

The Fade Tabletop

Core Rulebook
Version 1.4a



Black Flame Studios

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Character Creation

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

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

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

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

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

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

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

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

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

Ability Scores

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

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

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

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

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

After this, alter the following skills:

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

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

Awareness relies on Wisdom.

Character Advancement

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

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

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

Races

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

To make a new race, follow these instructions:

Race Name

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

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

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

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

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

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

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

Race Abilities

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

Human

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

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

Most Common Alignment: While there are the holy, unholy, order, and disorder humans out there the most common alignment for them is true neutral due to their variance.

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

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

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

Planet of Origin: Earth.

Human Abilities

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

Kendari

Savage and unkind, the Kendari are a race of barbaric mages and warriors of all kinds, using their heritage and natural attunement to the energies of corruption in order to destroy those they despise, and those who may oppose their lust for power and glory.

Physical Description: Kendari have tan skin, and eyes which are shades of red and maroon. Their hair is typically dark (Brown or Black) though some Kendari dye their hair lighter colors.

Most Common Alignment: Kendari, due to their brutal and cruel nature, fit in the Disorderly Unholy category.

Most Common Class: Kendari prefer classes which mix their talents of magic and martial combat. Incant Blades, and Chaplain (Crusaders) fit this roll the most.

Most Common Deity: Their creator, Banadar Arkenach, demands that they worship him or else they are seen as traitors of their race and will be killed. Few stray from this, though those that do will often be a different alignment altogether.

Rarity: Kendari aren't rare by any means, however they don't make up a good majority of any planet's population other than their own.

Planet of Origin: Corta Diez (Corrupt Home in Kendarin)

Kendari Abilities

- +2 to Strength and Magic.
- 30 foot land speed.
- Medium size.
- Humanoid (Kendari)
- Mastery of Pain: +2 damage with spells and melee weapons.
- Corruption Resistance 10
- Darkvision 60 ft.
- 1 Human Language and Kendarin.

Shadower

Dark humans who have an attunement for all things shadowy and unnatural. Their inhuman attitudes makes for creepy encounters despite their overall docile nature. Shadowers like to live alone, and use their aptitude for lying to avoid attention.

Physical Description: Shadowers have monochromatic skin, no pupils, and thin bodies. Their eye colors can resemble anything from a bright red to a sickly green, and their hair tends to be a black or brown color. It is hard for them to grow facial hair, but not impossible. In addition to all of this, they age as a human up until they reach 20 years old (roughly 18 for them), and they start aging slower, reaching their maximum age at 280 years old.

Most Common Alignment: Shadowers are generally kind, and do not like violence as they prefer a diplomatic route. They fit into the Disorderly Holy spectrum.

Most Common Class: Shadowers like to use and abuse magic. Shadowers tend towards Zauberers, Preternaturalists, Chaplains, and Incant Blades.

Most Common Deity: Shadowers do not have a central deity, though Adonai and Putna are favorites.

Rarity: Shadowers are uncommon due to how they are created: Humans who are born into the Dark Land are instantly tainted by the energy, and become Shadowers. One does not become a Shadower merely by visiting the planet.

Planet of Origin: The Dark Lands

Shadower Abilities

- +2 to Magic and Agility.
- 30 foot land speed.
- Medium size.
- Humanoid (Shadower)
- Electricity and Cold Resistance 5.
- Sneakily Charming: +2 bonus on Deception and Stealth.
- Darkvision 60 ft.
- 1 Human Language and Shadow Tongue.

Angelkin

Descendants of angels and another race (typically humans), the blood of the divine empower those for the better or worse. Angelkin are not all good despite their holy blood, some straying towards the path of the damned and power-hungry evil.

Physical Description: Angelkin bear signs of both parents. While some Angelkin have more human-like appearance, some take from their angelic heritage meaning they have white or silver hair and eyes, and incredibly white (but not pale) skin.

Most Common Alignment: Angelkin tend towards their angelic heritage, and are Orderly Holy.

Most Common Class: With their tendency towards magical energies, Angelkin are often Chaplains of any sort.

Most Common Deity: Due to Shinda's affinity towards Angels, Angelkin tend to worship her.

Rarity: The unity between an angel and a mortal is very rare, and thus angelkin are even rarer.

Planet of Origin: Nirvana

Angelkin Abilities

- +2 to Magic and Resistance.
- 30 foot land speed.
- Medium size.
- Humanoid (Angel)
- Holy Resistance 5.
- Demonic Hatred: 1/day deal double damage to Demons or Humanoid (Demon).
- 1 Human Language and Anglic.

Note: Full-blooded Angels as player characters use the Angelkin's stats, save that Holy Resistance 5 becomes Holy Immunity.

Demonkin

The opposite of the Angelkin, Demonkin are harsh bastard children who are rarely come from a happy union between a demon and a humanoid. The calls of demons do not always make them by default evil, but do make them susceptible to wrath.

Physical Description: Demonkin have strong bodies, causing their muscles and vitality to be better than normal.

Most Common Alignment: Due to their rebellious nature, Demonkin are any Disorder.

Most Common Class: Demonkin can fit into just about any martial class between Warlords or Vim Blades.

Most Common Deity: Those who are unholy give Lucifer their worship, while others give it to Asnalies.

Rarity: Demonkin are more common than Angelkin due to demons and their nature towards making unhappy unions with humans.

Planet of Origin: Abatna (Abyss in Fyra)

Demonkin Abilities

- +2 Strength and Endurance
- 30 foot land speed.
- Medium size.
- Humanoid (Demon)
- Proficient with Rapiers, Falchions, and Longswords.
- Angelic Hatred: 1/day deal double damage to Angels or Humanoid (Angel).
- Darkvision 60 ft.
- 1 Human Language, Dutch, and Fyra.

Note: Full-blooded Demons as player races use the Demonkin's stats, save that they have Fire Immunity.

Dragonkin

The direct children of dragons, bred most of the time for battle rather than out of a loving union. However, loving unions do occasionally occur. Dragonkin have scales colored similar to their draconic father. Whether they look more like their mother's race, or more draconic is dependent on the Dragonkin.

Physical Description: Dragonkin are tough just as Demonkin are, and have larger muscles than normal. Their hair and eye colors match the color of their draconic parent.

Most Common Alignment: Dragonkin do not have a central alignment, but like to stay Neutral on the Order/Disorder spectrum.

Most Common Class: Dragonkin tend towards either martial or magical classes, as they can either bruise with their physical talent, or are accurate with their magic talent.

Most Common Deity: None.

Rarity: Dragonkin are common where dragons are common.

Planet of Origin: None.

Dragonkin Abilities

- +2 Strength and Resistance
- 30 foot land speed.
- Medium size.
- Humanoid (Draconic)
- Energy Resistance 5 (Either fire, cold, electricity, or acid.)
- Dragon Breath: 1/day, 15 ft. energy cone. Deals 1d6+½ Magic mod damage. Agility save to avoid.
- 1 Human Language and Dagonra.

Elves

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

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

Most Common Alignment: Those in civilized societies tend towards Orderly Holy, and those in less civilized and more barbaric cultures tend towards Disorderly Holy.

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

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

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

Planet of Origin: Venus (Beauty in Latin)

Elves Abilities

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

Android

Either through altering the host's body or by making a new body to transfer the host's soul into, Androids are comprised of a single soul that keeps them from being entirely machinery. Some androids have biomechanical bodies, while others are all steel.

Physical Description: Androids have a varied appearance due to the fact that Androids are built. They must be humanoid to house a soul however.

Most Common Alignment: Androids are mostly True Neutral due to a lack of emotions.

Most Common Class: Androids tend towards Heisters, Warlords, or other classes who use either Agility or Luck.

Most Common Deity: Androids are mostly atheist.

Rarity: Androids are rare in less technological areas while they are a little more common in technology rich planets. Despite this, most planets mark it as illegal due to the fact that a dead person's soul is needed, which is illegal to own. While Androids aren't arrested, their creators are for creating the Android.

Planet of Origin: None.

Android Abilities

- +2 Agility and Luck
- 30 foot land speed.
- Medium size.
- Humanoid (Android)
- Energy Resistance 10 Electricity.
- Shock Arm: 1/day, add +1d4 electricity damage onto a metal weapon, or use as melee attack that deals 1d6 electricity damage. Lasts 3 rounds.
- 1 Human Language and Binary.

Goblin

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

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

Most Common Alignment: Goblins are either one of two extremes: Orderly Holy, or Disorderly Unholy.

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

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

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

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

Goblin Abilities

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

Dwarf

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

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

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

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

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

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

Planet of Origin: Dratvian (Peak in Rugo)

Dwarf Abilities

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

Vampire

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

Physical Description: Vampires look just like their original race, except paler and have darker hair. They have sharp fangs used for draining blood. When brought into sunlight, their skin begins to burn causing them great pain.

Most Common Alignment: Vampires are favorable towards the law, being more Order than Disorder. Whether they are Holy or Unholy depends on their past life.

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

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

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

Planet of Origin: None.

Vampire Abilities

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

Orc

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

Physical Description: As green as Goblins but not as vicious, Orcs are large and intimidating and those in uncivilized cultures are often covered in scars. Orcs have tusks like that of a walrus, and have typically dark hair and glowing eyes like that of a burning fire.

Most Common Alignment: Orcs are for the most part Disorderly, and have more of a Neutral mindset than an Unholy one.

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

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

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

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

Orc Abilities

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

Satori

The Satori have potent magic capabilities, and are very intelligent using their wit and charm. In addition to this, they are able to read people's minds and tend to recite the people's thoughts back to them.

Physical Description: Satori are slim and have hair and eye colors which are bright and colorful. Their clothes are also equally as colorful. When using their third eye that allows them to read the minds of others, one of their two eyes flashes a bright silver and the flash is in the shape of a cross.

Most Common Alignment: Satori are mostly Orderly, but do not tend towards Holy or Unholy, being for the most part Neutral.

Most Common Class: Satori are most commonly Zauberers or Preternaturists due to their affinity to magic.

Most Common Deity: Satori have no central deity, but they do worship various gods.

Rarity: Satori are incredibly rare, almost extinct in fact. They were prevalent in the past, however that ended when humans brought them to extinction.

Planet of Origin: Bergulsh (Despair in Dagonra)

Satori Abilities

- +4 Magic
- 30 foot land speed.
- Medium size.
- Humanoid (Satori)
- Third Eye: Read Thoughts a number of times per day = magic modifier.
- Darkvision 60 ft.
- 1 Human Language and Sori.

Neun

Attractive and with words like honey the Neun prefer to stay out of battle as much as possible, or if they engage in battle they do not prefer melee due to the likelihood of being struck, though some engage in melee to garner “attractive battle scars”. Neun are the children of a Nue and a Human.

Physical Description: Neun are beautiful and charming, their affinity for their looks meaning they take very good care of themselves. Their hair and eyes can be any color. The Neun have natural tattoos and metallic protrusions on their bodies that make them stand out from others.

Most Common Alignment: Neun tend towards any neutral alignment.

Most Common Class: Neun dislike combat, however they are either Vim Blades, Zauberers, Preternaturists, or even Heisters. Occasionally they take up as Spellgrafter.

Most Common Deity: Neun like Kayan very much, due to her trickster nature, liking her beliefs and nature.

Rarity: Neun, like Satori, are nearly extinct though not due to human interference. Neun are almost extinct due to their long lives (adulthood being at 500 years of age), and the fact that they become bored by the time they have reached adulthood.

Planet of Origin: Bergulsh (Despair in Dagonra)

Neun Abilities

- +4 Luck
- 30 foot land speed.
- Medium size.
- Humanoid (Neun)
- Beguiling Gaze: Seduce a number of times per day = Luck modifier.
- Gain proficiency in either Fighting Fan or Whip.
- Darkvision 60 ft.
- 1 Human Language and Neu.

Fairy

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

Physical Description: Fairies are the size of young human children, meaning they are at most they're 4 ft. Fairies have wings that help them fly that look like they were ripped straight from a butterfly.

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

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

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

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

Planet of Origin: None.

Fairy Abilities

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

Abomination

Being born through the union of a zombie and a human female, Abominations are only created through an occult ritual, as otherwise such a union would not work.

Physical Description: Abominations are pale skinned, have light colored hair closer to shades of white, silver, or aqua. Their eye colors are varying colors of red, black, white, blue, and green. Violet and brown eyes are incredibly uncommon.

Most Common Alignment: Abominations do not choose to follow their undead heritage more often than not, making Abominations neutral.

Most Common Class: Using their great Endurance, Abominations are able to make use of most martial classes or even casting classes.

Most Common Deity: Abominations don't often worship deities, though those who do choose to give praise to Asnalies.

Rarity: Incredibly rare, Abominations are illegal to be created, and thus the cult ritual is not performed often. In addition to this, not enough are cruel enough to do the ritual.

Planet of Origin: None

Abomination Abilities

- +4 Endurance.
- 30 foot land speed.
- Medium size.
- Humanoid (Abomination)
- Unholy Resistance 10.
- Proficient with Falchions and the Bill.
- Darkvision 60 ft.
- 1 Human Language and Zomn.

Elementkin

Humanoids with strong ties with a specific element. Though not born through a ritual between an elemental and a human, Elementkin come about after a human has spent years on the planet revolving around said element.

Physical Description: Elementkin vary in physical appearance, either mimicking the element they're associated with, or looking just as a human with hair and eye colors matching the element chosen.

Most Common Alignment: True Neutral is the most common alignment of Elementkin.

Most Common Class: Elementkin are good in most martial classes, allowing them to become exceptional Warlords or even Incant Blades.

Most Common Deity: Elementkin don't have any deities that they prefer to worship.

Rarity: Elementkin are uncommon, due to how many years it takes for an Elementkin to be created.

Planet of Origin: Efraga (Fire), Uryana (Water), Gurot (Earth), Vruthnet (Electricity), Whuwon (Wind), Lork (Force)

Elementkin Abilities

- +2 Strength and Endurance.
- 30 foot land speed.
- Medium size.
- Humanoid (Elemental)
- Elemental Immunity (Chosen at character creation)
- Elemental Weapon: Add +1d6 elemental damage to weapon.
- Darkvision 60 ft.
- 1 Human Language and 1 Elemental Language.

Seafolk

Seafolk are calm and composed, the Seafolk are sea fairing humanoids who can breathe underwater and tend to try helping people.

Physical Description: The Seafolk have light blue skin, aqua colored eyes, and tend to be very skinny. Due to them being amphibious, Seafolk have gills, webbed feet, and eyes capable of seeing underwater.

Most Common Alignment: Seafolk are more often than not Orderly Neutral or Orderly Holy due to their inclination to helping people.

Most Common Class: The Seafolk make good Warlords, Heisters, and even Marksmen though this is uncommon due to underwater ranged weapons being incredibly difficult to use without magical help.

Most Common Deity: Seafolk worship any nature deity if any.

Rarity: Seafolk are uncommon on their planet of origin, however any planet with large amounts of water (more than 80%) will have higher likelihoods of Seafolk.

Planet of Origin: Earth

Seafolk Abilities

- +2 Endurance and Agility.
- 15 foot land speed, 30 foot fly speed.
- Medium size.
- Humanoid (Seafolk)
- Elemental Immunity (Water).
- Gills: Cannot drown in water.
- Darkvision 60 ft.
- 1 Human Language and Furry.

Youkai

Youkai are spirits and monsters; the most common forms being animals, and Oni with animals being more tricksters and Oni being more vicious.

Physical Description: Youkai's appearances vary depending on their original form. Their human form has signs of their original form.

Most Common Alignment: Animal Youkai are more commonly Disorderly Holy, and Oni Youkai are more commonly Disorderly Unholy.

Most Common Class: Youkai make great Chaplains, Spellgrafters, or even Heisters due to their abnormal Luck and magical capabilities.

Most Common Deity: Youkai don't worship any deities.

Rarity: Youkai aren't rare, however those who become more than tricksters *are*. Oni Youkai more commonly stray from this life due to their more brutal nature.

Planet of Origin: Bergulsh

Youkai Abilities

- +2 Magic and Luck.
- 30 foot land speed.
- Medium size.
- Humanoid (Youkai)
- Charmers: +4 bonus on Persuasion.
- 1 Human Language and Pront.

Animal Youkai Abilities

- Inclined to Animals: Gain a +2 bonus on Skill Checks vs. Animals.

Oni Youkai Abilities

- Tough Body: Gain a +2 bonus to Endurance saves.

Dhampyr

The half-breed of a Vampire and a Human, Dhampyr retain the aspects of both its parents.

Physical Description: Dhampyr have the diversity of a human, save that their complexion is very pale as opposed to what is normal.

Most Common Alignment: The Dhampyr have very little to worry about in life, and the law is disregarded most of the time. Despite this, they aren't good or bad. They are commonly Disorderly Neutral.

Most Common Class: Being strong, good looking, and overall Lucky, the Dhampyr is good for Warlords, Vim Blades, and even Heisters.

Most Common Deity: Dhampyr tend to worship Asnalies.

Rarity: Dhampyr are uncommon, being rarer than Vampires.

Planet of Origin: None

Dhampyr Abilities

- +2 Strength and Luck.
- 30 foot land speed.
- Medium size.
- Humanoid (Dhampyr)
- Proficient with Rapiers.
- Negativity: Healed and harmed by Holy and Unholy, but ½ healing/harming.
- 2 Human Languages.

Gnome

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

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

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

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

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

Rarity: Gnomes are a very common race.

Planet of Origin: None

Gnome Abilities

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

Loptyn (Dark Elf)

Dark skinned elves that reside in lands with high concentrations of unholy energy. These elves call themselves Loptyn.

Physical Description: Loptyn are like elves, save that they have dark skin ranging from a dark silver to a completely pitch black. Their eyes have different colors of blue and violet.

Most Common Alignment: Loptyn have a sense of honor despite their cruel nature, making them Orderly Unholy normally.

Most Common Class: Loptyn make great magic-users whether they are Zauberers, Chaplains, or Preternaturalists. Even Incant Blades and Spellgrafterers.

Most Common Deity: Loptyn aren't very religious, and thus don't worship a deity, however some give thanks to Banadar Arkenach or Asnalies.

Rarity: Loptyn aren't rare so long as elves are common.

Planet of Origin: None

Loptyn Abilities

- +4 Magic.
- 30 foot land speed.
- Medium size.
- Humanoid (Loptyn, Elf)
- +1 Spell DC on Unholy Spells
- Cruelty: Gain a +4 bonus to damage against helpless enemies, or enemies who cannot properly defend themselves with a weapon.
- 1 Human Language, Elven, and Shadow Tongue.

Abat (Light Elf)

Elves infused with the holy energies of the heavens, Abat oppose the Loptyn actively due to their differences.

Physical Description: The Abat have fair skin, soothingly colored eyes and hair, and calming voices.

Most Common Alignment: Abat like peace, but detest the use of laws to control one's life. Abat are commonly Disorderly Holy.

Most Common Class: Abat choose to either become magic users, or martial classes with high tolerances against magic to oppose the Loptyn.

Most Common Deity: Abat worship Shinda, seeking her angels for help.

Rarity: Abat aren't rare so long as Elves and Loptyn are common.

Planet of Origin: None

Abat Abilities

- +4 Resistance.
- 30 foot land speed.
- Medium size.
- Humanoid (Abat, Elf)
- +1 Spell DC on Holy Spells
- Serene: +4 on Resistance saves vs. psychic spells.
- 1 Human Language, Elven, and Anglic.

Mi-Go

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

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

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

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

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

Rarity: Common on Yuggoth, and uncommon anywhere else.

Planet of Origin: Yuggoth

Mi-Go Abilities

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

Clone

A product of alchemical work, Clones are made when two people's DNA are taken and morphed together in an alchemy vat in order to make a living being. The results vary...

Physical Description: Clones, due to being a mix of two or more people, take aspects from every person they share DNA with. Any hair color, eye color, skin tone, and body structure are likely so long as the host has it.

Most Common Alignment: Clones tend to mimic one of the people they share DNA from, however those who grow a mind for themselves tend to stray towards Neutrality.

Most Common Class: Clones fit into any class, and thus can fill many roles.

Most Common Deity: None, Clones are typically against Religion or simply don't take interest in worship.

Rarity: Where alchemy is legal, Clones follow. However, not all places allow cloning as it leads to a spike in the population.

Planet of Origin: Heion

Clone Abilities

- **Exact Replica:** Choose a single race. The clone uses the stats from that race, except one of their abilities aside from their ability score bonuses, land speed, size, and language are swapped out for the following below.
- **Manufactured:** Clones do not age, and do not need to eat or sleep in order to survive. Along with this, they are immune to holy and unholy energy. This also makes them immune to healing from these two energy types, meaning they can only be healed through potions and heal checks.

Sustinere

A race of sentient bear people who are pride themselves on their warrior heart. Sustinere means bear (as in to bear arms) in Latin, reflecting their militaristic nature. It is uncommon to call an adult an Ursus as these are reserved for the children.

Physical Description: Sustinere have coats of fur with colors of red, brown, and black most commonly. Males sometimes have fur missing due to their restless battles, and females tend to keep their fur short.

Most Common Alignment: Sustinere are honorable, valiant, and seek to uphold a code of conduct made for them, or one that they've made for themselves. Due to their honor, their spirit is particularly strong. They are commonly Orderly Neutral.

Most Common Class: The Sustinere make excellent Warlord (Berserkers) for the more savage, or Chaplain (Crusaders) for the more valiant.

Most Common Deity: Sustinere worship any Order deity, though more tending towards Orderly Neutral and Orderly Holy than Orderly Unholy.

Rarity: Sustinere are common unless technology is abundant due to their scorning of advanced tech.

Planet of Origin: Venus (Beauty in Latin)

Sustinere Abilities

- +2 Strength and Resistance.
- 20 foot land speed.
- Large size.
- Humanoid (Sustinere)
- +4 bonus on Endurance saves and Fortitude skill checks.
- Overwhelming Resilience: Sustinere gain an additional +2 HP per level.
- 1 Human Language, and Rawn.

Classes

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

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

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

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

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

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

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

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

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

HP per Level: 2

Skill Points per Level: 4

Warlord

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

Warlords have 10 Hit Points per Level

Warlords gets 4 skill points per level.

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

Weapon and Armor Proficiency

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

Weapon Training

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

Their +1 bonus increases as per the chart above.

Armor Training

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

Their +1 bonus increases as per the chart above.

First Awakening

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

Second Awakening

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

Third Awakening

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

Heroic Awakening

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

Unchained Awakening

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

True Awakening

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

Martial Talent

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

Name	Prerequisite	Description
Sharp Blade	—	Single melee attack deals damage, and reduces target's Defense by ½ Warlord's level.
Heart Ripper	—	+2 damage on a critical hit.
Improved Heart Ripper	Heart Ripper, Level 6 th	+4 damage on a critical hit.
Pushing Bludgeon	Weapon Training (Bludgeoning)	If opponent is hit, gain free Bull Rush on top of damage.
Strong String	Weapon Training (Bow)	Increase the bow's range by 10 per Weapon Training bonus.
Hardened	—	Gain Armor Training * 4 as a bonus to Hit Points.
Strong Strike	Weapon Training (Melee/Ranged)	Sacrifice Weapon Training bonus to attack and double Weapon Training bonus to damage.
Sure Strike	Weapon Training (Melee/Ranged)	Sacrifice Weapon Training bonus to damage and double Weapon Training bonus to attack.
Brace for Impact	Armor Training (Heavy)	Sacrifice Armor Training bonus to avoid and double Armor Training bonus to defense.
Out of the Way	Armor Training (Light)	Sacrifice Armor Training bonus to defense and double Armor Training bonus to avoid.
Leadership	—	Allies within 10 feet gain your Weapon Training or Armor Training instead of you.
Improved Leadership	Leadership	Increase range to 20 feet, and you gain half the Weapon and Armor Training bonuses.
Disbelief	No levels in Chaplain	Divine magic has 25% chance to fail on you.
Don't Stop	20 HP	When at ½ HP or lower, gain a +2 bonus to attack.
Never Stop	40 HP, Level 8	When lower than ½ HP, gain a +2 bonus to damage.
Devoted Knight	Knight of an army	When adjacent to allies of their army, grant the ally a +2 bonus to defense.
Wild Defender	Forest Homeland	Gain a +1 bonus on damage rolls while in a forest.
Devotion against Magic	No levels in Zauberer/Incant Blade	Arcane magic has a 25% chance to fail on you.
Strong Mind	No levels in Preternaturist	Psychic magic has a 25% chance to fail on you.
Optimistic	—	Penalties from spells are halved. If the penalty is 1, it's negated.
Magic Weapon Bond	Weapon +1	Gain an additional language from the magic weapon, and gain 1d4 elemental damage 3/day for 2 rounds.
Mount	Handle Animal 2 Ranks	Gain a horse who starts at ½ your current level. This animal is your pet and helps you. Horse can be replaced 24 hours after the initial one dies.
Immediate Reaction	—	Take a five foot step as an immediate action if your opponent moves away.

Last Light	Warlord Level 10	Must be at a negative equal to double your Endurance to die for 4 rounds. After of which, if you're at a negative = to Endurance, instantly die.
Arm Shield	—	When you have no shield, use your arm as a Buckler. Arm takes damage. When at 0 Arm HP, lose bonus.
Divert Vital Areas	Endurance 10	If an attack is made to the eyes/ears/groin you can redirect the damage to an arm or leg until crippled.
Oversized Weaponry	Strength 15	You are skilled in using weapons larger than your own body itself. Increase the damage dice of the weapon you took Weapon Training in. Wears off if another weapon is chosen for Weapon Training.
Parry Attack	Attack Bonus +4	Beat an attack away and prevent it from doing damage. This can be used 1/round. You must make an attack roll that beats the opponent's attack roll.
Tandem Charge	Agility 10	Adjacent allies have a free charge with the Warlord.
Dragon Strike	Strength 20	Add additional damage to one attack equal to double Strength mod 1/day. This is factored in after a critical hit.
Dangerous Strike	—	Weapon's critical multiplier increases by x1. This can only be taken once per weapon.
God Strike	Dangerous Strike, Warlord Level 30	Weapons with Dangerous Strike increase critical modifier by x1 again. Bypasses x5 limit.
Kneecap Blow	Attack Bonus +6	Take no penalty when attacking legs 2/day.
Elbow Blow	Attack Bonus +6	Take no penalty when attacking arms 2/day.
Eyebrow Cut	Attack Bonus +8	Take no penalty when attacking heads 2/day.
Crotch Cut	Attack Bonus +8	Take no penalty when attacking groins 2/day.
Eye Pop	Attack Bonus +10	Take no penalty when attacking eyes 2/day.
Ear Pop	Attack Bonus +10	Take no penalty when attacking ears 2/day.
Decapitation	Warlord Level 26	Enemies with less than 15 Head HP is decapitated when head is crippled. Enemy must be lower than 5 levels of the Warlord.
Disembowelment	Warlord Level 16	Enemies with less than 40 Torso HP is disemboweled when torso is crippled. Enemy must be lower than 5 levels of the Warlord.
Stable Hand	Agility 10	Gain a +5 Stability when enemy is attempting disarm
Bloody Fists	Unarmed Strike 1d8	With each kill of an enemy within 5 levels of the Warlord, they gain +1 Attack/Damage. This stacks.
Firearm Training	—	Gain proficiency in a single firearm. Can be taken multiple times, gaining new proficiencies.
Firearm Mastery	Firearm Training, Warlord Level 20	Add Agility modifier to damage with firearms chosen with Exotic Weapon Proficiency or Firearm Training.
High Jump	Armor Training (Light)	Once per day, jump up to 15 ft. as if the Warlord has a fly speed of 15 ft.

