

SURVIVE THIS!!

Santa



Core Rules





A Bloat Games publication

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SURVIVE THIS!! Fantasy Core Rules

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**SURVIVE
THIS!!**

Fantasy

A sword with a cross-guard and a hilt, positioned vertically through the word 'Fantasy'. The blade has some faint markings on it.

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Please check out the other games in the
SURVIVE THIS!! game line:

**Zombies!, Dark Places & Demogorgons,
and Vigilante City.**



Games that inspired **SURDOE TŶJS!! Fantasy**:

Dungeons & Dragons by TSR and Wizards of the Coast

Palladium Fantasy by Palladium Books

The Hero's Journey by Barrel Rider Games

Index Card RPG by Runehammer Games

Dungeon Crawl Classics by Goodman Games

Low Fantasy Gaming by Pickpocket Press

The Black Hack by David Black

Sharp Swords & Sinister Spells by Old Skull Publishing

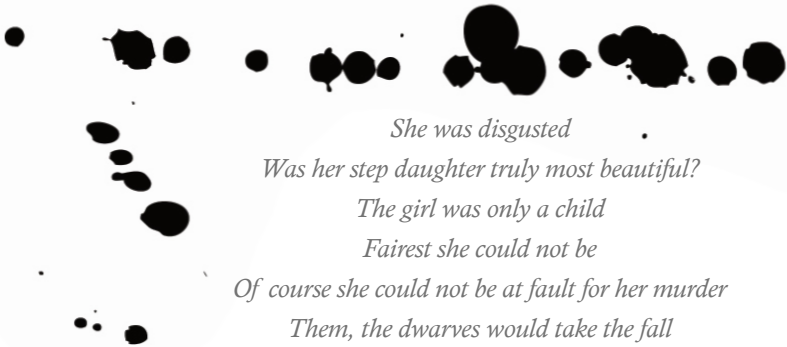
Blades In The Dark by Evil Hat Productions

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*She was disgusted
 Was her step daughter truly most beautiful?
 The girl was only a child
 Fairest she could not be
 Of course she could not be at fault for her murder
 Them, the dwarves would take the fall
 All were sent to the guillotines, stained with the blood of the girl*

Introduction



Following in the tradition of the popular *SURVIVE THIS!! Zombies!*, *Dark Places & Demogorgons* and *Vigilante City* comes a new tabletop roleplaying game that is inspired by a combination of the original 1970s Fantasy Roleplaying game. The game takes place in the world of fantasy. You can decide whether to make that world that of high fantasy, filled with magic and dragons, or you may wish to play in a world with low magic and to encounter vicious monsters a rarity. Either type or anything in between can be easily achieved in *SURVIVE THIS!! Fantasy*.

The Basics

What is a roleplaying game? Great question! A roleplaying game is a game that is played by a small group of people, usually around a kitchen or living room table, that involves several “players.” Players take their characters through a world and scenario created by the Game Master, or GM for short, and roleplay or often do battle with a villain or monster. If the players are successful or to reach a goal, they are rewarded by advancing their character, also known as “Leveling up.”

What Do I Need To Play?

Not a lot. You will need some paper and a pencil/pen, this handbook, a group of friends and a set of roleplaying dice. These dice can be picked up at your local hobby store or a variety of online shops. A standard set includes 1 four-sided die, 1 six-sided die, 1 eight-sided die, 2 ten-sided die, 1 twelve-sided die, and 1 twenty-sided die. Sets are very inexpensive, usually less than \$10. But most important of all, you will need your imagination. Do not forget that!

Terms that you will quickly become familiar with are:

GAME MASTER or GM: This is the person who is responsible for creating a world for you to play in. The GM should be thought of as the “One with the plan.” The GM should have a good understanding of the rules and the mechanics and be able to answer any questions a player might have. If you are ever unsure about what to do, the GM should be able to provide guidance.

PLAYER: Hey, that is you! The players are the people the GM creates the world to enjoy. A player is not to be confused with a Character. A Character is who the player controls in the game. It may be easier to think of this as your “in-game Avatar.” Furthermore, during gameplay, it is okay for one Character to disagree or even be mad at another Character. Still, you would not want one player to be angry with another player. Remember, we are all playing this game to have fun!

DICE REFERENCE: In this book, you will begin seeing over and over what is referred to as dice reference. An example would be 1d6. What this refers to is what type of die you will roll and how many times you will roll it. The example of 1d6 means you will roll 1 six-sided die, 1 time and the total would be the number that lands face-up on the die. If you were to see 3d6, then you would roll 3 six-sided dice once (adding the dice totals together) or roll one six-sided die 3 times for the total.

Getting Started

All roleplaying adventures truly begin at character creation. This is where you shape and mold your character into the person that you are going to portray in the game world. If you have any questions during this process, your Game Master will be able to assist you.

To start, you will need some paper, and the before mentioned roleplaying dice set and a pencil. Start in pencil as you may be changing or adjusting things during this process and may require some erasing on your behalf.

Use the blank character sheet to serve as a guide as you create your character. Each player can layout their character sheet however it makes the most sense to them, but if this is your first time, we recommend copying this template verbatim.

Have fun and be creative! Feel free to use classes, gear, and adversaries from other Survive This!!! games to spice up your campaigns.

Name: Race: Class:
 Level: xp: Alignment: Profession:

HP / AC

COMBAT

Initiative: Actions:
 Move:

Attack Bonuses

Melee: Ranged:

ATTRIBUTES

STR:
 INT:
 WIS:
 DEX:
 CON:
 CHA:
 SUR:

SAVING THROWS

Courage:
 Critical:
 Death:
 Magic:
 Mental:
 Poison:

Description

Height:
 Weight:
 Hair:
 Eyes:
 Age:
 Gender:
 Other:

Money

gp: sp:
 cp: Other:

Languages:
 Special Abilities:

Skills	Ranks	Bonuses	Total

Notes

Weapons	Armor	Other	

Character Creation



Attributes

Each character at their core is a collection of 7 Attributes: **Strength, Intellect, Wisdom, Dexterity, Constitution, Charisma & Survival.**

To determine your character's Attributes, you will roll 4 six-sided dice or 4d6 (dropping the lowest single number) and record the total of the three remaining dice, giving you a score of 3-18. You will do this a total of 7 times. Then you can assign and record your scores on your character sheet as you desire. Ordinary people may not have attributes over 18. If any of your Attributes drop to 0 or below, the character is considered Out of Action.

Attribute Checks

When a character must make an Attribute Check, they roll a d20 to see if they are successful. If their roll is equal to or lower than the applicable attribute, they are successful. If the attribute is 20 or higher, they can still fail on the roll of a 20.

Attribute	Description	Modifier
3	Pitiful	-3
4-5	Below Average	-2
6-8	Minimal Average	-1
9-12	Average	0
13-15	Average Plus	+1
16-17	Above Average	+2
18-19	Optimum	+3
20-21	Super Human	+4
22-23	Super Human	+5
24	Super Human	+6

STRENGTH

Strength represents the character's ability to lift heavy items, bend bars, break free, force open stuck or locked doors and pull themselves or others up who may be hanging from something.

The Strength modifier gives the character a bonus/negative when attacking hand to hand, with a thrown weapon or with a melee weapon.

INTELLIGENCE

Intelligence represents the character's smarts and wit, the ability to use and understanding of technology, and problem-solving capabilities.

All characters can speak and read their native tongue and also receive 1 additional language for each INT modifier. They also receive 1 extra skill point at each level for each INT modifier (including 1st Level).

WISDOM

Wisdom represents the character's insight, perception, and judgment. Each character adds their WIS modifier to their Spot & Listen checks.

Any character with a WIS score of 13 or higher gains 1 additional Experience Point, per play session.

DEXTERITY

Dexterity represents the character's ability to move smoothly on treacherous terrain, reflexes, nimbleness, and precision during combat.

The Dexterity modifier bonus gives the character a bonus/negative to Armor Class, ability to hit with a ranged weapon, and the character's Initiative roll.

CONSTITUTION

Constitution represents the character's overall health and toughness, showing how long a Character can maintain a physical activity before rest is required.

The Constitution modifier gives the character a bonus/negative to Hit Points at the beginning of each level.

CHARISMA

Charisma represents the character's natural ability to lead a group, to intimidate or to charm another, and Character's appeal to others.

The Charisma modifier bonus gives the character a bonus/negative to Intimidate/Charm and a bonus to Persuade others.

SURVIVAL

Survival Points represents a player's in-game ability to re-roll a failed attempt on a dice roll at the cost of 1 Survival point per reroll. Each failed dice roll can only be re-rolled once. If the player fails again, then the player must take the second roll as final (even if the second roll is less advantageous than the first failure) and cannot spend another point to re-roll.

There is no limit as to how many Survival Points can be spent per gaming session up to the character's Survival point score.

However, Survival points are only recovered at 1 point per gaming session, so spend them wisely.

It is recommended to use 5 Survival Points in a one-shot adventure.

Hit Points

HP is a character's life. To determine a character's starting Hit Points (HP), simply roll 2d6 plus the Constitution Bonus Modifier. If the total rolled is less than 5, adjust the character's starting HP to 5. If a character reaches 0 HP they are considered Out of Action and are unconscious until healed. See p. 15.

Each time a character increases in Level, add 1d6 plus Constitution Bonus Modifier to the character's total HP.

HP is lost as the character takes damage during a session but can be regained with rest. Resting for 4 hours will recover 50% of your HP (rounded up). While resting for 8 hours will bring the character back to full HP.

Mending Wounds

At the GM's discretion, after combat, a character can attempt to Mend Wounds on another Character, restoring 1d4 HP. This requires 5 minutes of uninterrupted concentration to perform and can only be done once per day. Note: A character cannot perform this on herself.

Saving Throws

Saving Throws give Characters a second chance where they would typically suffer devastating (possibly life-ending) effects. Each Character has 6 Saving Throws: **Courage, Critical, Death, Magic, Mental & Poison.**

To determine the Character's starting number for each Saving Throw, simply roll 4d4 and add the Character's Constitution modifier. Each time a Character increases in Level, the Character gains 2 additional Saving Throws points that can be distributed among the 6 Saving Throws to a maximum score of 18.

In determining a successful Save, the player simply rolls d20 and attempts to roll under or tie the corresponding Saving Throw score. If the player rolls higher, they fail the save. Rolling a 20 is an automatic failure.

COURAGE

Courage saves are rolled when a character's morale is challenged or when a character encounters a dangerous obstacle or for the first time. Every time a Character fails a Courage save, they receive a cumulative +1 to all future Courage saves against the same adversary or occurrence. Failed Courage checks require rolls on the Failed Courage/Terror Effect table on page 183. For every point of Courage, a Character has above 12, they get a +1 to Terror checks.

Whenever a Character encounters a monster for the first time, or if they have never made a successful Terror Check against them, they must attempt a Terror Check (see p. 183).

CRITICAL

Critical saves are rolled when a character takes 50% or more damage from their maximum HP in a single attack. If the Critical Injury save is successful, then the character suffers only the HP loss with no other negative impact. However, if the character is unsuccessful, then the character loses all bonuses and is at a -4 on all die rolls for 12 hours (or until healed to Max HP).

Death

Death saves are rolled when a character sustains damage taking them below 1 HP. When a character is reduced to zero Hit Points (HP), they are taken Out of Action (OofA), they are unconscious and cannot make any Actions. When the fight is over, or the party is out of danger, a character that is taken OofA can roll on the table below to see what happens to them. If they survive, they regain 1d4 HP. If the characters lose the fight or are unable to recover the body of the character, they are lost forever!

d6 Out of Action

- | | |
|---|---|
| 1 | KO'd Just knocked out, 2d4 Minutes. |
| 2 | Concussed Suffers Disadvantage for the remainder of the game session unless Magically healed or healed to at least ½ their starting HP. |
| 3 | Cracked Bones STR, DEX, and CON are temporary -2 for 48 hours or until Magically healed. |
| 4 | Crippled STR or DEX is permanently reduced by 1. |
| 5 | Disfigured CHA reduced by 2, permanently. |
| 6 | Dead You sadly kick the bucket. |

MAGIC

Magic saves are rolled against certain magic spells or effects. Non-Damage inducing spells, if the save is successful, the character suffers no ill effects (unless otherwise noted in the spell description). For damage-inducing spells, if the save is successful, the character takes half damage. However, if the character fails their roll, they succumb to the full effect or influence of the attack.

MENTAL

Mental saves are rolled when a character's will power is tested, or their mind is assailed by a psionic attack. If the roll is successful, they suffer no ill effects (unless otherwise noted). However, if they fail, they succumb to the full effect or influence of the attack.

POISON

Poison saves are rolled when a character inhales or ingests poison of any kind, including those from animals, contaminated food, medicine, or gas. If the Poison save is successful, then the character suffers no ill effects. However, if the character fails the Poison save, then she succumbs to the effects of the poison.

NPC Saving Throws

NPCs, unless otherwise noted, have a generic Saving Throw for each save. The base save is 8 + their hit dice (with a maximum of Saving Throw of 18).

Alignment

Your alignment is just an essential indicator of your behavioral leaning. Select one of the alignments that most represents your character. This does not force the character to act in an absolute way, but they should lean toward their alignment more often than another alignment.

RIGHTEOUS

You think you are morally better than most others, based mostly on a reason you find justified.

LAW

You tend to behave by the laws and treat others well.

NEUTRAL

You live right down the middle, avoid major conflicts unless necessary.

ANARCHIST

Anything goes for you, usually as long as you can avoid the consequences of your random behavior.

EVIL

You are morally broken and prefer to mingle with those that are equally broken.



Fantasy Races

The worlds of fantasy are well known for a rich and diverse array of races. When you select a race, keep in mind what type of world you live in. Some worlds are dominated by a race, while in others, that race is rare, and they are hunted for sport.

ARCWOLS

Arcwols are a race of anthropomorphic wolves that are much larger than humans. They are known as great hunters, strong warriors, clever woodsmen, and despise slavery in any form.

Originating from colder climates, the Arcwols in warmer climates are thought to be nothing more than a fable, a legend. They are just a scary story to tell your children to keep them from wandering too far into the woods. However, for those who have seen Arcwol in person, they know that they are genuine and just as frightening.

Standing around eight feet tall, with their imposing wolf-like features, Arcwols command respect everywhere they go. However, Arcwols are not the horrible monsters they are often mistaken for. They are a wise and often peaceful race. Their words are measured, their thoughts profound. They can be great friends and protectors, and their word is as good as gold.

Alignment: Any, but rarely Evil.

Base Move: 12

Bonuses: +2 to STR, +1 to WIS, -2 to CHA, +2 to Spot & Listen checks, Toughness: Cold +2, Bite (d4 damage), +3 to Track & can Run at x3 your Move

Languages: Arcwol

Lifespan: Starting age 22+. Maximum 110-200 years

Size: 7'-8' Average, 8 ½ ' Maximum

Arcwols



ASPIMITTES

Aspimittes are snake-like humanoids that originated in the deepest jungles of the world. They have clawed hands and feet, a hooded head, a long tail, and sharp, venomous fangs. Aspimitte culture is based on deep folklore, and they are expert botanists, making them excellent cooks and medicine men.

It is extremely rare to see a female Aspimitte as they usually stay hidden in the deepest, most humid parts of the Jungle. Do not let their seclusion fool you. The females are often better warriors than their male counterparts.

In general, Aspimitte tend to stay in only the warmest of climates. As they are cold-blooded, Aspimittes suffer Disadvantage on all actions in temperatures below sixty-degrees.

Alignment: Any.


Base Move: 12

Bonuses: +1 to DEX, +1 to WIS, -1 to CHA, -1 to STR, 40' Dark Vision, +2 to Balance checks, +2 to Knowledge: Plants, +2 to Cooking or Medicine skill, Bite 1d4 damage

Languages: Aspimitte

Lifespan: Starting age 16+. Maximum 155 years

Size: 5' Average, 6' Maximum



*Weep not
For me, my friends,
Though all that remains
Is a sun-bleached bony grin.*

*Save for terror
For the the things waiting
Ahead on your path,
Black shadows
With sharp, hungry maws.*

Aspimittes



DOPPELGANGERS

Doppelgangers are a very rare race that has been hated by almost every race & civilization they have encountered. They naturally appear as an androgynous, tall, thin albino human or elf that can change their shape and face at will.

The ability to shapeshift into other humanoid creatures is their lifeblood to get by in a world that despises them. Many who have run into a Doppelganger are the none the wiser that they have ever met or seen one.

Doppelgangers make dangerous Assassins, Fortune Hunters, and Street Rats as their natural ability to shift shape and change forms are useful tools for those trades.

Alignment: Any.

Base Move: 15

Bonuses: +2 to CHA, -1 to CON, -1 to Critical save stat, Dark Vision 60'

Shapeshift: Doppelgangers can change their shape to any humanoid creature they have seen in person. It takes 2 actions to change unless you have touched that person before (then it takes a free action). Those seeing this shapeshift, before it is complete & for the first time, must make a Courage check. If they fail, they roll on p. 183. It takes a d4 rounds to get the voice copied, once they have heard the voice. If they are familiar with the voice, it takes ½ the time (rounded down).

Languages: Windwhisper

Lifespan: Starting age 15+, Maximum 125 years

Size: 5' 6" – 7', 7' 1/2" Maximum

Doppelgangers



DWARVES

Short, tough, and hardy denizens of the underworld, Dwarves are natural warriors, miners, and lovers of fine food and drink.

Dwarves are broad, sturdy beings who stand around four feet tall and weigh between 175 and 225 pounds. Their small frames are heavily muscled, and all dwarves, whether male or female, take pride in the great beards they can grow.

Deep beneath the earth, dwarves live in large familial clans where they perform great feats of masonry and metalwork. Patient and with long memories, dwarves will spend centuries turning wild caverns into carefully crafted cities of unimaginable splendor.

Robust and tenacious, dwarves possess a natural hardiness unrivaled by the other races of the world. They are also highly skilled in matters of warfare, favoring heavy weapons and broad armor over magic or subterfuge. Dwarves are very insular and have a natural distrust of elves. They are not known for their niceties or diplomatic talents, often speaking their mind without any concern for the comfort of others. They have an intense hatred of orcs and goblins, whom they often attack on sight.

Alignment: Any, but rarely are they Evil.

Base Move: 10

Bonuses: +2 to CON, Dark Vision 60', +1 to attack with axes, Crafting skill at +1, Knowledge: Gems & Metal

Languages: Dwarven

Lifespan: Starting age 21+. Maximum 90-140 years

Size: 4' - 4 ½ ' Average, 5' Maximum

Dwarves



ELVES

Elves are a beautiful and graceful people that have spread across the many worlds, developing into a wide variety of clans. Although they have different attitudes and laws, all Elves share kinship and love of nature. All Elves share the same stats as below but may have some regional bonuses.

Elves are often forest dwelling beings of incredible majesty. They live in harmony with nature, befriending the goodly creatures of the woodland realm and spending their countless centuries of life weaving songs and enchantments beyond the ability of other races.

That is not to say that elves are unskilled in matters of warfare. They are supremely stealthy when traversing the wild places of the world and train for decades in the arts of swordplay and archery. Still, elves hold life to be a sacred thing and are loathe to slay other beings unless they are in the service of evil. But when their wrath is brought against forces of evil, those standing against elvish foe often cower in fear at their magnificence.

Because elves are nearly immortal and live far away from the other races of the world, they often seem arrogant or aloof when interacting with other races. They regard humans as short-sighted and foolish and dislike dour and work-obsessed dwarves. Insular to the point of near-xenophobia, elves are as cold and beautiful as the winter dawn.

Alignment: Elves lean towards Law, but can follow any alignment.

Base Move: 13

Bonuses: Darkvision 60', +2 to any Listen or Spot checks, Immunity to Charm and Magical Sleep, +2 to DEX, -1 to CHA

Languages: Elvish & 1 additional language

Lifespan: Starting age 50+. Maximum 500-1000 years

Size: 5' Average, 6 ½' Maximum

Eloes



FIENAKAR

The Fienakar are a race of humanoids that appear to have been mixed with a demonic race, resulting in ashen or red skin, horned heads, and clawed fingers. They can hide their lineage if they wear headgear and gloves.

Fienakar is cursed with a god-like power of evil or indifference. Fienakar can take most classes, but they have a gift for spell casting and trickery.

Often found hidden among the shadows of taverns and halls, Fienakar is not likely to reveal themselves to a crowd unless they have no other option.

Alignment: Anarchist or Evil

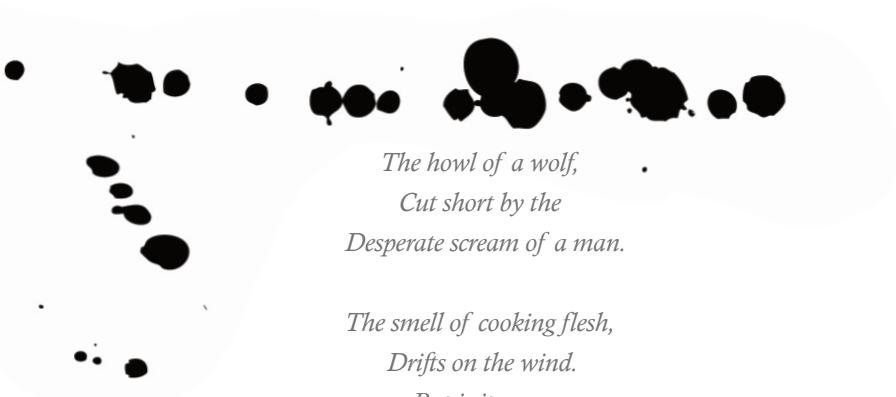
Base Move: 12

Bonuses: -1 to CHA, +1 to DEX, +2 to INT, Subterfuge as a skill, Arcana as a skill at +1, horns (d4 damage), retractable claws (d4)

Languages: Windwhisper, Pitspeak

Lifespan: Starting age 17+. Maximum 300 years (age at 1/4 rate after puberty).

Size: 6' Average, 7' Maximum



*The howl of a wolf,
Cut short by the
Desperate scream of a man.*

*The smell of cooking flesh,
Drifts on the wind.
But is it prey,
Or human meat?*

*The cold woods stay silent,
And from above
The pallid face of the moon
Holds her secrets for dawn.*

Fienakar



GHOULS

Ghouls are a terrifying race of humanoids that live off the flesh of their victims. Occasionally, a humanoid that has recently died will awaken as a Ghoul. The Ghoul has no memories or abilities from their past lives, just a hunger to eat humanoid flesh. That said, you are technically alive and not undead. They slowly develop a monstrous appearance of a deformed, decaying, undead-like creature, that is followed by a stench of death. The more flesh a Ghoul devours, the slower they rot. If you feed upon the recently dead (1 day or less), you gain some of their memories & and their knowledge skills for d4 days.

Unlike their undead brethren, this race of ghouls are living beings, but they feel at home among the dead. They generally prefer a solitary existence but will group up for nefarious means.

Alignment: Any but Righteous.

Base Move: 12

Bonuses: Retain previous racial abilities (not stat bonuses), -2 to CHA, *Hunger, Dark Vision 60', Toughness +1, Weakness: Light, Advantage on all Death saves, you do not breathe and sharp teeth & claws (d4). You also have Immunity to normal Diseases and Poisons, Sense Death 60' (anything that has passed in the last 12 hours) & Advantage on Tracking attempts of the Undead.

Languages: Previously known languages

Lifespan: You do not age.

Size: As previous race.

*Hunger

You must eat $\frac{1}{4}$ of your body weight in recently dead humanoid flesh (1 day or less) every 36 hours. If you fail to do so, roll on the chart below after the first 36 hours and every 12 hours afterward.

Hunger Chart (all effects are Permanent!) d12

**If you roll on the chart 5 times, you gain Stench of the Dead: You emit a horrible odor that Sickens others within 30' for d6 rounds. A CON check negates.*

**If you roll on the chart 10 times, the Stench's area becomes 60,' and the CON check is made at Disadvantage.*

1	Lose 1 CON
2	Lose d4 HP
3	Lose 1 INT
4	Lose 1 WIS
5	Lose 1 STR
6	Lose 1 DEX
7	Lose 1 SUR
8	Lose 1 CHA
9	Lose d4 Move
10	Lose 1 HP and roll twice on your next Hunger roll if made within 12 hours
11-12	-1 ro Initiative

Ghouls



GOBLINS

Hated by almost every other civilization, Goblins are often vile creatures that spread destruction like the plague wherever they go. They are short, have elven ears, large mouths, and have green to black skin. A rare Goblin will occasionally forsake their brethren and seek to aid humanity.

Born of a forbidden union between elves and orcs, was the origin of the goblin race. This unique mix of those two races gifted goblins with neither the strength and determination of orcs nor the beauty and longevity of elves. Instead, the goblins were imbued with a short stature (4-5 ft), slimy green skin, crude manner and tongue, and often sniveling cowardice. They are welcome almost nowhere and virtually shunned by all.

Alignment: Goblins lean towards Anarchist and Evil alignments.

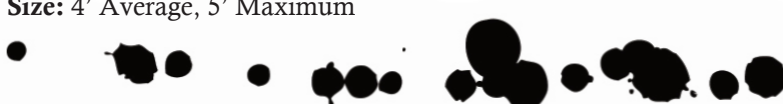
Base Move: 12

Bonuses: Dark Vision 60', +2 to DEX, -2 to STR, -2 to CHA, Stealth as a skill

Languages: Goblin, Orc

Lifespan: Starting age 8+. Maximum 79 years

Size: 4' Average, 5' Maximum



*'Round the maypole we go
Bare feet pounding on broken glass
Oh maypole maypole maypole
The blood makes the wheat grow.*

*'Round the maypole we go
Intestines braided 'round it's shaft
Oh maypole maypole maypole
The sacrifice makes the crops grow.*

*'Round the maypole we go
Screams, like sighs, escape our throats
Oh maypole maypole maypole
May blood and the wretcheds agony
Please the earth's fruit to grow.*

Goblins



HATCHLING

Young dragon hatchlings are exceedingly intelligent and are masters of magic. Upon hatching, they are born with the ability to speak and read languages. They can walk on all fours or stand up like a humanoid. At this time, the hatchling is the size of the largest men and will remain that size for around the first 100 years of life.

Hatchlings share the maturity of a human teenager. They are often impatient, impulsive, and arrogant in demeanor. The hatchling understands that they are a dragon and understands what that means to the world and know what they will become later in life, and with this knowledge, they tend to be brutish and bully-like and have little patience for the feelings of other races.

Most who come in contact with a hatchling will flee in terror. Some will try to get in the good graces of the young dragon. Others will try to enslave it to use the hatchling for their ill-purposes. Most will attempt to kill it before it gets any larger or more powerful.

Alignment: Any.

Base Move: 12/ 18 Flying

Bonuses: Wings, Dark Vision 60', +2 to AC, +2 to INT, -2 to WIS, Claws & Bite (d4 damage), Arcana as a skill at +1, can get Rune-Tattoos as if a spell caster.

Languages: Draconic

Lifespan: Starting age 5+. Maximum 1000's of years

Size: 7'-8' Average, 10' Maximum

hatchling



HUMANS

Although genetically the same, humans come in a vast array of distinct cultures and ethnicities. Humans tend to adapt to all environments and quickly spread their presence anywhere they inhabit.

Offered here, there are several playable races, but 80% of this world is human.

Most rules in this book were written with the intention of characters being human.

Alignment: Any. Humans can fall into any alignment spectrum.

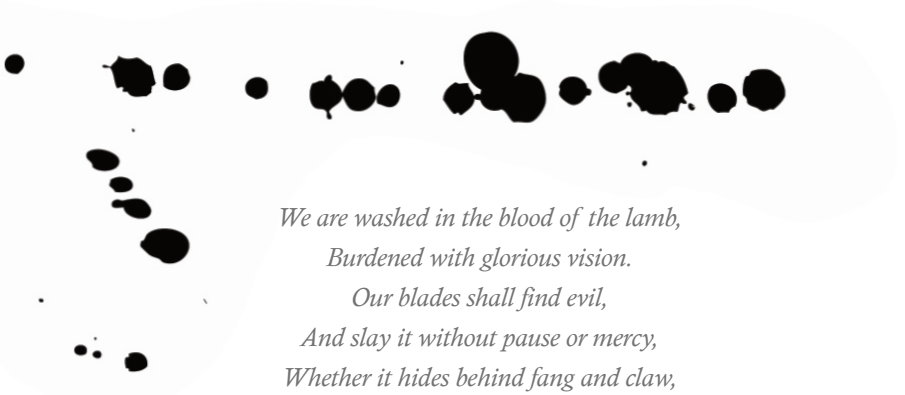
Base Move: 12

Bonuses: +1 to SUR

Languages: Each Culture's Language & Windwhisper

Lifespan: Starting age 16+. Maximum 70-100 years

Size: 5'-6' Average, 7' Maximum



*We are washed in the blood of the lamb,
Burdened with glorious vision.
Our blades shall find evil,
And slay it without pause or mercy,
Whether it hides behind fang and claw,
Or conceals its malign intent
Beneath the ordinary smile of man.*

humans



KOBOLD

Kobolds are a small, reptilian race of humanoids known for their aptitude for building traps and being quick on their feet. Kobolds live deep within the earth, but some of them will occasionally leave their cave and strike out on their own.

Always looking for their next shiny trinket, Kobolds make unlikely adventurers whose fear is only overpowered by their greed and lust for gold. Although, occasionally, a brave warrior will rise from their ranks and overcome their cowardice to set in search of adventure.

Alignment: Any, but they are rarely Righteous.

Base Move: 15

Bonuses: 60' Dark Vision, +2 to DEX, -2 to STR, +1 AC (skin), Crafting as a skill (+3 to trap crafting) & you can Run at x3 your Move

Languages: Draconic

Lifespan: Starting age 12+. Maximum 96 years

Size: 2 ½ - 3' Average, 3 ½' Maximum

Robold



MINATAUNS

The newest race to reveal itself to the world are the Minatauns. Minatauns are a tiny race of humanoids that resemble muscular elven children, standing only around two feet tall. But their size is where the comparison to children ends as they can often be foul-mouthed and foul-tempered and hate to be mistaken for a child.

Minatauns are formidable warriors who often charge into battle on the backs of their wild steeds: rabbits, raccoons, dogs, boars, etc. This tiny folk shares a unique kinship with woodland animals, and no matter where they seem to go, they are no more than a sharp whistle away from one of these creatures appearing to whisk them into battle.

Alignment: Minatauns lean towards Good and Neutral alignments.

