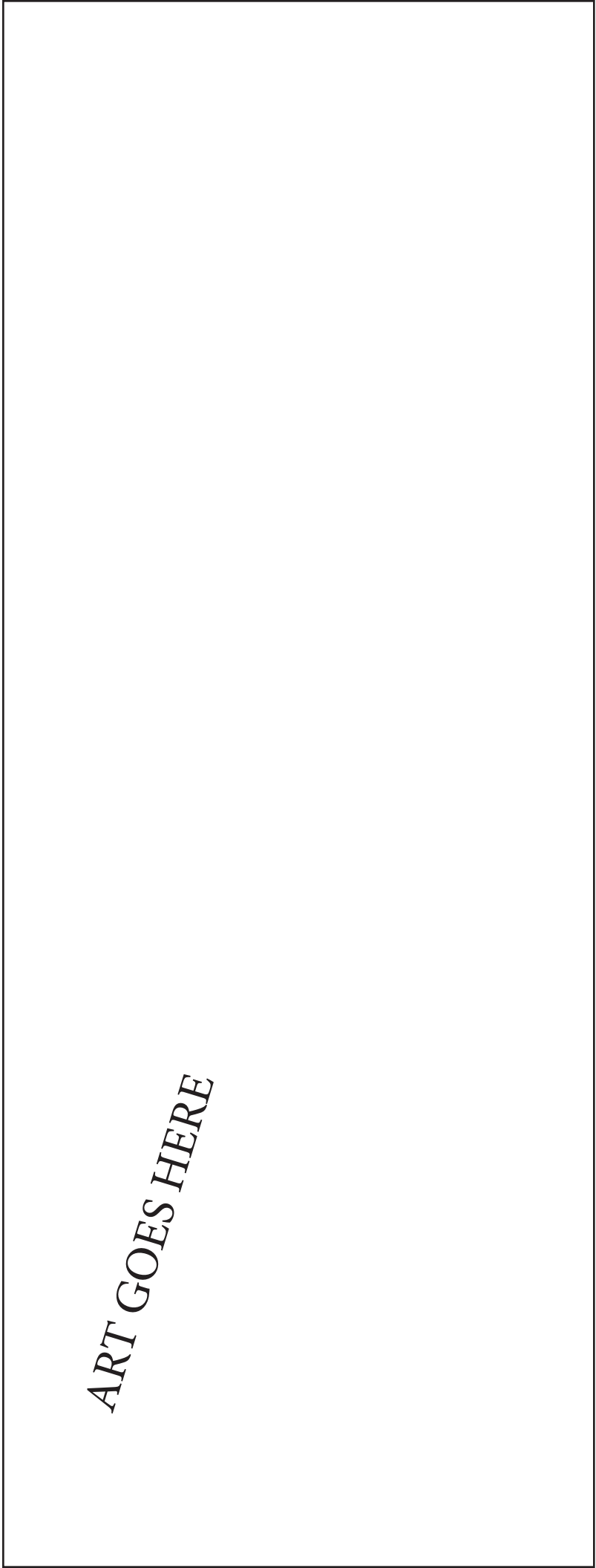
Attacks:
Melee Unarmed, +20 (+10 + 10 + 0), bruise or grapple, range 1

Equipment:

Standard armor for whatever world they are on, a main weapon, and two side arms to match the armor.

Some war titans are actually specialized death titans. However, the majority of them are dedicated to the study of conflict. Conflict is an inevitable requirement for the growth and development of the human spirit. War titans embody that perpetual need, and facilitate its fulfillment. There's more than one way to fight a war, and there are more types of conflict than simple violence, and war titans consider all of these things to fall within their scope.

Some war titans will learn spellcasting, but it is not typical. If they do. it is usually a mix of artificy and induction spells.



Wasp
Size 0, Insect Beast

Being: 1
Defense: -4
Resistance 6 to projectile and puncture damage
Vulnerable to bruise damage

Speed: 0, fly 2
Initiative: +10

Con: -6 Dex: +8 Str: -8 Edu: -12 Wis: -1 Rep: -1

Skills:
- Athletics Acrobatics +4
- Investigation +1
- Melee Unarmed +4
- Nature +7
- Stealth +3

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Animal Instinct
- Battle Ready, Moderate
- Martial Artist
- Skywalker

Attacks:
Sting (Melee Unarmed, +0), -4 (-8 + 4 + 0), half toxin and half puncture, range 0

Equipment: -

Wasp Swarm
Size 3, Insect Beast Swarm

Being: 4
Defense: +0
Immune to projectile, puncture, and slash damage
Resistance 8 to bruise damage
Vulnerable to area damage

Speed: 0, fly 2
Initiative: +9

Con: -2 Dex: +7 Str: -5 Edu: -12 Wis: -1 Rep: -2

Skills:
- Athletics Acrobatics +4
- Investigation +2
- Melee Unarmed +6
- Nature +7
- Navigate +1
- Stealth +1

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Animal Instinct
- Battle Ready, Minor
- Martial Artist
- Skywalker
- Superior Training
- Tough x2

Attacks:
Sting (Melee Unarmed, +0), +1 (-5 + 6 + 0), half toxin and half puncture, range 0

Equipment: -

Whale
Size 9, Aquatic Mammal Beast

Being: 36
Defense: +15
Resistance 6 to frostbite damage

Speed: 0, swim 18
Initiative: -6

Con: +13 Dex: -10 Str: +12 Edu: -10 Wis: +0 Rep: +0

Skills:
- Athletics Endurance +4
- Athletics Weightlifting +1
- Investigation +2
- Nature +7
- Navigate +6

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Animal Instinct
- Battle Ready, Moderate
- Charge
- Survivor
- Tough x2

Attacks:
Melee Unarmed, +10 (+12 - 2 + 0), bruise or grapple, range 1

Equipment: -

Wild Goat or Sheep
Size 3, Mammal Beast

Being: 2
Defense: +4

Speed: 32
Initiative: +7

Con: +2 Dex: +3 Str: +1 Edu: -11 Wis: +0 Rep: +0

Skills:
- Athletics Acrobatics +1
- Athletics Endurance +3
- Investigation +3
- Melee Unarmed +2
- Nature +7
- Navigate +4
- Stealth +0

Attributes:

Negatives:
- Custom Sub-skill, Melee Unarmed

Positives:
- Animal Instinct
- Battle Ready, Moderate
- Charge
- Martial Artist
- Skywalker
- Strong Stomach
- Tough x2

Attacks:
Ram (Melee Unarmed, +1), +4 (+1 + 2 + 1), bruise, range 1

Equipment: -

Wild Turkey
Size 2, Bird Beast

Being: 1
Defense: +0

Speed: 19
Initiative: +8

Con: +0 Dex: +2 Str: -6 Edu: -11 Wis: +1 Rep: +0

Skills:

Athletics Acrobatics +0
Investigation +3
Melee +0
Nature +7
Navigate +4
Stealth +3

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Animal Instinct
Battle Ready, Major
Natural Sprinter

Attacks:
Bite (Melee Unarmed, +0), -6 (-6 + 0 + 0), puncture or grapple, range 1
Talon (Melee Unarmed, +0), -6 (-6 + 0 + 0), slash, range 1

Equipment: -

Will-o-the-wisp
Size 0, Insect Horror Fey Beast

Being: 2
Defense: -7

Speed: 1, fly 10
Initiative: +16

Con: -7 Dex: +12 Str: -12 Edu: -10 Wis: +1 Rep: -2

Skills:

Athletics Acrobatics +4
Illusion, Minor +7
Investigation +4
Melee Unarmed +3
Nature +7
Navigation +0
Stealth +0

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Ability, Moderate, Illusion, Minor (uses wisdom)
Animal Instinct
Battle Ready, Moderate
Improved Dodge

Attacks:
Bite (Melee Unarmed, +1), -8 (-12 + 3 + 1), puncture, range 0

Equipment: -

Wisps are magically mutated fireflies that feed on carrion and detritus. For this reason, they preference swamps and bogs for their habitats. Consumption of certain magical mutagens result in the next generation possessing new eating habits and dangerous magical abilities. Instead of bioluminescence, they create illusory images. These images lead large animals, particularly humans, into precarious situations so that the wisps can obtain nutrition from the corpse afterwards.

Wolf, Large Dog, or Hyena
Size 3, Predator Mammal Beast

Being: 3
Defense: +2

Speed: 35
Initiative: +6

Con: +2 Dex: +2 Str: +0 Edu: -9 Wis: +1 Rep: -1

Skills:

Athletics Acrobatics +1
Athletics Endurance +3
Athletics Weightlifting +2
Investigation +6
Melee Unarmed +3
Nature +7
Navigate +5
Stealth +2

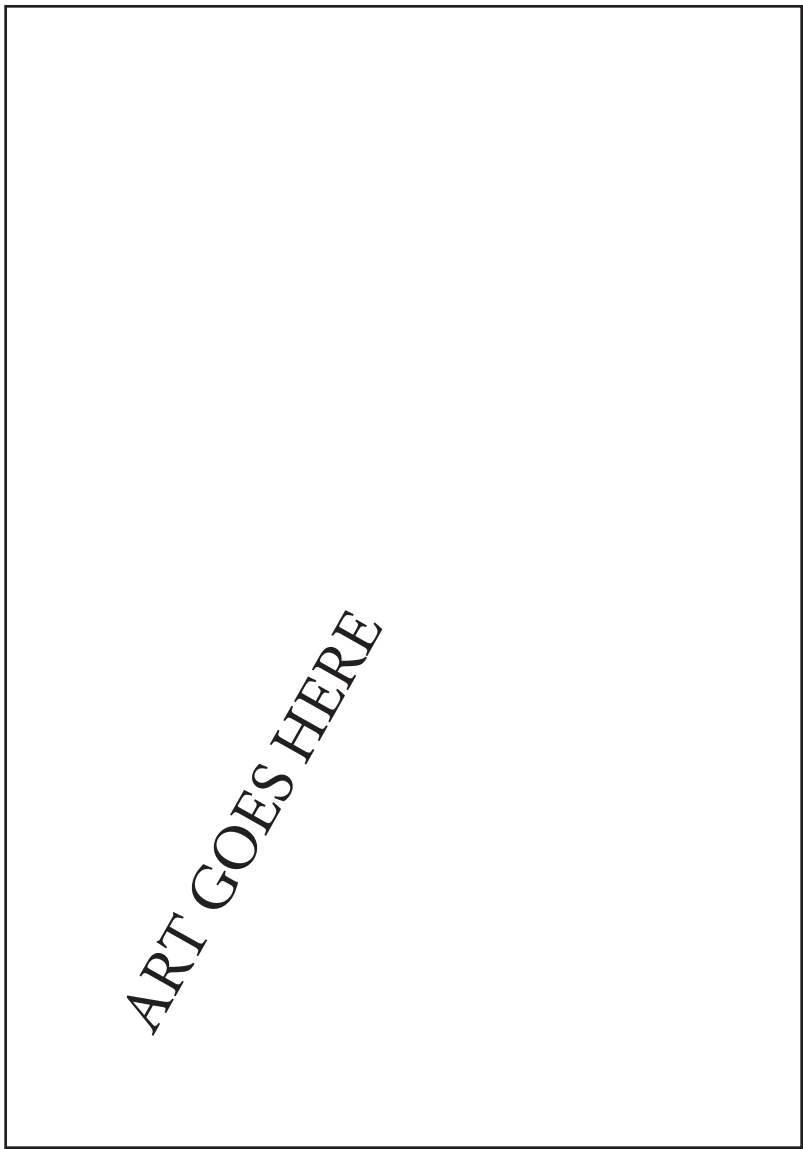
Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Battle Ready, Moderate
Battle Reflexes
Charge
Natural Sprinter

Attacks:
Bite (Melee Unarmed, +1), +4 (+0 + 3 + 1), puncture or grapple, range 1
Claw (Melee Unarmed, +0), +3 (+0 + 3 + 0), slash, range 1

Equipment: -



Wyvern
Size 7, Dragon Predator Beast

Being: 35
Defense: +12
Resistance 6 to frostbite damage

Speed: 28, fly 68
Initiative: +1

Con: +10 Dex: -3 Str: +10 Edu: -10 Wis: +0 Rep: -5

Skills:

Athletics +3
Investigation +5
Melee Unarmed +3
Nature +7
Navigation +7

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Battle Ready, Moderate
Battle Reflexes
Brave
Charge
Natural Sprinter
Tough x2

Attacks:
Bite (Melee Unarmed, +7), +20 (+10 + 3 + 7), half bruise and half puncture or grapple, range 4
Claw (Melee Unarmed, +4), +17 (+10 + 3 + 4), half slash and half bruise damage, range 3
Tail (Melee Unarmed, +5), +18 (+10 + 3 + 5), bruise, range 6 (area, range 2)
Wing (Melee Unarmed, +5), +18 (+10 + 3 + 5) push creatures away, range 5 (area range 5)

Equipment: -

Wyverns are migratory hunters. During spring, they migrate north. During the summer, they have their mating season and hunt in packs near the arctic circle. In the autumn, they migrate south. They spend winter rearing their young near the equator. Winter is considered a solo hunting season. Wyverns are characterized by only having hind legs, similar to birds. Some researchers consider wyverns not to be true dragons due to the lack of a breath weapon and lack of treasure hoarding tendencies. They are purely predators. They will snatch up their prey as it runs and carry it home to be devoured alive. They can be trained, a process considered safer and easier than training drakes, however their intelligence is much more limited and they don't live nearly as long.

Yeti
Size 4, Humanoid Predator

Being: 6
Defense: +5
Resistance 7 to frostbite damage

Speed: 20
Initiative: +4

Con: +5 Dex: +0 Str: +4 Edu: -6 Wis: +0 Rep: -3

Skills:

Athletics Acrobatics +1
Athletics Endurance +3
Athletics Weightlifting +2
Investigation +3
Melee unarmed +3
Nature +7
Navigation +3
Stealth +0

Attributes:

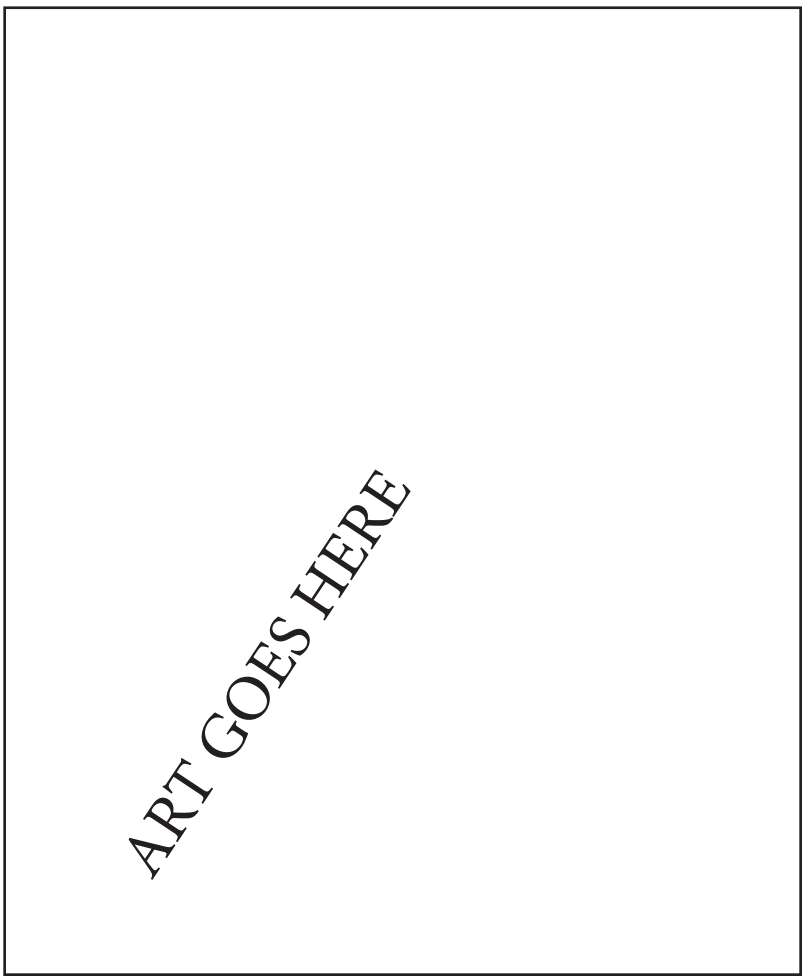
Negatives: -

Positives:
Battle Ready, Moderate
Charge
Survivor

Attacks:
Melee Unarmed, +7 (+4 + 3 + 0), bruise, slash, or grapple, range 1

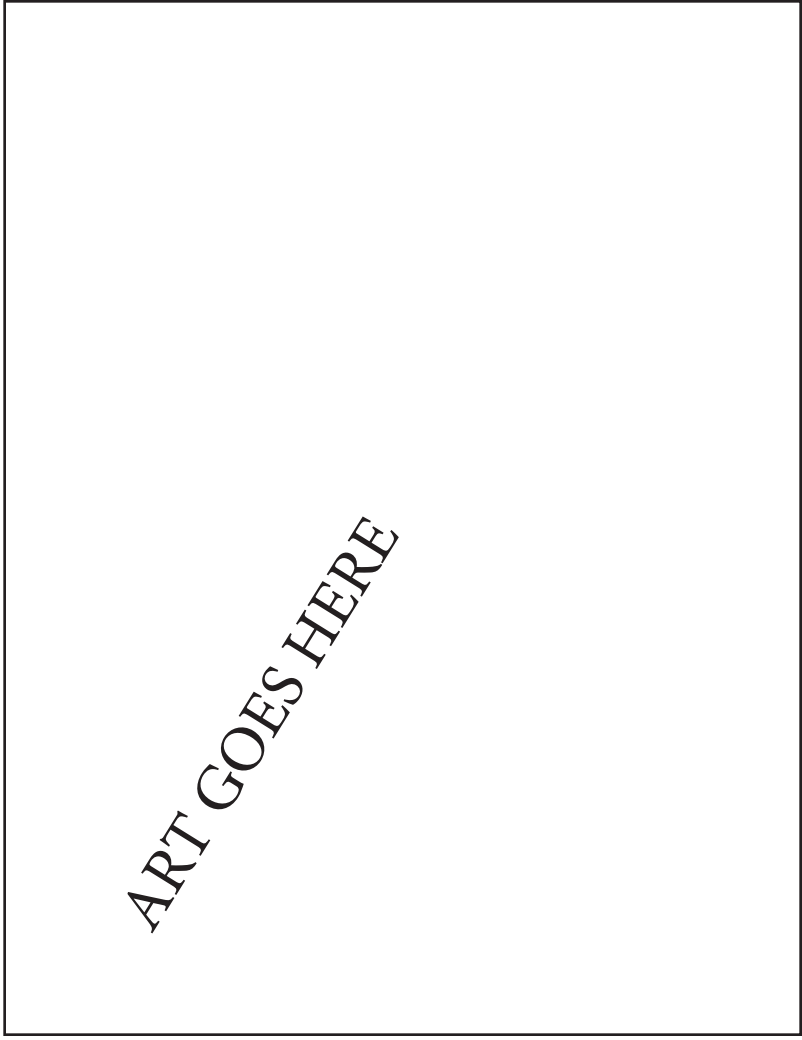
Equipment: -

The yetis are reclusive omnivorous primates that live in caves and hibernate like other mammals. They are very territorial, but will usually wait a few days before attacking, preferring not to make their presence known. Evidence suggests that some yetis actually track and hunt game animals, and some may even use crude stone tools.



NPC Stats

It can be difficult to progress a plot without side characters and it can be difficult to make a world feel vibrant and alive without a population of unique individuals to inhabit it. Non-player characters add a lot of dynamism to the game. Here is a series of NPC occupations and their accompanying modifications that can be applied to various stat blocks. These modifications are not all-encompassing. Consider tweaking NPCs' base statistics and skill modifiers, as well as adding two or three attributes. Each NPC can be unique. Consider an elf who is a mage and a charlatan, or a dwarf who is an artificer and a bounty hunter. Consider a human king who is head and shoulders above the rest, leading you to double all of the modifications. Consider an alien psion hiding on earth as a doctor. You can even ignore this entire section and build each NPC from scratch with completely custom statistics.



Admiral

These commanding officers accept responsibility for multiple battles at the same time. They issue orders to multiple vessels or contingents at a time. They will answer directly to the head of whatever military they belong to.

Increase strength, dexterity, and constitution by +1. Increase wisdom, education, and influence by +3. Increase their Being by 14. They gain or increase the following skills and sub-skills: Athletics +0, Communications +1, Drive +1, Firearms +1, Heavy Armor +0, History +3, Leadership +3, Melee +0, Navigate +1, Persuade +1, and Tactics +3.

Equipment they might carry includes a sidearm and a communication device.

Alchemist

Primarily concerned with research, alchemists are scientists first and magic users second. They study the relationship between magic and the physical world, taking a step beyond simple enchantment to dictate what is inherently true about a particular group of particles or volume of space.

Decrease strength, dexterity, and constitution by -1. Increase education by +3. Increase their Being by 3. They gain or increase the following skills and sub-skills: Arcana Alchemy +4, Engineering Chemical +2, Nature +0, and Science +1.

Equipment they might carry includes paper, a writing utensil, and sample collecting equipment.

Archmage

"Archmage'' is a general term for a magic user who leads or instructs a group of magic users. They are generally considered to be pinnacles of their craft, highly knowledgeable and very powerful.

Increase one base statistic by +2, and two other base statistics by +1. Increase their education and wisdom by +1. Increase their Being by 13. They gain or increase the following skills and sub-skills: any one Arcana sub-skill becomes +7, any two other Arcana sub-skills become +4, all other Arcana sub-skills become +1, History +3, Investigation +0, Leadership +1, and Nature +0. They gain the attribute Font of Magic 5 times. Choose a casting technique. They learn the appropriate number of spells plus 3d6 additional spells.

Equipment they might carry includes a notebook or tome of magical knowledge, a trinket or medal of some kind, and 1d6 magic items.

Artificer

Some artificers consider themselves to be great inventors or engineers. Others consider themselves to be primarily artists. One thing that is consistent is how sought after they are for their work. Artificers can put magic and spellcasting power into the hand of any individual.

Increase education by +3. Increase dexterity and influence by +1. Increase their Being by 4. They gain or increase the following skills and sub-skills: Arcana Artificy +5, Arcana Enchantment +3, Art +0, Engineering +1, Firearms +0, Melee +0, at least one Trade sub-skill +3. Choose a casting technique. They learn the appropriate number of spells plus 1d6 +1 additional spells.

Equipment they carry typically includes a set of trade tools and 1d6 + 1 magic items. They will typically have at least one of each magic item that they know how to make.

Battlemage

Some mages specialize in combat. They prioritize spells that deal damage and reduce the effectiveness of enemy tactics. Some of them focus more on the damage part, devastating the enemy lines from a distance. Other's focus more on the support aspect, hoping for a quick end with minimal casualties.

Increase strength, dexterity, and constitution by +1. Increase wisdom and education by +2. Increase their Being by 4. They gain or increase the following skills and sub-skills: Arcana Conjuration +3, Arcana Induction +5, Artillery +0, Athletics +1, Heavy Armor +0, Investigation +2, Medic +1, Melee +0, Navigation +1, Persuade +0, Stealth +0, and Tactics +2. Choose a casting technique. They learn 12 spells.

Equipment they might carry includes at least one melee weapon, some form of armor, a map or letter with orders, camping supplies, 5d6 gold, and 1 or 2 magic items.

Berserker

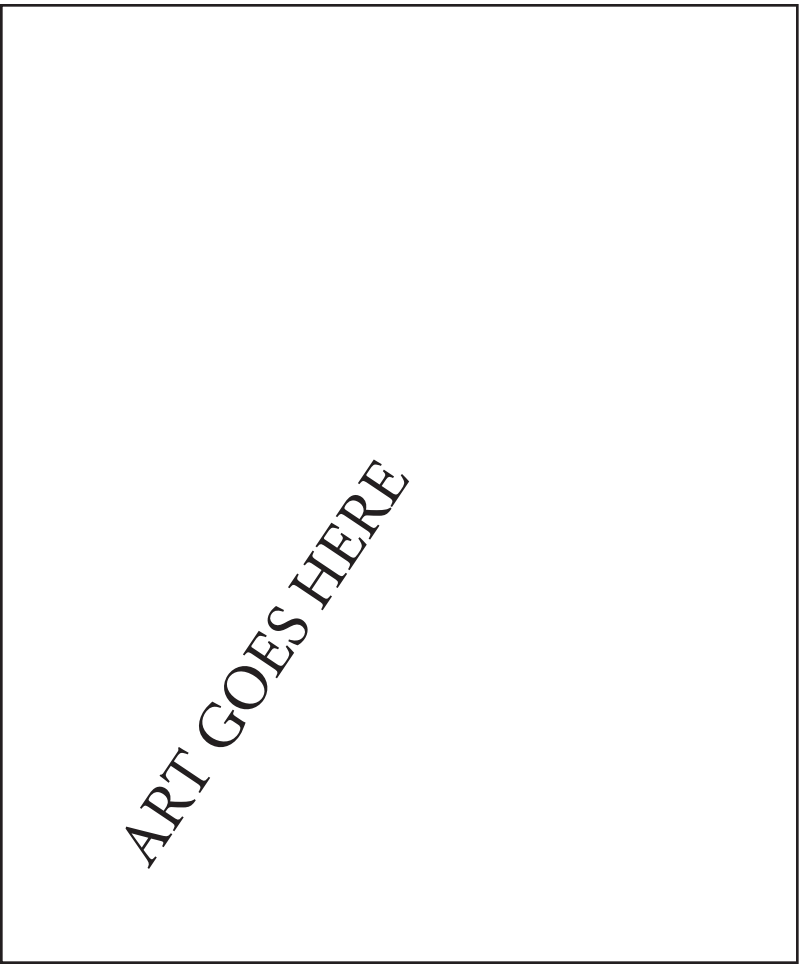
Certain warriors rely on raw violence over tactics and technique. They fight purely on instinct. Some of them hate the person they become in the heat of battle, but most live for the thrill of it.

Increase strength and constitution by +3. Decrease wisdom and education by -2. Decrease influence by -1. Increase their Being by 3. They gain or increase the following skills and sub-skills: Athletics Endurance +2, Athletics Weightlifting +2, Heavy Armor +0, Investigation +2, at least one Melee sub-skill +5, and Persuade Intimidation +2. They gain the attribute Berserk.

Equipment they might carry includes at least one melee weapon, a shield, a set of armor, camping supplies, and 3d6 gold.

Bounty Hunter

Agents of the law, but not officers, bounty hunters specifically operate in grey areas to reach the wrong doers who try to hide there. However, many of them prefer this mode of operation because they themselves do not have a very strong moral character.



Increase strength and wisdom by +1. Increase dexterity and constitution by +2. Decrease influence by -2. Increase their Being by 5. They gain or increase the following skills and sub-skills: Athletics +0, Broker +0, Communications +0, Drive or Animal Handling +1, at least one Firearms sub-skill +4, Investigation +2, Medic +0, at least one Melee sub-skill +4, Navigation +3, Persuade +1, Stealth +2, Streetwise +2, Tactics +1. They may have attributes suited for combat or investigating.

Equipment they might carry includes at least two weapons with spare ammunition, light weight armor, camping supplies, manacles or handcuffs, some form of identification such as a badge, and 9d6 gold (200 American dollars or 1000 credits).

Charlatan

Many breeds of criminal exist in the world, each with a preferred strategy or routine. Charlatans commit crime without violence, preferring to charm, lie, and swindle. These ne'er-do-wells prefer to leave you thinking of them as a friend. They prefer for you to give them what they want willingly, even happily.

Increase dexterity and wisdom by +1. Increase influence by +2. Increase their Being by 2. They gain or increase the following skills and sub-skills: Art +1, Broker +3, History +0, Investigation +1, Persuade Deception +4, Persuade Diplomacy +2, Sleight of Hand +3, Stealth +1, and Streetwise +4. Consider the attributes Cautious, Greedy, Casanova, Compulsive Liar, Kleptomania, Secret Identity, Wanted, Naturally Charismatic, Pokerface, Attractive, Expert, Improved Dodge, and Well Traveled.

Equipment they might carry includes paper and writing utensils, forged documents and/or identification, some piece of art or a set of artist's tools such as paints and brushes, a set of dress clothes, 3d6 gold (80 American dollars or 400 credits), and possibly one or more magic items.

Citizen (farmer, blacksmith, artisan)

The common folk, the spine and marrow of society, the generic filler characters that populate the small village you just named off the top of your head. These are the NPCs that allow the plot to inch towards its next big reveal, its next climactic battle scene.

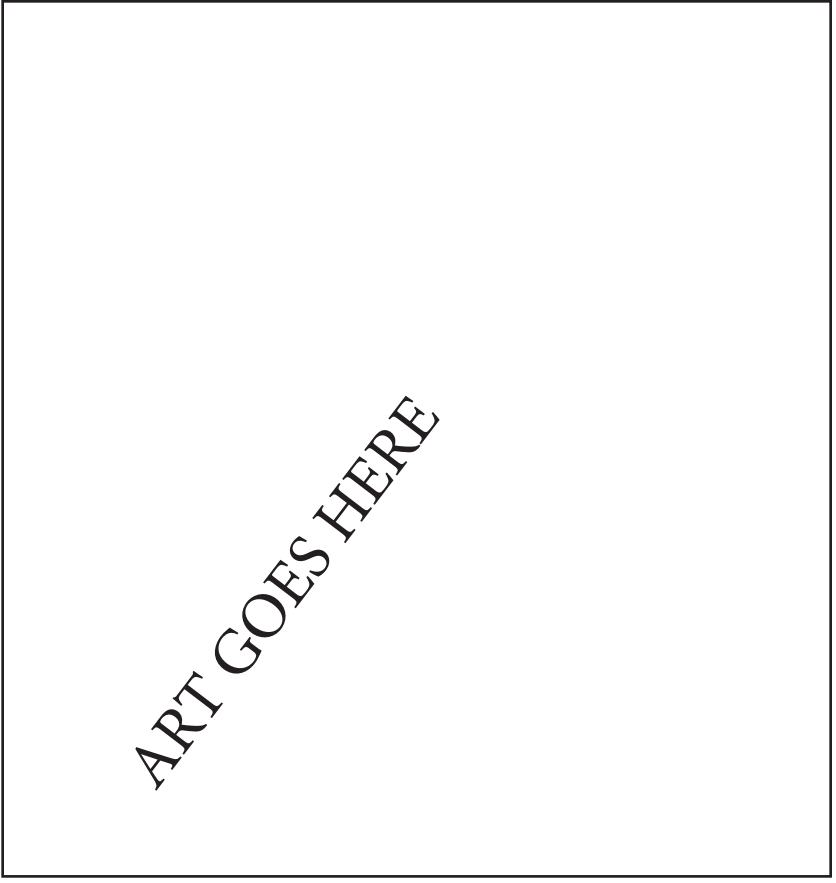
Increase their Being by 1. They gain or increase the following skills and sub-skills: History +0 and at least one Trade sub-skill +6.

Equipment they might carry includes a tool or set of tools and 1d6 + 1 gold.

Commander

The commander archetype is for any kind of commanding officer on a battlefield. It can apply to any given rank in any given military so long as they are out on the front lines with the rest of the troops.

Increase strength, constitution, and influence by +2. Increase dexterity, wisdom, and education by +1. Increase their Being by 6. They gain or increase the following skills and sub-skills: Artillery +0, Athletics Endurance +2, Athletics Weightlifting +3, Drive +1, at least one Firearms sub-skill +2, Heavy Armor +3, History +2, Investigation +2, Leadership



+3, Medic +0, at least one Melee sub-skill +3, Navigation +1, Persuade +1, Stealth +0, Streetwise +1, and Tactics +3. Consider adding two or three attributes.

Equipment they might carry includes a standard set of armor, at least one weapon, identification showing their rank, 9d6 + 3 gold (250 American dollars or 1400 credits), possibly a letter or paperwork, and possibly one or more magic items.

Corporate Spy

They may seem like just an ordinary office worker. In fact, you might not even notice them coming into the office at all. Some of them spend months undercover building credibility before stealing anything. Some only go in for a single interview, taking everything they need then and there.

Increase dexterity, wisdom, and education by +1. Increase their Being by 3. They gain or increase the following skills and sub-skills: Communications +2, Computers +2, History +2, Investigation +3, Melee +0, Memory +3, Persuade Deception +3, Sleight of Hand +1, Stealth +3, and Streetwise +3. Consider adding one or two attributes.

Equipment they might carry includes a USB drive, some form of identification, a camera or recording device, and 200 dollars (1000 credits).

Cowboy

Society would grind back to the hunter gatherer stage without livestock as a sustaining resource, and livestock needs someone to take care of it. It's hard work that requires a lot of sweat and a lot of patience. You don't become a cowboy or cowgirl unless you love animals enough to take care of them all day and all night, get dirty with them, and clean up after them.

Increase strength and constitution by +2. Increase dexterity and wisdom +1. Increase their Being by +4. They gain or increase the following skills and sub-skills: Animal Handling +3, Athletics Endurance +2, Athletics Weightlifting +2, Drive +0, Firearms +1, Investigation +1, Medic +0, Melee +0, Nature +3, Navigation +2, and Streetwise +0.

Equipment they might carry includes a small knife, some rope, possibly a handgun with ammunition, and 80 dollars (500 credits).

Cult Leader

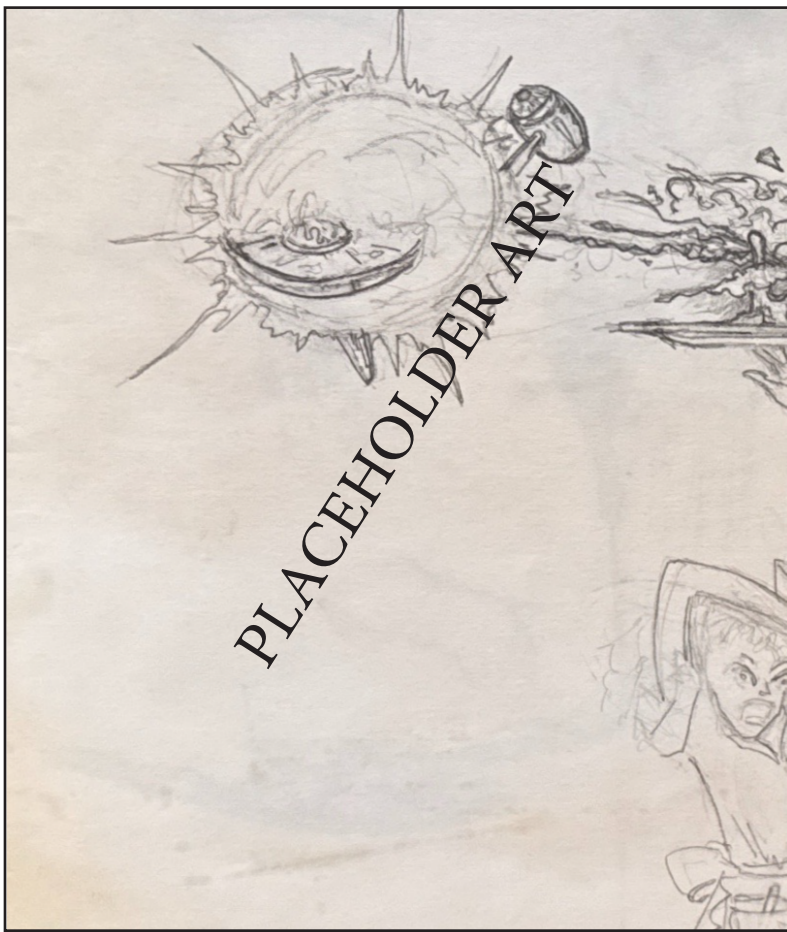
Cults are evil entities who seek to subvert from the shadows, keeping their members, motives, and even their names hidden from public view. The leader of a cult is the top of its pyramid. Not only are they typically the brains of the whole operation, but in settings with magic they are also usually the top dog in terms of spellcasting ability.

Decrease strength and dexterity by -2. Decrease constitution by -1. Increase wisdom by +1. Increase education by +3. Increase their Being by 14. They gain or increase the following skills and sub-skills: at least one Arcana sub-skill +6, at least one other Arcana sub-skill +3, History +4, Investigation +0, Leadership +4, Memory +2, Persuade +3, Religion +4, and Tactics +3. Choose a casting technique. Consider adding Secret Identity and three or four other attributes.

Equipment they might carry includes a spellbook or spellcasting equipment, a ritual dagger, and at least three magic items.

Cultist

A cult without members is like an anthill with no ants. What draws many of these members in is their own wicked greed, a glinting hope to share in whatever power the group can secure for itself.



Decrease strength and dexterity by -1. Increase education by +1. Increase their Being by 1. They gain or increase the following skills and sub-skills: Arcana +0, History +2, Investigation +0, Melee +0, Memory +0, Persuade Deception +2, and Religion +1. Consider adding the Secret Identity attribute.

Equipment they might carry includes a dagger, a cult symbol, 2d6 +3 gold, and possibly a magic item.

Doctor

A doctor is more than just a healer or a medicine man. A doctor specifically refers to a practitioner of modern, science-based medicine. An important note about modern medicine is its high dependence on the equipment and supplies found on-hand.

Increase education by +3. Increase influence by +1. Increase their Being by 3. They gain or increase the following skills and sub-skills: Investigation +0, Medic +6, Memory +1, Persuade Diplomacy +1, Science +1. Consider adding two or three attributes.

Equipment they might carry includes some form of identification, a stethoscope, and 200 dollars (2000 credits).

Druid

Communion with nature involves more than just being outdoors. True communion requires a deep familiarity and comfort. It requires a sense of attachment and responsibility. Druids are individuals who seek to commune with nature.

Increase constitution and education by +1. Increase wisdom by +2. Increase their Being by 2. They gain or increase the following skills and sub-skills: Animal Handling +3, Arcana Conjuration +3, Arcana Enchantment +3,

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Athletics +0, History +0, Investigation +3, Medic +2, Memory +1, Nature +5, Navigation +4, Persuade +0, and Stealth +2. Choose a casting technique. Consider adding two or three attributes, such as Green Thumb, Whisperer, or Animal Companion.

Equipment they might carry includes a knapsack, food and water for several days, animal skin or wool blankets, a hunting knife, a walking stick, rope, spell casting equipment, first aid supplies, one or more trinkets, and possibly one or more magic items.

Emperor

An emperor is more than just a king. Their domain is not one set place; It is an idea that is either spreading outward like a fire or crumbling away like sand. An emperor is a dynamic force in the world as a whole and they typically take great pride in wielding such power.

Increase education by +2. Increase influence by +4. Increase their Being by 14. They gain or increase the following skills and sub-skills: Animal Handling +1, Art +0, Heavy Armor +0, History +2, Leadership +3, Melee Swords +1, Persuade +2, Religion +0, and Tactics +4. An emperor should have several attributes.

Equipment they might carry includes at least one weapon, jewelry or jeweled valuables, possibly a letter or similar document, and likely at least one magic item.

Engineer

An engineer is someone who attempts to create solutions to problems they encounter, while most other people will simply seek solutions. Engineers are often entertained when they encounter an unfamiliar problem, excited at the prospect of having a new puzzle to solve.

Increase education by +2. Increase their Being by 1. They gain or increase the following skills and sub-skills:

Communications +0, Computers +1, at least one Engineering sub-skill +6, History +0, Memory +0, Science +1, and Sensors +0. Consider adding one or two attributes.

Equipment they might carry includes paper and a writing utensil, some sort of computational device, and 2d6 gold (100 dollars or 600 credits).

Gang Leader

The Primary difference between a cult leader and a gang leader is the lack of pretense. A gang leader may lie and hide their identity, hide their evil deeds from the public, but a gang thrives more on publicity, while a cult thrives more on anonymity. Their motives and leadership styles are typically the same by and large.

Increase constitution by +1. Increase wisdom by +2. Decrease Influence by -3. Increase their Being by 10. They gain or increase the following skills and sub-skills: Art +0, Broker +2, Firearms Handguns +2, Firearms Rifles +1, History +0, Investigation +1, Leadership +3, Melee +0, Memory +3, Persuade Deception +5, Persuade Intimidation +4, Sleight of Hand +0, Stealth +0, Streetwise +4, and Tactics +2. Consider adding several attributes.

Equipment they might carry includes 6d6 - 3 gold (300 dollars or 3000 credits), possibly one weapon, and likely one or more magic items.

Gangster

Gang leaders aren't very effective without cronies to get their hands dirty and take the fall for them.

Increase strength and constitution by +1. Decrease influence by -1. Increase their Being by 1. They gain or increase the following skills and sub-skills: Athletics +0, Drive +1, Firearms Handguns +2, Firearms Rifles +1, Investigation +1, Melee +1, Persuade Deception +3, Persuade Intimidation +3, Sleight of Hand +0, Stealth +1, and Streetwise +3.

Equipment they might carry includes at least one weapon, possibly light armor, and 4d6 - 2 gold (100 dollars or 600 credits).

Guard

The term "guard" is typically used in RPGs to generically reference the medieval equivalent of a low rank police officer. However, these stats are also effective for a generic medieval foot soldier.

Increase strength, dexterity, and constitution by +1. Increase their Being by 2. They gain or increase the following skills and sub-skills: Animal Handling +1, Athletics Endurance +2, Firearms +0, Heavy Armor +0, Investigation +2, Leadership +0, Medic +0, at least one Melee sub-skill +3. Memory +0, Navigation +0, Persuade +0, Streetwise +1, and Tactics +1.

Equipment they might carry includes some form of identification, armor, at least one weapon, possibly a shield, possibly a trinket, and 3d6 gold.

Guard Captain

A skilled guard captain can prove to be an excellent ally or enemy for the players. An unskilled guard captain could still be a great source of comic relief. Remember that adding a captain to combat infers that NPC guards will behave in a more tactical, coordinated fashion.

Increase strength, wisdom, and influence by +1. Increase constitution by +2. Increase their Being by 7. They gain or increase the following skills and sub-skills: Animal Handling +1, Athletics Endurance +1, Athletics Weightlifting +1, Communication +2, Firearms Archery +1, Heavy Armor +2, History +1, Investigation +1, Leadership +2, Medic +0, at least one Melee sub-skill +4, at least one other Melee sub-skill +2, Memory +0, Navigation +0, Persuade Diplomacy +1, Streetwise +0, and Tactics +2. Consider adding two or three attributes.