Dominating Presence	Persuasion 4 Ranks	All enemies focus on the Warlord for their attack rolls for 5 rounds. This can be used 2/day.
Safety is NOT a Concern	Luck 12, Agility under 6	Gain Luck to Defense and Attack instead of Agility. This does not affect Avoid or Agility-based skills.
Tower Slammer	Tower Shield equipped	Use tower shield as if it were a large sized club without penalties. Enemies hit are pushed back 5 ft. + 5 ft. for every 5 above 5 STR the Warlord has.
Do Unto Others	Warlord Level 4	Upon being hit, make a free reactionary attack against the opponent. On a hit, deal half their damage back. Cannot target specific body parts.
Batter Up	Weapon Training (Bludgeoning Weapon)	Once per day knock enemies' ranged or thrown ranged attack back at them, dealing their damage to them instead if their attack roll would hit them.
Magically Batter Up	Batter Up, Magic 7	Gain an additional use of Batter Up, and gain the ability to use it against ranged magical attacks.
Feral Attack	Warlord (Berserker)	Gain a +2 damage on melee attacks when in feral rage if the enemy is wearing light or no armor.
Staying Weapon	Weapon Training (Ranged Piercing Weapon)	Once per day if a thrown ranged weapon hits an enemy, their Speed is reduced to 0 ft. for 2 rounds.
Uppercut	Unarmed Strike 1d10	Once per day, enemy hit by unarmed attack is launched 1d10 + STR modifier ft. in the air (rounded to the nearest 5 ft.)
Sneaking Strike	Stealth 8 Ranks	Gain +1d6 damage on attack rolls against enemies while in Stealth. This can be taken multiple times, gaining an additional d6 each time. (Max 15d6)
Grab and Strike	Improved Disarm Talent	On a successful disarm attempt, if the Warlord has a free hand, they can make a free attack roll using the weapon they disarmed from their target.
Destined	Warlord Level 20, LUK 20	Engrossed in destiny and fate, the Warlord can re-roll one attack roll per round and take the better result.
Warrior of Destiny	Warlord Level 25, Destined	The Warlord can instead sacrifice their ability for the round to grant this ability to an ally within 10 ft.
Powerful Pull	Weapon Training (Bow)	Gain Strength modifier as damage on bows. Doesn't affect crossbows.
Firearm Mastery	Weapon Training (Firearm)	Gain ½ Agility modifier as damage on firearms. Doesn't affect Flamethrowers or RPG-7.
Armor Maneuverability	—	Reduce Armor Penalty by 1. This can be taken up to 3 times.
Armored Dodging	—	Increase Agility to Defense by 1. This can be taken up to 3 times.
Never Surprised	Warlord Level 10	On a surprise round, use Defense instead of Avoid.
Magically Inclined	Levels in Zauberer	Apply Weapon Training to a single attack spell.
Blunt Force Trauma	Weapon Training (Bludgeoning Weapon)	When using a bludgeoning weapon to do nonlethal damage, take no penalties when doing so.

Shield Ally	—	Grant adjacent ally your shield bonus to their Defense instead of yours.
Bouncing Weapon	Weapon Training (Thrown Weapon)	Thrown weapon, upon hitting its initial target, can bounce to 1 additional target + 1 more person per point the character has in Agility.
Improvised Weapon Master	—	Gain Weapon Training bonus with Improvised Weapons.
Charge of the Strongest	—	Gain an additional +1 to attack and damage.
Cut Through	Improved Overrun Talent	Make a free attack on a successful overrun attempt.
Double Punch	Unarmed Strike 1d8	On a charge attack, use all unarmed attacks at once at a -4 penalty.
Powerful Throw	Weapon Training (Thrown Weapon)	Gain a +4 damage on a single attack roll with a thrown weapon.
Dual Throw	Quick Draw Talent	Throw multiple thrown weapons on a full-round action.
Karate Chop	Unarmed Strike 1d6	Deal slashing or piercing damage with Unarmed Strikes.
Strong Arm	Attack Bonus +2, Strength 12	Add all of Strength to hit with a Brutish weapon, or ½ Strength to hit without a Brutish weapon.

Warlord (Berserker)

These hardened raging battlers use their inner anger to slam down those they wish to kill. In addition to this, they can take more punishment than even typical soldiers.

Warlords of the Berserker Subtype have 12 Hit Points per Level

Weapon and Armor Proficiencies

The Berserker isn't proficient with heavy armor and shields, but are still proficient with light and medium armor. They are also still proficient with simple and martial weapons as well as 2 exotic weapons of their choice.

First Awakening

The Berserker can enter a feral rage for 3 + Endurance modifier rounds granting themselves a +4 bonus to Strength, Endurance, and Agility however they lower their Defense and Avoid by 4 while in this rage also. Because of their bonus to Endurance, they gain a number of HP equal to the bonus to Endurance multiplied by their level.

Third Awakening

The Berserker's feral rage bonuses increase to +8, and the penalties to Defense and Avoid increase to -8.

True Awakening

The Berserker's feral rage bonuses increase to +12, and the penalties to Defense and Avoid increase to -12.

Warlord (Pit Fighter)

Using the specialized tactics utilized within the various arena pits, Pit Fighters often enjoy combat and view it as a sport. Despite this, they are no stranger to danger.

Weapon and Armor Proficiencies

Pit Fighters gain proficiency with a single exotic weapon of his choice, and loses proficiency with medium and heavy armor, and shields.

First Awakening

A Pit Fighter's crowd-based combat has rubbed off on him giving him an ego. If he chooses to engage in a 1-on-1 fight against a single guy with allies and enemies as either an audience or participants in the fight, he gains a +2 to attack and damage against the guy he is dueling against. If an ally or enemy tries to interrupt the battle, his bonuses do not end however if he attacks them on his turn instead of the chosen target, he loses the bonuses to attack and damage.

Second Awakening

The Pit Fighter gains proficiency in an additional exotic weapon.

Third Awakening

The Pit Fighter takes no penalties when charging the enemy he deems to engage in a 1-on-1 fight. In addition to this, the bonuses increase to +4 attack and damage.

Heroic Awakening

+2 Agility and Luck when wearing light or no armor.

True Awakening

The Pit Fighter can select a number of targets for a 1-on-5 fight when on a battlefield, rather than a 1-on-1 only.

Warlord (Swashbuckler)

Taking the particularly charming and upbeat route in life, Swashbucklers tend to crack jokes and have a good time while they're fighting, though not as much as the Pit Fighter their glee is spurred by the constant optimistic mindset of a trickster.

Weapon and Armor Proficiencies

The Swashbuckler isn't proficient with Medium and Heavy armor.

First Awakening

Attacks made with Rapiers, Estocs, and Scimitars have their Weapon Training bonus doubled.

Second Awakening

While wearing light armor, the Swashbuckler gains a +10 foot movement bonus.

Heroic Awakening

When targeting an area on the body with a piercing weapon, the Swashbuckler gains a bonus to hit equal to $\frac{1}{4}$ his level (max +7 at 28th level)

Warlord (Brawler)

Using their fists as their primary weapon, the Brawler beats down their opponents with the might behind their unarmed attacks and makes the opponent weep in pain.

Weapon and Armor Proficiencies

The Brawler isn't proficient with Shields or Martial weapons.

Unarmed Training

Instead of gaining bonuses to attack and damage with a selected weapon, the Brawler increases just how much he can do with his fists. Starting at 1st level, his fists deal 1d4, and at every level he'd gain Weapon Training the dice increase by 1 step (to a maximum of 2d12 at 30th level.)

Weapon Training Bonus	Damage Dice
+1	1d4
+2	1d6
+3	1d8
+4	1d10
+5	1d12
+6	2d6
+7	2d8
+8	2d10
+10	2d12

First Awakening

Attacks made with Unarmed Strikes can count as Bludgeoning, Piercing, or Slashing.

Second Awakening

The Brawler gains a +5 bonus to initiate a grapple, disarm an enemy, or trip them.

Heroic Awakening

Unarmed Strikes bypass magic and metal-based Damage Reduction, counting as the metals for the sake of the DR.

Unchained Awakening

The bonus to initiate grapples, disarm, and trip increases to a +10. In addition to this, the Brawler gains a +5 bonus to his Stability.

True Awakening

Once per day, an attack made to target a body part instantly cripples it, regardless of how much damage is dealt. Despite the body part's "0 HP" effect being activated, damage is dealt normally to the limb, and if it would already be brought to 0 HP the effects do not stack and the ability is not wasted.

Warlord (Tactician)

Leaders of armies, militia, or even mercenary groups a Tactician is an essential part of groups and they use their prowess in assisting allies for the good of their group.

Weapon and Armor Proficiencies

Tacticians aren't proficient with Heavy armor, but they gain proficiency with a single exotic weapon.

First Awakening

Tacticians help lead their group, maybe not as a true leader but as a tactical fighter. For 6 rounds per day, they can grant all allies within 60 ft. one of the bonuses listed below. In addition to this, they gain an additional +2 for how many rounds per day they can use their First Awakening, increasing each time they'd gain an Awakening.

- +2 Attack/Damage
- +10 ft. Movement Speed
- +2 Defense/Avoid

Second Awakening

A Tactician's bonuses they can grant to allies increase to the following.

- +4 Attack/Damage
- +20 ft. Movement Speed
- +4 Defense/Avoid

Third Awakening

The Tactician's bonuses they can grant increase again to the following.

- +6 Attack/Damage
- +30 ft. Movement Speed
- +6 Defense/Avoid

Heroic Awakening

The Tactician's bonuses they can grant increases one last time to the following.

- +8 Attack/Damage
- +40 ft. Movement Speed
- +8 Defense/Avoid

Warlord (Demon Slayer)

Killing demons, undead, and all of the enemies to life in general the Demon Slayer likes to show off their bizarre style of combat.

Weapon and Armor Proficiencies

Demon Slayers gain proficiency with chainsaws and the shotgun. They lose proficiency with Heavy armor and Shields.

First Awakening

Demon Slayers show off their talent with showing off. They can use a chainsaw and a shotgun with two-weapon fighting, taking the penalties listed for two-weapon fighting even if they don't possess the talent. If they possess the two-weapon fighting talent, they take the penalties as if their off-hand weapon is light.

Second Awakening

The Demon Slayer's Weapon Training can apply to both their chainsaw and their shotgun.

Third Awakening

When attacking with their shotgun, shotgun shells double their uses.

Warlord (Knight/Samurai)

Following either a King or a Shogun, these devoted warriors serve with their life. Knights are from more European civilizations while Samurai are from Asian countries.

First Awakening

Due to their devotion and strong focus to their leader, the Knight/Samurai gains +2 Resistance saves.

Second Awakening

Unfazed by attempts at scaring them, they are immune to shaken, frightened, and panicked.

Third Awakening

Using their devotion to its maximum potential, the Knight/Samurai can make a strike that makes enemies stop in their tracks. For a number of times per day equal to 1 + Luck modifier, the Knight/Samurai can grant themselves bonus dice to damage equal to 1d8 + an additional d8 per Luck modifier.

Warlord (Dragoon)

Those who ride horses and quickly dismount to fight on land, these fighters use martial combat as well as firearms.

Weapon and Armor Proficiencies

Dragoons gain proficiency with pistols and rifles.

First Awakening

The Dragoons gain a large-sized creature as a mount, the mount's level equal to $\frac{1}{2}$ the Warlord's level. A Dragoon can mount and dismount their mount as a swift instead of a move action.

Second Awakening

The Dragoon's mount gains a +10 ft. movement speed.

Zauberer

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

Zauberer have 6 Hit Points per Level

Zauberers get 4 skill points per level.

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

Weapon and Armor Proficiency

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

Magic Aptitude

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

Zauberer Weaves

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

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

First Awakening

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

Second Awakening

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

Third Awakening

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

Heroic Awakening

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

Unchained Awakening

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

True Awakening

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

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

Zauberer (Blutmagier)

Using their hit points to cast spells, these Zauberers are healthier than normal to compensate for the fact that they constantly deal damage to themselves.

Zauberer of the Blutmagier Subtype have 8 Hit Points per Level

Blood Aptitude

Instead of the elemental focus that normally comes with the Zauberer, a Blutmagier has a special focus with blood magic. The Blutmagier gains the Magic Aptitude bonus to attack and damage rolls with their blood magic. For the purpose of Zauberer weaves, the Blutmagier uses the Water Magical aptitude.

First Awakening

When casting a spell the Blutmagier deals 5 damage to themselves in order to grant to themselves a +5 bonus to Defense, and gains a bonus to Fortitude equal to $\frac{1}{2}$ the Blutmagier's level.

Second Awakening

This functions as normal, but the First Awakening increase instead reduces damage dealt to themselves to 4 instead of 5.

Third Awakening

The glow from the Third Awakening is a dark maroon, and they instead gain DR 2/- for 5 rounds instead of immunity to elements.

Unchained Awakening

Blutmagier gains a +5 bonus to attack while under half HP. First Awakening deals 1 damage instead of 2, and Heroic Awakening 4/day.

True Awakening

Once per day, the Blutmagier reduces all damage dealt to themselves except from their own sources.

Zauberer (Blutlinie)

These magic users take energy from their bloodline, and manipulate the energy that courses through their veins.

First Awakening

Blutlinies gain one of the following bloodlines. Instead of the standard Awakenings gained, the bonuses from the Bloodlines increase by +1 at each level an Awakening would be gained.

- **Angelic:** Gain a +1 bonus to attack and damage rolls against demons or humanoid (demon) enemies. In addition to this, they gain Unholy Resistance 1.
- **Demonic:** Gain a +1 bonus to attack and damage rolls against angels or humanoid (angel) enemies. In addition to this, they gain Holy Resistance 1.
- **Draconic:** Energy Resistance 1 of a chosen element, and gain a 1d4 bite attack that increases by 1 die step at each Awakening.
- **Alien:** Gain Cold Resistance 1, and increase reach with their arms by 5 feet at each Awakening.
- **Undeath:** Gain +5 Hit Points per each Awakening, and gain DR 1/- against nonlethal damage.
- **Ether:** Gain an additional spell at each Awakening, and DR 1/Magic.

Zauberer (Magische Gewehr)

These Zauberers take their spells, and infuse them within their firearms.

Weapon and Armor Proficiency

The Zauberer gains proficiency with one firearm except the Flamethrower and RPG-7.

First Awakening

Non-melee attack spells cast by the Zauberer can be channeled into the firearm, using the firearm's range and critical multiplier. This can be done 3 + MAG mod/day.

Zauberer (Künstler)

Dancers, singers, or performers of any sorts the Performer casts spells while using their alluring songs and performances to help their allies in the midst of combat.

First Awakening

For a number of rounds per day equal to double their Luck modifier, the Performer grants its allies one of the following bonuses. These bonuses increase by +2 at each Awakening, replacing each Awakening instead. They must choose one of these bonuses to start performing, and can switch to another bonus as a swift action.

- +4 Attack
- +4 Damage
- +4 Defense
- +4 Avoid
- +4 Temporary Endurance

Preternaturist

Having accessed the mind completely, Preternaturists use their psychic abilities to their fullest potential, using it to cast spells and alter their body and mind.

Preternaturists have 6 Hit Points per Level

Preternaturists get 4 skill points per level.

Level	Special Abilities	Spellcasting Per Day	Attack Bonus	Atk/round
1 st	Psi-Pool	6	+0	1
2 nd	Psi-Push 1d4	7	+0	1
3 rd		8	+0	1
4 th	Psi-Crush 1d4	9	+0	1
5 th	First Awakening	10	+0	1
6 th		11	+0	1
7 th		12	+0	1
8 th	Psi-Push 1d6	13	+0	1
9 th		14	+0	1
10 th	Psi-Crush 1d6, Second Awakening	15	+2	1
11 th		16	+2	1
12 th		17	+2	1
13 th		18	+2	1
14 th	Psi-Push 1d8	19	+2	1
15 th	Third Awakening	20	+2	2
16 th	Psi-Crush 1d8	21	+2	2
17 th		22	+2	2
18 th		23	+2	2
19 th		24	+2	2
20 th	Psi-Push 1d10, Heroic Awakening	25	+4	2
21 st		26	+4	2
22 nd	Psi-Crush 1d10	27	+4	2
23 rd		28	+4	2
24 th		29	+4	2
25 th	Unchained Awakening	30	+4	2
26 th	Psi-Push 1d12	31	+4	2
27 th		32	+4	2
28 th	Psi-Crush 1d12	33	+4	2
29 th		34	+4	2
30 th	True Awakening	35	+6	2

Weapon and Armor Proficiency

Preternaturists gain proficiency with Simple weapons, but not armor. Armor does not impose penalties to casting spells, but they only gain half the armor bonus.

Psi-Pool

At 1st level, the Preternaturist gains the ability to transform themselves using their mind. As a swift action, the Preternaturist can spend points from the Psi-Pool to grant themselves a bonus to 1 stat of their choice for 3 rounds. This cannot increase the stat beyond 25. Psi-Pool has a number of points equal to $3 + \frac{1}{2}$ MAG bonus.

Psi-Push & Psi-Crush

Utilizing and weaponizing their mind powers, they learn to deal damage with their mind in various ways. This takes a standard to perform, and has a number of uses per day equal to $3 + \frac{1}{2}$ the Preternaturist's Magic bonus. Add MAG bonus to damage.

Psi-Push: Enemies hit by this attack are pushed back 5 ft.

Psi-Crush: Enemies hit by this attack are knocked prone.

First Awakening

Gain a telekinetic fly speed of 30 feet.

Second Awakening

Harmful psychic spells have a 25% chance of failure.

Third Awakening

Gain $\frac{1}{2}$ Resistance bonus to Defense instead of Armor (minimum +1).

Heroic Awakening

Harmful psychic spells have a 50% chance of failure.

Unchained Awakening

Gain $\frac{1}{2}$ Resistance bonus to Avoid instead of Agility (minimum +1).

True Awakening

Harmful psychic spells have a 75% chance of failure, the telekinetic fly speed increases to 60 feet, and all of Resistance is added to Defense/Avoid instead of $\frac{1}{2}$.

Preternaturist (Telekinetic)

Using the power of their mind, this Preternaturist uses Telekinesis as a deadly weapon against their foes.

First Awakening

Once per day when using their Psi-Push or Psi-Crush they can expend points from their Psi-Pool to instead grant a bonus to the damage equal to the amount of points spent. In addition to this, the Telekinetic gains +2 to the amount of uses they have for their Psi-Push/Psi-Crush.

True Awakening

As the standard True Awakening, except instead of the telekinetic fly speed, the Telekinetic can twice per day make a double attack with their Psi-Crush or Psi-Push, still only taking a standard action to perform.

Heister

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

Heister have 8 Hit Points per Level

Heisters get 8 skill points per level.

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

Weapon and Armor Proficiency

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

Finesse Training

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

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

Precise Strike

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

Stealth Bonus

At 3rd level the Heister gains a bonus to their Stealth which starts at +2, and increases by 2 at every 3 levels thereafter.

Skill Training

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

First Awakening

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

Second Awakening

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

This can be changed at every Awakening thereafter.

Third Awakening

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

Heroic Awakening

Enemies hit with a Precise Strike attack must make an Endurance save or fall prone due to the sheer force of the attack. The DC is $10 + \frac{1}{2}$ Heister level + Agility modifier.

Unchained Awakening

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

True Awakening

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

Skill Talents

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

Heister (Assassin)

More ready for combat in the dark, the Assassin prefers to strike first and last.

First Awakening

If an attack is made against an enemy while the Assassin is in stealth, they can automatically add their Precise Strike damage onto their damage. After the attack has been made, they are automatically taken out of stealth. This can be used twice per day.

Second Awakening

Even if they have been caught in an assassination, the Assassin can 1/day make a stealth check to leave the witness(es)' memories, the DC equal to 5 + the highest awareness roll made by the witness(es).

Unchained Awakening

First Awakening gains +2 uses per day.

Heister (Spy)

Intent on keeping their identity secret while engaged in espionage, the Spy focuses on deception and making their enemies always guessing who they are.

First Awakening

The Spy learns to enhance their art of disguising, and gain a +5 on Deception checks to disguise themselves.

Third Awakening

While the Spy is in a disguise, any check they make to interact with the people they're infiltrating gain a +5. This can only apply to one group, if they are infiltrating multiple people at once.

Unchained Awakening

The bonus to Deception checks to disguise themselves increases to a +10.

True Awakening

The bonus made against people they're infiltrating increases to +10, and once per day a Precise Strike can be done and the damage dice are doubled (4d10).

Heister (Cat Burglar)

Focused on the art of stealth, stealing, and staying out of combat the Cat Burglar has a good sense of humor and a care-free nature.

Weapon and Armor Proficiency

A Cat Burglar is only proficient in Simple weapons, and any non-lethal weapon.

First Awakening

A Cat Burglar is a master of stealing and stealth. They can treat any Stealth roll they make as if they had taken a 10. In addition to this, they gain the Improved Steal talent if they did not already have it. If they do already have it, they gain an extra Talent of their choice.

Second Awakening

The art of stealing has made a Cat Burglar proficient with the weapons they take. The Cat Burglar becomes proficient with a weapon they have stolen for 24 hours. They can become proficient with a number of weapons equal to $\frac{1}{2}$ their Luck modifier (minimum 1). Stealing an allies' weapon does not trigger this.

Heister (Trapper)

Using traps as a way to approach combat without being directly involved, the Trapper must take their time, and be patient with the traps they choose to set.

Weapon and Armor Proficiency

A Trapper is proficient with Simple weapons, and all "trap" weapons and C4/Semtex. Trap weapons are counted as Exotic for Weapon Proficiencies from other classes.

The traps have a DC equal to 10 + Luck Modifier.

Name	Price	Damage	Critical	Size	Save	Type	Range	Special
Bear Trap	5 G	1d10	19-20/x2	Small	None	P & S	Melee	Bear trap has an attack roll.
Dart Trap	50 G	1d4	19-20/x2	Medium	AGI	P	30 ft.	Can be poisoned.
Pitfall Trap	50 G	2d4	x2	Large	AGI	B	Melee	Takes 1 minute to prepare.
Bait Trap	25 G	—	—	Small	AGI	—	Melee	Target is in a net, and becomes immobile but not helpless.

First Awakening

The Trapper learns to deal additional damage with their traps. They can choose a trap for their Finesse Training alongside the normal choices.

Second Awakening

Using their knowledge of traps, the Trapper adds $\frac{1}{2}$ their level (maximum 15) on Knowledge (Technology) checks.

Vim Blade

Wielders of large blades with strong engines within them, these skilled swordsmen utilize the engine to enhance their blade with cartridges powered by Magical energy.

Vim Blades have 10 Hit Points per Level

Vim Blades get 4 skill points per level.

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

Weapon and Armor Proficiency

Vim Blades gain proficiency with Simple and Martial weapons, and Vim Blades. They're also proficient with Light, Medium, and Heavy armor but not shields.

At 1st level, a Vim Blade starts with either a Slim Vim Blade or a Vim Blade, and this does not take away from their starting gold however they cannot sell it during character creation. Slim Vim Blades are one-handed while Vim Blades and Large Vim Blades are two-handed.

Cool Down: While in cool down, any of the Vim Blade's "edge" abilities cannot be used unless otherwise stated, and the blade has a -2 attack and damage for the duration of the cool down.

Name	Price	Damage	Critical	Range	Weight	Type	Special
Slim Vim Blade	500 G	1d8	19-20/x2	Melee	20 lbs.	S	Cartridge Slot: 1
Vim Blade	1,000 G	1d10	x2	Melee	40 lbs.	S	-2 Initiative, Cartridge Slot: 1, Brutish
Large Vim Blade	3,000 G	2d6	x3	Melee	50 lbs.	S	-4 Initiative, Cartridge Slot: 2, Brutish

Razor Edge

At 1st level, the Vim Blade can make a single melee attack as a standard action. If this hits, it doubles the Strength bonus to damage. This is not modified by two-handing a blade (x1.5 from two-handing does not become x3).

Cool Down: 3 rounds

Heat Sink

At 2nd level, the Vim Blade learns to maintain his blade while in the midst of battle. As a swift action, have a number of points in their Heat Sink pool equal to 3 + Luck modifier. They can reduce their Cool Down by a number of rounds equal to the points spent.

Energy Cartridge

At 4th level and every 4 levels thereafter the Vim Blade learns to inject special cartridges into his weapon which add elements into his weapon's damage. When this ability is first gained, one of the energy types must be chosen and it is used as its lowest intensity¹. As the Vim Blade gains this ability again, he can choose to either advance one energy cartridge, or gain a new one at the lowest intensity again. The types of energy the Vim Blade can choose are based on the arcane elements.

¹ **Note on cartridges:** Energy Cartridge's "lowest intensity" is 1d4, increases to 1d6 at the next intensity, and increases as follows: 1d8, 1d10, 2d6, 2d8, and finally 3d6.

Edge Technique

At 3rd level and every odd levels thereafter the Vim Blade learns an “Edge Technique”, a different way of attacking their enemies while utilizing their Vim Blade. All of the attacks below are single melee attacks, and can only be activated per single attack, however they can be used as part of a full-round attack. DCs are equal to 10 + ½ Vim Blade level + Luck modifier.