Base Move: 12

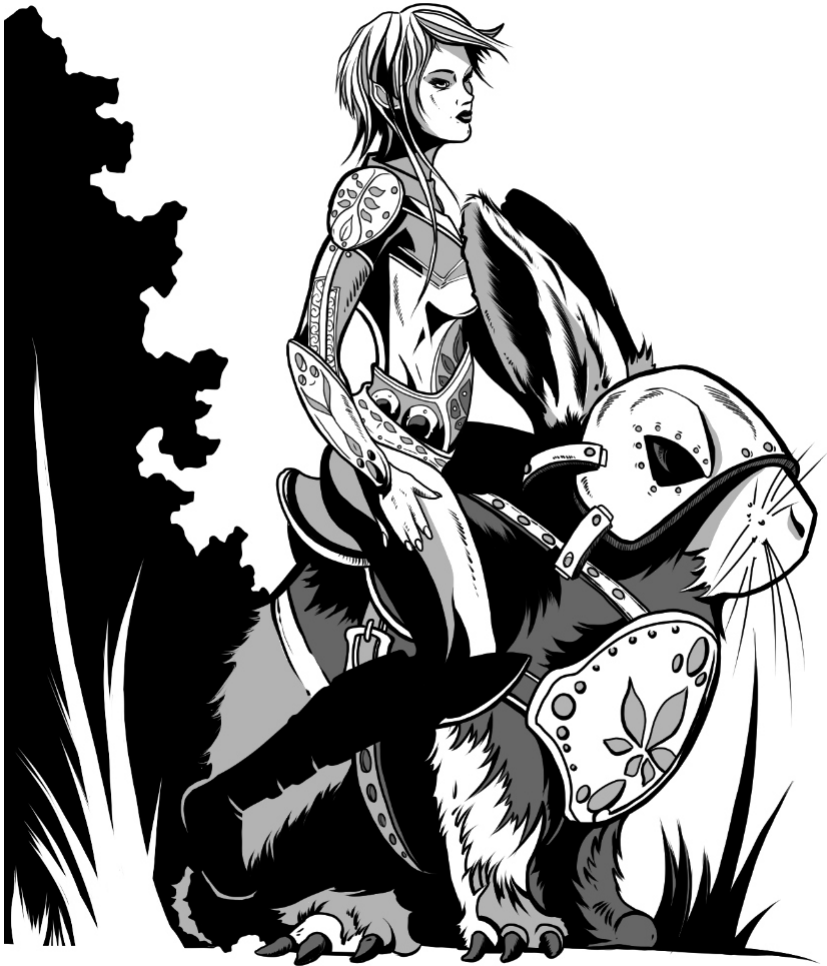
Bonuses: +4 to DEX, -4 to STR, +2 to CHA, Empathy with animals (Advantage on interactions with uncontrolled animals, until you make a threatening action toward them).

Languages: Minataun

Lifespan: Starting age 12+. Maximum 96 years

Size: 2' Average, 2 ½ ' Maximum

Minotaurs



NORGARM

The Norgarm are a race of bear-like humanoids that originate in the frozen wastelands of the north. They are aggressive and war-like people that hate magic with a great fervor. No Norgarm can cast spells or use scrolls, but they can use magical items.

Like the Arcwols, most humans believe the Norgarm to fictional fables and doubt their existence. Some humans even mistake them for being regular bears and will try to hunt them. This usually never ends well for the foolish humans.

Alignment: Norgarm lean towards Anarchist. However, they can be any alignment, but they may not be welcome in many places.

Base Move: 12

Bonuses: Darkvision 40', +2 to STR, -1 to INT, -1 to WIS, Bite d4 damage, Claws d4 damage, Toughness: Cold +2, Toughness: Magic +1, +2 to the Magic save stat

Languages: Norgarm

Lifespan: Starting age 19+. Maximum 215 years

Size: 6' Average, 7 ½' Maximum



Norgarm



VESSAMYRRS

Vessamyrrs are a race of humanoids that look like humans with angelic beauty, gold-tinted skin & hair, and an aura of calm about them. They can pass for humans in most cases if they attempt to obscure their faces.

Vessamyrrs are touched by a god-like power of goodness, and they spend their lives attempting to defeat evil and right the wrongs of the world. They are unable to lie and cannot work with Evil, except in the most extreme situations.

Alignment: Righteous or Law

Base Move: 12

Bonuses: +4 to CHA, Persuasion as a skill +2, Evil creatures are at -2 to attack you, you give off a 30' aura of calm (all allies within the 30' gain +1 to all save stats)

Languages: Angel's Whisper, Windwhisper

Lifespan: Starting age 17+. Maximum 300 years (age at 1/4 rate after puberty).

Size: 6' Average, 7' Maximum



Dessamyrs



Professions

No one was born an adventurer, and before your character took up the path to heroism, they likely had a mundane profession or trade. At character creation, each player rolls a d00 and consults the table below to determine what professional training they had received before becoming an adventurer. If the player rolls 00, they were born into nobility, royalty, or other extraordinarily high standings. The GM may allow a character to select their previous profession. If a character gains a bonus skill that they learn from their profession and gain later, they may take a permanent +1 to that skill and take a new skill.

Apothecary: You know how to make potions and remedies. Bonus Skills: Medicine & Alchemy. Starting Gear: Vials, small garden, books, 3d6 x 10 gold pieces.

Armorer: You spent long hours working at the forge and hammering metal upon the anvil. You know how to craft metal armor and shields, as well as how to maintain and repair them. Bonus Skills: Crafting. Starting Gear: Chain Mail, 3d6 x 10 gold pieces.

Baker: You are experienced in baking breads and general kitchen work. Skill Bonus: Cooking. Starting Gear: Several loaves of bread, 3 sacks, 2d6 x 10 gold pieces.

Bowyer: You know how to identify, cure, and craft wood into longbows, short bows, crossbows, and arrows. Bonus Skills: Ranged Weapons & Crafting. Starting Gear: Long Bow, Short Bow, 20 Arrows, 3d6 x 10 gold pieces

Cartographer: You know how to read and scribe maps as well as decipher their details and nuances. Bonus Skills: Knowledge- Maps. Starting Gear: Blank Journal, Scroll Case, 3 Quills, Jar of Ink, 2d6 x 10 gold pieces.

Clergy: You spent years in the church, reading scripture, and promoting your faith. Bonus Skills: Knowledge- Religion & Persuasion. Starting Gear: Vestments, holy symbol, 1d6 x 10 gold pieces.

Cook: You can prepare exquisite meals for yourself and large groups. You know quality cuisine when you see it. Bonus Skills: Cooking. Starting Gear: Cast Iron Skillet (d4 damage), 2d6 x 10 gold pieces.

Farmer: You know how to tend and till the land in hopes of harvesting its bounty. Bonus Skills: None. Starting Gear: Pitchfork, 1d6 x 10 gold pieces.

Fisherman: Whether with a fishing line or with a net, you can catch, clean, cure, and prepare fish for consumption. You are also an able swimmer. Bonus Skills: Wilderness Survival. Starting Gear: Fishing pole, tackle, 1d6 x 10 gold pieces.

Forester: You can follow simple paths through woodland terrain and identify both consumable and dangerous fauna. Bonus Skills: Wilderness Survival. Starting Gear: Traveling Clothes, Backpack, Axe, 2d6 x 10 gold pieces.

Gambler: Whether gambling, with cards, or any other game of chance, you make your fortune through luck and can usually get a good sense of those you game with. Bonus Skills: Intimidation or Persuasion. Starting Gear: Loaded Dice, Marked Deck of Cards, 4d6 x 10 gold pieces.

Groom: You are trained to care for horses and other animals. Bonus Skills: Animal Training. Starting Gear: Horse, feed, saddle, 2d6 x 10 gold pieces.

Hunter: You are a skilled hunter of small game, such as rabbits or deer and can identify their recent passage, their presence, or even their unusual absence. Bonus Skills: Ranged Weapons & Wilderness Survival. Starting Gear: Short Bow, 20 Arrows, 2d6 x 10 gold pieces.

Jeweler: You know the art of working metal on a minuscule scale and have a keen eye for the value of gold and jewels. You can also spot forgeries and poor craftsmanship in such things. Bonus Skills: Crafting. Starting Gear: Jeweler's Glass, Tool Kit, 3d6 x 10 gold pieces.

Merchant: You are trained at bartering and appraising. Bonus Skills: Language- Windwhisper, Street Smart. Starting Gear: 5d6 x 10 gold pieces (15% off starting items cost).

d%	Profession
01-02	Apothecary
03-04	Armorer
05-10	Baker
11-12	Bowyer
13-14	Cartographer
15-16	Clergy
17-21	Cook
22-30	Farmer
31-34	Fisherman
35-38	Forester
39-40	Gambler
41-43	Groom
44-46	Hunter
47-48	Jeweler
49-55	Merchant
56-58	Miner
59-63	Navigator
64-67	Sailor
68-70	Scribe
71-73	Squire
74-75	Stonemason
76-78	Street Fighter
79-83	Tailor
84-86	Tanner
87-88	Trapper
89-92	Urchin
93-95	Weaponsmith
96-99	Woodworker
00	Nobility

Miner: You have toiled long hours in the dark, mining minerals and valuables from raw stone. You are more acclimated to underground environments than most. Bonus Skills: Athletics: Basic. Starting Gear: Pick (d6 damage), 2d6 x 10 gold pieces.

Navigator: You are skilled at determining the best path over long distances in open environments, both at land and at sea. You do not often get lost when traversing these great distances. Bonus Skills: Knowledge- Geography. Starting Gear: Compass, 3d6 x 10 gold pieces.

Sailor: You know your way around seafaring vessels and are skilled at knot tying, setting sails, and are a skilled swimmer. Bonus Skills: Knowledge- The Seas. Starting Gear: 50' Rope, 2d6 x 10 gold pieces.

Scribe: You are trained in copying books and scrolls with speed and style. Bonus Skills: 1 extra language, 1 Knowledge. Starting Gear: Ink, paper, 2d6 x 10 gold pieces.

Squire: You are trained to aid a knight or warrior. Bonus Skills: Combat Training. Starting Gear: Leather Armor, Short Sword, 2d6 x 10 gold pieces.

Stonemason: You can work rock and stone to craft the large blocks used in constructing buildings. You can discern between quality craftsmanship and inferior work. Bonus Skills: Crafting. Starting Gear: Large hammer (damage as war hammer), 2d6 x 10 gold pieces.

Street Fighter: You are already a seasoned brawler and a tough guy. Bonus Skills: Fighting: Brawling, Intimidation. Starting Gear: Padded Armor, 3d6 x 10 gold pieces.

Tailor: You know how to weave raw materials such as wool into clothing. You can also mend tears and clean stains from finery. Bonus Skills: Crafting. Starting Gear: Bolt of Cloth, Set of Commoner Clothing, Cloak, 2d6 x 10 gold pieces.

Tanner: You can boil and cure leather into armor and other garments, as well as craft and repair leather footwear. Bonus Skills: Crafting. Starting Gear: Leather Armor, 2d6 x 10 gold pieces.

Trapper: You are skilled at laying snares and traps to catch small game such as squirrels or hares. You can also identify their passage or presence. Bonus Skills: Crafting. Starting Gear: Small Animal Trap, Furs, Dagger, 2d6 x 10 gold pieces.

Urchin: You lived on the streets in an urban environment. You can fade quickly into a crowd and do not often get lost when navigating the labyrinth-like streets of some cities. Bonus Skills: Street Survival, Sleight of Hand Starting Gear: Dagger, Cloak, 1d6 x 10 gold pieces.

Weaponsmith: Working fire and raw metal, you are capable of crafting swords, spearheads, ax blades, and other implements of warfare. You are also able to recognize quality craftsmanship with only cursory examination. Bonus Skills: Crafting. Starting Gear: Long Sword or Battle Axe, 3d6 x 10 gold pieces.

Woodworker: You are skilled at carving raw wood into planks, poles, and other trappings that are the cornerstone of villages and towns everywhere. Bonus Skills: Crafting. Starting Gear: Quarterstaff, 2d6 x 10 gold pieces.

Nobility: You were raised in a palace, castle, or other locales of high society. You are wealthy beyond the imagination of most others and can recognize heraldry as well as understand the niceties of courtly etiquette. Bonus Skills: Knowledge: Nobility, 1 extra Language, Pilot: Basic. Starting Gear: Fine Clothing, Riding Horse, Long Sword, 8d6 x 10 gold pieces.



*Flesh screams
Blood dreams
The Hungry God rides*

*In the dark of the night
Or burning of light
The Hungry God rides*

*Pure of heart
Or soul of dark
The Hungry God rides*

*Loyal slave
Or ignorant knave
The Hungry God rides
And we are helpless
To his sacred whims.*

Classes

ARCHER

You are the master of the bow and prefer to take down your enemies at a distance. You can also create special arrows that do more than injure your targets.

Prime Attribute: DEXTERITY. An Archer must have a minimum DEX score of 12. A high INT is also recommended.

Saving Throws: Archers are used to encountering poisons and, as such, receive a +2 to the Poison save stat.

Skill Training:

† Athletics: Basic; Combat Training; Crafting ; Ranged Weapons; and 4 other skills.

† +1 to attack and damage with a bow; and -1 to attack in Melee

Class Bonus: The Archer gains a one-time bonus of +2 to DEX and a -1 to CHA.

Starting Gear: Short Bow, Quiver, 100 Arrows, Dagger, Padded Armor.

Level Archer Level Progression

- +1 to attack & damage with a bow.
- 2 Increase all bow ranges by 50%.
Can shoot in Melee range or into a crowd without penalty.
- 3 True Shot: Once per day, you may add your INT modifier to an attack and damage roll with a bow.
Craft Special Arrows (1/2 price to you – see p. 107).
+1 to attack & damage with a bow.
- 4 You can now shoot a bow while running with no penalties. Your range attacks bypass 1 Toughness.
- 5 True Shot can be used twice a day.
+1 extra action per round.
- 6 +2 to attack and +1 damage with a bow.
- 7 +3 to Climbing & Stealth checks.
+1 to DEX or INT.
You take ½ damage from falling.
- 8 +2 to attack and +1 damage with a bow.
You may use an extra SUR point to re-rolling any failed roll. Your range attacks bypass 1 Toughness.
- 9 True Shot can be used three times a day.
+2 to Athletics or Stealth.
- 10 Advantage on all bow attacks.

Archer



ASSASSIN

The shadows and darkness are your great ally on your quest to assassinate your target. Some Assassins kill for the thrill of it, while others do it for the gold. Some Assassins have a strict code they follow in determining whether they take a job, while others will kill anyone for a couple of silver.

Prime Attribute: DEXTERITY & INTELLIGENCE. An Assassin must have a minimum DEX score of 12 & an INT of at least 10.

Saving Throws: Assassins often cheat death, receiving a +2 to the Death save stat.

Skill Training:

- † Athletics: Basic; Combat Training; Fighting: Select 1; Investigation; Language - Poison Lisp: Language only known to shadowy types. Ranged Weapons; Stealth at +2; Street Smart at +1; Subterfuge; and 2 other skills
- † +2 to Surprise attacks; Your Surprise Attack resets once a round, if the target loses sight of you; +2 to Initiative if in Stealth and no enemy sees you.
- † Cannot be Righteous or Law Alignment.

Class Bonus: The Assassin gains a one-time bonus of +1 to DEX and INT and a -1 to CHA.

Starting Gear: Short Bow or Crossbow, Quiver, 100 Arrows or Bolts, 4 Daggers, Padded Armor or Leather Armor

Level Assassin Level Progression

- 2 You can Run at 3x your Move. 2 additional skill points.
- 3 +5 to Athletics checks. You may Stealth within 20' after you spend your last action.
- 4 You may re-roll any failed skill attempt by using a SUR point. You take ½ damage from falling (rounded up). Your Surprise attacks bypass 1 Toughness.
- 5 Gain Advantage on Stealth or Street Smart, +2 to attacks & +4 to the Poison save stat.
- 6 +1 extra action per round. You can Run at x4 your Move. Shadow Mind: When in Stealth to a Psionic, the Psionic cannot target you.
- 7 Death Blow: When you kill or take a target Out of Action, you gain a free, immediate action. (Once per hour)
- 8 Advantage on all Surprise Attacks.
- 9 +2 to Surprise Attack damage. Your Surprise attacks bypass 1 Toughness.
- 10 You may use an extra SUR point to re-roll any failed roll. +1 to DEX and +1 to INT.

Assassin



dn 2020

BARBARIAN

These fierce and battle-hardened Barbarian tribes that live on the fringes of civilization produce some of the world's most renowned and notorious adventurers.

Barbarians are unstoppable warriors and hardened survivalists that tend to distrust magic and those that utilize it. Barbarians will use magic weapons and armor.

Prime Attribute: CONSTITUTION & STRENGTH. A Barbarian must have a minimum STR score of 11 & a CON of 9.

Saving Throws: Barbarians rarely fear their enemies. They receive a +3 to the Courage save stat.

Skill Training:

† Athletics: Basic; Combat Training at +1; Fighting: Brawling; Intimidation; Knowledge: Nature; Wilderness Survival at +3; and 2 other skills.

† +2 to Melee attacks; -1 to Ranged attacks; and +3 to Move or +4 HP; Fear and Terror effects are half as effective and last half as long against you (rounded down).

† Rage: (x1/day) You must take damage or see an ally take damage to go into a Rage. When you Rage, you gain Toughness +2, +3 STR, 10 additional HP (you can exceed your max HP), and become Fearless. This lasts 2d6 rounds or until the fight ends. Once it ends, you are at Disadvantage on all rolls for the next 2d6 rounds.

Class Bonus: The Barbarian gains a one-time bonus of +1 to STR and CON and a -1 to CHA or INT.

Starting Gear: Choice of 2 Medium weapons, padded or leather armor, short sword, dagger.

Level Barbarian Level Progression

- | | |
|----|---|
| 2 | +2 to Spot & Listen checks, +1 to Melee damage. |
| 3 | +2 to Initiative & you cannot be Surprised. +2 to Move |
| 4 | Toughness +1 & +2 to Magic save stat |
| 5 | +1 extra action per round. +3 HP, Rage (x2/day). Your Rage damage bypasses 2 Toughness. |
| 6 | +2 to Spot & Listen checks. +1 to STR or CON. |
| 7 | Fearless. Advantage on Wilderness Survival. |
| 8 | Rage (x3/ day), +4 HP, +2 to Melee attacks. Your Rage damage bypasses 2 Toughness. |
| 9 | You may use an extra SUR point to re-roll any failed roll. +2 to the Magic save stat. |
| 10 | Toughness +1 and +4 HP. |

Barbarian



THE BEASTMASTER

You are one with the animal kingdom, preferring their presence to that of your kind. You have a unique link with an animal companion, or animal companion, that gives you control and a shared mind with your animal(s). If the bond is ever broken, or your animal dies, you lose part of your soul.

Prime Attribute: DEXTERITY & CHARISMA. A Beastmaster must have a minimum DEX score of 10 & a CHA of 9.

Saving Throws: Beastmasters have nerves of steel. They receive a +2 to the Courage save stat.

Skill Training:

† Animal Training at +3; Athletics: Basic; Combat Training at +1; Knowledge: Nature; Ranged Weapons; Stealth; Wilderness Survival at +3; and 2 other skills.

† Empathy with Animals: You have affinity and empathy will all normal animals of the world (unless they feel threatened or are compelled by other forces). You can telepathically communicate with them at will (200'). You can attempt to have an uncontrolled animal become your companion (x3/ day) with an Animal Training check (DC: 12 + animal's HD).

† Animal Companion: You have an animal companion that follows you everywhere; you can communicate with and use its Initiative. That companion is slightly bigger than a normal animal (Max stats, +1 AC, +2 HP, +1 to Initiative & +1 to attack). If your companion dies, you lose 1 HP for d4 days (cannot be healed). You may free a companion at any time. Your companion cannot have more HD than your level. You may have a Hit Dice worth of animals under your control equal to your level. Animals that are less than 1 HD count as 1 HD. If you control a HD of animals that exceed your level, you may store the extras a trusted location (farm, stable, etc.).

Class Bonus: The Beastmaster gains a one-time bonus of +1 to DEX, +1 to CHA and -1 to INT.

Starting Gear: Choice of Medium weapon, padded or leather armor, short bow, 40 arrows, dagger, animal food

Beastmaster



Level Beastmaster Level Progression

- 2 See-through your Companion's eyes. +2 to Tracking. You & your animals can Run at x3 your Move.
- 3 Advantage on Animal Training. +1 to DEX and CHA. Companions have Advantage on Initiative & +1 to damage.
- 4 Heal Companion (x/day) heals d4+1 (X is your CHA modifier +1) Range: 40'. +3 to Move or +2 to Range attacks.
- 5 +2 skill points. Your animals gain Toughness +1 & +1 to attack. Your animal's damage bypasses 1 Toughness.
- 6 +1 extra action per round. You & your animals can Run x4 your Move.
- 7 You may use an extra SUR point to re-roll any failed roll. Your attacks bypass 1 Toughness.
- 8 Resurrect Companion: (x1/ day) Restores your Companion back to life at Max HP.
- 9 Companion boost: each receives +1 AC, +4 HP and +2 to attacks. You gain +1 to attacks & +4 HP.
- 10 +1 to DEX and +1 to CHA. Gain Swarm: (x1/day) You can have all of your animals gain Toughness +2, +2 to damage & +2 to attack for 4 rounds.

CINDERTOUCHEd

On a rare occasion, a humanoid is born with a psionic power that allows them to control fire and even cause themselves to burst into flames without harming themselves or their gear. Those with this power find it difficult to blend into normal society because of their craving to touch and play with fire. They also tend to be arrogant, ignoring weapons training, relying on their powers to carry them in combat.

Prime Attribute: CONSTITUTION & WISDOM. A Cindertouched must have a minimum CON score of 9 & a WIS of 12.

Saving Throws: Cindertouched have sharp minds. They receive a +2 to the Mental save stat.

Skill Training:

† Intimidation; Ranged Weapons; Stealth; Street or Wilderness Survival; and 3 other skills.

† Immunity to all forms of flame and heat. All items on your person have this immunity; You can control, or snuff, all regular fires at will (range: 200') but you cannot create it; You can sense fire within 300' + 100' per level, and you can see in and through the flame.

† Flame Shot: If you have a fire, you can increase its intensity up to 1 time per level, or shoot it up to 50' for d6 Fire damage (the target catches on fire). Standing fire does 1 damage per round. Each time it is intensified, it deals 1 more damage.

† Flame Heal: If you end a round engulfed in flames, you heal d4 HP, and then everything adjacent takes 2 Fire damage.

Class Bonus: The Cindertouched gains a one-time bonus of +1 to WIS & CON, and -1 to CHA.

Starting Gear: Padded Armor, Knife

Cindertouched



Level Cindertouched Level Progression

- 2 You can create flame at will and you can breathe smoke without harm. +2 to attack with fire.
Immolate: (x3/ day) You set yourself on fire for up to 10 rounds.
- 3 While afire, you gain +2 AC, +12 HP, anything touching you takes 2 Fire damage per round, Toughness +2 and your Flame Shot deals 1 damage more.
- 4 +100' to your Flame Shot range. +1 to Initiative.
- 5 +1 to WIS. Your fire attacks deal 1 more damage.
Immolate II: (x5/day) It now lasts 15 rounds, gives +5 AC, +20 HP, does 3 Fire damage by touch, Toughness +3 and your Flame Shot does 2 damage more.
- 6 +1 extra action per round. Your Fire damage bypasses X Toughness. X is your WIS modifier.
- 7 Flame Explosion: (x3/day) 50' 2d6 damage to everything in range. DEX check halves damage.
- 8 You may use an extra SUR point to re-roll any failed roll. +1 to attack with fire.
- 9 Immolate III: (x8/ day) It now lasts 25 rounds, gives +7 AC, +30 HP, does 4 Fire damage by touch, Toughness +4 and your Flame Shot does 3 damage more.
- 10

FORTUNE HUNTER

Fortune Hunters crave adventure, glory, and, most importantly, gold! They can handle themselves in a fight by using their wits and their dexterity.

Prime Attribute: DEXTERITY & SURVIVAL. A Fortune Hunter must have a minimum DEX score of 11 & a SUR of 10.

Saving Throws: Fortune Hunters have steel nerves. They receive a +2 to the Courage save stat.

Skill Training:

† Arcana; Archeology; Athletics: Basic; Combat Training; Investigation at +1; Knowledge: General +2; Knowledge: Select 2 at +1; 1 Extra Language; Subterfuge; and 4 other skills

† +3 to Spot & Listen checks; and +1 to AC & +1 to Initiative

† Seeker's Knowledge: You have read so much and heard so many rumors that you have a chance to roll a Knowledge check on any topic.

† Swordsman: You can use your DEX modifier instead of STR for 1 handed blade weapons (attack & damage).

Class Bonus: The Fortune Hunter gains a one-time bonus of +1 to DEX & SUR and a -1 to STR.

Starting Gear: Choice of Light weapon, padded or leather armor, crossbow, 40 bolts, dagger

Level Fortune Hunter Level Progression

- | | |
|----|--|
| 2 | Can sense hidden items and doors (Spot at Disadvantage), can Run at x3 Move. |
| 3 | All escape attempts you make are made at Disadvantage. Learn 1 new Language. You roll at Advantage on any Treasure roll. |
| 4 | You attack Prone and Surprised targets at Advantage. Learn 2 new Knowledges at +1 each. |
| 5 | You may use an extra SUR point to re-roll any failed roll. +1 to DEX. |
| 6 | +1 extra action each round. +2 skill points. |
| 7 | You regain an extra SUR point at the beginning of each game session. Advantage on Initiative. |
| 8 | Advantage on Spot checks. +1 to attack and SUR. Your Swordsman attacks bypass 1 Toughness. |
| 9 | +2 to Seeker's Knowledge checks. +1 DEX. |
| 10 | Make your SUR re-rolls at Advantage. |

Fortune Hunter



MASTER OF ARMS

Few will challenge a Master of Arms to a fight. As a Master of Arms, you are a total bad-ass. You are an armored machine that can use any known or improvised weapon to vanquish your foes.

Prime Attribute: CONSTITUTION & STRENGTH. A Master of Arms must have a minimum CON of 9 and a minimum of 11 STR.

Saving Throws: Master of Arms have steel nerves and are resilient. They receive a +2 to the Courage & Death save stats.

Skill Training:

† Athletics: Basic at +2; Combat Training at +2; Fighting: Wrestling or Brawling; Intimidation at +2; Ranged Weapons; and 3 other skills.

† +2 HP; Master of Arms can use any weapon or armor without penalty (unless it is too large or small to wield); +3 to attack with a Melee weapon & +1 to damage with a Melee weapon. You gain +1 to Melee attack each time you level.

† Overkill: If you kill, or knock an enemy Out of Action, you gain an immediate free attack against an adjacent enemy (x3/day)

† Charger: You don't have to make a DEX check when Charging.

Class Bonus: The Master of Arms gains a one-time bonus of +1 to CON & STR, and a -1 to CHA.

Starting Gear: Suit of Plate Mail, 2 Light weapons, 2 Medium Weapons, 2 Heavy Weapons

Level Master of Arms Level Progression

- Mob Fighting: In any round that you take damage from multiple
- 2 enemies, you immediately gain Toughness +3 for d4 rounds (does not stack). +3 HP. Your Melee attacks bypass 1 Toughness.
 - 3 Blood in the Water: If you attack an opponent that has at has less than ½ of their starting HP, you deal 1 more damage and are at +2 to attack them. +1 CON, DEX or STR.
 - 4 Dreadful Display: Anytime you kill an enemy by more than 6 damage, each of their adjacent allies make their Morale checks at Disadvantage for 6 rounds. +2 to Initiative.
 - 5 +1 extra action per round. +1 to STR.
 - 6 Overkill: You can Overkill after moving no more than ½ of your remaining Move. Advantage on Intimidation.
 - 7 Fearless. All allies within 60' gain +2 to their Courage saves.
 - 8 Select One: Toughness: Magic +4, Psionic +4, or Toughness +2. Your Melee attacks bypass 1 Toughness.
 - 9 You may use an extra SUR point to re-roll any failed roll. +1 to Melee damage.
 - 10 +1 extra action each round.

Master of Arms



MENDER

A Mender spends their youth in monasteries or academies learning the ways of the healing light. When the Mender graduates from their training, they must travel the world, helping others, and are not allowed to accumulate wealth for themselves. Menders can accumulate magic items if they allow them to do greater good. Menders must have a Righteous or Law alignment, and they may not use edged weapons.

Prime Attribute: WISDOM. A Mender must have a WIS of at least 14.

Saving Throws: Menders have strong wills and are magic resistant. They receive a +2 to the Mental & Magic save stats.

Skill Training:

- † Alchemy; Arcana at +1; Knowledge: Select 2 at +1; 1 extra language; Medicine; and 4 other skills.
- † Menders cannot wear Heavy Armor; Menders are immune to curses & diseases. (x3/ day) A Mender can remove a curse or disease by touch. This ability does a d6 Light damage to Undead.
- † Healing Touch: A Mender's touch heals a target d4+ WIS modifier X times a day. X is their Level + WIS modifier. If a Mender heals HP with this power, that exceeds 50 HP, they lose 1 permanent CON. This touch causes Light damage to undead.
- † Holy Protection: You have a +2 to AC and all allies within 60' gain a +1 to each save stat. You cannot be Sickened.

Class Bonus: The Mender gains a one-time bonus of +2 to WIS, and a -1 to any other attribute.

Starting Gear: Padded Armor, Vestments, Robes, Staff, Holy Symbol, Holy texts.

Level Mender Level Progression

- | | |
|----|--|
| 2 | You have Terror: 16 to unintelligent undead. |
| 3 | +2 to Magic save stat & Toughness: Shadow +1. |
| 4 | Fearless. +2 to Arcana. Healing Touch now has a 20' range. Toughness: Undead +2. |
| 5 | Healing Wave: (x2/day) All allies within 30' gain a d6+ WIS modifier HP. This does Light damage to undead. Light Vision: You can see through illusions, ignore Darkness and cannot be Blinded. |
| 6 | Your damaging spells bypass 2 Toughness. +1 to WIS. Immunity to Madness. |
| 7 | Gain Outsmart. Toughness: Shadow +1. |
| 8 | You may use an extra SUR point to re-roll a failed roll. |
| 9 | +1 extra action per round. Healing Touch now has a 40' range. |
| 10 | All allies within 60' gain +1 AC & Toughness: Shadow +2. |

Mender



Mender Spells Learned at Each Level

Menders can learn new spells from their deity or from discovering them. They require rune tattoos to use magic. You may use your WIS modifier for spells instead of INT. Add your WIS modifier to the number below.