Equipment they might carry includes some form of identification, armor, at least one weapon, possibly a shield, possibly a trinket, 4d6 gold, and possibly one magic item.

Healer

In settings where scientific or research based medicine does not yet exist, traditional healers use potions and therapies handed down by tradition. In worlds with magic, they also learn basic healing spells.

Increase wisdom and education by +1. Increase their Being by 4. They gain or increase the following skills and sub-skills: History +1, Medic +2, Memory +2, Nature +3, and Persuade Diplomacy +1. Optionally for your setting they gain Arcana Induction +5. If you do, they should learn the spells Break Enchantment, Enhance Constitution, Force Incapacitated, Heat Liquid, Heal, and Invigorate, and gain a casting technique. Consider adding a few attributes.

Equipment they might carry includes a dried herbs, first aid supplies, water, possibly some gold, and possibly a magic item.

Highpriest

In the same way a squad of guards requires a captain, priests receive training, instruction, and orders from more experienced superiors. A highpriest accepts a higher amount of responsibility and seeks a higher level of piety and sanctity.

Increase influence by +1. Increase wisdom and education by +2. Increase their Being by 11. They gain or increase the following skills and sub-skills: History +2, Leadership +3, Medic +2, Memory +2, Persuade Diplomacy +3, and Religion +5. Optionally for your setting they gain Arcana Enchantment +5 and/or Arcana Induction +5. If you do, they should learn the spells Blessing or Curse, Break Enchantment, Hallow, and Heal, plus 3d6 - 2 other spells, and gain a casting technique. Consider adding several attributes.

Equipment they might carry includes a holy symbol or trinket, a sacred text of some kind, possibly some gold, and possibly a magic item.

King or Queen

This template results in a ruler that is decently capable of managing a kingdom and should be used thusly. If you want to add a ruler into the story who is leading a kingdom to ruin, either add the necessary attributes to explain such behavior, or modify their skills and statistics.

Increase strength by +1. Increase wisdom and education by +2. Increase influence by +3. Increase their Being by 12. They gain or increase the following skills and sub-skills: Animal Handling +1, Art +0, Heavy Armor +2, History +3, Leadership +3, Melee Swords +2, Persuade +2, and Tactics +3. A king should have a few attributes at least.

Equipment they might carry includes a sword or ceremonial dagger, some sort of jewelry or crown, possibly a letter or trinket, and likely one or more magic items.

Lord

Smaller matters related to managing a kingdom are delegated down to local lords, managing the land immediately around their estates or managing individual cities. Lords can also be feudal rulers over small areas, unaligned with any kingdom.

Increase education by +1. Increase influence by +2. Increase their Being by 9. They gain or increase the following skills and sub-skills: Animal Handling +1, Art +0, Heavy Armor +0, History +3, Leadership +2, Melee Swords +2, Persuade Diplomacy +2, and Tactics +1. A Lord should have at least one attribute.

.Equipment they might carry includes a sword or dagger, some sort of jewelry, possibly a letter or trinket, and possibly one or more magic items.

Mage

"Mage" here refers generally to a spellcaster. Many spellcasters will have a specialty of some kind, such as a seer or healer, however some seek to have a broad repertoire of spells and techniques.

Increase wisdom, education, and influence by +1. Increase their Being by 3. They gain two skills or sub-skills +2, two skills or sub-skills +1, and two skills or sub-skills +0. They should have either one Arcana sub-skill +6, one +4 and one +3, or all +1. Choose a casting technique. Consider adding a few attributes.

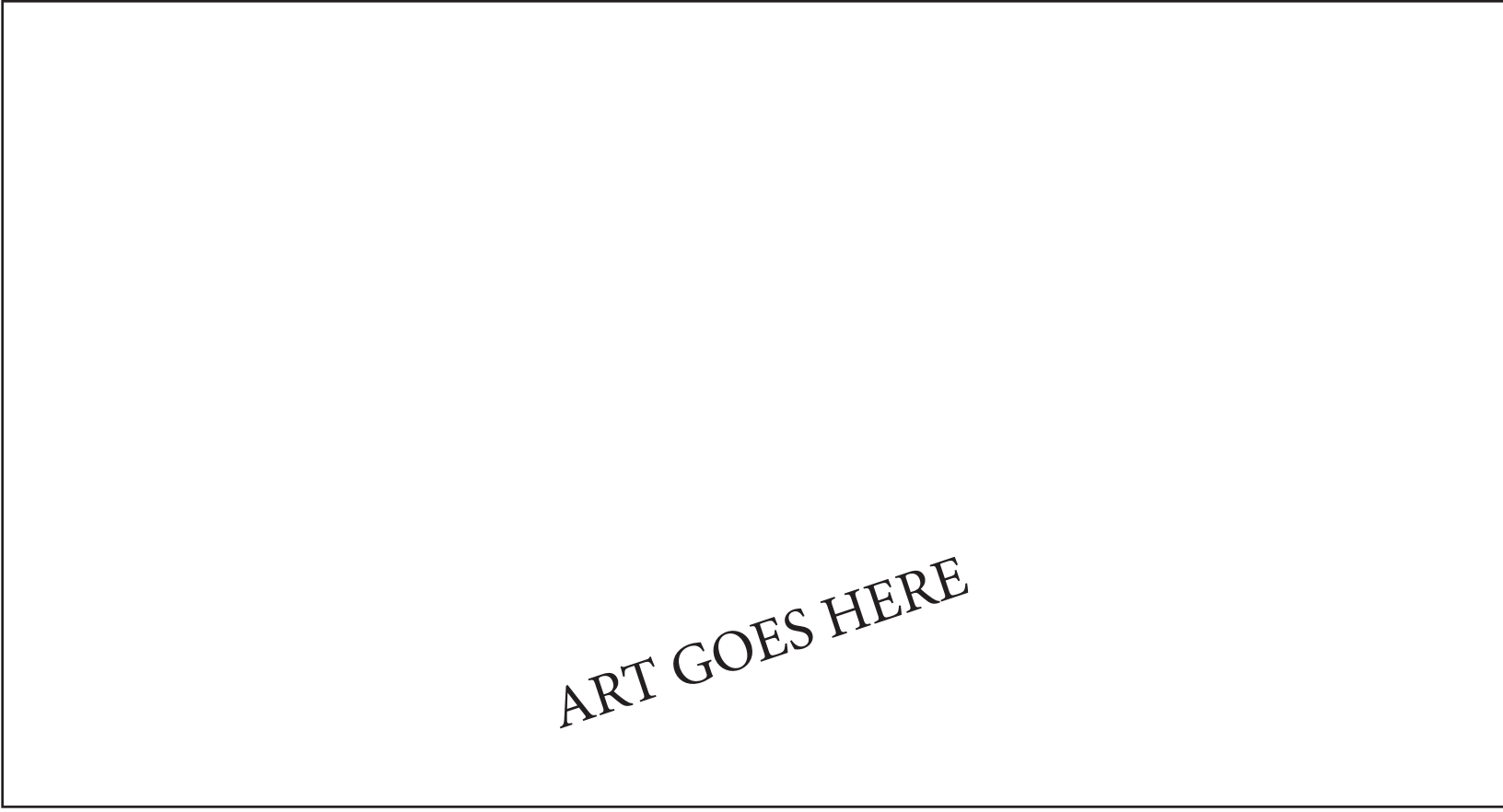
Equipment they might carry includes spellcasting equipment, a spellbook, at least one magic item, and 4d6 gold.

Marine

In science fiction RPGs, "marine" is usually used as a catch-all for soldiers specialized for service in outer space. Air, land, sea, and space. They're the action heroes keeping humanity safe from all alien threats. Consider giving individual marines in a squad specialties, such as heavy weapons, sniper, or vehicles.

Increase strength, dexterity, and constitution by +2. Increase their Being by 3. They gain or increase the following skills and sub-skills: Artillery +0, Astronavigation +0, Athletics Endurance +4, Athletics Weightlifting +2, Communications +1, Computers +0, Drive +1, Explosives +1, Firearms Handguns +3, Firearms Heavy Weapons +2, Firearms Rifles +4, Heavy Armor +3, Investigation +1, Leadership +0, Medic +1, Melee Small Blades +1, Melee Unarmed +2, Pilot +0, Sensors +0, Stealth +0, Tactics +1, and Zero-G +3. Consider adding one or more attributes, particularly attributes related to combat.

Equipment they might carry includes a communication device, identification, one or more weapons, armor appropriate to the setting, 1000 credits, and possibly a trinket.



Medic

A medic, or paramedic, performs "quick and dirty" medicine specifically with the goal of stabilizing patients so that they can be transported to a higher level of care. Their knowledge, skills, and equipment are limited so that they can move quickly and reach the sick or injured where they are.

Increase dexterity, constitution, wisdom, and education by +1. Increase their Being by 2. They gain or increase the following skills and sub-skills: Athletics Endurance +2, Athletics Weightlifting +2, Communications +0, Drive +0, Investigation +1, Medic +3, Memory +0, Persuade +0, and Streetwise +0. Consider adding one or two attributes.

Equipment they might carry includes some form of identification, first aid supplies, a stethoscope, and 80 dollars (800 credits).

Merchant

A medieval salesperson is a merchant. They buy something in bulk, then sell it individually to other people. Some own stores. Some travel in caravans. All are trying to turn a profit.

Increase education by +1. Increase wisdom by +2. Increase their Being by 2. They gain or increase the following skills and sub-skills: Broker +4, Communications +0, History +0, Investigation +0, Memory +2, Navigation +1, Persuade Deception +1, Persuade Diplomacy +2, Streetwise +1, and Trade +0. Consider adding one or two attributes.

Equipment they might carry includes one or more letters of introduction, promissory notes or other paperwork, a set of scales and weights, a knife, a jeweler's lens or magnifying glass, 8d6 - 4 gold (250 dollars or 3000 credits), and possibly one or two magic items.

Necromancer

These specialized spellcasters deal in death and undeath. Most of them have followed the path of evil to become as they are now. A small number are not evil, using their magic to undo or counteract their fellow necromancers, however these are likely to be feared or shunned regardless of their moral character.

Decrease strength and influence by -2. Increase wisdom and education by +2. Increase their Being by 6. They gain or increase the following skills and sub-skills: Animal Handling +1, Arcana Necromancy +5, History +2, Investigation +2, Medic +1, Persuade +0, Science +0, Stealth +0, Tactics +1. Choose a casting technique.

Equipment they might carry includes spellcasting equipment, a spellbook or notebook and writing equipment, at least one magic item, and 3d6 gold. They are likely accompanied by one or more undead servants.

Noble

Nobility fill a niche similar to lords on a smaller scale. They are beholden to a sovereign of some kind and perform duties as assigned, primarily duties of stewardship over small areas of land, sectors of the economy, or portions of the population. Varying the moral alignment of nobility can be an interesting way to move a plot forward.

Increase wisdom, education, and influence by +1. Increase their Being by 5. They gain or increase the following skills and sub-skills: Animal Handling +1, At least one Art sub-skill +2, History +2, Leadership +1, Melee Swords +1, Persuade Deception +2, and Persuade Diplomacy +2. Consider adding one or more attributes.

Equipment they might carry includes jewelry of some kind, a letter or some trinket, and possibly a magic item.

Police Officer

Anywhere humans live in dense populations, crime springs up, and to maintain order and justice municipalities will create laws and organize a means to enforce those laws. Police officers are the modern form of law enforcement. They respond to crimes in progress, investigate, collect evidence, and arrest suspects to be tried before a judge and jury. In other genres of storytelling, police officers serve as red shirt shock troops to keep the villains busy until the player characters arrive on scene.

Increase strength, dexterity, and constitution by +1. I Increase their Being by 2. They gain or increase the following skills and sub-skills: Athletics Endurance +2, Communications +0, Drive Small Vehicles +2, Firearms Handguns +2, Firearms Rifles +2, Heavy Armor +2, Investigation +3, Medic +0, Melee Unarmed +2, Memory +0, Persuade +0. Stealth +1, Streetwise +2, and Tactics +2. Consider adding one or two attributes.

Equipment they might carry includes some form of identification, handheld radio, a flashlight, a bulletproof vest or riot gear, handcuffs or zip ties, a stun gun, pepper spray, a handgun with two magazines, and 80 dollars (800 credits).

Pilot

Flying apparatus are complex, dangerous machines, which is why only specially trained individuals operate them. Individual pilots typically specialize in a particular type of aircraft, and very few are cross trained for more than two.

Increase education by +1. Increase dexterity by +2. Increase their Being by 2. They gain or increase the following skills and sub-skills: Astronavigation or Navigation +4, Athletics +1, Communications +2, Drive +0, Engineering +0, Melee +0, Persuade +0, at least one Pilot sub-skill +4, Science +0, Sensors +0, and Streetwise +1. Consider adding one or two attributes.

Equipment they might carry includes some form of identification, 150 dollars (2000 credits), and possibly keys to a small personal aircraft.

Priest

Here the term "priest" generally refers to someone who is authorized to bring new members into a religion. They have authority to be a primary source of information on that religion's doctrine and beliefs. They are motivated by these beliefs and seek to share them with other people. Many such individuals embody their beliefs through charitable acts of service and goodwill.

Increase education and influence by +1. Increase wisdom by +2. Increase their Being by 3. They gain or increase the following skills and sub-skills: Art +0, History +3, Leadership +1, Medic +1, Memory +1, Nature +1, Persuade Diplomacy +3, and Religion +4. Optionally for your setting Arcana Enchantment +5 and/or Arcana Induction +5. If you do, they should learn the spells Blessing or Curse, Break Enchantment, Hallow, and Heal, plus 2d6 - 3 other spells, and gain a casting technique. Consider adding one or more attributes and a Language sub-skill +4.

Equipment they might carry includes a holy symbol or trinket, a sacred text of some kind, possibly some gold, and possibly a magic item.

Psion

Psions, psychics, or ESPers are individuals with brains that are more evolved, resulting in powers and abilities that are seemingly supernatural. Depending on the setting, a psion will hide their abilities, use their abilities for monetary gain, or simply use them for day to day convenience.

Increase constitution and wisdom by +1. Increase their Being by 3. They gain or increase the following skills and sub-skills: Arcana Psionics +4, Investigation +1, Melee +0, Memory +0, Stealth +1, and Streetwise +0. They learn 2d6 psionics spells. Alternatively they can gain several Ability attributes for psionics spells. Choose a casting technique. Consider adding one or two other attributes.

Equipment they might carry includes some food and water, a blanket or cloak, a knife, and 2d6 gold (50 dollars or 500 credits).

Ranger

Rangers are like druids except they usually view themselves as the top of the food chain and most of them just really like camping. They don't typically use magic, instead leaning on physical strength and practical skills. The majority of them specialize in a specific location, such as one particular forest or one particular mountain range. A handful of rangers feel a strong responsibility to explore wild areas to root out evil. A secret military coup stashing weapons in caves, a hibernating dragon about to wake up, or a secret research facility preparing some horrible new weapon are all things a ranger might be interested in undermining.

Increase dexterity, constitution, and wisdom by +1. Decrease education and influence by -1. Increase their Being by 3. They gain or increase the following skills and sub-skills: Animal Handling +1, Athletics Acrobatics +1, Athletics Endurance +3, Athletics Weightlifting +2, at least one Firearms sub-skill +3, Investigation +3, at least one Language sub-skill +3, Medic +1, at least one Melee sub-skill +3, Nature +4, Navigation +4, and Stealth +2. Consider adding at least one attribute.

Equipment they might carry includes camping equipment, a map or map making supplies, a bow or gun with ammunition, at least one other weapon, rations and water for several days, snares for small game for fishing equipment, rope, and possibly some gold.

Scientist

In the real world, people seek out careers in science either because they enjoy conducting research or because they want to make the world a better place. This can be true in fictional worlds as well. However, fictional worlds also include altruistic scientists, who aid the heroes on their journey, and evil scientists whose nefarious schemes must be foiled at all costs.

Decrease strength, dexterity, and constitution by -1. Increase education by +4. Increase their Being by 3. They gain or increase the following skills and sub-skills: Computers +2, at least one Engineering sub-skill +4, History +1, Medic +0, Memory +0, Persuade +0, at least one Science sub-skill +6, at least one other Science sub-skill +3, Sensors +3, and Tactics +1. Consider adding two or three attributes.

Equipment they might carry includes a communication device, a notebook and writing utensils, some unique device or invention, and possibly a weapon.

Scout

In science fiction settings, scouts are an interesting cross between a ranger and a scientist. They go to unexplored areas, then return and report on their findings. In other settings, scouts are generally regarded in the militaristic sense of reconnaissance. Either way, the key feature of a scout is to enter dangerous territory, leave no trace, and return with new intelligence.

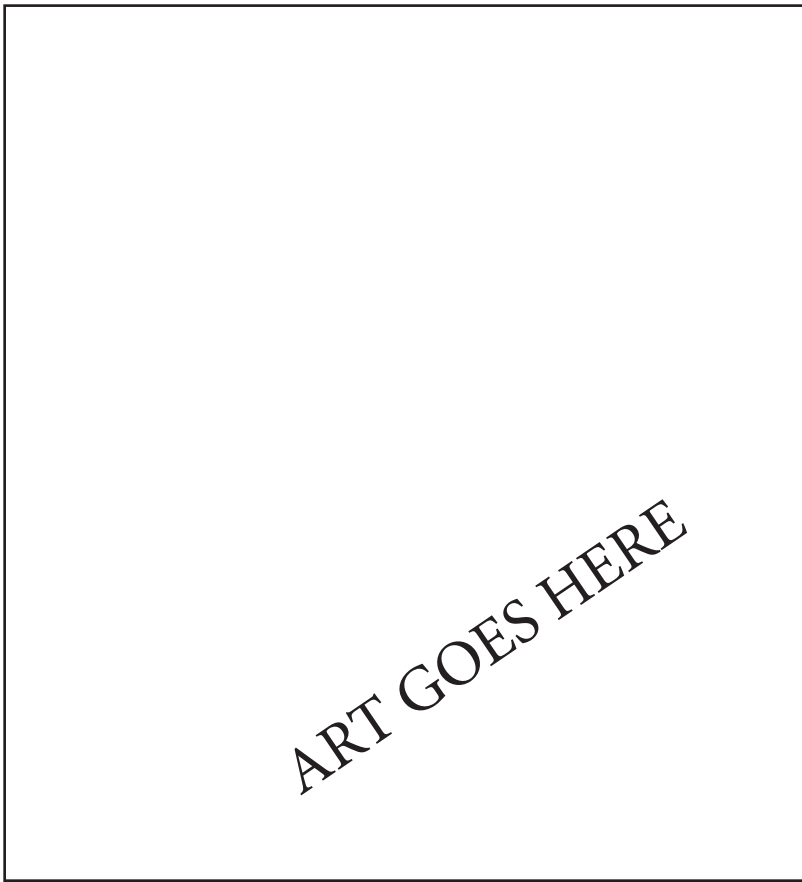
Increase dexterity, constitution, and education by +1. Increase their Being by 3. They gain or increase the following skills and sub-skills: Athletics +2, Communications +3, at least one Firearms or Melee sub-skill +3, Investigation +3, Medic +1, Memory +2, Nature +3, Navigation +3, Science +0, Stealth +3, and Tactics +0. Consider adding at least one attribute.

Equipment they might carry includes a blanket or cloak, rope, fire starting equipment, first aid supplies, rations and water for 1d6 + 1 days, at least one weapon, a knife, armor, possibly some money, and some means of communication.

Shaman

Shamans are somewhat similar to necromancers in terms of the magical abilities they possess. Necromancers seek to control life and death, ultimately ignoring the boundary between the two. Meanwhile, shamans maintain that the living should live and the dead should stay dead. They simply believe that their knowledge should not die with them.

Increase constitution, wisdom, and education by +1. Increase their Being by 4. They gain or increase the following skills and sub-skills: Arcana Divination +4, Arcana Necromancy +3, History +2, Investigation +1, Melee +0, Memory +0, Persuade +0, and Religion +2. They learn the following spells: Command Undead, Communicate, Conjure Undead, Contact, Detect Good and Evil, Detect Truth, Hex, and Read Object History. Consider adding one or more attributes.



Equipment they might carry includes spellcasting equipment, a knife, some trinket, possibly some gold, and likely one or more magic items.

Sharpshooter

In modern day settings, this would likely be a sniper, however in a medieval or fantasy setting they would likely be a longbowman. In either case their purpose is the same, eliminating targets to control the battlefield.

Increase wisdom and constitution by +1. Increase dexterity by +2. Increase their Being by 4. They gain or increase the following skills and sub-skills: Artillery +0, Athletics +1, Communications +1, at least one Firearms sub-skill +5, Investigation +3, at least one Melee sub-skill +1, Navigation +0, Sleight of Hand +1, Stealth +3, and Tactics +2. Consider adding one or more attributes.

Equipment they might carry includes at least one weapon with ammunition, lightweight armor, food and water for several days, first aid supplies, a blanket or cloak, and 3d6 - 3 gold (75 dollars or 900 credits).

Soldier

Many of the stories told with RPGs revolve around historically impactful conflicts, such as wars. You can't tell a story about war without soldiers.

Increase strength, dexterity, and constitution by +1. Increase their Being by 3. They gain or increase the following skills and sub-skills: Artillery, at least one Firearms sub-skill, or at least one Melee sub-skill +3, Athletics Endurance +3, Athletics Weightlifting +2, Communications +1, Drive +0, Explosives +0, at least one Firearms or Melee subskill +2, Heavy Armor +3, Investigation +0, Medic +1, Stealth +1, and Tactics +1. Consider adding one or two attributes, particularly attributes related to combat.

Equipment they might carry includes a communication device, some form of identification, a blanket, food and water for 1d6 - 1 days, at least one weapon, armor appropriate to the setting, 2d6 gold (100 dollars or 1000 credits), possibly first aid supplies, and possibly a trinket.

Spy

A corporate spy doesn't usually resort to violence. A government spy is ready to resort to violence at any moment. A well trained spy will complete their mission or die trying. At least that's how it works in fiction.

Increase dexterity, wisdom, and education by +2. Increase their Being by 4. They gain or increase the following skills and sub-skills: Athletics +2, Communications +3, Computers +3, Drive +2, Explosives +2, Firearms Handguns +3, History +2, Investigation +3, at least one Language sub-skill +4, Medic +1, Melee Unarmed +3, Memory +2, Navigation +3, Persuade +3, Pilot +0, Sleight of Hand +2, Stealth +4, Streetwise +3, and Watercraft +1. Consider adding the attribute Secret Identity and one or two others.

Equipment they might carry includes a communication device, some form of identification, 200 dollars (3000 credits), and possibly a weapon.

Swordsman

The wild west had its gunfighters. Not so long before that, the world had swordsmen, those who dedicated themselves to wielding the weapon as a form of art, not just a form of violence.

Increase strength, dexterity, and constitution by +1. Increase their Being by 3. They gain or increase the following skills and sub-skills: Melee Swords +6. Consider adding the Swordsman attribute.

Equipment they might carry includes a sword and 3d6 gold.

Technician

Engineers, scientists, architects, etc. would be very limited without skilled laborers to build and maintain the things they design. These roles are filled by tradesmen and by technicians.

Increase education and one other base statistic by +1. Decrease influence by -1. Increase their Being by 1. They gain or increase the following skills and sub-skills: any one skill or sub-skill +3. Consider adding one or two attributes, such as Expert.

Equipment they might carry includes some form of identification, a tool or set of tools, a communication device, and 50 dollars (700 credits).

Thief

Theft occurs in places where envy and selfishness coincide. A thief generally disregards the rights of other people in an effort to secure their own wants. However, a small number of them will draw a line for themselves, disallowing any other crimes in an effort to maintain some semblance of morality.

Increase dexterity and wisdom by +1. Decrease constitution and influence by -1. Increase their Being by 2. They gain or increase the following skills and sub-skills:

Athletics Acrobatics +1, Broker +2, one Firearms or Melee sub-skill +2, Investigation +3, Persuade Deception +2, Sleight of Hand +3, Stealth +4, and Streetwise +3.

Equipment they might carry includes a fake form of identification, a set of tools or lock picks, 2d6 + 2 gold (120 dollars or 1200 credits), and possibly at least one magic item.

Thug

Sometimes an evil villain just needs a bunch of goons to do the grunt work. Sometimes RPGs need a bunch of goons so the players feel like heroes by taking on ten men each in a single fight.

Decrease wisdom, education, and influence by -2. They gain or increase the following skills and sub-skills: Firearms +0, Melee +0.

Equipment they might be carrying includes one or more weapons with ammunition, 1d6 + 3 gold (20 dollars, 300 credits), and possibly a magic item.

Wizard

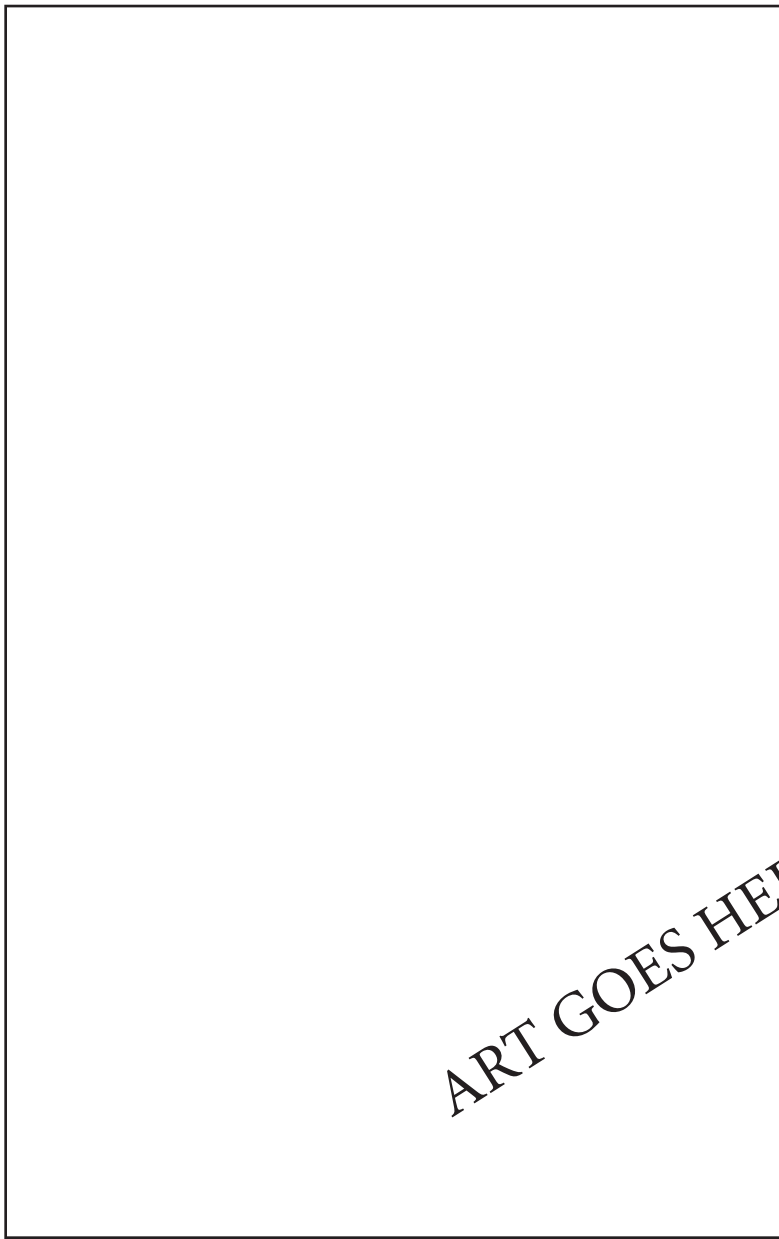
Wizards view magic as a form of science. They spend their lives researching it and cultivating new ways to utilize it. Many of the most common spells were first developed by self-proclaimed wizards.

Decrease strength, dexterity, and constitution by -1. Increase education by +2. Increase their Being by 4. They gain or increase the following skills and sub-skills: at least one Arcana sub-skill +5, Engineering +1, History +0, Investigation +0, Memory +0, Nature +0, and Science +1. Choose a casting technique.

Equipment they might be carrying includes spellcasting equipment, sample collecting equipment, a notebook and writing equipment, and at least one magic item.

NPC SHIPS AND VEHICLES IN COMBAT

In combat, any vehicle that does not contain a PC should be treated as a single NPC creature. The only things missing from the vehicle stats to treat them as a creature are base statistics, skill modifiers, and attributes. These can be added by filling out an NPC sheet for each NPC vehicle. Its constitution is equal to its defense. Its dexterity, wisdom, and education equal to the captain's, pilot's, or driver's, whichever you deem most relevant. Its influence is +0 minus the number of visible turrets it has. It possesses all of the skills of its occupants so long as those occupants could conceivably take standard actions. It possesses all of the attributes of its occupants so long as those attributes are relevant to the combat. For more information, see Mounted Combat (pg. 13) and Naval combat (pg. 14).



Making Your Own

Designing your own monsters and creatures can be a lot of fun. The first thing to decide is the purpose your creation will fulfill within the setting or the story. Next, select appropriate statistics that will allow it to serve that purpose. It is important to remember that simplicity is your friend when designing monsters. Too many abilities and gimmicks guarantee that you won't end up remembering or using them all. Sometimes a unique description or situational appearance does more to make the encounter memorable than unique abilities or mechanics will.

Sometimes creating a unique monster or NPC is as easy as applying one significant change to an existing stat block. For example, you could give the following camouflage ability to a random monster that normally isn't sneaky.

Camouflage adaptation

They gain the positive attribute Surpass, Stealth and their Stealth skill modifier becomes +9.

Variety in your monsters is more about variations on themes than it is about completely original ideas.

RE

NARRATORS' TOOLS

The goal of this chapter is to help you feel confident enough to try running your own game, as well as provide resources for experienced game masters keep improving. It will discuss some common mistakes and provide suggestions for correcting them. It will also provide tips specific to the Q.U.E.S.T.E. rules system.

While the player characters are the source of the story's vitality, the Narrator is the source of the game's vitality. They are the conductors of the symphony, and the PCs are the soloists. The tempo, volume, texture, and mood of the game are, at least initially, determined by the Narrator.

Initial Advice

Learning to run an RPG is a skill that requires multiple attempts. Through trial and error, you can learn to craft a wide variety of stories with a wide variety of players. You may need to learn how to be flexible and how to compromise with other players. You may need to learn how to improvise a little. You may need to learn how to ask for constructive criticism or occasionally give it to others. Role playing games are an interpersonal experience, so they can be an excellent opportunity to practice good interpersonal communication and build long lasting friendships.

The three most common misunderstandings about how to Narrate are that the Narrator controls the game, that the Narrator is responsible for making the game fun, and that the Narrator needs to do a lot of work.

The Narrator does NOT control the entire game. They facilitate an open conversation where every player gets to contribute to a shared narrative.

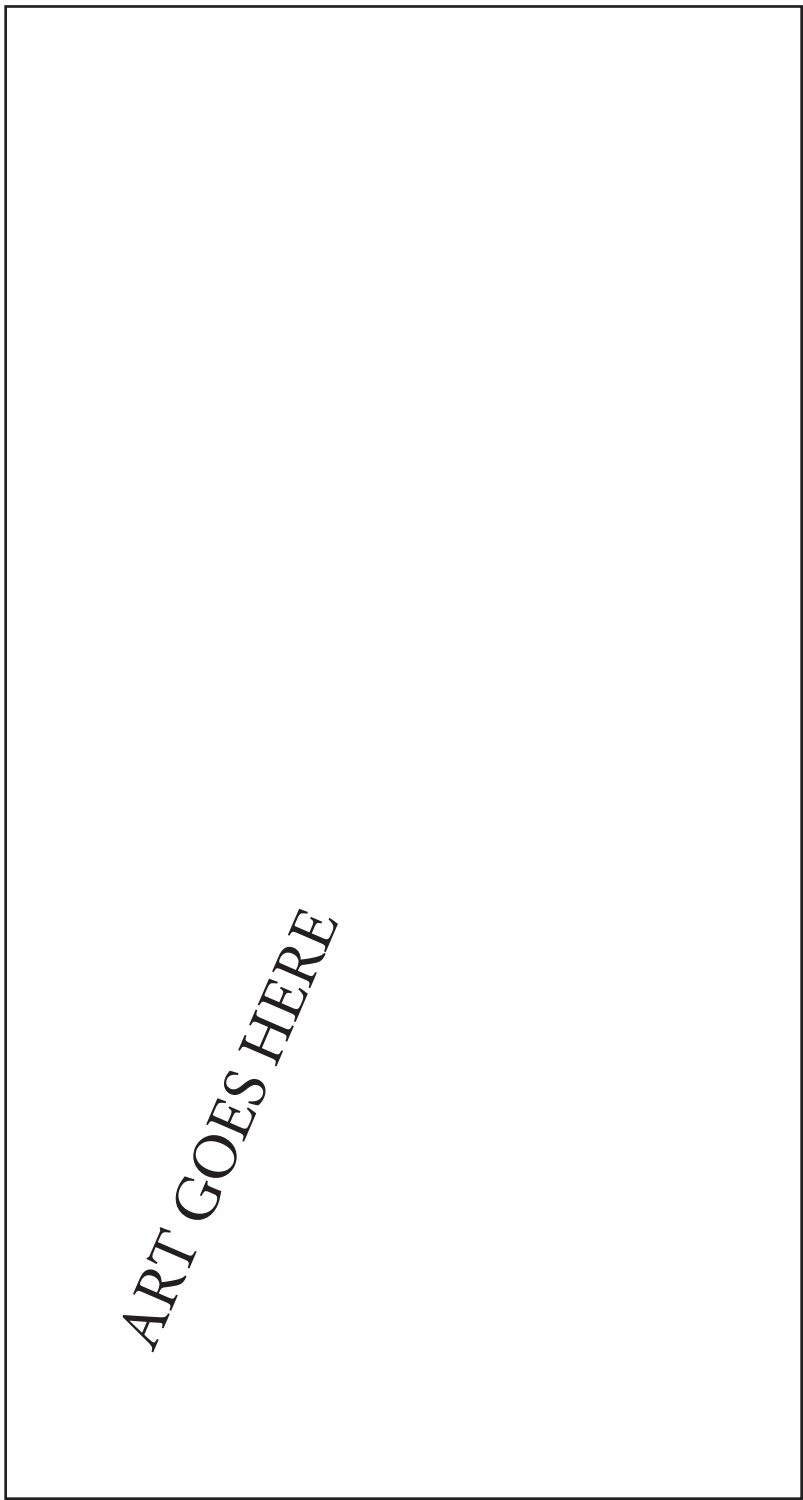
Ensuring that all the Player Characters are having fun is NOT the Narrator's job or purpose. Their purpose is to interpret rules and dictate the game setting as the PCs interact with it.

It is NOT the Narrator's job to do all of the work.

It should be the goal of EVERY player to help ensure that all participants are having fun. It is a responsibility we all share equally. Similarly, it can sometimes require more work to be the Narrator than it does to be a PC, but it shouldn't require so much work that the game stops being fun for you. This again comes down to trial and error, as well as the PCs taking some responsibility to help contribute to the story. The Narrator is also playing the game and should therefore also be having fun. Balancing control of the narrative between the Narrator and the PCs, taking responsibility by openly communicating with other players, and receiving feedback can prevent a majority of the problems that can occur at the table.

THE MOST IMPORTANT ADVICE

It is our opinion that the most important piece of advice for a Narrator is to keep a dedicated notebook for running games. Use this notebook to prep, use it to take notes during play, and keep it organized. Some Narrators keep one notebook for each campaign they run or for each setting they use. Some prefer digital tools. Come up with a system that works for you and don't be afraid to improve that system over time.



Session Zero

Each time a group meets up to play, it is referred to as a game session. 'Session zero' is a common practice with TTRPGs where the group meets up to discuss the kind of game they want to play, establish initial details about the setting or campaign, and create characters. Starting a new campaign with a session zero is a good practice for several reasons, especially if the group has not all played together before.

An important step of session zero is giving each player the opportunity to explain what kinds of content they're not comfortable with. For example, if a player does not feel comfortable with adult themes or certain kinds of jokes, then they can let the other players know before starting the actual game.

Players can also share what they are hoping to include in the game. Some players want lots of combat or enjoy solving puzzles. Players can share what they are hoping will make this story fun.

The next discussion point can be genre, tone, and style. Players can discuss what specific genre they want this game to be, along with the accompanying tone or mood. Is it dark and brooding? Silly and satirical? Classic fantasy? Spaghetti western? Gritty science fiction? Tele novella murder mystery? Musical coming-of-age philosophical drama?

Once you establish the kind of game everyone wants to play you can establish specific details to fit that vision. You can decide on the story goal for the PCs, their starting locations, important NPCs, historical events, etc. You can establish house rules or homebrew content that will be included to help maintain tone or consistency. This part of a session zero can include character creation for the PCs. They can use character creation as an opportunity to contribute details about the setting and establish details setting up the plot. These details can further include how characters are acquainted, their motivations to participate in the plot, their contribution to initiate the conflict, etc.

Sometimes agreements cannot be reached in session zero. If players do not want to compromise or come to a consensus on certain details about this particular campaign, that is OKAY. Session zero allows this to be discovered before it may become a problem. It is okay if you do not want to play in a particular campaign or with a certain group. It doesn't mean you can't be friends, it just means that this campaign isn't for you. No biggie. You can always find another play group.

It is also a habit of some Narrators to revisit session zero throughout the course of the campaign. Sometimes things change. Minds change, goals change, etc. Revisiting session zero can facilitate returning to or reestablishing the baseline for a game.

Here is a list of example questions you might want to ask during a session zero giving each player a chance to explain their answer.

- What is your vision for this game?
- What kind of things are you hoping to include or focus on?
- What would you like to exclude or avoid?
- Is there anything that makes you uncomfortable, that you don't feel is appropriate, or that you find triggering which you would like the group to avoid?
- What specific genre do you want this campaign to be?
- How serious or how whimsical would you like this game to be?
- Is there a specific tone we are trying to achieve with this story?
- Are there any house rules or homebrew content anyone would like to include?
- Are there any optional rules or restrictions to character creation/advancement that the Narrator will be implementing?
- What kind of character is each PC hoping to play?
- Are there any details/ideas anyone would like to include as part of the setting or campaign?
- Is there anything else anyone would like the group to know or that they feel is important to address?

FACILITATING A SAFE CULTURE AT THE TABLE

It is important that role playing games become an opportunity for people to make friends and feel comfortable. Sometimes that means giving constructive criticism and asking people to stop doing things that are inappropriate or obstructive. Sometimes that means not playing with people who want to play the game differently than you. It ALWAYS means being kind, respectful, and understanding of other people's opinions and boundaries.

The best ways to facilitate a good table culture are leading by example, openly communicating, and having snacks. Set the example at your table by being considerate, friendly, and understanding. Be open and honest with other players and be a good listener when they are open with you. And never play on an empty stomach. Having snacks works best if you have assignments for each session, probably with a rotation. This week, Charlie has drinks and Dani has pizza. Next week, Noel has drinks and Hector has pizza. Or whatever. Never underestimate the power of snacks and snack breaks.

If you need to set a boundary with another player, do so diplomatically. If they are not going to respect those boundaries, find someone else to play with. It's important to give people the benefit of the doubt if they have not been told what you are or are not comfortable with. It's also important to give people a chance to learn and change if they show an effort to do so. At the same time, it's important to draw a line after no effort is shown or things become unsafe.

Genre and Tone

The initial inspiration for a particular setting or campaign often begins with wanting to play a particular genre.

The list of possible genres to play is effectively endless. Sometimes finding a group who wants to play the same genre of game you do can be challenging, but odds are they're out there somewhere.

Tone is ultimately an appendage of genre. Satirical science fiction, grim dark science fiction, space opera science fiction, are all more or less science fiction subgenres that are primarily differentiated by tone.

Researching different genres and tones of writing can inspire you with ideas and help you better explain what you are envisioning to other players. The rest of the chapter will give you more specific examples and advice for selecting a particular genre for your game.

CREATING REALISM

The purpose of role playing games is ultimately not to be realistic. They would inevitably pale in comparison to the ultimate realism which is actual reality. The purpose of role playing games is to deviate from reality.

The level and direction of deviation can be a fundamental element of both tone and genre. During session zero, establishing how realistic the game will be is very important, as well as what specific details will generate that realism. You can create a highly realistic setting that is based entirely on the real world. You can make a highly realistic campaign that involves no magic or fictitious technologies. You can make the consequences or outcomes for PCs' skill rolls as logical as possible. Typically, increasing realism in any way means increasing the difficulty of the challenges the PCs will face, because it forces them to make rational, realistic decisions instead of permitting them to openly take dramatic, extreme actions. Establishing the level of realism in session zero can be critically important because most PCs otherwise will not realize when they should retreat and regroup.