Edge Technique	Prerequisite	Description	Cool Down
Charged Edge	Vim Blade 3	Move at double speed and use Razor Edge.	Double Razor Edge
Damning Edge	Vim Blade 3	Deal double damage against demons.	2 rounds
Deadly Edge	Vim Blade 3	Deal +4 damage on a critical hit.	2 rounds
Splashing Edge	Vim Blade 3	Elemental Cartridge deals half damage to enemies adjacent to the target.	2 rounds
Piercing Edge	Vim Blade 3	Deal piercing damage to enemy. If this attack hits, enemies 10 ft. behind the initial target are attacked also for ½ damage.	2 rounds
Blunt Edge	Vim Blade 5	Bludgeoning strike that reduces Armor by 4.	5 rounds
Staying Edge	Vim Blade 5	Enemies' movement is lowered to 0 ft. for duration of cool down.	2 rounds
Weakening Edge	Vim Blade 5	Reduces enemies' Defense/Avoid by 4.	2 rounds
Fast Edge	Vim Blade 5	Use AGI for damage instead of STR.	4 rounds
Defensive Edge	Vim Blade 5	Grant self a +8 to Defense for 4 rounds.	4 rounds
Suggestive Edge	Vim Blade 5	Do an attack roll, and do a free Persuasion (Intimidate) attempt against the target.	3 rounds
Cooling Edge	Vim Blade 7	Make a single attack, and use ½ Heat Sink.	None
Twin Edge	Vim Blade 7	When wielding two weapons, make both attacks instead of two separate attacks.	4 rounds
Vim Rifle Edge	Vim Blade 7	30 ft. ranged attack, using Vim Blade's damage, and adds LUK modifier to damage.	2 rounds
Edgy Edge	Vim Blade 9	Deal damage = to level to self and enemy.	4 rounds
Soul Edge	Vim Blade 9	Deal 4 damage to enemies' MAG for 5 rounds. Stacks up to a 1 MAG.	6 rounds
I Don't Like You Edge	Vim Blade 9	Do bonus damage = to LUK Modifier to enemies of that type for the attack, and the duration of the cool down.	5 rounds
Exploding Edge	Vim Blade 11	Add 5d6 fire and 5d6 slashing. Vim Blade breaks on a failed LUK save.	None
Nothing Personnel Edge	Vim Blade 11	Deal 8 damage to enemies' LUK for 8 rounds. Stacks up to a 1 Luck.	7 rounds
Irradiated Edge	Vim Blade 13	Deal 4 damage to enemies' Endurance for 5 rounds. Stacks up to a 1 Endurance.	8 rounds
Lucky Training	Vim Blade 21	Add double LUK modifier to damage.	8 rounds
From Another Time, Another Lazy Edge	Vim Blade 21	Enemy hit by attack must make a RES save or fall under the Insanity spell for 4 rounds.	6 rounds.
Takedown Edge	Vim Blade 23	Knocks enemy prone for 5 rounds. They cannot stand up until the duration is over.	6 rounds
Overdrive Edge	Vim Blade 25	16d6 elemental damage on attack.	1 minute
Improved Soul Edge	Vim Blade 27	Deal 8 damage to enemies' MAG for 8 rounds. Stacks up to a 1 MAG.	1 minute
Dematerializing Edge	Vim Blade 29	Deal 5d6 points of all damage types.	2 minutes
Improved Weakening Edge	Vim Blade 29	Deal 8 damage to enemies' END for 8 rounds. Stacks up to a 1 END.	1 minute

First Awakening

A Vim Blade is unable to stop fighting, and they die when brought to double the negative of their Endurance modifier.

Second Awakening

When holding their blade, the Vim Blade gains +2 to attack and damage.

Third Awakening

The Luck of the Vim Blade knows no bounds. They use their Luck instead of Endurance for hit points. Recalculate hit points due to this.

Heroic Awakening

Once per day, the Vim Blade can use an Edge ability without causing cool down.

Unchained Awakening

The attack and damage bonus from the Second Awakening increases to +4. In addition to this, they can use their Luck on Avoid instead of Agility.

True Awakening

The Heroic Awakening ability becomes twice per day, Second Awakening ability becomes +6, and the Vim Blade can once per day use two edges at once. This cannot be combined with the cool down negation due to the fact that when using both edges at once, the cool downs are added together.

Vim Blade (Punisher)

Purely focusing on their ability to smack their enemies down with tremendous force, the Punisher has little regard for their own defenses.

Weapon and Armor Proficiency

Punishers lose proficiency with Medium and Heavy armor.

First Awakening

For every enemy adjacent to the Punisher, they gain a +2 to damage (up to a +16 while they are surrounded at all sides). Allies do not affect this bonus to damage.

True Awakening

If two or more enemies are adjacent to the Punisher, they can make a single attack against all of their adjacent squares, hitting everyone within their reach (including allies). The attack roll must strike the Defense of the targets, dealing damage individually if it hits their Defense.

Note on cartridges: Energy Cartridge's "lowest intensity" is 1d4, increases to 1d6 at the next intensity, and increases as follows: 1d8, 1d10, 2d6, 2d8, and finally 3d6.

Incant Blade

With swords and magic, the true martial/arcane combination sparks to life as the Incant Blade uses their abilities to deliver spells through their blades.

Incant Blades have 8 Hit Points per Level

Incant Blades get 4 skill points per level.

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

Weapon and Armor Proficiency

Incant Blades gain proficiency with Simple and Martial weapons. They're also proficient with Light armor but not shields.

Weapon/Spell Fighting

An Incant Blade can spend a full-round action to cast a spell and make a single melee attack all in one. While doing so, the attack roll from the weapon takes a -2 penalty, and any spell that requires an attack roll that is cast takes a -2 penalty.

Spellstrike

An Incant Blade spends a full-round action to cast a spell, and infuse it into their weapon. Only spells which are marked as “attacks” can be used on Spellstrike. While spells normally cannot critically hit, once used with Spellstrike they are able to critically hit with Spellstrike and count as both the weapon’s damage type and the spell’s damage type.

Weapon Training

As the Warlord ability, gain a +1 bonus on attack/damage rolls on a select weapon.

Spell Training

As the Warlord ability except with one spell the Incant Blade knows instead of a weapon.

Mix Talent

Gain one of the Zauberer Weaves or Martial Talents. Use Incant Blade level as Zauberer/Warlord level.

First Awakening

Incant Blades learn to enhance the spells cast within their weapon. The spells infused in their weapons can 1/day add one to the damage dice.

Second Awakening

When doing Weapon/Spell Fighting, 1/day negate the penalties to attack.

Third Awakening

Spells that deal damage, but aren’t marked as “attacks” can now be used with Spellstrike. If there are any Saving Throws, they still apply.

Heroic Awakening

The Incant Blade can opt to use the damage type of their weapon or spell for the sake of Resistances, and is up to the Incant Blade. (Ex: Slashing instead of Fire)

Unchained Awakening

Add +2 to the damage of weapons and spells when using Weapon/Spell Fighting, or Spellstrike. 1/day the bonus can be doubled.

True Awakening

First Awakening, Second Awakening, and Unchained Awakening gain an additional 3 uses per day. In addition to this, their weapon increases the damage die by one step.

Incant Blade (Bound)

Receiving a weapon that shares a consciousness with its wielder, the Incant Blade learns to utilize the intelligent weapon with ease.

Weapon and Armor Proficiency

The Bound gain proficiency with their intelligent weapon. The Bound weapon cannot be a Flamethrower or RPG-7.

First Awakening

The power of the Bound weapon becomes evident. The Bound Weapon can talk through Telepathy to a number of people equal to the Bound's level. In addition to this, the Bound Weapon becomes unbreakable.

Second Awakening

The Bound gains a +2 Attack and Damage while wielding their Bound Weapon, and can 1/day double these bonuses.

Unchained Awakening

The Bound Weapon can once per day grant its owner a number of bonus HP equal to double the Bound's resistance modifier.

True Awakening

The Bound Weapon gains a body they can walk around in that is the same race as its wielder. In addition to this, the Second Awakening increases to +4 Attack/+4 Damage, and the Bound can once per day absorb the life of one enemy healing a number of HP equal to the damage they deal to the enemy. If this damage brings them to death, the damage dealt is instead counted as how much damage it took to kill them in that hit.

Incant Blade (Psi Blade)

Psychics who utilize their mind to create their weapons for combat.

Spellcasting

Psi-Blades use the Psychic Spell list as opposed to the Arcane spell list.

Psi-Weapon

Once per encounter as swift action, create a single light or one-handed simple or martial weapon. This weapon is counted as a +1 weapon per every 5 levels (up to +5 at 20th level).

First Awakening

Using their psychic training, Psi-Blades gain a +10 ft. movement speed.

Second Awakening

Psi-Blades gain a +2 bonus to resistance saves.

Unchained Awakening

Movement speed increases by another +10 ft.

Incant Blade (Warpriest)

A warrior of the holy light who seeks to channel their divinity into their blades.

Spellcasting

Warpriests use the Divine Spell list as opposed to the Arcane spell list.

Holy or Unholy

As per the Chaplain's Holy and Unholy choice based on alignment.

Mix Talent

As per the original ability, however choosing from Martial Talents and Favors instead. When choosing a Favor, they gain a pool of energy to use in place of the Healing Touch ability, this pool being equal to 3 + magic modifier.

First Awakening

For a number of times per day equal to 3 + magic Modifier, grant allies within 30 ft. a bonus to Defense and Avoid equal to $\frac{1}{2}$ magic modifier.

Second Awakening

Twice per day, do a combat slide granting the Warpriest a second 5 ft. step.

Unchained Awakening

The Warpriest's combat slide distance increases to three times per day and a 10 ft. speed.

Chaplain

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

Chaplains have 8 Hit Points per Level

Chaplains get 4 skill points per level.

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

Weapon and Armor Proficiency

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

Holy or Unholy

A Chaplain must decide if their energy is holy or unholy. A holy chaplain cannot take unholy spells, and vice versa. The divine energy type must match their divine aspect of their alignment. Neutral can choose whether or not they are holy or unholy.

Healing Touch

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

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

Healing Radius

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

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

First Awakening

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

Second Awakening

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

Third Awakening

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

Heroic Awakening

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

Unchained Awakening

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

True Awakening

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

Favors

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

Chaplain (Crusader)

Crusaders take the extreme ideologies, and put them to use. Some are scorned while others are well respected, depending on what they use their power for.

Alignment: A Crusader must be Orderly Holy or Disorderly Unholy.

HP: Crusaders have 10 HP per level.

Attack Bonus/Attacks per Round: As a Warlord of the same level.

Diminished Spellcasting: Crusaders have 2 less spells.

Weapon and Armor Proficiency

Crusaders gain proficiency with Martial weapons, and Heavy armor as well as shields. A Crusader gains a +2 bonus to attack and damage with their deity's favored weapon.

First Awakening

A Crusader can 1 + Luck modifier per day gain their Luck modifier to hit and level as a bonus to damage. This lasts until the enemy is killed. (Example: if the Crusader is Orderly Holy, they can use this against Disorderly Unholy, Neutrally Disorder, or Neutrally Unholy enemies.)

Second Awakening

Crusaders can instead use their Healing Touch ability on their weapon, adding the Healing Touch bonus to damage. This bonus damage only applies against enemies that would be affected by the Crusader's First Awakening.

Heroic Awakening

Gain 2 additional uses of their First Awakening. They also gain a +2 bonus to attack and damage against demons and humanoid (demon) enemies if they are Orderly Holy, or this bonus applies to angels and humanoid (angel) enemies if they are Disorderly Unholy.

Unchained Awakening

The Crusader's Defense bonus from the Third Awakening increases to +6, and Heroic Awakening bonus increases to +4 attack/+4 damage.

True Awakening

A Crusader becomes the true enemy of the divine. They gain DR 10/- vs. Crusaders of the opposite alignment. Against all other enemies, they have DR 5/-, and they have Resistance 10 vs. their opposite divine energy (holy or unholy).

Chaplain (Cenobite)

Cenobites are calm and serene, using their vast wisdom and unarmed prowess to take down threats to peace.

Alignment: A Cenobite must be any Order or Holy alignment.

Weapon and Armor Proficiencies

The Cenobite isn't proficient with any armor.

Unarmed Training

Instead of being able to heal allies with their touch, the Cenobite deals damage with their fists as denoted by the table below.

Unarmed Defense

The Cenobite gains bonuses to their Defense and Dodge instead of healing allies with their radius of healing as denoted by the table below.

Healing Touch Dice	Damage Dice	Healing Radius Dice	Defense/Dodge Bonus
1d6	1d4	1d4	+1
3d6	1d6	3d4	+2
5d6	1d8	5d4	+3
7d6	1d10	7d4	+4
9d6	1d12	9d4	+5
11d6	2d6	11d4	+6
13d6	2d8	13d4	+7
15d6	2d10	15d4	+8

First Awakening

The Cenobite's spirit defends them rather than armor, and instead of wearing armor, they gain their resistance modifier to their Defense.

Second Awakening

The Cenobite gains a +5 bonus to their stability.

Heroic Awakening

The bonus to the Cenobite's stability increases again by +5, and their movement speed increases by +20.

Unchained Awakening

The Cenobite's fists bypass all DR except for DR/-.

True Awakening

The Cenobite gains DR 5/-, their movement speed increases again by +20, and their bonus to stability increases again by +5.

Chaplain (Shifter)

Able to shift into another form entirely, the Shifter has the power to change their body at any interval, or to shift into the full form for combat.

Alignment: A Shifter must be any Neutral alignment.

Weapon and Armor Proficiencies

The Shifter isn't proficient with any armor.

Partial Shift

Rather than a focus on healing, the Shifter likes to utilize their alternate form's natural weapons in order to attack. They must select one of these to use at a time, and can shift which natural weapon they're using as a swift action. This ability replaces Healing Touch.

Name	Damage	Critical	Type
Horns	1d4	19-20/x2	P
Bite	1d6	x2	P
Claw	1d6	19-20/x2	S
Pincer	1d4	18-20/x2	S
Wing	1d4	x2	B
Tentacle	1d6	x2	B
Hoof	1d4	x2	B
Sting	1d8	x2	P

Full Shift

The Shifter's main ability. This ability replaces all of the Shifter's Awakenings. Shifting is a standard action. Shifters choose a single creature they shift into, and whenever using Partial Shift, they must choose use the natural attacks their normal Shift can use, even if they are below the level required to go into a Full Shift.

While Shifted, a Shifter has 10 HP per Level, and this reverts to their normal HP after they shift back.

While Shifted, the Shifter cannot wear armor or use weapons, however they gain Natural Armor equal to $\frac{1}{2}$ their Level.

At each Awakening past the 1st Awakening, the Shifter chooses an additional Natural Attack they can use, and can use all of them on a full-round attack.

Chaplain (Necromancer)

Masters of the raising arts, Necromancers have more than enough magical power to raise undead and bend corpses to their will.

Alignment: A Necromancer can't be any Holy, and must choose Unholy as their energy type.

Weapon and Armor Proficiencies

A Necromancer isn't proficient with armor, but they are proficient with Scythes.

First Awakening

A Necromancer can attempt to raise an undead beyond their level a number of times per day equal to $1 + \frac{1}{2}$ magic modifier. At the time of summoning, they must make a DC $10 + \text{Creature's Level}$ as a Concentration check in order to tame the creature. Each hour, they must attempt the same check else they lose control.

Second Awakening

Able to carve their buffs into their flesh, the Necromancer can take a standard action to grant themselves a bonus from an undead they have summoned equal to the undead's bonus. (Example: Granting self the undead's natural armor bonus). This bonus lasts for $\frac{1}{2}$ their magic modifier in rounds.

Third Awakening

While creating an undead, the Necromancer can choose to make a Spellcraft check (DC $10 + \text{Creature's Level}$) in order to grant it a special ability from an undead of their equal level. They can do this a number of times per day equal to their magic modifier.

Heroic Awakening

A Necromancer can resurrect a corpse very briefly for very special circumstances. As a standard action, they can touch a corpse no matter how long it's been deceased, and revive it as a zombie or a skeleton. This undead must be equal to or under their level. This brief companion lasts for 3 rounds.

Unchained Awakening

A Necromancer becomes so skilled at their raising techniques, that their creations start to gain bonuses. Choose two of the boons below, and these are always added onto undead created by the Necromancer: +1 Size Category, +5 to one stat, +5 Natural Armor, +10 ft. Melee Reach, Wings, DR 10/Silver, $\frac{1}{2}$ damage from Holy attacks, and Everlasting Body (doesn't decay).

True Awakening

Becoming the master of their craft, the Necromancer no longer has a limit on how many undead they can create. Alternatively, the Necromancer can use Spellcraft to raise undead instead of a spell, the DC being $10 + 1$ per corpse in control of the Necromancer.

Spellgrafter

Using the technology from their Spell Phone, the Spellgrafter teaches themselves magic through Technomancy.

Spellgrafter have 6 Hit Points per Level

Spellgrafter get 6 skill points per level.

Level	Special Abilities	Spellcasting Per Day	Attack Bonus	Atk/round
1 st	Spell Phone, Spell Grafting	5	+0	1
2 nd		6	+0	1
3 rd	Graft Lore 1	7	+0	1
4 th		8	+0	1
5 th	First Awakening	9	+0	1
6 th	Graft Lore 2	10	+0	1
7 th		11	+0	1
8 th		12	+0	1
9 th	Graft Lore 3	13	+0	1
10 th	Second Awakening	14	+2	1
11 th		15	+2	1
12 th	Graft Lore 4	16	+2	1
13 th		17	+2	1
14 th		18	+2	1
15 th	Graft Lore 5, Third Awakening	19	+2	2
16 th		20	+2	2
17 th		21	+2	2
18 th	Graft Lore 6	22	+2	2
19 th		23	+2	2
20 th	Heroic Awakening	24	+4	2
21 st	Graft Lore 7	25	+4	2
22 nd		26	+4	2
23 rd		27	+4	2
24 th	Graft Lore 8	28	+4	2
25 th	Unchained Awakening	29	+4	2
26 th		30	+4	2
27 th	Graft Lore 9	30	+4	2
28 th		30	+4	2
29 th		30	+4	2
30 th	Final Graft, True Awakening	30	+6	2

Weapon and Armor Proficiency

Spellgrafter gain proficiency with Simple weapons. They're not proficient with any armor, but their spellcasting is unhindered by wearing armor.

Spell Phone

Unlike most spellcasters who have innate magical energy drawn from their soul, Spellgrafter use a phone which they have imbued with their soul's energy or another person's energy. A Spellgrafter cannot cast spells without their Spell Phone unless casting from another class.

Spell Grafting

Named for the fact that they "graft" spells into their Spell Phones. A Spellgrafter adds ½ their level to damage with damaging spells cast.

Graft Lore

Their true power of "Grafting" comes late, but allows them to steal additional spells from another spellcaster's spell list. They gain a new spell at each level they get a Graft Lore. At 30th level with the Final Graft they gain 4 spells instead of just 1.

First Awakening

A Spellgrafter gains a +4 to their Hit Points, and can cast one Spellgrafter spell once per day without expending a use of Spellcasting per day.

Second Awakening

The Spellgrafter chooses a single complex spell they know. They can cast this spell without having their Spell Phone on them.

Third Awakening

Gain an additional spell as per the Second Awakening.

Heroic Awakening

The Spellgrafter gains a +10 foot land speed while wielding their Spell Phone.

Unchained Awakening

With their Spell Phone sharing some of their life force, they can imbue ½ of their Hit Points into their phone at the start of the day. This lost health can be regained. If the Spellgrafter wishes to, they can press a button on their Spell Phone to release all of the life force into them, granting them the imbued HP as temporary HP.

True Awakening

Gain an additional spell as per the Second and Third Awakenings, increase the land speed to +20. In addition to all of this, they gain a +40 to their hit points.

Spell Grafter (Alchemist)

With the know-how for making potions and poisons, an Alchemist drops the standard Technomancy practice of using a phone, and instead lugs an entire laptop around.

Weapon and Armor Proficiency

An Alchemist is proficient with pistols and shotguns, along with Light armor.

Spelltop

A laptop rigged with spells and magic, Spelltops are locked by a key opened by the Alchemist's magic. An Alchemist must have their spelltop on them and on to cast spells, however they can cast the spells without it in their hands.

First Awakening

Alchemists gain a bonus to Artisan (Alchemy) and Artisan (Poison) checks equal to $\frac{1}{2}$ their level.

Second Awakening

As normal, except they can cast it without having the Spelltop on them instead of the Spell Phone.

Third Awakening

Alchemists gain their magic modifier to damage rolls with firearms.

Heroic Awakening

The Alchemist gains a +10 foot land speed while their Spelltop is within 30 feet.

Unchained Awakening

Gain an additional spell through Second Awakening, and gain +4 bonus to damage when Spelltop is within 30 feet.

True Awakening

Unchained Awakening is a +6 to damage, and +30 foot land speed while their Spelltop is within 30 feet.

Spellgrafter (Grenadier)

Users of grenades, bombs, and all manners of explosives the Grenadier takes their power from their Spell Phone still, however their focus is in explosives.

Weapon and Armor Proficiency

Grenadiers gain proficiency in any form of thrown explosive. Thrown explosives are listed below, and are considered Ranged Martial Weapons.

Name	Price	Damage	Critical	Range	Weight	Type	Radius	Special
Bomb	200 G	2d6	x2	10 ft.	1 lbs.	Slash	10 ft.	—
Frag	400 G	4d6	x3	10 ft.	1 lbs.	Slash	20 ft.	—
C4/Semtex	100 G	4d6	x2	—	1 lbs.	Fire	10 ft.	Cannot be thrown
Smoke Grenade	20 G	—	x2	10 ft.	2 lbs.	—	Special	Reduce vision to 5 ft.
Tear Gas	50 G	Special	x2	10 ft.	2 lbs.	—	Special	Endurance save or reduce eye HP to 0.
Thermite	500 G	6d6	x2	10 ft.	2 lbs.	Fire	5 ft.	—
Phosphorous	30 G	2d6	x2	10 ft.	2 lbs.	Fire	20 ft.	—
Molotov	10 G	1d6	x2	10 ft.	1 lbs.	Fire	5 ft.	—

First Awakening

Add magic modifier to damage on thrown explosive weapons. In addition to this, +10 to range of thrown explosive weapons.

Second Awakening

Radius burst deals +1 additional damage per damage die alongside the minimum damage of the attack.

Unchained Awakening

Add one damage die to thrown explosive weapons 3 times per day.

True Awakening

Gain 1 additional use of Unchained Awakening, and gain +2 to Defense and Avoid while at least 1 ally is adjacent.

Marksman

Made to hit their foes, and hit them with the utmost accuracy the Marksman aims down his sights...and once he has you in them, you're not likely to escape.

Marksman have 10 Hit Points per Level

Marksman get 4 skill points per level.

Level	Special Abilities	Unrivaled Shot	Attack Bonus	Atk/round
1 st	Land Speed +10	+2	+0	1
2 nd	Tree Walk 10 ft.	+2	+0	1
3 rd	Eagle Eye 10 ft.	+2	+0	1
4 th	Ranged Talents	+2	+0	1
5 th	First Awakening	+4	+2	1
6 th	Eagle Eye 20 ft.	+4	+2	1
7 th		+4	+2	1
8 th	Ranged Talents	+4	+2	2
9 th	Eagle Eye 30 ft.	+4	+2	2
10 th	Second Awakening	+6	+4	2
11 th	Land Speed +20	+6	+4	2
12 th	Eagle Eye 40 ft., Tree Walk 20 ft., Ranged Talents	+6	+4	2
13 th		+6	+4	2
14 th		+6	+4	2
15 th	Eagle Eye 50 ft., Third Awakening	+8	+6	2
16 th	Ranged Talents	+8	+6	3
17 th		+8	+6	3
18 th	Eagle Eye 60 ft.	+8	+6	3
19 th		+8	+6	3
20 th	Heroic Awakening, Ranged Talent	+10	+8	3
21 st	Eagle Eye 70 ft., Land Speed +30	+10	+8	3
22 nd	Tree Walk 30 ft.	+10	+8	3
23 rd		+10	+8	3
24 th	Eagle Eye 80 ft., Ranged Talents	+10	+8	4
25 th	Unchained Awakening	+12	+10	4
26 th		+12	+10	4
27 th	Eagle Eye 90 ft.	+12	+10	4
28 th	Ranged Talents	+12	+10	4
29 th		+12	+10	4
30 th	Eagle's Blitz, True Awakening	+14	+12	4

Weapon and Armor Proficiency

Marksman gain proficiency with Simple weapons, and all types of Ranged Weapons except for firearms. They're also proficient with Light and Medium armor, but not shields.

Unrivaled Shot

While making a Ranged Attack, add this bonus to the attack roll, but not the damage roll.

Land Speed

The Marksman gains a bonus to their base land speed. This increases in +10 increments from levels 1, 11, and 21.

Tree Walk

The Marksman gains the ability to walk upon trees, more specifically they're able to vertically scale trees. Their bonuses to Land Speed do not apply to their Tree Walking speed due to it having its own speed type.

Eagle Eye

Taking a full-round action, the Marksman makes an attack that pierces a line. Said line is a distance equal to that listed on the table above, starting at 10 ft. at 3rd level, and increases by 10 feet at every 3 levels thereafter. At 30th level, the line becomes a cone instead. Said attack roll is made against the individual enemies, but is still one attack roll, it simply has varying results depending on the enemies' Avoid.

First Awakening

1 + ½ Agility modifier per day, the Marksman can negate any penalties to their Attack they may be taking.

Second Awakening

Gain an additional use of the First Awakening's ability.

Third Awakening

When making a standard attack, the Marksman can instead choose to do a double shot, making two attack rolls and adding the damage together before DR if both hit. This can be used 1 + ½ Agility modifier times per day.

Heroic Awakening

Gain an additional use of the Third Awakening's ability.

Unchained Awakening

Add ½ the Marksman's Unrivaled Shot bonus to damage 3 + ½ Agility modifier per day.

True Awakening

Unchained Awakening becomes the full Unrivaled Shot bonus, and becomes twice per day. In addition to this, all other abilities except the Unchained Awakening gain an additional use per day.

Ranged Talents

Name	Description
Strong String	Increase range increment of ranged weapon by +10 ft.
Firearms Bro	Gain proficiency in a single firearm.
Super Stride	3/day double movement bonus.
Avoided Strike	3/day add movement bonus to Avoid.
Sniping from Afar	2/day double range increment of ranged weapon.
Dual Crossbows	When wielding two crossbows at once, shoot both as one standard action.
Large Arrows	Treat bow's damage dice as one die step higher, yet take -5 to hit. This can be turned on or off.
Limb Strike	When targeting a limb, deal +4 damage.
Bow Punch	Make a melee attack with a bow that deals 1d6 bludgeoning damage.
Volley of Arrows	As a full-round action, you may take a -15 to hit to fire 3 arrows at once.
Through the Head	When making a ranged attack against a head, deal +5 damage.
Higher Ground	When on an area of high ground (building, horse, flying, etc.) gain a +2 to hit.
Forest Strider	Don't take penalties to movement when moving through forested areas.
Trap Proficiency	Gain proficiency in the use of traps (See the Heister (Trapper)).
Divine Tampering	Gain the use of a single Divine spell per day. This can be taken multiple times, gaining new spells. Treat Marksman level as Chaplain level -3 (minimum 1).
Bomb Proficiency	Gain proficiency in the use of bombs (See the Spellgrafter (Grenadier)). The Marksman treats the bombs for their Ranged Weapon abilities.

Marksman (Hunter)

Focused on slaying a particular type of enemy really well, the Hunter uses their combat potential for slaying those who they oppose.

Unrivaled Hunter

Instead of being incredibly accurate, the Hunter gains a bonus to attack, damage, defense, and avoid instead of just attack. The Unrivaled Hunter bonus is ½ the Unrivaled Shot bonus, and Unrivaled Shot is replaced by Unrivaled Hunter.

The Hunter must choose a single enemy type to add the Unrivaled Hunter bonus to.

First Awakening

The Hunter can apply their Unrivaled Hunter bonus to an additional enemy type, but the bonus is halved (minimum +2).

Enemy Types
Aberrant
Animal
Dragon
Fey
Humanoid
Ooze
Outsider
Plant
Undead
Vermin

Terrains
Desert
Forest
Mountain
Plains
Space
Swamp
Underground
Urban
Vehicle
Sea

Second Awakening

The Hunter chooses a terrain as listed below. They gain a +4 bonus to attack, damage, defense, and avoid against enemies while on that terrain. This stacks with Unrivaled Hunter.

Third Awakening

Hunters gain a +30 ft. movement speed while in their terrain chosen.

Heroic Awakening

Choose another terrain to gain a bonus in, however this bonus is halved to +3 due to the +4 bonus becomes +6.

True Awakening

Second and Heroic Awakening become the full bonus, alongside the First and Second Awakenings become +12.