Level	1	2	3	4	5
1	+2	-	-	-	-
2	+1	-	-	-	-
3	+1	+1	-	-	-
4	+1	+1	-	-	-
5	+0	+0	+1	-	-
6	+0	+0	+1	-	-
7	+0	+0	+0	+0	-
8	+0	+0	+0	+1	-
9	+0	+0	+0	+0	+0
10	+0	+0	+0	+0	+0

Maximum Rune-Tattoos Per Level

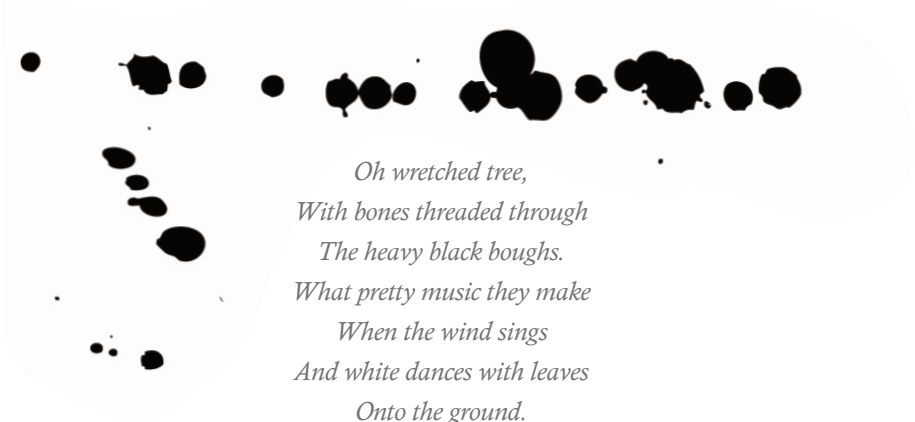
This is the maximum number of rune-tattoos you may have at each level

Level	1	2	3	4	5
1	5	-	-	-	-
2	8	-	-	-	-
3	12	5	-	-	-
4	16	10	-	-	-
5	18	13	4	-	-
6	20	17	8	-	-
7	20	20	12	3	-
8	20	20	16	6	-
9	20	20	20	12	3
10	All	All	All	15	7

Maximum Mender Spells Per Day

This is the maximum number of spells you can cast each day. Add your WIS modifier to this number. Menders can NEVER Step into the Void!

Level	1	2	3	4	5
1	1	-	-	-	-
2	2	-	-	-	-
3	3	1	-	-	-
4	4	2	-	-	-
5	5	3	1	-	-
6	6	4	2	-	-
7	7	5	3	1	-
8	8	6	4	2	-
9	9	7	5	3	1
10	10	8	6	4	1



*Oh wretched tree,
With bones threaded through
The heavy black boughs.
What pretty music they make
When the wind sings
And white dances with leaves
Onto the ground.*

*I wonder if the wicked fae,
Are pleased with the
Sorrowful symphony
That their magic
And blades
Have left behind.*



MERCENARY

You have developed a robust array of skills that make you a valuable asset to any adventuring party. You are a sword for hire that loves to fight as much as you love coin.

Prime Attribute: CONSTITUTION & STRENGTH. A Mercenary must have a minimum CON of 8 and a minimum of 10 STR.

Saving Throws: Mercenaries have seen things most people would not believe; they receive a +2 to the Courage save stats.

Skill Training:

† Athletics: Basic; Combat Training at +2; Fighting: Select 1; Intimidation; Pilot: Basic; Ranged Weapons; Subterfuge; and 5 other skills.

† +2 HP; Mercenaries can use any weapon or armor without penalty (unless it is too large or small to wield); +1 to attack with a Melee weapon & +1 to damage with a Melee weapon. You gain +1 to Melee attack each time you level.

† Charger: You do not have to make a DEX check when Charging.

Class Bonus: Mercenaries gains a one-time bonus of +1 to CON & STR, and a -1 to another attribute.

Starting Gear: Chain Mail, 2 Light weapons, 2 Medium Weapons, 2 Heavy Weapons, Helmet.

Level Mercenary Level Progression

- | | |
|----|--|
| 2 | Seize the Moment +1 & you make 5% more coin when doing a job. |
| 3 | +1 CON, DEX or STR. +2 HP. |
| 4 | +2 to Initiative. Your attacks are Outsmarted at Disadvantage. Your Seize the Moment attacks bypass 2 Toughness. |
| 5 | +1 extra action per round. Blood in the Water: If you attack an opponent that has less than ½ of their starting HP, you deal 1 more damage and are at +2 to attack them. |
| 6 | Overkill: If you kill or knock an enemy Out of Action, you gain an immediate free attack against an adjacent enemy (x3/day). +2 to the Courage save stat. |
| 7 | You make 10% more coin when doing a job. +1 to STR or CON. Seize the Moment +1. |
| 8 | +3 skill points. +3 HP. Toughness +1. |
| 9 | You may use an extra SUR point to re-roll any failed roll. Fearless. |
| 10 | +1 extra action each round. |

Mercenary



MONSTER HUNTER

Your skills are highly sought by those that wish to catch, kill, or capture the things that hide in shadows. Monster Hunters specialize in particular monsters but have the base skills and gear to have a chance to deal with any creature they encounter.

Prime Attribute: SURVIVAL. Monster Hunters require a SUR score of at least 10, although CON is beneficial.

Saving Throws: Monster Hunters receive a +2 to the Courage save stat.

Skill Training:

† Athletics: Basic at +1; Combat Training at +2; Fighting: Select One; Knowledge: Any 2; Ranged Weapons; Stealth; Street Survival at +1 or Wilderness Survival at +1; 2 other skill points.

† +1 to all attacks.

† Select a Creature Type you specialize in hunting. You gain +1 to the Courage save stat, +1 to attack, +1 to Track, +1 to Armor Class & do +1 damage to that type of creature (Creature Types: Aberration, Animal, Beast, Construct, Dragon, Elemental, Fey, Giant, Humanoid, Magical Beast, Ooze, Outsider, Plant, and Undead).

Class Bonus: Monster Hunters gain a one-time +2 SUR bonus.

Starting Gear: Chain Mail or Leather Armor, 2 Light Weapons, 2 Medium Weapons & 1 Heavy Weapon.

Level Monster Hunter Level Progression

- | | |
|----|--|
| 2 | Advantage on skill checks involving your Creature specialty. +1 to Initiative and +1 to all attacks. |
| 3 | The bonus for your first Creature specialty is now +2. Gain Toughness +1 & Seize the Moment +1. |
| 4 | Advantage on any Survival skill you have. +3 Move. +1 to SUR. Your attacks against your specialty creatures bypass 2 Toughness. |
| 5 | +1 extra action each round. Fearless against any creatures you have specialty in. Select a second Creature specialty at +1. +1 to all attacks. |
| 6 | You gain Outsmart against creatures you have specialty in. Select 1: Toughness +1 or +1 to all attacks. |
| 7 | +1 to SUR. +1 to any attribute. +1 to AC. +1 to all attacks. |
| 8 | You may spend an extra SUR point on any failed roll. Gain 2 skill points. Toughness +1. |
| 9 | Select a third Creature specialty at +1. Your second becomes +2 & your first becomes +3. |
| 10 | Gain Outsmart or Killshot: Any natural 20 you roll on an attack kills a living target unless they make a Death save. This only affects creatures with less starting HP than you. |

Monster hunter



MYSTIC

Mystics derive their magical abilities from invisible rune-tattoos that they receive at significant risk to their safety. There is a very real and significant chance of bodily harm when receiving a magical rune-tattoo. Even non-Mystics can get a rune-tattoo and be imbued with the power of that spell, but their chance of harm is much greater. When you cast a spell, the corresponding rune-tattoo will glow for 1 minute per level of the spell.

Prime Attribute: CONSTITUTION and INTELLIGENCE. A minimum INT of 13 is required. A minimum CON of 10 is required.

Saving Throws: Mystics gain a +2 bonus to the Death & Magic save stats.

Skill Training:

† Arcana at +3; Astrology or Divination; Knowledge – 2 of your choice; 1 extra Language; and 2 other skill points.

† -2 to all non-magic attacks; Mystics cannot wear Heavy Armor.

Class Bonus: Mystics receive a one-time +1 to INT & -1 to STR.

Starting Gear: Staff, Padded Armor & many magic books.

Mystic Spells Learned Each Level

You gain this number of spells (plus your INT modifier), along with their corresponding rune-tattoos, when you achieve the appropriate level without danger. You cannot attempt to learn or cast any spell that is a level higher than a spell you can learn on the table below.

Level	1	2	3	4	5
1	+3	-	-	-	-
2	+2	-	-	-	-
3	+1	+2	-	-	-
4	+1	+1	-	-	-
5	+0	+1	+2	-	-
6	+0	+1	+1	-	-
7	+0	+0	+1	+0	-
8	+0	+0	+1	+1	-
9	+0	+0	+0	+1	+0
10	+1	+1	+1	+1	+0

Mystic



Level Mystic Level Progression

- +2 to Mental save stat & +1 to INT.
- 2 You may Step into the Void when casting a spell to add your level to the spell's damage.
+2 to Magic save stat.
- 3 You may Step into the Void when casting a spell to add your level x10' to the range of a spell.
+1 to INT, +1 to WIS, +2 to Death save stat & +2 to Ranged magic attacks.
- 4 You may add your INT modifier to any save roll or attribute check a target attempts against your spells.
+4 to Arcana or a Knowledge of your choice. +1 Armor Class.
- 5 You may Step into the Void to have a spell target an additional target or to double the spell's duration. Make just 1 attack roll if needed.
+1 to INT.
- 6 Your damaging spells bypass a number of Toughness equal to your level.
Choose 1:
Fight the Void - When you Step into the Void, you may subtract your WIS attribute from your roll. You may see the roll first. Ignore the first Madness point you gain each day.
- 7 *or*
Embrace the Void - When you Step into the Void, you gain +1 to AC, +1 HP, and your spells deal +1 additional Shadow damage for 5 minutes (This stacks). You gain Weakness: Magical Light during this period.
+1 to INT & +3 to Arcana.
- 8 You gain an extra action per round.
If you cast a second spell for that action, you must Step into the Void when you cast it.
- 9 You may cast a spell without speaking or moving by Stepping into the Void. Casting spells in melee does not trigger Seize the Moment actions.
Choose 1:
One with All - You cannot be Surprised, gain +3 to Armor Class, gain Immunity to Light, and you cannot lose any of your senses. You gain Flying at 18 Move. You know any language you encounter and gain Advantage on all Step into the Void rolls. You can speak telepathically with any willing target. You feel the need to aid others.
- 10 *or*
Speed of Darkness - You always have Initiative (if a tie, you act simultaneously), gain +20 Move, gain +20 to Stealth, gain +4 to Armor Class, gain Immunity to Shadow. You can immediately adapt to any environment. You ignore all effects that slow you or hinder your movement. You can turn intangible as an action, but it stops if you attack or cast a spell on another target. You feel no compassion with humanity or feel the need to help anyone.

Maximum Rune-Tattoos Per Level

This is the maximum number of rune-tattoos you may have at each level.

Level	1	2	3	4	5
1	6	-	-	-	-
2	10	-	-	-	-
3	16	6	-	-	-
4	20	12	-	-	-
5	20	16	6	-	-
6	20	20	12	-	-
7	20	20	16	4	-
8	20	20	20	9	-
9	All	All	20	15	5
10	All	All	All	20	10

Maximum Spells Per Day

This is the maximum number of spells you can cast each day without having to Step into The Void. Add your INT modifier to this number.

Level	1	2	3	4	5
1	3	-	-	-	-
2	5	-	-	-	-
3	8	3	-	-	-
4	10	5	-	-	-
5	12	8	2	-	-
6	13	10	4	-	-
7	15	12	6	2	-
8	18	13	8	4	-
9	Any	15	10	6	1
10	Any	Any	12	6	1

NECROMANCER

You have gained access to the realms of death, and you can harness its powers to do your bidding. However, you must walk a thin line with your sanity to avoid losing your mind to the Void. You cannot have a Righteous or Law Alignment.

Prime Attribute: INTELLIGENCE and WISDOM. A minimum INT & WIS of 10 are required.

Saving Throws: Necromancers gain a +3 bonus to the Death save stat.

Skill Training:

† Alchemy; Arcana at +2; Intimidation; Knowledge: Any at +1; Knowledge: Undead at +4; and 5 other skills.

† Immunity to normal diseases; Sickened affects you ½ as long (rounded down); Sense Undead 100' +100' at 3rd & 8th level

† Toughness: Shadow +1

† Speak with the Dead (5-minute ritual) You can talk to any undead within 100' (ghosts or their physical body). Lasts: d10 minutes. At 4th level, you understand the dead even if they speak another language. At 6th level, they understand you even if they speak another language.

† You can control 1 unintelligent Undead per your level. At 3rd level, you can see through their eyes. At 5th level, you can speak through them and make touch spell attacks through them.

† Necromancers cannot wear Heavy Armor.

Class Bonus: Necromancers receive a one-time +1 to INT & WIS and a -1 to CHA.

Starting Gear: Padded Armor, staff, many magic books, candles, several knives, a jar of bones.

Necromancer Spells Learned Each Level

You gain this number of spells (plus your INT modifier), along with their corresponding rune-tattoos, when you achieve the appropriate level without danger. You cannot attempt to learn or cast any spell that is a level higher than a spell you can learn on the table below.

Maximum Rune-Tattoos Per Level

Necromancer



on 2020

Level	1	2	3	4	5
1	+3	-	-	-	-
2	+2	-	-	-	-
3	+1	+1	-	-	-
4	+1	+1	-	-	-
5	+0	+1	+1	-	-
6	+0	+1	+1	-	-
7	+0	+0	+1	+0	-
8	+0	+0	+1	+1	-
9	+0	+0	+0	+1	+0
10	+0	+1	+1	+1	+0

Level Necromancer Level Progression

- Repel the Dead (Free Action): You can make yourself totally invisible to the undead with less starting HP than yourself. If you make an aggressive action towards them, this protection is negated for 1 hour.
- 2 You may Step into the Void when casting a spell to add your level to the spell's damage (in Shadow).
+2 to Magic save stat & Toughness: Shadow +1.
- 3 You may Step into the Void when casting a spell to add your level x10' to the range of a spell.
You gain immunity to all diseases and cannot be Sickened.
- 4 You can make up to 6 of your Undead minions invisible to any detection for 1 hour (Free Action). If they make an aggressive action, the protection is negated for 1 hour.
Your Undead has +1 to AC & +4 HP.
- 5 Gain Fearless, +2 to Arcana, and Advantage on Knowledge: Undead.
You may add your INT modifier to any save roll or attribute check a target attempts against your spells.
- 6 You may Step into the Void to have a spell target an additional target or to double the spell's duration. Make just 1 attack roll if needed.
Your damaging spells bypass a number of Toughness equal to your level.
- 7 *You may use an extra SUR point to re-roll a failed roll.*
Your Undead have Toughness +1.
You gain an extra action per round. If you cast a second spell for that action, you must Step into the Void when you cast it.
Choose 1:
Embrace the Void – When you Step into the Void, you gain +1 to AC, +1 HP, and your spells deal +1 additional Shadow damage for 5 minutes (This stacks). You gain Weakness: Magical Light during this period.
- 8 *or*
Resist the Void – (Cannot be Evil) When you Step into the Void, you may subtract ½ of your WIS attribute (rounded up) from your roll. You may see the roll first. Ignore the first Madness point you gain each day.
+1 to INT & +2 to a skill.
- 9 Your Undead have Toughness: Magic +2. As an action, you can make one of your Undead within 100' explode. They do a d6 Magic & a d6 Shadow to everything with 10'.
- 10 You may cast a spell without speaking or moving by Stepping into the Void. Casting spells in melee do not trigger Seize the Moment actions. Your Undead's physical attacks deal an additional 2 Shadow damage.

This is the maximum number of rune-tattoos you may have at each level.

Maximum Spells Per Day

Level	1	2	3	4	5
1	5	-	-	-	-
2	10	-	-	-	-
3	15	4	-	-	-
4	18	9	-	-	-
5	20	12	4	-	-
6	20	16	8	-	-
7	20	20	12	4	-
8	20	20	16	7	-
9	All	All	20	12	3
10	All	All	All	15	7

This is the maximum number of spells you can cast each day without having to Step into The Void. Add your INT modifier to this number.

Level	1	2	3	4	5
1	3	-	-	-	-
2	5	-	-	-	-
3	6	2	-	-	-
4	8	4	-	-	-
5	11	6	2	-	-
6	12	8	4	-	-
7	15	10	6	2	-
8	18	12	8	3	-
9	19	14	10	4	1
10	Any	Any	12	6	1

PIRATE

You have sailed the seas and oceans of the world, honing your skills as a Pirate. Booty and glory are your driving motivations, but they have different methods of their ambitions. Some Pirates can be ruthless killers, while others can be opportunists that do not wish to harm anyone (beyond their treasure).

Prime Attribute: DEXTERITY. A Pirate must have a minimum DEX score of 10.

Saving Throws: The life of a Pirates takes balls of iron. They receive a +2 to the Courage save stat.

Skill Training:

† Athletics: Basic (Advantage on Swim checks); Combat Training; Fighting: Brawling; Intimidation; Knowledge: The Seas at +2; Knowledge: Select 2; 1 Extra Language; Pilot: Basic; Ranged Weapons; Subterfuge; and 4 other skills.

† +3 to Move & +2 to Initiative; Advantage on any skill check involving ropes; All area damage you take is reduced by 1; and Add 1 to Surprise Attack damage.

Swordsman: You can use your DEX modifier instead of STR for 1 handed blade weapons (attack & damage).

Class Bonus: Pirates gain a one-time bonus of +2 to DEX and -1 to any other attribute.

Starting Gear: Choice of Light weapon, padded or leather armor, crossbow, 40 bolts, dagger

Level Pirate Level Progression

- | | |
|----|--|
| 2 | Advantage on CON checks at sea. +1 to attacks. |
| 3 | +2 skill points. +1 to Surprise Attack damage. |
| 4 | Advantage on Climb checks. +2 to Spot checks.
+1 extra action each round. +2 to Courage save stat. Advantage on |
| 5 | Pilot: Basic checks if navigating on water. Your Surprise Attack damage bypasses 2 Toughness. |
| 6 | You roll at Advantage on any Treasure roll.
Learn 1 new Language. +1 to Surprise Attack damage. |
| 7 | You may use an extra SUR point to re-roll any failed roll. +3 to Intimidation. |
| 8 | Advantage on Initiative. Nose for Gold: When you find monetary treasure, you gain 5% more.
All escape attempts you make are made at Advantage. +1 to DEX. |
| 9 | +3 to Courage save stat. Your Surprise Attack damage bypasses 2 Toughness. |
| 10 | +1 to Surprise Attack damage. +2 to all attacks. |

Pirate



PSION MASTER

A rare, but very powerful, class is the mysterious Psion Master. They are born with incredible mental powers that begin to develop at a very young age.

What these individuals chose to do with those new-found abilities makes all the difference in the world. Some hone and focus their abilities, spending hours practicing and perfecting these strange manifestations. Others are driven mad, and some even become dangerous, as their emotions dictate a variety of uncontrolled psychic outbursts.

Prime Attribute: INTELLIGENCE and WISDOM. A Psion Master must have a minimum score of 13 in both INT and WIS.

Saving Throws: Psion Masters receives +3 to the Mental save stat and -1 to a save stat of your choice.

Skill Training:

† Combat Training; Intimidation or Persuasion; Knowledge-Psychic Phenomenon at +3; and 4 other skill points.

† Force of Will (p. 147);

† -1 to melee attacks; Psion Masters cannot wear Heavy Armor. Helmets will cause their powers to be halved in duration, effect, and damage (rounded down).

† At 1st level, you choose 3 different psychic abilities. You will be able to unlock or develop further abilities as your character increases in level. The freedom of choice when picking abilities allows for a variety of Psion Master character types. Each time you develop new psychic abilities, they begin at level 1 and advance in level each time you retake the psychic ability. You can only take one level in a power each level, and you cannot retake the same power next level. Example: If you take a level in Astral Armor at 1st level, you cannot take the second level in it until 3rd, then the third at 5th, the fourth at 7th & lastly the fifth at 9th.

† At 1st level, select one of your starting psychic abilities. That ability is your Primary Power. It has a static bonus effect or a bonus when used. Your Primary Power must be the first power you upgrade at every other level. You may change your Primary Power as long as it one of your highest-level abilities, and you permanently lose 1 INT or WIS.

† If a Primary Power acts as 1 level higher and you are at level 5, then you have access to the MAX PUSH level without using Force of Will.

Class Bonus: The Psion Masters gains a one-time bonus of +1 to INT & WIS and a -2 to STR.

Starting Gear: Padded Armor, Knife or Staff.

Psion Master



Level Psion Master Level Progression

- | | |
|----|--|
| 2 | +3 Psychic Abilities at Level 1.
+1 to Mental save stat. |
| 3 | +3 Levels of Psychic Abilities.
+3 to Knowledge- Psychic Phenomenon.
+2 to Mental save stat. |
| 4 | +1 Level of a new Psychic Ability.
Anyone attempting a Mental save against you must add your INT modifier to their save roll. |
| 5 | +3 Levels of Psychic Abilities.
<i>Choose 1:</i> add +1 damage to all of your psychic damage abilities <i>or</i> add +1 to all save rolls or ability checks against your psychic abilities.
Advantage on all Mental Saves. |
| 6 | +2 to Knowledge – Psychic Phenomenon.
You may use Force of Will before you attack to add that much damage to a psychic damage ability. |
| 7 | +3 Levels of Psychic Abilities.
+1 to Initiative.
+3 Levels of Psychic Abilities. |
| 8 | You take 1 HP less damage when you use Force of Will.
+1 extra action per round. |
| 9 | +3 Levels of Psychic Abilities.
+3 Levels of Psychic Abilities. |
| 10 | Gain a second Primary Power.
May use a SUR point to re-roll any failed roll. |

PSION WARRIOR

Psion Warriors spend years training their minds and bodies to work together as a killing machine. They have the best of both worlds in battle. They can wear heavy armor, use weapons, and have tremendous mental powers.

Prime Attribute: STRENGTH and INTELLIGENCE. A Psion Warrior must have a minimum score of 12 in both INT and STR.

Saving Throws: Psion Warriors receive +2 to the Critical & Mental save stats and -1 to a save stat of your choice.

Skill Training:

† Athletics: Basic at +1; Combat Training at +2; Fighting: Any; Intimidation; Knowledge- Psychic Phenomenon at +1; and 3 other skill points.

† Sword of Prasinus Psychic Ability; and Force of Will (p. 147).

† +2 to Initiative; and Helmets will cause their powers to be halved in duration, effect, and damage (rounded down).

Class Bonus: The Psion Warriors gains a one-time bonus of +1 to STR & INT and a -1 to any other attribute.

Starting Gear: Chain Mail, Knife, Medium weapon, and a Heavy weapon.

Level Psion Warrior Level Progression

- | | |
|----|---|
| 2 | Select 2 Psychic Abilities. +1 to Melee attacks. |
| 3 | Select 1 Psychic Ability as a Primary Power, and that ability becomes Level 2. +1 to the Mental Save stat & Initiative. |
| 4 | Select 1 Psychic Ability. +2 to Melee attacks. |
| 5 | +2 Levels of Psychic Abilities. Advantage on Initiative. Your Psionic damage bypasses 1 Toughness. |
| 6 | You may use Force of Will before you attack to add that much damage to a psychic damage ability. +1 Psychic Ability. +1 extra action per round. +2 Levels of Psychic abilities. +1 to |
| 7 | Melee attacks. Psi-Speed: X/times a day (X is your INT modifier) You can double your Move for d6 rounds as a Free Action (does not stack). |
| 8 | Advantage on Mental Saves. +1 Level of a Psychic Ability. +1 Psychic Ability. |
| 9 | You take 1 HP less damage when you use Force of Will. +2 Levels of Psychic Abilities. +1 to Melee attacks. |
| 10 | May use a SUR point to re-roll any failed roll. Your Psionic damage bypasses 1 extra Toughness. |

Psion Warrior



RANGER

Rangers make excellent trackers, guides, and hunters. They are experts in all things related to the wilds, especially the wilderness from which you hail.

Prime Attribute: CONSTITUTION & SURVIVAL. Rangers require a SUR score of at least 10 and a CON of at least 12.

Saving Throws: Rangers receive a +2 to the Courage & +1 to the Poison save stat.

Skill Training:

† Animal Training; Athletics: Basic at +1; Combat Training at +1; Crafting; Investigation; Knowledge: Nature at +2; Knowledge: Your Wilderness Type at +4; Medicine; Ranged Weapons; Stealth; Wilderness Survival at +4; 3 other skill points

† Toughness +1

† Select a Wilderness Type you specialize in. You gain Advantage on Tracking, Athletics, Spot, Listen, Survival, Stealth and Nature checks in, and about, your Wilderness Type. Animals native to that Wilderness will not attack you unless provoked or commanded.

† You have a +1 to attack and damage anything you have successfully Tracked in the past hour; You can create Traps; You can Run at x3 your Move.

Wilderness Types & Bonuses:

† Coastal/ Island- Toughness: Water +2, Advantage on Swimming checks.

† Deserts- Toughness: Heat (not fire) +2, Advantage on Heat & Thirst related CON checks.

† Forests & Jungles- Ignore hindering terrain in the woods, Advantage on Climbing Trees

† Marshlands- Sense water depth at sight (50' Range), can move through swampy land at normal speed.

† Mountains- Advantage on Climbing checks, +1 to CON

† Plains- You have +3 Move, you can Stealth in plain sight (but you lose Advantage)

† Tundra/ Frozen Climates- Toughness: Cold & Ice +2, Ignore ice-related hindering terrain when moving.

† Urban- Gain Subterfuge & Street Smart as a skills at +2,

† Underground- Dark Vision 20', Blindness has ½ the effect on you (rounded down).

Class Bonus: Rangers gain a one-time +1 CON & SUR bonus.

Starting Gear: Leather Armor, 2 Light Weapons, Bow, 40 arrows.

Ranger



Level Ranger Level Progression

- 2 1 extra language, +1 to Initiative, +2 HP and +1 to all attacks.
- 3 Gain Outsmart while in your Wilderness type. You gain Seize the Moment +1.
- 4 Advantage on Wilderness Survival. +1 to SUR. +1 to all attacks.
- 5 +1 extra action each round. Fearless while in your Wilderness. Your Seize the Moment damage bypasses 2 Toughness.
- 6 You gain Outsmart (gain +2 in your Wilderness Type). +1 to all attacks & +1 to Initiative.
- 7 +1 to SUR. +1 to any attribute. You can Run at x4 your Move.
- 8 You may spend an extra SUR point on any failed roll. Toughness +1.
- 9 Seize the Moment +1. +1 to all attacks.
- 10 Master of Your Domain: Your Wilderness Type bonus is now Double Advantage.

STREET RAT

Years of living on the streets, hiding in shadows, making back-alley contacts, and stealing to get by has prepared you with the skills needed to be a wily adventurer, a sneaky thief, or a master spy.

Prime Attribute: DEXTERITY. A Street Rat must have a minimum DEX score of 12.

Saving Throws: The life of a Street Rat is generally tough. They receive a +1 to each save stat.

Skill Training:

† Athletics: Basic at +2; Athletics: Acrobatics; Combat Training; Fighting: Brawling; Knowledge: General; Sleight of Hand at +3; Stealth at +3; Street Smart at +2; Street Survival at +1; Subterfuge; and 3 other skills

† You can Run at x3 your Move.

† Swordsman: You can use your DEX modifier instead of STR for 1 handed blade weapons (attack & damage).

† Lucky: You regain 1 extra SUR point at the beginning of each game session.

Class Bonus: Street Rats gain a one-time bonus of +2 to DEX and -1 to CON.

Starting Gear: Choice of Light weapon, padded or leather armor, dagger.

Level Street Rat Level Progression

- | | |
|----|--|
| 2 | Advantage on escape attempt rolls. +1 to AC. +1 to Surprise Attack damage. |
| 3 | Advantage on Stealth checks. You take ½ damage from falling (rounded down). +1 to attacks. |
| 4 | Advantage on Climb and Jump checks. +2 to Spot checks. You can Run at 4x your Move. |
| 5 | Advantage on Street Smart. You roll at Advantage on Treasure item rolls. +1 to attacks. |
| 6 | +1 extra action each round. +1 to DEX. Gain Outsmart. |
| 7 | You may use an extra SUR point to re-roll any failed roll. You can Run at x5 your Move. |
| 8 | Advantage on Sleight of Hand. +1 to AC. |
| 9 | +1 to attacks. +2 skill points. +1 to all save stats. |
| 10 | You can Run at x6 your Move. +1 to any attribute. |

Street Rat



WARRIOR OF THE EMPTY HAND

All of your young life, you have been fighting with your bare hands and feet, to show that you do not need weapons to be a real badass. You seek to find others like you to challenge and learn from. You rarely use weapons, and you can only wear Light Armor.

Prime Attribute: DEXTERITY. You must have a minimum DEX score of 13.

Saving Throws: These warriors are extremely tough. They receive a +1 to each save stat.

Skill Training:

† Athletics: Basic at +2 ; Athletics: Acrobatics; Combat Training; Fighting: Martial Arts; Knowledge: Select 1; 1 Extra Language; Medicine; Street or Wilderness Survival; and 2 other skills.

† +2 to Move & +1 to Initiative; +1 to Melee attacks at 1st, 3rd, 5th, 7th & 9th level; Your punches & kicks deal d6 damage at 1st level, d8 at 4th level, d10 at 8th level & d12 at 10th level.

† Hands of Speed: You can use your DEX modifier instead of STR for weaponless or staff attacks (Apply the STR modifier to damage).

Class Bonus: These Warriors gain a one-time bonus of +1 to DEX & +1 to STR and -1 to another attribute.