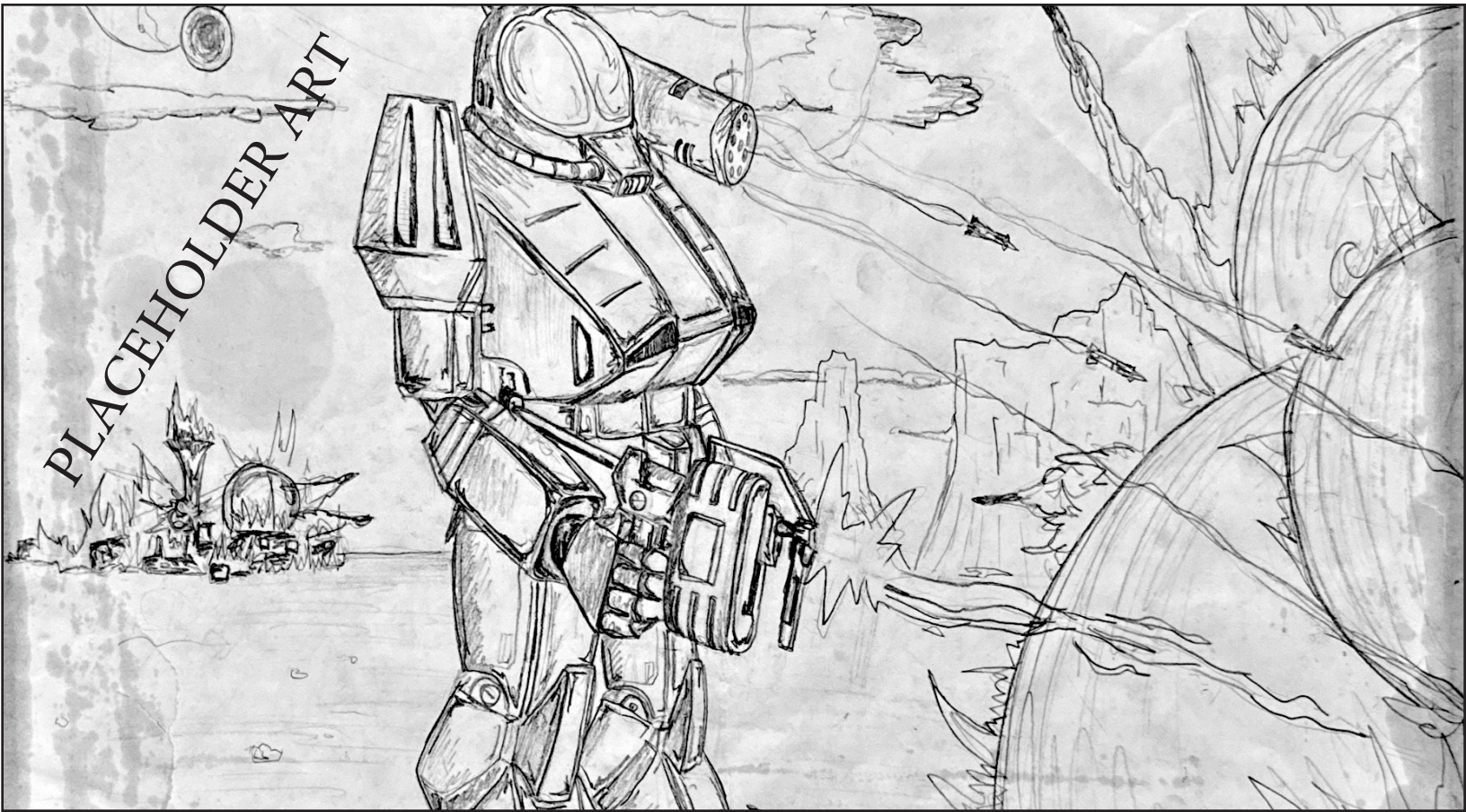
The level of realism you want in your game is like the level of spice you want in your food. It's really just a personal preference. Do you like your role playing games to be excruciating like a fresh habanero? Excellent! Do you prefer the mild safety of cold milk? Fantastic! Choose whatever level fits your play group and the story you're telling.

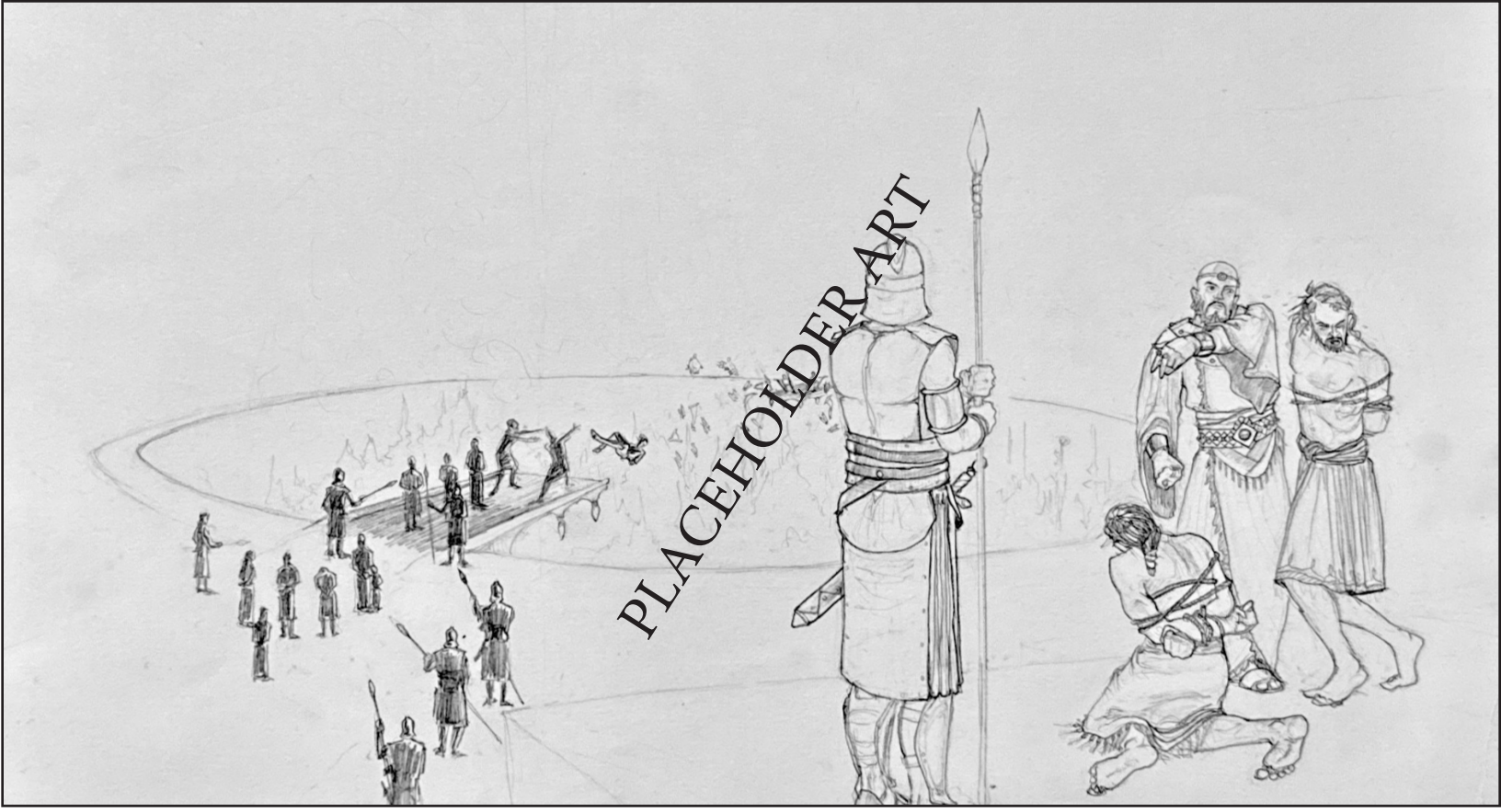
Some easy ways to add realism to your game include:

- Creating dynamic settings. Things will change and occur with or without the PCs action or interference.
- Create settings with laws and governance that hold citizens (including the PCs) accountable for their actions.
- Create NPCs that are at least unique from each other and recognizable by the way they speak, look, and act.
- Allow the PCs to encounter problems they cannot solve on their own.

CREATING ATMOSPHERE

Atmosphere is a great way to establish the desired tone of the game. There are lots of ways to create atmosphere at the table. The easiest way is with your descriptions. The Narrator does a lot of describing. Wording your descriptions in a way that suits the tone is a simple way to create a baseline. Other hot tips include using handouts, props, a slide show, sound effects or background music, and themed snacks. Doing a little research online is a great way to find additional tips and inspiration for how to establish the proper atmosphere for your game.





Styles of Play

Your style of play is how you help the PCs maintain interest and how you help the story maintain a steady forward momentum. It is also the way that you implement tone or a particular mood during play. Your style may involve using a certain set of optional or homebrew rules. It may involve how often you implement certain story elements, such as social encounters or combat encounters. It may involve using props, gimmicks, or an immersive atmosphere. A style of play is something that evolves over time or varies between campaigns, and there are lots of little tips and tricks out there to help you hone in on what is right for you and your group.

Some styles are better suited to different groups of players. Some Narrators who like to do a little extra work are better suited for PCs who like to do less work. Some Narrators who like to improvise are better suited for PCs who like to ruin their plans. If you don't enjoy a certain style, then it's best to find a group who shares your sympathies.

At its most basic level, a Narrator's style slides along two spectrums: sandbox to railroad and heavy preparation to complete improvisation. A vast majority of Narrators sit comfortably in the middle of both spectrums. A rare few dwell primarily at an extreme, but that isn't necessarily wrong. It just might not be the best for every group.

'Sandbox' means that you give no prompt or stimulus for the PCs to pursue specific goals or take specific actions. You simply describe the environment and allow the other players to act purely according to their own inspiration and initiative. You provide a sandbox for them to construct their own story.

'Railroad' means that the Narrator actively directs the narrative towards certain goals or outcomes. The story is effectively a railroad the PCs just follow from point to point. Some people frown upon this style because it can be restrictive for the PCs. However, some PCs prefer this style. Some PCs find the work and responsibility required to play in a sandbox too daunting. They would rather have the story served up on a platter than need to make it themselves, and the Narrator is their master chef. Again, this isn't better or worse, it's just a different style of play.

The other spectrum concerns the way a Narrator implements their preparations in each game session. Some Narrators like to have detailed plans or notes to use when determining the options and consequences for the PCs' actions. Some Narrators prefer improvising and deciding environmental or plot details spontaneously. Once again there are many approaches to both, including different ways to prepare for both. Many Narrators implement a little of both styles, using their plans as far as they can, and improvising when the PCs start coloring outside the lines.

A big part of this spectrum has to do with the way a Narrator makes notes. You should develop a system for notes that works efficiently with your play style. Even improvisational Narrators might use notes, or at least have a system for taking notes during play. A Narrator that relies on preparation more than improvisation similarly might use far fewer notes than expected. A lot of the time, for the sake of efficiency, less is more with notes, focusing primarily on critical details and memory cues.

As a courtesy note, the vast majority of players greatly dislike Narrators who use a heavily preplanned, railroad style of play. At a point, it robs players of autonomy within the story. Similarly, a decently sized population of players do not like complete sandboxes run by entirely improvisational Narrators. At a certain point, the PCs will either feel that they are doing all of the work or be paralyzed by the number of options available, and they probably won't appreciate it.

Running the Game

Running the game involves deciding when rules apply, describing the environment to the PCs, and deciding the consequences for their actions. The way you perform these three tasks can have a drastic effect on the game's tempo and mood. Learn when to slow down and when to speed up. Try not to let things come to a complete halt. Don't move so quickly that you gloss over something that another player wanted to spend more time on. A lot of this will come from trial and error and from getting to know your players better.

CALLING FOR SKILL ROLLS, ASSIGNING DIFFICULTY MODIFIERS, AND DESCRIBING OUTCOMES

Most of what the Narrator does involves giving descriptions to the PCs. The second most common thing they do is call for skill rolls. Whenever direct narration is not enough to move the scene forward, or whenever some level of luck or skill is required to accomplish a PC's immediate goal, then you must call for a skill roll by the PC(s).

You must determine the difficulty for each roll. This is entirely arbitrary based on your discretion. Anything that you believe would increase the task's difficulty may be factored in. Weather conditions, access to the proper equipment, access to proper materials, time constraints, size or distance, margin for error, technical expertise requirements, etc. Just remember the scaling: -1 is easy enough for an untrained person to typically succeed and -13 is technically impossible for a human, relying on luck alone to save you.

In this same vein of thought, assigning advantage and disadvantage is part of your responsibility in calling for rolls. This is similarly arbitrary. If there is a significant, uncommon obstacle that directly impedes or reduces the PC's ability to succeed, then they can receive disadvantage. If there is anything that significantly increases the PC's ability to succeed, then they can receive advantage.

Many of the things that may increase difficulty could instead be mitigated by disadvantage and vice versa. The same is true of advantage and things that may decrease the difficulty. Ultimately, the correct choice between the two is simply whichever one you choose. You may keep in mind that a difficulty modifier is a consistent, set factor, whereas advantage/disadvantage is variable, with a result anywhere from 1-6. Advantage/disadvantage can also be more applicable when there is already a set difficulty modifier for something, such as an attack roll.

Sometimes, when you call for a roll, you may want to keep the difficulty a secret. You should definitely do this anytime the PCs have no way of immediately knowing the consequences of the action. You'll probably end up telling them later.

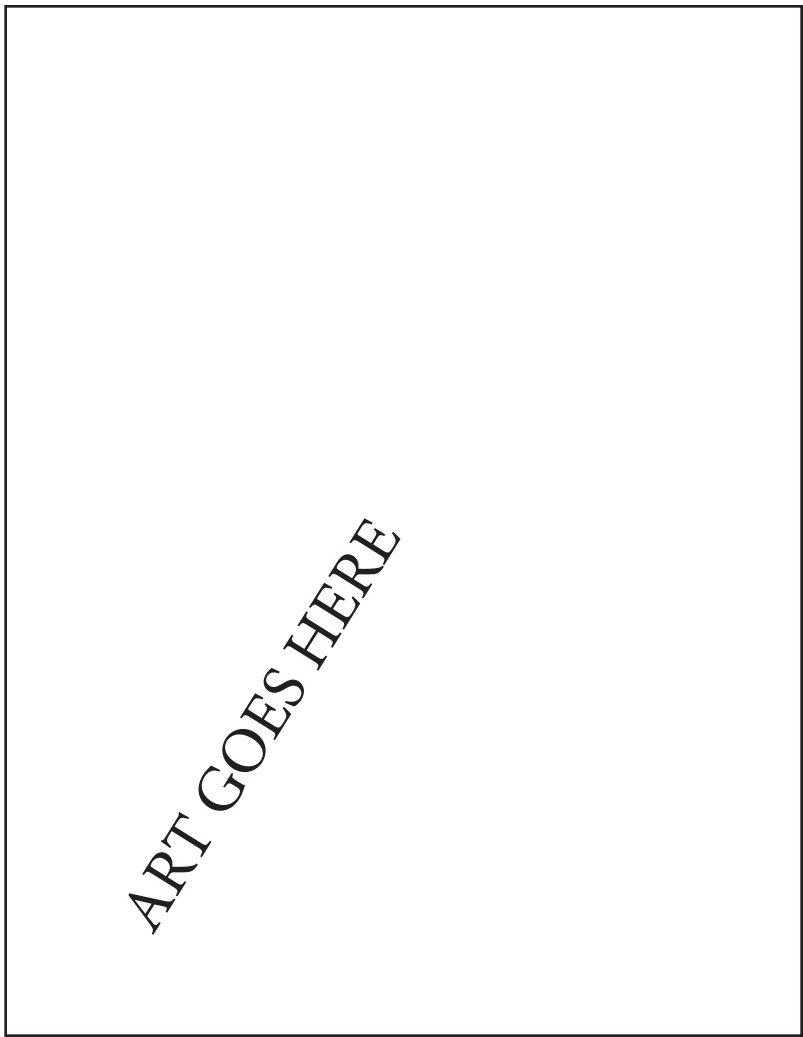
Finally, you are responsible for narrating the results for each roll. There are 5 possible outcomes for you to narrate: critical success, success, mixed success, failure, and critical failure. Describing the consequences of the PCs actions is your best opportunity to move the plot forward because you get to decide how the situation changes as a result. Even failures should be considered opportunities for the situation to change or for the story to progress. Failures typically mean that the PCs don't progress in their plans, but that does not mean the game is on pause. Recall that the natural result is a measure of how lucky the character was, which can factor into your description. Similarly, the magnitude of the result can factor into your description.

You can also allow the PCs to give their input on what the consequences might look like, such as allowing them to narrate how they deal a critical wound or describing the reason why they failed a roll.

GIVING THE PCS WHAT THEY WANT

You should generally place the PCs in situations that their characters are designed to handle. If none of them have a particular skill, then you should avoid requiring them to roll for that skill too often. If all of them have one particular skill, then they should probably all get a chance to use that skill. The choices players make during character creation and later as their characters advance can be an excellent source of information when you are planning story arcs and encounters.

This does not mean you just give them everything they want like Santa Claus giving out toys. There is some responsibility on the PCs shoulders as well. It is their responsibility to play to their characters' strengths and try to solve problems creatively. The Narrator's role here is primarily to encourage them to use their characters' skills and abilities without directly telling them what to do.



LETTING BAD THINGS HAPPEN TO THE PCS

While the Narrator and the PCs are not enemies, they are not necessarily teammates either. It is not the Narrator's job to protect the PCs from all harm or danger. There should be risk, danger, loss, regret, etc. These are the things that make good stories. The Narrator ultimately has control over what obstacles the PCs do end up facing, and should be respectful not to do anything that spoils the game for the PCs. For example, most players hate hate hate situations that involve all of their stuff being taken. But some players might enjoy that kind of a challenge. Similarly, giving PCs opportunities to use their high skill modifiers is something most players like. But that doesn't mean they will never ever need to roll for skills they don't have.

A difficult skill to master as a Narrator is knowing when to protect the PCs from the consequences of their own actions. If players are making irrational or illogical decisions, it is typically appropriate to point out that their character would know they are irrational. Obviously the PCs can't know everything, but you can always remind them of obvious things, such as: murder is a punishable crime, greataxes are ineffective in narrow tunnels, trying to flirt with an NPC might not go over well with other NPCs, loud noises may alert nearby guards, etc.

A good session zero can help with this, especially if your players feel strongly about character death. Odds are you will end up going easy on them more often than you would truly like to, so it's important to establish what the difficulty level will be before the game starts.

Everything outside of the PCs control is the Narrator's responsibility. This power should not be wielded lightly. Helping the PCs achieve their goals should be one of the Narrator's goals, but that doesn't mean you just hand them over on a silver platter. Talk with your players and learn to find the right balance.

WHAT IF A PLAYER IS ABSENT?

Your group as a whole must decide if that is a good enough reason to cancel a whole game session. You can play without them, creating an in game reason for their character to be absent. Or they can give someone else permission to play their character. Or you can just play something else, like a one-shot.

WHAT IF I FORGET A RULE?

It doesn't really matter if you forget a rule, because the rules are up to you. Do whatever seems right. Some Narrators just make up a rule to temporarily fill the void and keep the story moving. However, it is totally acceptable to stop and consult the rulebook, if that is what the table would like to do.

WHAT IF I MAKE A MISTAKE?

PCs make lots of mistakes. It's okay for Narrators to make mistakes, too. That's one of the reasons why it's important to find a playgroup you are comfortable with and to facilitate having a good, safe culture at the table. It's okay to make mistakes. In some ways, it's the point of the game, because everything always working out perfectly tends to make for boring stories.

An alternate logic that can be applied to this question is the idea that the Narrator is the ultimate arbiter of rules at the table. This means, at least inside of the game, that nothing the Narrator does is a mistake, because they decide what is true in the game. Remember that this logic does not extend to social mistakes in the real world, like making all of your players frustrated because the power has gone to your head.

RUNNING YOUR FIRST SESSION

Keep things simple and go easy on yourself. The Mona Lisa was not Davinci's first painting. Have a plan and don't be afraid to ask for help. Remember that things will not go exactly as you planned, so plan to improvise a little. Even the most experienced Narrators have rough sessions or need to go off script every once in a while. But you can handle that, so don't worry about it.

If you would like, the introductory adventure at the end of this book is a great place to begin honing your mastery of the Q.U.E.S.T.E. system.

WHAT IF I DON'T WANT TO BE THE NARRATOR ANYMORE?

We have cried these same tears and sobbed these same sobs. You can try asking nicely. You can try putting your foot down. You can try finding a new group. Just know you are not alone.

Running Combat

Combat can be a lot of work. You are simultaneously an entire team on the field, the referee, and an assistant coach for the PCs' team. You need to balance these responsibilities and keep things moving efficiently to help keep the PCs engaged. Some players will get bored no matter how well you do running combat, so don't stress about it too much. Just generally try to avoid any accidental screeching halts in the tempo. A lot of judgment calls and rule deviations occur in the middle of combat in order to maintain the tempo and forward momentum. The majority of players greatly dislike stopping to consult the rulebook part way through slaying a dragon.

Encourage players to know what they want to do before their turn comes. Try to help them get the most out of their turn, but do not tell them what to do or linger too long on tedious details. On that same note, keep NPCs' turns as short as possible. This might mean deciding what NPCs roll for their skills instead of taking the time to roll for each individual action. This might require you to take a lot of sub-optimal actions. See NPC actions for more tips.

One more major point to remember is to continue using descriptions during combat. Do not fall into the bad habit of letting combat become a heaping pile of numbers and yes/no answers. It can be much more than that, but only if you describe it that way. If a player goes 3 rounds furiously attacking an opponent and dealing no damage, that should not be narrated as, "You miss." It should be narrated based on how it actually would have looked. Were they parrying each other's swords faster than the human eye can blink, sparks flying in every direction; were they trading blows, expertly blocking and redirecting each other's fists while trying to create an opening; were they instinctively ducking down behind barricades and barrels, bullets barely fraying the fabric of their clothing? Make it interesting. Do everything you can to not let low dice rolls stop the story from having a flavor.

Now that we've covered those universal tips, we can address specific technicalities.

There are two ways to conduct combat. The first option, theater of the mind, is where the battlefield exists entirely in the players' shared imagination. The second option is with miniatures; using battle maps and miniature figurines or other such game pieces allows the players to immediately visualize exactly what is happening on the battlefield. The first option is much more cost and time effective. But the second option can be much more engaging and tactical. The rules as written are intended for easy translation between either option.

THEATER OF THE MIND

With theater of the mind, combat is run using description. The Narrator paints the picture and the PCs describe what they are doing in said picture. It's all quite arbitrary. Some people like to supplement it with crude or hasty drawings to show an initial lay of the land or give some amount of reference. Be sure to give the PCs some numerical values in your descriptions if they want to try and press a tactical advantage.

Theater of the mind allows you more room to avoid getting caught up on little details. It gives you more direct control over the tempo of combat.

USING MINIATURES

Using miniatures or game pieces and a physical map to show exactly what is happening allows you to really engage with the gritty details of the game. It can be very satisfying to move your character around on a tiny battlefield and place them exactly where you want them. A lot of people also really enjoy making miniature sets and terrain pieces to make the battlefield look even cooler.

Remember that using miniatures requires you to accurately scale the map and terrain for all heights, widths, and lengths. For example, if you are using 28mm miniatures, then 1 meter is approximately equal to 1.5 cm.

NPC TACTICS

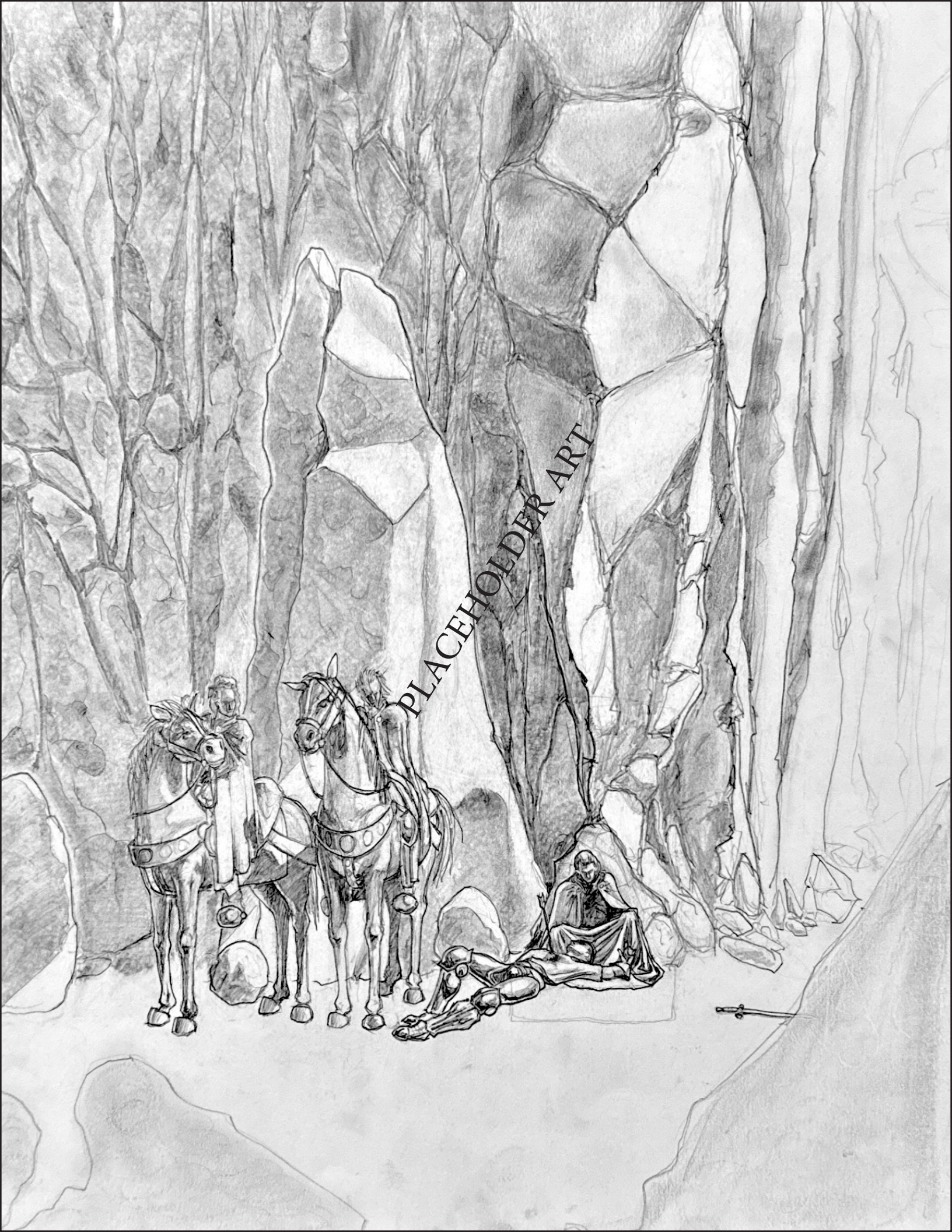
You are not trying to defeat or outwit the PCs. That being said, it can add a lot of flavor to the game if the NPCs play to their own strengths when engaging the PCs. Take a little time to consider what the NPCs would want to achieve during combat. Then consider how said NPCs would go about achieving those things. Give the players an opportunity to devise a counter strategy. On the same note, it is possible for either the PCs or the NPCs to devise a poor strategy. It is entirely your prerogative how to manage such things.

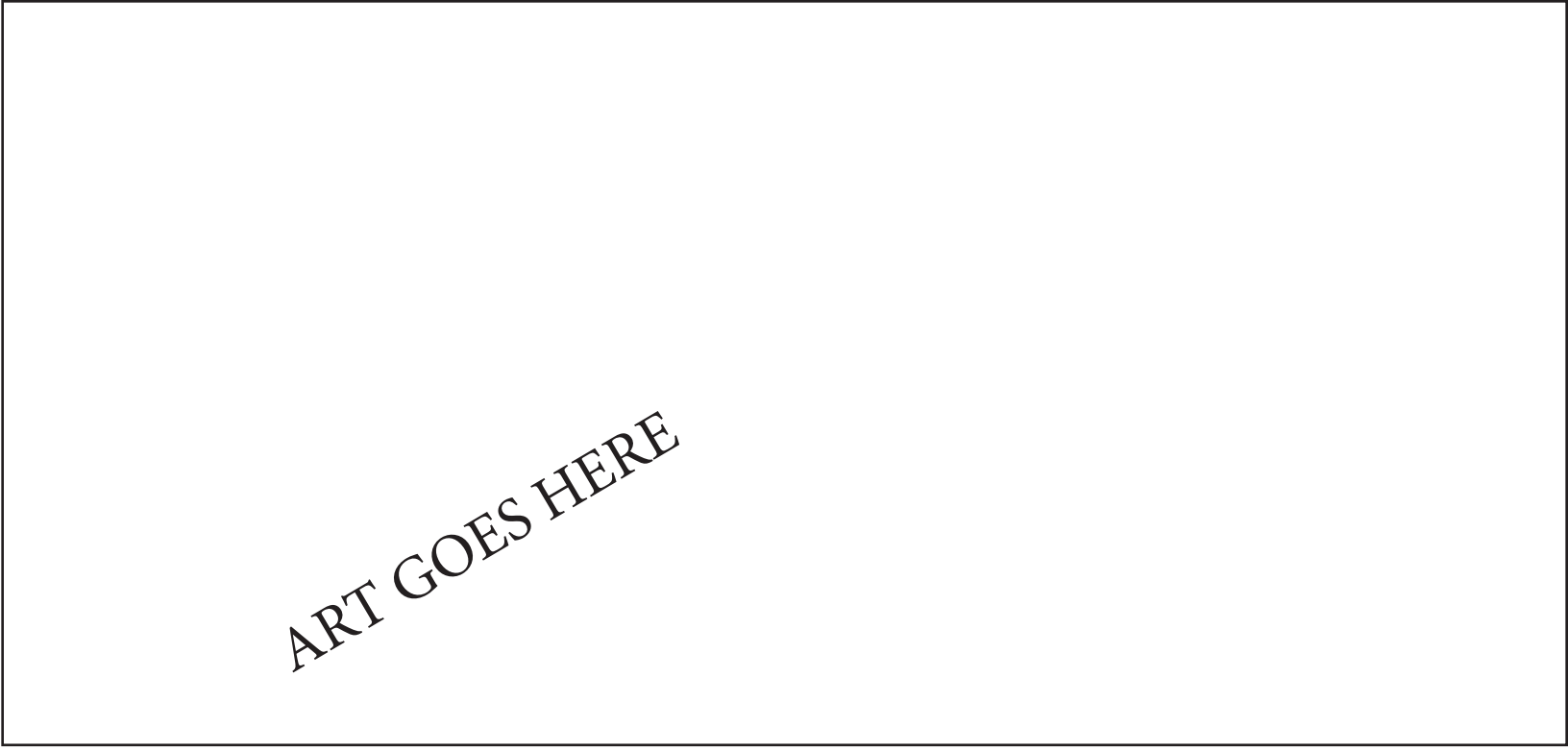
Most importantly, remember that it is entirely reasonable for NPCs to retreat, surrender, or negotiate. Consider their motivations and morale. Not every battle is to the death. In fact, it probably makes more sense if most are not, depending on the circumstance.

USING MOBS OR MILITARY UNITS

Sometimes combats occur on large scales, with too many NPCs to reasonably give individual turns to. Sometimes, these groups are allied with the PCs, and sometimes the PCs are caught in battles between such groups. In cases where there are groups on both sides of the conflict, it may be better to narrate their actions as part of the background to set the scene instead of playing out what they do. If they are allied with the PCs, it may be necessary to give them a stat block and a turn in combat. If they are against the PCs, there are two kinds of mobs you can use: the kind the PCs are supposed to be able to defeat, and the kind that's supposed to be able to defeat the PCs. The first is typically more common, but it depends on who you're playing with.

A mob is a large group of creatures who are individually similar in size to the PCs and are working together against the PCs. Start by applying the swarm creature type rules. The mob will act as a swarm creature with a single turn. You can either choose to distribute damage dealt to the swarm as a singular entity, or you can distribute Health evenly among the swarm's members and have other creatures target them individually with their attacks.


PLACEHOLDER ART



CHASE SCENES

Chase scenes are notorious for being difficult to make interesting. Many TTRPGs try to solve this problem with special rules for chase scenes. Personally, we feel that it is the responsibility of the PCs to make chase scenes interesting by using their turns creatively. This is one of the reasons why the rules for a creature's speed are written as they are. With the potential for a difference of even just 1 or 2 in creatures' speeds, it is almost always obvious which of 2 creatures can run faster. That means you almost always know whether the pursuant will escape or the pursuer will catch up. And so the slower creature must make use of their surroundings in order to create an advantage. If they do not or cannot, then just skip ahead to the end of the race. You as the Narrator can also force environmental factors on the scene participants in order to shake things up. In short, the secret to running chase scenes is just to run combat as normal and continue thinking creatively.

NON-COMBAT ENCOUNTERS

Combat can be exhausting for all players, and if it's the only kind of encounter you include, the plot will feel like it's not going anywhere. Encounters outside of combat are typically one of four categories: Social interactions, traps, puzzles, and sight-seeing. Traps and puzzles are very similar, and sometimes they are explicitly the same thing. Social interactions and sight-seeing encounters can also be very similar or even combined together. These different encounter types should be included to stagger the pacing and the logical structure of obstacles that stand between the PC's and their goals. They can all be simplified with the same pattern: presenting the PC's with descriptions and information to immediately recognize multiple possible solutions or approaches, giving them an opportunity to choose or invent an approach that is suited to their abilities and skills, and encouraging them to be clear about the cause they are creating and the effect they are seeking. There should be an incentive, but not necessarily a strict requirement, to engage with these encounters. The incentives could be treasure, information, NPC assistance, progress points, magical boons, or shortcuts if the players are racing a clock.

LONG DISTANCE TRAVEL

Another inevitable struggle of all TTRPGs is trying not to make traveling long distances boring for the PCs and for the Narrators. This usually happens because either the players are too focused on technicalities and logistics or because it is unclear who's responsible for making it not boring. You should handwave as many logistical details as you reasonably can. Some situations, like trying to transport thousands of kilograms of gold from a dragon's lair to the nearest ATM can't be handwaved completely, but can be treated in the same way puzzle encounters are treated. It is important that you don't work against the PCs when it comes to travel. If getting to their goal feels impossible because you're making it impossible, then you're keeping the plot from moving forward. When it comes to making travel interesting, there are three tools in your toolbox that you can rotate between to keep the PCs interested. The first tool is an encounter table. See page 309 for more information on that topic. The second tool is a good, old fashioned montage. You can read a visually descriptive summary of their hypothetical travel log including the terrain or wildlife they saw and various mundane or trivial tasks they performed, such as campground activities, passing other travelers on the road, stopping to look at a map, bathing in a nearby creek, admiring a beautiful view, or anything else that you would think is inevitable and inconsequential over the course of their journey. You should also solicit the PCs beforehand to submit scenes or descriptions to include in the montage, which brings us to the third tool. Your last tool is simply asking the question, "While travelling from A to B, is there anything your character does to try earning some progress points?"

Character Advancement

One of the most fun parts of a role playing game is the PCs growing stronger over time. You must facilitate this. Whether you use progress points, Declaration, or the level system, you do have a duty to ensure the PCs can grow and evolve as they survive their adventures.

Award progress points for creativity, playing in character to add to the story, major victories, and difficult combat encounters. Do not be stingy with them. If you find the PCs are growing too quickly just reign it in a little.

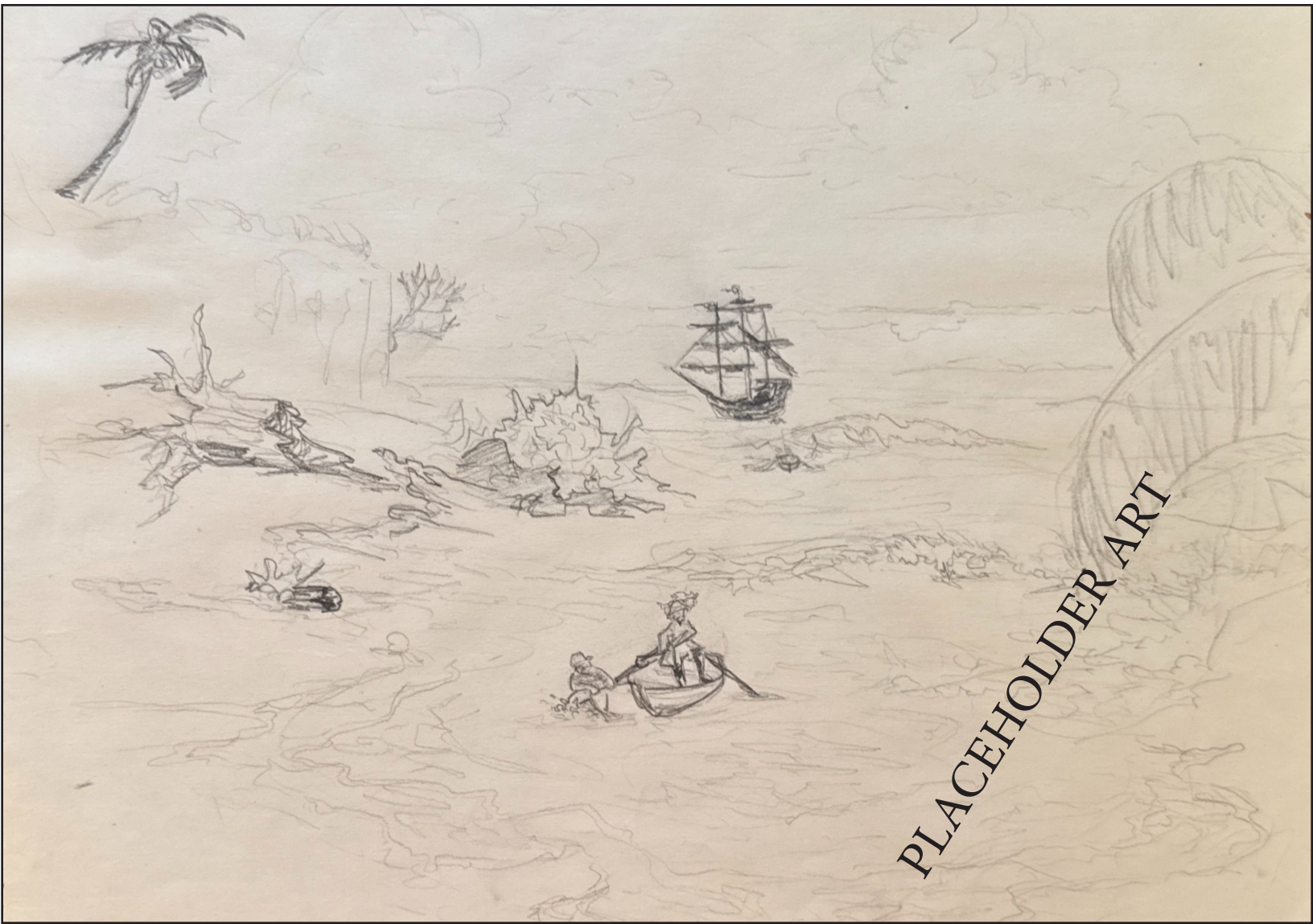
Additionally, do not restrict attributes to being affected solely by progress points. The Narrator may at any time give any attribute to any character or take away any attribute from any character completely independent of progress points. Just make sure it makes sense in the story and that you're not just doing it to be petty. A great example of this is the Wanted attribute. If the PCs are accused of a crime, they should all almost immediately gain this attribute. You may decide whether or not they gain progress points for this. If they clear their names, they should almost immediately lose this attribute (though some of its consequences might linger). Again, it is up to you whether this requires PCs to spend PP. Spending progress points can account for either immediate, spur-of-the-moment changes or montage style changes over time.

IN BETWEEN STORY ARCS

The PCs should be given time in between story arcs to fulfill other goals. This is usually referred to as down time. This can be a good opportunity for PCs to add small, personal details to the story or to the setting. If they have things to do in between story arcs, it can be a great palate cleanser prior to the next arc. It can also be a great opportunity for the PCs to spend progress points, sell treasure, or buy equipment. Jumping straight into the next story arc right as the last one ends can be quite exciting, but the more you do it the less exciting it gets.

Villains and other NPCs

A Narrator wears a lot of hats. As the Narrator, you will roleplay every character who is not a PC. The PCs' allies, their enemies, innocent bystanders, etc. It can be difficult to keep track of them all. Again, keeping a notebook and keeping things simple can prevent a lot of headaches. Not every NPC needs stats, a backstory, and/or a detailed personality. You can add those details as they become relevant. You can also use this responsibility as a way to keep the setting dynamic by having important NPCs change over time. It can be useful to have a few NPCs ready in your back pocket (at various levels of detail) to drop into the story whenever you need them.



Building a Campaign, Story Arcs, and Encounters

Campaigns are a collection of "story arcs." Story arcs are episodic adventures, quests, or self-contained stories. A campaign links these arcs together to create a larger narrative. Hallmarks of a full campaign include recurring NPCs, high profile antagonists, and multiple intertwining plot threads.

Just playing through a single arc and ending the story there, especially if it is all done in a single session, is commonly referred to as a "one-shot." Some people prefer one-shots. Some people use them to test new characters or see if they like a new setting. Mostly they are used for special events, like conventions or parties.

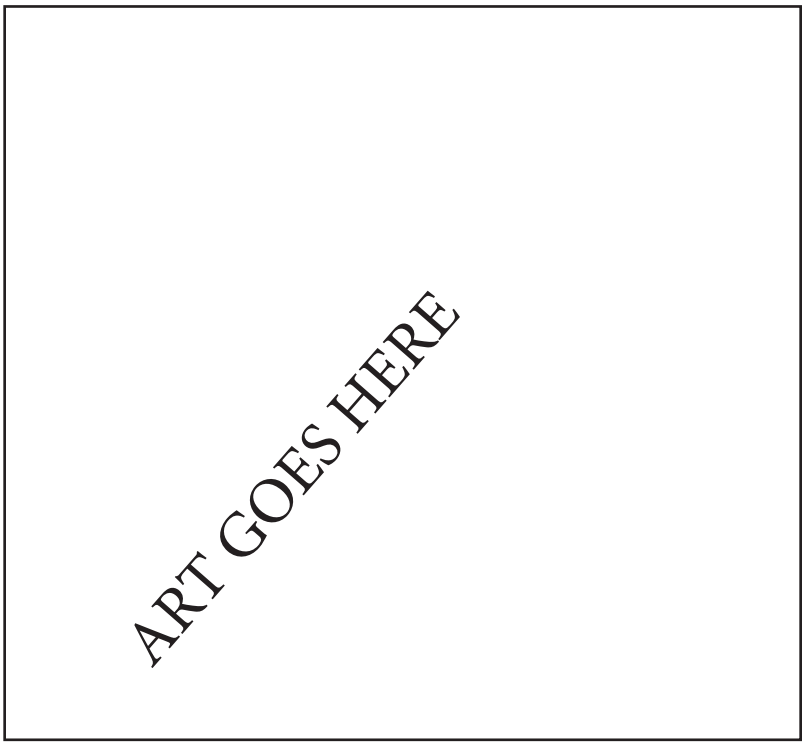
When you are running a campaign, you do not need the setting or campaign to be completely written before you start playing. Odds are you'll end up changing things anyways in response to the PCs' choices. You only actually need enough done to get through the next session. Having ideas and general long term plans is perfectly fine, but getting too specific too soon can create unnecessary work. Just let the game progress one story arc at a time.