Desperado

Wielding guns with a sense of style and class about them, the Desperado chooses the dangerous lifestyle because they want to, and enjoys it greatly.

Desperado have 10 Hit Points per Level

Desperado get 4 skill points per level.

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

Weapon and Armor Proficiency

Desperado gain proficiency with Simple weapons, and all firearms. They're also proficient with Light armor and shields.

Gun Tricks

At 1st level, the Desperado is skilled with the use of firearms, and can use them in melee as well as ranged combat. They can use a firearm as a melee attack dealing 1d6 points of damage.

At 11th level, the Desperado can make two shots in one, firing both bullets at the same target. The damage is added together, but two attack rolls are made.

At 21st level, the Desperado can take a full-round action to flip the gun into the air, catch in, and at the end of the action fire 5 shots off at once. This takes a -5 penalty to hit due to the recklessness of the display.

Agile

The Desperado gains a +1 bonus to their Avoid. This increases by +1 for every 4 levels thereafter.

Gun Training

At 3rd level the Desperado chooses a firearm other than the Flamethrower and RPG-7. They can add $\frac{1}{2}$ their Agility to damage made with this firearm. At 15th level, the Desperado can start adding whole Agility to damage instead.

First Awakening

Embracing their destiny of being a smartass and badass, the Desperado gains a +5 bonus on all Deception checks.

Second Awakening

Skilled at pushing their firearms' boundaries, they can shoot their gun 5 feet past the range.

Third Awakening

Second Awakening's range bypass increases to 10 feet. In addition to this, they gain a +5 on Acrobatics (Luck).

Heroic Awakening

Lucky because they feel like it, the Desperado gains their Luck modifier to a single d20 roll of their choice once per day.

Unchained Awakening

Gain an additional use of the Heroic Awakening, range bypass increases to 20 feet, and they gain a +5 on Stealth.

True Awakening

Gain a +4 on damage rolls resolved with a firearm, and reload them as swift action. In addition to all of this, range bypass increases to 30 feet.

Show Offs

Name	Description
Bounce Bullet	Make an attack against solid matter, ricocheting it off the solid matter and striking the target gaining a +2 damage.
360 No Scope	When wielding a sniper rifle, as a full-round action move in 360 degrees and shoot the sniper. This takes -4 to hit, and gains a +4 to damage.
Sawed Off Barrel Groovy	Add 1 to the firearm's damage dice, but decrease the range of the firearm by 10 ft. When shooting a firearm at an enemy in melee range, do not provoke an attack of opportunity and roll damage twice. Modifiers are not doubled, and cannot critical.
Double Jump Shot	Move vertically 15 ft. in the air and fire as a full-round action. This grants a +4 attack.
Fire Through	If an attack critically hits an enemy, the bullet can go through to attack another enemy within 30 ft. The damage is halved, and takes a -5 to hit.
Spin and Hit	Spinning a gun a few times then attacking as a full-round action, the attack is resolved against an enemies' Avoid instead of Defense.
WTF Grab & Shoot	As a full-round action, the Desperado can throw a frag at a firearm within 60 ft. (use this as the frag's range increment), the impact of the frag rocketing the gun towards the Desperado and allowing them to grab it and get a shot off at a +2 damage. The gun dissolves after use.
Super Pistol Whip	As a full-round action, make two melee attacks with the firearm increasing the damage dice from d6 to d8. These attacks are resolved at a -10 however.
Quick Clip	At the end of your turn if you have not used a Show Off previously and still have a swift action, you can use this to reload your firearm.
Keksimus Maximus	As a full-round action the Desperado throws his firearm in the air and jumps up, catching it and getting a shot off at a -5 to hit, but a +4 to damage.
Hidden Shot	While a firearm is in its holster or in their pocket, the Desperado can shoot it as an attack action, resolving against their target's Avoid but dealing -5 damage.

Desperado (Interplanetary Police Officer)

A member of Heion's Interplanetary Police Force, these officers use a firearm with a "Techno Spirit", which installs elements into their firearm.

First Awakening

Interplanetary Police Officers has a Techno Spirit which follows them around. The Techno Spirit can, on the IPPO' turn, enter their firearm to deal +1d6 points of damage using a single element. The element is chosen upon gaining this Awakening, and cannot be changed later. In addition to this, the IPPO and the Techno Spirit share senses, and the Techno Spirit can negate blindness or deafness for the IPPO for 3 rounds by giving them sight through their own eyes.

Skills

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

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

Example: Skill: Ability (AP)

1d20 + Ability Associated + Skill Ranks + Miscellaneous

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

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

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

Artisan

Used for crafting, professions, and performing.

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

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

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

This uses Luck as an ability.

Acrobatics

Used for jumping over ledges, climbing, and swimming.

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

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

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

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

Awareness

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

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

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

This uses Luck as an ability.

Deception

Used to lie, deceive, or misdirect.

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

This uses Luck as an ability.

Drive

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

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

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

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

Fortitude

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

Handle Animal

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

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

This uses Luck as an ability.

Heal

Used for negating poisons, and healing minor injuries.

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

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

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

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

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

Knowledges

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

Identifying a creature requires a check with the DC being 5 + creature's level. The playable races do not require a Knowledge check to identify. Below is a list of which creatures are associated to the knowledges.

- **Knowledge (Astronomy):** Aberrant, some Outsiders
- **Knowledge (Dungeons):** Ooze and Vermin
- **Knowledge (Humanoids):** Any Humanoids
- **Knowledge (Magic):** Fey or Dragons
- **Knowledge (Religion):** Undead, some Outsiders
- **Knowledge (Technology):** Construct
- **Knowledge (Wilderness):** Animal, Fey, and Plant

Task	Knowledge	DC
Navigate star chart.	Astronomy	10
Track celestial objects.	Astronomy	10
Celestial navigation by sea.	Astronomy	15
Celestial navigation by spaceship	Astronomy	15
Identify underground hazard/trap	Dungeons	15 + trap's CR
Identify stone, metal, and minerals	Dungeons	10
Determine depth underground	Dungeons	20
Identify ethnicity or accent	Geography	10
Recognize regional terrain features	Geography	15
Know nearest notable locations	Geography	20
Know recent or significant event	History	10
Determine date of a specific event	History	15
Know obscure or ancient event	History	20
Know humanoid's subtype	Humanoids	10
Identify a spell that is in effect	Magic	20 + ½ spell level
Identify a spell that targeted you	Magic	25 + ½ spell level
Recognize a common deity's symbol	Religion	10
Know common mythology	Religion	15
Recognize obscure deity's symbol	Religion	20
Know current ruler and their symbol	Royalty	10
Know proper etiquette	Royalty	15
Know line of succession	Royalty	20
Determine common tactical logistics	Tactics	10
Organize formation fighting	Tactics	15
Determine complex fighting style	Tactics	20
Determine common technology	Technology	10
Determine technologies' creator & style	Technology	15
Identify complex technological items	Technology	20
Identify a common plant or animal	Wilderness	10
Identify unnatural weather phenomenon	Wilderness	15
Determine artificial nature or feature	Wilderness	20

This uses Luck as an ability.

Linguistics

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

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

This uses Luck as an ability.

Persuasion

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

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

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

This uses Luck as an ability.

Ride

Used for riding animals and other exotic beasts.

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

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

Spellcraft

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

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

This uses Magic as an ability.

Stealth

Used for sneaking, hiding objects or people, and picking locks.

Task	Stealth DC
Hide	Opposed Awareness Check
Sniping	30
Steal unattended object	15
Steal attended object	25
Pick Lock	Determined by Lock quality

This uses Agility as an ability.

Use Computers

Used for operating complex technology and hacking.

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

This uses Luck as an ability.

Use Magic Device

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

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

This uses Magic as an ability.

Alignment

Characters have morality on a 1-10 scale for both Holy/Unholy, and Order/Disorder. Neutrality means a character does not fit in either category completely, and is straying the line between the two.

	Order	Neutral	Disorder
Holy	Holy Order	Holy Neutrality	Holy Disorder
Neutral	Orderly Neutral	True Neutral	Disorderly Neutral
Unholy	Unholy Order	Unholy Neutrality	Unholy Disorder

With each side (Holy/Unholy and Order/Disorder), the character has a 1-10 scale as denoted below. 1-4 means they're Orderly/Holy, 5 means they're neutral, and 6-10 means they're Disorderly/Unholy.

Alignment	1	2	3	4	5	6	7	8	9	10
Order										
Divine										

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

Order: 4

Divine: 9

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

Holy vs Unholy

These represent the cosmic energies in the world tipping from one side to the other, fueling either the forces of good or evil. Holy energy is typically associated with angels, Heaven, and Nirvana. Unholy energy is typically associated with necromancy, demons, and Hell. Characters who are holy *can* work with those who are unholy, though they may need some reasoning behind said alliance such as a greater good.

Order vs Disorder

These represent the compulsion to follow tradition and order, or compulsion to rebel and seek freedom for themselves and all others. While the two conflict with each other, people who follow order or disorder are more likely to work with their opposite than people who follow holy or unholy. Order is typically (though sometimes wrongfully) associated with law, contracts, empires, and honor. Disorder is typically (though sometimes wrongfully) associated with rebels, freedom, criminals, and fighting dirty.

Rules

Always round down decimals.

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

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

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

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

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

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

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

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

Combat Rules

Characters have 4 actions during combat (Standard, Move, Swift, and Immediate).

Below is what actions can be done.

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

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

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

Drawing a weapon can be done as part of a move or charge at 2nd level. If it's done standing still, it's still a move action.

Charging grants the attacker +1 to hit & damage, but -2 to the charger's Defense.

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

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

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

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

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

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

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

Stability Attacks:

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

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

Two-Handing Weapons: A character can two-hand a one-handed weapon and must two-hand a two-handed weapon or else they take a -4 penalty to attack rolls and damage rolls are resolved at ½. Wielding a weapon in two hands adds 50% to the damage dealt with the weapon. Light weapons can be two-handed, but offer no bonuses for doing so.

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

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

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

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

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

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

Two-Weapon Fighting: Two weapons must be equipped at once. Off-hand attacks are made at ½ damage as opposed to the primary hand’s strength modifier.

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

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

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

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

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

Bonus Types

Bonus Type	Stacks?
Armor	No
Circumstance	Yes
Competence	No
Deflection	No
Dodge	Yes
Enchantment	No
Insight	No
Luck	Yes
Holy	No
Natural Armor	No
Profane	No
Racial	No
Resistance	No
Sacred	No
Shield	No
Size	No

The following are bonuses which can be applied to many things; including attack rolls, Defense & Avoid, skill checks, ability checks, and many other things. Unless stated, the same bonuses don't stack.

Encumbrance Effects

When carrying one of the following loads, use these stats. Carrying a light load is the normal stats for a character. The penalties applied affect skill checks and speed, as well as their running speed.

Load	Max Agility	Penalty	Medium Speed	Small Speed	Run
Light	Unmodified	0	30 ft.	20 ft.	x5
Medium	+3	-3	20 ft.	15 ft.	x4
Heavy	+1	-6	20 ft.	15 ft.	x3

Beyond the 25 Stat Cap

Stat #	Stat Bonus
26	+21
27	+22
28	+23
29	+24
30	+25
31	+26
32	+27
33	+28
34	+29
35	+30
36	+31
37	+32
38	+33
39	+34
40	+35
41	+36
42	+37
43	+38
44	+39
45	+40

In some instances, characters can break the stat cap. This can be done through magic items, ignitions, and other items or bonuses that say they break the stat cap. The bonuses to stats are listed to the left. In addition, the carrying capacity for a character with higher strength scores is increased.

Strength Score	Light Load	Medium Load	Heavy Load	Push/Drag
26	612 lbs.	1,224 lbs.	1,840 lbs.	9,200 lbs.
27	692 lbs.	1,384 lbs.	2,080 lbs.	10,400 lbs.
28	800 lbs.	1,600 lbs.	2,400 lbs.	12,000 lbs.
29	932 lbs.	1,864 lbs.	2,800 lbs.	14,000 lbs.
30	1,064 lbs.	2,132 lbs.	3,200 lbs.	16,000 lbs.
31	1,224 lbs.	2,452 lbs.	3,680 lbs.	18,400 lbs.
32	1,384 lbs.	2,772 lbs.	4,160 lbs.	20,800 lbs.
33	1,600 lbs.	3,200 lbs.	4,800 lbs.	24,000 lbs.
34	1,864 lbs.	3,732 lbs.	5,600 lbs.	28,000 lbs.
35	2,128 lbs.	4,256 lbs.	6,400 lbs.	32,000 lbs.
36	2,448 lbs.	4,896 lbs.	7,360 lbs.	36,800 lbs.
37	2,768 lbs.	5,536 lbs.	8,320 lbs.	41,600 lbs.
38	3,200 lbs.	6,400 lbs.	9,600 lbs.	48,000 lbs.
39	3,728 lbs.	7,456 lbs.	11,200 lbs.	56,000 lbs.
40	4,256 lbs.	8,528 lbs.	12,800 lbs.	64,000 lbs.
41	4,896 lbs.	9,808 lbs.	14,720 lbs.	73,600 lbs.
42	5,536 lbs.	11,088 lbs.	16,640 lbs.	83,200 lbs.
43	6,400 lbs.	12,800 lbs.	19,200 lbs.	96,000 lbs.
43	7,456 lbs.	14,928 lbs.	22,400 lbs.	112,000 lbs.
44	8,512 lbs.	17,024 lbs.	25,600 lbs.	128,000 lbs.
45	9,792 lbs.	19,584 lbs.	29,440 lbs.	147,200 lbs.

Spellcasting Rules

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

Arcane Casters: Zauberers, Incant Blades

Divine Casters: Chaplains

Psychic Casters: Preternaturists

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

Full Casters: Zauberers, Chaplains, and Preternaturists

Low Casters: Incant Blades, martial casting subtypes

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

Spells with effects (such as -2 Defense) without a duration listed use the basic duration of $\frac{1}{2}$ magic bonus.

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

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

Different casters prepare in different ways.

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

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

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

Magic Elements

The different types of magic are listed below with information on each element.

Arcane
Fire
Earth
Water
Wind
Electricity
Force
Corruption

Divine
Holy
Unholy

Psychic
Psychokinesis
Telekinesis

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

Fire

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

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

Earth

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

Common Personality Traits: Protective, stalwart, and calm.

Water

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

Common Personality Traits: Serene, selfless, and relaxed.

Wind

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

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

Electricity

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

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

Force

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

Common Personality Traits: Any.

Corruption

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

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

Holy vs. Unholy

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

Telekinesis vs. Psychokinesis

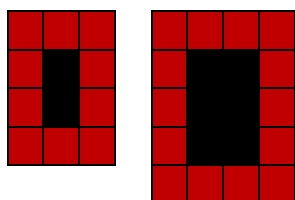
Telekinesis usually involves moving an object to your will while Psychokinesis involves another target's brain. Example: You can use **Telekinesis** to throw a knife at someone, or use **Psychokinesis** to batter their brains from the inside out.

Size Chart

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

Long Creatures

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



The chart to the left is an example of a Large (Long) represented by the black squares, and a Huge (Long). The threatened areas are marked in maroon.

Only Large and larger creatures can have Long variants.

Natural Reach

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

Stability

Creatures of large size and larger gain the bonus from Defense Bonus onto their Stability, and creatures of small size and smaller receive the bonus from Defense Bonus as a penalty to their Stability.

Increasing Damage Dice

When increasing the damage dice of a weapon, follow the chart as seen to the right. Count 2d4 as 1d8 and count 1d12 as 2d6.

Damage Dice Chart
1
1d2
1d3
1d4
1d6
1d8
1d10
2d6
2d8
3d6
3d8
4d6
4d8
6d6
6d8
8d6
8d8
12d6
12d8
16d8

Environmental Rules/Status Effects

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

Acid

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

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

Cold

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

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

Ice

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

Darkness

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

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

Falling Damage

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

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

Falling Objects

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

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

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

Flat-Footed

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

Heat

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

Boiling Water

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

Catching on Fire

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

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

Lava/Magma

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

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

Smoke

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

Starvation and Thirst

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

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

Suffocation

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

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

Water

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

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

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

Drowning

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

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

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

Status Effects

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

Bleed

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

Blindness

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

Broken

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

Confused

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

Cowering

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

Dazed

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

Dazzled

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

Deafened

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

Exhausted

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

Fatigued

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

Frightened

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

Nauseated

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

Panicked

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

Paralyzed

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

Petrified

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

Shaken

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

Staggered

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

Stunned

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

Unconscious

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

Languages

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

Human Languages

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

Non-Human Languages

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

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

Anglic

The native language to Angels of all kinds, different deities' angels have different accents of this language however all have their roots in the base form of Anglic. The language is comprised of very soft words often holding certain parts of words to make it sound less harsh. The language of the angels. This language is written with complex runes with a word being associated with each rune in a similar vein to Chinese. The words spoken in Anglic almost radiate a holy aura from them. Words spoken sound soft and sentences flow together. It is very difficult to sound harsh with Anglic without actively trying.

Ano

The language of alien beings from beyond the stars. It is recognized by its native speakers as "Galactic Common Speech", however to outsiders it's branded as "Ano", a variation of alien. The language consists of many small words that are strung together to make one big word.

Ayran

The language of those who live within the skies, Ayran is spoken by those who claim the sky as their domain. Birds are said to think in a variant of Ayran called Avyran, some even say their chirps are derived from Ayran roots. The language of intelligent avian creatures, Ayran is spoken like a bird's song with whistles and chirps that can be difficult for other non-avians to produce.

Binary

The language of machines and robots, it is a series of mechanical beeps and buzzes. It is nearly impossible to reproduce as a non-machine.

Blaggin

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

Dwarven

A harsh language similar to that of Rugo, its script even uses the Rugo alphabet. The spoken version is much different from the alphabet. The Dwarven spoken languages uses plenty of guttural trills and harsh syllables.

Dagonra

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

Elven

A complicated written and spoken language with plenty of uses of “sh” in its verbs. Non-Elves who speak Elven have a difficult time replicating a proper Elven accent. Those who speak Elven and aren’t native are said to speak “Rough Elven”.

Furya

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

Fyra

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

Goblin

A language which split into two forms due to the regions which speak it. The language from Goblinian, or “True Goblin” is a harsh tongue spoken by inhabitants there, however its spread is not as wide spread as “Gooblin” which originated from Goblins who lived on Heion. The Goblins on Heion gradually learned English, however their exposure to it was through internet memes. Because of this exposure, Goblins thought all of English was like this and created a distinct language almost separate from English that uses mostly “dank memes” for communication.

Naynat

The language of nature, its speech mimics a similar grammar style to German, however the words in Naynat have been described as sounding very Spanish. Despite this, the words are entirely different in meaning and contain many bilabial trills. Many forest communities learn Naynat in order to communicate with the wildlife.

Neu

A complex language formed from combining three different Asian languages near where the Nue resided. It combines Middle Japanese with the Thai and Korean languages used at the time. The writing system favors Japanese most of the time, however Thai writing is used for formal documents and letters, and Korean is used for the sake of writing names and titles.

Orc

Despite the connotations of Orcs being unintelligent, Orcish is a particularly difficult language made up of very harsh grunts and growls coupled alongside their guttural words. Speakers of Orc explain how no human language can sound this ugly, and demons prefer to learn Orc so they can sound intimidating with it, even more intimidating than Fyra.

Pront

The language of chaos, and thus an always changing language with new words popping into existence at least every day at a steady rate of 1-2 words. Despite the word bank being massive and intimidating most away, Pront is relatively simple and the additional words are most of the time the same word spelled in a different way or given different accent marks in order to make the speaker feel unique.

Rawn

The language of war, it was originally used by Orcs on their home planet, only to be spoken during battle and war. If it is used outside of war, it is considered an act of war. The language is not as harsh as Orc, though the word meanings focus much more on killing and tactics.

Rugo

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

Shadow Tongue

The racial language of the Shadowers, it is a quiet language spoken at little more than a whisper. It has an alphabet similar to that of the runes in Futhark, save that most of them which have hard edges are more curved to make them less harsh and intimidating.

Sori

The racial language of the Satori, and a creation of their own in an attempt to own their own culture. It is a modified version of Middle Japanese, though despite using Middle Japanese as a base it modified to suit the Sori personalities. It now sounds like a cross between Japanese and Korean, the Kanji of the old Japanese language used in favor of new Kanji in hopes of preserving the language's roots.

Zomn

The language of zombies and undead, it consists of little more than grunts and groans when spoken by undead with no intelligence, however because of their lack of intelligence the sentences in Zomn spoken in grunts are usually only one word. More complex sentences in Zomn require actually speaking the hissing language.

Carrying Capacity

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

The penalties and reduction in speed can be seen [Encumbrance Effects](#).

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

Weapons

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

Type Key:

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

Special Ability Key:

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

Special Rules for Weapons:

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

Simple Light Melee Weapons

Name	Price	Damage	Critical	Range	Weight	Type	Special
Unarmed Strike	—	1d3	x2	Melee	—	B	—
Dagger	1 G	1d4	19-20/x2	Melee	1 lbs.	P or S	Thrown Range 10 ft., Finesse
Stick	—	1d4	x2	Melee	1 lbs.	B	—
Stick, Sharp	—	1d4	x2	Melee	1 lbs.	P	—
Sickle	6 G	1d6	x2	Melee	2 lbs.	S	Trip

Simple One-Handed Melee Weapons

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

Simple Two-Handed Melee Weapons

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

Simple Ranged Weapons

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

Martial Light Melee Weapons

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

Martial One-Handed Melee Weapons

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

Martial Two-Handed Melee Weapons

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

Martial Ranged Weapons

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

Exotic Light Melee Weapons

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

Exotic One-Handed Melee Weapons

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

Exotic Two-Handed Melee Weapons

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

Exotic Ranged Weapons

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

Exotic One-Handed Firearms

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

Exotic Two-Handed Firearms

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

Ammunition

Name	Price	Ammo	Weight	Type	Special
Arrows (20)	1 G	20	3 lbs.	P	—
Blunt Arrows (20)	2 G	20	3 lbs.	B	Nonlethal
Crossbow Bolts (20)	1 G	20	1 lbs.	P	—
Firearm Bullets (30)	30 G	30	1 lbs.	B and P	—
Sling Rock (10)	1 G	10	1 lbs.	B	—
9mm Clip	5 G	9	1 lbs.	B and P	—
Revolver Clip	5 G	6	1 lbs.	B and P	—
Shotgun Shells	5 G	4	1 lbs.	B and P	—
Gas Tank	50 G	5	20 lbs.	Fire	—
Missile	50 G	1	5 lbs.	Fire	—
.50 Caliber Cartridge	5 G	12	1 lbs.	B and P	—

Improvised Weapons

-4 penalty to attack rolls with improvised weapons.

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

Scientific Weapons

Scientific weapons still fall under the Simple, Martial, and Exotic categories. However, some games may not wish to include these so they have been given their own category. Scientific weapons are categorized by weapons beyond the Modern age.

Martial One-Handed

Name	Price	Damage	Critical	Range	Weight	Type	Special
Shock Baton	500 G	1d8	x2	Melee	1 lbs.	B and E	DC 14 END save or Stunned
MA Whip	7,000 G	2d6	18-20/x3	Melee	1 lbs.	F and E	Melee Reach: 15 ft.

Exotic Light

Name	Price	Damage	Critical	Range	Weight	Type	Special
Plasma Dagger	600 G	1d4	18-20/x2	Melee	1 lbs.	F and E	Thrown Range: 10 ft., Sunder
Plasma Smallsword	650 G	1d6	19-20/x2	Melee	2 lbs.	F and E	Sunder

Exotic One-Handed

Name	Price	Damage	Critical	Range	Weight	Type	Special
Plasma Longsword	750 G	1d8	19-20/x2	Melee	3 lbs.	F and E	Sunder

Exotic Two-Handed

Name	Price	Damage	Critical	Range	Weight	Type	Special
Plasma Greatsword	1,000 G	2d6	19-20/x2	Melee	5 lbs.	F and E	Sunder
Plasma Glaive	1,000 G	1d10	x3	Melee	14 lbs.	F and E	Melee Reach: 10 ft., Sunder
Plasma Spear	1,000 G	1d8	x3	Melee	10 lbs.	F and E	Melee Reach: 10 ft., Sunder

(Exotic) Rare Technological Firearms

Name	Price	Damage	Critical	Range	Weight	Type	Special
Archangel	8,000 G	1d10	x4	20 ft.	16 lbs.	B and P	One-Handed
Bad Boy	12,000 G	2d8	x4	40 ft.	24 lbs.	B and P	—
Donnerknall	10,000 G	1d10	18-20/x2	Special	20 lbs.	Sonic	30 ft. Cone, DC 22 AGI save for half.
Tesla Werfer	16,000 G	2d6	x4	50 ft.	15 lbs.	E	—
Hölle Wirbel	12,000 G	3d6	x2	Special	14 lbs.	F	30 ft. Cone, DC 22 AGI save or catch on fire
Divinity Drive	20,000 G	2d4	19-20/x2	80 ft.	16 lbs.	Special	Does either Holy or Unholy
Empyrean Bolt Cannon	80,000 G	4d6	18-20/x2	60 ft.	40 lbs.	B and P	Grants wielder Rapid Shot feat if they don't have it. +4 to hit if they do.

Weapon Enhancements

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

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

Name	Price	Crafting Ingredients	Effects
Iron	+500 G	Iron ore (x2)	Weapon weight is increased by +4 lbs. and gain a +2 to damage.
Steel	+800 G	Steel ore (x2)	Weapon weight is increased by +6 lbs. and gain a +4 to damage.
Mithral	+2,000 G	Mithral ore (x2)	Weapon weight is halved, and wielder gains +1 Agility while wielding a mithral weapon.
Adamantine	+4,000 G	Adamant ore (x2)	Weapon weight is increased by +10 lbs. and gain a +2 to damage. Bypass DR/Adamantine.
Electric Battery	+1,500 G	Battery and wire.	Deal an additional 1d6 electricity damage on attacks.
Hellfire Runes	+3,500 G	Virgin blood, Fyra language	Deal an additional 1d8 points of fire damage on attacks.
Magma Ammunition	+600 G	Cooled magma (x2)	Deal 1d6 points of fire damage when used on a ranged weapon. (15 Ammunition)
Spirit String	+5,000 G	Bottled soul	Bow-type weapon adds Strength or Magic modifier to damage, whichever is higher.
Unholy Weapon	+4,000 G	Shadow residue	Deals an additional 1d8 unholy damage on attacks. (d8 is x2 damage to angel type)
Holy Weapon	+4,000 G	Angel feather	Deals an additional 1d8 holy damage on attacks. (d8 is x2 damage to demon type)
Meteoric Iron	+600 G	Meteoric Iron Ore (x2)	Gain a +2 Luck while wielding a meteoric iron weapon.
Cold Iron	+1,600 G	Cold Iron Ore (x2)	Gain a +1 to damage, and -2 on critical confirmation rolls. Bypass DR/Cold Iron.
Silver	+1,000 G	Silver Ore (x2)	Gain a +1 Magic while wielding a silver weapon. Bypass DR/Silver.
Gold	+2,000 G	Gold Ore (x2)	Gain a +2 to hit, but -1 to damage.
Platinum	+8,000 G	Platinum Ore (x2)	Gain a +4 to hit.
Orichalcum	+2,000 G	Orichalcum (x2)	Gain a +2 to damage, but -2 to hit.
Plasma	+10,000 G	Plasma Core (x1), Iron Ore (x1), Exhaust (x1)	Weapon deals fire and electricity damage, bypasses vehicle DR, and ½ weight. +2 damage.