Starting Gear: Staff, padded armor

Level Warrior of the Empty Hand Level Progression

- | | |
|----|--|
| 2 | You can Run at x3 your Move. +1 to AC. Dazing Strike: You can attempt to Stun a living target for with a Melee attack. Call before you attack. The attack deals no damage, but Stuns them for the next round. Critical save negates. |
| 3 | Toughness +1. You Climb at x2 your Move. Seize the Moment +1. |
| 4 | Catch Arrows: Free action to catch (DC: The attacker's roll. Use your DEX mod). +1 AC. |
| 5 | +1 extra action each round. Hurricane Strike: Use all actions to roll 1 attack. That attack strikes all adjacent enemies. |
| 6 | You can Run on water. You can Run at x4 your Move. Your punches and kicks deal Magic and normal damage (you can turn this on and off at will). |
| 7 | Toughness +1. Anytime you take area damage, you may attempt a DEX check. If you pass, you take no damage. +1 to AC. |
| 8 | Your punches and kicks bypass 2 Toughness. |
| 9 | You may use an extra SUR point to re-roll any failed roll. +1 to AC. |
| 10 | Dim Mak: On a natural 20, your punches and kicks do max damage, bypass all Toughness, cannot be Outsmarted, and any SUR roll used to affect this attack is done at Disadvantage. |

Warrior of the Empty hand



ZEALOT

Nobody can convince a Zealot that they are ever wrong when it comes to their sacred beliefs. A Zealot will devote their life to their cause. Zealots blindly follow things like gods, demons, governments, royal families, ideas, cults, or anything with a fanatical, loyal following.

Zealots can be any alignment except Neutral. But they must fanatically follow that alignment and their cause. They are highly trained warriors and casters, making them an excellent balance of might and magic. But at a cost. Any Zealot that fails to follow their cause loses their magic and alignment abilities and becomes another class.

Prime Attribute: WISDOM & STRENGTH. A Zealot must have a minimum WIS of 11 and a minimum of 9 STR.

Saving Throws: Zealots are mentally strong & are known for fighting off death itself. They receive a +2 to the Mental & Death save stats.

Skill Training:

† Athletics: Basic; Combat Training at +2; Fighting: Brawling; Intimidation or Persuasion at +1; Knowledge: Zealot's Cause at +4; Language: Righteous & Law- Angel's Whisper, Evil-PitSpeak, Anarchist- Select 1; and 3 other skills

† Fearless; Detect Good & Evil 50'; Zealots can use any Melee weapon or armor without penalty (unless it is too large or small to wield); +1 to attack with a Melee weapon & +1 to damage with a Melee weapon. You gain +1 to Melee attack each time you level.

† Alignment powers.

Class Bonus: Zealots gains a one-time bonus of +2 to WIS and a -1 to INT.

Starting Gear: Suit of Plate Mail, 2 Light weapons, 2 Medium Weapons, 2 Heavy Weapons, Holy Symbol.

Zealot Spells Learned At Each Level

Zealots can only learn new spells from their deity or cause when they level up or pray for them if in great need. They cannot acquire rune tattoos. You may use your WIS modifier for spells instead of INT. Add your WIS modifier to the number below.



Level	1	2	3	4	5
1	-	-	-	-	-
2	+2	-	-	-	-
3	+1	+1	-	-	-
4	+1	+1	-	-	-
5	+0	+0	+1	-	-
6	+0	+1	+1	-	-
7	+0	+0	+0	+0	-
8	+0	+0	+0	+1	-
9	+0	+0	+0	+0	+0
10	+0	+0	+0	+0	+0

Maximum Zealot Spells Per Day

This is the maximum number of spells you can cast each day. Add your WIS modifier to this number.

Level	1	2	3	4	5
1	-	-	-	-	-
2	2	-	-	-	-
3	3	1	-	-	-
4	4	2	-	-	-
5	5	3	1	-	-
6	6	4	2	-	-
7	7	5	3	1	-
8	8	6	4	2	-
9	9	7	5	3	1
10	10	8	6	4	1

Level Righteous/ Law Level Progression

- 2 Righteous- Righteous Aura: +1 to AC, cannot be Blinded & can see in darkness. +1 to Melee attacks & damage against Evil. +4 HP. Immunity to Madness. You can NEVER lie! Cannot cast Evil spells. Cannot Step into the Void.
- 3 Smiting Blow (x1/day) Before rolling the attack, select an Evil target. If you hit, the attack deals an additional damage equal to double your WIS modifier.
- 4 Add 1 Light damage to your Melee attacks. Charger: You do not have to make a DEX check when Charging.
- 5 +1 extra action per round. +1 to STR & WIS.
- 6 Immunity to Disease and Curses. +3 HP.
- 7 Aura of Light: Undead that end a round within 30' of you take d6 Light damage.
- 8 You may use an extra SUR point to re-roll any failed roll. +1 to WIS.
- 9 Smiting Blow is now x3/day. You may make any spell damage you do, Light damage.
- 10 Toughness: Shadow +5.

Level Anarchist Level Progression

- Anarchist- Chaos Grin Aura: +1 to AC & +2 AC to Ranged attacks.
- 2 +1 damage to any Melee attack on a non-Neutral or Anarchist. +2 HP.
- 3 Smiting Blow (x1/day) Before rolling the attack, select an Evil, Law, or Righteous target. If you hit, the attack deals an additional damage equal to double your WIS modifier.
- 4 Add 1 Poison damage to your Melee attacks. Charger: You do not have to make a DEX check when Charging.
- 5 +1 extra action per round. +1 to STR & WIS.
- 6 Chaotic Mind: Immunity to Telepathy cannot be Mind Controlled or probed. +3 HP.
- 7 Aura of Chaos: Whenever you are attacked by a living non-Anarchist, they must make a Mental save. If they fail, they must attack another target in sight (unless you are the only target).
- 8 You may use an extra SUR point to re-roll any failed roll. +1 to WIS.
- 9 Smiting Blow is now x3/day. You may make any spell damage you do, have no damage type.
- 10 Toughness +2.

Level Evil Level Progression

- Evil- Pit Aura +1 to AC & anyone that hits you with a Melee attack takes 1 Shadow damage and loses 1 Courage for d6 rounds. +4 HP. Cannot cast Good spells.
- 3 Smiting Blow (x1/day) Before rolling the attack, select a Righteous or Law target. If you hit, the attack deals an additional damage equal to double your WIS modifier.
- 4 Add 1 Shadow damage to your Melee attacks. Charger: You do not have to make a DEX check when Charging.
- 5 +1 extra action per round. +1 to STR & WIS.
- 6 Advantage on Intimidation. +3 HP.
- 7 Aura of Hate: Anyone within 30' that attacks you is at -2 to attack, and they deal 1 extra damage.
- 8 You may use an extra SUR point to re-roll any failed roll. +1 to WIS.
- 9 Smiting Blow is now x3/day. You may make any spell damage you do, Shadow damage.
- 10 Toughness: Light +5.

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Skill	Attribute
Alchemy	WIS
Animal Training	CHA
Arcana	INT
Archelogy	INT
Art & Music	INT
Astrology	CHA
Athletics: Basic	STR
Athletics: Acrobatics	DEX
Combat Training	-
Cooking	WIS
Crafting	INT/ DEX
Dancing	DEX
Divination	WIS
Fighting: Brawling	-
Fighting: Martial Arts	-
Fighting: Wrestling	-
Interrogation	WIS
Intimidation	STR/ WIS
Investigation	WIS
Knowledge: General	INT
Knowledge: Ancient Astronomy, History (General), History (Specific), Law, Nature, Occult, Philosophy, Psychic Phenomenon, Religion (Specific)	INT
Knowledge: _____	INT
Language	INT
Mathematics	INT
Medicine	WIS
Meditation	WIS
Persuasion	CHA
Piloting: Basic	DEX
Ranged Weapons	DEX
Science	INT
Sleight of Hand	DEX
Stealth	DEX
Street Smart	INT
Street Survival	WIS
Subterfuge	WIS
Wilderness Survival	WIS

Skills

Each Character receives their starting skills from their class & profession at level 1. Unless noted, each skill starts with 1 rank and ranks cannot exceed the character's level. However, bonuses from class, attributes, potions, items, etc. do not count as ranks, they just give the character an additional modifier. Example: A character with the Medicine skill, starts with 1 rank. If they have Medicine +1, they have 1 rank in Medicine and a +1 to all Medicine skill checks, in addition to their attribute, item, etc. modifiers.

Each time your Character levels up, your Character gets 2 more Skill Points + INT Modifier to apply to previous skills or to gain new ones. You may put 1 point into a previous skill's rank or you may take a new skill at rank 1 for 1 point. NOTE: Your Character can only choose 1 Fighting Skill: Brawling, Martial Arts or Wrestling. Fighting Skills do not level or acquire additional ranks.

When making a skill check, you roll $d20 + \text{Attribute Modifier} + \text{Skill Rank}$. EX: You want to use your Sleight of Hand skill to pick a pocket, roll your $d20 + \text{Your DEX MOD} + \text{Sleight Rank}$. Then compare the total of your roll vs the DC set by the GM. If you tie or exceed the DC, you are successful.

*See Difficulty Checks (DC) for guidance on assigning target numbers for skill checks.

Alchemy (WIS)

The art of transmuting one element into another and creating potions.

Animal Training (CHA)

The ability to train animals to do your bidding. It usually takes weeks to train an animal (DC:15 once a week). Once trained, they will be loyal and follow simple commands. You cannot tame an animal that has more Hit Dice than you. If a Character has 6+ ranks, they can attempt to tame Dire or Mutant Animals.

Arcana (INT)

The knowledge of spell casting, rune-tattoos, and general magic and magic items. This is the same skill as Knowledge: Magic in other Survive This!! games.

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Archelogy (INT)

The knowledge of researching, discovering, and excavating ancient civilizations.

Art & Music (INT)

The knowledge of basic art & music and your ability to perform music and to create art.

Astrology (CHA)

The skill of attempting to read the influence of the movement of the stars and planets upon other's life.

Athletics: Basic (STR)

You are trained in basic physical activities and are proficient at balancing, digging, running, climbing, jumping & swimming.

Taking this skill gives you a +1 to CON, DEX & STR.

Athletics: Acrobatics (DEX)

Requires Athletics: Basic. You are trained in acrobatics. You take half damage from falling and being knocked back. Anytime you are knocked down, you may make a DEX check (adding the damage you took to the roll). If successful, you immediately get back up.

Combat Training (3 Rank MAX)

You are trained in the art of combat. If you have 1 rank, you can wear Light armor and use Light melee weapons. If you have 2 ranks, you can wear Medium armor, use improvised weapons, and use Medium melee weapons. If you have 3 ranks, you can wear Heavy armor and use Heavy melee weapons. You can only have a maximum of 3 ranks in this skill.

Cooking (WIS)

The ability to prepare, create, and critique food.

Dancing (DEX)

You know how to dance. Taking this skill gives you a +1 to Armor Class.

Divination (WIS)

The ability to see the future in many ways. Palm Reading, Tea Leaves, portents, prophecy, etc.

Fighting: Brawling (Fighting Skill)

You are proficient at basic barroom fighting. You can use improvised weapons with no penalty. You gain +1 to attack with punches or kicks, +1 against Intimidation attempts & Toughness +1. You get +1 to attack with punches or kicks at 4th & 8th levels. You get +1 to Toughness at 5th & 9th levels.

Fighting: Martial Arts (Fighting Skill)

You are skilled in the martial arts. You gain +1 to all saves and a +2 to Armor Class. You can use basic melee weapons & martial arts weapons. You can choose not to attack in a round and add +2 to your Armor Class for that round. You can do a backflip. You gain +1 to Melee attacks at 2nd, 4th & 8th level. You gain +1 to Armor Class at 5th & 9th Level. You gain Seize the Moment +1 at 6th level.

Fighting: Wrestling (Fighting Skill)

You are well trained in the art of grappling. You get +1 to attack, +1 to Armor Class & Toughness + 1. You get +2 to Grab attacks. You gain +1 to Melee attacks at 4th & 8th levels. You gain +1 to Armor Class at 3rd & 6th levels. You gain +1 Toughness at 5th level.

Interrogation (WIS)

You are talented at extracting information from people in unorthodox, and sometimes unlawful ways.

Intimidation (STR)

You can intimidate people for your gain. You may use your charisma bonus instead of strength if you choose.

Investigation (WIS)

You can gather information from sources that most people ignore or miss.

Knowledge – General (INT)

You have a strong base of general knowledge. You may make a knowledge roll to see if you have information on any subject.

Knowledge - _____ (INT)

Any specific knowledge a character has that may be useful to the game or to fill out a character. Possible Knowledges: Animals, Food, Fashion, History, Law, Literature, Local Area, Occult, Philosophy, etc.

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Language (INT)

You learn how to read, speak & write in a language each time you take this. You cannot use more than 1 skill point on each language.

Windwhisper is the trade tongue spoken by the majority of people that live in cities or deal with merchants.

Poison Lisp is the language of the underworld and the shadowy corners of the streets. It is difficult to find anyone to teach you, unless you work in that field. Anyone can take it as a language, but it takes 2 skill points to learn.

Random Language Table

D%	Language
01-10	Random Human Culture Language
11-15	Windwhisper (World trade tongue)
16-19	Angel's Whisper (Angelic tongue)
20-23	Arcwols
24-28	Aspimitte
29-33	Pitspeak (Demonic tongue)
34-43	Draconic
44-51	Dwarven
52-60	Elvish
61-62	Fey
63-64	Giant
65-70	Gnomish
71-75	Goblin
76-79	Halfling
80-84	Kitsune
85-88	Minataun
89-95	Orcish
96-00	Gnoll

Mathematics (INT)

You know basic and some advanced mathematics.

Medicine (WIS)

You are skilled at basic medicine and healing. You gain *Mend Wounds*: DC: 10. After combat, you can attempt to mend basic wounds on another person, restoring d4 HP. This requires 1 minute of uninterrupted concentration to perform and can be done once a day per rank in Medicine (otherwise, it takes the full 5 minutes and can be done as many times as needed).

If you have 5+ ranks in Medicine, you may Mend Wounds during combat once a day, equal to your WIS modifier. This takes 2 full rounds and a DC:15 each time you take damage while mending wounds. If you fail the check, you must start over.

If you attempt Mend Wounds on a Character that is Out of Action, it requires a DC of 15 + their HP below 0. If successful, they only return to 1 HP and gain Advantage on their Out of Action roll.

You can attempt more complicated medical assistance with the GM setting the DC. You may not attempt advanced life-saving techniques such as surgery or field amputations.

Meditation (WIS)

You are practiced in the ancient art of meditation. You gain +1 to your Courage save stat when you take this skill. Gain an additional +1 at Rank 5 & 10.

The first X times a day that you would gain a Madness point, as an action, you may make a WIS check to negate the point. X is 2 at Rank 1-4, 3 at Rank 5-8 & 4 at 9+.

Persuasion (CHA)

You can get people to do things for you with a wink or a few words.

Pilot: Basic (DEX)

You can ride a horse or tamed animal, and drive basic vehicles like carriages and boats. Driving over 20 MPH requires a DC:12 +1 per 10 MPH over 50 every minute. If you fail, you swerve and must make the check again. If you pass, you stabilize. If you fail, you crash.

Ranged Weapons (DEX)

You are trained with the ability to use ranged weapons without penalty for regular use. *Cannot put ranks into this skill.

Science (INT)

You have a basic knowledge of philosophical science (astronomy, biology, chemistry, geology, physics, etc.)

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Sleight of Hand (DEX)

You remarkably quick hands and have mastered the art of making distractions. You get a +1 Initiative bonus when you take this skill. You know how to pick locks and pickpockets.

Stealth (DEX)

You are adept at moving silently, passing with a trace and hiding, sometimes in plain sight.

Street Smart (INT)

You know how to track down information through informal channels and know where to track down drugs and stolen items on the street. You know how things are on the street and know how to take of yourself in interactions with other street toughs.

Street Survival (WIS)

You can track people & survive on the harsh city streets with basic proficiency. You can scavenge for useful items. You are able to use bows & light melee weapons as if you were trained with them. You can create traps.

Subterfuge (WIS)

You are adept at trickery. You are skilled at disguise, espionage, forgery, lock picking, lying, spying, and tracking (in the city). You have a +2 to all checks in dealing with anyone that is intentionally trying to deceive you.

Wilderness Survival (WIS)

You can track people & survive in the harsh wilderness with basic proficiency. You can scavenge for food and clean water. You are able to use bows & light melee weapons as if you were trained with them. You can create traps.

XP & Leveling Up

In the original fantasy RPG, Experience Points or XP was awarded for slaying monsters and gathering treasure. Survive This!! games use a leveling system that takes the focus off of combat and rewards Characters in 5 different ways: Session Survival, Encounter XP, Exceptional Roleplaying, Discretionary, and Hero XP.

Level	XP
1	0
2	5
3	14
4	26
5	41
6	59
7	80
8	104
9	131
10	162

SESSION SURVIVAL

Session Survival is the first way to earn XP. 1 XP is given simply for completing or “Surviving” an entire gaming session. Even if your Character does not get much accomplished during the gaming session, this XP is still earned.

ENCOUNTER XP

Encounter XP can be earned up to 3 times in one gaming session. 1 Encounter XP is earned by being involved in a combat scenario. If there are 3 separate combat scenarios in one gaming session, then 3 XP is earned. If there are 5 separate combat scenarios, still only 3 XP is earned as that is the max. NOTE: Encounter XP is rewarded regardless if you win or lose.

EXCEPTIONAL ROLEPLAYING XP

Exceptional Roleplaying XP can be earned 1 time per session for 1 XP. This XP is given for a player that goes above and beyond in the department of roleplaying.

DISCRETIONARY XP

Discretionary XP can be earned up to twice a gaming session for a maximum total of 2 XP awarded at the GM's discretion. This can be given for things like solving a difficult puzzle, overcoming the odds, or achieving something due to luck.

HERO XP

Hero XP is XP that is given to a player who performs a selfless act of valor. This act must be something that is above and beyond the goal of the session. Unlike the other types of XP that can be earned, Hero XP can only be earned by 1 player, per gaming session, and if nothing hero-like is done, then no player earns the Hero XP by any player.

MAXIMUM XP PER SESSION:

- † Session Survival: 1 XP per player
- † Encounter: 3 XP per player
- † Exceptional Roleplaying: 1 XP per player
- † Discretionary: 2 XP per player
- † Hero: 1 XP for 1 player

NOTE: Using this method, all Character Classes level at the same pace.

Level	XP	OPTIONAL
1	0	For groups that are very heavy into roleplaying and not as much into combat, it is recommended to give 1 XP per 1 hour of gameplay. This takes the emphasis off combat-driven play and still rewards players for playing the game the way they enjoy it and allows their Characters to progress at a much more normal rate.
2	4	
3	10	
4	20	
5	35	
6	55	
7	80	
8	110	
9	145	
10	185	

Money & Equipment

COIN CONVERSION

- 1 Platinum Piece = 5 Gold Pieces
- 1 Gold Piece = 2 Electrum Pieces
- 1 Electrum Piece = 10 Silver Pieces
- 1 Silver Piece = 10 Copper Pieces

ITEM DETAILS

Weapon: The name of the weapon.

Damage: The dice rolled when a character makes a successful melee attack.

Range: This is the distance between the attacker and the defender in which the weapon can be fired effectively. See p. 173.

Rate of Fire: This is how many times the wielder may attack with the ranged weapon in a single combat round. See p. 173.

Ammo: The amount ammunition that comes together for that price, or the amount of ammunition that weapon can hold at once. The amount of ammo listed is the required amount that takes up 1 Encumbrance item (i.e., 12 arrows = 1 item).

Cost: The cost of the weapon to purchase new, typically in gold pieces.

USAGE DICE (OPTIONAL)

Any item listed in the equipment section is considered frail, consumable, or limited item. When that item is used, the next turn its Usage die is rolled.

If the roll is 1-3 then the usage die is downgraded to the next lower die in the following chain:

d20 > d12 > d10 > d8 > d6 > d4

When you roll a 1-2 on a d4 the item no longer works or the character has no more of the item left.

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MELEE WEAPONS

Weapon	Damage	Range	Cost	Notes
Axe, Heavy	d10	25	8 gp	Heavy. Two-Handed, Thrown
Axe, Light	d6+1	40	3 gp	Medium, Thrown
Chain 5'	d6-1	-	2 gp	Light. +2 to Trips
Chain 10'	d6-1	-	4 gp	Light. +2 to Trips. Reach 5'
Club	d6	-	10	Light
Dagger	d6-1	50	2 gp	Light. Thrown.
Dagger, Cold Iron	d6	35	250 gp	Light. Thrown.
Dagger, Silver	d6-1	50	70 gp	Light. Thrown.
Flail, Footman's	d6	-	4 gp	Medium
Flail, Knight's	d8	-	8 gp	Medium
Fork, Military	d8	-	7 gp	Medium
Hammer	d4	25	1 gp	Light. Thrown.
Hammer, Two-Handed	2d6	-	15 gp	Heavy. Two-Handed.
Hammer, War	d6	25	2 gp	Medium. Thrown.
Kusari-Gama	d8 Blade/ d4 Ball	-	35 gp	Heavy. Reach 5'. +3 to Trips
Lance	d6	-	100 gp	Heavy. Does double damage if the user is Charging.
Mace	d6	-	5 gp	Medium.
Maul	2d8	-	50 gp	Heavy. Two-Handed. Reach 5'
Nunchaku	d6-1	-	5 gp	Medium
Pole Arm	d8	-	25 gp	Heavy. +5' Reach. Two-Handed
Sai (pair)	d6	30	20 gp	Light. Thrown.
Spear	d6	15	1 gp	Light. Thrown.
Staff	d6	-	1 gp	Light
Sword, Katana	d6+1	-	100 gp	Medium. +1 to attacks
Sword, Long	d8	-	15 gp	Medium
Sword, Rapier	d6	-	20 gp	Light.
Sword, Short	d8	-	10 gp	Medium
Sword, Two-Handed	2d6	-	25 gp	Heavy. Two-Handed.
Trident	d8	20	9 gp	Medium. +1 to attacks underwater
Whip	d6-1	-	3 gp	Medium. Reach 5'
Whip, Silver	d6	-	100 gp	Medium. Reach 5'. Silver tipped.

RANGED WEAPONS

Weapon	Damage	Range	Ammo	ROF	Cost	Notes
Arrow	d6	-	12	-	1 gp	Bows
Arrow, Silver	d6	-10%	6	-	40 gp	Bows
Bolt	d6	-	12	-	1 gp	Crossbow
Bolt, Silver	d6	-10%	6	-	40 gp	Crossbow
Boomerang	d6-1	60	-	1	10 gp	Thrown. Returns at end of the round. 10% chance to attack the same target upon return.
Bow, Long	-	150	-	1	50 gp	Medium. +1 damage
Bow, Short	-	60	-	1-2	20 gp	Medium.
Crossbow, Heavy	-	60	-	1	50 gp	Medium. +2 damage. Counts as 2 items for Encumbrance.
Crossbow, Light	-	80	-	1	25 gp	Medium.
Dart	d4	75	8	1-2	1 gp	Thrown.
Javelin	d6	150	6	1	2 gp	Thrown.
Sling	d4	100	2	1-2	1 gp	Comes with 30 rocks (ammo)

SPECIAL ARROWS

Weapon	Damage	Range	Ammo	ROF	Cost	Notes
Arrow, Explosive	d6	-20%	2	-	100 gp	Bows. Does damage to all within 20'
Arrow, Griffin Feather	d6+1	+25%	6	-	250 gp	Bows. Rare
Arrow, Holy Water	d6	-20%	2	-	50 gp	Bows. All Undead within 10' take damage
Arrow, Oil	d6	-20%	2	-	75 gp	Bows. Feeds fires or makes something flammable
Arrow, Poisoned	d6*	-10%	6	-	175 gp	Bows. *Add d4 Poison damage (save negates)
Arrow, Stun	-	-10%	6	-	125 gp	Bows. Stuns for 2-4 rounds (Critical save negates)

ARMOR

Armor Class (AC)

All Characters have a base Armor Class of 10 and gain their DEX modifier. Example: Your Character has a base of 10 and gets a +1 for their DEX Bonus, giving them an 11 AC. You buy Padded Armor that gives a +1 Armor Class bonus. You now have a 12 AC.

In addition to the bonuses mentioned above, Characters can get additional bonuses from wearing armor. See the equipment list for more details.

Armor Toughness absorbs physical damage equal to its Toughness bonus. You may only wear one suit of armor at a time and use one belt, set of gloves, set of boots, shield & helmet.

Armor

Armor is used to protect a defender from the damage of a successful attack. Most classes are capable of wearing some form of armor or another.

Armor: The name of the armor.

AC Bonus: The bonus this armor gives to your Armor Class.

Toughness: The amount of damage prevented by this armor on a successful hit.

Cost: The cost of the armor to purchase new, in gold pieces.

**Medium armors count as 2 items for encumbrance and Heavy count as 3.*

**You receive no DEX bonus to anything when wearing Heavy Armor.*

Armor	AC Bonus	Toughness	Cost	Notes
Cat's Boots	-	-	40 gp	Boots. +3 to Stealth
Chain Mail	+5	+1	70 gp	Medium. -4 to Stealth.
Chain Shirt	+3	+1	30 gp	Light. -3 to Stealth.
Elvish Chain	+4	+1	2000 gp	Light.
Half-Plate	+5	+2	400 gp	Heavy. Disadvantage on Stealth.
Helmet, Heavy	+2	+0	40 gp	Helmet. +2 to Critical & Death save stats, -1 to Spot checks
Helmet, Simple	+1	+0	15 gp	Helmet. +1 to Critical & Death save stats
Leather	+2	+1	20 gp	Light.
Leaper's Boots	-	-	30 gp	Boots. +3 to Jumping
Padded, Light	+1	+0	10 gp	Light. Very flammable.
Padded, Heavy	+2	+0	15 gp	Light. Very flammable.
Plate Mail	+7	+3	800 gp	Heavy. Includes helmet, boots & gloves. Disadvantage on Stealth.
Plate Mail, Field	+8	+4	2000 gp	Heavy. Includes helmet, boots & gloves. Disadvantage on Stealth.
Ring Mail	+4	+1	65 gp	Medium. -4 to Stealth.
Shield	+1	+0	8 gp	Shield.
Shield, Buckler	+1	+0	20 gp	Shield. Attaches to forearm.
Shield, Large	+2	+1	50 gp	Shield.
Splint Mail	+5	+2	300 gp	Heavy.
Studded Leather	+3	+1	45 gp	Light.

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EQUIPMENT

Item	Cost	Notes
Alchemical Kit, Travelling	500 gp	+3 to Alchemy checks.
Ale, Pint	1 sp	
Ale, Pint Strong	5 sp	
Animal Trap	5 gp	Advantage on Trapping when used
Backpack/ Sack	1 gp	X. +1 item carried. Limit 2.
Bedroll	2 gp	-
Candles x20	1 gp	-
Case (Scroll/ Map)	1 gp	-
Cloak	1 gp	-
Cloth (Bolt)	3 gp	-
Clothes, Commoner	1 gp	-
Clothes, Traveler's	3 gp	-
Clothes, Fine	10 gp	-
Clothes, Royal	500 gp	-
Compass	50 gp	X. +3 on any Navigation-related checks
Crowbar	5 gp	d4 damage. Advantage on STR attempts to open.
Fishing Pole	2 gp	+3 on Fishing checks.
Flint & Steel	1 gp	X.
Garlic (1 lb.)	10 gp	-
Grappling Hook	10 gp	+3 to Climbing checks.
Healer's Kit	100 gp	+3 to Medicine checks.
Holy Symbol	2 gp+	X.
Holy Water	1 gp	Vial. Does d4 damage to Undead (Thrown 30' range)
Jeweler's Kit	150 gp	+3 to Crafting jewels and metal.
Lantern	5 gp	-
Mirror, Small	5 gp	-
Musical Instrument	10 gp	Good quality. +1 to Music checks.
Musical Instrument	200 gp	High quality. +3 to Music checks.
Net	5 gp	-
Pole 10'	2 gp	-
Quiver, Large	1 gp	X. Holds 32 arrows.
Quiver, Small	6 sp	X. Holds 16 arrows.
Rations, Hard	5 sp	X. 1 day
Rations, Good	1 gp	X. 1 day
Rope 50' Hemp	1 gp	-
Rope 50' Silk	20 gp	+1 to checks when using
Shovel	5 gp	d4 damage. +5 to Digging checks.
Shuko	25 gp	X. Climbing spikes. +4 to Climbing checks

Item	Cost	Notes
Spellbook (Blank)	50 gp	-
Tent	20 gp	-
Thieves Tools	30 gp	+1 to skill checks involving these tools
Thieves Tools, Advanced	300 gp	+2 to skill checks involving these tools
Torch	1 sp	X. It lasts for 1 hour.
Waterskin	1 gp	-
Wine, Cheap	5 sp	-
Wine, Good	10 gp	-
Woodworker's Kit, Travelling	250 gp	+3 to Crafting wood.

**Items marked with an X in their notes do not count toward Encumbrance.*

TRANSPORTATION

Transportation items do count for basic Encumbrance. They are usually heavier and need a method of transportation, or they are the transportation.

Item	Cost	Notes
Boat, Canoe	75 gp	Seats 2
Boat, Galley	10K gp	Seats 200 + cargo & slow
Boat, Long Barge	3K gp	Seats 30 + cargo
Boat, Merchant	5k gp	Seats 20 + lots of cargo
Cart	65 gp	Seats 2
Raft	10 gp	Seats 3 (low weight)
Sailing ship, Large	10K gp	Seats 150 + cargo & speed
Sailing Ship, Small	2K gp	Seats 45 + cargo & speed
Wagon, Covered	200 gp	Seats 6 + cargo
Wagon, Open	160 gp	Seats 6 + cargo

ANIMALS & ANIMAL SUPPLIES

Animals do not count toward encumbrance unless you are carrying the animal (then it would be equivalent to armor).

Animal/ Supply	Cost	Notes
Barding, Tiny	7 gp	Animal gains +1 AC (for Minataun mounts)
Barding, Small	10 gp	Animal gains +1 AC/ Toughness +1
Barding, Medium	50 gp	Animal gains +1 AC/ Toughness +1
Barding, Large	200 gp	Animal gains +2 AC/ Toughness +1
Cat, Domestic	2 gp	Small.
Chicken	2 sp	Small.
Dog	4 gp	Small or Medium.
Dog, Guard	30 gp	Medium.
Donkey	20 gp	Medium.
Feed, Small	10 cp	Feed for 1 week.
Feed, Medium	5 sp	Feed for 1 week.
Feed, Large	1 gp	Feed for 1 week.
Goat	2 gp	Medium.
Hawk	35 gp	Small.
Horse, Draft	60 gp	Large. Stronger.
Horse, Messenger	100 gp	Large. Quicker.
Horse, War	200 gp	Large. Advantage on Terror checks.
Ox	30 gp	Large. Strong.
Pig	3 gp	Small to Medium.
Saddle	50 gp	+1 to Pilot checks.
Saddlebags	20 gp	Can carry more items.
Sheep	1 gp	Small.
Songbirds (pair)	6 sp	Small.