CAMPAIGN DETAILS

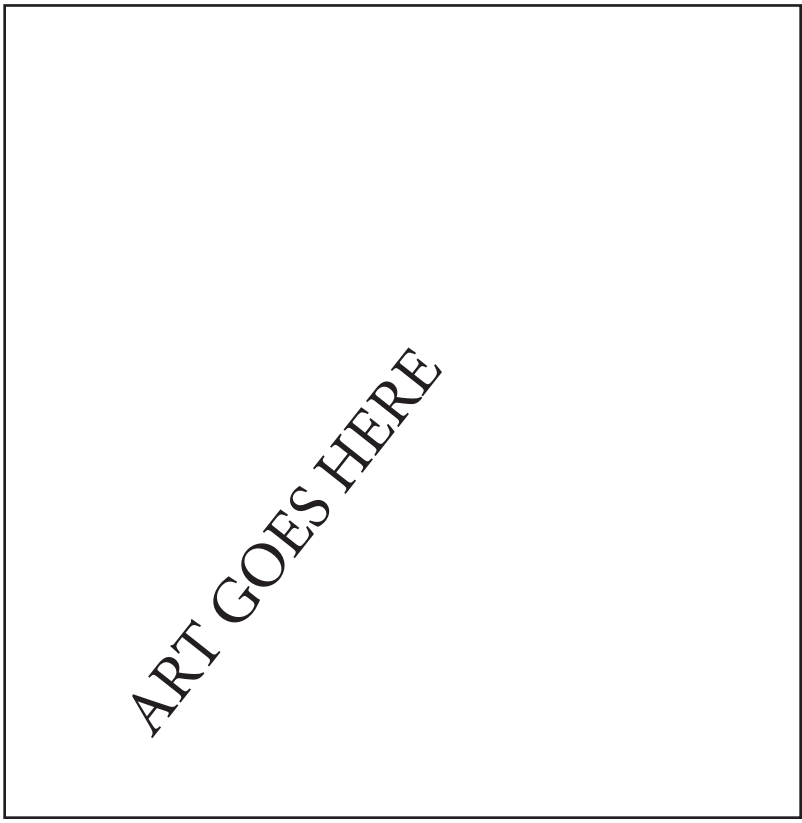
For more ideas or information regarding story building, see the following chapter on genres. The following tables have some more ideas for campaign story threads:

1d36	Theme
11	Dark fantasy
12	High fantasy
13	Sword and sorcery
14	Low fantasy
15	Satirical fantasy
16	Wuxia
21	Satirical science fiction
22	Post apocalyptic
23	Steampunk
24	Cyberpunk
25	Near future
26	Distant future
31	Gothic horror
32	Comedic horror
33	Eldritch horror
34	Apocalyptic horror
35	Modern supernatural horror
36	Thriller
41	Stone age
42	Ancient Empires
43	Middle ages
44	Renaissance
45	1700's
46	1800's

1d36	Theme
51	1900-1950
52	50's and 60's
53	70's and 80's
54	90's
55	Early 2000's
56	Modern day
61	Space colonization
62	Folklore/fairytale
63	Superhero
64	Sword and planet
65	Time travel
66	Roll again two more times.



1d36	Ultimate Goal for the PCs
11	Defeat an evil army
12	Defeat a secret organization
13	Defeat a monstrous threat
14	Defeat a single powerful villain
15	Defeat a malevolent, intelligent monstrous threat
16	Defeat an artificially created threat, monstrous or otherwise
21	Prevent or prepare for a natural disaster
22	Survive
23	Resolve an ongoing disturbance in nature or restore balance to the natural order
24	Prevent a supernatural disaster
25	Discover proof of a fantastic or heavily ridiculed theory
26	Establish a nation, kingdom, or similar sovereign state that will survive after the PCs are gone
31	End a war
32	Prevent a war
33	Become rich (possibly to pay for something specific)
34	Thwart the plans of a corrupt official or crime lord
35	Keep a business afloat
36	Solve a mystery that is causing social unrest
41	Invent a specific machine or form of technology
42	Deal with the consequences of a recent scientific innovation or discovery
43	Find a lost piece of technology
44	Defeat an ancient threat
45	Prevent history from repeating itself
46	Defeat an alien threat
51	Fulfill a prophecy
52	Run from a prophecy
53	Thwart the plans of a more powerful kind of being
54	Obtain favor with a more powerful kind of being
55	Defeat a more powerful kind of being
56	Become a more powerful kind of being
61	Find redemption
62	Make something of themselves as individuals; find moral and personal fulfillment in their achievements
63	Undo a terrible mistake, possibly their own
64	Uncover and defeat an unknown threat
65	Solve a terrible mystery
66	Roll again two more times



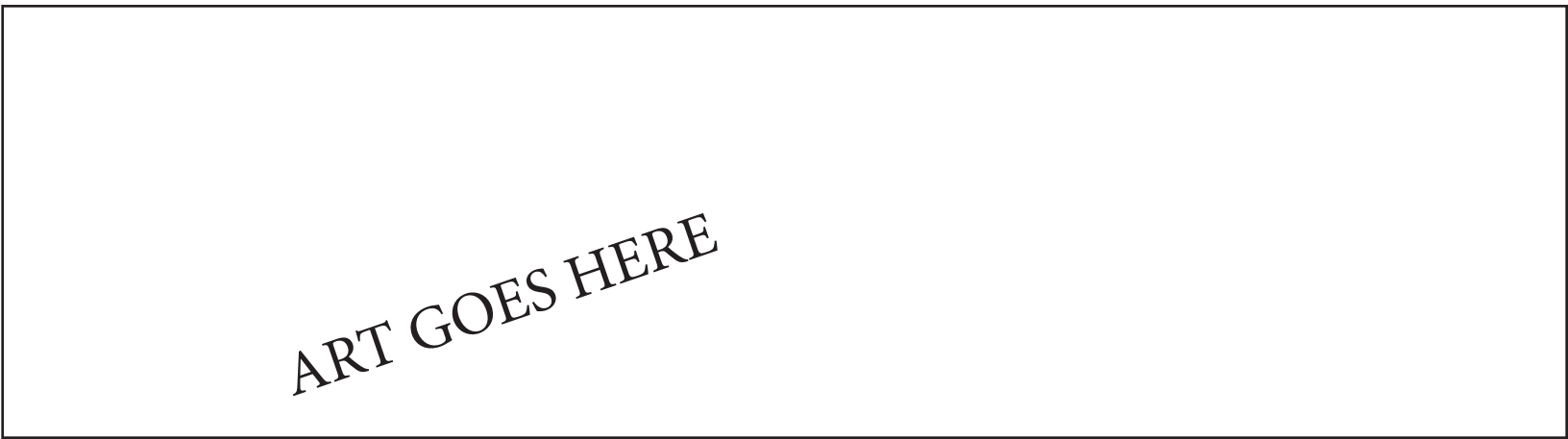
2d6	PC Motivation
2	The goodness of their hearts
3	Penance
4	To prove someone wrong
5	Fulfill the wishes of a loved one
6	Save the life of one or more loved ones
7	Money
8	Power or status
9	Obtain a specific object of desire
10	Vengeance
11	To fulfill a dream or lifelong ambition
12	To discover their purpose in life

2d6	Patron
2	The patron's identity is unknown to the PCs. Roll again to determine their identity.
3	Mad scientist
4	Entrepreneur
5	A government agency, a sovereign ruler, or a military
6	A private organization or company
7	Nobility or an extremely wealthy individual
8	A mysterious, reclusive individual with access to special resources or information
9	A secret organization
10	A more powerful kind of being
11	The patron is dead and has left behind vital information and/or resources for the PCs.
12	The PCs themselves or one of them

2d6	Patron's Offered Payment
2	A "please" and "thank you"
3	A specific object of desire
4	Land, titles, fame, distinction
5	Means and equipment to complete the goal
6	Employment
7	Employment with benefits
8	A lump sum of money plus expenses
9	A lump sum of money
10	All of their earthly possessions
11	They will do the PCs a specific favor
12	The PCs lives

2d6	Patron's Motivation
2	Unknown to the PCs, roll again
3	To make a profit
4	Vengeance
5	To secure fame, fortune, and/or glory
6	Selfish intentions
7	Purely good intentions
8	To save one or more specific people
9	To obtain a specific object of desire
10	To fulfill a specific responsibility
11	They are a villain and this is part of their plan
12	To help the PCs with their goals or ambitions

2d6	Patron's Means of Communication
2	They are an old friend of at least one PC.
3	They share a mutual friend or acquaintance with at least one PC.
4	They share a mutual enemy with at least one PC.
5	They contact the PCs by sending them some sort of invitation.
6	They send a liaison or representative to the PCs.
7	They go in person to directly contact the PCs.
8	They use letters or some other common form of messaging, such as email.
9	They meet in person by sheer dumb luck or seemingly by coincidence
10	The PCs read a personal ad, quest board poster, or similar public notice.
11	They employ a secret system for passing messages, such as drop points or coded signals.
12	One or more PCs experience dreams or visions.



STORY ARC OR ONE-SHOT DETAILS

An individual story arc has a beginning and end. There is a goal given to the PCs and they complete it. Or die. Or give up and find something else to do.

There are lots of ways to construct individual 'quests' or 'adventures' for TTRPGs, and the result is an endless number of unique and interesting story arcs. There are long ones, short ones, complex ones, simple ones, sad ones, silly ones, etc. One-shots are (usually) short, simple, and silly. Typical story arcs inside a campaign take 6 or more sessions to finish and vary in complexity. However you decide to write story arcs, there are only 5 things each one truly needs, a goal or conflict, a location, obstacles, a call to action, and a resolution.

The goal or conflict is whatever the PCs are trying to accomplish or the problem they are trying to solve. The location is where they will do most of the work accomplishing the goal. Obstacles are whatever they need to do in order to accomplish the goal. The call to action is the beginning of the story, the proverbial "story hook" which the Narrator dangles in front of the PCs, motivating them to pursue the goal. The resolution is the aftermath of the PCs pursuit, and potentially the call to action of the next arc.

This formula is extremely flexible and interpretive. You may mold it as creatively as you desire.

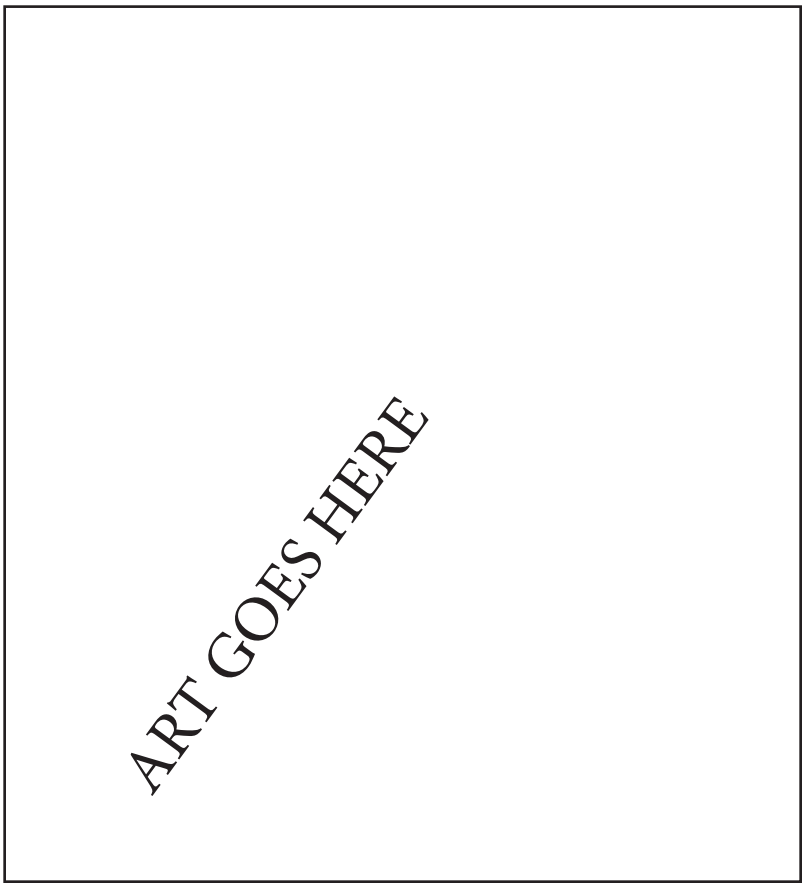
Here are some tables for building story arcs. You may roll multiple times on each one.

1d36	**Conflict or Goal** Roles identified in each of the following conflicts, such as 'victim,' 'object,' 'culprit,' etc., may refer to individuals, groups, entities, or anything at all.
11	**Supplication** A victim is being persecuted or held in debt by a persecutor. They entreat a higher power for relief.
12	**Deliverance** A victim has created a problem and seeks assistance with or deliverance from the consequences.
13	**Vengeance** A culprit is dodging justice for their crimes.
14	**Betrayal** An ally is suspected/guilty of having caused some previous misfortune to fall upon a victim.
15	**Pursuit** A fugitive has fled following a conflict. The conflict's details are unclear, and the fugitive is suspected of knowing the truth.
16	**Disaster** A tragedy is resulting in a power vacuum. Some measure of chaos or turmoil ensues.
21	**Misfortune** Hard times have fallen on some unfortunate victim.
22	**Revolt** A higher power is being plotted against by those beneath them to overthrow them.
23	**Enterprise** A bold objective is set to be pursued.
24	**Abduction** A victim has been abducted and awaits rescue.
25	**Enigma** A problem or mystery is being presented and its solution is somehow essential.
26	**Obtainment** An object of desire must be kept or recovered from an adversary.

1d36	**Conflict or Goal** Roles identified in each of the following conflicts, such as 'victim,' 'object,' 'culprit,' etc., may refer to individuals, groups, entities, or anything at all.
31	**Enmity** An open conflict has resulted in the loss of unity, turning a previous ally into an adversary.
32	**Rejection** A victim has been kept from or rejected by an object of desire.
33	**Theft** Somone conspires to take a victim's desired object away from them.
34	**Madness** A threat is posed or created by an antagonist who is not sound of mind.
35	**Imprudence** The consequences of an individual's negligence are passing beyond their ability to correct or address.
36	**Love** An individual is somehow being obstructed from showing proper affection to a desired object.
41	**Unrecognized** The hidden identity of a hated enemy must be revealed.
42	**Sacrifice for an Ideal** An individual is willing to make some great sacrifice for an ideal they possess.
43	**Sacrifice for Kin** An individual is willing to make some great sacrifice for their allies.
44	**Sacrifice for Passion** An individual is willing to make some great sacrifice for an object of desire.
45	**Necessity** An individual has sacrificed or is considering the sacrifice of a victim, likely an ally, out of necessity. ('Sacrifice' does not necessarily reference death)

1d36	Conflict or Goal Roles identified in each of the following conflicts, such as 'victim,' 'object,' 'culprit,' etc., may refer to individuals, groups, entities, or anything at all.
46	**Rivalry** An individual, likely the underdog, seeks an object of desire in contest with an adversary
51	**Deception** An individual is somehow being betrayed or deceived by a close ally.
52	**Crimes of Love** An individual seeks after an object of desire through wrongful or immoral means.
53	**Dishonor** An ally has committed a crime.
54	**Obstacles** A set of victims who care for each other greatly are at risk of being somehow separated from one another.
55	**Enemy** An individual has come to respect or care for an enemy.
56	**Ambition** The acquisition of a desired object is being directly opposed by an adversary or well known obstacle.
61	**Conflict** A mortal individual enters conflict with an immortal individual, entity, or force of nature.
62	**Jealousy** An individual is blamed for some misfortune that they are perceived to have benefitted from.
63	**Judgement** A guilty culprit potentially avoids justice while judgment is being passed on an innocent victim.
64	**Remorse** An individual has somehow wronged a victim. They may seek atonement, the true culprit, or restitution.
65	**Recovery** A lost individual or object of desire must be recovered.
66	**Loss** An object of desire has been lost completely with significant consequences.

1d36	Location
11	A large vessel of some kind
12	While en route to a destination
13	A temporary living space, such as a camp or hotel
14	A nearby vacation spot
15	A far away vacation spot
16	The PCs do not know their location. Roll again to determine what it is.
21	A distant land
22	Another dimension or plane of existence
23	A desert island or isolated stretch of wilderness
24	A neighboring country
25	A neighboring city
26	An unexplored area of wilderness
31	A prison
32	A sealed structure or contained perimeter
33	A deep cave or cavern
34	A well-known, very dangerous island or stretch of wilderness
35	A stronghold of some kind
36	A remote outpost



1d36	Location
41	A public event, such as a festival or fair
42	A formal event, such as a gala or ceremony
43	A wealthy estate or mansion
44	A small town or village
45	A university, school, or research center
46	A temple, shrine, or church
51	A secret base, installation, hideout, or lair
52	An abandoned structure or piece of property
53	An abandoned village or town
54	A derelict or wrecked vessel
55	A nearby area of wilderness
56	A far away area of wilderness
61	A place where the PCs have previously made friends
62	A place that the PCs hate or that hates the PCs
63	A place that the PCs are due to pay a visit
64	The main residence of an enemy
65	The main residence of an ally
66	The main residence of the PCs

1d36	Obstacle or Twist
11	Extreme terrain
12	Severe weather or climate
13	A rare wild animal
14	A common, naturally occurring danger, such as a poisonous plant or predatory animal
15	A long distance
16	An illness
21	An additional rule, requirement, or constraint, possibly one that is entirely arbitrary
22	An opposition or an antagonist that the PCs have no way to know about ahead of time
23	A puzzle or riddle
24	A moral dilemma
25	A time constraint
26	A physical obstacle or concealed trap
31	An ally sabotages their plans or progress for an unknown or mysterious reason.
32	An ally has somehow been convinced to betray the PCs.
33	The PCs have received a piece of faulty intel.
34	The PCs are somehow being led into a trap.
35	There are laws or statutes that limit the PCs options or otherwise make the situation more complicated.
36	A good aligned creature is convinced the PCs are enemies.
41	Hired thugs
42	At least one professional mercenary or assassin
43	A group of allied criminals or a gang of some kind
44	A monster
45	A supernatural horror
46	A weapon or machine that is being used against the PCs
51	Defamation or public dissent
52	A wealthy or similarly powerful antagonist
53	The antagonist is masquerading as an ally.
54	The antagonist has a clear head start.
55	A specific individual must be persuaded to help somehow.
56	A good aligned creature has been tricked and/or brainwashed.
61	A contest or competition of some kind
62	The party must separate to perform simultaneous tasks.
63	A specific resource must be obtained.
64	Vital information must be obtained.
65	The antagonist will fight to the death.
66	A literal death trap

1d36	Call to Action
11	A parent pleads on behalf of their child.
12	A family or an individual pleads on behalf of a parent/ spouse.
13	A group or community with limited resources pleads for help.
14	An involved third party offers a reward.
15	A seemingly unconnected third party offers a reward.
16	The victim pleads for help.
21	A benefactor offers something specific that the PCs want.
22	A benefactor offers the PCs a percentage of the profit.
23	The antagonist offers a reward to join them.
24	The antagonist pleads as the victim.
25	The PCs have a legal obligation to act.
26	There is an opportunity to profit that is unique to the PCs.
31	The PCs witness a crime being committed.
32	The PCs' lives are at stake if they do not succeed.
33	An old friend asks for help.
34	An old friend is the victim and word reaches the PCs.
35	A family member asks for help.
36	A family member is the victim and word reaches the PCs.
41	The PCs are the victim.
42	The PCs are being blackmailed or extorted.

1d36	Call to Action
43	There is a clear promise of treasure.
44	There is a clear promise of treasure known only to the PCs.
45	The PCs receive an anonymous tip.
46	The antagonist openly challenges or targets the PCs.
51	The PCs are caught in some sort of crossfire as bystanders.
52	The PCs make a strange discovery, such as a scientific or archaeological discovery.
53	The PCs are tricked, possibly being told that the goal or quest is something else entirely.
54	The PCs receive an invitation of some kind, such as to an event, performance, or ceremony.
55	The PCs receive an all expenses paid vacation, or their vacation is somehow hijacked.
56	An old enemy is the adversary or antagonist.
61	An old enemy is the victim and pleads for help.
62	The PCs are targeted by a spell or curse, such as a mind control spell of some kind.
63	This is a routine assignment.
64	The PCs have been mistaken for someone else, or received some form of communication that was meant for someone else.
65	The PCs read a personal advertisement, quest board flier, or similar communique.
66	The PCs wake up in medias res, not knowing how they got there.

ENCOUNTERS

In the same sense that a campaign is composed of story arcs, a story arc is composed of "encounters." Each obstacle in the arc could be presented as one or more encounters. An encounter is like a scene in a movie. It is a specific moment when the PCs are taking action at a given location. Each of the 5 things comprising a story arc can be used to create one or more encounters.

There are many different kinds of encounters, the most common of course being combat and social encounters. Social encounters do occasionally devolve into combat encounters. Some combat encounters evolve into social encounters. Social encounters involve diplomacy, deal making, information gathering, etc. Combat encounters involve combat. Encounters can also involve puzzles, traps, environmental challenges, unusual discoveries, or anything else you can imagine.

When you plan encounters, be sure to give the PCs room to come up with their own solutions. Some things, like puzzles, will only have one intended solution. But that does not automatically mean the PCs won't be able to think of another one. For social and combat counters especially, avoid planning a single outcome or "right answer." The PCs are agents unto themselves and should never be penalized for simply not following a script.

Some locations or areas may have an encounter table, a chart to randomly decide what the PCs encounter as they are traveling through. There are two main factors to consider when making an encounter table. The first is what to include on the table as possible things to encounter. The second is how often to roll on the table. Are the PCs likely to encounter something new every day? Every week? Every hour? Additionally, you can structure the table based on which encounters are more likely to be repeated.

For example, an encounter table for a nearby forest may look like:

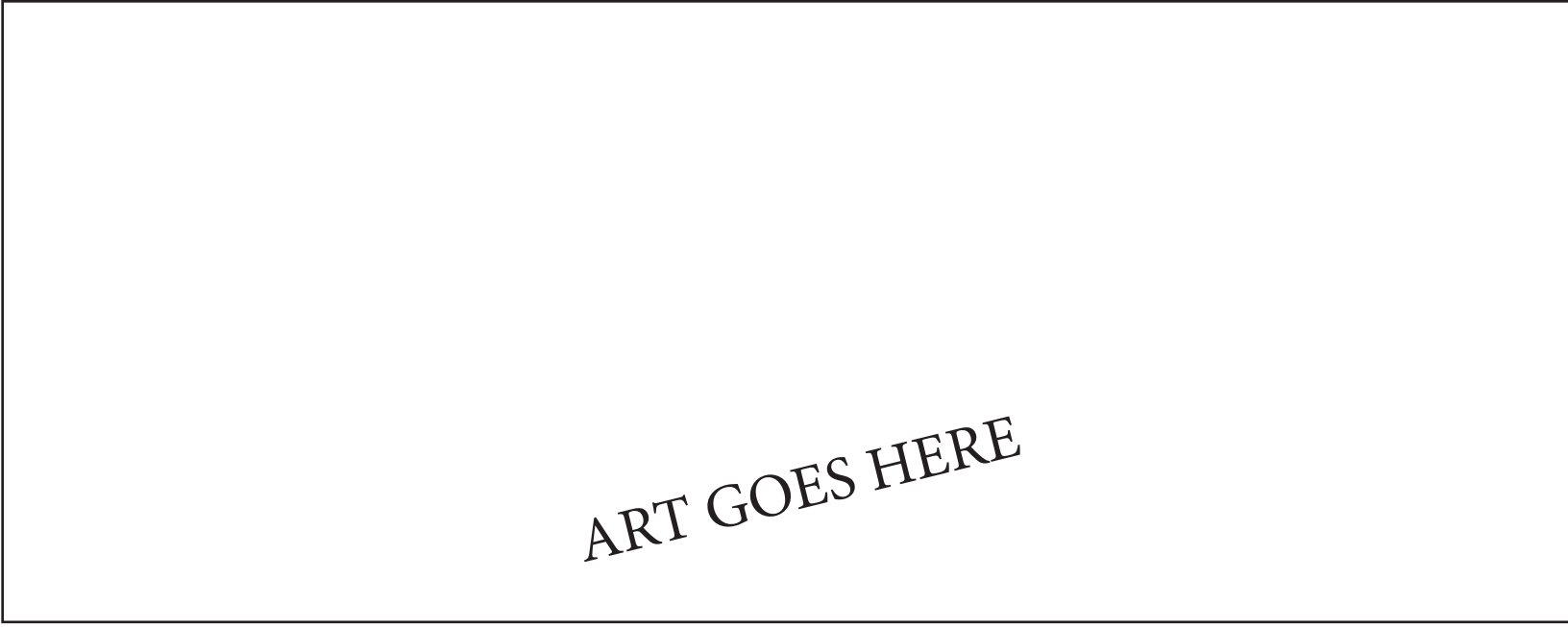
2d6	Daily Encounter, Forest
2	A troll
3	A wolf pack with 3d6 wolves
4	A bear
5	Wolf tracks and a recent kill
6	Bear tracks
7	Small woodland game
8	Deer tracks
9	A small deer
10	A trophy stag
11	A family of deer
12	An old well (with something at the bottom)

An encounter table for a sylvan forest may look like:

2d6	Daily Encounter, Sylvan Forest
2	A witch's hut
3	Wolf tracks
4	A party of goblins killed by Elvish archers
5	An elf scouting party with 2d6 elves
6	A troll
7	A psychic field
8	A family of deer
9	A group of fairies
10	An ancient fountain
11	A magically mutated plant
12	A fairy coven

An encounter table for an asteroid belt may look like:

2d6	Daily Encounter, Sylvan Forest
2	An anomalous energy field
3	A derelict vessel
4	Space pirates
5	A mining vessel full of salty miners
6	The cold emptiness of space
7	Nothing
8	Nada
9	A rogue radio transmission
10	A trader or transport vessel
11	Abandoned mining equipment
12	An asteroid with a deposit of rare material



These tables use 2d6. However, there are many ways to build encounter tables. Keep in mind that you have great control over probability with these tables.

A 1d6 table has 6 possible outcomes with the following probabilities:

1d6	Probability
1	approximately 17%
2	approximately 17%
3	approximately 17%
4	approximately 17%
5	approximately 17%
6	approximately 17%

A 2d6 table has 11 possible outcomes with the following probabilities:

2d6	Probability
2	A witch's hut
3	Wolf tracks
4	A party of goblins killed by Elvish archers
5	An elf scouting party with 2d6 elves
6	A troll
7	A psychic field
8	A family of deer
9	A group of fairies
10	An ancient fountain
11	A magically mutated plant
12	A fairy coven

A 3d6 table has 16 possible outcomes with the following probabilities:

3d6	Probability
3	approximately .5%
4	approximately 1.4%
5	approximately 3%
6	approximately 4.6%
7	approximately 7%
8	approximately 10%
9	approximately 11.6%
10	12.5%
11	12.5%
12	approximately 11.6%
13	approximately 10%
14	approximately 7%
15	approximately 4.6%
16	approximately 3%
17	approximately 1.4%
18	approximately .5%

A 1d36 table has 36 possible outcomes with the following probabilities:

1d36	Probability
11	approximately 2.8%
12	approximately 2.8%
13	approximately 2.8%
14	approximately 2.8%
15	approximately 2.8%
16	approximately 2.8%
21	approximately 2.8%
22	approximately 2.8%
23	approximately 2.8%
24	approximately 2.8%
25	approximately 2.8%
26	approximately 2.8%
31	approximately 2.8%
32	approximately 2.8%
33	approximately 2.8%
34	approximately 2.8%
35	approximately 2.8%
36	approximately 2.8%
41	approximately 2.8%
42	approximately 2.8%
43	approximately 2.8%
44	approximately 2.8%
45	approximately 2.8%
46	approximately 2.8%
51	approximately 2.8%
52	approximately 2.8%
53	approximately 2.8%
54	approximately 2.8%
55	approximately 2.8%
56	approximately 2.8%
61	approximately 2.8%
62	approximately 2.8%
63	approximately 2.8%
64	approximately 2.8%
65	approximately 2.8%
66	approximately 2.8%

And consider this: Looking at the 3d6 table probabilities, a '3' outcome will happen less than once in a hundred. But, if I put the same encounter outcome for '3' and for '18,' then I create a probability of almost exactly one in a hundred. And if I put the same encounter outcome for '3' and '6,' then I create a probability of almost exactly 5% for that outcome, a one in twenty chance. And if I put the same encounter outcome for '10' and '11,' then its probability is exactly 25%, a one in four chance. So you can manipulate the possible outcomes quite a bit.

EXPECTATIONS FOR ENCOUNTER LENGTH AND STORY ARC LENGTH

Most Narrators when they first start out, or even just when establishing a new play group with veteran players, have a hard time estimating how long a particular story arc will take. They plan on their next story being a one-shot, but it ends up taking 3 or 4 sessions. They plan on 3 or 4 sessions, but the PCs solve the mystery in only 2. This is a difficult skill to master, and at the end of the day it mostly amounts to guess work.

The most important factors the Narrator can control here are the number of encounters and the complexity of the encounters. Fewer, simpler encounters means shorter story arcs, and numerous, complex encounters means longer story arcs. The most common mistake a Narrator makes here is misjudging the complexity of an encounter. This, once again, requires trial and error in order to master.

THE PLAYER CHARACTERS AS THE VILLAINS

You're very clever and creative. I'm sure you're able to figure this one out on your own if you really want to.

SETTINGS AND GENRES

Creating Your Own Settings

The setting of a game is the primary manifestation of the game's genre. It is the world in which the story occurs and with which the PCs interact.

The first and most important suggestion when creating a setting is, once again, to keep things simple. A single game setting can be incredibly vast, but the bigger it is the less likely your PCs are to see all of it. Focus on scaling the size of the setting to the size of the campaign and avoid extraneous details that you probably won't use. The level of detail decreases the farther away you get from the PCs; specific details are only important so far as they are relevant and consequential. For example, a campaign that will primarily occur inside of a single large city doesn't require you to map out an entire continent. In fact, you might only need to plot out and make notes about a handful of specific neighborhoods. Unless the PCs' goal is to create an incredibly detailed map cataloging everything that exists in the city you probably will never ever need one, so don't stress yourself out trying to make one. Similarly, if you are running a campaign about a continent hopping archaeologist and his friends, you do not need to map out a whole planet. You just need the places they will definitely visit, plus perhaps a handful of sidequest locations in case the PCs are easily distracted or they just like exploring.

The critical, overarching details that make up a setting are landforms and terrain, ecosystems and natural phenomena, people and cultures, and magic and technology.

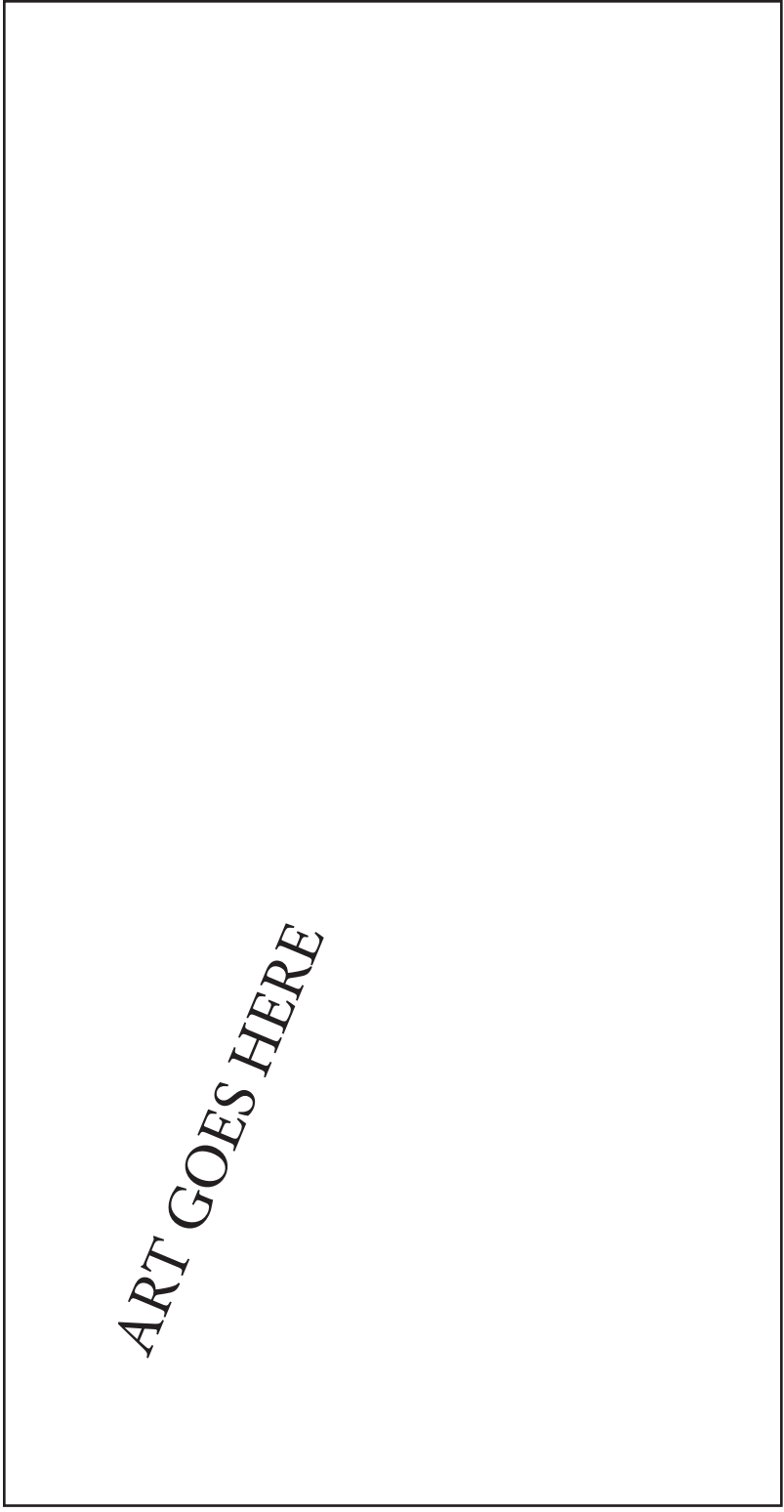
What kind of climates exist and how big across are they? Coastlines? Islands? Mountain ranges? Tropics? Deserts? Remember, you don't need to include every possible kind of biosphere. You only need to include the ones relevant to the campaign.

What kinds of plants and animals exist, inhabiting the various biomes you included? Are there any unique natural phenomena that occur locally? Unusual weather patterns? Unique species? Geologic anomalies or events? If you say there are none, just the usual, familiar stuff, that is perfectly fine.

What kind of people inhabit this setting? Where do they live? How do they live? How many of them are there? What is their culture like? Their government and civil structure? Their trade and economy? How long have they been this way or in this place? If there are multiple groups or multiple cultures, what are their relations like?

Is there magic in this world? How does it work? What are its limitations? What are its ecological and cultural implications?

What kind of technology exists? What are its ecological and cultural implications? How long has it existed and how is it being used? What is the next big step and how far away is it?

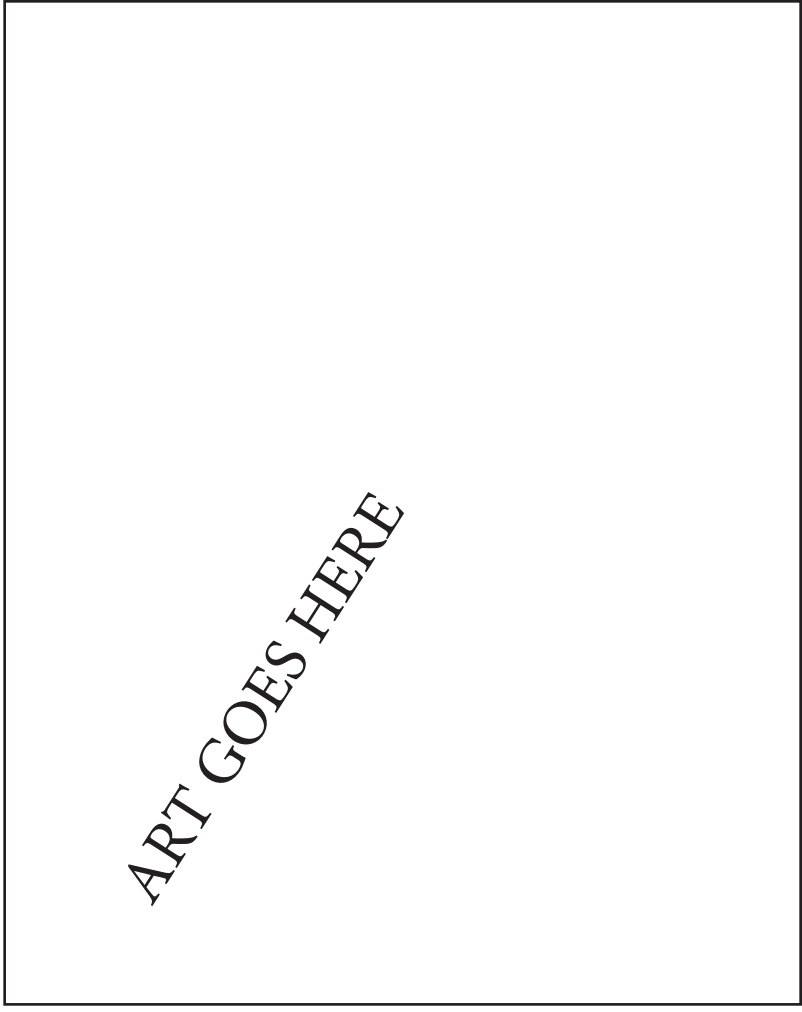


Again, you really need to understand that a great setting will not necessarily fill in every blank or answer every possible question. A great setting provides enough information and interaction to facilitate an interesting and entertaining campaign or one-shot. This almost always means purposefully including blank spaces and unanswered questions on purpose, so that the story can grow naturally and the PCs can contribute their own creativity.

Establishing setting details is a great thing to do in session zero.

You can use the following tables to quickly and randomly generate a planet to use as your setting:

1d36	Magic
11	No magic exists in this world.
12	Only one of the Arcana sub-skills exists.
13	Only a few of the Arcana sub-skills exist.
14	A creature can only increase one Arcana sub-skill above +0 and can't cast spells using any of the others.
15	Each of the Arcana sub-skills is instead its own separate skill.
16	The ability to cast spells is a major positive attribute.
21	The ability to cast spells is a moderate positive attribute.
22	The ability to cast spells is a minor positive attribute.
23	Instead of attempts, attempting to cast a spell costs 1 Health, recorded as a 1 soul damage wound.
24	Constitution is the relevant base statistic for all spellcasting attempts.
25	Spellcasting requires an instrument or implement of some kind, a physical object that can be broken, lost, or stolen.
26	Spellcasting requires gesturing and specific body movements.
31	Instead of attempts, attempting to cast a spell requires an expendable resource.
32	Spellcasting requires the recitation of specific words or phrases.
33	Wisdom is the relevant base statistic for all spellcasting attempts.
34	Education is the relevant base statistic for all spellcasting attempts.
35	Each spell requires set components or ingredients in order to be cast.
36	If you fail a spellcasting roll you take 1 soul damage.
41	Spellcasting requires the use of specific runes that must be drawn or otherwise physically manifested.
42	Each spellcaster can only cast so many spells during their lifetime.
43	Magic is undefined in this world, its specific sources and limitations unknown or unknowable.
44	Magic is a natural part of this world since its beginning.
45	Magic is derived from higher beings, such as deities.
46	Attempting to cast spells requires a constitution modifier of +0 or higher and a wisdom modifier of +0 or higher.



1d36	Magic
51	Magic is drawn from the planet itself and will be weaker or stronger in specific locations.
52	Magic in this world is drawn from a single original, extradimensional source.
53	Magic is foreign in this world or unnatural.
54	Magic is forbidden or taboo.
55	Magic has been lost or forgotten in this world.
56	Knowledge about magic is closely guarded by specific circles or groups.
61	Knowledge about magic is well known and widespread.
62	Knowledge about magic is well known in certain areas.
63	Magic is forbidden or taboo in certain areas.
64	Magic cannot be used by all genealogies. Perhaps it only runs in certain bloodlines. Perhaps humans are the only people who can't use magic. Perhaps each Arcana sub-skill can only be used by a specific group, such as dwarves being the only people that can use Arcana Artificy.
65	Alchemy is not magic and becomes its own skill.
66	Psionics are not magic and become their own skill.

1d6	Planet's Gravity
1	Lighter. Appropriate Athletics rolls have an additional +2 bonus.
2	Light. Appropriate Athletics rolls have an additional +1 bonus.
3 - 4	Like Earth.
5	Heavy. Appropriate Athletics rolls have an additional -1 penalty.
6	Heavier. Appropriate Athletics rolls have an additional -2 penalty. Add +1 when rolling to determine threat level.

2d6	Planet's Atmosphere
2	The atmosphere will eventually seep through, corrode, or otherwise ruin protective equipment, endangering the creature using it. Add +3 when rolling to determine threat level.
3	The atmosphere has psychoactive properties, causing hallucinogenic, intoxicating, or similar mind altering effects. Add +2 when rolling to determine threat level.
4	The atmosphere is toxic to breathe. Add +2 when rolling to determine threat level.
5	There is not enough oxygen to sustain life. Add +2 when rolling to determine threat level.
6 - 8	Like Earth
9	The oxygen level is low. All rolls incur an additional -1 penalty. Creatures gain 1 exhaustion point for each mixed success and critical failure they roll. Add +1 when rolling to determine threat level.
10	The oxygen level is high. Creatures gain 1 exhaustion point for each mixed success and critical failure they roll. They experience none of the effects of exhaustion until they have at least 13 points. Add +1 when rolling to determine threat level.
11	The atmosphere enhances latent psionic abilities, granting an additional +3 bonus to all Arcana Psionics spellcasting attempts. Critical failures, critical successes, and mixed successes may include additional psionic spell effects for any creature.
12	Something in the atmosphere causes creatures to gain a specific attribute temporarily. Possibly increase the planet's threat level.