Specific Weapons

These weapons are magically enhanced to be more powerful than normal weapons. Some are ludicrously hard to obtain, others are small nuisances. Whatever the case, these weapons grant big bonuses and offer great rewards to those who can either find or craft these sets. The crafting requirements are next to the artisan DC. These can't be changed by Weapon Enhancements. These weapons can be made +1 to +5.

TH = Two-Handed, OH = One-Handed, L = Light, RNG = Ranged

Name	Price	Damage	Critical	Range	Weight	Type	Proficiency	Special
Light Blade	7,000 G	1d8	19-20/x2	Melee	5 lbs.	S	Martial L	+2 Agility
Dark Blade	6,600 G	1d10	x2	Melee	8 lbs.	S	Martial OH	+2 Strength
Keen Blade	8,000 G	1d8	18-20/x2	Melee	6 lbs.	S	Martial OH	+4 Luck
Blazing Blade	1,100 G	1d6	19-20/x2	Melee	10 lbs.	S	Martial OH	+1d6 fire
Magic Blade	1,500 G	1d8	18-20/x2	Melee	9 lbs.	S and P	Martial OH	+4 Magic
Angelic Spear	8,000 G	1d10	18-20/x2	Melee	14 lbs.	P	Martial TH	+1d8 holy
Demonic Spear	35,500 G	1d12	19-20/x3	Melee	16 lbs.	P	Martial TH	+1d8 unholy
Titan Sword	8,000 G	2d8	x4	Melee	26 lbs.	S	Martial TH	Brutish
Arc Club	3,300 G	1d10	x2	Melee	15 lbs.	B	Exotic OH	+1d6 electricity
Throwing Blade	1,500 G	1d6	x2	30 ft.	4 lbs.	P	Exotic RNG	—
Sniper Rifle	1,600 G	1d12	x4	200 ft.	28 lbs.	B and P	Exotic RNG	+2 Agility
AR-15	2,400 G	2d6	x3	100 ft.	7 lbs.	B and P	Exotic RNG	—

Weapon Artisan DCs and Crafting Ingredients

Name	Artisan DC
Light Blade	54
Dark Blade	52
Keen Blade	49
Blazing Blade	35
Magic Blade	38
Angelic Spear	56
Demonic Spear	68
Titan Sword	49
Arc Club	46
Throwing Blade	38
Sniper Rifle	40
AR-15	43

Name	Crafting Ingredients
Light Blade	Angel Feather (x1), Silver Ore (x2)
Dark Blade	Shadow Residue (x1), Meteoric Iron Ore (x2)
Keen Blade	Dragon Fang (x2)
Blazing Blade	Obsidian (x1), Cooled Magma (x2)
Magic Blade	Silver Ore (x1), Mithral Ore (x1)
Angelic Spear	Angel Feather (x1), Platinum Ore (x1)
Demonic Spear	Hell Ice (x1), Silver Ore (x2)
Titan Sword	Adamant Ore (x4)
Arc Club	Steel Ore (x2), Battery (x2), Wire (x1)
Throwing Blade	Orichalcum Ore (x1), Wire (x1)
Sniper Rifle	Steel Ore (x4)
AR-15	Steel Ore (x6)

Armor

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

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

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

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

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

Armor Type Key

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

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

Armor Enhancements

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

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

Name	Price	Crafting Ingredients	Effects
Leather	+100 G	Animal hide (x4)	Decrease AB by 2, decrease AP by 6, and increase ATD by 4. Weight is halved.
Wood	+300 G	Wooden Logs (x5)	Increase AB by 2, increase AP by 3, and decrease ATD by 2. +5 lbs. to weight.
Iron	+500 G	Iron ore (x2)	Increase AB by 1, do not modify AP or ATD. +15 lbs. to weight.
Steel	+800 G	Steel ore (x2)	Increase AB by 2, increase AP by 1, and decrease ATD by 1. +18 lbs. to weight.
Mithral	+2,000 G	Mithral ore (x2)	Decrease AP by 3 and increase ATD by 2. Weight is halved, +10 ft. move speed.
Adamantine	+4,000 G	Adamant ore (x2)	Increase AB by 3, decrease ATD by 1, gain DR 5/Adamantine, and +20 lbs. to weight.
Meteoric Iron	+600 G	Meteoric Iron Ore (x2)	Increase AB by 1 and decrease AP by 1. +16 lbs. to weight.
Cold Iron Ore	+1,600 G	Cold Iron Ore (x2)	Increase AB by 2, increase AP by 1, and increase ATD by 1. +19 lbs. to weight.
Silver	+1,000 G	Silver Ore (x2)	Increase AB by 1, decrease AP by 1, and Increase ATD by 1. -8 lbs. to weight.
Gold	+2,000 G	Gold Ore (x2)	Increase AB by 1 and decrease ATD by 2. +5 lbs. to weight.
Platinum	+8,000 G	Platinum Ore (x2)	Increase AB by 2 and decrease AP by 2.
Orichalcum	+2,000 G	Orichalcum (x2)	Decrease AB by 2 and increase ATD by 3. Weight is halved.

Specific Armor

These sets of armor are magically enhanced and have special requirements for being crafted. Some are ludicrously hard to obtain, others are small nuisances. Whatever the case, these sets of armor grant big bonuses and offer great rewards to those who can either find or craft these sets. These can't be changed by Armor Enhancements. These armors can be made +1 to +5.

Name	Price	Type	AB	AP	ATD	Speed	Weight	Crafting Ingredients	Special
Slack Armor	1,000 G	L	+5	0	+14	30 FT	10 lbs.	Animal Hide (x4), Iron Ore (x2), Rubber (x4)	+10 FT Move Speed
Static Plate	4,500 G	L	+3	-1	+20	30 FT	12 lbs.	Mithral Ore (x2), Battery (x2), Wire	Electricity Resistance 15
Angel Silk	12,000 G	L	+2	0	+25	30 FT	3 lbs.	Angel Feather (x6)	Holy Immunity
Heck Armor	6,750 G	L	+6	-4	+15	30 FT	20 lbs.	Shadow Residue (x1), Iron Ore (x3)	Unholy Resistance 5
Stealth Armor	28,000 G	L	+4	0	+25	30 FT	14 lbs.	Shadow Residue (x4), Mithral Ore (x4)	Stealth Checks +5
Hell Armor	20,000 G	M	+14	-8	+12	25 FT	40 lbs.	Virgin Blood (x4), Shadow Residue (x2), Adamant Ore (x6), Hell Ice (x2)	Unholy Immunity
Spirit Armor	7,000 G	M	+7	-4	+13	30 FT	30 lbs.	Bottled Soul (x1), Mithral Ore (x2)	Magic Resistance 14
Retardant Armor	2,800 G	H	+9	-6	+10	20 FT	65 lbs.	Cooled Magma (x4), Steel Ore (x4)	Fire Resistance 20
Dragon Mail	25,600 G	H	+16	-10	+9	20 FT	70 lbs.	Dragon Hide (x3), Steel Ore (x4)	DR 15/Magic
Adamantine Armor	90,000 G	H	+18	-12	+8	15 FT	80 lbs.	Adamant Ore (x45)	DR 5/Adamantine

Armor DCs

Name	Artisan DC
Slack Armor	32
Static Plate	40
Angel Silk	60
Heck Armor	48
Stealth Armor	56
Hell Armor	70
Spirit Armor	45
Retardant Armor	35
Dragon Mail	52
Adamantine Armor	64

Items

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

Name	Price	Effect
Salve Tier I	20 G	Heals 5 points of HP.
Salve Tier II	40 G	Heals 10 points of HP.
Salve Tier III	120 G	Heals 40 points of HP.
Salve Tier IV	400 G	Heals 80 points of HP.
Salve Tier V	800 G	Heals 160 points of HP.
Salve Tier VI	1,200 G	Heals 240 points of HP.
Salve Tier VII	1,800 G	Heals 300 points of HP.
Salve Tier VIII	2,200 G	Heals 420 points of HP.
Salve Tier IX	2,600 G	Heals 580 points of HP.
Salve Tier X	3,200 G	Heals 610 points of HP.
Armor Plating	250 G	Increases Defense by 4 for 1d4+1 rounds.
Slippery Oil	250 G	Increases Avoid by 4 for 1d4+1 rounds.
Better Plating	750 G	Increases Defense by 8 for 1d4+3 rounds.
Better Oil	750 G	Increases Avoid by 8 for 1d4+3 rounds.
Superior Plating	1,500 G	Increases Defense by 14 for 1d4+6 rounds.
Superior Oil	1,500 G	Increases Avoid by 14 for 1d4+6 rounds.

Drugs

Each one increases a stat when taken, and makes the character stronger. Characters can become addicted to drugs (a DC 15 RES save to not seek out the drug, and 1d4 nonlethal damage for every day they have not consumed the drug). Becoming addicted happens when a character uses the drug twice within the same day.

Name	Price	Effect
Steroid	1,000 G	Strength +2 for 4 rounds.
Hype	1,000 G	Agility +2 for 4 rounds.
Soul Blaze	1,000 G	Magic +2 for 4 rounds.
Spirit Harden	1,000 G	Resistance +2 for 4 rounds.
Regeneroid	1,000 G	Endurance +2 for 4 rounds.
Lucky Pills	1,000 G	Luck +2 for 4 rounds.
Super Steroid	2,000 G	Strength +4 for 6 rounds.
Hype+	2,000 G	Agility +4 for 6 rounds.
Great Blaze	2,000 G	Magic +4 for 6 rounds.
Spirit Strengthen	2,000 G	Resistance +4 for 6 rounds.
Regeneroid+	2,000 G	Endurance +4 for 6 rounds.
Lucky Dosage	2,000 G	Luck +4 for 6 rounds.

Poison

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

Poison penalties last for 1d4+1 rounds.

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

Specific Poisons

Name	Price	Type	Effect	END Save	Artisan DC
Reason Bane	600 G	Injury	50% chance to lose turns for 1d4 rounds.	13	12
Dream Venom	600 G	Injury	Fall asleep.	16	15
Demon Bile	900 G	Injury	3 END damage, alignment changes to Disorderly Unholy for 1d3 rounds.	14	13
Doom Lily Pollen	750 G	Ingest	1d6 rounds of sickness.	17	16
Magma Blood Pollen	900 G	Ingest	1d6 fire damage for 1d8 rounds. Successful save ends effects.	15	14
Coolington's Brew	900 G	Ingest	1d6 rounds of speaking only in dank memes and 50% chance to lose turn. Goblins are immune to this.	18	17
Orc War Grog	900 G	Ingest	1d6 rounds of +4 Strength and 50% chance to attack allies.	16	15
Shadowdust	600 G	Injury	1d6 unholy damage for 3 rounds.	19	16
Elvish Absinthe	750 G	Ingest	50% chance of attacking self instead of enemies for 1d3 rounds.	22	19
Dwarf Moonshine	600 G	Ingest	Blindness for 1d4 rounds.	25	22

Materials

These are used for crafting Weapon and Armor Enhancements. Upon being used for crafting, these materials are expended.

Material Name	Price
Iron Ore	250 G
Steel Ore	400 G
Mithral Ore	1,000 G
Adamant Ore	2,000 G
Animal Hide	25 G
Battery	1,000 G
Wire	500 G
Virgin Blood	7,000 G
Cooled Magma	300 G
Bottled Soul	5,000 G
Shadow Residue	4,000 G
Angel Feather	4,000 G
Wooden Log	60 G
Hell Ice	34,500 G
Rubber	100 G
Dragon Fang	4,000 G
Dragon Hide	8,000 G
Cold Iron Ore	800 G
Silver Ore	500 G
Gold Ore	1,000 G
Platinum Ore	4,000 G
Glass	100 G
Orichalcum Ore	1,000 G
Meteoric Iron Ore	300 G
Obsidian	500 G
Plasma Core	4,000 G
Exhaust	5,750 G

Miscellaneous Items

Foodstuff, ladders, and all of the other types of miscellaneous gear a character will need! These items have no weight, and as many as the players like can be carried up to the GM's proposed limit. HP healing items can only heal a character up to three times per day, and temporary HP granting items can only give a character up to +15 temporary HP.

Name	Price	Effects
Alcohol (Poor)	2 G	+1 Luck, -1 Agility for 3 rounds.
Alcohol (Average)	10 G	+2 Luck, -2 Agility for 5 rounds.
Alcohol (Good)	80 G	+3 Luck, -3 Agility for 7 rounds.
Alcohol (Noble)	300 G	+4 Luck, -4 Agility for 9 rounds.
Coffee	16 G	Reduce exhaustion to fatigue.
Tea	14 G	Negate fatigue.
Milk	20 G	Recover 5 HP.
Bread	5 G	Recover 2 HP.
Cheese	20 G	Recover from a single poison.
Meat	15 G	Grant +5 Temporary HP.
Rations (1 day)	5 G	Prevents starvation for 1 day.
Torch	1 G	Grants a 20 ft. radius of light.
Flashlight	10 G	Grants a 40 ft. cone of light.
LED Flashlight	60 G	Grants a 60 ft. cone of light.
Rope (50 ft.)	1 G	Used for tying and climbing.
Ladder	30 G	Move vertically 30 ft. against wall.
Step Ladder	10 G	Move vertically 10 ft. anywhere.
Clothing	1 G	Clothing. No armor benefits.

Magic Weapons and Armor

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

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

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

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

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

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

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

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

Wondrous Items

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

Slots for Magic Items:

- Face (Mask, Helmet, Helm, Hat, Cap)
- Neck (Cloak, Cape, Amulet)
- Body (Vest, Shirt)
- Hands (Gloves)
- Belt (Belt, Sash)
- Ring (Ring) - As an exception to the rule, a character can wear two rings.
- Boots (Boots)

Name	Price	Benefit
Amulet of Iron Skin +1	2,000 G	Gain a +1 Natural Armor to Defense.
Amulet of Iron Skin +2	8,000 G	Gain a +2 Natural Armor to Defense.
Amulet of Iron Skin +3	18,000 G	Gain a +3 Natural Armor to Defense.
Amulet of Iron Skin +4	32,000 G	Gain a +4 Natural Armor to Defense.
Amulet of Iron Skin +5	50,000 G	Gain a +5 Natural Armor to Defense.
Ring of Force +1	2,000 G	Gain a +1 Deflection bonus to Defense and Avoid.
Ring of Force +2	8,000 G	Gain a +2 Deflection bonus to Defense and Avoid.
Ring of Force +3	18,000 G	Gain a +3 Deflection bonus to Defense and Avoid.
Ring of Force +4	32,000 G	Gain a +4 Deflection bonus to Defense and Avoid.
Ring of Force +5	50,000 G	Gain a +5 Deflection bonus to Defense and Avoid.
Cloak of Dreams +1	2,000 G	All saving throws gain a +1 resistance bonus.
Cloak of Dreams +2	8,000 G	All saving throws gain a +2 resistance bonus.
Cloak of Dreams +3	18,000 G	All saving throws gain a +3 resistance bonus.
Cloak of Dreams +4	32,000 G	All saving throws gain a +4 resistance bonus.
Cloak of Dreams +5	50,000 G	All saving throws gain a +5 resistance bonus.
Belt of Strength +2	4,000 G	Grants an enhancement bonus to Strength.
Belt of Strength +4	16,000 G	Grants an enhancement bonus to Strength.
Belt of Strength +6	36,000 G	Grants an enhancement bonus to Strength.
Belt of Endurance +2	4,000 G	Grants an enhancement bonus to Endurance.
Belt of Endurance +4	16,000 G	Grants an enhancement bonus to Endurance.
Belt of Endurance +6	36,000 G	Grants an enhancement bonus to Endurance.
Ring of Magic +2	4,000 G	Grants an enhancement bonus to Magic.
Ring of Magic +4	16,000 G	Grants an enhancement bonus to Magic.
Ring of Magic +6	36,000 G	Grants an enhancement bonus to Magic.
Ring of Resistance +2	4,000 G	Grants an enhancement bonus to Resistance.
Ring of Resistance +4	16,000 G	Grants an enhancement bonus to Resistance.
Ring of Resistance +6	36,000 G	Grants an enhancement bonus to Resistance.
Gloves of Agility +2	4,000 G	Grants an enhancement bonus to Agility.
Gloves of Agility +4	16,000 G	Grants an enhancement bonus to Agility.
Gloves of Agility +6	36,000 G	Grants an enhancement bonus to Agility.

Gloves of Luck +2	4,000 G	Grants an enhancement bonus to Luck.
Gloves of Luck +4	16,000 G	Grants an enhancement bonus to Luck.
Gloves of Luck +6	36,000 G	Grants an enhancement bonus to Luck.
Belt of Saves +2	1,000 G	Grants a bonus to Strength or Endurance saves. Chosen when bought.
Vest of Saves +2	1,000 G	Grants a bonus to Magic or Resistance saves. Chosen when bought.
Ring of Saves +2	1,000 G	Grants a bonus to Agility or Luck saves. Chosen when bought.
Belt of Saves +4	4,000 G	Grants a bonus to Strength or Endurance saves. Chosen when bought.
Vest of Saves +4	4,000 G	Grants a bonus to Magic or Resistance saves. Chosen when bought.
Ring of Saves +4	4,000 G	Grants a bonus to Agility or Luck saves. Chosen when bought.
Belt of Saves +6	9,000 G	Grants a bonus to Strength or Endurance saves. Chosen when bought.
Vest of Saves +6	9,000 G	Grants a bonus to Magic or Resistance saves. Chosen when bought.
Ring of Saves +6	9,000 G	Grants a bonus to Agility or Luck saves. Chosen when bought.
Belt of Saves +8	16,000 G	Grants a bonus to Strength or Endurance saves. Chosen when bought.
Vest of Saves +8	16,000 G	Grants a bonus to Magic or Resistance saves. Chosen when bought.
Ring of Saves +8	16,000 G	Grants a bonus to Agility or Luck saves. Chosen when bought.
Belt of Saves +10	25,000 G	Grants a bonus to Strength or Endurance saves. Chosen when bought.
Vest of Saves +10	25,000 G	Grants a bonus to Magic or Resistance saves. Chosen when bought.
Ring of Saves +10	25,000 G	Grants a bonus to Agility or Luck saves. Chosen when bought.
Boots of Movement	5,000 G	Grants a +10 ft. bonus to movement speed.

Wands

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

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

Auras

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

Ignition

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

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

Combinations:

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

Spells

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

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

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

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

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

Arcane: Zauberer and Incant Blade

Divine: Chaplain

Psychic: Preternaturist

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

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

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

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

Stat Key

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

Arcane

Name	Type	Attack?	Description	Damage Dice	Level Required
Zap	Simple	Yes	40 ft. ranged electricity attack, END save or jitter 5 feet in a random direction.	1d4	1 st
Boil	Simple	Yes	Melee fire attack.	2d4	1 st
Detect Magic	Simple	No	Detects any magic in a 30 ft. cone.	—	1 st
Prestidigitation	Simple	No	Creates minor tricks, sounds, and crude objects.	—	1 st
Voice Transfer	Simple	No	Transfer voice into objects. Triggers on touch.	—	1 st
Icicle	Simple	Yes	Melee water attack, END save or take a -10 ft. move speed for 1d2+MAG mod rounds.	1d6	1 st
Rock Shard	Simple	Yes	30 ft. ranged earth attack. END save or -2 to Defense and Avoid.	1d6	1 st
Rake	Complex	Yes	Melee slashing attack, 18-20/x2 critical range.	1d8	1 st
Mud Splash	Complex	Yes	20 ft. ranged attack, blinds for 1d4 rounds (50% miss chance)	—	1 st
Blood Boil	Complex	No	END save or take damage per round for 1d4 rounds. 50 ft. ranged fire attack.	1d6	1 st
Force Armor	Complex	No	Grant self or ally in melee range +4 Defense.	—	1 st
Steam Armor	Complex	No	Grant self or ally a 50% miss chance for 1 round.	—	1 st
Gloom	Complex	No	20 ft. ball of darkness blinds anyone inside.	—	1 st
Spider's Web	Complex	Yes	15 ft. cone of spider web. STR save or halve movement.	—	1 st
Corrupted Ray	Complex	Yes	20 ft. ranged corruption attack. Enemies hit must make END save or be sickened.	1d8	1 st
Quick Armor	Simple	No	Grant self or ally in melee range +2 Defense.	—	5 th
Quick Zap	Simple	Yes	Make a 60 ft. ranged electricity attack. END save or jitter 5 ft. in a random direction.	1d6	5 th
Read Thoughts	Simple	No	RES save or target's thoughts are read.	—	5 th
Seduce	Simple	No	LUK save or target can't attack you for 2 rounds	—	5 th
Laughter	Simple	No	LUK save or target loses a turn laughing.	—	5 th
Gravity Weapon	Complex	No	Grant +3 damage to selected weapon.	—	5 th
Curse Life	Complex	Yes	Melee attack that deals damage that cannot be healed for 1d6+1 rounds.	1d12	5 th
Curse Armor	Complex	Yes	Enemy struck by melee attack takes -4 to Armor.	—	5 th
Scarred Burn	Complex	Yes	Make a 50 ft. ranged fire attack. AGI save or catch on fire, taking 1d4 damage over duration.	2d4	5 th
Tangle	Complex	Yes	Make a 50 ft. ranged attack to trip.	—	5 th
Block Energy	Complex	No	Character touched gains Resistance 10 against an arcane element chosen.	—	5 th
Energy Strike	Complex	Yes	Melee attack deals single element damage.	3d4	5 th
Dual Type Strike	Complex	Yes	Melee attack deals two elements as damage.	2d6	5 th
Rocky Punch	Complex	Yes	Melee earth attack. STR mod to damage.	2d10	5 th

Lightning Bolt	Complex	Yes	70 ft. line of electricity. AGI save or take damage. END save or target jitters in a random direction 15 ft.	3d8	5 th
Acid Splash	Complex	Yes	30 ft. ranged acid attack. Upon hitting its target, it splashes to adjacent enemies, dealing 2d6.	3d8	5 th
Blizzard	Complex	No	20 ft. radius of water. STR save or lose 15 ft. speed. Lose 5 ft. every other turn unless the radius is left, or a new STR save succeeds.	2d6	5 th
Chain Lightning	Complex	Yes	AGI save or hits 1d4 targets in a 10 ft. spread.	2d8	5 th
Slumber	Complex	Yes	30 ft. range. Make RES and LUK save or fall asleep.	—	5 th
Dazzling Spark	Complex	Yes	30 ft. range. RES save or reduced to 1 action. Lasts 1d4+2 rounds.	—	5 th
Mystify	Complex	Yes	30 ft. range. RES save or blinded for 1d6 rounds.	—	5 th
Splitting Image	Complex	Yes	40 ft. range. RES save, or become drunk. Caster is seen as 3 people. Roll a 1d3 on attack, 1 and 2 being auto misses with 3 is the caster.	—	5 th
Concuss	Complex	Yes	30 ft. ranged force attack. END save or the target loses their turn. Lasts only 1 round.	2d4	5 th
Confusion	Complex	Yes	25 ft. ranged attack. Target makes RES save or attacks self instead of enemy. Lasts 1d4 rounds.	—	5 th
Imaginary Friend	Complex	No	Invisible force carries weight for the day, using caster's MAG score as STR for carry weight.	—	5 th
Corruption Blast	Complex	Yes	20 ft. radius around self will deal corruption damage to those who fail an END save.	2d8	5 th
Quick Defenses	Simple	No	Grant self or ally in melee range +4 Defense.	—	10 th
Life Link	Simple	No	Absorb ½ allies' HP within melee range.	—	10 th
Temp Language	Simple	No	Ally within 30 ft. understands chosen language.	—	10 th
Flight	Simple	No	Gain a fly speed = to land speed.	—	10 th
Force Missile	Simple	Yes	Attack with a 60 ft. ray of force. END save or be pushed back 10 ft.	3d6	10 th
Great Defenses	Complex	No	Grant self or ally in melee range +8 Defense.	—	10 th
Chilled Blood	Complex	Yes	40 ft. water ranged attack, END save or reduce movement speed to 0 for 2 rounds.	1d10	10 th
Rock Slam	Complex	Yes	Melee attack, END save or fall prone.	1d12	10 th
Element Wall	Complex	No	Make a 40 ft. passable wall. Enemies who pass through take damage.	2d6	10 th
Rock-et	Complex	Yes	60 ft. ranged earth attack. Use Strength modifier. Enemy hit is launched 1d10 ft. in air.	4d10	10 th
Rocky Hail	Complex	Yes	50 ft. radius of earth. AGI save or take damage while inside the radius. Lasts 2d4 rounds.	2d8	10 th
Destabilize	Complex	Yes	50 ft. range. END save or target's body is unaffected by gravity. They float up 1d10 ft. per round for 3 rounds.	—	10 th

Zephyr	Complex	Yes	50 ft. ranged attack against Stability to knock prone and push back 20 ft.	—	10 th
Volley of Flame	Complex	Yes	1d4 30 ft. ranged fire attacks with a 10 ft. radius burst. Deals minimum damage to burst squares.	2d6	10 th
Lightning Blast	Complex	Yes	1d3 30 ft. ranged electricity attacks. Upon hitting, target jitters 5 ft. away for each hit.	—	10 th
Corruption	Complex	Yes	Enemy within 30 ft. who fails END save takes Resistance or Endurance damage.	1d6	10 th
Tough Limb	Simple	No	Ally in melee range gains +40 HP to body part. This does not affect their normal HP.	—	15 th
Wind Barrier	Simple	No	Self or ally in melee range block up to 5 ranged attacks.	—	15 th
Stone Body	Simple	No	Self or ally in melee range gain +6 Defense, and +15 HP for 8 rounds.	—	15 th
Dream Powder	Complex	No	Adjacent enemies make RES save or fall asleep.	—	15 th
Wind Slashes	Complex	Yes	Wind attack at 2 enemies within 40 feet.	4d6	15 th
Element Barrier	Complex	No	Make a 20 ft. passable wall. Enemies who pass through take damage.	4d8	15 th
Hurricane	Complex	Yes	30 ft. radius wind attack. Anyone inside is attacked vs. Stability. A hit sucks the target 4d10 ft. in the air (round up to the nearest 5 ft.)	2d8	15 th
Withering Gaze	Complex	Yes	40 ft. ranged attack, deals STR damage.	1d6	15 th
Boulder Drop	Complex	Yes	15 ft. radius earth attack. AGI save for half damage, Strength save or Speed is reduced to 0.	4d8	15 th
Eruption	Complex	Yes	40 ft. radius fire attack. AGI save for half damage.	8d6	15 th
White Out	Complex	Yes	40 ft. ranged water attack. RES save or damage inflicts a 10 ft. cloud of blinding. New save to new targets.	4d8	15 th
Acid Dart	Complex	Yes	40 ft. ranged earth attack. RES save or blood starts to dissolve, taking damage dealt per round for the duration until a successful RES save.	2d8	15 th
Thunderclap	Complex	Yes	30 ft. cone, END save or deaf.	2d8	15 th
Rain of Icicles	Complex	Yes	20 ft. radius with 1d6 ranged water attacks. Each hit deals 10 damage to target's speed. (Min 0 ft.)	—	15 th
Combusting Gaze	Complex	Yes	40 ft. ranged fire attack. Target makes RES save or takes fire damage and is set on fire. Take damage until RES save is made.	2d8	15 th
Mass Confusion	Complex	Yes	30 ft. radius of confusion. Lasts 2d4+1 rounds.	—	15 th
Mass Slumber	Complex	Yes	30 ft. radius of slumber. Lasts 1d3 rounds.	—	15 th
Mass Seduce	Complex	Yes	30 ft. radius of seduce. Lasts 2d6+1 rounds.	—	15 th
Mass Destabilize	Complex	Yes	30 ft. radius of destabilize. Lasts 1d6 rounds.	—	15 th
Imaginary Foe	Complex	No	Create duplicate of self, using MAG as STR and RES as AGI for melee attacks. Duplicate cannot cast, but can wield weapons.	—	15 th