ASSISTANTS & HIRELINGS

Often adventures will need assistance in their efforts or aid from those who have skills outside their purview. Assistants and hirelings fill this niche. These potential allies work for pay and regard those who hire them as an employer, not necessarily a friend.

Assistants represent highly trained individuals who can be hired to perform tasks related to their training for player characters. Assistants do not join player characters on adventures. A player character can hire as many assistants as they choose, as long as they can afford to do so.

Assistants are paid by the week, and some tasks take longer than others to complete, as detailed in their individual descriptions or determined by the Game Master. These assistants do not accompany the group on the adventure; they perform a specific task (make some potions, clean a barn, sail to another port, etc.). More complicated tasks may cost more gp.

Assistant Type	Cost (Average per week + Item material costs)
Alchemist	150 gp
Animal Trainer	125 gp
Assassin	200 gp
Blacksmith	40 gp
Groom	10 gp
Laborer	3 gp
Merchant	20 gp
Sailor	5 gp
Ship Captain	100 gp
Spy	125 gp



HIRELINGS

If a player character desires aid while exploring the dangerous places of the world, they will need to retain the services of a hireling. Hirelings can assist in any number of tasks, from a simple torch bearer to a skilled man-at-arms, their help can mean the difference between life and death during an adventure.

Player characters can retain the services of up to one + one hireling per point of CHA modifier at any given time.

All hirelings have a Loyalty score, which represents a level of willingness to stand by their employer in the face of danger and doom. Once hired, a hireling's Loyalty rating is increased or reduced based on the employer's Charisma modifier. No matter how loyal a hireling may be, however, they will still abandon the player character if strongly mistreated.

Hirelings are paid by the week for their services, though if they see their masters getting rich from their aid, many hirelings will ask for a share of such wealth.

When a hireling is mistreated, reduced to one-half their hit points or faced with a situation which will likely result in their death, they must make a loyalty check by rolling 2d6, adding their master's CHA modifier. If the total is equal to or above their Loyalty value, they flee combat and abandon their master. You cannot bring on a hireling that has a higher level than your party's highest level. Hirelings beyond 5th level may be hired, but ask your GM for costs and rules.

Hirelings have the basic gear of their class, plus 1 week of hard rations, 5 torches, flint & steel, waterskin & other basic gear needed for the adventure.

Servant: A simple torch bearer or laborer willing to brave the dangers of the dark places of the world. Servants do not fight in combat unless they have no other choice. Equipment: Dagger, Large Sack, Quarterstaff.

Hirelings Magic Item Chart

This is the % chance each Hireling has to be equipped with magic items. Do not roll for servants. 6th+ level Hirelings have at least the items listed below.

Kit/Celling	Cost	+Each Level	Loyalty
Archer	40 gp	+20 gp	7
Assassin	80 gp	+60 gp	6
Barbarian	45 gp	+45 gp	8
Beastmaster	70 gp	+55 gp	7
Cindertouched	100 gp	+50 gp	5
Fortune Hunter	55 gp	+5% of treasure	7
Master of Arms	55 gp	+45 gp	8
Mender	45 gp	+ 35 gp	8
Mercenary	50 gp	+25 gp	8
Monster Slayer	85 gp	+60 gp	8
Mystic	70 gp	+60 gp	6
Necromancer	80 gp	+60 gp	6
Pirate	60 gp	+ 45 gp	6
Psion	75 gp	+55 gp	7
Ranger	50 gp	+40 gp	8
Servant (no class)	5 gp	+10 gp	5
Street Rat	30 gp	+25 gp	6
Warrior (Empty Hand)	30 gp	+30 gp	8
Zealot	-	-	-
Righteous/ Law	50 gp	+35 gp (donation)	9
Anarchist	60 gp	+45 gp	3
Evil	75 gp	+45 gp	5

Level	+1 Weapon	+1 Armor	Potions 04	Ring	Special Item
1st	5%	3%	1%	1%	0%
2nd	10%	8%	5%	5%	4%
3rd	35%	25%	15%	15%	10%
4th	65%	50%	40%	38%	20%
5th	85%	75%	70%	66%	45%
6th +	+2 Weapon	+2 Armor	Yes	Yes	75%

Magic Spells



Magic spells are granted to spellcasters in the form of invisible rune-tattoos, that glow when activated for a short time. When a spellcaster learns a spell by leveling, they are granted the spells and their appropriate tattoo for no cost.

Acquiring Rune-Tattoos

Spellcasters will receive access to new spells and extra tattoos as they level. As they adventure, they may find books, scrolls, or sages that may teach them knowledge that grants them access to new spells and rune-tattoos. If you attempt to learn a new spell, not granted by leveling, you must study for 1 day per level of the spell and then roll an INT check. Add the spell's level to the roll and then subtract your level. If you pass the check, you learn the spell and can use it once you get the appropriate rune-tattoo. If you fail the check, you do not learn the spell and may not try to learn that spell again for a d6 days.

When a spellcaster has a rune-tattoo completed for a spell that is not learned by leveling, they are temporarily reduced to 0 Hit Points and must make a save against Death at Disadvantage. If they fail the Death save, they must roll on the Failed Knowledge Table once for each level of the spell and pay the price for being greedy and overstepping their bounds. Pass or fail, and the spellcaster will remain asleep for 2d6 hours afterward and awaken at full health with the rune-tattoo on their body.

Additional Tattoos can be bought at any time as long as the buyer can find the right rune-tattoo artist and has the money to pay their fee! The average rune-tattoo costs 1000 gp per spell level.

Non-spellcasters may acquire rune-tattoos at a much greater risk. They can only be 1st level spells. They must first learn the spell as a spellcaster does. They must have Arcana with at least 5 ranks, require at least a 13 INT, and they must save against Death at Double Disadvantage (roll 3 dice and take the worst)!! If they fail, they must roll on the Failed Knowledge Table twice as much as the Mystic. Afterward, they can use 1st level spells equal to their INT modifier per day. Higher spells can be learned, but that knowledge is sealed in another tome.

FAILED KNOWLEDGE TABLE (D10)

Roll	Penalty
1	Gain 1 Madness point
2	Lose 1 point of Death save stat permanently
3	Lose 1 Move permanently
4	Lose d6 DEX for d6 days
5	Lose d6 CON for d6 days
6	Lose d6 STR for d6 days
7	Sleep for an additional d20 hours
8	Lose ½ your base HP for d6 days
9	All Saving Throw attempts are made at Disadvantage for d4 days.
10	Nothing unusual occurs

Activating A Rune-Tattoo

Activating a rune-tattoo spell is as easy as the caster wants it to be. The caster can simply will the spell to fire with a series of magical words & phrases or wave their hands in a divine way to cast the spell. It is the caster's choice. Anytime a spell is cast, the corresponding tattoo lights up and becomes visible for 1 minute per level of the spell. The spell also leaves behind an intangible, magic rune that hovers above the ground for d6 minutes – your INT modifier (1 minimum). It can be read by people with the Arcana skill. They can determine the spell's level (DC:10), the name of the spell (DC:13), the caster's level (DC:18), and magically track the caster (DC:22 per 100').

A spellcaster must have at least one hand free for spellcasting or be able to speak. If any of these conditions are not met, they will be unable to cast the spell.

Some spells require multiple rounds to cast. If a spellcaster takes damage while casting a multiple round spell, they must make an INT check, adding the amount of damage they took to their roll. If they fail, the spell fails and is wasted.

MAGIC SAVING THROWS

When targeted by a spell, a character or monster may make a save against Magic to negate the spell (unless noted in the spell description).

Magic Spells

These are the spells available to Spellcasters. If a spell takes more than one round to cast, it will be noted below.

- † You may only have 1 magical Armor applied at a time.
- † Magical Armors will not activate on anyone wearing anything but Light or no armor.
- † You may dispel any spell you have cast as a free action.
- † Touch spells only effect a target if you touch their skin or hair.

Some spells have types (Light, Evil, etc.). They deal damage as that type, as well as Magic. Therefore, if you have Immunity to Evil and are hit with an Evil Magic spell, it will have no effect. If you have a Weakness to Light and are hit by a Good Magic spell, it will do double damage.

LEVEL 1 SPELLS

Animate Corpse (EVIL)

Duration: Instant

Range: Touch

Apply the Zombie template to a dead person or animal. If you are not Evil, gain 1 Madness. You can control 1 Zombie per each other level (1 minimum) & the starting HP of the Zombies controlled cannot exceed your starting HP. Necromancers ignore these control amounts.

Aura Of Desecration (EVIL)

Duration: 5 minutes

Range: Self

You create a 20' aura around yourself that causes all enemies within to have -10 Move, -2 to attack, and Disadvantage on Death saves. Any enemy within the aura at the end of the turn takes d6 Magic Poison damage. It kills all basic plants and bugs within the aura.

Bravery Aura

Duration: 10 minutes

Range: 50'

All allies within 50' gain Advantage on Courage saves & Terror checks.

Charm Person

Duration: 10 rounds

Range: 50'

Target humanoid that is your level or lower (use Hit Dice for monsters) becomes charmed. If successful, the target will do as you command unless you make them do something against their alignment.

Create Fire (FIRE)

Duration: Instant

Range: 120'

Ignite a target (DEX check negates) or create small amounts of fire.

Create Ice (ICE)

Duration: Instant

Range: 120'

Creates up to your level in pounds of ice or a 30' patch of ice (DEX check or they fall down at the end of each round they are standing on it).

Communicate With Animals

Duration: 1 hour

Range: Self

You can empathize with, speak to, and understand animals.

Communicate With The Undead

Duration: 1 hour

Range: Self

You can communicate with the simple undead. You can glean information about their death or who commands them.

Comprehend Languages

Duration: 1 hour per level

Range: Touch

The target can understand and speak any language they hear.

Counterspell

Duration: Instant

Range: 60'

When you see another spellcaster begin to cast a spell, you can try to negate their spell. Each caster rolls a d20 adding their INT modifier & their level to the roll. If you have a higher number, you counter their spell. You may do this during another player's action, but you lose your next action.

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Detect Alien Presence

Duration: 10 minutes

Range: 75'

You can sense the presence of aliens within range. It gives the caster +10 to Knowledge- Aliens or Paranormal.

Detect Madness

Duration: 10 minutes

Range: 75'

You can sense if any creature within range has a Madness above 5. If you Step into the Void to cast this spell, you can pinpoint a creatures Madness score.

Detect Magic

Duration: 10 minutes

Range: 75'

You can sense any Magic item, rune, or person within the range. It gives the caster +10 to Knowledge – Magic.

Detect Undead

Duration: 10 minutes

Range: 75'

You can sense any undead within range. It gives the caster +10 to Knowledge- Undead.

Dispel Magic

Duration: Instant

Range: 30'

Dispel any continual 1st or 2nd level spells you choose within 30' of you.

Enchanted Weapon

Duration: 1 hour

Range: Touch

Touched Melee weapon has +1 to attack and +1 to damage.

Frog Legs

Duration: 10 minutes + 1 per level

Range: Self

You gain +20 to Jump and +10 to Swim.

Ghoul's Dig

Duration: 20 minutes

Range: Self

You gain +20 to Digging and grow claws (d4 damage).

Hands Of Fire (FIRE)

Duration: d6 rounds

Range: Touch

Your hands catch fire. You and your possessions are immune to this fire. Everything else takes d4-1 damage when you touch them.

Harm (SHADOW)

Duration: Instant

Range: Self or Touch

You harm the target d6+ your INT modifier. It causes bleeding and blisters. Heals the Undead.

Heal (LIGHT)

Duration: Instant

Range: Self or Touch

You heal the target d6+ your INT modifier. Stops bleeding and stabilize severe injuries. Damages the Undead.

Helping Hand

Duration: 1 hour per level

Range: 50'

It creates a ghostly hand that follows and helps you. It has 12 STR. It cannot attack.

Hold Humanoid

Duration: d4+1 rounds

Range: 40'

A magic force grabs a target humanoid with at most 20 starting HP. Magic save negates. If successful, the target is frozen in place. They may try to break free each round by making STR check (adding the caster's level to the roll).

Illusion

Duration: 10 minutes + 5 per level

Range: 40'

You can create an illusion of anything smaller than 7' and control it (free action). Anyone seeing it may make a Magic save to see through it. If they touch the illusion, they may try to save again.

Insight

Duration: Instant

Range: Touch

You gain some critical information about an object.

Survive This!! Fantasy

Light (LIGHT)

Duration: 20 minutes + 5 per level Range: 100'

Light fills a 30' area. You can cast this spell on someone's face to try to blind a target for d6 rounds (DEX check negates).

Light As A Feather

Duration: 5 minutes per level Range: 50' or Touch

You fall at a slower rate and take no falling damage. You gain +10 to Jump and +5 to Climb.

Lock

Duration: Permanent Range: 100'

You can lock any door, container, window, etc. Any attempt to open it is at Disadvantage. You may open the item at any time.

Madness Bolt

Duration: Instant Range: 150' + 25' per level

Make a ranged attack and shoot a magic, Madness bolt at a target. Add your level & INT modifier to the attack roll. The bolt deals d4 damage, and the target is at -1 Mental save for 1 hour. (No Save)

Miracle Missile

Duration: Instant Range: 100'

You shoot a missile at a target, doing d4 damage. The missile automatically hits unless the target is immune to magic. (No save)

Monkey Climb

Duration: 20 minutes Range: Self

You gain +20 to Climb and take ½ damage from falling.

Mystic Armor

Duration: 1 hour Range: Self

The caster gains +2 Armor Class and Toughness +1.

Mystic Bolt

Duration: Instant Range: 200' + 25' per level
Make a ranged attack and shoot a magic bolt at a target. Add your level & INT modifier to the attack roll. The bolt deals d6 damage.
(No Save)

Mystic Chains

Duration: 5 minutes +1 per level Range: 120'
Target must save against Magic or be bound to the spot. They can act as usual but cannot leave that spot and lose all DEX bonuses.

Necro-Drain (EVIL)

Duration: Instant Range: 20' + 5' per level
You shoot a green beam at a living target. If it hits, the target loses d4 HP and you gain 4 HP. If the target is Sickened, gain an additional 1 HP.

Negate Smell

Duration: 1 hour Range: 100'
You create an aura around you that negates all odors.

Open

Duration: Instant Range: 100'
You can open things that are non-magically locked or closed.

Protective Aura

Duration: 1 minute per level Range: Touch or Self
The target gains Toughness: X +1. X can be Fire, Cold, Electricity, Earth, Air, Physical, Shadow, or Light. The effects are cumulative.
Max of +5.

Purify (LIGHT)

Duration: Instant Range: 100'
All food and drink within the 30' are free of any toxins, poisons, corruption, or curses.

Sleep

Duration: Instant

Range: 120'

The target must make a save against Magic or fall asleep for d6+1 rounds. This will not work on anything that is not alive and has 20+ HP.

Sparking Touch (ELECTRIC)

Duration: Instant

Range: 40'

Attempt a range attack that does d4 damage to the target & 1 HP damage to everything within else 10' of the target. (No Save)

Spook

Duration: Instant

Range: 60'

Target must make a Courage check, adding your CHA or WIS modifier to their roll. If they fail, they roll on the Failed Courage table (p.183).

Stiff As A Board

Duration: 1 round

Range: Self

You turn yourself into an unmovable, living statue with Toughness +20 against everything for a round. You cannot do anything else during the round. You turn back at the beginning of your first action during the next turn. You may cast this during any turn before another's action occurs.

Summon Animal

Duration: 20 minutes

Range: 30' +5' per level

You summon and control an animal (with less HP than your starting HP). You can control 1 of these per CHA modifier (1 minimum).

Summon Tentacle

Duration: 5 minutes

Range: 30'

You summon and control a tentacle that strikes from a purple portal. The tentacle will follow simple tasks but is anchored to that portal. The tentacle has AC:13, HD:1 (6), 1 attack (d6 damage, +1 to attack, +5' Reach), Toughness +1.

Taint (EVIL)

Duration: Instant/ lasts d6 minutes Range: Touch

All food and drink you touch becomes tainted. It is now poisoned. Anyone eating or drinking it must make a Poison save (adding the caster's INT modifier to their roll), or they become Sickened for d10 rounds, and they lose 1 HP.

Tap Into The Brain

Duration: 20 minutes Range: Self or Touch

Target gains +1 INT & +1 to the Mental save stat. Max Bonus +5.

Tap Into The Crowd

Duration: 20 minutes Range: Self or Touch

Target gains +2 CHA and Advantage on Persuasion checks. Max Bonus +6.

Tap Into The Gut

Duration: 20 minutes Range: Self or Touch

Target gains +1 CON, +1 HP, and +1 to the Death save stats. Max Bonus +5.

Tap Into The Lightning

Duration: 20 minutes Range: Self or Touch

The target gains +1 DEX & +10 Move. Max Bonus +5/ 50'.

Tap Into The Past

Duration: 20 minutes Range: Self or Touch

Target gains +1 to WIS & +1 to all non-physical skill checks. Max Bonus +5.

Tap Into The Power

Duration: 20 minutes Range: Self or Touch

The target gains +1 to STR. Max Bonus +5.

LEVEL 2 SPELLS

Bolster

Duration: d6 rounds

Range: Self + 50'

You and all allies within 50' heal 1 HP, gain +1 to all save stats, and an additional +2 to the save stat of the caster's choice.

Cannibalize (EVIL)

Duration: Instant

Range: Touch

You devour a recently deceased corpse (1 day or less) to heal yourself d12+ your INT modifier and remove a disease or sickness from yourself. If you are not Evil, you gain 2 Madness.

Control Animals

Duration: 1 hour + 10 minutes per level

Range: 40'

You can control animals (3 INT or less). You can control animals equal to your base hit points + your level. The animals get a save attempt against the control, and they will not do anything that will endanger their life.

Darkness

Duration: 20 minutes + 5 per level

Range: 100'

Darkness fills a 30' area.

Dark Vision

Duration: 1 hour

Range: Self or Touch

The target can see 60' in Darkness as normal.

Demoralize

Duration: d6 rounds

Range: Self + 50'

Enemies or anyone selected by the caster, within 50', are at -2 to the Courage save stat and -1 to all other save stats. If they are healed by Magic or Psionics during this period, they heal 1 less HP.

Detect Secret Spaces & Traps

Duration: 20 minutes

Range: Self

You can sense hidden spaces within 50'

Dimensional Anchor

Duration: 10 minutes

Range: Self & 40'

You and all allies within range are anchored in your current dimension. You cannot be forced out of the world you are in unless you wish to negate this effect. During the spell's duration, all of your allies get +1 to their Mental save stat.

Dire Consequences

Duration: 30 minutes

Range: 30'

Apply the Dire template to an animal. They get a save attempt to resist.

Ears of The Void

Duration: 1 hour

Range: Self or Touch

Target gains +12 to Listen checks, +2 to AC, +2 to Initiative, and they cannot be surprised. You may subtract 1 from any Step into the Void roll.

Fear

Duration: 5 rounds

Range: Self

You take on the visage of an alien terror. You gain Terror: 14.

Fire Armor (FIRE)

Duration: 1 hour

Range: Self

You gain +1 AC, Toughness +1/ +6 against Fire/ Heat, and +1 to Critical save stat. Anything touching you will take 2 Fire Damage and Ignite (DEX check negates Ignite).

Fireball (FIRE)

Duration: Instant

Range: 60'

Shoots a blast of fire at a single target for d6+ your INT modifier damage and Ignites the target. DEX check to take ½ damage and avoid Ignition.

Flying

Duration: 20 minutes + 10 per level

Range: Self

You can fly at 24 Move. Add +1 to AC.

Glamer

Duration: 1 hour + 1 per level

Range: Self or Touch

You can change the appearance of yourself, your items and your clothing.

Harm II (SHADOW)

Duration: Instant

Range: Touch

You harm the target d10+ your INT modifier. It causes bleeding and blisters. Heals the Undead.

Heal II (LIGHT)

Duration: Instant

Range: Self or 30'

You heal the target d10+ your INT modifier. Stops bleeding and stabilizes severe injuries. Damages the Undead.

Hold Alien Being

Duration: d4+1 rounds

Range: 40'

A magic force grabs a target alien with at most 20 starting HP. Magic save negates. If successful, the target is frozen in place (cannot teleport or shift). They may try to break free each round by making STR check (adding the caster's level to the roll).

Illusion II

Duration: 15 minutes + 5 per level

Range: 80'

You can create an illusion of anything smaller than 10' and control it (free action). Anyone seeing it may make a Magic save to see through it. Add your INT modifier to their roll. If they touch the illusion, they may try to save again.

Invisibility

Duration: 5 minutes + 1 per level

Range: Self

You become Invisible. The spell breaks if you attack anyone or cast a spell.

Long Arms

Duration: 10 minutes +1 per level

Range: Self or Touch

The target's melee attacks have +5' extra Reach.

Mind Bomb

Duration: Instant

Range: 60'

Target is at -2 to the Mental save stat for 10 minutes, and spell casters lose a daily spell slot for each level.

Mind Shield

Duration: 1 hour

Range: 100' around self

You and all allies within range gain +2 to the Mental & Courage save stat, +4 to Stealth, and are immune to unwelcome telepathy.

Mirror Armor

Duration: 30 minutes + 5 per level

Range: Self

You are covered by an armor of mirrors. You gain +2 AC, Immunity to Light, Toughness: Energy +5, and a +3 to the Magic save stat.

Mirror Self

Duration: 5 minutes +1 per level

Range: 20'

You create d4 illusionary copies of yourself that mimic your movements. If a copy is touched, it disappears.

Necro-Drain II (EVIL)

Duration: Instant

Range: 20' + 5' per level

You shoot a green beam at a living target. If it hits, the target loses d6 HP and you gain 6 HP. If the target is Sickened, gain an additional 1 HP and add 1 to your Death save stat for 1 hour.

Pack Mule

Duration: 20 minutes + 10 per level

Range: Touch

The target can carry twice the number of items before becoming encumbered.

Return Home

Duration: Instant

Range: Touch

You, and anything you are touching, return to your last location in your home dimension or planet. Anything unwilling you brought back with you gets a Magic save to negate their dimensional travel.

Survive This!! Fantasy

Sense Loss

Duration: d10 rounds

Range: 50'

The target loses one of their senses. They become BLIND, DEAF, etc.

Short Term Amnesia

Duration: Instant

Range: 10'

The target permanently forgets the events of the last hour and enters into a state of confusion (Disadvantage on all rolls for 1 round). The target gets a Magic save.

Silver Weapon

Duration: 1 hour

Range: Touch

The touched weapon gains the type – Silver, in addition to its other types. It also gains +1 to attack and +1 to damage. It will glow (20' light) if it is within 100' of a were-creature.

Sleep II

Duration: Instant

Range: 150'

The target must make a save against Magic or fall asleep for d6+1 rounds. This will not work on anything that is not alive and has 40+ HP.

Slow Madness

Duration: 1 day per level

Range: Touch

Temporarily remove a d4 Madness from a willing target and gives them a +1 to the Mental save stat. A single target can only have 4 + their CON modifier removed this way per week.

Strike Weakness

Duration: Instant

Range: 30'

Your target gains +10 to their next attack and a damage bonus equal to your INT modifier. Negate any Critical Fumbles on that attack. If they Critical hit, they get a +5 to their next attack.

Tap Into The Tomes

Duration: 20 minutes

Range: Self or Touch

The target gains +5 to all non-physical skill checks & Advantage on all INT & WIS checks.

True Sight

Duration: 1 hour + 10 minutes per level Range: Self

You can see in any environment and can see through any illusion. You gain +10 to Spot checks.

Vapors Of The Void (EVIL, SHADOW)

Duration: 1 minute per level Range: 40'

2 Rounds to Cast. The Void opens around the caster and releases a purple toxic cloud of poison. Everyone else must save against Magic or become Sickened. Each round in the vapors requires a Magic save attempt at the beginning of their first action. Anyone Sickened that fails the save takes d6 damage. Anyone that fails the save three times in a row gains 1 Madness.

Wriggling Hole

Duration: 5 minutes per level Range: 40'

You create a 10'x10' hole in the ground that is covered by worms and other wriggling things. Anything in the area must make a DEX check to flee safely. If they fail, they fall into the hole, and they begin to sink. At the end of any round, anything in the hole takes d4 Magic and a d4 Acid damage. To escape, it requires an action to make a STR check to escape. If anything ends three consecutive rounds in the hole, they gain 1 Madness. The caster is immune to the hole.



LEVEL 3 SPELLS

Animal Growth

Duration: 30 minutes

Range: 30'

Apply the Giant template to an animal. They get a save attempt.

Armor Of The Void

Duration: 1 hour

Range: Self

An armor of purple haze envelopes the caster. You gain +2 to AC, +10 to Move, +10 to Stealth, Toughness: Shadow +5, and you may add or subtract your INT modifier from any Step into the Void roll.

Aura Of Desecration II (EVIL)

Duration: 5 minutes

Range: Self

You create a 30' aura around yourself that causes all enemies within to have -10 Move, -3 to attack, -2 to Initiative and Disadvantage on Death saves. Any enemy within the aura at the end of the turn takes d8 Magic Poison damage. It kills all basic plants and bugs within the aura.

Bite Thorn Armor

Duration: 20 minutes

Range: Self

An armor of thorns surrounds you. You gain +3 AC, Toughness +1, +3 to Poison save stat, and anytime you take Melee damage, the armor deals that much Magic damage to the attacker. They must make a Poison save. If they fail, they take d6 Poison damage and are Sickened.

Chain Lightning (ELECTRIC)

Duration: Instant

Range: 200'

Make a Range attack. It does d6+1 per level to the target and then d4+1 per level to everything adjacent to the target. Then it does 1 point of damage to anything adjacent to those targets that have not taken damage from this spell yet. DEX check reduces damage by half rounded down. Damage is Electrical & Magic.

Darkness II

Duration: 20 minutes + 5 per level

Range: 150'

Darkness fills a 60' area.

Dispel Magic II

Duration: Instant

Range: 60'

Dispel any continual 1st thru 4th level spells you choose within 60' of you.

Fear II

Duration: 2d4 rounds

Range: Self

You take on the visage of an alien terror. You gain Terror: 16.

You gain +2 to the Courage save stat.

Fearless

Duration: 1 hour

Range: Self

You become Fearless, and all allies within 20' gain +1 to the Courage save stat.

Fireball II (FIRE)

Duration: Instant

Range: 100'

Shoots a blast of fire at a single target for d10+ your INT modifier damage and Ignites it. DEX check to take ½ damage and avoid Ignition.

Flying II

Duration: 20 minutes + 10 per level

Range: Self

You can fly at 36 Move. Add +2 to AC. If you fall, you take no damage.

Harm III (SHADOW)

Duration: Instant

Range: Touch or 20'

You harm the target d12+ your INT modifier. It causes bleeding and blisters. The target is at Disadvantage on Critical and Poison saves for 1 hour.

Heal III (LIGHT)

Duration: Instant

Range: Self or 60'

You heal the target d12+ your INT modifier. Stops bleeding and stabilizes severe injuries. Removes poisons and any non-magical diseases.

Hold Humanoid II

Duration: d6+1 rounds

Range: 60'

A magic force grabs a target humanoid with at most 40 starting HP. Magic save negates. If successful, the target is frozen in place. They may try to break free each round by making STR check (adding the caster's level to the roll).

Ice Armor (ICE)

Duration: 1 hour

Range: Self

You gain +1 AC, Toughness +1/ +6 against Cold, and +1 to Critical save stat. Anything touching you will take 2 Ice Damage and -3 to their Move for 1 minute.

Illusion III

Duration: 25 minutes + 5 per level

Range: 120'

You can create an illusion of anything smaller than 15' and control it (free action). Anyone seeing it may make a Magic save to see through it. Add your INT modifier to their roll. If they touch the illusion, they may try to save again.

Invisibility II

Duration: 5 minutes + 1 per level

Range: Self

You become Invisible. The spell breaks if you attack anyone or cast a spell on another target.

Lightning Bolt (ELECTRIC)

Duration: Instant

Range: 100'

A bolt of lightning strikes the target for d10 + INT modifier damage. DEX check negates ½ the damage.

Madness Bolt II

Duration: Instant

Range: 150' + 25' per level

Make a ranged attack and shoot a magic, Madness bolt at a target. Add your level & INT modifier to the attack roll. The bolt deals d6 damage, and the target is at -1 Mental save for 1 hour. If the target has 10+ Madness, they take ½ damage (rounded down). If they have less than 5 Madness, they take double damage.

Miracle Missile II

Duration: Instant

Range: 150'

You shoot 2 missiles at a target, doing d4 damage each. The missile automatically hits unless the target is immune to magic. (No save)

Mystic Armor II

Duration: 1 hour

Range: Self

The caster gains +5 ARMOR CLASS and Toughness +3.

Necro-Drain III (EVIL)

Duration: Instant

Range: 20' + 5' per level

You shoot a green beam at a living target. If it hits, the target loses d8 HP, and you gain 8 HP. If the target is Sickened, gain an additional 1 HP, add 1 to your Death save stat for 1 hour, and the target loses 1 from their Death save stat for 1 hour.

Purge Madness

Duration: Instant

Range: Touch

Remove 1 Madness from a target.

Sleep III

Duration: Instant

Range: 200'

May be cast on up to 3 targets. The targets must make a save against Magic or fall asleep for d6+1 rounds. The spell will fail if the target's total HP is higher than 60.

Summon Tentacle II

Duration: 10 minutes

Range: 60'

You summon and control a tentacle that strikes from a purple portal. The tentacle will follow simple tasks but is anchored to that portal. The tentacle has AC:16, HD:4 (26), 1 attack (d8 damage, +3 to attack, +10' Reach), Toughness +2.

Tap Into The Brain II

Duration: 30 minutes

Range: Self or Touch

Target gains +2 INT & +2 to the Mental save stat

Survive This!! Fantasy

Tap Into The Crowd II

Duration: 30 minutes

Range: Self or Touch.

Target gains +4 CHA and Advantage on Persuasion checks.

Tap Into The Gut II

Duration: 30 minutes

Range: Self or Touch.