2d6	Planet's Temperature Note that it is unlikely for an entire planet to have a single consistent temperature range. These are general descriptions of the majority of a planet's surface.
2	Unsurvivably hot; +2 when rolling to determine threat level
3	Survivably hot at night, unsurvivably hot during the day; +2 when rolling to determine threat level
4	Like Earth at night, survivably hot during the day; +1 when rolling to determine threat level
5	Survivably hot; +1 when rolling to determine threat level
6	Survivably hot during the day, survivably cold at night; +1 when rolling to determine threat level
7	Like Earth
8	Unsurvivably hot during the day, unsurvivably cold at night; +2 when rolling to determine threat level
9	Survivably cold; +1 when rolling to determine threat level
10	Like Earth during the day, survivably cold at night; +1 when rolling to determine threat level
11	Survivably cold during the day, unsurvivably cold at night; +2 when rolling to determine threat level
12	Unsurvivably cold; +2 when rolling to determine threat level

2d6	Planet's Day and Year Length
2	Shorter year and shorter day
3	Shorter year and longer day
4	Significantly longer day
5	Shorter day
6	Shorter year
7	Like Earth
8	Longer year
9	Longer day
10	Significantly longer year
11	Longer year and shorter day
12	Longer year and longer day

1d6	**Planet's Threat Level** Population refers to sentient, organized societies with some cultural and technological advancement.
1	This planet possesses no known threats to life.
2	This planet possesses no known significant threats to life.
3	This planet possesses some typical threats to life and/or one significant threat to life.
4	This planet possesses some significant threats to life or one severe threat to life.
5	This planet possesses an above average number of threats to life, potentially including one or more significant threat, and/or one severe threat to life
6+	This planet is considered extremely deadly, possessing at least one severe threat to life and potentially multiple other significant threats to life.

2d6	**Landforms** Only roll on this table if the planet's entire temperature range is survivable.
2	The surface is 100% water.
3	The surface is at least 70% water with one large continent.
4	The surface is approximately 50% water with 3d6 continents.
5	The surface is at least 70% water with small islands and no large continents.
6	The surface is approximately 50% water with 2d6 continents.
7	The surface is at least 70% water with 2d6 continents.
8	The surface is at least 70% water with 3d6 continents.
9	The surface is approximately 50% water composed almost entirely of lakes and rivers.
10	The surface is approximately 50% water with 5d6 continents.
11	The surface is approximately 50% water with a single connected land mass.
12	The surface is 25% water.

2d6	**Terrain** Roll 1d6 times for every planet with at least one continent.
2	Badlands
3	Cities, settlements, or ruins
4	Swamp
5	Desert
6	Arctic
7	Woodland
8	Grassland, hills
9	Mountains
10	Jungle
11	Coastal regions
12	Caves, caverns, or dungeons

2d6	**Encounter Frequency** Ideally, roll once for each area of terrain.
2	Barren
3	1 distinct possibility on a 2d6 table
4	4 distinct possibilities on a 2d6 table
5	5 distinct possibilities on a 3d6 table
6	6 distinct possibilities on a 1d6 table
7	15 distinct possibilities on a 3d6 table
8	11 distinct possibilities on a 2d6 table
9	10 distinct possibilities on a 3d6 table
10	6 distinct possibilities on a 2d6 table
11	18 distinct possibilities on a 1d36 table
12	36 distinct possibilities on a 1d36 table

1d36	World History
11	This world is new.
12	This world has suffered a recent apocalypse. Roll on the apocalypse table.
13	This world has been completely invaded by an alien force which may be good, bad, or neutral.
14	This world has recently been conquered by a tyrant.
15	This world has recently suffered a major natural catastrophe.
16	This world is partially conquered by a tyrant.
21	This world is being invaded by an alien force.
22	An alien invasion has recently failed.
23	A tyrant is recently no longer in power.
24	A catastrophe has recently been prevented.
25	An apocalypse has recently been prevented.
26	A pending apocalypse has been identified.
31	A world war has not concluded.
32	A world war has recently concluded.
33	The effects of a world war are still being identified.
34	The world is on the brink of war.
35	A major treaty, peace agreement, or accord has been made.
36	A major scientific advancement has been made.
41	The inhabitants of separate continents have recently made contact with each other.
42	A new resource has recently been discovered.
43	The inhabitants of this world have recently made contact with another race of sentient beings, either inhabiting the same planet or another.
44	A new kind of technology has recently been invented.
45	An organization has recently been created and/or recently grown to prominence.
46	A new nation has recently been organized.
51	An organization has recently disappeared or disbanded.
52	A nation has recently collapsed, disappeared, or been destroyed.
53	A hero has recently risen or returned in the eyes of the public.
54	A villain has recently risen or returned in the eyes of the public.
55	A hero has recently died.
56	A villain has recently died.
61	Roll again. The event occurred more than 50 years ago.
62	Roll again. The event occurred more than 100 years ago.
63	Roll again. The event occurred more than 500 years ago.
64	Roll again. The event occurred more than 1000 years ago.
65	Roll again. The event occurred more than 5000 years ago.
66	Roll again. The event has been lost from memory.

2d6	Planet's Population
2	1,000 - 10,000
3	100 - 1,000
4	7 - 100
5	2 - 6
6	1
7	0
8	10,000 - 100,000
9	100,000 - 1,000,000
10	1,000,000 - 500,000,000
11	500,000,000 - 1,000,000,000
12	1,000,000,000 - 10,000,000,000 or more

1d6	Local Population, Nation
1	Approximately 100
2	Approximately 1,000
3	Approximately 10,000
4	Approximately 100,000
5	Approximately 1,000,000
6	Approximately 10,000,000

1d6	Local Population, Settlement
1	1 - 6
2	6 - 100
3	100 - 1,000
4	1,000 - 10,000
5	10,000 - 100,000
6	100,000 - 1,000,000

2d6	Technology Level
2	Stone age or lower
3	Cyberpunk
4	Raypunk
5	Steampunk
6	1700's, pre-industrial
7	Iron and bronze, basic mechanisms
8	Gunpowder, steel, complex mechanisms, plumbing
9	Cartridge ammunition, steam power, running water, hot air balloons
10	Magazine loaded firearms, commonplace use of electricity, airplanes
11	Early digital, nuclear power, ceramics and synthetics, the advent of 'smart' technology
12	High technology, potentially 100% efficient technologies, some with seemingly impossible capabilities

2d6	Government
2	Tyranny, roll with a +8 on the Law Level table.
3	Monarchy
4	Democracy, roll with a +1 on the Law Level table
5	Oligarchy, roll with a +4 on the Law Level table.
6	Hierarchical monarchy, roll with a +1 on the Law Level table
7	Republic, roll with a +4 on the Law Level table.
8	Feudalism, roll with a -1 on the Law Level table.
9	Meritocracy, roll with a +8 on the Law Level table.
10	Theocracy, roll with a +12 on the Law Level table.
11	Satrapy
12	Anarchy, do not roll on the Law Level table.

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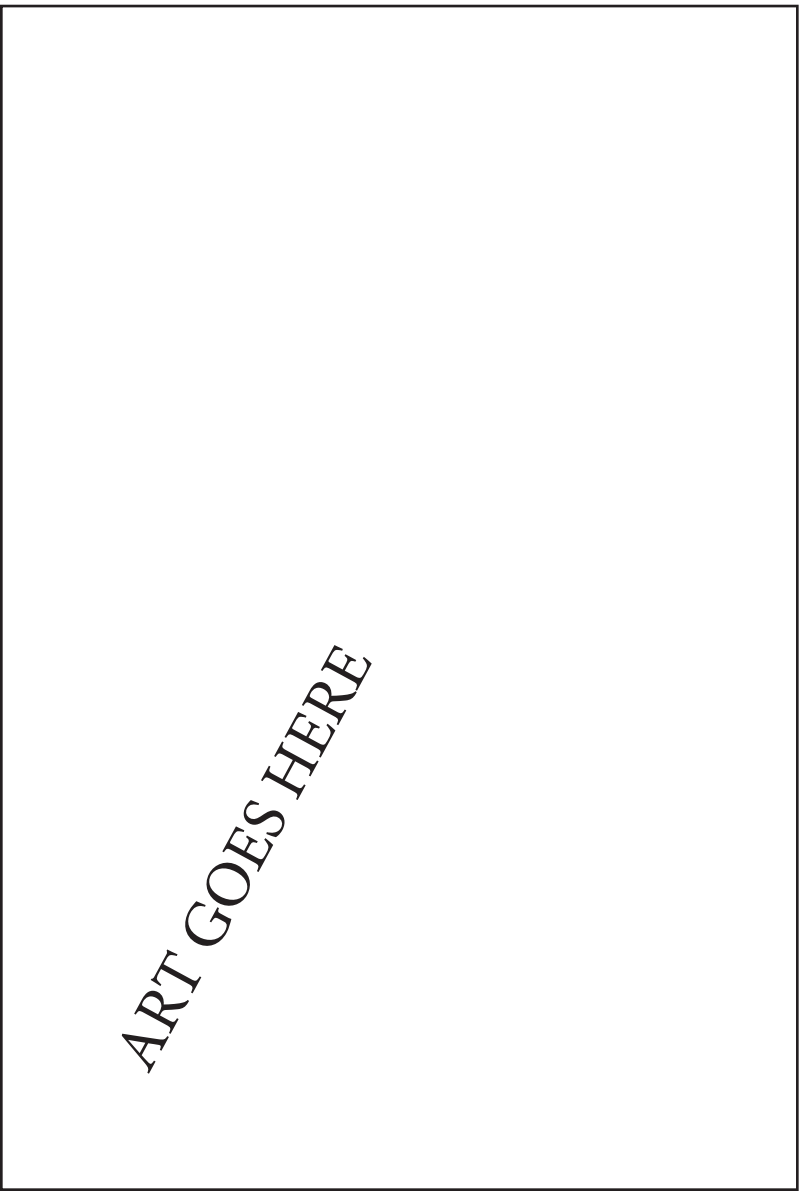
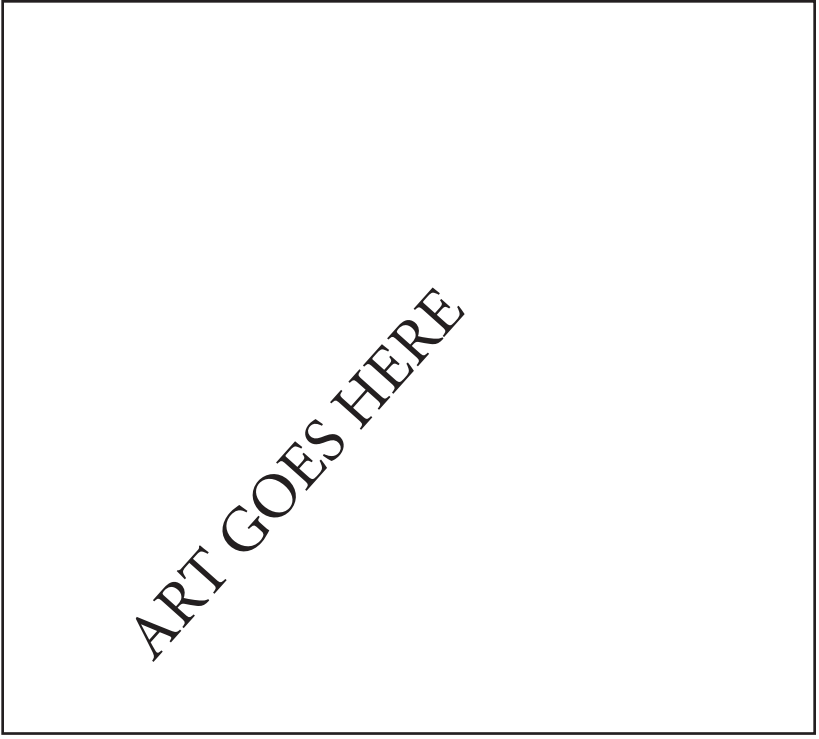
1d36	Law Level
11	There is absolutely no enforcement of the law. Roll with an additional -3 on the Laws table.
12	There is some semblance of governance. Roll with an additional -3 on the Laws table.
13	The government is completely ineffective. Roll with an additional -3 on the Laws table.
14	The rule of law is completely arbitrary. Roll with an additional -3 on the Laws table.
15	Society relies on a communal rule of law. Roll with an additional -3 on the Laws table.
16	The government is weak and corrupt. Roll with an additional -3 on the Laws table.
21	The government is weak. Roll with an additional -1 on the Laws table.
22	The government is fully formed and functioning but has lax laws and restrictions. Roll with an additional -2 on the Laws table.
23	The government is fully formed and functioning but is quite corrupt. Roll with an additional -1 on the Laws table.
24	The government is fully formed and functioning, but certain areas go unenforced. Roll with an additional -1 on the Laws table.
25	Society relies on communal rule of law with some semblance of participation by the government. Roll with an additional -1 on the Laws table.
26	The rule of law is arbitrary but has some official form of redress. Roll with an additional -1 on the Laws table.
31	The government is fully formed but extremely low on funding.
32	There is a semblance of governance that includes harsh punishments.
33	Society relies on a communal rule of law that includes precedents in certain situations.
34	The government is weak but employs harsh punishments.
35	The government is weak but has strict laws that leave almost no room for exceptions.
36	The government is fully formed and functioning, but crime is rampant and extensive.
41	The government is fully formed and functioning, employs limited punishment, and has some official form of redress. Roll three times on the Laws table to determine three crimes that are granted situational exceptions.
42	The government is fully formed and functioning with adequate funding. Roll twice on the Laws table to determine two crimes that are granted situational exceptions.
43	The government is fully formed and functioning and employs harsh punishments, but crime is rampant and extensive. Roll twice on the Laws table to determine two crimes that are granted situational exceptions.
44	The government is fully formed and functioning and employs limited punishments. Roll once on the Laws table to determine a crime that is granted situational exceptions.
45	The government is fully formed and functioning with clear official forms of redress. Roll once on the Laws table to determine a crime that is granted situational exceptions.
46	The government is fully formed and functioning with more than sufficient funds. Roll once on the Laws table to determine a crime that is granted situational exceptions.
51	The government is fully formed and functioning with strict laws that leave almost no room for exceptions and clear official forms of redress. Roll once on the Laws table to determine a crime that is granted situational exceptions. Roll with an additional +1 on the Laws table.
52	The government is fully formed and functioning and employs harsh punishments. Roll once on the Laws table to determine a crime that is granted situational exceptions. Roll with an additional +1 on the Laws table.
53	The government is fully formed and functioning and employs limited punishments, but limits the privacy rights of the citizens. Roll once on the Laws table to determine a crime that is granted situational exceptions. Roll with an additional +1 on the Laws table.
54	The government is fully formed and functioning with absolutely no form of redress. Roll with an additional +1 on the Laws table.
55	The government is fully formed and functioning and limits the privacy rights of its citizens. Roll with an additional +2 on the Laws table.
56	Society relies on a communal rule of law that includes precedents in certain situations and harsh punishments. Roll with an additional +1 on the Laws table.
61	The government is fully formed and functioning with extremely strict laws that leave no room for exceptions, but employs limited punishments in specific circumstances. Roll with an additional +3 on the Laws table.

1d36	Law Level
62	The government is fully formed and functioning with extremely strict laws that leave no room for exceptions, but has some official form of redress. Roll with an additional +2 on the Laws table.
63	The government is fully formed and functioning with extremely strict laws that leave no room for exceptions, but crime is extensive and rampant. Roll with an additional +3 on the Laws table.
64	The government is fully formed and functioning with extremely strict laws that leave no room for exceptions and virtually no privacy rights for its citizens. Roll with an additional +4 on the Laws table.
65	The government is fully formed and functioning with extremely strict laws that leave no room for exceptions and employs harsh punishments. Roll with an additional +3 on the Laws table.
66	The government is fully formed and functioning with extremely strict laws that leave no room for exceptions and virtually no privacy rights for its citizens, while also employing harsh punishments. Roll with an additional +4 on the Laws table.

3d6	Laws When rolling on this table to determine what is illegal, the outcome is whatever result you rolled as well as all lower results.
3	It is unclear or arbitrarily decided what specific acts are illegal.
4	Murder
5	Theft
6	White collar crimes, such as fraud and charlatan schemes
7	Possession or distribution of dangerous substances without proper permission
8	Possession or distribution of addictive substances without proper permission
9	Possession or distribution of addictive substances
10	Practicing magic, including psionics or alchemy, without proper permission
11	Possession or distribution of unregistered magic items or potions
12	Practicing magic, including psionics or alchemy, and possession or distribution of magic items or potions
13	Unregistered weapons
14	Weapons
15	Unregistered automatons and artificial intelligence.
16	All automatons and artificial intelligence
17	Having children without proper permission
18	Religious or cultural beliefs



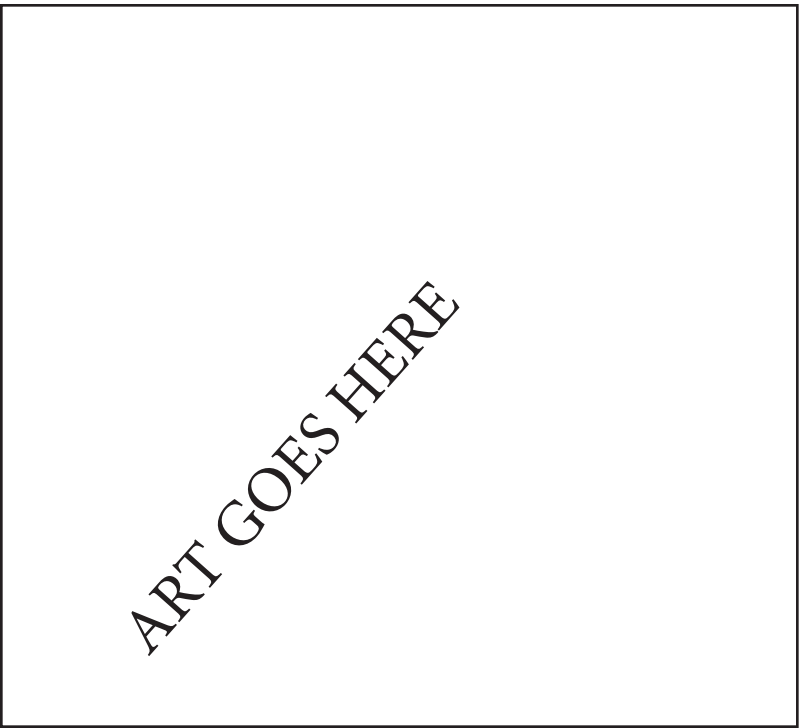


3d6	Local History or Recent News
3	A local holiday or festival is sometime this month.
4	A major crop boom happened in the past couple of years.
5	The past one or two harvests were slim.
6	A famine has been going on for approximately 1 year.
7	A local disappearance or string of disappearances has rattled the public.
8	A group or gang has been conducting raids or committing crimes.
9	One or more monsters or beasts have been attacking or raiding.
10	A tournament or contest is being held.
11	A major crime or string of crimes, such as murder or theft, has been committed.
12	A new leader has taken office or come into power or some other change in government has occurred.
13	A plague or disease has created great distress.
14	A war or major battle was won.
15	A major scandal has come to light.
16	A local legend is well known about this place. Roll 1d6. On a 1, the legend is evil and true. On a 2, the legend is evil and no longer true. On a 3, the legend is evil and not true. On a 4, the legend is good and not true. On a 5, the legend is good and no longer true. On a 6, the legend is good and true.
17	Roll again, two more times.
18	A war or major battle was lost.

1d36	Culture
11	Xenophobic
12	Distrustful and conniving
13	Isolated but welcoming
14	Outsiders are assigned a lower social rank.
15	Outsiders and guests are assigned an elevated social rank.
16	Joining the community is an official event involving a formal ceremony.
21	Specific technologies are considered taboo.
22	Specific historical events are taboo to discuss.
23	They have specific salutations that must be done a certain way when greeting one another.
24	Their clothing has special significance or symbolism.
25	They all belong to the same religion.
26	They are particularly cautious concerning illnesses.
31	There is a caste system
32	A specific resource is considered communal.
33	An indigenous species is very significant or symbolic.
34	The economy is based on a specific export.
35	Diplomatic relations are tense with a particular neighbor.
36	Virtually all diplomatic relations are tense.
41	It is customary to present gifts for a particular event or occurrence.
42	There is a formal ceremony for closing business deals and finalizing contracts.
43	There is great cultural emphasis placed on generosity.
44	There is great cultural emphasis placed on a particular trade skill.
45	There is cultural emphasis placed on physical prowess and athleticism.
46	There is cultural emphasis placed on mental prowess and education.
51	Society is matriarchal.
52	Society is patriarchal.
53	Societal status is based on age.
54	Extremely protective of children
55	Society is very family centric.

1d36	Culture
56	There is great cultural emphasis placed on self-control. The people are stoic, reverent, and reserved.
61	There is a specific possession with cultural significance. Each society member has one.
62	Society perceives itself as one big family.
63	Nomadic, hunter-gatherer
64	Barter system and/or a great emphasis on trade
65	Warrior society
66	Specifically welcoming to all outsiders.

2d6	Apocalypse
2	Some sort of mutation or unnatural monster infestation
3	Anarchist revolution
4	Zombies
5	Nuclear winter
6	Dying world, expended resources
7	War
8	Disease
9	Heatwave/global warming
10	Overwhelming new species, possibly a foreign introduction.
11	Meteor
12	The world has reset and revived itself.



Fantasy

Fantasy is perhaps the oldest genre of fiction, but it may never become outdated.

There are many subgenres of fantasy, all of which make for interesting research. Some of the more common examples of fantasy subgenres are listed here, but rest assured that many more exist.

Low fantasy is characterized by magic being difficult, dangerous, and rare, while still being essential to survival and to combating the chaotic, destructive, or evil forces that inhabit the setting.

High fantasy is characterized by an abundance of magic to the point that it is ubiquitous. It is so ingrained in the setting's function and evolution that it is a constant factor in day to day life. High fantasy is also typically characterized by the dramatization of the story, rarely leaving room for satire.

Sword and sorcery is the traditional sweet spot between its high and low counterparts. Magic is common, but not so abundant that it is infallible when pitted against martial prowess and physical skill.

Dark fantasy is the classical horror genre, where monsters hunt the fearful mortals inhabiting their merciless world. It is a genre characterized by corruption, natural evil, and morally ambiguous choices. Grimdark fantasy is the sister genre that focuses more on the survival and morbidity aspects. Traditional European folklore and fairytales are sometimes considered to be grimdark in nature.

Wuxia is a general term used for anything that is inspired by or based on Asian culture, history, or mythology. It can be a fascinating genre to explore, with a wealth of diverse resources to draw upon.

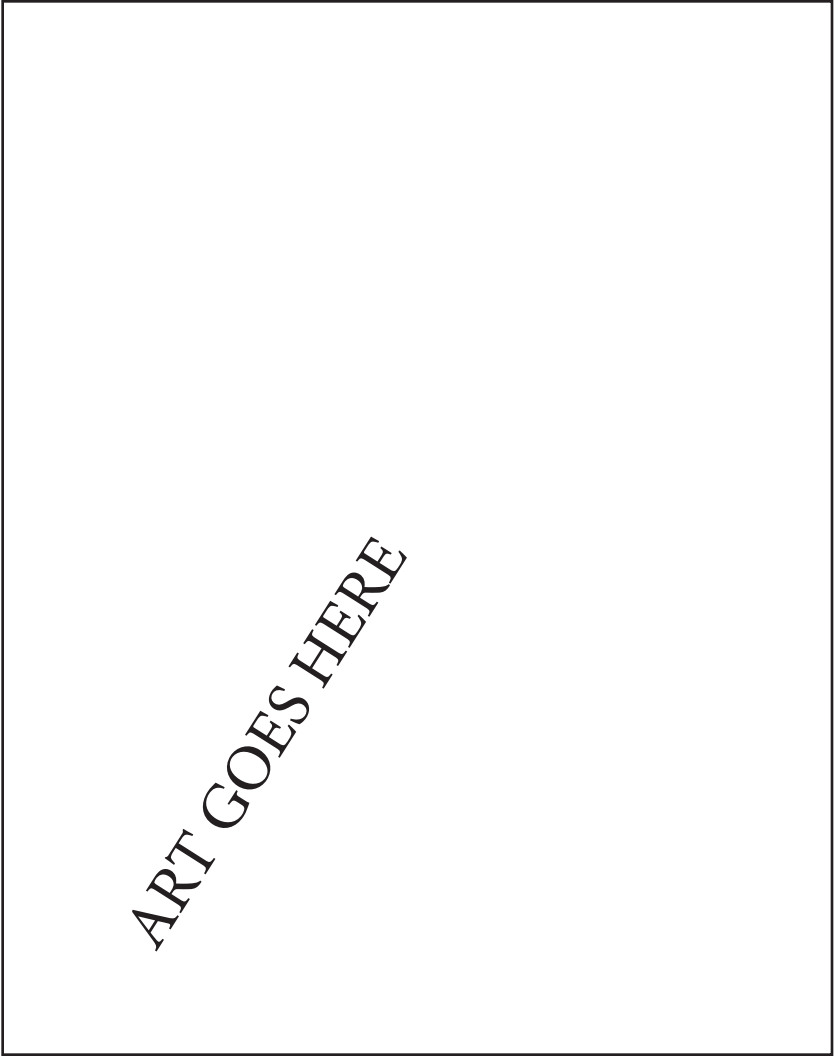
The key thread that is strung through each of these subgenres, the final defining characteristic of fantasy, is magic or supernatural phenomena.

Principles of Magic

Magic is a major consideration for every role playing game. It majorly determines the genre and the mood of a game, both in deciding whether or not to include it and deciding how it works. The possibilities for how magic looks, how it is used, and its restrictions are endless even in a single game.

Magic as a storytelling tool is very abstract, which is to say it does not automatically come with any restrictions. The whole point of magic is to ignore reality's boundaries to do otherwise unrealistic things. A good writer that wants to include magic as an important detail gives it restrictions to make it interesting in a way that feels original and clever. The principles of magic are the rules and descriptions you use to provide flavor for those restrictions and further express the genre or the tone.

Is the magic in this world an aspect of natural law, following strict rules of cause and effect? Or is it an expression of rebellion against natural law, coloring outside the lines with an aspect of random results? Is there only one way to create or use magic? Or do many possible magics exist to be discovered? How does each character access their magic, and what kind of magic is it?



Two commonly included details of how magic works are source and casting. Where does the energy and power that creates magical effects come from? And what are the instructions and requirements for accessing that source?

Examples of sources include:

The One True Source, the singular pool of magic from which all magic flows and is shaped by each individual user. Typically this means there are no other sources of magic.

Essence or world magic draws magic from the planet itself, its essence. This kind of magic might be very nature centric, or location specific. Things native to the planet might exude a certain amount of its magic.

Substance magic is magic as a literal substance or in some other way a limited resource. A classic example of this is 'mana.'

Soul based magic is magical energy as a natural aspect of individual living things. Every creature generates a certain amount of magic naturally or can draw such from their own life force. Usually this means the ability can be exercised to produce stronger magic over time.

Deity or Patron based magic is derived from another being's power or life force. A more powerful life form which exudes magic bestows or allows lesser beings ways to access and use that magic. Such beings could be an ancient forerunner race or a pantheon of gods.

Natural magic is magic as a normal, constant principle of nature. Magic in this sense is more like a scientific principle that follows a series of learnable laws. If I do x specific action, then y specific magical effect will happen as a result because that is how things naturally work. This usually means that either magic must obey Newton's law of conservation and the power to produce magic must come from another naturally occurring source, or it means that magic is the naturally occurring exception to Newton's laws.

Undefined sources of magic are exactly that. Magic exists, but how and why are unknown, and possibly unknowable. It just is magic because magic. Maybe there are specific rules and limitations that need to be discovered, or maybe there are none at all besides the individual's imagination.

These are just general descriptions of a few possible ways to explain magic in your game. Many fictitious settings combine two or more of these descriptions and then provide more specific details about what it looks like and how people regard it. Plenty of settings provide multiple sources for characters to pick and choose from. You might provide substance magic that amplifies other sources as well as natural magic that certain people are born with and deity magic that other people can learn. The combinations are truly endless, mainly because the detail you provide to color in the blanks can make an old trick look brand new over and over again.

The source of magic explains where it comes from. The casting of the magic is the set of requirements to utilize it. Examples of casting include:

Focus based magic is a kind of magic that is harnessed through meditation, mental conditioning, and intense focus. It commonly includes intense physical training. A lot of examples include the idea of chi energy, which can be harnessed and focused through meditation and mastery of the physical body.

Burning based magic is similar to focus magic in the sense that it centers around focusing to harness the energy. It is not based on meditation, but instead based on some sort of fuel. Each caster burns through so much fuel to cast each spell and focuses on controlling the outcome. This kind of casting can be very abstract. It basically treats the source and the casting as one singular thing and typically includes a substance source.

Component based magic harnesses the magic of individual components, like in brewing potions or metalworking with magical ore. It's often a little more science-y. I can use x magical berries to cast this spell, but if I use x berries with a y dead magical fish, it will cast a totally different spell. Stuff like that.

Gesture based magic uses hand gestures and body movements to cast spells. It's not uncommon to see gesture based, chi-like magical techniques in fiction.

Language based magic is perhaps the most common in works of fiction. It uses key phrases or words of power, perhaps in a magical language, to cast spells.

Instrument based magic uses an object or implement to cast spells, such as a magic wand or a wizard's staff. With the instrument, you can cast spells. Without it you are more limited.

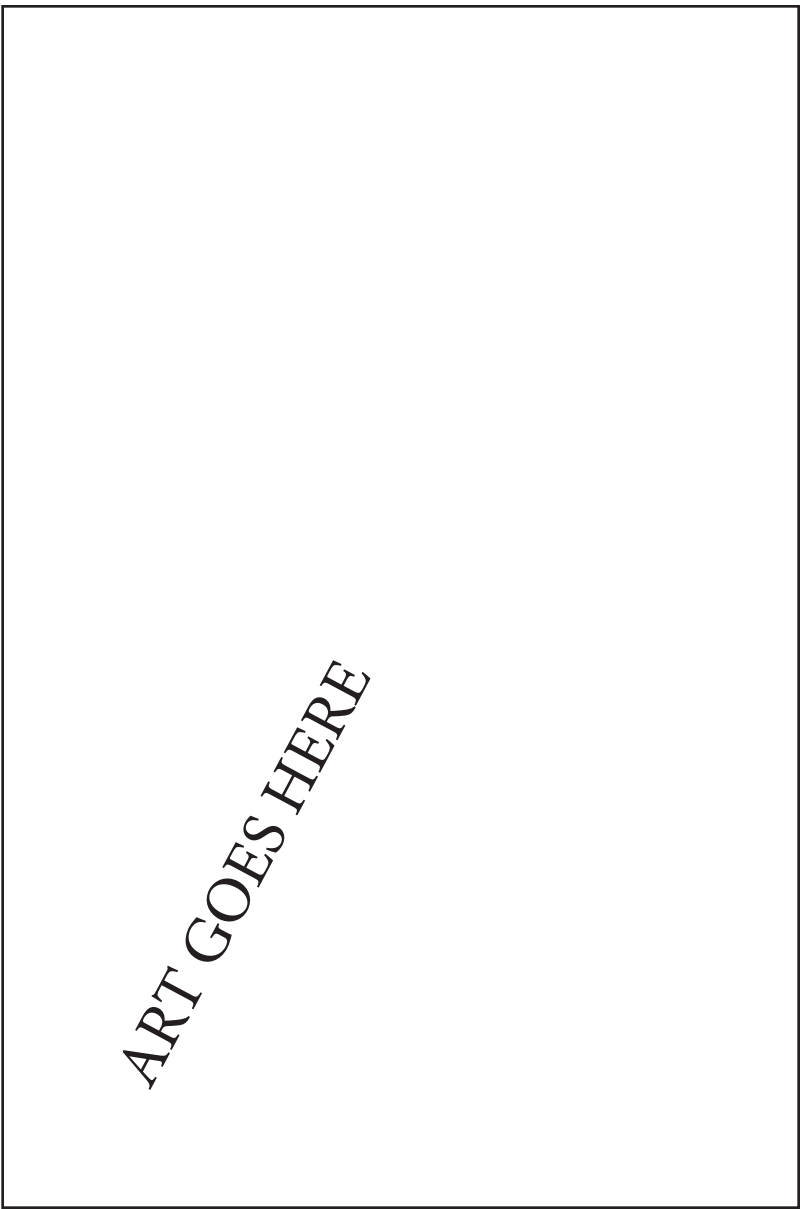
Rune based magic is kind of like component casting and language casting put together. Magical runes or symbols create spells or effects. This particular brand of casting lends

itself easily to rules and limitations, such as the manner of drawing or creating each symbol, as well as presenting and activating them.

Like sources, different forms of casting can be created, mixed, and matched till the cows come home and long into the night afterwards. The specific details are all up to you and what you think would be cool or interesting. Details about who can use magic and why, details about when magic is more or less effective, details about what kinds of magic are more rare, it's all up to you.

Each spell cast will have a specific effect inside of the game. They all should do something specific. The appearance of each effect is more negligible. What magical effects actually look like when the spells are cast doesn't really affect the game rules at all. So your spellcasting in your game can look like whatever you want. It can be up to the PC or the Narrator what each spell looks like. You can come up with common themes for these details based on the source, the casting, the caster, the sub-skill being used, or whatever.

Principles of magic are designed to restrict magic, because otherwise it solves all your problems and your fictitious life becomes a little too easy. The reason why you have specific sources and casting predetermined is to limit how often you can effectively use magic.



Science Fiction

What fantasy achieves as a genre using magic, science fiction achieves with technology and philosophic predictions of the future.

Questioning, conjecturing, and theorizing about how science and technology affects the surrounding world and impacts various cultures is what creates the colors and shapes within the kaleidoscope of science fiction.

A short list of common sci-fi subgenres is listed here, but it is by no means exhaustive.

Post apocalyptic sci-fi explores what might survive various apocalypses and how a world might begin recovering afterwards. Any kind of apocalypse will do. Sometimes multiple apocalypses might be even better. This subgenre focuses on the dichotomy of what changes after an apocalypse and what remains the same.

Cyberpunk is a form of sci-fi that focuses on the rapid advancement of science and technology. If it advances faster than culture changes and adapts, then the result is limited impact on culture and the current culture instead having a major impact on how we regard the advancements and how society chooses to utilize them. The outcome is usually a bleak, cynical outlook on the depravity and crime of large urban centers if futuristic technology was suddenly added to the equation.

Space opera is a brand of science fiction that treats the science and technology as a set piece or backdrop for the story's plot. It is usually far flung into the future and focuses on intrigue, the relationships between the characters, and romanticized deep space exploration and adventure.

Sword and planet is a further specialized kind of space opera that zooms in on a specific planet's affairs in a larger universe. It also typically includes elements of somewhat medieval storytelling, borrowing certain cues from its cousin, sword and sorcery.

A major consideration of science fiction is the time period in which the story occurs. Some kinds of sci-fi are very specifically set in the modern day. A great example of this is spy-fi, where the story centers around international espionage conducted using mind-boggling gadgets and gizmos.

Similarly, some subgenres gain their impact from being set in the near future. Only a few decades away, or even before the turn of the century, we could all be alive to see major events and advancements and the impact they will have. A classic example of this is mecha themed science fiction, where giant robots with human pilots are the focus of the story. Other stories bank on being set far into the future. In these settings, any kind of advancement is probable, with impacts that have long since changed humanity's trajectory among the stars.

Principles of Technology

Technology is the application of natural laws and scientific principles to improve the quality of life for a group or an individual. The cultural priorities of that group or individual can drastically affect the rate of technological advancement and the areas of advancement. Historical events that have shaped culture can be an important

determinant. Medical technology, information technology, agriculture, travel, weapons, communication. Most societies seek to advance in all of these areas, but they do not all advance in the same way. Access to resources can also be a factor.

In truth, it is practically impossible to play a game that does not include technology as a story element. The question is how crucial is it to the story you are trying to tell. If it is not crucial, then you only need to determine the level of advancement and then leave it as a background detail of the setting. A fantasy setting that is all about swords and sorcery will maintain a medieval level of technology. A modern setting that is all about solving murders will maintain a modern level of technology. If technology is crucial, then you should ask how it is being advanced, by whom, and for what purpose. How was the current level of advancement reached? What are the potential consequences and moral conflicts? What will the PC's role in all of this be? Are they stealing the plans to a massive orbital battle station from an evil corporation? Are they protecting a scientist as he cures a terrible disease? Are they racing to find a missing spaceship because its dangerous cargo cannot be allowed to fall into the wrong hands? Are they themselves researchers on the forefront of a major scientific breakthrough? Are they secret agents with ridiculously awesome gadgets trying to stop an arms dealer from patenting a new invention that will allow them to control the world economy? Are they neck deep in a war fought in trenches because gunpowder was recently discovered by a goblin alchemist?

Technology, in short, is another important tool in your tool box for creating unique, interesting, and immersive characters, settings, and campaigns.

Keep in mind that technology is not just considered advanced because of what it can do, but more so how fast it can do it, and mostly how large or how small the piece of technology is that performs the task.

Ultimately, in the behind the scenes of writing, technology and magic are the same tool just wearing a different chassis. The exact reasoning for how magic works is merely extraneous detail justifying its actual purpose of granting unique abilities with specific limitations. Technology is exactly the same. It provides access to special capabilities, but with specific costs or limitations. Once you realize this, it becomes just as maleable under your creativity. How the technology works, while interesting to muse about, is relatively irrelevant to the game mechanics next to the fact that it does work. While irrelevant mechanically, these details can still be pivotal to the plot or used to set up conflicts or obstacles.

When you are deciding what kinds of technology to include in a setting, take just a moment to consider its limitations. Then take a moment to consider how this technology could create problems instead of just solving them. Lastly, consider the goals and challenges the PCs will face and whether or not they are an entertaining match for the tools and technologies the PCs will have available to them.

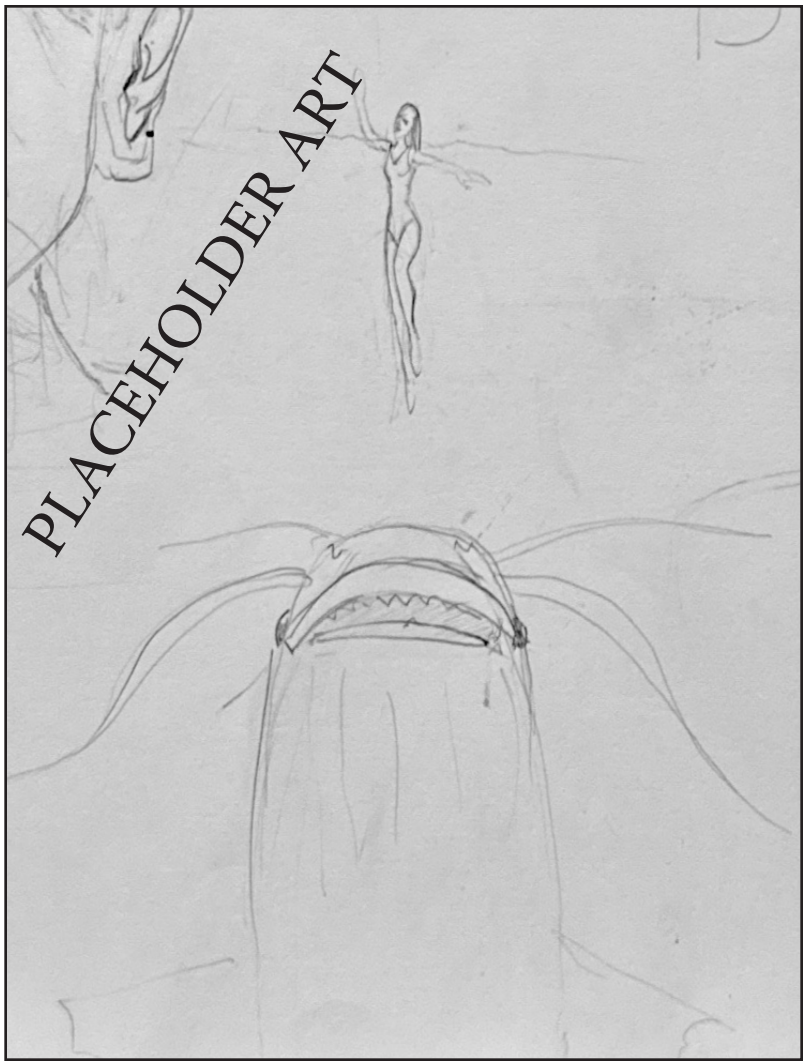
Horror

Horror is more often created in the plot than in the setting. However, plenty of settings are innately horrifying or designed to facilitate horror themed campaigns. Horror is often a twist on either fantasy or sci-fi. Some forms of horror, however, create a sense of fear by being set entirely in the real world.

Some people say that fear is the common element of horror. All we have to say on the subject is that those people are right, it's literally called "horror." Now, including fear does not automatically make something "horror." Just because I put onion in my soup doesn't make it onion soup. If fear is the primary intent, the key point of the premise, then the thing is horror. If at the end of the day it isn't scary, that does not mean it isn't horror. That just means you weren't the target audience. So the question becomes, how do you create that sense of fear for your target audience?

There are many ways to create fear. One formula to generate horror stories is the following three components: a willful menace with a significant advantage over the PCs, a lack of reliable information, and a real mortal danger. Each of these things will generate a certain amount of suspense or fear, and if they are combined to maintain a certain level of fear for the majority of the story then you have succeeded. Most of horror's subgenres are created through subtle changes or categories for those three elements.

A willful menace is any kind of antagonist or force that can think for itself and is deliberately pursuing the PCs.



It must pose a real threat and possess a significant advantage over the PCs. This advantage should be scaled to the setting. If the setting is based on reality, then the advantage can be something simple like complete anonymity. If the setting includes supernatural elements then the advantage should be something more serious, such as only having one way to be killed. Some things you can consider employing to improve the scariness of your menace are making it definitively evil in nature, having it fall just short of being human or give it unexpected human-like characteristics, and giving it a reason to draw out the conflict instead of striking right away like a predator slowly circling its prey.

There are also many ways to limit the PCs' access to information. The less certain they are of when and where things will happen, the less they know who to trust, the less they can find about the menace, the more they are required to act blindly, the more uncertain the odds of survival, the more they begin to question the data they have already collected, then the more the fear will grow and the tension will build. Obviously you cannot withhold all information from the PCs. The trick is to give them just enough information in steadily paced increments to lead them slowly deeper into the dark.