Imaginary Monster	Complex	No	Creates a ghostly duplicate of a monster. Its level is the caster's level, and lasts 5 rounds.	—	15 th
Corrupt Choke	Complex	Yes	Enemy within 50 ft. must make END save or begin suffocating and taking corruption damage.	4d8	15 th
Magnetize	Complex	Yes	50 ft. ranged attack. STR save or target becomes stuck to a metal object. Weapons do not stick.	—	15 th
Quick Shunt	Simple	No	Self and up to two allies touched are shunted 30 ft. in any direction (except in the ground or sky)	—	20 th
Frail Form	Simple	No	Self or ally appears weak. Attackers take -5 to hit them unless they are Disorderly Unholy.	—	20 th
Great Flight	Simple	No	Gain a fly speed = to double land speed.	—	20 th
Disable Limb	Complex	Yes	Enemy makes an END save or their arm, leg, or chest (caster's choice) is reduced to 0 HP.	Special	20 th
Heart Attack	Complex	Yes	Enemy makes END save or takes 10 points of damage per ½ magic bonus.	Special	20 th
Element Fortress	Complex	No	Make a moldable 80 ft. line. Deals damage to enemies who pass through.	5d12	20 th
Gravitize	Complex	No	Self or ally touched is no longer hindered by gravity. Can walk up and down walls.	—	20 th
Radical Ray	Complex	Yes	60 ft. ray. RES save or take one of the following effects: Sleep, Trip, Disarm, +4d8 damage, confusion, or Groin HP reduced to 0. Roll a 1d6 to determine what effect is taken.	3d4	20 th
Freeze the Blood	Complex	Yes	60 ft. range. END save or frozen solid. Melee attacks shatter the one frozen inside. Fire spells unthaw target.	—	20 th
Cone of Force	Complex	Yes	60 ft. cone of force. AGI save or pushed back 2d10 ft. (Round up to nearest 5 ft.)	4d4	20 th
Gaze of Melancholy	Complex	Yes	60 ft. LUK save or fall prone crying and weeping for 2d4+2 rounds. Not helpless, but cannot act.	—	20 th
Be Gone Swine	Complex	Yes	60 ft. range. Target makes LUK save or get launched 1d100 ft. in the air. (Round up to nearest 5 ft. increment).	—	20 th
Maw	Complex	Yes	Floating non-sentient set of teeth. Attacks magic users first. Has a 30 ft. move speed. Only damaged by magic. Controlled by caster.	2d8+10	20 th
Rocket Ally	Complex	No	Ally touched is rocketed at an enemy within 90 ft. and gains a free attack against the enemy.	—	20 th
Break the Body	Complex	Yes	70 ft. ranged attack. Upon hitting, 1d6 body parts are reduced to 0 HP. GM's choice.	—	20 th
Corrupt Slash	Complex	Yes	70 ft. ranged attack. Upon hitting, enemy makes END save or their limb is critically hit.	5d12	20 th
Burst of Defense	Simple	No	All allies within 30 ft. gain +10 to Defense.	—	25 th
Monster Form	Complex	No	Turn into one monster of equal level. Lasts for a number of rounds equal to ½ level.	—	25 th

Insanity	Complex	Yes	Target must make a RES save or attack its nearest allies for 3 rounds.	—	25 th
Bladed Edge	Complex	No	Self or allies' weapon increases its critical hit range if it isn't already increased.	—	25 th
Ignited Soul	Complex	No	Self or ally in melee range can ignite with themselves for the spell's duration.	—	25 th
Channel Force	Complex	No	Ally touched moves 100 ft. in a straight line, gains a free attack against them and a free overrun.	6d6	25 th
Winter's Wrath	Complex	Yes	50 ft. radius water attack. END save or fall under effects as Freeze the Blood. Lasts 2d4 rounds.	8d8	25 th
Earthquake	Complex	Yes	40 ft. radius earth attack. Attack vs. Stability or targets in radius fall prone.	—	25 th
Corrupted Slam	Complex	Yes	80 ft. ranged corrupt attack that staggers on a failed END save.	10d6	25 th
Burst of Health	Complex	No	+50 HP to all allies within 60 ft.	—	30 th
Burst of Speed	Complex	No	+30 foot to all speeds to all allies within 60 ft.	—	30 th
Fire Storm	Complex	Yes	60 ft. radius centered on self, enemies who fail an AGI save take minimum damage as burn on top of the damage rolled.	10d8	30 th
I Said Die	Complex	Yes	100 ft. ranged attack. END save, then RES save. If both fail, the enemy targeted dies instantly.	—	30 th
Pillar of the World	Complex	Yes	400 ft. line. AGI save or take full damage. A success halves the damage dealt.	30d10	30 th
Corrupt the Soul	Complex	Yes	Target within 100 ft. makes a RES save or their soul is crushed, and they must make an END save not to die instantly. Failure on the RES save results in the character losing the ability to cast spells or Ignite.	—	30 th

Divine

Name	Type	Attack?	Description	Damage Dice	Level Required
Curse Save	Simple	Yes	30 ft. ranged attack. Enemy hit takes a -1 to all saves.	—	1 st
Blight	Simple	Yes	30 ft. ranged unholy attack.	1d3	1 st
Bless Save	Simple	No	Grant self a +1 to one save once per day.	—	1 st
Battle Ready	Simple	No	Gain a +2 bonus on initiative checks for the day.	—	1 st
Desolation	Simple	Yes	Target within 80 ft. makes RES save or takes a penalty to Defense equal to ½ level (minimum 1)	—	1 st
Blood Bath	Simple	No	Use on deceased body, and fill it with unholy energy. Body then melts into blood.	—	1 st
Deific Advice	Simple	No	Ask deities' opinion on a single question.	—	1 st
Haul Gear	Simple	No	Muscles appear larger than normal, granting +2 bonus to Strength for Carrying Capacity.	—	1 st
Misleading Words	Simple	No	Change the words in a book for 3 rounds.	—	1 st
Holy Spark	Simple	No	Ally in melee range is healed by holy spell.	1d6	1 st
Unholy Radiance	Complex	Yes	Enemies within 10 ft. make AGI save or take unholy damage.	1d6	1 st
Burst of Holiness	Complex	Yes	Enemies within 10 ft. make AGI save or take holy damage.	1d6	1 st
Swift	Complex	No	Grant self or ally in melee range +5 ft. speed.	—	1 st
Long Arms	Complex	No	Grant self or ally in melee range +5 ft. melee reach.	—	1 st
Heavy Throw	Complex	No	Grant self or ally in melee range +10 ft. range with thrown ranged weapons. (Shurikens, etc.)	—	1 st
Holy Burst	Complex	Yes	30 ft. ranged holy attack.	1d6	1 st
Unholy Burst	Complex	Yes	30 ft. ranged unholy attack.	1d6	1 st
Enhance Skill	Complex	No	Self or ally in melee range gains a +4 to one skill check on their turn. Increases by +4 at 15 th level.	—	1 st
Divine Shield	Complex	No	Self or ally in melee range get DR 1/- . DR 2/- at 5 th , DR 3/- at 10 th , DR 4/- at 15 th , DR 5/- at 20 th , DR 10/- at 25 th , and DR 20/- at 30 th .	—	1 st
Bolt of Shadow	Complex	No/Yes	Unholy 50 ft. ranged healing. Heals target, enemies within 10 ft. make RES save or take ½ healing as damage. Increases to 2d8 at 5 th , 3d8 + double MAG mod at 10 th , 4d8 at 15 th , 5d8 and triple MAG mod at 20 th , 6d8 at 25 th . 8d8 + quadruple MAG mod at 30 th .	1d8	1 st
Ray of Sickness	Simple	Yes	30 ft. ranged unholy END save or become sickened.	—	1 st
Bolt of Negativity	Simple	Yes	30 ft. ranged unholy END save or -1 to all the enemies' rolls for 1 turn.	—	1 st
Putrefy	Simple	No	30 ft. cube of water touched sickens drinkers.	—	1 st
Fright Night	Simple	Yes	30 ft. ranged unholy RES save or target is shaken.	—	1 st

Spell Thrall	Complex	No/Yes	Undead ally may deliver spells as if you cast it through their body.	—	1 st
Bone Armor	Simple	No	+3 Armor Bonus to Defense, breaks after 1 hit + 1 hit per 3 levels. (Maximum of 5 hits at 12 th level)	—	1 st
Animate Dead	Complex	No	Creature of your level or lower becomes a zombie. This is unholy energy.	—	1 st
Dominate Dead	Complex	Yes	Undead without RES score is dominated if it is below the caster's level. This lasts 1 hour.	—	1 st
Ray of Decay	Complex	Yes	30 ft. ranged unholy attack. +2 Attack and Damage vs. Undead.	1d4	1 st
Transfer Life	Complex	No	Caster takes 1d4 damage, and undead regains 1d10+MAG hit points.	—	1 st
Death's Reach	Complex	No	Undead ally within 30 ft. gains +5 ft. reach.	—	1 st
Curse Armor	Simple	No	Enemy touched takes a -2 to Defense.	—	5 th
Radiant Flame	Simple	Yes	40 ft. ranged attack that deals fire damage.	1d6	5 th
Heighten Vision	Simple	No	Grant self a +5 to Awareness for 1 round.	—	5 th
Divine Defenses	Simple	No	Self or ally in melee range gain +2 Defense. This increases by +1 for every 5 levels thereafter.	—	5 th
Bless Stability	Simple	No	Self or ally in melee range gain +4 Stability. This increases by +2 for every 5 levels thereafter.	—	5 th
Bless Weapon	Complex	No	Weapon touched gains a +1 to attack/damage. Increases to +3 at 10 th , +5 at 15 th , and +7 at 20 th .	—	5 th
Blanc Field	Complex	No	20 ft. radius that deals 1d4 unholy damage per 6 rounds. RES save to negate damage.	—	5 th
Blessed Field	Complex	No	20 ft. radius that heals 1d6 HP per 6 rounds.	—	5 th
Spiritual Attack	Complex	Yes	Deity's weapon appears and attacks for you. Range is dependent on the weapon.	Special	5 th
Deities' Fist	Complex	Yes	Deity's fist attacks an enemy within 20 ft.	2d6	5 th
Blindness	Complex	Yes	Ranged attack that reduces an enemies' eye HP to 0. Doesn't take the penalty for attacking eyes.	—	5 th
Stumble	Complex	Yes	40 ft. ranged attack that reduces an enemies' speed by 10 ft.	—	5 th
Food and Drink	Complex	No	Create enough food/drink for yourself and allies.	—	5 th
Minor Regen	Complex	No	Self or ally's body part restores HP to ½.	—	5 th
Blinding Ray	Complex	Yes	40 ft. ranged attack that blinds enemy for 1d4+2 rounds.	—	5 th
Rupture	Complex	Yes	40 ft. ranged attack. For the duration of the spell, target takes unholy bleed damage.	1d4	5 th
Gouge	Complex	Yes	40 ft. unholy ranged attack to the head. Does not take penalties for attacking the head.	1d3	5 th
Wither	Complex	Yes	40 ft. unholy ranged attack. Endurance save or take Strength damage.	1d6	5 th
Terror	Complex	Yes	40 ft. unholy ranged attack. LUK save or target is fearful of the caster, and must move away on their turn before doing anything else.	—	5 th

Defy Death	Complex	No	Zombie within 30 ft. gains temporary HP equal to half its level. Temp HP decreases by 1 per round.	—	5 th
Arc of Darkness	Complex	No/Yes	As Bolt of Shadow except instead of 10 ft. radius, it. The arc can jump 3 times per day + 1 jump per 5 levels. Healing/Damage die adds a d6 per 5 levels, and doubles/triples/quadruples as Bolt of Shadow.	1d6	5 th
Healing Gaze	Complex	No	Ally within 30 ft. is healed by holy energy.	3d8	5 th
Scathing Display	Simple	Yes	40 ft. ranged unholy attack.	1d8	5 th
Bone Shield	Simple	No	+6 Armor Bonus to Defense, breaks after 1 hit + 1 hit per 3 levels. (Maximum of 5 hits at 12th level)	—	5 th
Filth	Simple	No	Create a 10 ft. square of difficult terrain.	—	5 th
Dead Tired	Simple	Yes	40 ft. ranged unholy RES save or fall asleep for 1d6 turns.	—	5 th
Tainted Blood	Simple	Yes	Melee unholy attack. Target must re-roll RES saves vs. unholy spells and take the worse result.	1d6	5 th
Wraith Cloak	Simple	No	50% miss chance for 1d6+2 rounds.	—	5 th
Hands of Hell	Simple	Yes	15 ft. radius of difficult terrain, AGI save to avoid. Damage goes off of STR modifier.	1d10	5 th
Devil's Cut	Simple	Yes	40 ft. ranged unholy attack. Target takes 25% of their current HP as damage.	Special	5 th
Frenzy	Simple	Yes	40 ft. ranged unholy RES save or target attacks the closest person or creature for 1d4+1 rounds.	—	5 th
Expunge	Simple	Yes	40 ft. ranged unholy END save or target's kidney bursts and sprays urine and blood in a 10 ft. cone. Those in the cone are sickened.	2d10	5 th
Cross My Heart	Simple	Yes	40 ft. ranged unholy END save or target can only take a move action. Get an END save each round.	—	5 th
Hope You Die	Simple	Yes	If used on a target of Cross My Heart, target takes damage + ½ MAG modifier for the 6 rounds	1d12	5 th
Stick a Needle In Your Eye	Simple	Yes	If used on a target of Hope You Die, target must make an END save or become blinded.	—	5 th
Bone Shape	Simple	No	Skeleton becomes a weapon of choice or a vehicle of its size.	—	5 th
Damn Heavy	Simple	Yes	40 ft. LUK save or target's armor has its weight quadrupled.	—	5 th
Rend	Complex	Yes	40 ft. ranged unholy damage. This damage is bleed damage.	1d6	5 th
Terror	Complex	Yes	40 ft. ranged unholy RES save or become frightened.	—	5 th
Bolt of Pain	Complex	Yes	40 ft. ranged unholy attack.	1d10	5 th
Pestilence Cone	Complex	Yes	20 ft. cone of unholy energy. Failed END save sickens targets.	—	5 th

Tasty Weakling	Complex	Yes	40 ft. ranged unholy attack. If target is hit, all undead in 20 ft. without a RES attack the target.	1d6	5 th
Bone Bash	Complex	Yes	Melee unholy attack.	1d12	5 th
Cold Shoulder	Complex	Yes	Melee unholy cold attack. END save or shaken.	2d4	5 th
Soul Siphon	Complex	Yes	40 ft. ranged unholy attack. Target makes RES save or -1 to all stats. Caster gains +6 to one stat for their unmodified magic modifier rounds. Can exceed maximum stat (25).	—	10 th
Ghost Form	Simple	No	Self or ally touched can move through walls.	—	10 th
Detect Alignment	Simple	No	See alignment of a single creature.	—	10 th
Hide Alignment	Simple	No	Counteracts <i>Detect Alignment</i> .	—	10 th
Crush Spirit	Simple	Yes	40 ft. ranged attack that deals Resistance damage. No magic modifier to damage.	1d3	10 th
Grant Talent	Simple	No	Ally within 40 ft. a Talent they qualify for.	—	10 th
Serenity	Simple	No	Ally within 40 ft. loses any confusion or insanity effect (50% chance to attack allies/self/lose turn).	—	10 th
Leading Strike	Complex	Yes	40 ft. ranged attack, upon hitting adjacent allies gain free attacks of opportunity.	1d10	10 th
Bolster	Complex	No	Self or ally in melee range gains a +2 to two stats of their choice for 1d6+2 rounds.	—	10 th
Stumble More	Complex	Yes	40 ft. ranged attack that reduces an enemies' speed by 20 ft.	—	10 th
Aura of Divinity	Complex	Yes	Adjacent enemies make RES save or take holy damage. Upon failure, they receive -4 Defense.	4d4	10 th
To Arms!	Complex	No	Allies within 30 ft. receive +2 Defense, Avoid, and Attack while within 15 ft. of the caster.	—	10 th
Creepy Crawlies	Complex	No	Summon a swarm of vermin within 40 ft. that attack their target. Being hit imposes a -2 Avoid.	1d6	10 th
Visions of Terror	Complex	Yes	40 ft. unholy ranged attack. Target makes RES save or they fall prone weeping for 2d4 rounds.	—	10 th
Dark Arts	Complex	No	Raise freshly killed corpse in melee range. Corpse's level cannot exceed your level - 2. This uses Unholy energy.	—	10 th
Rend Flesh	Complex	Yes/No	Unholy melee spell. When used on a corpse, it turns into a zombie of its level. When used on living, melee attack or -1 to all physical stats.	2d6	10 th
Silent Apathy	Complex	No	40 ft. unholy ranged attack. Target makes RES save or lose ability to cast Divine spells, lose Healing Touch/Burst, and take LUK damage (doesn't add MAG mod). Can only affect target within 24 hours. Move action to RES save again.	2d4	10 th
Recovering Gaze	Complex	No	Ally within 40 ft. is healed with holy energy.	5d8	10 th
Free Retreat	Simple	No	Self and allies touched run 30 ft. without provoking attacks of opportunity.	—	15 th

Shift	Simple	No	Ally within 40 ft. gains an additional 5 ft. step on their turn.	—	15 th
Polyglot	Simple	Yes	50 ft. ranged attack, upon hitting if the enemy speaks multiple languages they begin speaking all of them and cannot cast spells.	—	15 th
Regenerate	Complex	No	Self or ally's body part restores HP to full.	—	15 th
Minor Restore	Complex	No	Self or ally's ability scores restore 5 damage.	—	15 th
Stricken Sickness	Complex	Yes	50 ft. ranged attack. Enemies hit are reduced to 5 ft. move speed, and take -4 AGI.	2d6	15 th
May They Curse You!	Complex	Yes	50 ft. ranged attack. Enemies hit are attacked by deity. RES save or lose turn after the attack.	3d8	15 th
Mass Terror	Complex	Yes	As Terror but 40 ft. unholy radius.	—	15 th
Blessing Gaze	Complex	No	Ally within 50 ft. is healed by holy energy.	7d8	15 th
Restore	Simple	No	Self or ally's ability scores restore 10 damage.	—	20 th
Immunize	Simple	No	Self or ally are unaffected by poison.	—	20 th
Animal Shield	Simple	No	Summon an animal to take damage from a single attack for you. Animal has 1 HP. Unholy spell.	—	20 th
Disorientate	Complex	Yes	60 ft. ranged attack. Enemies hit are dizzy, and have a 50% chance to hit themselves.	—	20 th
Hold Thy Tongue	Complex	Yes	50 ft. ranged attack. END save or target is mute, unable to cast spells.	—	20 th
Inject Poison	Complex	Yes	Melee attack that injects a poison in a target.	Special	20 th
Rejuvenating Gaze	Complex	No	Ally within 60 ft. is healed by holy energy.	9d8	20 th
Grand Restore	Simple	No	Self or ally's ability scores restore all damage.	—	25 th
Deity's Crush	Complex	Yes	AGI save or fall prone and take damage.	4d6	25 th
Pillar of the Gods	Complex	No	Grant target within 70 ft. a bonus to Defense equal to level. DR 20 vs. enemies not sharing deity's alignment. Lasts for 2d8+2 rounds.	—	25 th
Desecrate	Complex	Yes	60 ft. ranged unholy attack. Target must make a RES save or defecate themselves, go into a berserk as the Berserker's First Awakening, however they can only take a Standard or Move.	—	25 th
All of your Life	Complex	No	Ally within 90 ft. is healed for 10 + Magic Modifier HP multiplied by level.	—	25 th
Give Life	Complex	No	Dead allies in a 10 ft. radius are brought back to full HP, and can stand up from prone without provoking attacks of opportunity.	—	30 th
Negativity	Complex	Yes	RES save or enemy takes damage to their RES and MAG.	2d4	30 th
May They Strike You Down!	Complex	Yes	100 ft. ranged attack. AGI save or take full damage of spell as deity comes down to strike.	500	30 th

Psychic

Name	Type	Attack?	Description	Damage Dice	Level Required
Dark Matter Digit	Simple	Yes	Do a maneuver or push/pull an enemy 10 ft. and + 5 ft. per 4 levels. At every size category larger, pushing/pulling is reduced by 5 ft. per category.	—	1 st
Parietal Strike	Simple	Yes	30 ft. ranged attack, slashing damage.	1d6	1 st
Remote Manipulation	Simple	No	Pick up objects within 30 ft. Cannot be used to harm. Objects must be 5*MAG mod in lbs.	—	1 st
Detect Psychic	Simple	No	Used to detect ongoing psychic spells and ghosts in a 30 ft. cone.	—	1 st
Bad Trip	Complex	No	Enemy must make a LUK save. On a failure, enemy can only take a single action and must make a concentration check to cast spells.	—	1 st
Overload Mind	Complex	Yes	Enemy within 30 ft. must make a RES save or take psychokinesis damage.	1d8	1 st
Weapon Dullness	Complex	No	Weapon within 30 ft. takes a -2 to attack and damage for 3 rounds.	—	1 st
Mind Shield	Complex	No	Grant self or ally in melee range a +4 Armor.	—	1 st
Mind Flood	Complex	No	Ally in melee range gains a +2 on RES saves vs. Psychic spells for 1 minute.	—	1 st
Kneel	Complex	Yes	30 ft. ranged attack. END save or leg HP is 0 for 1 round. Leg HP must be under 20.	—	1 st
Telekinetic Spear	Complex	Yes	50 ft. line of telekinesis damage. RES save for half.	1d8	1 st
Recall History	Complex	No	Recall history of object held or touched.	—	1 st
Mind Bullet	Complex	Yes	40 ft. ranged telekinesis attack.	1d12	5 th
Parietal Smash!	Simple	Yes	40 ft. ranged attack, bludgeoning damage. END save or limb is rendered useless, but it does not lose all of its HP.	1d8	5 th
Thought Library	Simple	No	Choose an ally within 50 ft. Gain a memory from said ally, and transfer one of your own in return.	—	5 th
Read Thoughts	Simple	No	Resistance save or target within 40 ft. has their thoughts read.	—	5 th
Heighten Vision	Simple	No	Grant self a +5 to Awareness for 4 round.	—	5 th
Hitchhiker	Simple	Yes	Target within 40 ft. makes RES save or the caster is in their mind for the duration of the spell.	—	5 th
Implant Thought	Simple	Yes	Target within 40 ft. makes RES save or the caster can implant a thought in their mind that they believe is theirs wholeheartedly. Isn't harmful.	—	5 th
Bed Time	Complex	No	Choose a target within 40 ft. RES save. The target cannot attack over the 3 rounds. 3 rd round, target falls asleep for a number of minutes equal to level + ½ MAG modifier.	—	5 th

Scream of Blades	Complex	Yes	20 ft. cone, attacks a random body part of those in the cone on a failed RES save. On a failure, take damage and ½ MAG modifier in bleed damage per round for 1d4 rounds.	2d4	5 th
Batter Brain	Complex	Yes	40 ft. ranged attack. After damage, the enemy must make a RES save or lose their turn.	1d12	5 th
Vulnerability	Complex	Yes	40 ft. ranged attack. On a hit, the enemy takes a -2 to saving throws, defense, and avoid.	—	5 th
Mind Over-Surge	Complex	Yes	Make a 40 ft. ranged psychokinesis attack.	2d8	5 th
Mind over Body	Complex	No	Reduce own STR, END, & AGI to 1. Increase MAG, RES, and LUK by +6.	—	5 th
Body over Mind	Complex	No	Reduce own MAG, RES, and LUK to 1. Increase STR, END, and AGI by +6.	—	5 th
Scramble	Complex	Yes	Enemy within 40 ft. must make a RES save or they have a 50% chance of harming self.	—	5 th
Migraine	Complex	Yes	40 ft. ranged psychokinesis attack. Enemy makes RES save or takes damage and -2 Attack/Damage	2d4	5 th
Fling	Complex	Yes	40 ft. ranged attack with nearby object. Object always deals bludgeoning, and spell's damage.	1d10	5 th
Mind Armor	Simple	No	Grant self or ally in melee range a +8 Armor.	—	10 th
Mind Repairing	Simple	No	Heal self or ally in melee range for 10 damage + Magic bonus.	—	10 th
Telepathic Bond	Simple	No	All allies within 30 ft. can be communicated with through telepathy instead of speech.	—	10 th
Sleeping Leg	Simple	Yes	Target within 50 ft. must make an Agility save or their legs fall asleep for 1d6+1 rounds and their movement is reduced to 5 feet.	—	10 th
Mental Pierce	Simple	Yes	Make a 50 ft. ranged psychokinesis attack.	2d8	10 th
Intense Mind	Complex	No	Ally within 50 ft. gains a +6 bonus to their RES Save.	—	10 th
Insanity Ray	Complex	Yes	50 ft. ranged attack. Upon hitting, the enemy has a 50% chance of hurting themselves each turn instead of moving or attacking.	—	10 th
Mental Shock	Complex	Yes	Make a 50 ft. ranged psychokinesis attack.	3d8	10 th
Neuron Misfire	Complex	Yes	Enemy within 50 ft. must make an END save or take damage as bleed to their head. No MAG to damage.	1d3	10 th
Distort	Complex	Yes/No	Enemy or ally within 50 ft. is shifted up or down one size category. RES save for enemies.	—	10 th
Dreamscape	Complex	No	Target within 30 ft. makes RES save or their dream is entered. Caster can inflict a nightmare if the target fails another RES save. A nightmare inflicts the damage listed.	5d6	10 th
Telekinetic Assault	Complex	Yes	1d6 blasts of telekinetic energy within 50 ft. END save on each hit to not be pushed back 5 ft.	2d4	10 th

Force Duel	Complex	Yes	Arcane or Divine spellcaster must make a RES save or they can be brought into a Psychic duel.	—	10 th
Mind Games	Simple	No	Deal damage to own RES, and heal a number of HP equal to RES damage x 4.	—	15 th
Hold in Place	Simple	Yes	Enemy within 60 ft. cannot move if they fail an AGI save.	—	15 th
Could Do Better	Simple	Yes	Enemy within 60 ft. must make a LUK save or they take a -4 to attack and damage rolls.	—	15 th
Psi Wall	Complex	No	Create a 20 ft. wall made of psychic energy. This wall cannot be passed through by enemies who don't have at least 10 RES.	—	15 th
Suggestion	Complex	Yes	Enemy within 60 ft. must pass RES save or obey non-harmful command.	—	15 th
Brain Crusher	Complex	Yes	Make a 60 ft. ranged psychokinesis attack.	5d8	15 th
Sift Thoughts	Complex	Yes	Target within 60 ft. makes RES save. On failure, the caster gains +8 Defense/Avoid against them due to learning the future of their actions.	—	15 th
Telekinesis	Complex	Yes	Target within 60 ft. makes RES save or caster can move them freely for 30 ft. Objects get no save.	—	15 th
On the Defensive	Simple	No	Grant self a +8 to Defense and Avoid.	—	20 th
Make Moron	Simple	Yes	Enemy within 70 ft. must make RES save or they have a 50% chance of doing nothing.	—	20 th
Demand	Complex	Yes	As Suggestion, however it can be harmful.	—	20 th
Insanity Aura	Complex	No	As Insanity Ray, except as a 30 ft. aura. Those in the aura aside from the caster must make a RES save else they are afflicted.	—	20 th
Mind Shock	Complex	Yes	Make a 70 ft. ranged psychokinesis attack.	5d12	20 th
Distort Reality	Complex	No	Caster can change the appearance of a 60 ft. radius to their whims. Enemies must make a RES save or they believe the change is real.	—	20 th
Foresight	Complex	No	Read up to 1 week in the future. Gain a +4 bonus to Defense/Avoid, and all saves for the day.	—	20 th
Mind Wall	Simple	No	Blocks out a single intrusive psychic spell.	—	25 th
Large Psi Wall	Complex	No	Create a 40 ft. wall made of psychic energy. This wall cannot be passed through by enemies who don't have at least 20 RES.	—	25 th
Mind Destroyer	Complex	Yes	Make an 80 ft. ranged psychokinesis attack.	7d12	25 th
Complete Control	Complex	Yes	Take complete control over the mind of a target within 100 ft. They must make a RES save.	—	30 th
Coma	Complex	Yes	Target within 100 ft. must make a RES save or their brain dies, rendering them helpless.	—	30 th

Curses

Curses are available to all casters, but count as Unholy spells and any other elements listed. The wording on curses are long only due to the amount of options.