Target gains +2 CON, +2 HP and +2 to the Death save stats

Tap Into The Lightning II

Duration: 30 minutes

Range: Self or Touch.

The target gains +2 DEX & +20 Move.

Tap Into The Past II

Duration: 30 minutes

Range: Self or Touch

Target gains +2 to WIS & +2 to all non-physical skill checks

Tap Into The Power II

Duration: 30 minutes

Range: Self or Touch

The target gains +2 to STR.

Touch Of Weakness

Duration: 20 minutes

Range: 30'

The target gains a Weakness against one of the following: Air, Acid, Cold, Earth, Electricity, Fire/Heat, Light, Shadow or Water. Magic save negates.

When you spend years fighting

An unwinnable war

You learn to smell the arsine in your tea

And how to switch the cups

Without being noticed

I've sold my soul

To be the greatest Warrior

But I won't let such a simple trick

Send me to the devil this quick

LEVEL 4 SPELLS

Adaptation

Duration: 1 hour + 30 minutes per level Range: Self or Touch

The target can instantly adapt to any environment. They can breathe anywhere, are immune to pressure or lack of pressure, and can survive in a vacuum. You can see in any environment. You eat and drink anything.

Amnesia

Duration: 2 hours + 1 hour per level Range: 40' + 5' per level

The target immediately forgets their identity and enters into a state of confusion (Disadvantage on all rolls for 5 rounds). The target gets a Magic save.

Counterspell II

Duration: Instant

Range: 120'

When you see another spellcaster begin to cast a spell, you can try to negate their spell. Each caster rolls a d20 adding their INT modifier & their level to the roll. If you have the higher number, you counter their spell, and that caster cannot use that spell again for d6 minutes. You may do this during another player's action, but you lose your next action.

Dispel Magic III

Duration: Instant

Range: 120'

2 Rounds to cast. Dispel any continual 1st through 5th level spells you choose within 100' of you. You may choose to steal one of those effects and apply it to yourself.

Earth Armor (EARTH)

Duration: 1 hour

Range: Self

You Move at ½ Move on the ground. You gain +2 AC, Toughness +4/ +10 against Earth/Mud/Stone, and +2 to Critical save stat. Anything touching, you will must make a DEX check or be covered in mud. They must re-roll Initiative next round at Disadvantage and are at ½ Move for 1 minute.

Fear III

Duration: 2d4 rounds

Range: Self

You take on the visage of an alien terror. You gain Terror: 18.

Those making a save against your Terror with less starting HP than you, do it at Disadvantage.

You gain +2 to the Courage save stat.

Fireball III (FIRE)

Duration: Instant

Range: 160'

Shoots a blast of fire at a single target for d12+ your INT modifier damage and deals a d8 damage to all adjacent characters. Ignite everything it hits. DEX check to take ½ damage and avoid Ignition.

Flying III

Duration: 30 minutes + 10 per level

Range: Self

You can fly at 48 Move. Add +3 to AC. If you fall, you take no damage.

Harm IV (SHADOW)

Duration: Instant

Range: Self or 40'

You harm up to 2 targets d12+ your INT modifier. It causes bleeding and blisters. The targets lose 1 CON for 1 hour.

Heal IV (LIGHT)

Duration: Instant

Range: Self or 100'

You heal up to 2 targets d12+ your INT modifier. Stops bleeding and stabilizes severe injuries. Removes poisons and any non-magical diseases.

Hold Alien Being II

Duration: d6+1 rounds

Range: 60'

A magic force grabs a target alien with at most 55 starting HP.

Magic save negates. If successful, the target is frozen in place (cannot teleport or shift). They may try to break free each round by making STR check (adding the caster's level to the roll).

Illusion IV

Duration: 30 minutes + 5 per level Range: 150'

You can create an illusion of anything smaller than 20' and control it (free action). Anyone seeing it may make a Magic save to see through it. Add your INT modifier to their roll. If they touch the illusion, they may try to save again.

Invisibility III

Duration: 5 minutes + 1 per level Range: Self

You become Invisible. It does not break if you make an action toward another.

Mirror Self II

Duration: 5 minutes +2 per level Range: 50'

You create d6+ your INT modifier illusionary copies of yourself that mimic your movements. If a copy is touched, it disappears.

Necro-Drain IV (EVIL)

Duration: Instant Range: 30' + 5' per level

You emit a green pulse that strikes all living targets with 2+ HP within range (it kills all life in the area with 1 HP or less). Each creature hit may roll a Death save to negate the spell's effect. If they fail, the target loses d4 HP, and you gain d4 HP. If the target is Sickened, gain an additional 1 HP.

Tap Into The Tomes II

Duration: 30 minutes Range: Self or Touch

The target gains +10 to all non-physical skill checks & Advantage on all INT & WIS checks.

Teleport

Duration: Instant Range: 300'

You disappear and reappear next round to any spot within 300'. You reappear when your action is about to occur.

Touch Of Weakness II

Duration: 20 minutes

Range: 60'

The target gains a Weakness against one of the following: Air, Acid, Cold, Earth, Electricity, Energy, Fire/Heat, Light, Shadow, or Water. Magic save negates.

Vapors Of The Void II (EVIL, SHADOW)

Duration: 1 minute per level

Range: 60' area

2 Rounds to Cast. The Void opens around the caster and releases a purple toxic cloud of poison. Everyone else must save against Magic or become Sickened. Allies gain Advantage on this save attempt. Each round in the vapors requires a Magic save attempt at the beginning of their first action. Anyone Sickened that fails the save takes d10 damage. Anyone that fails the save three times in a row gains 1 Madness.

Wriggling Hole II

Duration: 5 minutes per level

Range: 40'

You create a 15'x15' hole in the ground that is covered by worms and other wriggling things. Anything in the area must make a DEX check to flee safely. If they fail, they fall into the hole, and they begin to sink. At the end of any round, anything in the hole takes d6 Magic and a d6 Acid damage. To escape, it requires an action to make a STR check to escape. Anything that comes within 5' of the hole must make a DEX check or be pulled in. If anything ends three consecutive rounds in the hole, they gain 1 Madness. The caster is immune to the hole.

LEVEL 5 SPELLS

Air Armor (AIR)

Duration: 1 hour

Range: Self

You can fly at 24 Move. You gain +2 AC/ +6 against Range attacks, Toughness +4/ +10 against Air & Ranged attacks, and +2 to Critical save stat. Anyone hostile toward you within 30' is Knocked Back to 30'. Any hostile entering the 30' must make a STR check or be Knocked Back 20'. If they pass, they may move at ¼ Move. Anything touching you will must make a STR check or be knocked back 30' and are Stunned.

Become The Void (EVIL)

Duration: 6 minutes

Range: Self

Requires 3 Rounds to Cast. You transform into a giant Void creature (a 15' tall Shadow). All other magical effects on you end. You can cast spells while transformed, but not on yourself. You gain +2 AC, +20 to Move, +50 HP, Toughness +7, Immunity to Shadow (Shadow damage heals you), Weakness to Light, Seize the Moment:3, your STR becomes 22, you gain Reach 10', all of your Saving Throws become 18, and you hover 1' above the ground. Your punches deal d10+6 Shadow damage, and you have 3 actions per round. If your HP is reduced to 0 during the duration, you fall out of Void form, go to 1 HP and gain 1 Madness. If the spell wears off or is dispelled, you must Step into the Void when you cast your next spell.

Counterspell III

Duration: Instant

Range: 240'

When you see another spellcaster begin to cast a spell, you can try to negate their spell. Each caster rolls a d20 adding their INT modifier & their level to the roll. If you have the higher number, you counter their spell, and that caster cannot use that spell again for d6 minutes. If you know the spell, you may choose to copy the spell and immediately cast it as a free action. You may do this during another player's action, but you lose your next action.

Demonic Gate (EVIL)

Duration: Instant. 4 rounds to cast

Range: Ritual.

You create a symbol upon the ground and perform a ritual around it to open a gate to summon a demon.

Fear IV

Duration: 2d4 rounds

Range: Self

You take on the visage of an alien terror. You gain Terror: 19. Those making a save against your Terror with less starting HP than you, do it at Disadvantage. Those that fail the Terror check gain 1 Madness. You gain +2 to the Courage save stat.

Fireball IV (FIRE)

Duration: Instant

Range: 220'

Shoots a 5' wide and 30' long blast of fire doing d20+ your INT modifier damage to everything within the path. Everything in the path is Ignited. DEX check to take ½ damage and avoid Ignition.

Harm V (SHADOW)

Duration: Instant

Range: Self or 50'

You harm up to 2 targets d20+ your INT modifier. It causes bleeding and blisters. The targets lose 1 CON and make Death saves at Disadvantage for 1 hour.

Heal V (LIGHT)

Duration: Instant

Range: Self or 150'

You heal up to 2 targets d20+ your INT modifier. Stops bleeding and stabilizes severe injuries. Removes poisons and any non-magical diseases. Removes any curses.

Illusion V

Duration: 30 minutes + 5 per level

Range: 200'

You can create an illusion of anything smaller than 25' and control it (free action). Anyone seeing it may make a Magic save to see through it. Add your INT modifier to their roll. If they touch the illusion, they may try to save again. If the illusion attacks something, the target does not take damage, but they must make a Mental save or be Stunned for 2 rounds.

Lightning Bolt II (ELECTRIC)

Duration: Instant

Range: 300'

You cast down a rain of lightning bolts onto a 20' area, doing d20 damage + your INT modifier to everyone in the area. DEX check negates ½ the damage. Allies gain Advantage on the DEX roll.

Madness Bolt III

Duration: Instant

Range: 150' + 25' per level

Make a ranged attack and shoot a magic, Madness bolt at a target. Add your level & INT modifier to the attack roll. The bolt deals d8 damage, and the target is at -1 Mental save for 1 hour. If the target has 10+ Madness, they take ½ damage (rounded down). If they have less than 5 Madness, they take double damage. The target then makes a Mental or Magic save (their choice). If they fail, they gain 1 Madness.

Master's Armor

Duration: 20 minutes + 5 per level

Range: Self

Create a powerful armor around yourself. You gain +7 AC, +10 Move, Toughness +5/ +8 against Magic & +2 to all save stats. You cannot be Blinded, Critically Hit, Deafened, Knocked Back, Sickened, Stunned, or Surprised.

Resurrection (LIGHT)

Duration: Instant

Range: Touch

Takes d4+1 rounds to cast. Bring any recently dead creature (1 day or less) back to life. They start with ½ of their base HP and are at Disadvantage on all rolls for the next 3 rounds. If you have previously been resurrected by any means in the past year and are resurrected by this spell, gain d6 Madness.

Touch Of Weakness III

Duration: 20 minutes

Range: 90'

The target gains a Weakness against one of the following: Air, Acid, Cold, Earth, Electricity, Energy, Fire/Heat, Light, Metal, Psionics, Radiation, Shadow. Magic save negates. You may have the target gain Weakness: Magic instead, but you must Step into the Void to do so.

Wish

Duration: Instant

Range: Any

Takes 3 rounds to cast and you must Step into the Void to cast this spell. An ancient spirit appears and will make a carefully worded wish come true. The spirit will do what it can to twist the wording to make the wish backfire. However, the more selfless the wish the less trickery will be applied by the spirit. This spell cannot raise the dead, kill a person, make a person break their alignment or make someone fall in love. GMs may impose other restrictions.

STEP INTO THE VOID TABLE

Some spellcasters have the ability to Step into the Void, which is the mysterious, otherworldly, source of magic in the world. They can tap into its power to make their spells more powerful, but this comes with dangerous risk. The Void can manipulate the spell and caster, sometimes in infecting their mind with Madness.

If you cast a spell that requires you to Step into the Void, you roll on this table first and apply the result to the spell. You only roll once on this table when you Step into the Void, even if multiple Step into the Void effects require you to roll. However, add 15 to any roll on this table for each Step into the Void past the first. You may use SUR points to re-roll these attempts.

Example: A Mystic casts a spell beyond their daily limit, requiring them to Step into the Void. They also use their ability to increase the spell's range and use their ability to increase the spell's damage. Both of those abilities require the Mystic to Step into the Void. Instead of rolling 3 times, they roll once and add +30 to their roll.



Roll	Spell fails!	Result
01-15	No	You resist the Void. You may subtract up to 10 from your next Step into the Void roll.
16-30	No	You resist the Void. You may subtract up to 5 from your next Step into the Void roll.
31-35	No	Add d6 Shadow damage to the spell or double its duration.
36-40	Yes	The Void eats the spell.
41-45	No	The Void eats the spell for d6 rounds. At the start of the round, after that, the spell reappears and effects the closest target.
46-48	No	The Void eats the spell for d6 days. When it returns, it is cast on the nearest living creature within 100'.
49-53	No	The spell now targets you.
54-55	Yes	Everything within 100' gains Weakness: Shadow for 1 hour.
56-57	No	After the spell, Darkness fills a 60' area around the target for d6 minutes.
58-59	Yes	You may roll 2 dice the next time you cast by Stepping into the Void. Select the one you wish to happen.
60-61	No	After the spell, everything within 100' is healed d6+ your INT modifier.
62	No	The spell's damage, area & duration are doubled. You gain Madness +1.
63-64	No	You escape the Void, but a presence follows you. You are at -1 to all save stats for 1 day.
65-66	Yes	A purple rain pours in a 100' area around you for 1 minute. Everyone else must make a Poison save at the beginning of each round or take d6 Shadow damage. Anyone that takes 12 or more damage from this in a day gains Madness +1.
67-68	No	The spell goes off and then dispels all magic effects within 100'.
69-70	No	The spell occurs, then a portal opens, and a 60' tentacle emerges and attacks everyone at random (AC:15, HP:40, Toughness +2, 2 attacks at +2 for d6+2 Shadow damage). Lasts d4+1 rounds.
71	No	The sky fills with a field of purple tentacles, and the air fills with the screams of tortured souls. Everyone within 200' saves against Death or gain 1 Madness
72	No	After the spell, a shadow covers a 500' area around the caster for 10 minutes. Everyone under has their Critical Fumble range for attacks, and skills increased to 1-3.

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Roll	Spell fails!	Result
73-74	Yes	A 60' area of purple grass appears below the caster for d4 hours. It tries to grab everyone on it each round (DEX check or get snagged). Once snagged, you cannot move until you pass a STR check (action).
75	Yes	A 60' giant, pulsating, purple egg comes up from the ground under the caster. GMs have fun.
76-77	No	The spell goes off, and then you disappear for d4 rounds. You reappear 40' above where you disappeared.
78-79	Yes	Darkness descends upon a 100' area around you for d4 minutes. Anyone else in this area at the end of a round takes d4 Shadow Magic damage. For every 20 points of damage, they take they gain 1 Madness.
80-83	No	The spell goes off, and then a sinkhole opens in a 30' area below the target. It is 30' deep. DEX check to take ½ damage.
84-87	Yes	The Void Vortex appears over a 100' area 10' above the caster for d6 minutes. Everything under it must Step into the Void when they cast any spell. All rolls under it are at Disadvantage.
88-89	Yes	Demonic voices fill the air within 60'. Anyone, not Fearless, must make a Mental save at Disadvantage, or they become Stunned for 2 rounds.
90-91	No	The spell affects everyone within 60'.
92-94	Yes	A portal opens. A Doppelganger* of you emerges and attacks everyone for d4 minutes. *Exact copy of you, but Chaotic and with a purple aura.
95	Yes	A portal opens. A monster appears and attacks everything for d6 minutes. (HDE appropriate) Everyone in sight must make a WIS check or gain Madness +1.
96	Yes	The Void stains your hair and eyes violet. Gain Madness +1
97	Yes	The Void scars your heart. Permanently lose 1 HP and gain Madness +1
98	Yes	The Void breaks your spirit. Permanently lose 1 HP and gain Madness +1
99	Yes	The Void consumes part of your mind. Lose 1 WIS permanently.
00+	Yes	The Void consumes you. You are forever lost.

Psychic Abilities

Force of Will

Force of Will is the Psion ability to press your psychic abilities beyond the level of which you are trained. When you use Force of Will, it comes with a high risk of physical danger to yourself. You can use Force of Will to raise a power 1 level above your current experience level, causing you d4 damage. You must push the power up one level at a time, by activating the ability & taking d4 damage each time you push. You may push and use the leveled-up power during your action. When you Push into a new level, you can access that level's abilities for 1 minute (or d4 minutes if the level just has static abilities). Toughness does not reduce Force of Will pushing damage.

You may also use Force of Will to push yourself to make your psychic abilities harder to resist. When you use a psychic ability on a target(s), you may take a d4 damage to make the target(s) add the damage you took to their save roll or ability check. This must be done before the target rolls. You may only do this once when activating an ability.

If you take more than 20 Force of Will damage in 24 hours, you permanently lose 1 CON.

Psion Powers

These are the known Psychic Abilities available to characters.

- | | |
|--------------------------|----------------------|
| † Alter Reality | † Mind Shield |
| † Astral Armor | † Psychic Spear |
| † Bio-Healing | † Pyrokinesis |
| † Cloud Minds | † Rise Above |
| † Collaborate | † See Beyond Sight |
| † Electrokinesis | † Shift Emotions |
| † Elemental Manipulation | † Sword of Prasinios |
| † The Invisible Path | † Telekinesis |
| † Mind of the Divine | † Telepathy |
| † Mind Probe | |

ALTER REALITY

One of the most bizarre and powerful powers known to Psions is Alter Reality. This ability allows the user to bend the laws of reality, slightly at first fundamentally, and to very noticeable effectiveness at master levels.

- † **Primary Power Bonus** – Your Alter Reality acts 1 Level higher. All of your SUR re-rolls are made at Advantage.
- † **Level 1** – You can slightly bend the laws of reality to your favor. You gain: You can add or subtract 1 from all of your dice rolls. Gain +1 to AC & +1 HP.
- † **Level 2** – You may add or subtract 1 from any dice roll of anyone attacking you. Gain +1 to AC & +1 HP.
- † **Level 3** – You can alter a small amount of non-organic material into another material of the same mass. You can change 1 lbs a day per level after 30 minutes of manipulation. However, the altered material will revert to its original form in d4 days. Gain +1 to AC & +1 HP.
- † **Level 4** – You Critical hit on a roll of 18-20 and anyone attacking you or an ally within 100' Critical fumble on a 1-3. Gain +1 to AC & +1 HP.
- † **Level 5** – You only fail a Saving Throw or Attribute check on a natural 20. All allies within 300' get +2 to all Saving Throw stats. Gain +1 to AC & +1 HP.
- † **MAX PUSH** – Enemies attacking you roll at Disadvantage. Material you make from Level 3 lasts up to d10 days now.

ASTRAL ARMOR

Psions are often defenseless in combat, but you have harnessed the Astral powers and discovered a way to create armor from nothing. The armor looks clear with a pink tint and weighs nothing. These bonuses are accumulative. You cannot wear any other armor, except light armor, while wearing Astral Armor. Summoning the armor takes one round and lasts until you dismiss it.

- † **Primary Power Bonus** – Armor gains Toughness: Magic +2 & AC +1
- † **Level 1** – Armor has +3 to AC, Toughness at +1, +3 to Ground Move, cannot be Knocked Down or Knocked Back
- † **Level 2** – Armor gains +3 to AC, Toughness at +1, +1 to all save stats
- † **Level 3** – Armor cannot be hit with a Critical or Surprise Attacks, and you may re-roll 1 failed save roll a day, gain True Sight: Can see the invisible, see through illusions, etc.

† **Level 4** – Gains +1 to AC, you can Fly at 12 Move (up to 100' in the air).

† **Level 5** – Gains +2 to AC, Toughness at +2, May re-roll 1 failed Attribute check per day.

† **MAX PUSH** – Fly at 24 Move (up to 250' in the air), You can phase out of reality for 1 minute (while phased you can only take damage from psionic or magical damage). While phased, you cannot deal physical damage but can still use your psionic powers. You can walk through solid objects. You may do this once per hour.

BIO-HEALING

This is the legendary ability allowing the Psion to manipulate their physical bodies into ways only others can imagine, including the ability to heal/ harm themselves or others.

† **Primary Power Bonus** – You heal 1 HP every 30 minutes & gain +1 to all saving throw stats.

† **Level 1** – You age at ½ the rate of an average person. By manipulating your cells, you can heal yourself. By using all of your actions in a round, you may Heal yourself by d6+ your INT bonus. The most HP you can heal in a day with this level of Bio-Healing is your total CON score + your level.

† **Level 2** – You age at 1/3 the rate of an average person. Gain +1 to all saving throw stats.

† **Level 3** – You can now manipulate the cells of other living creatures by touching them. As an action, you may touch a living creature (roll to attack if they resist) and do d6+ INT bonus damage or heal them d6+ INT bonus hit points. You may heal a maximum of your CON x2 in a day with this power.

† **Level 4** – You are immune to all diseases, poisons & toxins. You cannot be mutated & Radiation has only ¼ effect on you. You gain Advantage on all saving throw attempts and gain +2 to CON.

† **Level 5** – You age at ¼ rate of an average person. Your healing & harm ability damage increases from d6 to d8+ INT bonus. The maximum you can heal for each ability is increased by 10.

† **MAX PUSH** – Heal yourself to maximum hit points. Gain d20 extra hit points and gain +1 to all attributes for 1 hour. You may only use or push to this once per day.

CLOUD MINDS

Some beings have weak wills and even weaker minds. A Psion who utilizes this ability can confuse, confound, and utterly debilitate their opponents.

† **Primary Power Bonus** – You may target 1 additional target with these abilities.

† **Level 1** - By providing a minor mental distraction, the Psion can cause either a -2 to their enemy's attack rolls or a -2 penalty to their AC for 2 rounds. Mental save negates.

† **Level 2** - A chosen enemy within 100' must miss their next attack action. Mental save negates.

† **Level 3** - Reaching out to the minds around them, the Psion can cause up to 2 targets to suffer either a -3 to their attack rolls or a -3 to their AC for 2 rounds. Mental save negates.

† **Level 4** - A chosen enemy confuses friend for foe, as their mind begins to play tricks on them. Roll percentile dice for the villain: if the result is 50% or less, they attack their nearest ally. Mental save negates.

† **Level 5** - The master Psion can cause such havoc to the mind as to choose a particular enemy and on the next round of combat force them to go last in Initiative order next round and be at Disadvantage for this round and the next. Mental save negates.

† **MAX PUSH** – You may make an action from Levels 1-5, but it may target an additional target.

COLLABORATE

Like a tactical adviser, the Psion utilizing Collaborate can coordinate the skills of several individuals, giving them each advantage in combat, creating a hive-mind like environment. All Collaborate powers and bonuses are only available to those that are willing. It takes one action to link a group. Bonuses do not stack.

† **Primary Power Bonus** – Your Collaborate acts as 1 level higher.

† **Level 1** – You can link up to 2 other minds that are aware of each other's experiences and can communicate telepathically. Each linked person gains +1 to all save stats & +1 to attacks for d10 minutes. Range: 200'

† **Level 2** - You can link up to 3 other minds that are aware of each other's experiences and can communicate telepathically. Each linked person gains +1 to all save stats, +1 to AC & +1 to attacks for d10 minutes. Range: 400'

† **Level 3** - You can link up to 4 other minds that are aware of each other's experiences and can communicate telepathically. Each linked person gains +1 to all save stats, +1 to AC, +1 to damage & +1 to attacks for d10 minutes. Range: 700'

† **Level 4** - You can link up to 5 other minds that are aware of each other's experiences and can communicate telepathically. Each linked person gains +1 to all save stats, +1 to AC, +1 to damage, +1 to Initiative & +1 to attacks for d10 minutes. Range: 1000'

† **Level 5** - You can link up to 6 other minds that are aware of each other's experiences and can communicate telepathically. Each linked person gains +1 to all save stats, +1 to AC, +1 to damage, +1 to Initiative, +1 to all skill checks & +1 to attacks for d10 minutes. Range: 2000'

† **MAX PUSH** - You can link up to 7 other minds that are aware of each other's experiences and can communicate telepathically. Each linked person gains +2 to all save stats, +2 to AC, +1 to damage, +2 to Initiative, +2 to all skill checks, +1 to attacks & all opponents lose -1 Toughness for d10 minutes. Range: 2500'



ELECTROKINESIS

You are the master of electricity and the bringer of lightning and thunder. You can pull electricity from the very air that surrounds you.

† **Primary Power Bonus** – Your Electrokinetics acts as 1 level higher. Your electricity and lightning do 1 additional damage. Opponents add +2 to their DEX checks against your lightning strikes.

† **Level 1** – You can shoot electricity (Range: 50', d4 damage), you can short out simple electronics with a touch, turn simple electronics within 100' off or on at will, and you can disrupt advanced electronics with a touch. You gain +1 to all Ranged, electric attacks. You gain Toughness: Electricity +3 and Toughness: Sonic +1.

† **Level 2** – You can shoot electricity (Range: 100', d6 damage), you can sense thunderstorms and lightning (2 miles + 1 mile per level), and you gain Lightning Burst: Lightning shoots down on everything within 50' that does d4 damage. DEX save negates half of the damage rounded down. Anything that fails their DEX check and took damage from Lightning Burst is at Disadvantage on all DEX checks for the next d4 minutes.

† **Level 3** – You can shoot electricity (Range: 200', does d8 damage, does an additional d4 damage to unprotected robots and electronics). You gain Call Lightning: select one target within 50', they must make a DEX check or be struck by lightning (d8 damage). You gain Electric Armor (+1 to AC, +3 to Move, any melee attack does 2 electric damage to the attacker, you gain Toughness: Electricity +2) that you can use x3 a day and lasts 20 minutes. While your Electric Armor is on your electricity does 1 extra damage.

† **Level 4** – You can shoot electricity (Range: 300', does d10 damage, does an additional d6 damage to unprotected robots and electronics). You can Call Lightning at 2 different targets at once, and they add your INT bonus to their DEX check roll. You gain Thunderclap: Everything within 50' takes 1 Sonic Damage. Anything that took damage must make a Critical save or become Deaf for d6 rounds.

† **Level 5** – You can shoot electricity (Range: 500', does d12 damage, does an additional d8 damage to unprotected robots and electronics). Your Electric Armor gives an extra +2 AC and +2 to Move. You can add a d4 or 2d4 extra damage to your Lightning Burst damage (you can add up to 10d4 per day).

† **MAX PUSH** – You can turn into lightning and teleport anywhere within line of sight within 200'. This can be an attack (range attack at +4) that does d12 damage. You reappear anywhere next to the target. This can also negate a successful attack if you use a SUR point and make an INT check. You lose all other actions this round and next. You do this each day, equal to your INT modifier.

ELEMENTAL MANIPULATION

By tapping into the essential ingredients of life, the Psion gains control over the very elements. You may have 1 Elemental armor on yourself at a time.

† **Primary Power Bonus** - +1 to attack with Elemental attacks, +1 to all Elemental damage you do & when you MAX push, the effect lasts an extra d6 minutes.

† **Level 1** – You can control the powers of Water. You can summon water at will, walk on water, shoot water (Range: 50', knocks down on a hit unless they make a DEX check), breathe underwater, +20 to Swim, Toughness: Water +2 & raise a pillar or wall of water (30 HP/ up to 100'). Water Armor (+1 to AC, +6 to Move, 60 Swim move & +1 DEX) that lasts 10 minutes.

† **Level 2** – You can control the powers of Earth. You can move over earthen terrain without impediment, shoot earth/ rocks (Range: 50', does d4 damage), cause earthquakes (others must make a DEX check or fall down), raise a pillar or wall of Earth (100 HP/ up to 100'), move Earth (50 lbs. a round) & Toughness: Earth/ Stone/ Rocks +2. Earthen armor (+4 to AC, +2 STR & Toughness +2) that lasts 10 minutes.

† **Level 3** – You can control the powers of Fire. You can create and snuff fire at will, shoot flames (Range: 100', does d6 damage & +1 damage a round until snuffed), raise a pillar or wall of fire (25 HP/ up to 100') & Toughness: Fire & Heat +2. Fire Armor (+1 to AC, any melee attack on you does 2 damage to the attacker, Toughness: Fire & Heat at +5) that lasts 10 minutes.

† **Level 4** – You can control the powers of the Air. You can create air and minor breezes at will, shoot a wall of wind (Range: 200', d4 damage and knockdown unless they make a DEX check), raise a pillar or wall of air (50 HP/ up to 100'), Fly at 18 Move (+3 AC while flying) & gain Toughness: Air/ Wind +2. Air Armor: +7 Fly Move, +6 to Range AC & +1 to DEX) that lasts 10 minutes.

† **Level 5** – You further gain these elemental powers: Lightning Strike (Range: 300', does d8 damage), Control Weather (Range: 1000', can alter the weather in a 1000' area), allow up to 6 friendly targets to breathe underwater for 10 minutes, Immunity to all non-Magical fire/ heat damage & Ground Sense: you can detect anything moving on the ground in a 1000' radius (+2 to Initiative & cannot be Surprised by something on the ground).

† **MAX PUSH** – Double all of your Elemental ranges & you can activate 2 Elemental armors simultaneously (the bonuses stack). However, you cannot combine Water & Fire armors.

THE INVISIBLE PATH

You have focused your mind on helping you obscure your movements and your very presence from others. Your psionic skills make you an excellent thief, spy, rogue, etc.

† **Primary Power Bonus** – Your Invisible Path powers act as 1 level higher, and you may add your WIS modifier to your Stealth checks.

† **Level 1** – You gain +2 to the Mental save stat, and you are immune to unwanted telepathy or mind probing. You can Run at 3x your Move (or x1 higher if you can Run at x3 already). If you do not attack, or perform an action towards, someone in a round, they are at Disadvantage to Spot & Listen checks against you for that round and the next. Add +2 to your Armor Class.

† **Level 2** – You have Advantage on Stealth checks. As an action, you can create an aura of silence (30') around you. All Listen checks against you anything within this aura are made at Disadvantage. This does not stop spells. You take no damage from falls below 30'. Falls from 40'- 100' deal ½ damage.

† **Level 3** – You are undetectable by magic or psionic detection. You can hide in daylight without penalty. You gain Advantage on any Escape attempt check. You may use DEX for any Grab or other escape attempts. As an action, you can create an odorless aura (30') around you. All Spot checks of most animals (or those that are smell based) against you anything within this aura is made at Disadvantage.

† **Level 4** – You ignore any hindering terrain and leave no trace when you move. You gain Seize the Moment +1.

† **Level 5** – You can become Invisible (x3/ day) for d6 + your WIS modifier rounds, or until you make an aggressive action towards something. You can Run at 1 level higher (x4 minimum).