Mortal danger, the final ingredient, is the true catalyst here. Ultimately, the severity of the threat is not as important as the PCs perception of it. They must believe the danger is real all the way up until the very end. As an example, the players must climb along the ledge of an extremely high drop. If they fall, they will certainly die. However, they do not know that the difficulty modifier is actually rather low. They all roll, and they all succeed. You can describe it in a way that makes it sound closer than it actually was, but the point is there was a real risk and that was what they perceived as the critical detail. If your menace is incredibly dangerous, that doesn't necessarily mean that every time it attacks a PC dies. It just means that the PCs understand an open drag out brawl to be a very bad strategy. Another tip you might use to increase their perception of danger is to try to induce a feeling of being trapped.

Frightening ideas and images are also an optional addition to the formula, but that's not where the real skill is. Anyone can dream up a horrifying scene or an unbeatable monster. It takes practice and precision to set up a mystery that will kill the PCs only if they are overconfident about what they think the solution is. Even so, as long as everyone at the table is comfortable with it, include whatever additional creepy, spooky, terrifying details you want. Just because something's easy doesn't automatically mean it's bad.

As a point of interest, "thrillers" are a category of story closely related to horror with a minor difference of focusing on suspense more than fear. In order to create a thriller, simply remove one or more details from the formula. Perhaps the menace is an overall equal to the PCs instead of having an advantage. Perhaps it is not a willful menace. Perhaps there is no menace. Perhaps the danger is not real. Perhaps the PCs possess reliable means to obtain information.

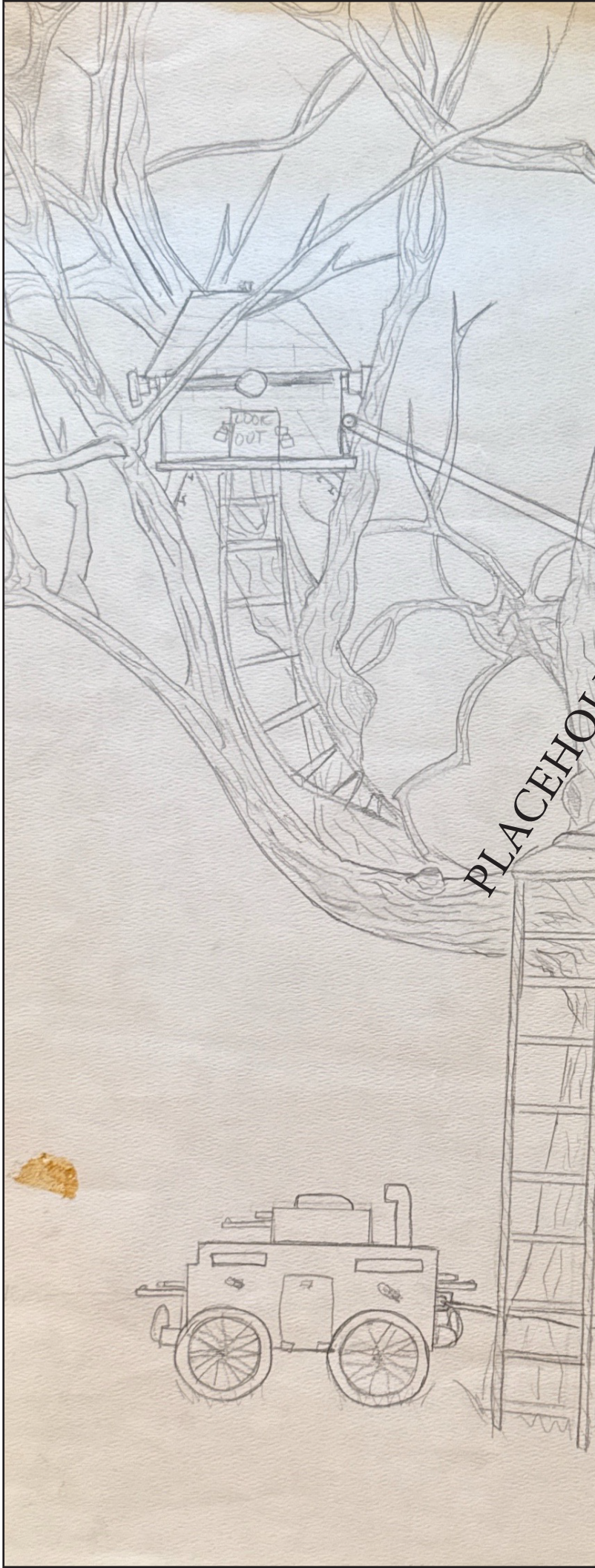
Steampunk

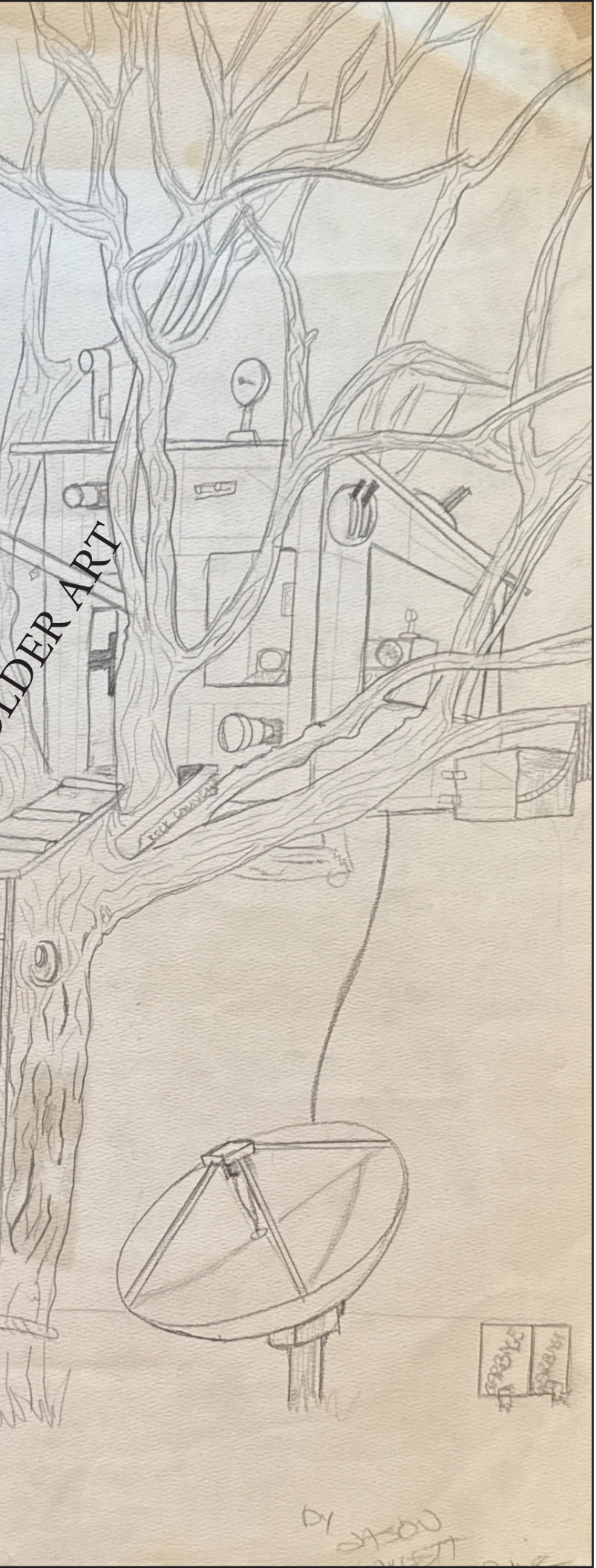
Steampunk is technically a child of the science fiction genre. However, it has rapidly grown in popularity to the point of needing its own dedicated section.

Steampunk is science fiction themed around the idea that steam power never became outdated. Instead of electricity, circuitry, and programming, technology progressed using steam power, simple mechanisms, and basic chemistry to perform complex tasks. If there is electricity, it is usually employed to create magnetic charges.

Typewriters, pressure gauges, metallurgy, pipes, gears, leather, and a generally historic tone are all characteristic of a steampunk setting. “Industrial” is a word commonly associated with the genre. The nitty gritty details fall to where and when. Is it set during the Great War of the early 1900’s, the wild wild west, a victorian era metropolitan center, or perhaps distantly in the future after the digital age has long since been forgotten? Many steampunk stories have been dubbed “alternate histories,” since they draw heavily on a historical tone or mood.

Some steampunk settings also include magic or supernatural elements. This too, like the technology of the setting, is often portrayed with a classical or historical tone. If it feels old enough to be an antique, but not so old to be ancient, then it probably fits in a steampunk setting.





Modern Day or Historical

A setting that is themed heavily after the real world really leans on the question of how much like the real world. Making everything a perfect mirror of reality with no deviations might be good for job training or practicing interpersonal skills, but it isn't very much fun. You should plan on breaking the mold a little bit.

There should only be one or two key differences to focus on, and they should be the point of interest for everyone playing. The point of interest could be simply a different time period. Ancient Rome, World War II, feudal Japan, the golden age of piracy, the voyages of Marco Polo, the French revolution, ancient Babylon, the Mongolian empire, etc. Exploring and contemplating what life was like then and there is deviation enough from here and now to be interesting.

Another point of interest could be a slight dip into sci-fi and/or fantasy. Spy-fi is a good example of this. Monster of the week type television programs are another good example. Another example of this is superhero themed stories; everything is normal with the exception of a select few individuals who possess supernatural abilities and/or advanced technology.

There are two steps to creating interesting real world settings. First, identify one or two, possibly three, specific deviations from reality. Really hone in on those differences as the centerpieces for your setting and story. Second, frame and accentuate those deviations by keeping everything else simple. If magic exists, give some time over to the mundane things that still hold relevance. If strange sciences or advanced technology exists, include examples of real world technology and sciences to see how they interact or how they compare side by side. If the story is set in a particular time period, include a handful of true to life details about what things were like back then. The food, the clothes, the day to day life, the breaking news of the period can all be used to make the flavor of the setting a little richer.

PLACEHOLDER ART

APPENDICES

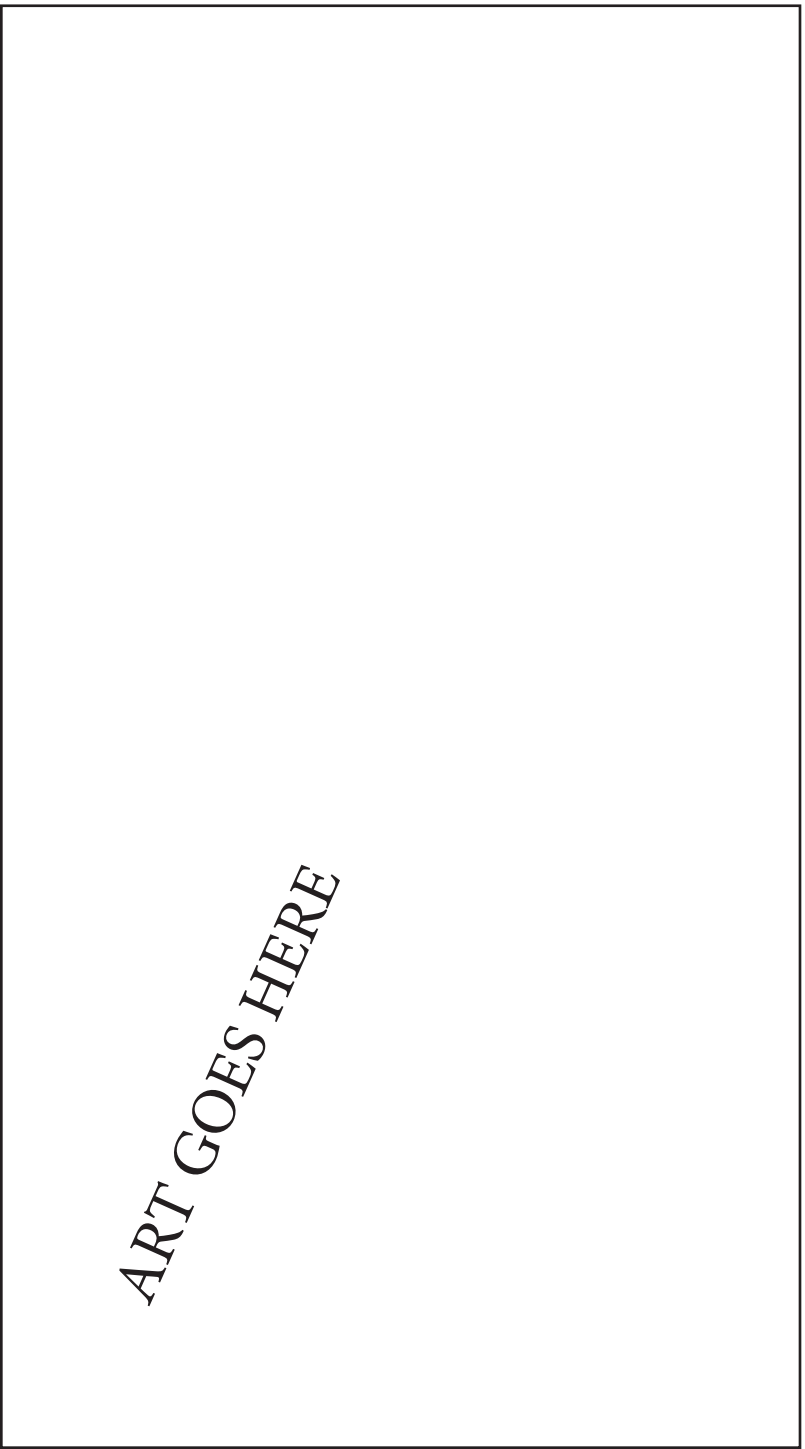
Random Treasure Tables

The following series of tables determine magical items carried by monsters or found as treasure. The tables can be used to determine what kind of magic item it is and for inspiration writing the item's backstory and the visual description of how the player's find it.

"You find..."

"It looks like..."

"It seems to have been..."



2d6	Magic Item Type
2	Legendary Arcanum (roll on the Legendary Arcanum table)
3	Mystical Object (roll on the Mystical Object table)
4	Armor (roll for the type of ammunition, and then roll for its enchantment)
5	Shield (Roll 1d6. On a 1 or a 6, the shield is a unique type, such as a tower shield. Roll on the Shield Enchantment table.)
6	Talisman (roll on the Random Item table, and then roll on the Talisman table)
7	Potion (roll on the Potion table)
8	Ammunition (roll for the type of ammunition, and then roll for its enchantment)
9	Weapon (roll for the type of weapon, and then roll for its enchantment)
10	Tome (roll on the Tome Enchantment table)
11	Automaton (roll on the Automaton table, then roll on the Users table to see who has control over it)
12	Portable Building (roll on the Portable Building table)

2d6	Ammunition Type
2	Unique ammunition (bullet, blow dart, shuriken, etc.)
3	Spear
4	Arrow
5	Arrow
6	Crossbow bolt
7	Small crossbow bolt
8	Crossbow bolt
9	Arrow
10	Arrow
11	Dagger
12	Heavy ammunition (ballista, canon, rocket, etc.)

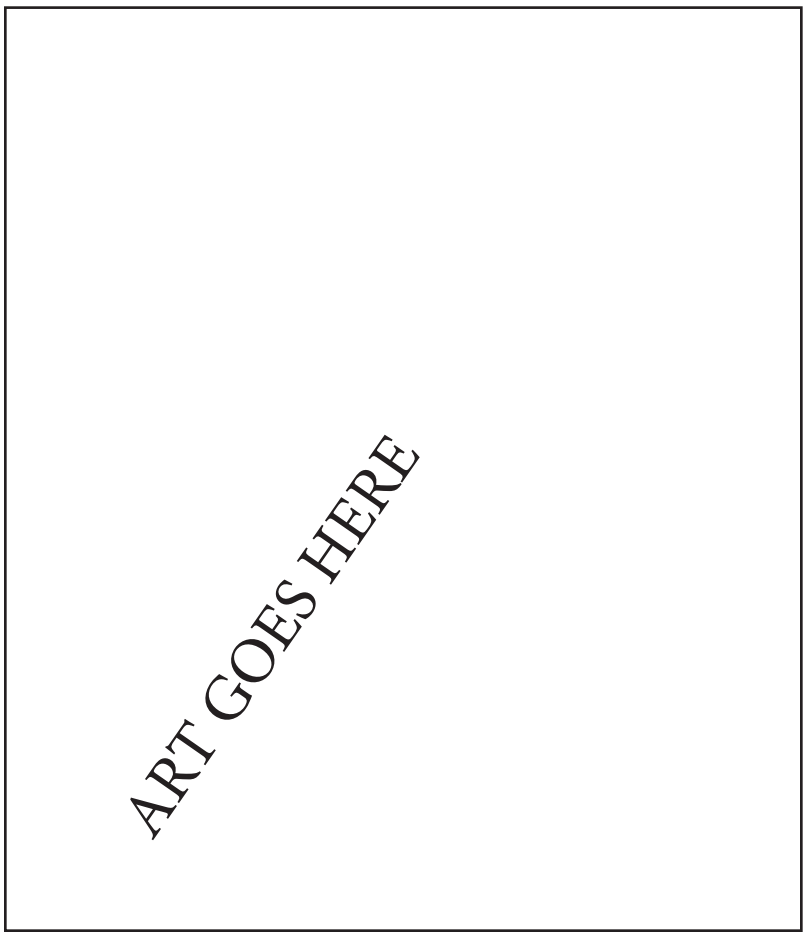
1d36	Ammunition Enchantment
11-16	This piece of ammunition has been enchanted multiple times. Roll again two more times.
21-33	+1
34	Acid
35	Fire
36	Frost
41	Lightning
42	Necrotic
43	Poison
44	Psychic
45	Replicating
46	Seeking
51	Surestrike
52	Of Giant Slaying
53	Of Demon Slaying
54	Of Dragon Slaying
55	Of Celestial Slaying
56	Of Titan Slaying
61	Of Fey Slaying
62	Of Horror Slaying
63	Of Undead Slaying
64	Of Humanoid Slaying
65	Of Elemental Slaying
66	Explosive

1d36 & 2d6	Mystical Object
11	Spellbead. Roll 2d6. On a 2-3, roll on the Necromancy Spells table. On a 4-5, roll on the Divination Spells table. On a 6, roll on the Psionics Spells table. On a 7, roll on the Enchantment Spells table. On an 8, roll on the Conjuration spells table. On a 9-10, roll on the Induction Spells table. On an 11-12, roll on the Artificy Spells table. The spell stored inside has a magnitude of +3d6 – 3.
12	Flying Broom, fly speed is 2d6 x 5
13	Adventurer's Bag, 1 room. Roll 1d6. On a 1, it is empty. On a 2 it contains trash or rotten and dilapidated supplies. On a 3, it contains supplies but no food. On a 4, it contains supplies and a magic item. On a 5, it contains 5d6 x 10 gold worth of treasure. On a 6, it contains some sort of danger, such as a trap or monster.
14	Adventurer's Bag, 1 large room. Roll 1d6. On a 1, it is empty. On a 2 it contains trash or rotten and dilapidated supplies. On a 3, it contains supplies but no food. On a 4, it contains supplies and a magic item. On a 5, it contains 5d6 x 10 gold worth of treasure. On a 6, it contains some sort of danger, such as a trap or monster.
15	Magic Rope
16	Bag of Gold, empty
21	Bag of Gold with 6d6 x 6 gold in it
22	Rod of Variation
23	Bag of Tricks
24	Adventurer's boot (half a pair)
25	Magic Shackles
26	Boots of Silence
31	Shackles of Binding
32	Boots of Swiftness
33	Boots of Striking
34	Boots of Wallwalking
35	Everburning Candle
36	Calming Candle
41	Candle of Detection
42	Candle of Warmth
43	Cloak of Animal Transformation. Roll on the Random Animal table.

1d36 & 2d6	Mystical Object
44	Assassin's Cloak
45	Rod of Climbing
46	Targeting Shackles
51	Blade Gloves
52	Gloves of Catching
53	Gloves of Climbing
54	Striker's Gloves
55	Thief's Gloves
56	Nightvision Goggles
61	Goggles of Discernment
62	Magic Lantern
63	Magic Pot
64	Purifying Flask
65	Magic Lock Picks
66, 2	Container of Imprisonment. Roll 1d6. On a 1, it contains a prisoner who is evil. On a 2, it contains a prisoner who is good. On a 3-6, it is empty.
66, 3	Endless Waterskin
66, 4	Portable Door
66, 5	Cloak of the Sea
66, 6	Bag of Gold with 6d6 x 6d6 x 6 gold in it
66, 7	Adventurer's boots (1 pair)
66, 8	Antimagic Shackles
66, 9	Cloak of Woodlands
66, 10	Boots of Farstriding
66, 11	Adventurer's Bag, 1d6 rooms. Roll 1d6. On a 1, roll two more times. On a 2 it contains trash or rotten and dilapidated supplies. On a 3, it contains supplies but no food. On a 4, it contains a magic item. On a 5, it contains 5d6 x 10 gold worth of treasure. On a 6, it contains some sort of danger, such as a trap or monster.
66, 12	Multiple Enchantments. Roll again on this table, then roll once on the Talisman table, ignoring any Multiple Enchantments outcomes.

1d36 & 1d6	Legendary Arcanum
11	Bag of Spellbeads
12	Bag of Conjuring
13	Undying Candle. It has 2d6 hours of burn time left.
14	Candle of Rejuvenation
15	Censer of Giant Warding
16	Censer of Demon Warding
21	Censer of Dragon Warding
22	Censer of Celestial Warding
23	Censer of Titan Warding
24	Censer of Fey Warding
25	Censer of Horror Warding
26	Censer of Undead Warding
31	Censer of Humanoid Warding
32	Censer of Elemental Warding
33	Antimagic Censer
34	Holy Censer
35	Unholy Censer
36	Censer of Illusions
41	Censer of Fate
42	Surestrike Goggles
43	Truesight Goggles
44	X-ray Goggles
45	Deck of Conjuring
46	Endless Quiver
51	Horn of Summoning
52	Lantern of Truesight
53	Flying Carpet. It has room for 2d6 medium creatures and a fly speed of 2d6 x 5.
54	Mirror of Imprisonment. The mirror has 3d6 - 5 prisoners currently inside it (with a minimum of 0).
55	Rod of Spectral Weapons
56	Rod of Royal Command
61	Shackles of Frailty

1d36 & 1d6	Legendary Arcanum
62	Has user requirements. Roll again. Additionally roll on the User Determination and Users tables.
63	Animal Trinket. Roll on the Random Beasts table.
64	Multiple Enchantments. Roll on the Mystical Object table, then roll once on the Talisman table, ignoring any Multiple Enchantments outcomes.
65	Bardic Instrument
66, 1	Bag of Magic Beans. Ignore any previous enchantment rolls. This is just a bag of magic beans. There are 2d6 + 1 beans in the bag.
66, 2	Djinn Container. Roll 2d6. If you roll doubles, the container does not have limited wishes. Otherwise, it has 1d6 wishes left.
66, 3	Divination Podium
66, 4	Multiple Enchantments. Roll on the Mystical Object table, then roll twice on the Talisman table, ignoring any Multiple Enchantments outcomes.
66, 5	Multiple Enchantments. Roll again on this table, then roll once on the Talisman table, ignoring any Multiple Enchantments outcomes.
66, 6	Multiple Enchantments. Roll again on this table, then roll twice on the Talisman table, ignoring any Multiple Enchantments outcomes.

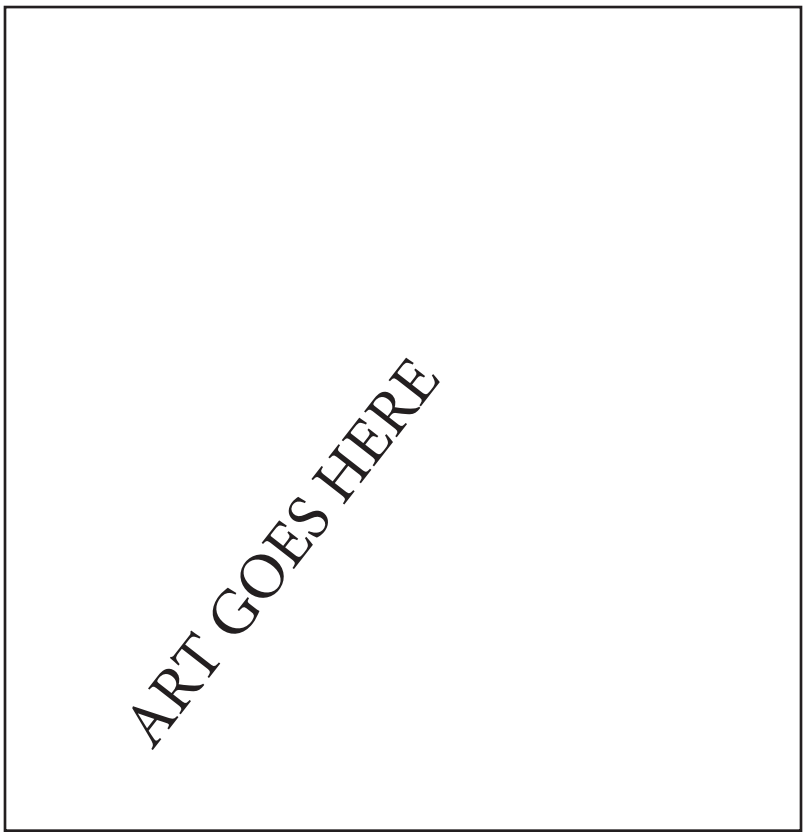


1d36 & 2d6	Talisman
11	Reinforce. The duration lasts until dispelled.
12	Spellcasting Talisman. Roll 2d6. On a 2-3, roll on the Necromancy Spells table. On a 4-5, roll on the Divination Spells table. On a 6, roll on the Psionics Spells table. On a 7, roll on the Enchantment Spells table. On an 8, roll on the Conjuration spells table. On a 9-10, roll on the Induction Spells table. On an 11-12, roll on the Artificy Spells table.
13	Antidivination Talisman
14	Antimagic Talisman
15	Enhancing Talisman. Roll on the Base Statistics table.
16	Imbued with a curse, moderate. Roll on the Moderate Negative Attributes table.
21	Hunter's Talisman
22	Imbued with a blessing, minor. Roll on the Minor Positive Attributes table.
23	Invulnerability Talisman
24	Protect from Divination. Roll 1d6. On a 1, it was a critical failure. On a 6, it was a critical success. On a 4-5, it was a normal success.
25	+1 Magic Talisman
26	+2 Magic Talisman
31	Magical Trap. Roll on the User Determination table to determine how the trap activates. Roll either on the Enchantment Spells table or the Induction Spells table to determine the trap's spell. The magnitude of the Magical Trap spell is equal to 2d6 - 1.
32	Talisman of Animal Command
33	Talisman of Comprehension. Randomly determine what language sub-skill it assists with by drawing one out of a hat or bowl. Each player may put an additional slip of paper into the drawing with one language of their choice written on it.
34	Talisman of Connection. Roll 1d6. On a 5 or 6, the pair is present. On a 1 through 4, the pair is not present; roll on the Users table to determine if someone has it.
35	Talisman of Disguises
36	Talisman of Farspeech. Roll 2d6. On a 10-12, its pair is also present. It is an exact copy. If the pair is not present, roll on the Users table to see if someone else has it.
41	Talisman of Farseeing
42	Talisman of Immunity. Roll on the Damage Type table.

1d36 & 2d6	Talisman
43	Talisman of Resistance. Roll on the Damage Type table.
44	Talisman of Protection. Randomly determine what creature type it protects from by drawing one out of a hat or bowl. Each player may put an additional slip of paper into the drawing with one creature type of their choice written on it.
45	Imbued with a blessing, moderate. Roll on the Moderate Positive Attributes table.
46	Talisman of Shielding, +1
51	Talisman of Stamina
52	Imbued with a curse, minor. Roll on the Minor Negative Attributes table.
53	Create Item Bond. Roll on the Users table to determine who it is bonded to.
54	Skill Enhancing Talisman. Roll on the Skills table.
55	Speed Enhancing Talisman
56	Spellstoring Talisman
61	Waterbreathing Talisman
62	Has user requirements. Roll again. Additionally roll on the User Determination and Users tables.
63	Animated. Roll 2d6. On a 2-5, the object is set to guard something, likely this location. On a 6-7, the object is performing some sort of mundane task. On an 8-11, the item is doing nothing. On a 12, roll on the User Determination and User tables.
64	Flying Talisman
65	Imbued with a curse, major. Roll on the Major Negative Attributes table.
66, 2	Talisman of Undying
66, 3	Luck Talisman
66, 4	Transfer Life. The item is sentient with a soul living inside it.
66, 5	+3 Magic Talisman
66, 6	Imbued with a blessing, major. Roll on the Major Positive Attributes table.
66, 7	Sentient
66, 8	Talisman of Telepathy
66, 9	Talisman of Regeneration
66, 10	Invisibility Talisman
66, 11	Multiple Enchantments. Roll again on this table, two more times, ignoring any Multiple Enchantments outcomes and any repeat outcomes that do not stack.
66, 12	Multiple Enchantments. Roll again on this table, three more times, ignoring any Multiple Enchantments outcomes and any repeat outcomes that do not stack.

1d36	Random Item
11	Lantern
12	Magnifying glass
13	Magic wand
14	Amulet
15	Hand fan
16	Ear ring
21	Jeweled crown or tiara
22	Roll on the Weapons table.
23	Frying pan
24	Doll or stuffed animal
25	Gemstone with carved symbols
26	Ring
31	Jeweled ring
32	Simple crown
33	Ornate wooden mask
34	Brooch
35	Golden idol
36	Magic wand
41	Staff or walking stick
42	Crystal ball
43	Chalice
44	Glass figurine
45	Roll on the Weapons table.
46	Clay sculpture
51	Iron statue
52	Wooden carving

1d36	Random Item
53	Amulet
54	Pair of shoes
55	Magic wand
56	Tunic or shirt
61	Hat
62	Belt buckle (50% chance it includes a belt)
63	Mummified hand
64	Animal body part (eye, tooth, claw, pelt, foot, bone, etc.)
65	Musical instrument
66	Staff or walking stick



1d6	Armor Type
1	Leather
2	Heavy fur
3	Plated leather
4	Full plate
5	Chain mail
6	Futuristic Armor

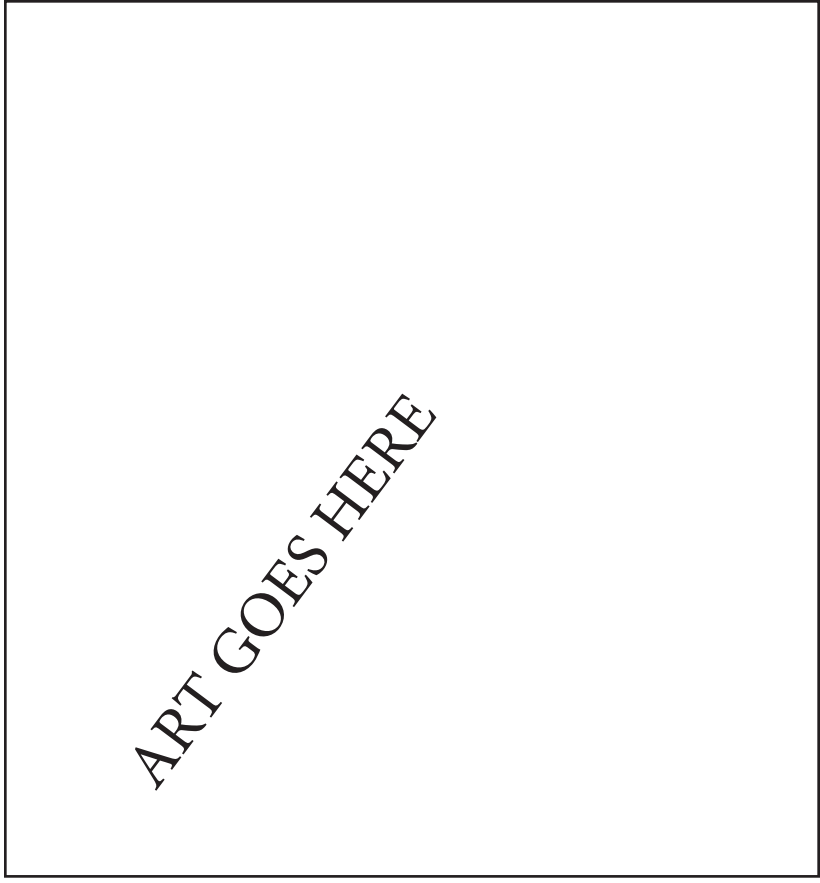
3d6	Probability
3	Of Invulnerability
4	Celestial
5	Demonic
6	Summoned
7	+1
8	Has user requirements. Roll again. Additionally roll on the User Determination and Users tables.
9	+1
10	Roll on the Talisman table
11	+1
12	Roll on the Talisman table.
13	Of Spike Growth
14	Of Immovability
15	+1
16	Draconic
17-18	Multiple Enchantments. Roll again on this table, two more times.

2d6	Shield Enchanment
2	+1
3	Shield of the Night
4	Shield of the Day
5	Sentinel's
6	Throwing
7	+1
8	Roll on the Talisman table.
9	+1
10	Has user requirements. Roll again. Additionally roll on the User Determination and Users tables.
11	Multiple Enchantments. Roll again on this table, two more times, ignoring any Multiple Enchantments outcomes.
12	Multiple Enchantments. Roll again on this table, three more times, ignoring any Multiple Enchantments outcomes.

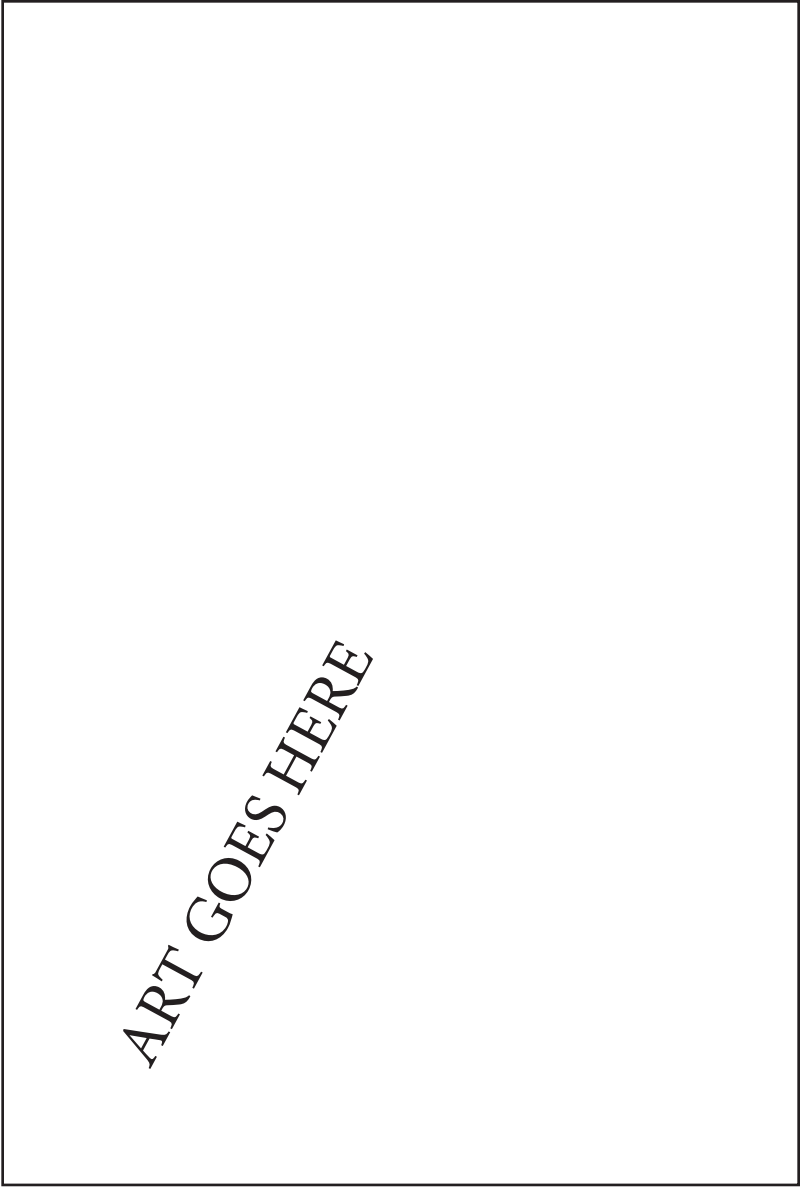
1d36	Tome Enchantment
11	It is not in the form of a book (scroll, stone tablet, metal plate(s), woven cloth/ribbon, etc.). Roll again.
12	It is not in the form of a book (scroll, stone tablet, metal plate(s), woven cloth/ribbon, etc.). It is imbued with a spell as with Enchant Writing with a Spell. There is a 50% chance that it is some sort of trap.
13	Endless Tome, unused
14	Tome of Tongues
15	Roll on the Talisman table.
16	Roll again two more times.
21	Has user requirements. Roll again. Additionally roll on the User Determination and Users tables.
22	Multiple Enchantments. Roll again on this table, two more times, ignoring any Multiple Enchantments outcomes.
23	3d6 various spells that were prepared beforehand using Enchant Writing with a Spell
24	Endless Tome, used
25	Tome of Alchemy with 3d6 spells
26	Tome of Artificy with 3d6 spells
31	Tome of Beasts
32	Tome of Celestials
33	Tome of Conjuration with 3d6 spells
34	Tome of Demons
35	Tome of Divination with 3d6 spells
36	Tome of Dragons
41	Tome of Enchantment with 3d6 spells
42	Tome of Final Rest
43	Tome of Healing
44	Tome of Induction with 3d6 spells
45	Tome of Monsters
46	Tome of Names
51	Tome of Necromancy with 3d6 spells
52	Tome of Psionics with 3d6 spells
53	Tome of Reaping with 4d6 – 4 charges
54	Tome of Skill Mastery
55	Tome of Spellstealing with 2d6 – 5 spells stored (with a minimum of 0)
56	Tome of the Day
61	Tome of the Night
62	Tome of the Sea
63	Tome of the Woodlands
64	Tome of Tongues
65	Tome of Travel with 2d6 – 2 locations recorded
66	Roll again two more times

1d36 & 1d6	Potion
11	Roll again. Critical failure brew.
12	Roll again. Mixed success brew.
13	Roll again. Critical success brew.
14	Roll again. There are 2 doses.
15	Roll again. There are 2 doses.
16	Roll again. There are 3 doses.
21	Strength Potion
22	Love Potion
23	Potion of Animal Transformation. Roll on the Random Beasts table.
24	Potion of Telepathy
25	Potion of Waterbreathing

1d36 & 1d6	Potion
26	Poison Potion
31	Potion of Escape
32	Potion of Etherealness
33	Potion of Firebreath
34	Potion of Flying
35	Potion of Growth
36	Potion of Healing
41	Potion of Heroism
42	Potion of Immunity
43	Potion of Invisibility
44	Potion of Invulnerability
45	Potion of Luck
46	Potion of Magical Sleep
51	Potion of Protection. Randomly determine what creature type it protects from by drawing one out of a hat or bowl. Each player may put an additional slip of paper into the drawing with one creature type of their choice written on it.
52	Potion of Rage
53	Potion of Resistance
54	Potion of Sharpness
55	Potion of Shifting Perspective
56	Potion of Shrinking
61	Potion of Skill. Roll on the Skills table.
62	Potion of Speed
63	Potion of Spellcasting
64	Potion of Sticking
65	Potion of Truesight
66, 1	Potion of Celestial Transformation
66, 2	Potion of Undeath
66, 3	Potion of Demonic Transformation
66, 4	Potion of Draconic Transformation
66, 5	Aging Potion
66, 6	Youth Potion



3d6	Portable Building
3	Fortress Palace
4	Fortress
5	Mansion
6	Small church or temple
7	Inn/tavern
8	Family home and workshop/store
9	Family home
10	Workshop
11	Warehouse
12	Cabin
13	Hovel
14	Has user requirements. Roll again. Additionally roll on the User Determination and Users tables.
15	Roll again. The building is partially furnished.
16	Roll again. The building is fully furnished.
17	Multiple Enchantments. Roll again on this table, ignoring any Multiple Enchantments outcomes. Additionally roll once on the Talisman table.
18	Multiple Enchantments. Roll again on this table, ignoring any Multiple Enchantments outcomes. Additionally roll twice on the Talisman table.



2d6	Automaton
2	Broken. Roll again.
3	Worker. No additional statistic modifications or features.
4	Broken. Roll again.
5	Carrying out orders. Roll again.
6	Guardian. +3 in all Melee sub-skills. +4 to its defense bonus.
7	Worker. No additional statistic modifications or features.
8	Soldier. +3 in all Melee and Firearms sub-skills. +4 to its defense bonus. 50% chance it carries a weapon.
9	Roll on the Random Beasts table
10	Artisan. +7 in one skill or subskill. +1 to its dexterity.
11	Artisan. +7 in one skill or subskill. +1 to its dexterity.
12	Sentient. Do not roll on the Users table. Roll again.