Name	Type	Attack?	Description	Damage Dice	Level Required
Shammy's First Hex	Complex	Yes	The caster lets loose just a few vile words towards his hapless victim. The target must make a RES save or suffer one of the following effects: -2 to a stat of the caster's choosing, -3 to the victim's defense, -3 to the victim's attack rolls, -6 to the victim's damage rolls, -10 to all skill checks the victim makes	—	5 th
A Pinch of Voodoo	Complex	Yes	Summoning forth grotesque words, the caster's voice seems to exude darkness. The target must make a RES save or suffer one of the following effects: -2 to two stats of the caster's choosing, -5 to the victim's defense, -5 to the victim's attack rolls, -9 to the victim's damage rolls, -14 to all skill checks the victim makes, the victim becomes Frightened whenever he would normally become shaken, or the victim only gains 2/3 healing.	—	10 th
Some Bad Juju	Complex	Yes	Dark whispers turn into a cacophonous roar. The target must make a RES save or suffer one of the following effects: -2 to three stats of the caster's choosing, -3 to two stats of the caster's choosing, -5 to one stat of the caster's choosing, -7 to the victim's defense, -7 to the victim's attack rolls, -12 to the victim's damage rolls, -18 to all skill checks the victim makes, the victim becomes Panicked whenever it would normally become shaken, the victim only gains 1/3 healing, or the victim's ears stitch closed and blood fills the canals, making them deaf for the duration of the spell (Imposing a 50% failure chance on spells which require verbal or spoken components).	—	15 th

Psychic Dueling

Dragging two psychic casters onto a demi-plane, Psychic Duels are initiated when both characters agree to link their minds together for a psychic duel. Said demi-plane is purely in their minds, however it is just as deadly as the real world.

In the mind realm, the two characters must square off using their psychic spells. Their spells while in the mind realm do not reduce from Spellcasting per Day, however they function the same way.

Effects that put the target to sleep, knock them prone, or otherwise harm the body or mind have no effect here unless they harm the target's Magic or Resistance scores.

Damaging Spells while in the mind realm deal a number of damage to a target's Resistance or Magic scores, however they do not deal the damage listed on the spell's page, consult the table below.

Damage is modified by $\frac{1}{2}$ Magic Modifier. If a spell has additional damage dice beyond 1 (say 2d6), it adds a 1 to the damage in the Mind Realm as opposed to the d6.

Spell Damage	Mind Realm Damage
1d4	1
1d6	2
1d8	3
1d10	4
1d12	5

Once a character reaches 0 in Resistance, they fall under the effects of Fading, and stop existing after 1d4 rounds.

Once a character reaches 0 in Magic, they are unable to fight any further and are shunted out of the Mind Realm with 1 in Magic and Resistance until they get a full night's rest.

Vehicular Combat

Vehicles such as cars, boats, planes, airships, and the likes may play a part in a combat situation.

If the encounter involves both characters and vehicles on foot, use vehicle scale. If the encounter involves starships, use the starship scale.

Vehicle Size	Examples	DR
Medium	Bike, Motorcycle, Rowboat	DR 2/Steel
Large	Car, Speed Boat	DR 5/Steel
Huge	18-Wheeler, Tug Boat, Fighter Jet	DR 10/Steel
Gargantuan	Ratte Super Tank, Freighter, Commercial Jet	DR 10/Silver
Colossal (Land Vehicles)	Buzz-Saw Trencher	DR 10/Platinum
Colossal (Sea Vehicles)	Air Craft Carrier	DR 10/Platinum
Colossal (Air Vehicles)	Helicopter Carrier	DR 10/Platinum

Starship Size	Examples	DR
Fine	Escape Pod	DR 0/-
Diminutive	Repair Class	DR 2/-
Tiny	Transport Class	DR 4/-
Small	Small Fighter Class	DR 5/-
Medium	Large Fighter Class	DR 6/-
Large	Light Freighter Class	DR 8/-
Huge	Heavy Freighter Class	DR 10/-
Gargantuan	Destroyer Class	DR 15/-
Colossal	Dreadnought Class	DR 20/-

Attack Rolls made with a starship's weapons use the following formula:
 $1d20 + \text{Pilot's Agility Modifier} + \text{Pilot's Attack Bonus} + \text{Miscellaneous}$

All other combat specific terms work the same way except for maneuvers, and Avoid. A ship has no Avoid, only a Defense.

With Starship scale, use 500 foot squares instead of 5 foot squares, and with every other vehicle use 50 foot squares instead of 5 foot squares.

Vehicles do not have Magic, Endurance, Resistance, or Luck.

Vehicle Specific Combat Actions

- Active Dodging: Standard Action
- Maintenance: Swift Action

Active Dodging: Add the Pilot's ranks in the Pilot skill to the vehicle's Defense.

Maintenance: Recover $10 + \text{Pilot Skill Check HP}$. (Example, $10 + 1d20+10$, and a 15 is rolled. So 25 HP is recovered.)

Vehicle Stats

The following are example vehicles for characters to use. Prices will be listed in a separate area.

Non-Starship Vehicles have 100 HP per level, and have DR depending on their size and vehicle type.

Starship Vehicles have 500 HP per level.

VE = Vehicle type:

- Star = Starship
- Land = Land Vehicles
- Sea = Sea Vehicles
- Air = Air Vehicles

Name	Price	Level	Size	HP	DEF	STR	AGI	MOV	DR	VE
Light Fighter	14,000 G	10	S	5,000	14	8 (+3)	9 (+4)	3,000 ft.	5/-	Star
Motorcycle	4,000 G	2	M	200	17	5 (+0)	12 (+7)	150 ft.	2/St	Land
Sports Car	5,200 G	4	L	400	15	5 (+0)	10 (+5)	300 ft.	5/St	Land
Helicopter	12,000 G	8	H	800	19	5 (+0)	14 (+9)	450 ft.	5/St	Air
Speed Boat	7,000 G	6	L	600	22	5 (+0)	17 (+12)	550 ft.	5/St	Sea
Super Freighter	5,000,000 G	30	C	15,000	13	20 (+15)	8 (+3)	6,000 ft.	20/-	Star

Character scale weapons deal $\frac{1}{4}$ damage before applying DR onto starships.

Vehicle Weapons

These are add-ons to vehicles that can be purchased. A vehicle weapon add-on is listed as either “LSA” or “Star”. LSA are applied to Land, Sea, or Air vehicles while Star are applied to Starship vehicles.

Name	Price	Damage	Critical	Range	LSA/Star	Type	Special
Laser Cannon	+4,000 G	12d10	x4	6,000 ft.	Star	Fire	—
Machine Gun	+2,000 G	4d12	x4	Special	LSA	B and P	50 ft. Cone, Agility for half
Seek Missiles	+2,000 G	6d12	x4	100 ft.	LSA	Fire	—
Hole Puncher	+6,000 G	18d8	19-20/x3	Melee	Star	P	—
Spiked Rim	+1,000 G	2d10	x3	Melee	LSA	P	—
Spiked Tires	+500 G	+3d12	18-20/x3	Special	LSA	B and P	Overrun only.
Large Overrun	—	1d12	x3	Special	LSA	B	Overrun only.
Huge Overrun	—	2d12	x3	Special	LSA	B	Overrun only.
Garg. Overrun	—	3d12	x3	Special	LSA	B	Overrun only.
Col. Overrun	—	4d12	x3	Special	LSA	B	Overrun only.
Cannon	+3,000 G	8d8	19-20/x3	50 ft.	LSA	B	—
Needle Storm	+8,000 G	20d10	18-20/x3	8,000 ft.	Star	P	—
Vehicle WEP on People	—	x8	No change	No change	No change	No change	No change if overrun unless starship.

Talents

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

Name	Prerequisites	Description
Martial Weapon Proficiency	—	Gain proficiency in a single martial weapon.
Exotic Weapon Proficiency	Attack Bonus +2	Gain proficiency in a single exotic weapon.
Light Armor Proficiency	—	Gain proficiency in a single light armor.
Medium Armor Proficiency	Proficient in a Light armor.	Gain proficiency in a single medium armor.
Heavy Armor Proficiency	Proficient in a Medium armor.	Gain proficiency in a single heavy armor.
Vehicle Training	Pilot 4 Ranks	Add Pilot ranks on vehicle's Defense.
Vehicle Adept	Pilot 14 Ranks	Add double Pilot ranks on vehicle's HP.
Vehicle Master	Pilot 24 Ranks	Add Pilot ranks to movement speed to the nearest 5 ft. range increment.
Weapon Focus	—	Gain a +1 bonus to hit on attacks with selected weapon.
Weapon Specialization	Weapon Focus	Gain a +2 bonus to damage on attacks with selected weapon.
Power Strike	Strength 8	Choose to take a -2 to hit and gain a +4 to damage.
Super Powered Strike	Strength 12	Choose to take a -4 to hit and gain a +8 to damage.
Cleave	Power Strike	Make an attack to two enemies in range at once at a -5.
Great Cleave	Cleave	Make an attack to three enemies in range at once at a -10.
All Cleave	Great Cleave	Make an attack to all enemies in range at once at a -15.
Fleet Footed	Agility 6	Gain a +5 movement speed. Can be taken multiple times, the effects stacking.
Bloody Wrappings	—	While under half HP once per day, use a swift action to recover HP equal to their Endurance score.
Strong Limbs	Arm/Leg HP 10	Gain a +4 to Defense/Avoid when Arm or Leg is targeted.
Strong Head	Head HP 15	Gain a +4 to Defense/Avoid when Head is targeted.
Strong Torso	Torso HP 25	Gain a +4 to Defense/Avoid when Torso is targeted.
Strong Groin	Groin HP 5	Gain a +4 to Defense/Avoid when Groin is targeted.
Ignition Master	Level 28	When entering Ignition, double bonuses granted.
Minor Aura	Level 12	When qualifying for an Ignition with an ally, a secondary aura is chosen and it can be used in ignition.
Dodge	Agility 6	Gain a +1 bonus to Avoid.
Defender	—	Gain a +1 bonus to Defense.
Defensive Stance	Defender	Gain a +2 bonus to Stability.
Black Market Master	Luck 8	Once per week while in city, gain access to illegal items.
Extra Use	—	Gain additional use of ability. This can be taken again, and is applied to a different ability instead of stacking.
Two-Weapon Fighting	—	Reduce penalties from Two-Weapon Fighting as seen on the Two-Weapon Fighting chart.
To The Death	Endurance 10	Gain +2 bonus HP per level (max +60 at 30 th level.)

Focus Spell	Magic 14	Gain a +1 to the DC to a spell chosen. Can be taken multiple times, selecting new spells.
Multi Striker	Agility 10	Gain additional attacks of opportunity = ½ Agility modifier.
Strong Body	Strong Limbs, Groin, Head, and Torso.	Gain DR 10/- when an enemy targets your body parts. This damage is a minimum of 1 instead of being reduced to 0. +8 bonus on the critical hit saving throw.
Skill Focus	—	Once per day reroll a skill check and take the better result.
Spell Shield	15 th Level Spells	As a swift action, sacrifice a complex spell to grant yourself a bonus to Defense for 2 rounds equal to ½ the spell's level.
Arcane Hatred	Spellcraft 1 Rank	+2 damage vs. Spellcasters.
Titan Hunter	—	+2 attack and damage against enemies large or larger.
Undead Killer	Chaplain	Choose to deal damage to Undead with Touch of Healing or Radius of Healing. This does not heal allies instead.
Living Killer	Chaplain	Choose to deal damage to Living with Touch of Healing or Radius of Healing. This does not heal undead allies instead.
Improved Critical	Attack Bonus +4, Luck 10	Improve a weapon's critical threat range. (20 -> 19-20, 19-20 -> 17-20, 18-20 -> 15-20). Doesn't stack with other critical enhancing effects.
Die Hard	Endurance 15	Does not fall unconscious when dropped to 0 or below.
Die Hard or Die Harder	Die Hard	Dies at a negative equal to double Con instead.
Fast Crawler	—	Move at ½ speed when prone.
Full Crawl	Fast Crawler	Move at full speed when prone.
Improved Initiative	—	Gain a +4 bonus to Initiative checks.
Greater Initiative	Imp. Initiative	Gain an additional +4 bonus to Initiative checks.
Initiative Master	Greater Initiative	Take a 20 on Initiative checks twice per day.
Gunslinger	Attack Bonus +4, Weapon Focus (Firearm)	When making an attack roll in melee with a firearm, do not provoke attacks of opportunity.
Archer	Attack Bonus +4, Weapon Focus (Bow Weapon)	When making an attack roll in melee with a bow-type weapon, do not provoke attacks of opportunity.
Thrower	Attack Bonus +4, Weapon Focus (Thrown Weapon)	When making an attack roll in melee with a thrown weapon, do not provoke attacks of opportunity.
Spellcaster	Spellcraft 8 Ranks	Once per day when making an attack roll in melee with a complex spell, do not provoke attacks of opportunity.
Bookworm	Must select at 1 st	Gain 2 ranks in two Knowledge skills of your choice.
All at Once	—	When killed, all grenades on your person detonate at once.
Savior	—	Gain a +2 bonus to a single saving throw.
Improved Savior	Savior	Gain an additional +4 bonus to a single saving throw.
So Much Savior-ing	Improved Savior	Gain an additional +6 bonus to a single saving throw.
Nonlethal Master	—	Take no penalty to attacking nonlethally.
Racial Slayer	—	Gain a +2 to hit and damage enemies of your own race.
Take a Hit	—	Take the damage for an adjacent ally.
Improved Trip	Level 5	Gain a +2 bonus to Trip attempts.

Improved Grapple	—	Gain a +2 bonus to Grapple attempts.
Improved Disarm	—	Gain a +2 bonus to Disarm attempts.
Improved Sunder	—	Gain a +2 bonus to Sunder attempts.
Improved Bull Rush	—	Gain a +2 bonus to Bull Rush attempts.
Improved Overrun	—	Gain a +2 bonus to Overrun attempts.
Improved Reposition	—	Gain a +2 bonus to Reposition attempts.
Improved Steal	—	Gain a +2 bonus to Steal attempts.
Improved Feint	—	Gain a +2 bonus to Feint attempts.
Targeting	Agility 8	Choose to take a -2 to hit and gain a +4 to damage. Ranged Weapon only.
Superior Targeting	Agility 12	Choose to take a -4 to hit and gain a +8 to damage. Ranged Weapon only.
Deflect Projectile	Agility 12	Avoid one ranged attack per round.
Snatch Projectile	Deflect Projectile	Catch one ranged attack per round.
Redirect Projectile	Snatch Projectile	Throw back to shooter to one ranged attack per round.
Spring Attack	Agility 8	As a full-round action, move and make an attack without provoking attacks of opportunity. Move can be finished after the attack unlike normal.
Psychic Defender	Psychic Level 3	Gain a +1 Resistance while in a Psychic Duel. This can be taken multiple times, the effects stacking.
Psychic Duelist	Psychic Level 5	Gain a +1 damage when attacking in a Psychic Duel.
Skill Training	—	Gain a +4 bonus on one skill. This can be taken multiple times, taking different skills.
Cover Weaknesses	—	Raise an attribute that's under 5 by 1. Can't go over 5.
Bar-Room Fighter	—	Reduce penalties with Improvised Weapons by 2.
Bar-Room Blitzer	Bar-Room Fighter	No penalty with Improvised Weapons.
Maneuver Master	All "Improved" Maneuvers	Gain a +6 on top of the bonus to Maneuvers.
Joust Junkie	Pilot 5 Ranks	Gain a +2 to hit with melee weapons while riding a vehicle.
Double Throw	Attack Bonus +2	Throw two thrown weapons at once at a -2.
Lunge	—	Increase reach by 5 ft. for one attack, and take -2 Defense.
Combat Tumble	Acrobatics 8 Ranks	Make an acrobatics check against an attack of opportunity (DC 10 + Enemies' Attack Bonus) to avoid damage.
High Ground	—	Gain a +2 bonus to attack while at least 10 ft. above the opponent.
Death from Above	High Ground	Gain a +2 bonus to damage while at least 10 ft. above the opponent.
Ankle Biter	Small Size	Don't take penalties to attack while prone.
Do a Barrel Roll	Fast Crawler	If able to move while prone, gain Agility bonus to Defense.
Pushing Assault	—	On a successful charge attack, gain a free Bull Rush.
Battery	—	On a successful charge attack, force enemy to make an END save or only able to take move action for next round.
Assault and Battery	Pushing Assault, Battery	Use both Pushing Assault and Battery at the same time.

Upwards Swing	Two-Handed Weapons Only	-5 to hit, END save or target is launched up 1d10+STR mod in the air (rounded up to nearest 5 ft.)
Cheap Shot	—	Take penalties to attack and damage, and if the enemy is hit they take the same penalties for 1d3 rounds.
Slash Master	—	Gain a +1 bonus to damage with Slashing weapon.
Hack Attack	—	Deal 1d2 bleed damage to one enemy with a Slashing Weapon.
Pin	Lunge	Piercing Weapon gains a +2 damage while Lunging.
Prick	—	Piercing Weapon ignores 2 DR (not DR /-).
Shrapnel	—	Split attack and damage against two targets. Deal half damage.
Animalistic Claws	Demonkin, Goblin, or Dragonkin	Gain a natural attack (bite, tail, claws, etc.) This deals 1d3 if small, and 1d4 if medium.
Flurry	Attack Bonus +4	Gain an additional attack at a -5 on a full-round action. Not usable with Two-Weapon Fighting.
Rapid Fire	Attack Bonus +2	Fire two arrows at once at a -5.
Sniper	—	When making a ranged attack roll while prone, gain a +10 ft. attack range.
Quick Draw	—	Draw a weapon as a swift action.
Hookline	—	Weapons with trip can pull a tripped target 5 ft. closer.
Shield Slam	—	Gain a 1d6 bludgeoning attack with a shield on a full-round attack.
Improvised Throw	—	Throw an improvised weapon without penalty.
Ride-By Attack	Mounted or Vehicle	Allows the rider and his mount to move, attack, and finish their move so long as it doesn't go over their move speed.
Bulldoze	—	Gain a free bull rush when charging with a vehicle or mount.
Killing Spree	—	Upon killing an enemy, gain a free attack against an enemy within range.
Silent Casting	Deception 4 Ranks	Make a Deception Check (DC 10 + Spell's Level). On a success, the spell can be cast without using voice.
Blade Ward	—	While two-weapon fighting, gain a +2 bonus to Defense.
Weapon Tuning	Artisan (Weapons)	Change a weapon's enhancements and materials used.
Titan Grip	—	One hand a two-handed weapon at a -2 penalty, or wield a weapon one size category larger at a -2 penalty.
Safe Spell	Spellcraft 1 Rank	Spell deals nonlethal damage instead.
Doom Spell	Spellcraft 4 Ranks	Spell adds a RES save vs. shaken.
Damned Spell	Spellcraft 6 Ranks	Doom Spell is frightened instead of shaken, but the spell takes up 2 spellcasting per day when used.
Break the Barrier	Spellcraft 22 Ranks	Spell adds *1.5 magic modifier instead of normal magic modifier. Doesn't affect spells that don't use MAG mod.
Adonai's Blessing	Worship Adonai	Healing spells and abilities add ½ level to its effects.
Apollyon's Curses	Worship Apollyon	Gain a +2 bonus on damage rolls vs. holy enemies.
Coolington's Fabulousness	Worship Coolington	+4 bonus on Deception or Persuasion attempts. If no ranks are in either of these, use +8 instead.

Shinda's Angelic Light	Worship Shinda	Weapons wielded instantly gain +1d4 holy damage if they aren't already holy as per the Holy weapon enhancement.
Psychic Pretending	Arcane or Divine	Count as a Preternaturist for Psychic Dueling.
Pretend Spellcasting	Non-Spellcaster	Choose a single 1 st level Simple spell. You can cast this spell 1/day. You must choose: Arcane, Divine, or Psychic.
Strained Spellcasting	Spellcaster	If the caster has been reduced to under ½ HP, they can cast a spell that deals damage, adding their current HP as bonus damage, and uses up another spellcasting per day.
Necessary Sacrifice	Orderly Unholy, Spellcaster	While ignited with an ally and you have a spell that deals damage in a radius, cone, or line and the ignited ally is caught in the spell, double MAG bonus vs. enemies.
Battle Luck	Luck 10	Gain Luck bonus to Initiative rolls.
Back To Back	None	When entered in an ignition with someone, if they are within 5 ft. of you, you gain a +4 bonus to Defense/Avoid.
Linguist	None	Gain 2 free languages. This can be taken multiple times.
Magical Help	Magic 10	Use magic instead of luck on a single skill. This can be taken multiple times.
Size Doesn't Matter	Small Size	Gain a +1 bonus to attack and damage vs. enemies larger than you.
Scars of Valor	Luck 15	Enemies within 10 ft. of you take a -2 penalty to saving throws and skill checks.
Blade Ignition	Level 15	Ignite with your weapon as if it were the aura listed upon it. (See the Magic Weapons and Armor page.)
Rapid Shot	Agility 12	Make two attacks in one, combining damage. This is resolved at a -2 to hit. Ranged weapon only.
Improved Unarmed Strike	—	Upgrade unarmed damage die from 1d3 to 1d4.

Religions

Mandatory for a Chaplain, the Religions listed here are but a small few of those deities that are worshipped by the faithful all across the multiverse. Non-Chaplains can worship deities, but do not need to worry about Code of Conduct and Uniform.

Name	Shinda
Alignment	Holy Order
Portfolio	Life, Angels, and Commoners
Favored Animal	Lamb
Favored Color	White
Favored Weapon	Lance

Emissaries: Shinda comes to her followers as an astral lamb with a coat as white as snow, and bright pink eyes which reflect off of light. While not in her lamb-like form, Shinda appears as an elven woman clad in armor however this is reserved for battles.

Personality: Shinda is regarded as a kind and benevolent deity, granting her allies and worshipers assistance in the hopes to make a better world. While she is as kind as she is, evil must be handled rationally.

Code of Conduct: Chaplains who worship Shinda are not allowed to kill for her name unless there is no other way. Nonlethal force and jailing is seen as the favorable action to take. In addition to this, they must try to redeem evil before killing it.

Uniform: Must include a white cape, silver lance, and/or a tiara with a quartz gem inside of it worth 5 G.

Name	Asnalies
Alignment	Disorderly Neutral
Portfolio	Death, Rest, and Serenity
Favored Animal	Scorpion
Favored Color	Cobalt
Favored Weapon	Scythe

Emissaries: Asnalies tends to not show up in front of his followers, however when he does he shows up as a scorpion giving helpful advice to those who seek it. He does not wish to take sides in issues, only wanting to help souls to their final resting place.

Personality: Cool and collected, Asnalies very rarely breaks his almost emotionless nature. Souls who pass on refer to Asnalies as a peaceful feeling that just envelops them before sending them to their destination.

Code of Conduct: Chaplains of Asnalies cannot use *any* abilities which may harm their enemies' souls (Resistance Score). They also cannot favor one side or another in a situation unless they know enough information to make a decision. (GM's discretion)

Uniform: Must include a black cape, a scythe with a skull on top of it, or a black hood worn through most of the day.

Name	Danyries
Alignment	Unholy Neutrality
Portfolio	Famine, Bugs, and Poison
Favored Animal	Locusts
Favored Color	Green
Favored Weapon	Longbow

Emissaries: Coming to his followers as a swarm of locusts rather than just a single locust, Danyries' followers do not wish to even commune with him unless in need.

Personality: Anorexic and always hungry, Danyries is irritable when talked to, and he tends to snap at his followers for wasting

his time. Towards his most devout followers, he shows a little leeway, but not much.

Code of Conduct: Chaplains of Danyries must burn at least 2/3 of their meals for Danyries to eat in his own realm. They are also not allowed to wear hoods as hiding oneself is seen as cowardly by Danyries.

Uniform: Consists of a set of large bug wings attached to their clothes, black gloves, or clothes made from spider silk.

Name	Apollyon
Alignment	Unholy Order
Portfolio	Defiance, Sin, and Law
Favored Animal	Snake
Favored Color	Red
Favored Weapon	Trident

Emissaries: Known commonly for having tempted the first humans on Earth, Apollyon appears as a snake and listens to his follower who has summoned him. If their dilemma legitimately affects his religion, he'll become involved, otherwise he'll tell them to do this on their own.

Personality: Defiant, charismatic, and heavily engrossed in sin and its ramifications, Apollyon is seen as the main antagonist to Adonai, however he is around for the sake of being the dark to Adonai's light and to maintain balance.

Code of Conduct: Chaplains of Apollyon must have Persuasion or Deception as a skill, and must use them at least once a week. They also must corrupt anything good whenever possible.

Uniform: Consists of a set of black robes, a trident stained with the blood of their enemies, or some sort of demonic scripture written on them in virgin's blood.

Name	Adonai
Alignment	Orderly Neutral
Portfolio	Hope, Israel, and Heaven
Favored Animal	Dove
Favored Color	Silver
Favored Weapon	Greatsword

it may kill them.