† **MAX PUSH** – Range attacks against you are made at Disadvantage.

MIND OF THE DIVINE

You have tapped into a divine source, gaining psionic powers based on the law and peace that emits from that realm. You seek to aid others in sharing your peace and evangelize by your positive actions to stop the Madness that is leeching into the world. You cannot take Whispers of the Void, and you must be Righteous, or Law aligned.

† **Primary Power Bonus** – Your Mind of the Divine acts as 1 level higher, and you gain +2 to CHA.

† **Level 1** – You can create 20' of Light (x3/ day). You can detect Evil (60') at will. You can heal d4 HP (x3/ day) by touch. You have Advantage on saves against Madness.

† **Level 2** – You gain Toughness: Shadow +3. You gain a divine boon: +1 to Armor Class, +1 to the Death save stat and +1 to Initiative. You may permanently lose a HP to remove a Madness point from yourself.

† **Level 3** - You gain Fearless. All allies within 20' of you gain Advantage on Courage and Terror checks. You gain Immunity to Light, and you can never be Blinded. You can create Light at will now.

† **Level 4** - Your damaging Psion powers deal an extra d6 damage to Evil, and a d4 extra damage to the Anarchist aligned. You gain Advantage to Persuasion.

† **Level 5** – Immunity to Madness (remove all Madness). You may remove a d4 Madness from a voluntary target (takes d6 minutes). This can only be done to the same target once every 6 months.

† **MAX PUSH** – Gain Flying 30' and +2 to Armor Class.

MIND PROBE

Mind Probe is the ability to delve into the depths of another's mind, searching for secrets and clues. The target may make a Mental save to negate (add your INT bonus to their roll). Bonuses are not cumulative.

† **Primary Powers Bonus** – You can probe one additional target each time you probe, or you may probe 1 target with double your INT bonus.

† **Level 1** – You can probe the mind of animals & monsters and determine their demeanor and intent. Range: 100'. You gain a +1 to attack that target & +1 AC against that target for d6 minutes.

† **Level 2** – You can attempt to probe the minds of others without them knowing. You can gleam minor secrets and intentions. Range: 250'. You gain a +1 to attack that target & +1 AC against that target for d6 minutes.

† **Level 3** – You can delve deeper into the minds of others. You can discover deeper secrets and unlock a target's motives. Range: 400'. You gain +2 to attack that target & +2 AC against that target for d6 minutes.

† **Level 4** – You can discover the weaknesses of a target or their deepest fears. Range: 1000'. You gain +3 to attack that target, +3 AC against that target & reduce their one of their Toughness abilities by d4 for d6 minutes.

† **Level 5** – Your non-Psion, probe targets are at Disadvantage on Mental saves. Your probe bonuses last an additional minute.

† **MAX PUSH** - You can probe up to 4 targets within 1000'.

MIND SHIELD

Psions worst enemies are others who also possess psychic abilities and must constantly be on guard against those who could turn their well hone abilities against them. Mind Shield is that defense. By putting up a psychic barrier between your mind and others may be the difference between life and death.

† **Primary Power Bonus** – Your Mind Shield acts as 1 level higher, and you gain +2 to Mental save stat.

† **Level 1** – You have Advantage on Mental save attempts.

† **Level 2** - You become immune to all unwanted telepathy, mind control & suggestion.

† **Level 3** – You are invisible to psionic or magical detection. You give off no heat signature.

† **Level 4** – You gain Backlash: When someone tries telepathy, mind control, or suggestion on you, they take d6+ INT bonus damage (Mental save halves the damage, rounded down). You can identify the being that attempted the ability.

† **Level 5** – Your mental shield extends past your mind and covers your body. You gain Toughness: Psionics +5

† **MAX PUSH** – Your Toughness: Psionics increases to +10 & your Mental save stat becomes 18 (if it already 18, add +2 to any other save stat).

PSYCHIC SPEAR

While Psions are often seen as defensive and supporting heroes, they also have a tremendous offensive weapon in the Psychic Spear ability. It is a Range attack that uses your INT bonus to hit.

† **Primary Power Bonus** – Increase your range by 50', +2 to attack with Psychic Spear & +1 damage with Psychic Spear.

† **Level 1** - An arrow of psychic energy lances out from your mind causing d4 damage to a foe. Range: 50'

† **Level 2** - Delving deeper into the Psion's mental reserve, they can debilitate normal foes, causing d6 damage. Range: 100'

† **Level 3** - Waves of psychic energy assault a chosen foe's mind, doing d8 points of damage at a range of 250'.

† **Level 4** - You may enhance your spear with various damaging effects. Add one of these enhancements to any Psychic Spear you shoot. If they hit, the effect occurs.

- Target gets -1 to STR, DEX or CON for d6 minutes
- Target gets -1 to INT, WIS or CHA for d12 minutes
- Target moves at half Move for d6 minutes
- Target becomes susceptible to psionics (add your INT bonus to their Mental saves for d6 minutes)

† **Level 5** – Focusing mental energy into a spear of force can be strenuous but will cause d10 points of damage to an enemy as far away as 400'.

† **MAX PUSH** – You can shoot 2 Psychic Spears at once & both can be enhanced. They can be shot at 2 targets.

PYROKINESIS

You are the master of flame. You are drawn to fire and the havoc that follows in its wake. You can control fire, but you cannot initially create it.

† **Primary Power Bonus** – Your Pyrokinesis acts as 1 level higher. Your flames do +1 extra damage, and you gain +2 to Ranged, fire attacks.

† **Level 1** – You can control small fires and smoke at will, snuff small flames and dissipate smoke at will (100' + 25' per level). You cannot create flame. You can shoot fire (Range: 50', d4 damage + 1 damage a round until snuffed), sense flames or smoke within 400' + 50' per level, and fuel flames (increase intensity up to three times). Basic flame does 1 HP damage a round. Each increasing intensity ads 1 HP of damage to the fire and takes an action.

† **Level 2** – You can shoot fire (Range: 100', d6 damage +1 damage a round until snuffed), fuel flames (x4 intensity), and gain Toughness: Fire & Heat +3. You can see and breathe in smoke without ill effect. You gain +1 to Ranged, fire attacks.

† **Level 3** – You can shoot fire (Range: 200', d8 damage + 1 damage a round until snuffed), fuel flames (x5 intensity), and you can create shapes and images in flames and smoke. You gain Fire Armor (+1 to AC, any melee attack does 2 fire damage to the attacker, you gain Toughness: Fire & Heat at +5) that you can use x3 a day and lasts 20 minutes. While your Fire Armor is on, your fire does 1 extra point of damage. You can now fuel flames once a round as a free action.

† **Level 4** – You can create fire, shoot fire (Range: 300', d10 damage +1 damage a round until snuffed), fuel flames (x6 intensity), you gain Flame Burst (50' area, everything takes d6, 2d6 or 3d6 damage and everything ignites for 1 more damage per round until snuffed). You can use your level in d6 damage per day. DEX check negates half of the damage (rounded down), and they do not ignite.

† **Level 5** – You can shoot fire (Range: 500', d12 +1 damage a round until snuffed), fuel flames (x7 intensity), your Fire Armor gains an additional +2 to AC, and you are now immune to fire and heat.

† **MAX PUSH** – You gain Advantage on all ranged, fire attacks. If you die, you explode in an inferno of flame. It does 3d6 damage to all within 100' (DEX check negates half of the damage rounded down), and you reform in the ashes. You have no gear that would not survive that much damage. You have your fire armor on, and you have half of your starting HP. You may only do this once a week. Only a Pyro with this as its Primary Power bonus can use this resurrection ability.

RISE ABOVE

Drawing upon the psychic magnetic energy and the ever-present forces of gravity, the Psion can propel themselves upward, levitating above the Earth. Bonuses from Rise Above are accumulative.

† **Primary Power Bonus** - Your Rise Above acts as 1 level higher.

† **Level 1** - You can walk on air (6 Move) and walk on walls for a brief period. You can do this for 1 minute for each INT bonus point you have. You cannot activate this again for d10 minutes once the ability runs out. Gain +1 AC & +6 Move (ground) while active.

† **Level 2** - You can walk on air (12 Move) and walk on walls for a brief period. You can do this for 2 minutes for each INT bonus point you have. You cannot activate this again for d10 minutes once the ability runs out. Gain +2 AC & +3 Move (ground) while active.

† **Level 3** - You create a psionic field that always you to fly. Move: 16. Max Height: 300'. You gain +1 to AC & +1 to Initiative (while active). Duration: 5 minutes. Cannot use for d10 minutes once the ability runs out.

† **Level 4** - You create a psionic field that always you to fly. Move: 24. Max Height: 500'. You gain +2 to AC & +2 to Initiative. Duration: Permanent

† **Level 5** - You can create a psionic field around you and up to 4 people. Those in the sphere can fly as your 4th Level bonus. Duration: 10 minutes. Cannot use for d10 minutes once the ability runs out.

† **MAX PUSH** - You can carry 2 additional people & your cool-down period is reduced to d6 minutes instead of d10 minutes.



SEE BEYOND SIGHT

The gifted Psion knows that the eye cannot always be trusted. That true sight comes from within and is not always dependent upon physical vision. By reaching out with your mind, you can sense things that are beyond being seen.

† **Primary Power Bonus** – You See Beyond Sight acts as 1 level higher, and you gain +2 to Initiative.

† **Level 1** - The Psion is aware of any hidden living creatures within 25'. This works even if they have successfully passed a stealth check but does detect magical or psionic shielding. This is always active. Cannot be Surprised. Gain a permanent +1 to Initiative.

† **Level 2** - The Psion can detect hidden passages and compartments with a few seconds of concentration within 50'. Cannot be Blinded.

† **Level 3** - Using psychic resonance, the Psion can sense hidden foes, even those who are shrouded by magic or psionics within 100'. This is always active.

† **Level 4** - Using psychic resonance, the Psion can sense hidden foes, even those who are shrouded by magic or psionics within 200'. This is always active.

† **Level 5** – Gain Advantage on all Initiative rolls & +2 to AC. This is always active, as long as you are conscious.

† **MAX PUSH** – Anyone attacking you within 200' are at Disadvantage. This is always active if this is your Primary Power, as long as you are conscious.

SHIFT EMOTIONS

Delving deep into the animalistic emotions of others, the Psion can alter the emotional attitude of those they encounter to be more agreeable or angry.

† **Primary Power Bonus** – Your Shift Emotions acts at 1 level higher, and you gain +2 to Persuasion or Intimidation.

† **Level 1** - +3 to Persuasion or Intimidation, Anger: target within 50'+ 5' per level must make a Mental save or be at Disadvantage to Range attacks, -1 to AC & -2 to skill rolls for d6 minutes, but they gain +1 to Melee damage.

† **Level 2** - +3 to Persuasion or Intimidation, Harmony: Anyone that targets you with a hostile action must make a Mental save, or they cannot take that action or any other hostile actions towards you for d4 minutes. They may take another action.

† **Level 3** - By making a minor suggestion, an opponent must make a Mental save or obey the command. This suggestion can only be a simple command and is not strong enough to make them want to hurt themselves or break their alignment.

† **Level 4** - As level 3, but the opponent must pass the Mental save at Disadvantage, and your suggestion can be slightly more complicated.

† **Level 5** - A master over others minds, a Psion at this level can press the mind and emotions of others beyond their control. At this level, you can make major suggestions but is still not powerful enough to make others harm themselves unless they are tricked. You maintain control unless they may make a Mental save at Disadvantage. They may re-roll each minute. You may do other actions while using this, but the target loses Disadvantage.

† **MAX PUSH** - As Level 5, but you may control 2 targets.

SWORD OF PRASINOS

A legendary power only a few Psions possess. It allows the Psion to fight in melee combat with a powerful psionic weapon. If you select this power, you lose the -1 Melee penalty for hand to hand & melee combat and lose 2 Skill points for that Level. The sword can be any color.

† **Primary Power Bonus** - Your Sword of Prasinios acts at 1 level higher & you have a +2 to attack with the Sword.

† **Level 1** - The Sword manifests as a dagger that does $d4 + INT$ bonus damage.

† **Level 2** - The Sword manifests as a small sword that does $d6 + INT$ bonus damage. Your sword bypasses the first point of Toughness.

† **Level 3** - The Sword manifests as a long sword that does $d8 + INT$ bonus damage. Your Sword bypasses the first 3 points of Toughness.

† **Level 4** - You may use your INT bonus, instead of STR, for melee combat with the Sword. Your Sword bypasses the first 4 points of Toughness and now has Reach. Your Sword does +1 damage and is at +1 to attack.

† **Level 5** - You get 2 attacks per round with the Sword. Your Sword manifests as a long blade coming from your knuckles (freeing your hands). It does $d10 + INT$ bonus damage and bypasses the first 5 points of Toughness.

† **MAX PUSH** - The Sword does $d12 + INT$ bonus damage and bypasses the first 6 points of Toughness. Each successful hit reduces the targets ability to fend off psionics. For each hit, they add +2 to any Mental save roll for the next 5 minutes.

TELEKINESIS

The ability to manipulate physical objects with the power of the mind.

† **Primary Power Bonus** – Your Telekinesis acts 1 Level higher.

† **Level 1** - You can lift and move minor objects, under 5 pounds, by utilizing psychic energy. At this level, you are unable to move anything with a considerable amount of force but can be used to retrieve a lost weapon or to pass an object to another person. If used as a weapon, a ranged attack roll is made using your Intelligence modifier as an Attack bonus (damage equal to thrown weapon damage). General debris does d4 damage.
Range: 120'

† **Level 2** - Weight of objects increases to 15 pounds, and you can increase velocity enough to cause d6 damage (or damage equal to the weapon). Range: 150'

† **Level 3** - Weight of objects increases to 25 pounds and will cause d8 damage (or damage equal to weapon +1). Range: 200'

† **Level 4** - Objects can be manipulated up to 50 pounds and will cause d10 damage (or damage equal to weapon +2). Range: 250'

† **Level 5** – The height of Telekinetic power, objects now increase to 100 pounds and cause d12 damage (or damage equal to weapon +3). Range: 350'

† **MAX PUSH** – Objects can be manipulated up to 200 pounds and cause d20 damage (or damage equal to weapon +5)
Range: 500'



TELEPATHY

Reaching out from within your senses, telepathy allows you to speak mentally with others that are willing. The ability to communicate in this way can be an invaluable asset in any situation.

† **Primary Power Bonus** – Your Telepathy acts 1 level higher.

† **Level 1** - Mentally projection of thoughts and conversations at this level are limited but can still be useful. Range: 100' and can commune with only one other mind.

† **Level 2** - At this level, the ability increases in range and number of individuals who can communicate with you. Range: 200' Can communicate with up to 2 individuals.

† **Level 3** - A respectable power level for any telepathic Psion. Range: 500' and can communicate with up to 3 individuals.

† **Level 4** - Further development of this ability makes the Psion a very valuable ally. Range: 1000' and can communicate with up to 5 individuals.

† **Level 5** - A master telepath at this level is unparalleled in their ability. Range: 1 mile and can communicate with up to 10 individuals.

† **MAX PUSH** – Your telepathy becomes beyond any known telepath. Range: 5 Miles, and you can communicate with up to 20 individuals.

Playing the Game



House Rules

A quick note on house rules. It has been this author's experience that while house rules can create a unique and more fun way to play a roleplaying game, that inconsistency or constantly changing rules can make for a turbulent gaming experience for the players.

It is okay to change or adapt the rules, but remember the changes that you have made so that the next time the same scenario arises that you adjudicate in the same way as you had done before. It is also okay to try a rule change and then decide that it did not work and change it again. Just make sure that you are communicating with your players as to why the rules keep changing. This will keep everyone on the same page.

Game Terms

ACTION

When a character's turn in Initiative order comes up during a round, they get to make an action. A player's action can be to attack, cast a spell, run away, hide, defend an ally, etc. Some characters get more than one action in a round. If so, they get their next action after everyone else has used their first action. Continue until all actions are resolved.

Free Action – A free action is quick action anyone can do during another character's action or at any time (warn somebody verbally, speak 2 short sentences, drop an item, cancel your spell, draw a weapon, etc.). Characters can do 2 Free Actions in a round. They may do more, but it uses an action to do so.

Held Action – If it is your action and you wish to delay it, you may wait and act before anyone with a lower Initiative. However, for the rest of that encounter, you act at that place in the Initiative.

ADVANTAGE & DISADVANTAGE

A GM may decide that a particular course of action or task has a higher or lower chance of success. They will ask a player to roll an additional d20 when making a test - with advantage, the higher result is used, and with disadvantage, the lower.

House Rule: Game Masters may choose to have Advantage and Disadvantage stack in certain situations by having players roll multiple d20s and pick the highest number rolled for Advantage, and the lowest number rolled for Disadvantage.

ATTACK BONUS

For Melee Attacks, the Character adds their Strength modifier, and for Ranged Attacks, the Character adds their Dexterity modifier. They also add any appropriate attack bonus to the attack.

BLINDNESS

If a Character finds themselves blinded, possibly by an injury, or fighting in darkness without light, the Character suffers a -4 penalty to all attack rolls, cannot make Spot checks, and moves at ½ Move.

CALLED SHOT

When declaring a range attack on a specific body part or target, there is a -3 penalty for targeting a specific area.

CHARGE

You may use all of your actions in a turn to Charge an opponent. You may charge your Move x10 in feet. You must have a clear, straight path to the opponent. If there is anything hindering the path (debris, oil, bodies, etc.), the attacker must make a DEX check or trip on the way. The charger gains +3 to hit and gets double their STR modifier in damage. If the charge roll hits and is at least 10 higher than the defender's AC, the defender is Knocked Back 10'.

COMBAT

When a character makes an attack, they roll a d20 and add their appropriate bonuses to the roll. For a Melee attack, they add their STR modifier & their bonuses. For a Ranged attack, they add their DEX modifier & their bonuses. If the attack roll exceeds the target's Armor Class, the attack is successful, and they roll damage.

Combat Example

Traditional

- † **Step 1:** Game Master determines if either side of the fray is Surprised. The characters that Surprise the other characters act first
- † **Step 2:** Each character rolls for Initiative and the GM rolls for the NPC's Initiative.
- † **Step 3:** The highest Initiative acts first. Then the next highest acts, etc. until the last party acts. If anyone has multiple actions, repeat this process until all actions are exhausted.
- † **Step 4:** Without rolling a new Initiative, repeat Step 3 until the conflict is resolved.

Optional – Ranged first

- † **Step 1:** Check for Surprise.
- † **Step 2:** Roll for Initiative.
- † **Step 3:** The party that won Initiative attacks with Ranged Weapons first.
- † **Step 4:** That part that won Initiative then attacks with Melee Weapons.
- † **Step 5:** The party that lost Initiative repeats Steps 3 & 4.
- † **Step 6:** Keeping the same Initiative, repeat Steps 3, 4 & 5 until combat is resolved.

Optional – Group Initiative

- † **Step 1:** Check for Surprise.
- † **Step 2:** Each side team in the fight rolls each rolls once for Initiative, using the highest modifier between them.
- † **Step 3:** The team with the highest initiative roll acts.
- † **Step 4:** The team with the next highest initiative roll acts.
- † **Step 5:** Repeat Step 4 until all combatants have had their turn to attack. This counts as 1 combat round.
- † **Step 6:** After 4 combat rounds, have everyone re-roll initiative and repeat steps 3, 4 & 5 until combat is complete.

COVER

If you are standing behind something that offers protection from attack, you gain a defensive bonus.

Cover	Benefit Against Range
In a crowd	+4 AC
9/10	+10 AC, but you cannot see the other side.
Half	+4 AC
Quarter	+2 AC

CRITICAL

If a player making an attack rolls a natural 20, they double the result of the damage dice they roll. If they roll a 1, they suffer some kind of critical failure. Unless otherwise noted, only living creatures can suffer critical damage. See p. 175 for Critical Tables.

DARKNESS

When an area is under Darkness, nobody can see anything and are considered Blind. Some abilities allow a character to see in Darkness.

DEATH/ OUT OF ACTION

If a character goes to below 1 HP, they are considered unconscious and Out of Action (see p. 15). They are not dead, just removed from the action until healed or the action ends, and they are tended to. For a Character to be considered dead, they must have negative HP equal to their CON score.

DEFENSIVE

As an Action, you can help defend another player. You cannot attack that round, and the player you are defending gets +4 to AC, +1 to all saves, and +1 to all skill rolls as long as you are defending them. If the person you are defending is hit, you have a 50% chance of splitting the damage with them.

DIFFICULTY CHECKS (DC)

Difficulty Checks are determined by d20 rolls. GMs can set any DC she desires but here is a simple guideline for target numbers before bonus:

- † EASY 10
- † MEDIUM 15
- † DIFFICULT 20
- † NEAR IMPOSSIBLE 25

NOTE: The roll of a Natural 20 is always a success, and a Natural 1 is always a failure, regardless of bonuses and difficulty levels.

DROWNING/ BREATH

A character can hold their breath for 1 minute per point of CON modifier (30 seconds minimum). When a character runs out of air, they become unconscious and lose d6 HP per round. All attacks made underwater are at Disadvantage unless they have Free Action or live in the water.

ENCUMBRANCE

A character can carry a number of items equal to their STR Attribute without issue. Carrying over this amount means they are encumbered, and all attribute tests are taken with Disadvantage. The character can also only move to somewhere nearby. Also, they simply cannot carry more than double their STR.

ENVIRONMENTAL

Armor, spells or force fields that are airtight and have their internal oxygen system or filter. While intact, the wearer is immune to gas attacks and environmental hazards. The armor also has a temperature control that makes the wearer comfortable, no matter the temperature outside.

FALLING

When a character falls, they take damage if they fall more than 10'. For every 10' past the first 10' they fall, they take a d6 damage.

FEARLESS

The character or monster is immune to Fear and Terror. They automatically pass all Courage saves and cannot be Intimidated.

GRAB

A character may attempt to Grab someone with their set of arms, a tentacle, etc. They make a Melee attack against the target. If successful, the target may make a STR check adding the STR modifier of the attacker to their roll. If they pass the STR check, they avoid the Grab. If they fail, they are considered Grabbed. They lose all actions except speaking and trying to break free. Once a round, they may attempt to break free with another STR check as above.

Anytime the Grabber takes damage, the character being grabbed may attempt a STR to escape, subtracting the damage taken by the Grabber from their roll.

Grab Modifiers

Action	Modifier
Target 1'+ Larger than you Target has an extra set of limbs Target has 5+ More STR	Target gains Advantage on STR check
Target 1'+ Shorter than you Target has 5+ less STR	Target gains Disadvantage on STR check
Target is twice your size or more	Cannot Grab

IGNITED

Anything on fire is considered Ignited and takes 1 cumulative point of additional damage at the beginning of each round until extinguished (i.e., 1, then 2, then 3, etc.). If they come into contact with any other beings while Ignited, the other being must make a DEX check or be considered Ignited as well. You may take an action to try to extinguish yourself or someone else by making a DEX check.

IMMUNITY

Characters with Immunity to a certain type of damage do not take any damage from that source and cannot be affected by that source. Even if they gain Weakness to the same source, the Immunity stands.

IMPROVISED WEAPONS

If you use an improvised weapon (broken bottle, a stick, trash can lid, a handful of coins, etc.), you attack at -3, unless you have training.

INITIATIVE

Initiative is rolled on a d6, adding in any bonus (from DEX or otherwise), with the highest total winning initiative. If there is a tie, the character with the highest DEX goes first. If they are still tied, the character with the highest Move goes first.

When rolling Initiative for an NPC unit, the GM may roll once for the whole team using the highest bonus for Initiative. The GM decides what order they take their actions in.

INVISIBILITY

While invisible, a character cannot be detected, except by certain abilities (Radar, Earth Powers, etc.). If you act upon a character while invisible, that character is now effectively Blind when interacting with that character as long as they are invisible.

KNOCKBACK

When a character is knocked back, they take an additional point of damage for every 10' they go. If they hit another solid item or character, they take an additional d4 damage, as does the object the struck.

LIGHT

Characters will often find themselves adventuring into dark places. For that is important to remember that torches and lanterns illuminate a 30' radius. Flashlights produce a 40' beam of light, cone-shaped. Torches will burn for 1 hour, Lanterns will burn for 24 hours on a full pint of oil, and flashlights will work for 2 hours of full batteries.

LISTEN

Listen checks are made when a character attempts to identify or notice a sound (a secret whisper, a distant scream, somebody trying to stealth by, etc.). A character adds their WIS modifier to their check roll. The GM sets the DC.

MELEE ATTACK

A Melee attack is any attack made in close combat. Such as throwing a punch or swinging a sword. Making a Ranged attack in Melee is done at Disadvantage.

MOVEMENT

Standard Movement rates refer to a character's ability to move around on foot, in both combat and non-combat rates. Characters start with a Move of 12 on land and 9 swimming, unless otherwise noted.

A character's Move indicates the maximum feet x10 they can move in a full round. The table below lists a Characters movement rates under different conditions (*i.e., a character that has a Move of 15 can move a total of 150' normally in a round, 300' while running, 30' while crawling or 50' and still be able to make a normal attack*).

If a character moves more than 1/3 of their move but does not run, they may still attack at -4.

A character may move up to 1/3 of their Move, rounded up, and still attack without penalty. If they Move more than that, they have a -4 penalty to attack. may run and attack at a penalty, losing 1/2 of their total attack bonuses (rounded down), and they double any ROF penalties they incur.

Rate of Movement	Movement Modifier
CRAWLING	1/5
CAREFUL/ BROKEN TERRIAN	1/2
NORMAL	Normal
RUNNING	x2
COMBAT or CLIMBING	1/3
CHARGING	Normal

Outdoor Movement rates refer to a character's ability to walk long distances in an outdoor setting. A hurried pace is 18 miles per day, a March is 9 miles per day, and a stroll is 6 miles per day. A character adds their CON modifier (in miles) to their Outdoor Movement.

OUTSMART

When successfully attacked or effected by an ability/spell of a hostile character or creature, the character may attempt to Outsmart their foe (before damage is rolled). Roll a d20 and add your INT and WIS bonuses and Outsmart bonus to the roll. If the Outsmart roll is equal to or greater than the attack roll, then roll on the chart below. If the attack or effect had no initial roll, then the attacker rolls and adds the appropriate modifiers to their roll and compare. If successful, the player with Outsmart then switches places in Initiative with the attacker if they so choose. Outsmart does not require an action. A character with Outsmart can use it equal to their INT + WIS modifiers per day.

Roll	Outsmart Result
1	The attack still hits but does ½ damage & is half effective. Cannot put you at less than 1 HP.
2	The attack fails, but any area effect or effect on others is unaffected.
3	The attack fails. The attacker must make a DEX save or fall.
4	The attack fails. The attacker is flumoxed, and they lose their next action.
5	The attack fails, but the attacker takes the hit at ¼ damage (rounded up).
6	The attack fails, but the attacker takes the hit at ½ damage (rounded up).

Example: Mark shoots at Marlon with a crossbow. Mark rolls a total of 15 against Marlon's 13 AC, so he would hit. However, Marlon has Outsmart +1 and wishes to use one of his daily attempts to negate the attack. Marlon rolls a 12. He adds his +1 INT modifier, +2 WIS modifier and +1 Outsmart bonus to the roll, ending up with a 16. Marlon's 16 beats Mark's 15, so Marlon is successful and gets to roll a d6 to see what happens. He rolls a 4, therefore the attack fails and Mark becomes flumoxed by his miss and loses his next action.

PETRIFICATION

Petrification is when a living creature is turned to stone. This can be done by Medusa, Cockatrice or by magic. Once the creature is petrified, they are effectively dead. However, there are spells and items that can reverse the process. If applied, the creature returns to life at 1 HP and is Sickened for d6 rounds.

PRONE

If a character attacks a Prone victim, the victim loses all bonuses to AC and suffers a -4 AC penalty.

RANGE ATTACKS

Range attacks are attacks that are made at a distance by throwing or shooting at a target or targets.

The set range for Range weapons is the ideal for success with that weapon. You can attempt to shoot past the given range at a penalty. Attacks under the range are rolled as usual. Attacks from the maximum range to double range are rolled at -6. Ranged attacks made at 5' or closer are at Disadvantage (or if it is within Reach). GMs may allow a character to attempt an extremely long shot at a greater negative modifier as long as the weapon can realistically shoot that far.

If you draw a ranged weapon and attack in the same action, your attack is at -3. If you shoot into a crowd of 3 or more, your attack is at -3.

RATE OF FIRE (ROF)

When firing a ranged weapon that has a ROF more than 1, you can choose to shoot once or to shoot multiple rounds up to, or equal to, the ROF at once. If you shoot once, roll your attack as usual. If you unload more than one shot at once, you must roll to attack with each shot. The first shot is at -2 to attack, the second is at -4, the third is at -6, and any beyond that are at -8.

REACH

Weapons or creatures with reach may be used to attack further than usual. A basic melee attack can only be delivered to someone adjacent to your character. Reach weapons can attack characters that are further away equal to the weapon's listed reach.

RELOADING

Reloading a weapon takes a single action, unless otherwise noted.

SEIZE THE MOMENT

Some characters can seize the moment in combat by taking advantage of an opponent's mistakes. They can take those mistakes and turn them into an extra action. A character with Seize the Moment may immediately use a bonus attack against an opponent that does one of the actions below within your Reach. You can only Seize the Moment once a day for each point you have in it.

- † Cast or casting a spell in melee
- † Critical Fumble
- † End the Round Stunned
- † End Your Turn with Them Unaware of You
- † Fall/ Trip
- † Get Knocked Back
- † Run Away from You (Make a Run Move)
- † Shoot a Gun or Bow in melee

SICKENED

When a character becomes sickened, they are at -3 to all attacks & skill checks. They are also at Disadvantage on all saving throws and Move at $\frac{1}{2}$ speed.

SPOT

Spot checks are made to see if you notice a visual occurrence near you (someone hiding, notice someone in a disguise, traps, something unusual, etc.). A character adds their WIS modifier to their check roll. The GM sets the DC.

STUN

When a character is stunned, they lose all actions, drop all items in hand, lose their DEX bonus, and are at -4 AC until the effect wears off.

SURPRISE ATTACK

Any attack made on a character that they are unaware of is a Surprise Attack. Those attacks add a d4 damage to the attack. Once hit by an attack, further attacks by that character are not considered a Surprise Attack, even if made unaware. Surprise Attack only affects living creatures, unless otherwise noted.