1d36	Weapon Type
11	Dagger
12	Hatchet
13	Spear
14	Long sword
15	Rapier
16	Short sword
21	Spiked mace
22	Axe
23	Greataxe
24	Mace
25	Dagger
26	Warhammer
31	Glaive
32	Halberd
33	Shortbow
34	Longbow
35	Small crossbow
36	Medium crossbow
41	Large crossbow
42	Repeating crossbow. Roll 1d6. On a 1-3 it is a small crossbow. On a 4-5 it is a medium. On a 6 it is a large.
43	Sling
44	Greatsword
45	Scythe
46	Trident
51	Whip
52	Long sword
53	Short sword
54	Spear
55	Axe
56	Warhammer
61	Longbow
62	Shortbow

1d36	Weapon Type
63	Dagger
64	Rapier
65	Hatchet
66	Futuristic weapon (firearm)

1d36	Weapon Enchantment
11-12	Roll on the Talisman table.
13	+3
14	+2
15	+2
16	+1
21	+1
22	+1
23	+2
24	+1
25	+1
26	Returning
31	Has user requirements. Roll again. Additionally roll on the User Determination and Users tables.
32	Multiple Enchantments. Roll again on this table, two more times, ignoring any Multiple Enchantments outcomes.
33	Multiple Enchantments. Roll again on this table, three more times, ignoring any Multiple Enchantments outcomes.
34	Berserker's Weapon
35	Bloodthirsty Weapon
36	Weapon of Acid
41	Weapon of Final Rest
42	Weapon of Flame
43	Weapon of Frost
44	Weapon of Lightning
45	Weapon of Luck
46	Weapon of Necromancy
51	Weapon of Poison
52	Weapon of Reaping

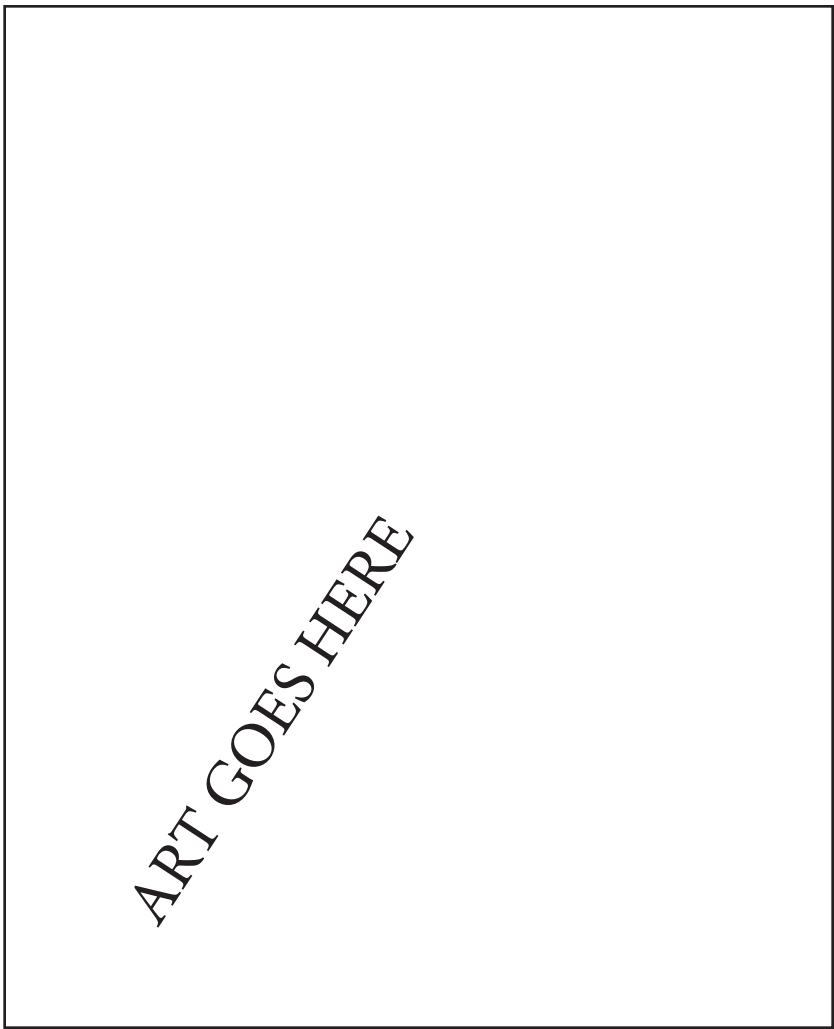
1d36	Weapon Enchantment
53	Weapon of the Day
54	Weapon of the Night
55	Weapon of the Sea
56	Weapon of the Woodlands
61	Weapon of Vengeance
62	Weapon of Wounding
63	Psychic Weapon
64	Returning Weapon
65	Sentinel's Weapon
66	Surestrike Weapon

3d6	Quirk
3	It is associated with a prophecy.
4	Sentient. Evil.
5	Sentient. Good.
6	Sentient. Neutral.
7	Broken.
8	Defective and dangerous.
9	Defective. Possibly dangerous.
10	Roll twice on this table.
11	Nothing.
12	Someone is looking for it.
13	Old, about to break.
14	It is a counterfeit.
15	Looks ugly.
16	If it has not been enchanted 3 times yet, it has been imbued with an additional curse. Roll 1d6. On a 1-3, it is a minor attribute. On a 4-5, it is a moderate attribute. On a 6, it is a major attribute. Roll on the appropriate negative attribute table.
17	If it has not been enchanted 3 times yet, it has been imbued with an additional blessing. Roll 1d6. On a 1-3, it is a minor attribute. On a 4-5, it is a moderate attribute. On a 6, it is a major attribute. Roll on the appropriate positive attribute table.
18	It is associated with a prophecy.

2d6	Damage Type
2	Electrical
3	Psionic
4	Necrosis
5	Burn
6	Puncture
7	Slash
8	Bruise
9	Frostbite
10	Toxin
11	Corrosion
12	Electrical

1d36	Random Beast
11	Bat
12	Sparrow
13	Raven
14	Boar
15	Deer
16	Wolf
21	Giant Crab
22	Crocodile
23	Dolphin
24	Falcon
25	Elephant
26	Ferret
31	Horse
32	Giant Frog
33	House Cat
34	Small Monkey
35	Giant Jellyfish
36	Tiger
41	Octopus
42	Owl

1d36	Random Beast
43	Rhino
44	Great White Shark
45	Constrictor Snake
46	Venomous Snake
51	Songbird
52	Wolf
53	Squirrel
54	Giant Centipede
55	Giant Wolf
56	Giant Turtle
61	Giant Eagle
62	Lesser Drake
63	Wolf
64	Bear
65	Wild Goat
66	Cow



3d6	User Determination Roll up to 3 times.
3	Sentient. Whoever it chooses. A new user cannot be determined until the current user dies.
4	The user must be neutral.
5	The user must be good.
6	Whoever rubs the engraving or embedded gemstone. Doing so is 1 standard action.
7	The user must be an orc.
8	The user must be a dwarf.
9	Whoever is wearing it. If it is not a worn article, it has a chain that must be attached to the user.
10	Whoever reads aloud the inscription on the side while holding onto the object. Reading the inscription requires 2 standard actions spent over the course of 2 rounds or less.
11	Whoever is currently holding it. A new user cannot be determined until they let go.
12	Whoever touches it. A new user cannot be determined until the current user dies.
13	The user must be a human.
14	The user must be an elf.
15	The user must be a gnome.
16	A creature must have at least +4 in a relevant skill or sub-skill to be the user. The NARRATOR may choose a skill, or roll on the Skills table.
17	The user must be evil.
18	Sentient. Whoever it chooses.

2d6	Users
2	Some ancient villain
3	A noble
4	Some other adventurer, somewhere else in the world
5	Roll again. Add that a new user cannot be determined until the current user is dead.
6	None, currently
7	None, currently
8	None, currently
9	Roll again. Add that a new user cannot be determined until the current user is dead.
10	A dead adventurer, present with the item
11	A monster or other potential opponent
12	Some ancient hero

2d6	Who made it?
2	It is an alien item
3	Demons
4	Fey
5	Orcs
6	Elves
7	Dwarves
8	Humans
9	Gnomes
10	Goblins
11	Celestials
12	Titans

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1d36	How do the players find it?
11	Worn, attached to, or in the clutches of a skeleton
12	Locken in a chest
13	Covered in dust and filth
14	Inside a glass case or box
15	In a pile of trash and junk
16	Near or embedded in a skeleton or corpse
21	Wrapped in silk
22	Incorporated into some sort of statue or wall art
23	Inside of a satchel, wrapped in cloth
24	Wrapped in an old blanket
25	Covered with some sort of tarp
26	At the bottom of a fountain, pool, stream, or puddle
31	Embedded in a tree
32	Roll again two more times.
33	Roll again two more times.
34	Roll again three more times.
35	Resting on a bed of felt or velvet
36	With a note or letter attached to it
41	Inside of a wooden crate or barrel

1d36	How do the players find it?
42	Lying in a grave that is partially dug or partially buried
43	Embedded or partially buried in the ground, dirt, ice, snow, or mud
44	On a table
45	On a pedestal
46	In an unlocked chest
51	Behind some sort of trap
52	Moving the weapon will activate a trap of some kind
53	On some sort of rack or shelf
54	Clearly part of a set, with 1d6 pieces missing
55	Locked inside of an elaborately made chest or box
56	Inside of an open coffin or sarcophagus
61	Worn, attached to, or in the clutches of a dead body. It has been dead for less than 1d6 hours.
62	Worn, attached to, or in the clutches of a dead body. It has been dead for less than 1d6 days.
63	Worn, attached to, or in the clutches of a dead body. It has been dead for less than 1d6 months.
64	Underneath some rubble or other refuse
65	In a pile of treasure
66	Lying on the ground

1d36	Alchemy Spells
11	Draw Cells
12	Create Trap
13	Detect Composition
14	Cool Air
15	Cool Liquid
16	Cool Solid
21	Heat Air
22	Heat Liquid
23	Hear Solid
24	Reshape Earth
25	Reshape Air
26	Reshape Liquid
31	Separate Mixture
32	Ignition
33	Transmute
34	Transmute Carbon
35	Transmute Wood
36	Transmute Gold
41	Transmute Steel
42	Transmute Straw
43	Transmute Silk
44	Transmute Wool
45	Transmute Rubber
46	Transmute Water
51	Transmute Linen
52	Transmute Sand
53	Transmute Lead
54	Transmute Granite
55	Transmute Steel
56	Create Plasma
61	Absorb Biological Attribute
62	Petrification
63	Encourage Growth
64	Identify Magic
65	Reconstruct Object
66	Localized Earthquake

1d36	Artificy Spells
11	Animate
12	Break Enchantment
13	Antimagic Field
14	Enchant Armor or Shield
15	Enchant Location: Forbid
16	Enchant Location: Sanctuary
21	Enchant Vehicle: Swiftness
22	Make Flying Broom or Carpet
23	Enchant Weapon
24	Hallow
25	Illumination
26	Warning Alarm
31	Repair Magic Item
32	Reinforce
33	Magical Trap
34	Magic Lock
35	Make Spellcasting Talisman
36	Make Spellbead
41	Make Sentient
42	Make Magic Weapon
43	Make Magic Tome
44	Make Magic Shield
45	Make Magic Prison
46	Make Magic Lantern
51	Make Magic Goggles
52	Make Magic Cloak
53	Make Magic Candle
54	Make Magic Bag

1d36	Artificy Spells
55	Make Magic Armor
56	Make Magic Ammunition
61	Make Animal Trinket
62	Brew Potion
63	Make Magic Talisman
64	Reconstruct Object
65	Identify Magic
66	Create Item Bond

1d36	Conjuration Spells
11	Teleport
12	Teleport Specific Object
13	Learn Conjuration
14	Illusion, Minor
15	Illusion, Moderate
16	Illusion, Major
21	Wall of Force
22	Wall of Fire
23	Wall of Ice
24	Tendril of Shadow
25	Spray of Poison
26	Spectral Tool or Weapon
31	Spectral Armor
32	Create Pocket Dimension
33	Create Meal
34	Create Magic Eye
35	Create Dimension Door
36	Bolt of Lightning
41	Blast of Fire
42	Blast of Ice
43	Create Bonfire
44	Conjure Creature (undead)
45	Conjure Creature (titan)

1d36	Conjuration Spells
46	Conjure Creature (celestial)
51	Conjure Specific Creature
52	Conjure Creature (reptile beast)
53	Conjure Creature (plant)
54	Conjure Creature (mammal beast)
55	Conjure Creature (insect)
56	Conjure Creature (horror)
61	Conjure Familiar
62	Conjure Creature (elemental)
63	Conjure Creature (dragon)
64	Conjure Creature (demon)
65	Conjure Creature (bird)
66	Conjure Creature (aquatic Beast)

1d36	Divination Spells
11	Alter Prophecy
12	Astral Projection
13	Bend Fate
14	Communicate
15	Magic Eye
16	Detect Good and Evil
21	Detect Magic
22	Detect Traps
23	Detect Truth
24	Discern Thoughts
25	Discover Direction
26	Discover Lore
31	Discover Weakness
32	Summon Lightning
33	Summon Meteor
34	Enhance Education
35	Farsight
36	Foresight

1d36	Divination Spells
41	Guidance
42	Identify Magic
43	Locate Creature
44	Locate Object
45	False Divination
46	Look Ahead
51	Magic Message
52	Make Divination Podium
53	Prophecy
54	Protect From Divination
55	Read Object History
56	Scry
61	Understand Languages
62	Sense Danger
63	Sense Intelligence
64	Sharpen
65	Truesight
66	Telepathy

1d36	Enchantment Spells
11	Animate
12	Antimagic Aura
13	Banish to Dimension
14	Battlerage
15	Become Ethereal
16	Befriend
21	Biological Attribute
22	Blessing or Curse
23	Break Enchantment
24	Charm
25	Continuous Flame
26	Create Bond
31	Magic Wall

1d36	Enchantment Spells
32	Create Psychic Field
33	Create Undead
34	Darkness
35	Dominate Mind
36	Enchant Weapon
41	Enchant Writing
42	Enchant Writing with a Spell
43	Enchanted Sleep
44	Flight
45	Force Polymorph
46	Imprison
51	Take Beast Shape
52	Magical Trap
53	Make Sentient
54	Mark
55	Personage
56	Warning Alarm
61	Planned Rebirth
62	Rapid Plant Growth
63	Shrink
64	Grow
65	Slow Time
66	Levitate

1d36	Induction Spells
11	Acid Strike
12	Banish Attack
13	Burst of Healing
14	Command
15	Counterspell
16	Beam of Light
21	Blast of Fire
22	Blast of Ice

1d36	Induction Spells
23	Blast of Negative Energy
24	Bolt of Lightning
25	Earthquake
26	Create Force
31	Localized Earthquake
32	Spray of Acid
33	Spray of Poison
34	Create Wind
35	Critical
36	Drain Energy
41	Ensnaring Strike
42	Flame Strike
43	Force Incapacitated
44	Heal
45	Ice Strike
46	Leap
51	Light Strike
52	Lightning Strike
53	Necrotic Strike
54	Poison Strike
55	Psychic Attack
56	Psychic Strike
61	Shadow Strike
62	Thunder Strike
63	Telekinesis
64	Teleport
65	Slow Time
66	Travel Through Time

1d36	Psionics Spells
11	Alter Memory
12	Astral Projection
13	Bend Light
14	Command
15	Confusion
16	Connect With Nature
21	Blast of Fire
22	Bolt of Lightning
23	Create Force
24	Create Phantasm
25	Create Plasma
26	Psychic Whispers
31	Push Feelings
32	Discern Feelings
33	Discern Thoughts
34	Disrupt
35	Dominate Mind
36	Draw Cells
41	Electron Bolt
42	Enhance Constitution
43	Enhance Dexterity
44	Enhance Influence
45	Enhance Speed
46	Enhance Strength
51	Enhance Wisdom
52	Force Incapacitated
53	Foresight
54	Leap
55	Psychic Strike
56	Psychic Attack
61	Push Thoughts
62	Pyrokinesis
63	Sense Intelligence

1d36	Psionics Spells
64	Sustain
65	Telekinesis
66	Telepathy

1d36	Necromancy Spells
11	Command Undead
12	Conjure Contagion
13	Conjure Creature (demon)
14	Conjure Creature (horror)
15	Conjure Creature (undead)
16	Blast of Negative Energy
21	Darkness
22	Create Lich or Mummy
23	Tendril of Shadow
24	Create Undead
25	Transfer Life
26	Critical
31	Blessing or Curse
32	Deathtouch
33	Drain Energy
34	Drain Vitality
35	Fear Aura
36	Feign Death
41	Hex
42	Immorality
43	Necrotic Strike
44	Necrotic Aura
45	Petrification
46	Planned Rebirth
51	Protect from Death
52	See in Darkness
53	Shadow Aura
54	Shadow Strike

1d36	Necromancy Spells
55	Take Demon Form
56	Take Horror Form
61	Burst of Negative Energy
62	Desecrate
63	Command Undead
64	Create Undead
65	Transfer Life
66	Transmute: Water to Poison

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Glossary and Index

Actual Result: The total result of a die roll after all relevant modifiers have been added....**1, 4**

Abstract Spellcasting: .An optional rule that allows players to invent impromtu spells and magical effects....**31**

Advantage: An additional 6 sided die added to a skill roll at the Narrator's discretion or by an in-game effect....**1, 5**

Aim: An action in combat allowing a creature to prepare a ranged attack and gain an additional bonus....**10**

Assist Program: A computer program that grants an additional bonus to skill rolls....**30, 181**

Attack: An action in combat that attempts to directly damage a target creature or object....**10**

Attributes: Discriptors that can be possessed by creatures to grant them specific traits, abilities, or limitations....**38**

Automated Program: A computer program that allows a machine to make skill rolls on its own....**30, 181**

Automaton: A machine designed to mimic the form and movement of an organic creature. They can be objects, sentient creatures, or playable characters....**33, 195**

Base Statistics: The most basic parameters of a creature or object's capabilities, including its constitution, dexterity, strength, wisdom, education, and reputation....**4, 32**

Being: The core statistic for each creature, representing its maximum health, general experience, and overall power....**1**

Bonus: A modifier that is somehow either variable or temporary.

Break: A threshold for damage which decreases the bonus from a piece of armor or weapon by -1 each time it is met....**26**

Bruise: A type of damage and wound that is characterized by a crushing force applied over an area....**16, 18**

Burn: A type of damage and wound characterized by physical and chemical changes caused by extreme heat....**16, 18**

Cambion: A humanoid creature that is part demon and can be a playable character....**33, 200**

Campaign: A series of shorter stories connected into a larger narrative for a TTRPG....**302**

Character Sheet: A piece of paper to track the individual statistics, characteristics, and possessions of a player character....**32**

Combat: A game phase where creatures take violent action against each other to remove obstacles or advance the story plot....**9, 298**

Computer: A machine that runs computer programs or stores information for later retrieval....**30, 180**

Concentration: An action in combat to complete a lengthy task or extend the duration of a spell....**11, 31**

Conditions: Temporary effects that are applied to creatures during encounters which limit the actions they can take....**24, 25**

Constitution: A base statistic describing how mentally and physically durable a creature is....**4**

Corrosion: A type of damage and wound that is characterized by widespread chemical damage to cell membranes....**16, 18**

Cover: A bonus to a creatures defense modifier that is granted by objects situated between them and their attacker....**24**

Critical: A characteristic of either a success or failure on a skill role designating it as having an additional effect. A condition applied to a wound which increases its value over time....**1, 4, 24**

Damage: A value applied to an attack to measure how much of the target's health it depletes. A damage value becomes the value for its subsequent wound after it has been applied to the target's remaining health....**15, 16**

Declaration: An optional abstract rule where players gain and remove attributes and gain and increase skills over time....**68**

Defend: An action in combat where a creature temporarily adds their dexterity modifier to their defense modifier....**10**

Defense Modifier: The measurement of how difficult it is to deal damage to a target with an attack. It is subtracted as the difficulty from the attack's skill roll....**10, 54**

Dexterity: A base statistic describing how coordinated or precisely a creature can move or perform actions....**4**

Difficulty Modifier: The value subtracted from a skill roll which describes how difficult it is to accomplish the intended goal....**4**

Disadvantage: The subtraction of a 6 sided die from a skill roll at the Narrator's discretion or by an in-game effect....**1, 5**

Duration: The in-game time limit for a spell or abiliy's effects....**31**

Dwarf: A humanoid creature adapted to life in tunnels and harsh labor conditions and can be a playable character....**33, 218**

Dying: The cessation of a creature's ability to take actions in the game's mortal plane....**15, 25**

Education: A base statistic describing how much factual knowledge a creature has effectively collected....**4**

Electrical: A type of damage and wound characterized by burns created along the path of an electrical charge that traveled into the target....**16, 18**

Elf: A humanoid with an unclear lifespan limitation that can be a playable character....**33, 228**

Encounter: A situation or scene in the story where the players address a specific obstacle or goal....**300, 309, 310, 311, 312**

Exhaustion: A unique condition with progressive effects as its defined quantity increases. It's final threshold is dying....**25**

Failure: A skill roll outcome where the intended outcome was not accomplished....**1, 4**

Fairy: A humanoid creature that is miniscule and can fly. They are innately magical and can be a playable character....**33, 229**

Frightened: A condition that forces a creature to flee from the source of its fear....**24**

Frostbite: A type of damage and wound characterized by ice crystals forming inside of living cells....**16, 18**

Full-auto: A tag that a ranged weapon can possess allowing it to improve its damage ratio by expending extra ammunition....**25**

Genealogy: The primary source of a player character's genetics and base statistic parameters....**32**

Generator: A spaceship component which generates power at a fuel cost to operate its other components....**27**

Genre: The key descriptors that govern what kinds of details will be included in the setting and story plot....**294**

Giant-kind: A humanoid with genetic connections to mythological giants and can be a playable character....**34, 231**

Gnome: A diminuative humanoid with some innate magic that can be a playable character....**34, 232**

Goblin: A humanoid mutation that is characterized by greed and ingenuity and can be a playable character....**34, 232**

Grapple: an action in combat which is a modified attack action and forces the grappled condition on the target....**11**

Grappled: A condition in combat that prevents a creature from taking move actions and imposes additional penalties....**24**

Head Injury: a special category of critical wound....**19**

Health: A measurement of how far away from death a creature is. A creature's maximum health is equal to their Being....**1, 15, 16**

Heavy: A tag that is applied to an object and negatively affects the wearer or carrier's speed....**25**

Hit Points or HP: A measurement of how much damage an object can sustain before it is destroyed or otherwise rendered inoperable....**16, 17**

Hull: An aspect of spaceships which determines their defense modifier and maximum hit points....**27**

Human: The basic concept of a humanoid which can be a playable character....**34, 240**

Immunity: An aspect of a creature or object that defines their inability to receive a specific type of damage....**15**

Incapacitated: A condition which renders a creature temporarily incapable of taking any action....**24**

Initiative: The system which determines how efficiently creatures react to violent or dangerous situations....**9**

Initiative Modifier: The measurement of an indifidual creature's ability to react efficiently to violent or dangerous situations....**9, 54**

Interaction: Any action taken by a creature outside of their turn....**9**

Interruption: An interaction which may negatively impact the actions of the creature currently taking a turn....**9**

Launcher: A tag applied to ranged weapons which limits the tags and abilities they can possess....**25**

Levels: An optional system for player character advancement that grants them uniform incremental improvmments....**68, 69**

Life Support: A spaceship feature that permits creatures to spend long periods of time living onboard....**27**

Lizardfolk: An anthropomorphic lizard which can be a playable character....**34, 245**

Loading: A tag applied to ranged weapons that defines how long it takes to load ammunition and prepare to fire....**26**

Magdas: An anthropomorphic plant which can be a playable charater....**35, 247**

Magnitude: A numerical measurement of a success or failure, defined as the actual results difference from 7....**1, 4**

Major: A category of attribute that includes the most significant or most effectual....**38, 42, 48**

Maximum: The upper limit of a base statistic for a player character. Each base statistic is equal to its maximum when they are in perfect health....**15, 32, 38**

Maximum Altitude: The highest altitude above a planet's surface at which a vehicle can safely and normally be operated....**27**

Memory: A specifc skill which creatures can possess and use to make skill rolls. This term also applies to the number of programs which a computer can have downloaded....**7, 30**

Merfolk: A mutated humanoid which can live in oceanic environments and can be a playable character....**35, 249**

Miniatures: Scale figurines or statuettes that can optinally be used to depict the spacial layout of a combat....**298**

Minimum: The lower limit of a base statistic for a player character....**15, 32, 38**

Minor: A category of attribute that includes the least significant or least effectual....**38, 44**

Minor Action: An action in combat which takes very little thought or effort to perform....**9, 12**

Mixed Success: A skill roll with a magnitude of 0, resulting in either a partial success or success at some additional cost....**1, 4**

Moderate: A category of attribute which falls in between major and minor attributes....**38, 40, 47**

Modifier: A positive or negative integer that is added to the natural result of a skill roll to determine the final outcome....**3**

Mount: A creature that is ridden by another creature durin combat. An action in combat in which a creature climbs on to another to ride it....**11, 13**

Mounted Combat: Rules that apply to creatures riding mounts in combat....**13**

Move: An action in combat where a creature moves a number of meters equal to or less than their speed....**12**

Narrator: The player at the table who has taken on the role of rules referee, story director, and dice roll adjudicator....**3, 292**

Natural Result: The totalled outcome of a die roll indicated by the face-up numbers on the dice before any modifiers have been applied....**1**

Naval Combat: Rules that apply to creatures fighting each other from aboard separate vessels....**14**

Nephilim: A humanoid creature that is part angel and can be a playable character....**35, 251**

Necrosis: A type of damage and wound characterized by widespread cell death that occured without any physical affect....**16, 18**

Negative: A category of attribute which includes aspects that hinder the creatures who possess them....**38**

Nonplayer Character or NPC: A creature that is controlled by the Narrator....**3, 301**

Obect: Something that exists with physical form or matter. A creature is typically considered an object, but an object is not typically considered a creature.

One-shot: A game session that sees an entire story completed all the way from beginning to end....**302, 305**

Orc: A humanoid which is adapted to physical combat and can be a playable character....**36, 253**

Player Character or PC: A character that is controlled by a player who has accepted responsibility solely for that character's role in the plot....**2, 32**

Positive: A category of attributes which helps a creature or otherwise expands their capabilities....**38, 44**

Processor: An aspect of a computer which limits the number of programs it can run simultaneously....**30**

Projectile: A type of damage and wound that is characterized by a physical object being embedded in the target's body....**16, 18**

Prone: A condition in combat which describes a creature as being in either a prone or supine position....**24**

Progress Points: A conceptual currency which player characters may spend to improve themselves or gain advantage on skill rolls....**68**

Psionic: An Arcana sub-skill that applies to ESP, mental, or metaphysical abilites. This term also applies to a type of damage and wound that is characterized by supernaturally affected neuron cell death....**6, 16, 18, 75**

Puncture: A type of damage and wound characterizes by force applied to a small surface area that results in penetrating trauma....**16, 19**

Railroad: A style of play where the Narrator accepts a high level of responsibility for the plot's direction and details....**295**

Range: An aspect of attacks and spells that limits the number of available targets by distance, location, or detectability....**26, 31**

Range of Advantage: The radius in which an explosive device deals

additional damage....26

Recognition: An optional rule that allows creatures to forego skill rolls to recognize or identify things....5

Reputation: A base statistic describing how well known and reputable a creature is....4

Resistance: A numerical value that measures a creature or object's tollerance for a specific damage type before it can affect their health or hit points....15

Role Playing: verbal communication between players where they demonstrate or otherwise convey the thinking and behavior patterns of whatever character they are portraying or controlling in the game....1, 2

Round: A chronological unit of combat where each participant takes one turn....9

Sandbox: A style of play where the player characters accept a high level of responsibility for the plot's direction and details....295

Sensor: A device that collects data from a distance....28, 162

Session: The time during which players meet in-person or virtually to play and progress the story....293, 302, 312

Session Zero: A session of play in which players agree on a mutual set of terms and prepare to begin the main story....293

Setting: The fictitious world in which the game's story is occurring....314

Shield Generator: An aspect of a spaceship that allows it to expend power from its generator to increase its defense modifier....29

Size: A category system for creatures and objects that ranges from 0 to 9 and is used to define the area they can occupy in a combat and determine the outcomes of various game mechanics....184

Skill: One of a set list of trained or learned expertises or proficiencies which creatures can aquire....3, 6, 37

Skill Roll: A roll of two 6 sided dice to determine how effectively a creature utilizes a skill, attempts to accomplish a task, or otherwise attempt to create a specific effect....3, 4, 11

Slash: A type of damage or wound that is characterized by a linear force applied along a narrow surface area....16, 19

Soul: A damage and wound time that is characterized by magical damage to a creature's life energy....16

Speed: A defined measurement of how many meters a creature can move in a single move action. There are three sub-types of speed, normal speed along the ground, swim speed through liquids and fly speed through air....12, 54

Standard Action: A typical action that is taken during combat with a predefined cause, effect, and steps for resolution....9, 10, 11, 12

Stardrive: A spaceship component which allows it to travel faster than the speed of light from one point in space to another....29

Story Arc: A segment of a larger story or campaign that still contains all of the basic story elements, such as an inciting incident, call to action, rising action, climax, falling action, and resolution or conclusion....302, 305

Strength: A base statistic describing a creature's ability to exert force on other objects based on its physiology and physical conditioning....4

Stunned: A condition in combat that characterizes disorientation and delayed reaction times....24

Specific Spellcasting: The recommended rule set for magic and spellcasting that requires creatures to learn individual spells with prewritten requirements and effects....31

Sub-skill:A subdivision of a skill into more specific areas of expertise which all separately require attention in order to acquire them....6, 37

Submerged: A condition in combat that applies to creatures submerged in a liquid that are not normally supposed to be....24

Success: A skill roll outcome in which the desired effect is achieved....1, 4

Suffocating: A condition in combat that deals damage to a creature due to their inability to breathe....24

Surprised: A condition in combat that applies disadvantage to initiative rolls during the first round....24

Tag: A characteristic that can be applied to items that are worn or carried....25

Target: The intended recepient of an ability, attack, or spell's effects....10, 31

Tecuani: An anthropomorphic jaguar that can be a playable character....36, 269

Theatre of the Mind: A style of combat in which no physical medium is used and only verbal descriptions are used....298

Thrown: A tag that allows melee weapons to be used as strength based ranged weapons....26

Thrusters: A feature on a spaceship that allows in to maneuver in zero-gravity environments....29

Time Points: An optional rule that assigns 'hit points' to a task that can be depleted by successive skill rolls. Each skill roll equates to a certain amount of time spent working on the task....4

Tone: The mood or emotional context of the story being told....294

Toxin: A type of damage or wound that is characterized by foreign chemicals interrupting normal cellular processes....16, 19

Travel: A change location, or means to change locations across long or inconvenient distances....25, 300

Turn: A unit of measurement within one round of combat in which a single creature decides what they spent that round trying to accomplish....9

Two-handed: A tag that disallows creatures from effectively using an item with only one hand....26

Type: Categories of creature that create inference about what they are typically capable of and permit compatability with certain game mechanics....184

Vulnerability: An aspect that denotes special effectiveness of certain damage types against certain targets....15

Weapon Port: A feature of a vehicle that allows certain weapons to be attached to it and use it as an platform for operation....27, 29

Wisdom: A base statistic that defines a creatures ability to apply logic or common sense to identify and solve problems....4

Wound: An injury that occurs as the result of damage being dealt to a creature....15, 16, 18, 19, 20, 21, 22

Vale of Forgotten Valor

Q.U.E.S.T.E System Introductory Module

By Pat Pimental and Henry Standage

This module has multiple loose ends and unexplained details for the Narrator's use to incorporate a larger narrative.

INFORMATION THE PLAYERS SHOULD HAVE BEFORE BEGINNING THIS ADVENTURE:

Through either their own research or through the research of a patron, colleague, or other benefactor, the players have uncovered a possible location of a djinn container. They are in possession of a map to a small valley only a few days' journey from their home base. They have been provided with enough supplies to travel to and from the valley on foot and spend 6 days exploring it. Whoever provided them with the information does not expect compensation and wishes for the players to keep whatever they find, including the container.

Read text in italics to the players.

The records that indicate its location suggest that it was sealed inside a temple by an ancient hero named Rid Romdricam, who was highly religious. Rid died an old man, after spending his fortune doing charity work and organizing relief efforts for the less fortunate. He is known to have disdained the use of powerful magic and to have helped build many edifices of worship in remote locations around the continent.

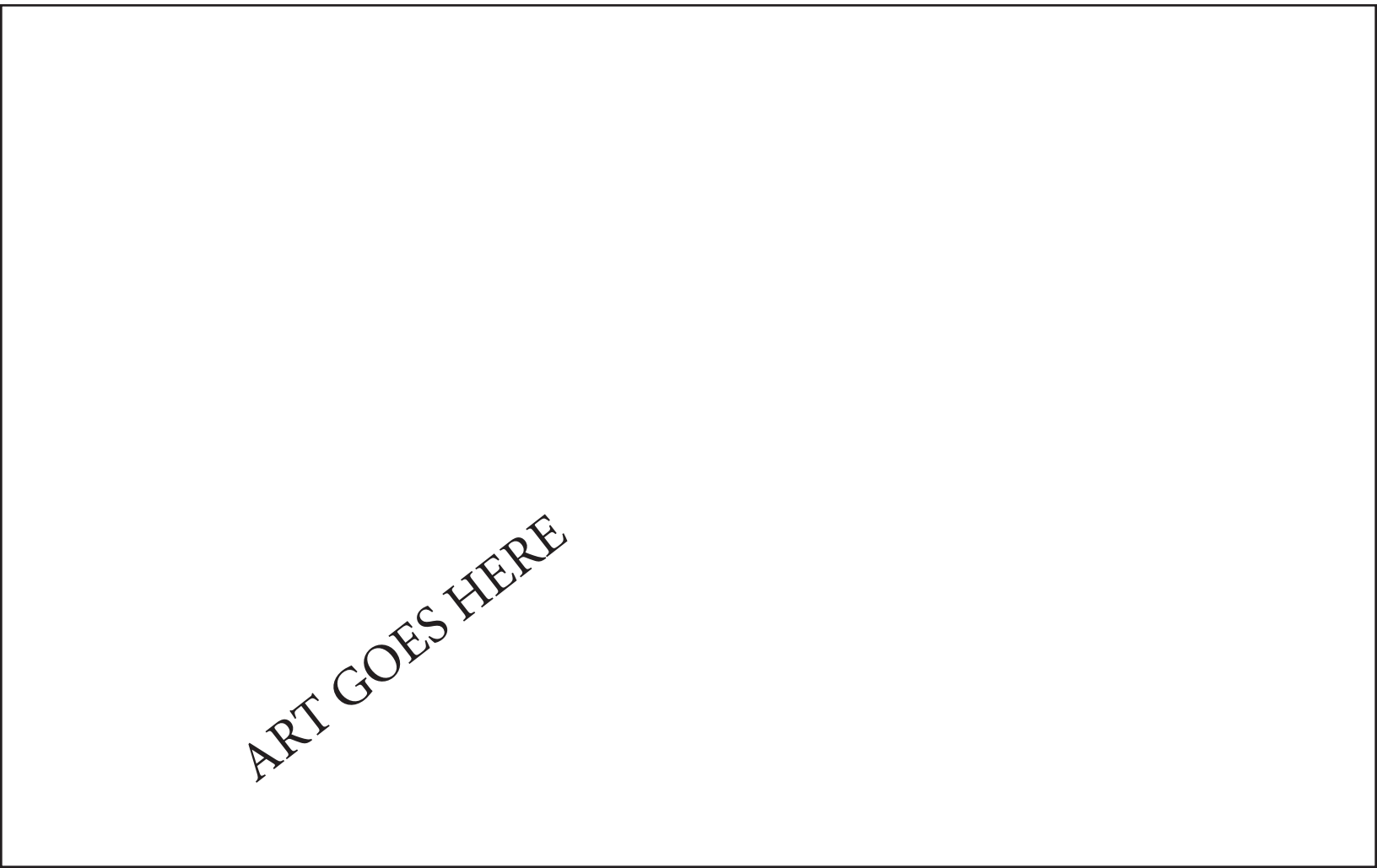
This adventure will include exploration of dense forest terrain in an area that is littered with historical ruins, magical hazards, and natural beasts. The djinn container is expected to attract other magical beings or interested parties. The players should be given an opportunity to perform any preparation prior to embarking. *The journey to the valley is uneventful in terms of dangers or obstacles.*

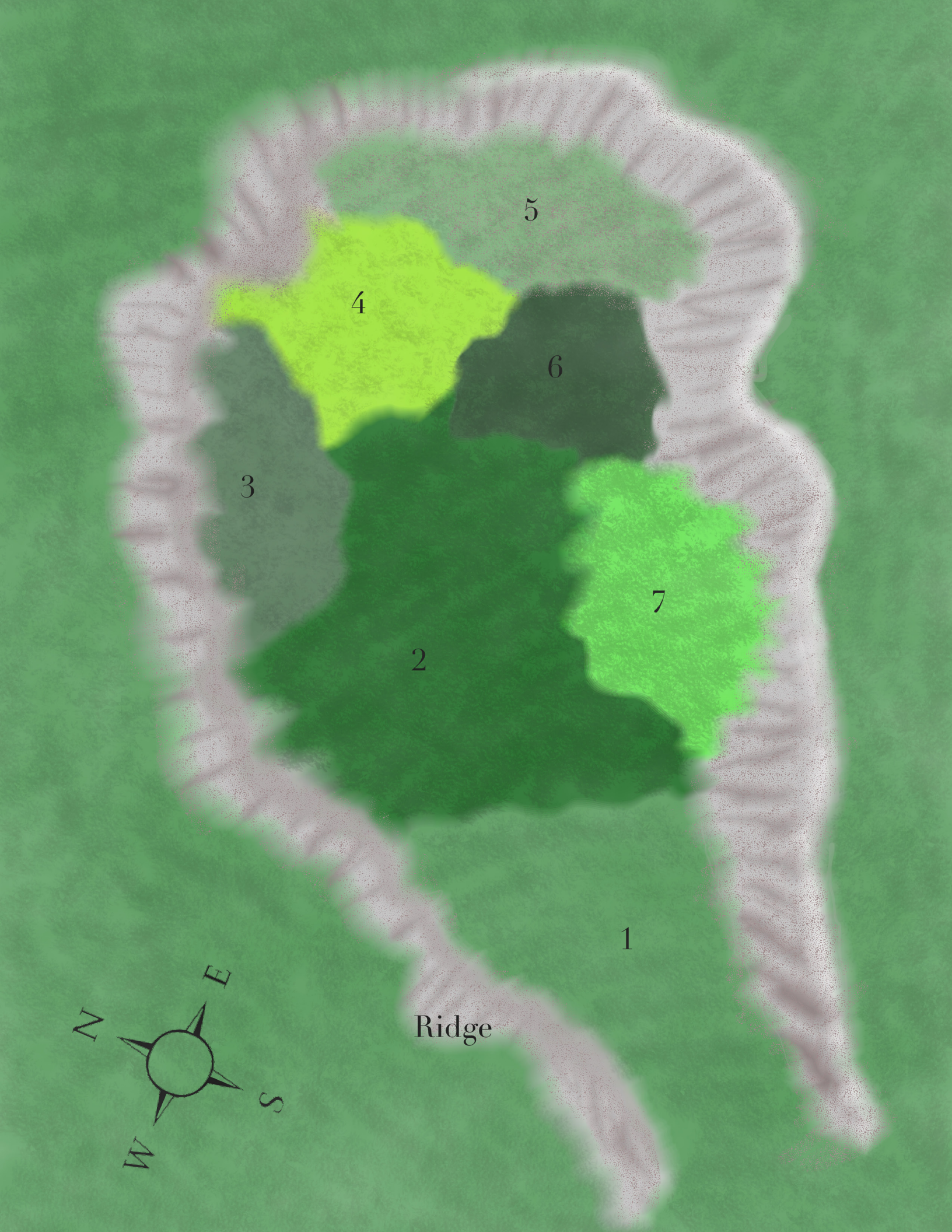
Immediately upon your arrival, you find a well protected campsite on a ridge that overlooks the valley. No roll is necessary, as it is obvious upon your arrival that this location is highly defensible, with plenty of space for tents and horses and fresh water nearby. If you camp on the ridge, they will have advantage on Investigation rolls to notice intruders and any intruders will be forced to approach from one direction. The valley is divided into seven distinguishable sections. Each day, you may choose one section to explore. The you instead choose to camp down in the valley, you can instead explore two areas per day.

Note to the Narrator: If they player's camp down in the valley, the demon cult will attack them on the third night with their full number. The will attack in two waves of seven each, with the second wave coming at the end of the third round. If four of the cult members are killed, they will instead retreat immediately back to their outpost.

Each section of the valley has an assigned encounter. The Narrator may reassign these encounters to different sections as they see fit.

The difficulty to forage enough food for the party for one day in and around the valley starts at -5 and increases by -1 after every success.

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AREA 1 - MOUTH OF THE VALE

Details visible from the ridge:

The valley is formed into the mountain with a wide opening easily two kilometers across between two of the mountain's feet. It is heavily wooded, with numerous streams running through it.

While exploring this area, a -7 Investigation or Nature roll may be made to identify the following:

On a mixed success, they find deer and bear tracks in and out of the valley.

On a normal success, they find the animal tracks and boot tracks, including wagons, several weeks old traveling into the valley.

On a critical success, they are able to estimate the number of people between 10 and 20.

On a critical failure, they become lost and wander into a random area of the valley. They can either camp there for the night or lose a night's rest.

Elf Druid, Guardian of the Blessingfruit

Size 3, Humanoid Fey

Being: 8
Defense: +3

Speed: 14
Initiative: +2

Con: +1 Dex: +2 Str: -1 Edu: -2 Wis: +2 Rep: -3

Skills:

Arcana Induction +5
Animal Handling +3
Melee +1
Nature +5
Navigate +5
Stealth +3

Spells: 8 attempts

Banish Weather
Blast of Fire
Connect with Nature
Create Weather
Heal
Illusion, Major
Illusion, Minor
Illusion, Moderate
Rapid Plant Growth
Reshaoe Earth
Shield

Attributes:

Negatives:
Angry
Rude
Uncivilized
Vengeful

Positives:
Ability, Companion, Bogo
Casting Technique, Spellcasting Implement
Font of Magic x2
Green Thumb
Morning Person
Rapid Recovery

Attacks:
Melee Unarmed, +0 (-1 + 1 + 0), bruise or grapple, range 1
Spear (Melee Small Blades, +2), +2 (-1 + 1 + 2), puncture or slash, range 3

Equipment:

Leather Armor, spear

AREA 2 - HEART OF THE VALE

Details visible from the ridge:

The dominant area of the valley is its geometric center, which appears to simply be a large, level continuation of the forest.

While exploring this area : *As you wander through the trees, a stone structure appears in the distance. An ancient fountain protruding from the mossy earth. The ruined statue of some unrecognizable hero stands atop its center, leaning at a haphazard angle. The fountain has no water, but three healthy trees have grown through the cement and mortar, their roots leaving the basin broken and destroyed. Faded runes are carved into the lip of the basin and shimmering pink fruit hang from each of the trees.*

Note to the Narrator: Recognizing the fruit is a -10 difficulty Arcana Enchantment or Nature roll. It is known as a blessingfruit tree, and is a reproducible mutation that occurs as a result of residual holy and healing magics. The trees grow new fruit every 3 days.

Each fruit functions as a potion of healing with a +3 magnitude, however they provide no nutritional value and cannot be used as rations. Eating a fruit requires four standard actions. The fruit goes bad 3 days after being picked.

Each tree has 3d6 fruit, and if one is picked a new bud immediately begins to form in its place.

Bogo the Bear

Size 5, Predator Mammal Beast

Being: 14
Defense: +7
Resistance 3 to frostbite and slash damage

Speed: 32
Initiative: +2

Con: +5 Dex: -2 Str: +6 Edu: -8 Wis: +0 Rep: -2

Skills:

Athletics Endurance +1
Athletics Weightlifting +2
Investigation +5
Melee Unarmed +3
Nature +7
Navigate +4
Persuasion Intimidation +3
Stealth +0

Attributes:

Negatives:
Custom Sub-skill, Melee Unarmed

Positives:
Battle Ready, Minor
Battle Reflexes
Charge
Command, Acquaint, Attack, Canter, Come, Track
Tough x2

Attacks:
Bite (Melee Unarmed, +2), +11 (+6 + 3 + 2) half bruise and half puncture or grapple, range 1
Claw (Melee Unarmed, +1), +10 (+6 + 3 + 1) half bruise and half slash, range 1

Equipment: -

If the players return to this area: *You see a figure standing before the fountain in a guarding, defensive posture, a female wearing tattered leather and fur pelts riding on the back of an aged grizzly bear and carrying a long spear. The figure is wearing a smooth, featureless wooden mask with two pitch black eye holes. Her spear has numerous charms and totems tied to it with sinew chords.*

Note to the Narrator: Her spear is her spellcasting implement. She immediately accosts the players for stealing her fruit and warns them that if they do not leave immediately, they will be punished. She will stand on the bear's back and shoulders, using it as a mount, and cast spells while the bear makes melee attacks.

If the elf dies first, the bear fights to the death, but will remain with her corpse if the players flee.

If the bear dies first, the elf will pursue the players and fight to the death.

AREA 3 - THIN PINES

Details visible from the Ridge:

From the ridge, it is clear that this large area forms a large circular pocket for the valley that is dominated by tall pine trees. The forest's density appears to be much thinner in this area.

Cult Outpost

Note to the Narrator: 14 cultists currently occupy the outpost, led by an elite cult member. They have been studying the temple in an attempt to gain entrance into the inner chambers. They have not gotten past the entry hall. They have a key to the inner chamber, which the leader wears around his neck. They were sent to this place with the key by their organization to obtain the djinn container. They have been here for 16 days. A -7 difficulty religion roll identifies the men as demonic cultists. A critical success identifies them as worshippers of Vornikro. A subsequent -8 difficulty history roll recalls that Vornikro raised a small army of followers and threatened a nearby kingdom in this region around 350 years ago.

A 20 foot palisade of sharpened logs surrounds an area with a 70 meter diameter. The wall has a single 3 meter wide entrance on its north side. Inside the palisade is a small single story building with a single 2 meter wide entrance. A wooden watch tower sits beside the building, rising just high enough to watch the tree line which ends 15 meters short of the palisade. Several huts and lean-tos surround the building in various states of disrepair. A weathered wagon sits beside one of these huts. One cultist is attempting to repair the wagon's wheel, a -8 Engineering Mechanical, Trade Carpentry, or Trade Cartwright roll.

Note to the Narrator: Two hooded cultists occupy the watchtower at all times armed with shortbows. At night, two more cultists patrol around the inside of the wall, sometimes separately, and sometimes together. If they see anyone approach, they will sound a warhorn.

Inside the main building are stark log walls with wooden beams supporting the walls and roof. The hallways are approximately 3 meters tall with 2-meter tall candelabras every 4 or 5 meters.

Room 1, Kitchen

There is enough food in the kitchen for 2 more days of exploration. 5 cultists are in the middle of preparing a meal.

Room 2, Sleeping Quarters

Blankets, clothing, personal effects, and 24 gold are stored under 10 narrow beds with straw mattresses. 2 cultists are asleep in beds.

Room 3, Tanning Room

Leather hides in various stages of curation, tanning chemicals, and equipment to skin and butcher animals.

Room 4, Storage/pantry

Blankets, simple tools for construction, rope, and a few small barrels of mead.

Room 5, Office

A labeled map of the valley shows the location of the temple in area 6. A full-length mirror in an ornate wooden frame stands in the corner. It contains an active portal to what appears to be an underground storage facility. A -5 Investigation, Engineering Mechanical, or Trade Woodworking roll discovers a secret door to room 7, the laboratory.

Note to the Narrator: If the players go through the portal, they each find 1 random magical item before alarms sound and they are immediately attacked by cultists. There is one more cultist than there are player characters. Each time a cultist dies, a new one comes running up to enter the combat. The cultists will continue pursuing them through the mirror until it is destroyed. The wooden frame has a +4 defense and 6 HP. Once it is reduced to 0, the portal disappears, leaving behind a mundane shattered mirror and a broken wooden frame.

Room 6, Dining hall

Tables and chairs to accommodate 18 people, with dishes and cutlery stacked on a small table against one of the far walls. The leader is in the middle of a meeting with 3 other cultists, who are all sitting around a table. They are discussing giving up and going home. The leader is threatening them to keep them here and convince them to make another attempt to bypass the temple's traps. If the players have not already gone through the hunting party encounter, then two of these cultists additionally have the items from that encounter.

Room 7, Laboratory

An alchemical lab for brewing potions. The equipment is poor quality and heavily used. Only trace amounts of ingredients remain. A locked chest in the corner, -6 Difficulty Engineering Mechanical or Sleight of Hand, contains 6 healing potions, 2 potions of firebreath, and 2 potions of burn damage resistance -5.

Ledwayne, Elite Cult Member, Outpost Leader
Size 3, Humanoid Fey

Being: 15
Defense: +4

Speed: 14
Initiative: +2

Con: +1 Dex: +0 Str: +1 Edu: +2 Wis: +0 Rep: -4

Skills:

Arcana Conjuration +5
History +3
Leadership +1
Melee +1
Persuade +2
Nature +0
Navigate +2
Stealth +0
Tactics +2

Spells: 6 attempts

Banish Attack
Burst of Fire
Cone of Fire
Conjure Creature, Hellhound 1
Conjure Creature, Hellhound 2
Conjure Creature, Hellhound 3
Conjure Creature, Hellhound 4
Darkness
Spectral Armor
Cone of Fire

Attributes:

Negatives:
Greedy
Not a Hero

Positives:
Casting Technique, Gestures and Phrases

Attacks:
Melee Unarmed, +2 (+1 + 1 + 0), bruise or grapple, range 1

Equipment:

Chainmail, key

Cultist
Size 3, Humanoid Fey

Being: 4
Defense: +2

Speed: 14
Initiative: +2

Con: +0 Dex: +0 Str: +0 Edu: +1 Wis: -2 Rep: -2

Skills:

Melee Swords +1
Firearms +0
Nature +1
Navigate +2
Trade +0
Stealth +1

Attributes:

Negatives: -

Positives: -

Attacks:
Melee Unarmed, +0 (+0 + 0 + 0), bruise or grapple, range 1
Shortbow (Firearms Archery +2), +2 (+0 + 0 + 2), projectile, range 40
Shortsword (Melee Swords +2), +3 (+0 + 1 + 2), puncture or slash, range 2

Equipment:

Leather armor, shortbow, 12 arrows, shortsword, 2d6 gold

Cultist, Axeman
Size 3, Humanoid Fey

Being: 7
Defense: +4

Speed: 14
Initiative: +2

Con: +2 Dex: -1 Str: +1 Edu: +1 Wis: +0 Rep: -2

Skills:

Animal Handling +1
Melee Large Blades +3
Melee Unarmed +2
Nature +2
Navigate +2
Stealth +1

Attributes:

Negatives:
Angry
Rude

Positives: -

Attacks:
Axe (Melee Large Blades, +2), +6 (+1 + 3 + 2), slash, range 2
Melee Unarmed, +3 (+1 + 2 + 0), bruise or grapple, range 1

Equipment:

Leather armor, axe, ring (Spellcasting Talisman which can cast Shield with 2 charges. It regains one charge per day.)

Cultist, Bowman
Size 3, Humanoid Fey

Being: 7
Defense: +1

Speed: 14
Initiative: +2

Con: -1 Dex: +2 Str: +1 Edu: +0 Wis: +2 Rep: -3

Skills:

Melee Small Blades +1
Melee Unarmed +2
Firearms Archery +4
Nature +2
Navigate +2
Persuade +2
Stealth +2
Tactics +3

Attributes:

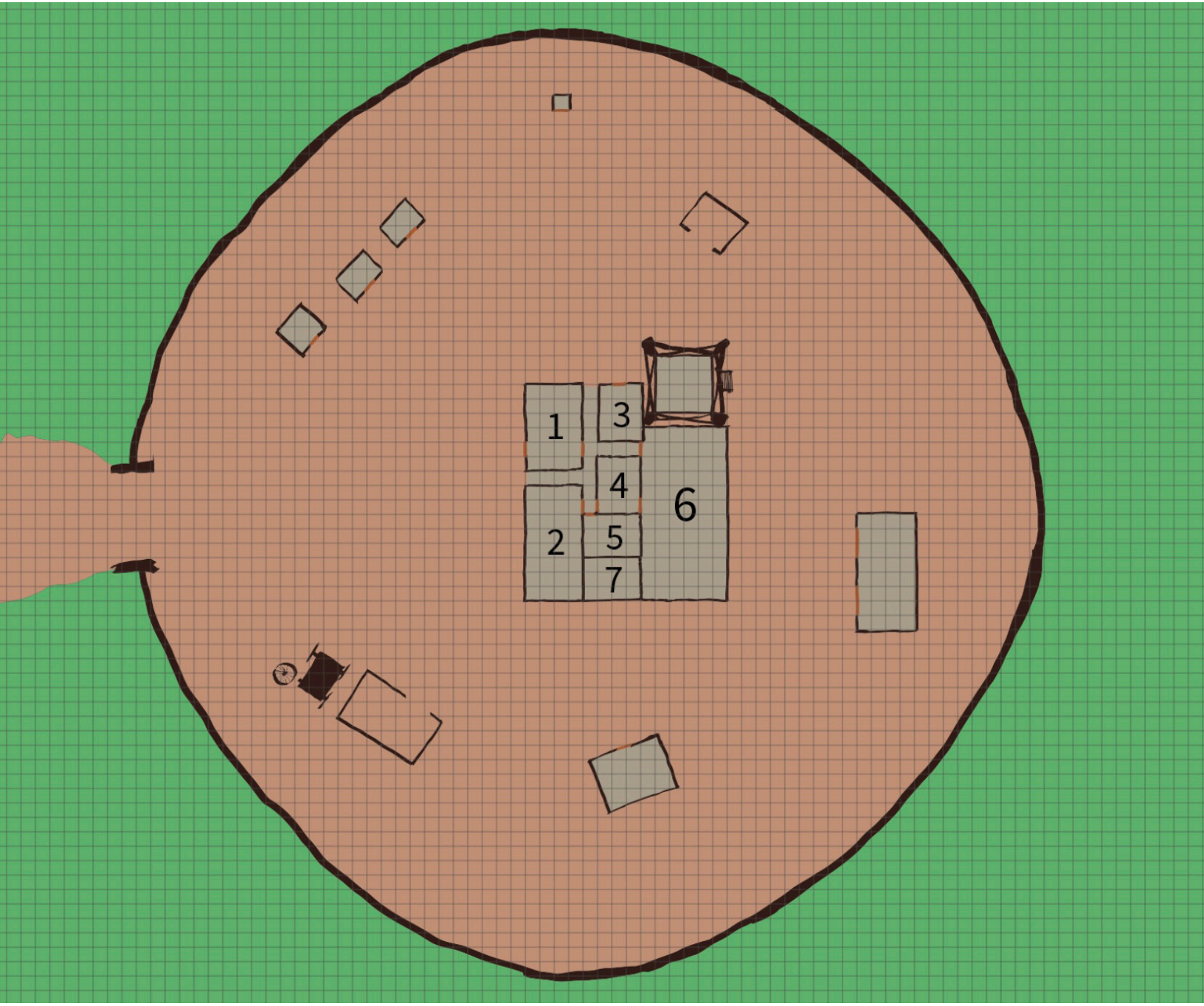
Negatives:
Cautious
Greedy
Secretive

Positives:
Quick Draw
Sniper

Attacks:
Dagger (Melee Small Blades +2), +4 (+1 + 1 + 2), projectile, puncture, or slash, range 2 or 15 (10)
Melee Unarmed, +3 (+1 + 2 + 0), bruise or grapple, range 1
Shortbw (Firearms Archery, +2), +8 (+2 + 4 + 2), projectile, range 60 (40)

Equipment:

Leather Armor, shortbow,, 19 arrows, +1 magic dagger



AREA 4 - THE OPEN STEP

Details visible from the ridge:

Looking down from the ridge, there is an obvious gap in the trees that suggests a large open field. This area of the valley has the highest elevation among the seven, and because of the distance and the angle it is impossible to see what the open field may contain over the tops of the trees.

Forgotten War Camp

The trees suddenly give way to a large grassy clearing. The smashed and weathered remains of a large campsite are strewn about the space. Nothing seems to remain except for washed out fire pits, worm eaten wood, shredded strips of fabric, and rusted bits of metal.

Note to the Narrator: If the players search the campsite, there is a wendigo hiding under a collapsed tent waiting to ambush them.

AREA 5 - THE MOUNTAIN WALL

Details visible from the ridge:

While the walls around most of the valley are very steep, the back wall has a more gradual slope. The terrain appears rockier, with numerous smaller ridges and boulder outcroppings, as if a previous landslide destroyed that section of the wall and the area has since been reclaimed by the forest.

Certain groves of trees appear to be filled with large, dense cobwebs. After only an hour exploring this area, the players find a deer carcass coccooned in spider webs that is clearly several months old with only bleached bones remaining. If the players continue to explore, they find a large cave that is 8 meters across and descends straight down into the earth between two large boulders.

Note to the Narrator: the cave contains 3 giant spiders. Tangled in the webs are the remains of 6 adventurers. Their clothes and equipment is rusted and rotted away, except for 7 random magic items and 115 gold. If the players leave the area before finding the cave, the spiders instead ambush them by falling out of the trees above them to drag them back to the cave.

AREA 6 - THE BASIN

Details visible from the ridge:

This section of the valley contains its lowest point of elevation with all the other sections sloping down to it. The forest is clearly denser in this section with a thin fog collecting around the tops of the trees. A sheer cliff borders the backside of this section, rising nearly a kilometer above it.

Ancient Temple

The stone is weathered and covered in a thin layer of dust and dirt. What was once a perfectly polished marble is now a pocked and dusty slab of stone like any other in the forest. As you approach the front doorway, it is obvious that the interior is in a similar condition. The ornately cut and carved stones of the walls and floor are eroded and cracked.

Note to the Narrator:A -5 Engineering or Trade Masonry roll reveals that the cracks likely go down through the foundation. Spells to detect or identify magic inside the building take an additional -1 penalty due to the entire building itself being layered with numerous enchantments, some of which are clearly still intact and some of which may not function properly anymore.

A Magical Trap spell that casts Burst of Flame with a +13 magnitude and a +14 initiative is activated any time a creature that is evil and/or has one of the following attributes attempts to open any of the building's steel doors. Greedy, Bloodthirsty, Kleptomania, or Assassin. The traps will reset every round and will continue casting Burst of Flame until the creature who activated it stops trying to open the door.

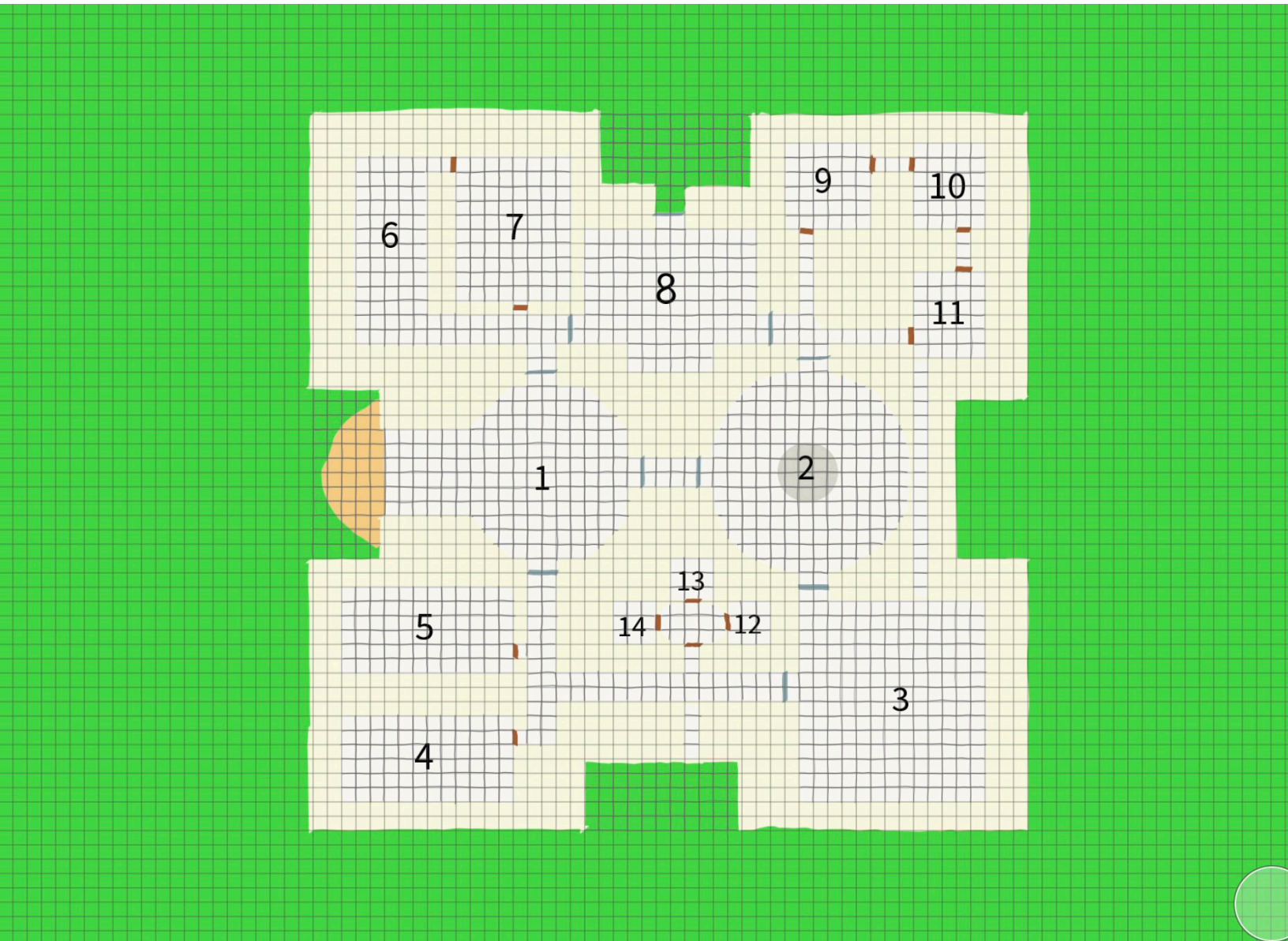
Room 1, Foyer

There are no doors barring entrance into the foyer. The ceiling is a 12 foot tall dome. The walls and ceiling are covered with elaborately painted murals depicting angels and nature scenery. The colors are faded and the paint is heavily chipped and cracked. Whenever a humanoid enters the foyer through the front entrance, an illusory image of Rid Romdrican appears hovering in the air in the center of the room. The illusion repeats the following monologue:

"Hail, and welcome, to this temple of prayer, where the good may rest, and the meek may seek knowledge. The noble, the just, and the kind are most welcome here. Beware, however, any who come here with evil in their hearts, for the doors of this temple will not open to those who..."

The message ends mid sentence as the image quickly fades from view.

Recently constructed wooden scaffolding and new, lightly used excavation tools line the room. The north door is open with



two charred corpses lying in front of it. A -4 investigation roll reveals that they were wearing cultist robes. *In the hallway beyond, another immolated body lies in front of another door. New red paint has been used to deface and graffiti the walls, roof, and floor of the hallway.* Note to the Narrator: If the players enter the hallway, they trigger a Magical Trap with a +4 initiative that conjures 2 hellhounds with a +6 magnitude Conjure Creature spell. These are hellhounds 3 and 4 that the cultist leader can conjure

Room 2, Chapel

This room is a large chapel with a raised dais at the center. On top of the dais are a marble altar and a marble lectern. Curved marble benches in orderly rows surround the dias, forming concentric rows and filling the room all the way to the walls. A 20 meter dome creates echoing acoustics that amplify even a whisper and impose disadvantage on Stealth rolls made within the room. Sunlight fills the air and gives the room an open airy quality despite a complete absence of windows. A Hallow spell has been cast on this room.

A -4 Investigation roll reveals a key hole in the lectern. The lock and its corresponding door, the altar, are a -9 difficulty to unlock or open without the key, and a Magic Lock spell has additionally been cast with a +8 magnitude, resulting in a cumulative difficulty of -17. The key is hanging around the neck of the elite cult member. When unlocked, the altar slides to one side, revealing a staircase leading down to a treasure room.

As the players enter the treasure room *a recorded illusion of Rid appears and says the following, "If you are seeing this message, then you must be one of the priests tasked with the preservation of this temple. I will tell you now what your predecessors may have kept secret. This temple was built to house and protect a dangerous magical object, a golden amulet with emeralds set in its face. This amulet is a djinn vessel, and is never to be used. I have been unable to destroy it, and so it falls to us to keep it out of evil hands. This task now falls to you. Be watchful and wise. Though the world may forget us, we are their heroes none the less."*

Treasure room contents:

A set of priest's robes that have been enchanted to become a +1 Spellcasting Compliment, a Spellcasting talisman that casts Heal with 4 charges, and a +1 Talisman of Shielding. It regains one charge per day. Using any of these abilities requires a wearer to have the Selfless attribute and at least +3 in Religion.

A set of 7 magic rings in an ornate silver case with a hinged glass lid and black velvet inlays that are all Talismans of Resistance to toxin damage. Selling them all together as a set triples their value.

A +2 longsword

A Sentinel's Shield of the Day

A spear that is a Spellcasting Talisman that casts Sharpen targeting only its own attacks

A potion of Take Celestial Form with a +5 magnitude.

A set of scrolls with the Enchant Writing with a Spell spell cast on them. 8 of them cast Blast of Fire with a +7 magnitude with the reader choosing the target. 6 cast Protect from Death with a +5 magnitude. Each one is only a one time use.

Boots that are a Talisman of Flying. The creature using them must wear both boots and have a dexterity maximum of at least +3.

A large, ornate antique book about religious history by a renowned author worth 110 gold.

A tapestry of an angel slaying a demon worth 60 gold.

1200 gold worth of silver dinnerware that is enchanted to never tarnish.

563 gold

Against the back wall of the room, carved out of the same continuous piece of stone as the floor, is a 1 meter tall pedestal with a felt pillow and an amulet resting on the pillow.

Note to the Narrator: This amulet is a magically created counterfeit that has no magical abilities. It simply looks the same as the original djinn container, but is otherwise a mundane, nonmagical item. A False Divination spell with a +10 magnitude has been cast on the original. If a Discover Location spell is cast on it, the location of this counterfeit is revealed instead.

Room 3, Library

The books that remain on the shelves are heavily aged and will begin disintegrating if handled. The shelves themselves are made of cured oak and are made with top craftsmanship. They are hardly damaged at all, and are fixed to the floor. A -10 education Investigation or Arcana Artificy roll, or spending several hours inspecting each individual book, allows the players to discover a small book that is almost perfectly preserved. It is a Tome of Skill Mastery, Religion that has had a Reinforce spell cast on it. A -10 Investigation, Engineering Mechanical, or Trade Masonry roll discovers a secret door to room 11, Azra's office. The same roll can be made in the office to find the sister door.

Rooms 4 and 5, Sleeping Quarters

This room was clearly the sleeping quarters of students and acolytes who would have maintained and studied at this temple. The bed frames are sturdy, cured oak that has lasted well, but the mattresses have long since rotted away into dust and detritus. A -10 Investigation roll in room 4 allows the players to discover a loose stone in the floor beneath one of the beds, covering a hidden compartment with 21 gold and a silver bracelet worth 15 gold. A -5 Investigation roll in room 5 allows the players to find an old leather document pouch wedged between a bed frame and the wall. The pouch contains a parchment that has the Enchant Writing with a Spell spell for a +7 Banish Weather spell that is a one time use.

Room 6, Kitchens

This is a large kitchen with multiple stoves and ovens. A -7 Investigation roll finds a kitchen knife in the back of a cubby that is also a +1 magical dagger.

Room 7, Dining Hall

This large dining hall is filled with plain wooden tables and benches. The wood has been preserved through mundane means to prevent it from aging and decaying. While they are obviously quite old, they are still usable. Stacked on one table in the back is simple iron dishware that has rusted quite a bit.

If a creature that is evil and/or has one of the following attributes enters the dining hall, the dishes attack them as a swarm of animated objects. Greedy, Bloodthirsty, Kleptomania, or Assassin. If any of the dishes is removed from the dining hall, they expend all actions and initiative points returning to their location where they are found, neatly stacked on the table. Note to the Narrator: The designated user who can command the dishes is the high priest or priestess who is in charge of the temple and anyone else they authorize.

Room 8, Side Foyer

The doors leading outside are wide open, with two charred bodies holding a burnt wooden battering ram. The battering ram is no longer usable. Note to the narrator: These bodies have all the same characteristics as the ones in the other foyer. In the center of the room, the body of another human man wearing cultist robes has been pulverized with bludgeoning weapons. A -3 Medic roll reveals that the body has been dead for several days.

In the alcove on the east side of the room, stand two identical statues. The statues are of armored men with holy symbols carved into the armor. Their hands rest on the pommels of warhammers, with the hammer heads resting on the ground in front of them.

Guardian Statue (Stone Construct)
Size 4, Humanoid Construct

HP: 9
Defense: +7
Immune to corrosion, necrosis, psionic, and toxin damage
Resistance 4 to bruise, frostbite, projectile, puncture, and slash damage

Speed: 10
Initiative: -5

Con: +7	Dex: -5	Str: +4	Edu: -	Wis: -	Rep: -

Skills:
Arcana +0
Melee +0
Trade +0

Attributes:
Negatives: -
Positives:
Superior Training

Attacks:
Melee Unarmed, +3 (+5 - 2 + 0), bruise or grapple, range 1
Wammer (Melee Bludgeons +3), +7 (+4 + 0 + 3), bruise, range 2

Equipment:
Stone warhammer (too large for size 3 or smaller creatures)

If a creature that is evil and/or has one of the following attributes enters the dining hall, the stone automatons attack them. Greedy, Bloodthirsty, Kleptomania, or Assassin.

Room 9 and 11, Offices

This room appears to be an office kept by highpriests who ran the temple. The desk is fixed to the ground and is made of the same oak as the temple's other furniture.

In room 9, a -8 investigation roll may be made to identify that the desk drawers are trapped. The trap can be disarmed with a -5 dexterity Engineering Mechanical roll. If the desk is searched without disarming the trap, a +11 initiative trap fills the room with poisonous gas. The gas makes a +16 area attack against everything in the room that breathes, ignoring armor, and dealing non-lethal toxin damage. If all of the players are rendered incapacitated by this, then they wake up captured by the cultists, tied up in one of their sheds with no equipment. Two of the remaining cultists died recovering them. The cultists will interrogate them one at a time. After they are done interrogating all of them, they will force them to open the temple doors for them. After the trap is tripped or disarmed, 25 gold can be found inside the desk. If the trap was disarmed, they find a letter addressed to Jacquin requesting delivery of a package to one of the other temples in the nearest capital city.

In Room 11, a -3 Investigation Roll discovers *a journal from one of the previous highpriests, a man named Azra Homrall. The final entries describe how the temple is not doing well. Many of the acolytes have been leaving to work at other temples or pursue other paths. Fewer new acolytes and pilgrims visit the temple each year. His fellow high priest, Jacquin Umdar, left some time ago to visit some other temples and conduct business with other authorities in the nearest capital city. Azra suspected Jacquin had other personal business to conduct but didn't ask. Jacquin has been gone far longer than expected with no correspondence. Azra is curious to search his desk for additional clues, but knows Jacquin was a half dwarf, whose dwarvish father was an accomplished tinkerer and artificer, and Jacquin himself was quite proud to have inherited his father's talents. A secret trap is exactly the kind of thing Jacquin would rig inside of his desk.* Note to the Narrator, knowing this grants advantage on the Investigation roll to find the trap in Jacquin's office. *The last entry describes how Azra is the last priest remaining at the temple. He has not seen another person for over a year, but he feels dutybound to remain in case a pilgrim or someone else in need arrives on the temple's doorstep. The last thing he writes is that he will go to the third prayer room to fast and meditate, citing that he often does so to ponder the profound experiences he had the first time he used the room for his 'prayer journey.' The final entry is dated 80 years ago.* The journal does not say anything about the djinn container, the treasure room, or the treasure room key.

Room 10, Sleeping Quarters

This room contains two beds in opposite corners, clearly the beds for the priests who ran the temple. The mattresses are almost completely rotted away, but the frames are built of the same sturdy oak. The bed frames can be sold for 15 gold each. A -4 Investigation roll finds a +2 magic mace that is a

Weapon of Flame. *The weapon is situated between the bed and the wall, propped so that it is barely concealed from view, but easily within reach of a creature sleeping in the bed.*

Room 12 and 13, Prayer Room

As the players enter the antechamber to the three prayer rooms, another illusory message from Rid plays. "Blessings and good tidings to you, newcomer. I will only relay these instructions once seeing that it is your first time coming here for the three journeys." The message momentarily flickers and then resumes. "You will therefore not need food or water. The enchantment will begin as soon as you close the door with yourself inside. Remember again, a person may only use each room's enchantment one time, and the amount of time you spend on each of your three prayer journeys, as well as what you do with that time, will be known only to you and whomever you prayed to while inside. We must all..." The message flickers again. "... And my prayers are with you as well." The image fades.

The inside of rooms 12 and 13 look like empty closets with simple stone walls and floors.

Note to the Narrator: The enchantments on these rooms are completely unique and very powerful. A -14 History or a -12 Religion roll would tell the players that a "prayer journey" is a prolonged period of fasting and prayer that priests from this region would undergo. These prayer journeys were described as having indefinite durations. A -13 Arcana Artificy or Enchantment roll could be made to discover that whatever enchantment is placed on these rooms is extremely complex and involves both the use of pocket dimensions and time manipulation. Its effects may be reproducible with multiple other enchantments layered together.

As soon as a humanoid creature shuts the door with themself inside of one of these prayer rooms, a pocket dimension is created around them. *The room fades away to become a large open lounge room with cushioned beds, a fountain in the center with lilies and other water flowers, and curtains draped around the room. The walls, floor, and ceiling are the finest marble. The room has a large stone lattice window opposite the door. Looking through the lattice shows nothing.* The only indication of time passage in the room is sunlight and moonlight through the lattice. *The only other thing in the room is the door to leave.* Note to the Narrator: Time inside of the room passes separately. No matter how long the creature inside the pocket dimension stays there, only a few moments will have passed outside. While inside, a creature has no need for food or water, but they can still feel hunger and thirst. Once a creature opens the door, the room becomes a simple empty room again and the enchantment for that specific prayer room can no longer be activated with any creature inside the room who has already used it.

A -10 Investigation, Engineering Mechanical, or Trade Masonry roll can be made in the hallway outside the prayer rooms to discover a secret door to exit the building. The same roll may be made on the corresponding exterior wall to find the sister door.

Room 14, Prayer Room

Inside of this room is the ancient skeleton of a human mail wearing rotted, moth eaten priest's robes. The skeleton is the center of the room, with the leg and feet bones arranged as if he were sitting cross-legged when he died. A -1 Investigation Roll finds a key among the bones. The enchantment for the third prayer journey in this room no longer functions or activates at all.

Note to the Narrator: This key is a counterfeit of the key the elite cult member is carrying that was made using a Create Counterfeit spell. It fits in the lock and turns, but will not open or activate anything.

AREA 7 - ASPEN FOLDS

Details visible from the ridge:

This topography of this area appears to have folded into long, narrow hills that are covered in aspen trees and have ravines running between them, like wrinkles on the mountain's face.

Hunting Party

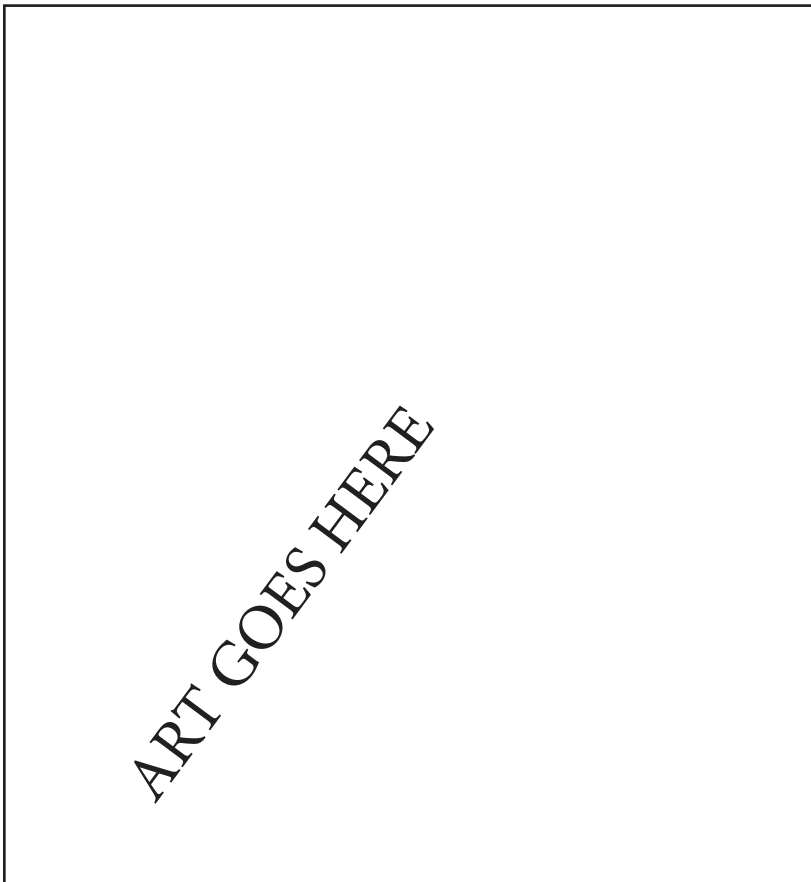
If the players have already killed or otherwise defeated all 14 cult members, the following encounter does not occur and they instead find nothing in this area.

The players find two human males wearing dirty black robes, standing in a clearing arguing with each other. A half butchered deer hanging from a tree next to them. They are arguing about who should keep the pelt.

If the players wait long enough, one man offers to buy the other man's half of the pelt. The other man agrees and they go back to work butchering the animal.

If the players wait longer and follow them without being caught, they will lead them back to the outpost in area 3, arriving just as the sun sets.

One man is the bowman cultist, and the other is the axeman cultist. They have one day's worth of food for the party, which includes the deer.



Round	Round	Round	Round	Round
Moves ○ ○ ○ ○	Moves ○ ○ ○ ○	Moves ○ ○ ○ ○	Moves ○ ○ ○ ○	Moves ○ ○ ○ ○
Moves ○ ○ ○ ○	Moves ○ ○ ○ ○	Moves ○ ○ ○ ○	Moves ○ ○ ○ ○	Moves ○ ○ ○ ○
Moves ○ ○ ○ ○	Moves ○ ○ ○ ○	Moves ○ ○ ○ ○	Moves ○ ○ ○ ○	Moves ○ ○ ○ ○
Moves ○ ○ ○ ○	Moves ○ ○ ○ ○	Moves ○ ○ ○ ○	Moves ○ ○ ○ ○	Moves ○ ○ ○ ○
Moves ○ ○ ○ ○	Moves ○ ○ ○ ○	Moves ○ ○ ○ ○	Moves ○ ○ ○ ○	Moves ○ ○ ○ ○
Moves ○ ○ ○ ○	Moves ○ ○ ○ ○	Moves ○ ○ ○ ○	Moves ○ ○ ○ ○	Moves ○ ○ ○ ○
Moves ○ ○ ○ ○	Moves ○ ○ ○ ○	Moves ○ ○ ○ ○	Moves ○ ○ ○ ○	Moves ○ ○ ○ ○
Moves ○ ○ ○ ○	Moves ○ ○ ○ ○	Moves ○ ○ ○ ○	Moves ○ ○ ○ ○	Moves ○ ○ ○ ○
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Name

Size

Health / Being

Backstory/Notes

Types

Imm./Resist./Vulner.

Constitution

Armor

Defense

Initiative

Attributes

Dexterity

Strength

Attacks

Spells

Wisdom

Education

Reputation

Speed

Skills

Loot

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Wisdom | Education | Reputation | Speed

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Health / Being

Types

Size

Constitution

Armor

Defense

Initiative

Dexterity

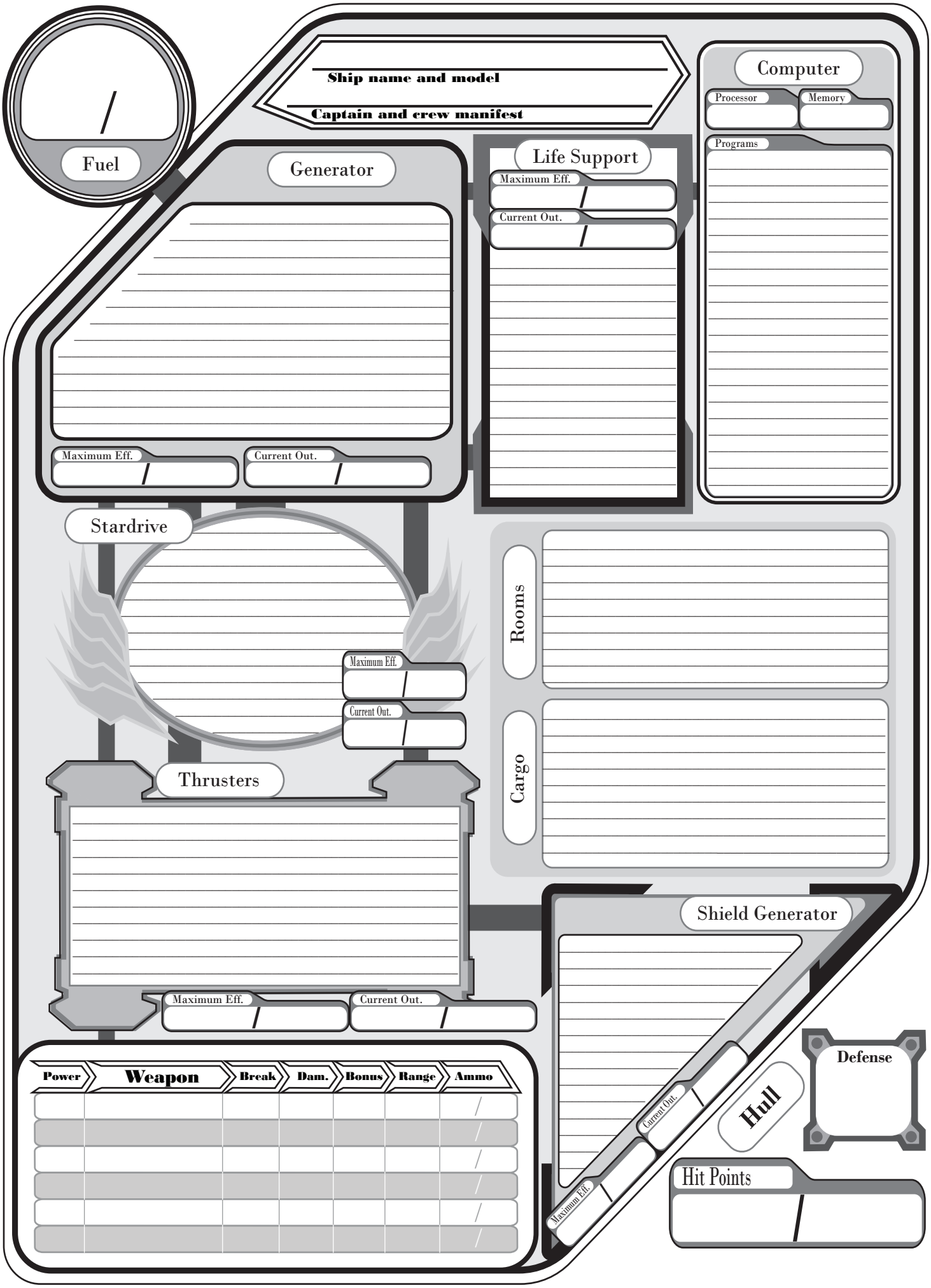
Strength

Attacks

Wisdom | Education | Reputation | Speed

Attributes/Skills

Loot


Ship name and model
Captain and crew manifest
Computer
Processor
Memory
Programs
Fuel
Generator
Maximum Eff.
Current Out.
Life Support
Maximum Eff.
Current Out.
Stardrive
Maximum Eff.
Current Out.
Rooms
Cargo
Thrusters
Maximum Eff.
Current Out.
Shield Generator
Current Out.
Maximum Eff.
Hull
Defense
Hit Points
Power
Weapon
Break
Dam.
Bonus
Range
Ammo

Character Name

Player Name

PP/Lvl

Being

/

Total/Maximum

16

5 9 12 14 15

Exhaustion

Geneology

Wounds

Constitution

Max.

Min.

Attributes

Armor/Shield | Break | Dam. | Bonus

Dexterity

Max.

Min.

Attributes

Defense

Initiative

Speed

Base

Initiative Points

Strength

Max.

Min.

Attributes

Weapon | Break | Dam. | Bonus | Range | Ammo | Location

Education

Max.

Min.

Attributes

Skills

Wisdom

Max.

Min.

Attributes

Other Attributes

Reputation

Max.

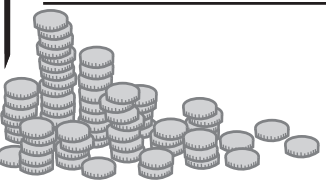
Min.

Attributes

Items on Hand

Wallet

Treasure & Possessions



Bank Balance

Spellcasting Attempts

/

Known Spells	Difficulty	Page no.

Backstory Notes

Accomplishments, Allies, Enemies, Events, Locations, etc.