THROWN WEAPONS

Each weapon has a listed range, but you can throw it further by taking a negative attack modifier. You receive a -2 to hit for each extra 10' thrown. A high STR can increase the range of thrown weapons. You add 10' to the range of a thrown weapon for each STR modifier a character has. Subtract 10' to the range of a thrown weapon for each negative STR a character has.

TOUGHNESS

Toughness is a form of Damage Reduction against Physical and Energy-based damage. Only specified Toughness can protect one against Psychic based damage. If a character has a Toughness of +2, that means that when they take damage from an attack, the first 2 points of damage are negated. If a character has specific Toughness & general Toughness, they stack. *(i.e., A character with Toughness +2 & Toughness: Fire +3 gets hit with a 6-damage fireball, they would take 1 point of damage.)*

If a source of damage comes from 2 simultaneous sources, treat them as if they were once source for normal Toughness, but if the target has any specific Toughness, apply that first and then normal Toughness. For example: *You take 3 Fire damage and 4 Metal damage and have Toughness +1 and Toughness: Fire +2. You would prevent the 2 Fire first and then prevent 1 from the 5 remaining damage, taking 4 in total.*

TIME & TURNS

There are 2 units of measurement to track time in DP&D:

1. Moments/ Rounds

2. Minutes/ Turns

Moments, often referred to as rounds are used during combat and times of danger. Minutes, often referred to as turns are used during non-time sensitive times of adventuring and roleplaying.

Understand the Game Master may speed up or slowdown in-game time as she deems necessary for the story of the adventure she is running.

TRIPPING

You may try to trip someone that is next to your character or within range of a Reach weapon. Attack your target. If you hit, the target makes a DEX check adding your STR modifier to their roll. If they pass, nothing happens. If they fail, they become tripped and are Prone until their next action.

If you try to trip someone more than 6"+ taller than you, you roll your attack at Disadvantage & the target rolls their DEX check at Advantage.

TWO-HANDED WEAPONS

Two-Handed Weapons require the usage of both hands. A minimum STR of 13 is required to properly wield a two-handed weapon. If someone attacks with one and has a STR below 13 they receive -X to their attack. X is equal to the points their STR is below 13. Characters with 13+ STR that wield a two-handed weapon deal additional damage equal to their STR modifier.

UNARMED ATTACKS (HAND TO HAND)

Unarmed attacks are attacks made without a weapon (excluding brass knuckles and such). Any unarmed punch or kick does d4 + STR modifier in damage (unless otherwise noted). If a character does not have a Fighting skill or a fighting type class, they are at -2 on all unarmed attacks and do ½ the damage rounded down.

UNTRAINED ARMOR PENALTY

If a character wears a piece of armor that they are not trained to use, they lose any DEX bonus they have and are at -3 to Stealth and -1 to all attack and other skill rolls due to the discomforting feeling. If they cast a spell, they must make an INT check roll, adding the level of the spell. If they fail, the spell fails. This excludes Padded Armor.

UNTRAINED WEAPON ATTACKS

If someone makes an attack with a weapon that they are not trained to use by their class (Light, Medium, Heavy or Ranged), they attack at -4.

USAGE DICE

Any item listed in the equipment section is considered frail, consumable, or limited item. When that item is used, the next turn its Usage die is rolled.

If the roll is 1-3 then the usage die is downgraded to the next lower die in the following chain:

d20 > d12 > d10 > d8 > d6 > d4

When you roll a 1-2 on a d4 the item no longer works or the character has no more of the item left.

WEAKNESS

When you take damage from the source you have a weakness to, you take double the damage.



Critical Hit Table

When you roll a natural 20 on an attack roll, you then roll on this chart to see what occurs.

Roll	Melee Attack	Range Attack
1-3	Solid hit. It deals double the base damage.	Solid shot. It deals double the base damage.
4	Knockback. It deals double damage and knocks the target back 20'	Arm shot. The target drops all the items they are holding.
5	Blow to the Solar Plexus. The target is Stunned for d4 rounds unless they make a CON check	Leg shot. The target is at ½ Move for 10 minutes.
6	Nerve hit. The target drops all the items they are holding.	Pierced stomach. It deals double damage and an additional d4 damage for d4 rounds or until healed
7	Crotch hit. It deals double damage, and the target must make a CON save or pass out for d4 minutes	Earshot. The target is Deafened for d6 minutes
8	Weakening blow. The target's Toughness abilities are halved for d6 minutes (rounded down)	Weakening shot. The target's Toughness abilities are halved for d6 minutes
9-10	Knee blow. The target loses all DEX bonuses until healed	Knee shot. The target loses all DEX bonuses until healed
11-12	Foot hit. The target gets -4 DEX and -6 to Move for d6 rounds	Foot shot. The target gets -4 DEX and -6 to Move for d6 rounds
13	Knock up. It deals double damage and knocks the target up in the air d6' + STR modifier in feet	Eyeshot. It deals double damage, and the target is Blinded until healed.
14	Broken nose. The target is blinded for 2 rounds and is at -2 to all save stats for d6 rounds	Lung piercer. It deals double damage and the target is at -3 on all attacks and -3 CON for d6 minutes
15	Shoulder hit. The target is at -5 to all attacks for d4 minutes.	Shoulder shot. The target is at -5 to all attacks for d4 minutes.
16	Throat punch. It deals double damage, and the target cannot make any attack actions for this round and next	Shoot thru. It deals double damage and goes thru the target. They must make a Critical save or lose d4 CON for d4 minutes
17	Perfect strike. It deals double damage, and you immediately get another melee attack against the target.	Throat shot. It deals double damage, and the target cannot make any attack actions for this round and next
18-19	Amazing hit. It deals triple base damage	Amazing hit. It deals triple base damage
20	Death blow. It deals triple damage, and the target dies unless they make a Death save.	Death shot. It deals triple damage, and the target dies unless they make a Death save.

Critical Fumble Table

When you roll a 1 on an attack, you miss and roll on the Critical Fumble Table to see what happens.

Roll	Melee Attack	Range Attack
1-4	You miss, and just look silly.	You miss, and the shot goes well over the target
5	You trip, but do not fall. You get -2 to attack on your next attack	Finger slip. You get a -2 to attack on your next attack
6	Weapon hurl. You accidentally hurl your weapon 20'. Hand to Hand attacks just miss	Ammo Drop. You drop your ammo or clip. Miss your next attack.
7	Hand cramp. Make a Critical save, or you drop your weapon. Hand to hand attacks must save or they get -2 on their next melee attack	Jam. The weapon jams and you are at -3 to attack on your next attack with this weapon
8	You whiff and spin 180 degrees. You end your round with your back to your target	Hand cramp. Your shot sails to the left 20'
9	You trip & fall to the side. -3 to AC for the next 2 rounds	Hand cramp. Your shot sails to the right 20'
10-11	Weapon Drop. You drop your weapon. Miss your next attack if you pick it up. Hand to hand attacks just miss	Weapon Drop. You drop your weapon. Miss your next attack if you pick it up
12	Over charge. You miss and step past your target d10 feet. Your round ends with your back to the target	Finger jam. Your shot goes 5' to the left
13	Stumble. You lose your DEX bonuses for d4 rounds	Finger jam. Your shot goes 5' to the right
14	Slippery ground. You fall backward 5' and fall on your butt	Bad aim. You hit a random ally between you and the target.
15	Muscle pull. You are at -2 to attack and at -2 to melee damage for d4 rounds	Over aim. You hit a random ally that is past the target
16	Misidentified. You attack a random ally within 5' of you (re-roll the attack against them)	Chest muscle pull. You are at -3 on all attacks for d4 rounds
17	Weapon break. Your weapon breaks. If hand to hand you hurt your hand for d4 damage	Quiver spill. Takes 1 round to pick up 3 arrows/ bolts.
18	Bounce back. Your attack is blocked or parried and bounces back on to you. You take ½ the damage of your attack	Loose footing. You slip and fall. You drop your weapon. Lose your next action.
19	You faceplant in front of your target and take a d6 damage	Ricochet. The miss bounces off of something and hits 2 random targets within your range. They take ½ the damage the attack would do
20	You faceplant in front of your target. They immediately get a free melee attack on you	Weapon break. Your weapon breaks, striking you for d4 damage

Madness

A dark energy permeates the realms. Its presence is the cause of some of the magic in the world. That presence can corrupt living creatures with a maddening effect, that if strong enough, that will kill the host. This form of Madness is something metaphysical, beyond any standard type of insanity or mental illness.

When you Step into the Void, encounter selected monsters or fail a Courage save or Terror check, your mind may become tainted by this Madness. For every point of Madness you accumulate, you come closer to losing your mind. Madness points are permanent, but they can be removed through some Mystical means. If your Madness exceeds your Wisdom score at any time, you are forever lost to the Void. Some effects may turn you into a minion of the Void after you are lost, but the soul & character are lost forever.

Characters are considered seasoned enough to ignore basic encounters that would terrify a typical person (i.e., finding a body part, a pool of blood, hearing a scary story, etc.). However, some events and encounters can cause a character to gain Madness points. However, NPCs that may accompany or appear in a campaign may not be so tough. The mere sight of a dead rat or a howl in the night may startle them.

MADNESS EFFECTS

As a character begins to gain Madness points, things begin to happen to them. Their minds become corrupted by unknown, terrifying forces. If an effect causes a character's Madness to decrease, then they lose the equivalent Madness effect.

WAYS TO REMOVE MADNESS

- † Magic items or potions
- † Magic spells
- † Special quests
- † Ancient tomes
- † Rare drugs
- † Possibly a noble deed for a god

Points	Effect
0-2	No ill effects.
3	The character occasionally will hear disembodied voices.
4	The character will occasionally see flashes of spirits and shadowy movements.
5	-1 to the Mental save stat
6	Gain a phobia (roll on the Fear Table p.184)
7	Anxiety issues (-1 to all attack, save stats & skill checks) and inner voices will occasionally tell you to harm yourself.
8	Hyperactivity (+1 to all physical skill checks, -1 HP to all healing effects they receive & -1 to the Mental save stat.)
9	Gain a phobia (roll on the Fear Table p.184)
10	Dire Insomnia (-1 to all attributes) & the character can see spirits & ghosts.
11	Weakness: Light & they are at -1 to all attacks, save stats & skill checks in the daylight.
12	Character's eyes turn violet & they are at -2 to the Magic save stat.
13	Gain a phobia (roll on the Fear Table p.184)
14	Anti-Social. The character is at -3 to CHA.
15	Gain Dark Vision 60' (or +20') & -2 to the character's highest save stat. Select if a tie.
16	Amnesia. The character gains Disadvantage a non-physical skill at random, and they have Disadvantage on a Knowledge skill of their choice.
17	The character rolls at Double Disadvantage when encountering existing phobias.
18	Lose Fearless.
19	The character gains an ever-present, purple aura. They can see the invisible, gain Weakness: Magic and +2 to their Armor Class.
20	The character loses the ability to communicate with anyone at a lower Madness level or lower combined INT & WIS score.
21+	-2 to the character's Mental save stat for each level beyond 20.

COURAGE SAVES VS. TERROR CHECKS

Courage Saves: Courage saves are rolled when a character's morale is challenged or when a character encounters a dangerous obstacle for the first time. Every time a Character fails a Courage save, they receive a cumulative +1 to all future Courage saves against the same adversary or occurrence. Failed Courage checks require rolls on the Failed Courage/Terror Effect table on page 183. For every point of the Courage save stat, a Character has above 12, they get a +1 to Terror checks.

Things that may trigger a Courage save:

GMs may assign modifiers if the encounters are less or more gruesome as normal.

- † Encountering a gruesome murder scene.
- † Seeing several mutilated animals.
- † Seeing a torture chamber.
- † Seeing a friend or loved one die.
- † Witnessing or being tortured.
- † Hearing an incredibly spooky sound.
- † Being grabbed by an invisible entity.
- † Seeing a demonic summoning (before the entity arrives).
- † Seeing a very bloody crime scene.
- † Seeing a dimensional anomaly.
- † Encountering a person you believed to be dead.
- † Encountering a phobia face to face.
- † Witnessing a suicide.
- † Reading an alien language.

Terror Checks: Target DCs on Terror checks are listed on each creature or monster. The first time you encounter a monster, roll a d20 adding your level and any bonuses. If a Character fails (rolls below the Terror DC), they must roll on the Failed Courage/ Terror chart, and then the next time they encounter the monster, they must roll again but gain a +1 accumulative bonus to your roll.

FAILED COURAGE/ TERROR EFFECT TABLE (D10)

D10	Effect
1	Character faints for 1 round
2	Character screams aloud. They are at -1 to all attacks and skill checks for d4 rounds
3	Character hides behind the nearest ally or item for d4 rounds
4	Character is spooked and Runs away for 2 rounds
5	Character is Stunned for d4 rounds
6	Character covers their eyes for d4 rounds and goes Defensive
7	Character becomes hysterical, running in a random direction for d4 rounds (they do not run at the source of fear)
8	Character faints for d4 rounds
9	Character pees themselves. They have Disadvantage on all rolls for the next 2 rounds
10	Roll on the Extreme Failed Courage/ Terror Effect Table (p 183)

EXTREME FAILED COURAGE/ TERROR EFFECT TABLE

Roll on this table if a character rolls a Natural 1 on a Terror check or a Natural 20 on a Courage save.

D10	Effect
1	Character is Stunned for d6 rounds and begins to babble incoherently
2	Character begins to cry and think about an unpleasant memory. They are at Disadvantage on all rolls for d4 rounds
3	Character is terrified. They Run away for d4 rounds
4	Character forgets who they are for d4 rounds. They are unable to speak, use any special abilities or perform a skill check during that time
5	Character has a screaming outburst for d4 rounds. They are at -2 to all attacks and skill checks for that time
6	Character becomes catatonic for d4 rounds. They just stand there
7	Character faints for d4 rounds
8	Character hides behind the nearest ally or item for d6 rounds
9	Character defecates themselves. They have Disadvantage on all rolls for the next 4 rounds
10	Character gains 1 Madness point

FEAR TABLE

When a character encounters one of their fears, they must make a Courage check at Disadvantage, or they must roll on the Failed Courage/ Terror Effect Table (p.183). The GM may add modifiers based on various factors.

Pass or fail, the character feels uncomfortable within 100' of their fear, giving them -1 to all attacks, -1 to all skill checks and -2 to their Mental save stat.

This is a random chart of fears that a character can become fearful of.

d100	fear of	d100	fear of
1	Cats	51	Dogs
2	Kobolds	52	Tight spaces
3	Slimy Things	53	Tentacles
4	The opposite sex	54	Children
5	Bows	55	Two-Handed Swords or Axes
6	Dire beasts	56	Being alone
7	Elves & very beautiful people	57	Blizzards and heavy snow
8	Deep Water	58	Blood
9	Large crowds	59	Temples
10	Spirits	60	Zombies
11	Being touched by strangers	61	Heights
12	Caves	62	Dwarves
13	The written word	63	Tattoos
14	Precious metals	64	Insects
15	Bears	65	Lightning
16	Thunder	66	Heavy rain
17	Floods	67	Mirrors
18	Unnatural Darkness	68	Boats
19	Trees	69	Horses
20	The Sun	70	The Moon
21	Shape Changers	71	Worms
22	Birds	72	Ghoul
23	Fish	73	Sharks
24	Fire	74	Gems
25	Teenagers	75	Snakes
26	Lizards	76	Dead bodies
27	Cemeteries	77	Parties
28	Things with no visible eyes	78	Things with too many eyes
29	Empty rooms	79	Doctors or healers
30	Mountains	80	Glaciers
31	Vermin	81	Were-creatures
32	Vampires	82	Teeth
33	Sex	83	Crossing moving water
34	A large amount of red	84	A large amount of blue
35	A large amount of green	85	A large amount of purple
36	Portals	86	Loud Noises
37	Extended silences	87	Your full name (read or heard)
38	Horses	88	Opulence
39	Strangers	89	Wolves
40	Royalty	90	Demons
41	Devils	91	Angels
42	Giants	92	Constructs
43	Ruins	93	Magic items
44	Alcohol and Drugs	94	Heavy smoke
45	Religious Priests, Clergy, etc.	95	Arcwolds
46	Aspimite	96	Dragons
47	Fienakar	97	Gnomes
48	Goblins	98	Halflings
49	Kitsune	99	Lizardfolk
50	Orcs	100	Vessamyrrs

OBSESSION TABLE

Those inflicted with a maddening obsession with something will seek out and collect the object and things related to the object of their obsession. When in the presence of the obsession, the character must make a Mental save at Disadvantage, or they become distracted for d6 rounds. You gain -1 to all attack and skill checks, and you wish to get closer to, or even protect, the obsession. Pass or fail, re-roll every 6 rounds if you are still in the presence of your obsession.

If your Obsession is a skill, you gain that skill or gain +2 to that skill if you already have it. If it is not a skill, you learn Knowledge in the obsession at +3.

d100	Obsessed With	d100	Obsessed With
1	Alchemy	51	Cats
2	Dogs	52	Wolves
3	Art & Music	53	Filth and dirty places
4	Slimy Things and tentacles	54	The opposite sex
5	Dancing	55	Philosophy
6	The Sea	56	Metal weapons & armor
7	Astrology	57	Elves & very beautiful people
8	Snow	58	Archeology
9	Blood	59	Large crowds & parties
10	The number 5	60	Spirits and ghosts
11	Zombies	61	Heights
12	Royalty	62	Dark places (gain Stealth)
13	Dwarves	63	The written word
14	Tattoos	64	Precious metals
15	Insects	65	Bears
16	Lightning & thunder	66	Gregorian Chant
17	Rain	67	Mirrors
18	Dark Clothing and make up	68	Boats and water vessels
19	Trees	69	Horses
20	The Sun	70	The Moon
21	Worms	71	Birds
22	Dinosaurs	72	Dragons
23	Temples	73	Frogs and Toads
24	Fish	74	Sharks
25	Fire	75	Gems
26	Languages	76	Snakes
27	Lizards	77	Dead bodies & cemeteries
28	Eyes	78	Books
29	Arcane Books	79	Healers and being healed
30	Mountains and glaciers	80	Vermin
31	Were-creatures	81	Vampires
32	Teeth	82	Combat (gain Combat Training +1)
33	Sex	83	Cooking
34	Large amounts of food	84	A large amount of red
35	A large amount of blue	85	A large amount of green
36	A large amount of purple	86	Unicorns
37	Opulence	87	Divination and prophecy
38	Wilderness (gain Wilderness Survival)	88	Crafting
39	Psions and psychic phenomenon	89	Demons
40	Devils	90	Angels
41	Ancient History	91	Plants
42	Stealing (gain Sleight of Hand)	92	Giants
43	Constructs	93	Ruins and secret knowledge
44	Magic items	94	Alcohol and Drugs
45	Pain (gain Toughness +1)	95	Arcwols
46	Aspimite	96	Dragons
47	Fienakar	97	Gnomes
48	Goblins	98	Halflings
49	Kitsune	99	Lizardfolk
50	Orcs	100	Vessamyrrs

Style of Play



Single Character vs. Troupe

In traditional RPGs, each player controls a single character during the gaming session, and a group is usually made up of 4 or 5 players with 4 or 5 characters that collectively create the adventuring party.

In the early days of fantasy RPGs, the adventuring party would need to pay hirelings and retainers to fight alongside the adventuring party in the dark dungeons and deep woods, just to survive. These hirelings would be played as NPCs controlled by the GM. In many instances, these NPCs would fight alongside the characters throughout many adventures. If a character died in gaming, sometimes the GM would give them the NPC as their next character instead of creating one from scratch.

In Troupe play, each player can control of to four characters during one gaming session, eliminating the need for NPC hirelings and retainers. The adventuring party is much larger, and it's not as catastrophic a loss if a character dies in play as that player still has another character already there and on the adventure. This form of play is extremely beneficial if you have three or fewer players to beef up the adventuring party.

In STF, either style of play works. There are hirelings and retainers for smaller adventuring parties to assist in disbanding the dangers of your game world, and troupe play is available for those gaming groups the bigger and badder foes that this game has to offer.

The Funnel Character Generation

A fun, alternative way to create a character is to you the funnel method, originally created by Goodman Games for Dungeon Crawl Classics RPG. Have each player create multiple characters, usually 4 from the table below. These characters start at Level 0 and do not have a class to start. Select a race, profession, weapon and item for each character. Then select a mission for the party. Each player will play their characters on the adventure. At the end of the adventure, each player may select a surviving character to make into a full Level 1 character with a class.

Each character rolls their stats & saving throws as normal, but does not start with the normal starting coin, skills & gear. Everyone rolls a d6 for starting HP and d20 CP.

d20	Races
1	Arcwol
2	Aspimitte
3	Doppelganger
4-5	Dwarf
6-7	Elf
8	Fienakar
9-10	Goblin
11	Hatchling
12-16	Human
17	Kobold
18	Minataun
19	Norgarm
20	Vessamyrr

d10	Weapon
1	Chain 5' (d6-1 damage)
2-3	Dagger (d6-1)
4-5	Big Stick (d4)
6	Pitch Fork (d4)
7	Club (d6)
8	Hammer (d4)
9	Spear (d6)
10	Staff (d6)

d10	Item
1	50' of Rope
2	d6 Torches w/ Flint & Steel
3	Compass
4	d4 Vials of Holy Water
5	Tent (2 person)
6	10' Pole
7	Fishing Net
8	Shovel
9	Padded Armor (+1 AC)
10	Shield (+1 AC)

d20	Profession	d100	Profession
1	Apothecary	11	Sailor
2	Armorer	12	Scribe
3	Baker	13	Squire
4	Clergy	14	Stonemason
5	Cook	15	Tailor
6	Farmer	16	Tanner
7	Fisherman	17	Trapper
8	Hunter	18	Urchin
9	Merchant	19	Weaponsmith
10	Miner	20	Woodworker

d12	Starting Mission
1	Stop an Orc raiding party
2	Disrupt a Bandit camp before they return to your village
3	Clear a graveyard of Skeletons
4	Clear an apple grove of Large Centipedes
5	Defeat a Kobold party that has disrupted a local mine
6	Clear the local swamps of Goblin thieves
7	Your town's sewers are overrun with rats
8	Defend a town from a Zombie invasion
9	Steal supplies from a local Merchant, guarded by Soldiers
10	Sink a Pirate ship that is anchored just off the shore
11	An Alligator is terrorizing the river next to your village
12	A party of adventurers has captured a village. They are actually another party defending that village from bandits

Monsters for Starting Missions

*HDE for Funnel Adventures is slightly different since the characters lack gear & abilities. Usually 4 1st level characters should be able to handle a 1 HDE monster, but its 6 characters for these Funnel Adventures.

*Terror for Funnel Adventures is simpler. When seeing a monster for the first time, each character must roll a d20. If they roll the Terror score or greater, they are unaffected. If they roll under, they flee for d4 rounds.

ALLIGATOR/CROCODILE (ANIMAL)

Powerful reptiles that love to grab their prey and drag it into the water.

Armor Class: 14 **Hit Dice:** 3
Move: 12/ 24 Swim **Actions:** 1
Attack Damage: Bite d6, Tail Slap d4
Special: *Grapple/Drown, 18 STR, Toughness +1
Bonuses: +2 to Melee attacks, +3 to Melee damage, +1 to Initiative, +8 to Swim, +3 to Spot, +3 to Listen
Alignment: Neutral
Terror: 6 **HDE:** 1

*Grapple/Drown: Alligators and Crocodiles will attempt to latch onto a victim when they bite (Grab attack) and if near water, attempt to pull the victim into the water until drowned.

CENTIPEDE, LARGE (ANIMAL)

Large centipedes are the size of a dog, but are not to be underestimated. They inflict a lethal poison with every bite. They usually hunt in packs (2d6).

Armor Class: 13 **Hit Dice:** 1
Move: 15 **Actions:** 1
Attack Damage: Bite (d4 + Poison)
Special: Poison does 1 damage per round & each round after (Poison save negates. Take one at the end of each round), Immunity to Poison, Toughness +1
Bonuses: +1 to Melee attack, +1 to Initiative, +2 to Stealth, +1 to Spot
Alignment: Neutral
Terror: 7 **HDE:** ¼

GOBLIN (HUMANOID)

Goblins are small creatures that inhabit dark woods, underground caverns, and the otherworldly realms of the fey. They almost always appear in packs.

Armor Class: 11 **Hit Dice:** 1 -1 HP
Move: 12 **Actions:** 1
Attack Damage: By weapon (d6)
Special: Dark Vision 60'
Bonuses: +3 to Stealth
Alignment: Evil
Terror: - **HDE:** ¼
Items: Padded Armor, Small Sword (d6), Dagger

HUMAN, BANDIT (HUMANOID)

Bandits are roving groups of thieves, sometimes organized into small armies led by more powerful bandit chiefs and captains with higher hit dice.

Armor Class: 11 **Hit Dice:** 1
Move: 12 **Actions:** 1
Attack Damage: By weapon (d6)
Special: None
Bonuses: +1 Melee Attack, +1 to Spot & Listen
Alignment: Usually Evil or Anarchist
Terror: - **HDE:** ¼
Items: Padded Armor, Small Sword (d6)

HUMAN, PIRATE (HUMANOID)

Typical human pirate one would encounter at a port or on a ship.

Armor Class: 14 **Hit Dice:** 1 + 1 HP
Move: 13 **Actions:** 1
Attack Damage: By weapon (d6)
Special: None
Bonuses: +1 Melee Attack, +4 to Range attacks, +3 to Initiative, +3 to Spot & Listen, +2 to Stealth, +1 to Surprise attack damage, +6 to Swim, +4 to Climb
Alignment: Usually Evil or Anarchist
Terror: - **HDE:** ¼
Items: Leather Armor, Small Sword (d6), Short Bow, 24 Arrows

HUMAN, SOLDIER (HUMANOID)

Human soldiers serve as city guardsmen, mercenaries, and men-at-arms. They are generally armed with leather armor and a mace, sword, or spear and carry a small shield. For every five guardsmen there is usually a sergeant.

Armor Class: 14 **Hit Dice:** 1

Move: 12 **Actions:** 1

Attack Damage: By weapon (d6)

Special: Toughness +1

Bonuses: +2 to Melee attack, +1 to Melee damage, +1 to Initiative

Terror: - **HDE:** ¼

Items: Chain Mail, Sword

KOBOLD (HUMANOID)

Kobolds are subterranean, vaguely goblin & lizard-like humanoids. Many use slings or short bows, and they fight with short swords or spiked clubs in melee combat. They usually come in groups.

Armor Class: 13 **Hit Dice:** 1/2

Move: 12 **Actions:** 1

Attack Damage: By weapon (d6)

Special: Dark Vision 60', can Run x3 Move

Bonuses: +2 to Range attacks, +2 to Initiative, +4 to Spot & Listen, +4 to Crafting Traps

Alignment: Anarchist

Terror: - **HDE:** ¼

Items: Leather Armor, Small Sword (d6), Traps

ORC (HUMANOID)

Orcs are brutish humanoids that gather in large tribes. Most are subterranean dwellers, that leave their caves to raid humanoid villages. Orcish leaders are great brutes with additional HD, and magic-using shamans may also be found in the larger tribes. Orcish tribes hate each other, and will fight savagely unless restrained by a powerful and feared commander, such as an evil high priest or a mystic sorcerer.

Armor Class: 13 **Hit Dice:** 1 + 3 HP
Move: 12 **Actions:** 1
Attack Damage: By weapon (d6)
Special: Toughness +1, Dark Vision 60'
Bonuses: +2 to Melee attacks, +2 to Melee damage
Alignment: Usually Evil
Terror: 8 **HDE:** ½
Items: Leather Armor, Club, Dagger

RAT, GIANT (ANIMAL)

Giant rats are often found in dungeons, and are about the size of a cat or a lynx. They are known for spreading diseases. They are usually found in packs of 10+.

Armor Class: 11 **Hit Dice:** ½
Move: 9 **Actions:** 1
Attack Damage: Bite (d4-1 + *Disease)
Special: Dark Vision 60'
Bonuses: +1 to Initiative, +3 to Spot & Listen, +3 to Stealth, +4 to Tracking
Alignment: Neutral
Terror: - **HDE:** 1/6
 *Disease: On a successful bite, make a Poison save at Advantage, or take 1 point of Poison damage.

SKELETON (UNDEAD)

Skeletons are animated bones of the dead and are usually under the control of some evil master. Undead are immune to mind-affecting effects, Poisons, Stuns, being Sickened, Diseases & Critical Hits.

Armor Class: 12

Hit Dice: 1

Move: 12

Actions: 1

Attack Damage: Claws (d4 damage), By weapon (d6 damage)

Special: None

Bonuses: +1 to Melee attacks, +1 to Initiative

Alignment: Evil

Terror: 6

HDE: ¼

Items: Padded Armor, Sword

ZOMBIE (UNDEAD)

Zombies are animated corpses that shamble around, look for flesh to devour.

*Undead are immune to mind-affecting effects, Poisons, Stuns, being Sickened, Diseases & Critical Hits.

Armor Class: 9

Hit Dice: 2

Move: 8 (Cannot Run) **Actions:** 1

Attack Damage: *Bite or Claws (d4-1)

Special: Toughness +1, **Unlife

Bonuses: +1 Melee Attack, +1 to Spot & Listen, -3 to Initiative

Alignment: Usually Evil or Anarchist

Terror: 3

HDE: ¾

*Bite: If their bite or claws deal damage, the target must make a Poison save or they will become infected. If infected, they are at -2 to all attack & skill rolls, lose ½ their Move (rounded up) and lose 1 HP an hour until magically or psychically healed or until they make another Poison save attempt. They may try another Poison save every 3 hours. If they die while infected, they will become a zombie.

**Unlife: They will continue to try to eat the living until they are reduced to HP and their brain is destroyed. If the brain remains intact, they will fight no matter how negative their HP gets. They can be incapacitated by destroying their legs or body.

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Name: Race: Class:
 Level: xp: Alignment: Profession:

HP / AC

COMBAT

Initiative: Actions:
 Move:

Attack Bonuses

Melee: Ranged:

ATTRIBUTES

STR:
 INT:
 WIS:
 DEX:
 CON:
 CHA:
 SUR:

SAVING THROWS

Courage:
 Critical:
 Death:
 Magic:
 Mental:
 Poison:

Description

Height:
 Weight:
 Hair:
 Eyes:
 Age:
 Gender:
 Other:

Money

gp: sp:
 cp: Other:

Languages:
 Special Abilities:

Skills	Ranks	Bonuses	Total

Notes

Weapons	Armor	Other	