Personality: Though Adonai’s personality is different depending on the story or interpretation, he is most commonly seen as the protector of the Israelites and is a benevolent deity towards the different faiths which worship him in their own incarnations.

Code of Conduct: Chaplains of Adonai are not allowed to speak the Lord’s name in vain, murder, steal, or commit adultery. In addition to this, Chaplains of Adonai must learn either Latin or Hebrew, and may not speak his true and holy name.

Uniform: Consists of a clergy shirt and clerical collar, a kippah, or a set of rosary beads to wear around ones neck.

Name	LeBlanc
Alignment	Holy Disorder
Portfolio	Freedom, Ale, and Solitude
Favored Animal	Porcupine
Favored Color	Black & Yellow
Favored Weapon	Scimitar

Emissaries: Appearing to their followers as a porcupine, LeBlanc’s androgynous voice comes from the little rodent giving tips to their followers, and helping them as best as possible.

Personality: While order and structure isn’t bad, LeBlanc’s aim is not to destroy law in its entirety, only when the law does not work does LeBlanc step forwards. Rebellions are normally caused by LeBlanc trying to correct a societies’ issues. This leads to some deities teasing LeBlanc for becoming a “problem child.”

Code of Conduct: Chaplains of LeBlanc must wish to abolish order if it is detrimental. A love of ale is optional, as is staying in solitude as LeBlanc typically does.

Uniform: Any mask, scarf, or detachable article of clothing which can be used to cover the face.

Name	Drey
Alignment	Neutral
Portfolio	Travel, Elves, and Marksmen
Favored Animal	Stag
Favored Color	Brown
Favored Weapon	Crossbow

Emissaries: Guiding lost followers through the forest as a mighty stag with dozens of brilliant antlers, Drey does not talk to his followers, preferring the use of sign language or through pointing as his stag.

Personality: Due to his lack of direct communication with his followers and

worshippers, little is known about Drey. He is said to be selfless and cares very little for anything other than the forest itself.

Code of Conduct: Chaplains of Drey are forbidden to enter a forest if the birds try to ward them away due to potential dangers the person may pose. In addition to this, they must protect nature and the environment when at all possible, and is disallowed from littering or being wasteful in general. Drey dislikes zombies, and asks his followers take care of them. He does not harbor these feelings for vampires.

Uniform: Consists mostly of forest wear, brown boots, or a bow of some kind. They are required to wear a camouflage cape for hunting.

Name	Coolington
Alignment	Holy Disorder
Portfolio	Jewelry, divine Magic, and joy
Favored Animal	Boar
Favored Color	Pink
Favored Weapon	Smallsword

Emissaries: Devout worshippers or those in dire need sometimes see Coolington's form as a boar appear to them in order to guide their hand and help them on their feet.

Personality: Though bombastic and really annoying to the other deities sometimes, Coolington is good natured and loves to help.

He only wishes others to experience his perpetual happiness and joy that he experiences on a day-to-day basis. This does however lead to some deities shooing him due to his *over* obsession with happiness.

Code of Conduct: Chaplains of Coolington must have a "super cool" codename, must try to keep his allies and friends happy when they can, and must not say the following: "Coolington smells like dung!" Doing so invokes his wrath, and he will attack you.

Uniform: Consists of whatever the Chaplain deems "flashy" and "extravagant". It must be approved by Coolington before they are allowed to wear it.

Name	Kayan
Alignment	Neutral
Portfolio	Thieves, Spies, and Gold
Favored Animal	Cat
Favored Color	Gold
Favored Weapon	Rapier

Emissaries: Coming to her followers as a golden cat with twin tails, Kayan is seen as a prize in and of herself to witness. Kayan's advice is rarely bad, however those who have no intentions to steal or partake in criminal acts will be disappointed by the advice given by her.

Personality: Fun loving and focused on trickery and thievery, Kayan shows respect to her followers often challenging them to perform tricks and the likes. Otherwise, she does not show much in terms of caring for them.

Code of Conduct: Chaplains of Kayan are not allowed to steal from other Chaplains of Kayan. In addition to this, they must have Stealth as a skill. They are not allowed to steal from other deities as well, as to not muddy the waters with others.

Uniform: Unlike most deities, Kayan does not want her followers wearing anything obvious that would show their worship of her unless they have a holy symbol.

Name	Banadar Arkenach
Alignment	Unholy Disorder
Portfolio	Corruption, Evil, and Kendari
Favored Animal	Dragon
Favored Color	Gray
Favored Weapon	Falchion

Emissaries: Not often coming down to his followers, when he does, he tends to come as the intimidating black dragon to keep his followers in check. Banadar uses this form in battle as well due to its immense power and Strength over his humanoid form.

Personality: Cruel and intimidating, Banadar uses his symbol of power over others and tends to kill those who do not wish to be his followers. He is not well liked by other deities or anybody who does not wish to follow the path of corruption.

Code of Conduct: Chaplains of Banadar must destroy, whether it's someone's livelihood or someone's minor possessions, destruction must occur. Along with this, fraternizing with angels is off-limits, and negotiating with demons is only acceptable when the intent is to kill the demon in the end.

Uniform: Consists of a black scarf donned over the mouth and nose, a set of armor with Kendarin writing written in blood, or a set of chains wrapped around the Chaplain's arm.

Name	St. Nicholas
Alignment	Holy Neutrality
Portfolio	Gifts, Christmas, and Winter
Favored Animal	Reindeer
Favored Color	Red & Green
Favored Weapon	Whip

Emissaries: St. Nicholas (known as Santa Claus with kids) prefers not to show himself, only coming down in his old humanoid form.

Personality: Kind and loving to all, St. Nicholas wishes the best for those who are kind and caring to others. St. Nicholas loves

children, making toys for them as well as filling everyone in the world full of joy both children and adults alike.

Code of Conduct: Chaplains of St. Nicholas must give gifts to their friends at least once a month. In addition to this, they must not get put on the “naughty list” by being incredibly rude to those who do not deserve it, and killing anyone who does not deserve such actions to be taken against them results in an instant addition to the naughty list.

Uniform: Consists of any combination of red and white clothing.

Name	Putna
Alignment	Disorderly Neutral
Portfolio	Deserts, Women, and Philandering
Favored Animal	Hawk
Favored Color	Silver
Favored Weapon	Scimitar

Emissaries: Preferring to come down to the world in his human form rather than his hawk form, Putna is a frequent visitor as he frequents taverns to flirt and get close with women.

Personality: An overall carefree and likeable guy, Putna is seen as the “charmer” deity due

to how fast he can make friends with almost anyone. The only people who reject his friendship are those who see him as a slimy scumbag.

Code of Conduct: Chaplains of Putna are not allowed to harm women unless they have attacked first, or wish harm upon the chaplain or their allies. In addition to this, Putna scorns any followers of his who are virgins, and wishes his followers to either lose their virginity as their initiation, or to wait for the ‘right woman’.

Uniform: A set of extravagant clothing made to make women fall for you. It must be approved by Putna.

Galaxy and Travel

The galaxy in which **The Fade** takes place is known as Morta IV, set light years away from the Milky Way Galaxy. Morta IV has many planets, moons, and cultures that reside within it.

Dimensional Gates

Dimensional Gates are a form of travel between planets that does not rely on space ships. This is done by setting up a portal between two planets which the user can travel through. This is the most common method of magically travelling between planets. To make a Dimensional Gate, one needs 50,000 Gold per gate, and the ability to cast a teleportation spell.

To choose where a dimensional gate goes, the initial color of the aura inside must be gray or blue (gray signifying it's not set to anywhere, and blue signifying it's set to somewhere, but can be changed). In order to change the locations, the characters must say the location and succeed a Use Magic Device check (DC 25) in order for this to work. Failure means the location is not what the player wanted, however the character will not know they failed without a DC 30 Spellcraft.

Space Travel

Space ships are used in space travel, their lengths and sizes varying though their purpose being the same (to safely bring its inhabitant across space). Space ships, while expensive, sometimes are specifically used as a sort of taxi for multiple passenger, leading those who can't afford one from one planet to another.

Bergulsh

The planet which most of **The Fade** takes place on, Bergulsh resembles Earth in quite a few ways due to its diversity in land structure and the fact that a good portion of it is covered in water. The land formation of Bergulsh however is different, having a one large continent, and two large islands.

The Northern Noach: A wasteland of ice and uninhabitable terrain, this land has very little game for even those who choose to stay up here to survive on.

The Central Noach: A land consisting of smaller countries, the largest of which are; Palth the primitive warlords, Lekroe the Japanese jewelry makers, Keervabeun the depressed Dwarves, and Sokunha the ancient Russian mining city.

Southern Noach: Deemed the center of the world, this land is where the original humans first made residence. The only currently active country is Rihilig, mostly populated by humans and the largest city in the world.

Synthia: An island south to the Noach's, there are five countries here; the steampunk bandit haven of Agaha, the tyrannical country of Hunvu, the radiated rock of Terraka, and the Orc lands of Sakva. All of these lands are labeled as potentially dangerous to varying degrees, with the safest place being Sakva of all places.

Monsters

While some enemies the players face will be of character classes, monsters pose a very big threat to the characters as well and depending on where they are, they may be abundant. Monsters' sheets are simplified for ease-of-use, and they do not gain Awakenings unless the GM gives the monsters class levels and wishes them to have the Awakenings.

If a monster has multiple natural attacks listed on their sheet (example: 2 Claws, or a section on a Bite attack and a Tailslap attack) they can use all of these attacks as a full-round action as if they were two-weapon fighting with the two-weapon fighting talent. This doesn't apply to breath weapons or magical natural attacks.

Aberrant

Creature of the Dark

Creatures of the Dark have tiny bodies and legs, their left arm being incredibly small while their right arm is massive in comparison. A Creature of the Dark's main defense mechanism is to use its Gut Smash, then run away.

Level	1 st
Size & Type	Medium, Aberrant
HP	10 (8 HP per level)
Defense	16 (10 +3 Natural Armor + 3 Agility)
Avoid	13 (10 + 3 Agility)
Stability	23 (15 + 8 Defense halved)
Attack (Arm)	+3 Hit, 1d8+5, Melee range, x2 Critical hit
Movement	5 ft., 30 ft. Fly
Strength	10 (+5)
Magic	5 (0)
Endurance	7 (+2)
Resistance	5 (0)
Agility	8 (+3)
Luck	8 (+3)
Skills	Knowledge {Astrology} (+4)
Gear	None
DR and MR	DR 5/Magic
Special	Gut Smash
Languages	Ano

Gut Smash

As a standard action twice per day, the Creature of the Dark makes a single attack roll adding Strength to hit along with Agility. Instead of dealing damage, the attack causes the target to become [nauseated](#).

Floating Eye

A floating eyeball with a glare so cruel in its magical energy that it can kill those it stares at. Floating Eyes have eye colors just like a normal person, however these eye colors are not limited by anything, and they only have one eye. Due to this, they cannot have heterochromia other than from having 'specs' of other colors.

Level	8 th
Size & Type	Medium, Aberrant
HP	96 (8 HP per level)
Defense	15 (10 + 5 Agility)
Avoid	15 (10 + 5 Agility)
Stability	22 (15 + 7 Defense halved)
Attack (Glare)	+7 Hit, 2d4+9, 30 ft. range, x2 Critical hit
Movement	5 ft., 60 ft. Fly
Strength	1 (-4)
Magic	14 (+9)
Endurance	9 (+4)
Resistance	12 (+7)
Agility	10 (+5)
Luck	5 (0)
Skills	Knowledge {Astrology} (+8), Spellcraft (+17)
Gear	None
DR and MR	MR 18
Special	Psychic Eye
Languages	Ano, German

Psychic Eye

A Floating Eye has the capability to cast [Psychic spells](#) as a Preternaturist of the same level. They use their Floating Eye as their Preternaturist level for requirements.

Object of Terror

Creatures which are created through a child's nightmares when a magical ritual is performed. The result is the following creature, which proceeds to slaughter those who performed the ritual if it isn't immediately subdued.

Level	20 th
Size & Type	Gargantuan, Aberrant
HP	260 (8 HP per level)
Defense	13 (10 + 3 Agility + 4 Natural Armor - 4 Size)
Avoid	9 (10 + 3 Agility - 4 Size)
Stability	21 (15 + 6 Defense halved)
Attack (Punch)	+7 Hit, 4d8+10, Melee range, x2 Critical hit
Movement	20 ft.
Strength	15 (+10)
Magic	10 (+5)
Endurance	10 (+5)
Resistance	5 (0)
Agility	8 (+3)
Luck	5 (0)
Skills	Fortitude (+25)
Gear	None
DR and MR	DR 10/Magic
Special	Immediate Terror, Accurate
Languages	Ano, Gaelic (Scottish)

Immediate Terror

All within 30 ft. of it must make a Luck save or gain the [frightened](#) condition. This check, if it succeeds or fails, does not need to be made until 24 hours later.

Accurate

Twice per day, the Object of Terror can grant itself a +10 bonus to attack, or it can expend both uses for a +20 to attack.

Cthulhu

The mighty Elder God from R'lyeh, once awakened this deity is hard to put back to sleep. It is a challenge to take him down, and even more of a challenge to understand his form, as mortals have a hard time seeing Cthulhu as he truly is.

Level	30 th
Size & Type	Colossal, Aberrant
HP	900 (10 HP per level)
Defense	34 (10 + 5 Agility + 27 Natural Armor - 8 Size)
Avoid	7 (10 + 5 Agility - 8 Size)
Stability	32 (15 + 17 Defense halved)
Attack (Punch)	+26 Hit, 6d8+10, Melee range, x2 Critical hit
Movement	40 ft.
Strength	25 (+20)
Magic	15 (+10)
Endurance	25 (+20)
Resistance	20 (+15)
Agility	10 (+5)
Luck	10 (+5)
Skills	Fortitude (+35), Knowledge {Astrology} (+35)
Gear	None
DR and MR	DR 10/-
Special	Unnatural Form, Godhood
Languages	Ano

Unnatural Form

Characters 20th level or under cannot truly see Cthulhu, and instead see a formless space which they cannot explain or comprehend. Those 21st level and above however must make a Luck save or feel their mind fall apart, making them suffer from insanity. This only affects those who can see Cthulhu.

Godhood

Reducing Cthulhu to 0 HP does not kill him, but rather his body returns to R'lyeh where it will hibernate for 1 year per HP lost until his HP is at full. This process can be sped up by worshippers of Cthulhu, however for every 100 sacrifices made, this only negates 1 year from the 900 year requirement.

Animal

Horse

A standard Horse. It can be used as a mount by Player Characters.

Level	3 rd
Size, Type	Large (Long), Animal
HP	39 (8 HP per level)
Defense	18 (10 + 4 Natural Armor + 5 Agility - 1 Size)
Avoid	14 (10 + 5 Agility - 1 Size)
Stability	20 (15 + Defense halved)
Attack (Hoof)	+5 Hit, 1d4+5, Melee range, x2 Critical hit
Attack (Bite)	+5 Hit, 1d6+5, Melee range, x2 Critical hit
Movement	50 ft.
Strength	10 (+5)
Magic	5 (+0)
Endurance	10 (+5)
Resistance	7 (+2)
Agility	10 (+5)
Luck	8 (+3)
Skills	Fortitude (+8)
Gear	None
Special	None
Languages	Naynat

Tyrannosaurus Rex

A dinosaur with a large maw and small hands. They are tough and are able to kill their prey easily with their powerful bite.

Level	15 th
Size, Type	Gargantuan, Animal
HP	375 (10 HP per level)
Defense	25 (10 + 14 Natural Armor + 5 Agility - 4 Size)
Avoid	11 (10 + 5 Agility - 4 Size)
Stability	27 (15 + 12 Defense halved)
Attack (Bite)	+19 Hit, 3d8+34, Melee range, 19-20/x2 Critical hit
Attack (Tailslap)	+19 Hit, 1d12+17, Melee range, x2 Critical hit
Movement	40 ft.
Strength	22 (+17)
Magic	1 (-4)
Endurance	20 (+15)
Resistance	1 (-4)
Agility	8 (+3)
Luck	5 (0)
Skills	Fortitude (+30)
Gear	None
Special	Powered Chomp, Heavy Body
Languages	Naynat

Powered Bite

When making a bite attack, double Strength modifier rather than use normal Strength modifier or *1.5 to Strength modifier.

Heavy Body

Attacks rely on Strength as opposed to Agility for accuracy.

Fox

A small animal with pointed ears and the look of a trickster.

Level	1 st
Size & Type	Small, Animal
HP	8 (8 HP per level)
Defense	18 (10 + 7 Agility + 1 Size)
Avoid	18 (10 + 7 Agility + 1 Size)
Stability	24 (15 + 9 Defense halved)
Attack (Claw)	+8 Hit, 1d4-1, Melee range, x2 Critical hit
Attack (Bite)	+8 Hit, 1d3-1, Melee range, x2 Critical hit
Movement	30 ft.
Strength	4 (-1)
Magic	1 (-4)
Endurance	5 (0)
Resistance	3 (-2)
Agility	12 (+7)
Luck	10 (+5)
Skills	Athletics {Agility} (+14)
Gear	None
DR and MR	None
Special	Fox's Spirit
Languages	Naynat

Fox's Spirit

The fox gains +2 re-rolls per day along with the one gained from having a Luck of 10.

Wolf

Pack animals who fight to protect their territory, and hunt smaller animals such as rabbits and squirrels. They do not attack humanoids unless in their pack.

Level	2 nd
Size & Type	Medium, Animal
HP	16 (8 HP per level)
Defense	13 (10 + 3 Agility)
Avoid	13 (10 + 3 Agility)
Stability	21 (15 + 6 Defense halved)
Attack (Claw)	+3 Hit, 1d6+5, Melee range, x2 Critical hit
Attack (Bite)	+3 Hit, 1d4+5, Melee range, x2 Critical hit
Movement	30 ft.
Strength	10 (+5)
Magic	2 (-3)
Endurance	8 (+3)
Resistance	2 (-3)
Agility	8 (+3)
Luck	5 (0)
Skills	Knowledge {Wilderness} (+)
Gear	None
DR and MR	None
Special	Rallying Howl
Languages	Naynat

Rallying Howl

While there are at least two or more wolves within 30 ft. one of them can howl, granting their wolf allies a +1 to their attack and damage for the round. Multiple wolves can do this up to a +5 to attack and damage.

Bear

Strong and large carnivores who use their vicious claws and bites to take down weaker foes, and any food they may be hunting for.

Level	4 th
Size & Type	Large (Long), Animal
HP	60 (10 HP per level)
Defense	17 (10 + 7 Natural Armor + 1 Agility - 1 Size)
Avoid	11 (10 + 1 Agility)
Stability	22 (15 + 7 Defense halved)
Attack (Claw)	+7 Hit, 1d8+7, Melee range, x2 Critical hit
Attack (Bite)	+7 Hit, 1d6+7, Melee range, 19-20/x2 Critical hit
Movement	30 ft.
Strength	14 (+7)
Magic	2 (-3)
Endurance	10 (+5)
Resistance	2 (-3)
Agility	6 (+1)
Luck	4 (-1)
Skills	Fortitude (+8)
Gear	None
DR and MR	None
Special	Strong Muscles
Languages	Naynat

Strong Muscles

Use full Strength modifier on attack rolls instead of Agility.

Construct

Healing Bot

A medical droid which uses its syringes and fluids to heal the living. Healing Bots do not engage in combat unless reprogramed to do so.

Level	1 st
Size & Type	Small, Construct
HP	10 (10 HP per level)
Defense	21 (10 + 5 Natural Armor + 5 Agility +1 Size)
Avoid	16 (10 + 5 Agility + 1 Size)
Stability	25 (15 + 10 Defense halved)
Attack (Syringe)	+5 Hit, 1d3+1, Melee range, 19-20/x2 Critical hit
Movement	30 ft.
Strength	6 (+1)
Magic	0 (-)
Endurance	0 (-)
Resistance	0 (-)
Agility	10 (+5)
Luck	14 (+9)
Skills	None
Gear	5 Salves
DR and MR	None
Special	Healing Syringes
Languages	English + 1 Additional Human Language

Healing Syringes

A healing bot has a default of 5 [Salve Tier I](#). Higher tiers can be inserted, as well as up to 10 Salves total. It is a standard action for the Healing Bot to use the syringe on someone adjacent to them. A Healing Bot adds their Luck modifier to the healing of any salves they inject.

Price: 1,000 G

Trainer Droid

Robots programmed in order to train their master in the way of combat. Trainer Droids are programmed not to kill their master, and to power down if they'd make an attack that would reduce their master to unconsciousness or death.

Level	5 th
Size & Type	Medium, Construct
HP	50 (10 HP per level)
Defense	22 (10 + 9 Natural Armor + 3 Agility)
Avoid	13 (10 + 3 Agility)
Stability	26 (15 + 11 Defense halved)
Attack (Sword Arm)	+5 Hit, 1d6+10, Melee range, 19-20/x2 Critical hit
Movement	30 ft.
Strength	15 (+10)
Magic	0 (-)
Endurance	0 (-)
Resistance	0 (-)
Agility	8 (+3)
Luck	5 (0)
Skills	None
Gear	1 Weapon
DR and MR	DR 5/Steel
Special	Undying Loyalty
Languages	English + 1 Additional Human Language

Undying Loyalty

A Training Droid cannot, and will not attack their master unless programmed to. In addition to this, anyone other than their master trying to reprogram them without their master's permission will be attacked, as with anyone attacking their master. Training Droids gain a +5 to attack, damage, defense, and avoid while adjacent to their master.

Price: 5,000 G

Plasma Turret

A self-operating turret which fires rounds of plasma at its enemies. These are very expensive due to the use of plasma rounds, and thus are only employed by militaristic groups.

Level	12 th
Size & Type	Medium, Construct
HP	120 (10 HP per level)
Defense	24 (10 + 14 Natural Armor)
Avoid	10 (10)
Stability	27 (15 + 12 Defense halved)
Attack (Cannon)	+15 Hit, 3d6+13, 50 ft. range, x3 Critical hit
Movement	0 ft.
Strength	5 (0)
Magic	0 (-)
Endurance	0 (-)
Resistance	0 (-)
Agility	18 (+13)
Luck	10 (+5)
Skills	None
Gear	None
DR and MR	DR 15/Silver
Special	Plasma Burst, Stationary
Languages	English + 1 Additional Human Language

Stationary

Plasma Turrets cannot move, and thus do not gain their Agility onto Defense, and cannot make Agility or Strength saves.

Plasma Burst

As a full-round action, the Plasma Turret can fire a single blast at a 10 ft. radius. This deals 4d6+13 damage instead of 3d6+13, and those in the radius must make a DC 15 Agility save in order to take half damage.

Due to all of the Plasma Turret's attacks being based on plasma, they do both Electricity and Fire damage for the purposes of bypassing immunities and resistances.

Price: 55,000 G

Dragon

Fire Dragon

Nihilistic with sparks of rage, Fire Dragons are one of the most violent (though not entirely evil) dragons known to man. Fire Dragons call themselves the “Feyugara”, which means ‘Ruler’ in Fyra.

Level	25 th
Size, Type	Gargantuan, Dragon
HP	625 (12 HP per level)
Defense	35 (10 + 12 Natural Armor + 13 Agility - 4 Size)
Avoid	23 (10 + 13 Agility - 4 Size)
Stability	32 (15 + 17 Defense halved)
Attack (Claw)	+19 Hit, 1d8+19, 15 ft. reach, x2 Critical hit
Attack (Bite)	+19 Hit, 2d6+13, 15 ft. reach, x2 Critical hit
Breath Weapon	30 ft. cone (Agility DC 15), 5d6+5 fire damage
Movement	30 ft. Land Speed, 60 ft. Fly Speed
Strength	18 (+13)
Magic	10 (+5)
Endurance	18 (+13)
Resistance	18 (+13)
Agility	18 (+13)
Luck	10 (+5)
Skills	Deception +30, Fortitude +38, Spellcraft +30
Immunity	Fire
Weakness	Cold
DR and MR	DR 15/Magic, MR 23 (10 + 13 Resistance)
Special	Incinerate (Endurance DC 15) , Viscous
Languages	English, German, Russian, Dagonra, and Fyra

Incinerate

If an enemy is brought to 0 HP by the Fire Dragon’s breath weapon, they have to make an Endurance save (DC 15) or be reduced to ash. Only “Give Life” can revive characters killed by Incinerate.

Viscous

Fire Dragons add *1.5 for their bite on damage.

Corruption Dragon

Defenders of Corruption and all that destroys, the Corruption Dragons show no mercy and grant to quarter to those they must slay. It is commonly known that Corruption Dragons obey only Banadar Arkenach.

Level	26 th
Size, Type	Colossal, Dragon
HP	806 (12 HP per level)
Defense	30 (10 + 17 Natural Armor + 11 Agility - 8 Size)
Avoid	23 (10 + 11 Agility - 4 Size)
Stability	30 (15 + 15 Defense halved)
Attack (Claw)	+19 Hit, 1d8+19, 15 ft. reach, x2 Critical hit
Attack (Bite)	+19 Hit, 2d6+13, 15 ft. reach, x2 Critical hit
Breath Weapon	30 ft. cone (Agility DC 15), 5d6+5 fire damage
Movement	20 ft. Land Speed, 80 ft. Fly Speed
Strength	24 (+19)
Magic	8 (+3)
Endurance	24 (+19)
Resistance	18 (+13)
Agility	16 (+11)
Luck	5 (0)
Skills	Deception +30, Fortitude +38, Spellcraft +30
Resistances	Corruption Resistance 10
Weakness	Holy
DR and MR	DR 10/Adamantine, MR 23 (10 + 13 Resistance)
Special	Corruption of the Body and Soul
Languages	English, Zomn, Anglic, Kendarin, and Polish

Corruption of the Body and Soul

When hit by an attack from the Corruption Dragon, anyone who is not at least level 20 must make a DC 25 Endurance save or [lose/cripple a body part](#) (determined randomly by a 1d8 roll, as seen on the chart below)

Roll	Body Part
1	Head
2	Eyes
3	Ears
4	Arms
5	Torso
6	Groin
7	Legs
8	Lose two, roll twice ignoring 8s.

Fey

Pixie

Small tricksters with a love for using their magical talents to cause mischief. Despite their trickster nature, they wouldn't hurt people unless provoked.

Level	1 st
Size & Type	Small, Fey
HP	6 (6 HP per level)
Defense	16 (10 + 5 Agility +1 Size)
Avoid	16 (10 + 5 Agility + 1 Size)
Stability	25 (15 + 10 Defense halved)
Movement	15 ft., 60 ft. Fly Speed
Strength	5 (0)
Magic	10 (+5)
Endurance	5 (0)
Resistance	10 (+5)
Agility	10 (+5)
Luck	8 (+3)
Skills	None
Gear	None
DR and MR	None
Special	Psi-Arcanist
Languages	English, Naynat

Psi-Arcanist

Pixies cast spells as if they were a 2nd level Zauberer, but draw from both the [Arcane](#) and [Psychic](#) spell lists.

Ooze

Moving Sickness

A constantly congealing blob of diseases and poison. Attacks from the blob are dangerous, as they must be checked for infection almost instantly.

Level	8 th
Size & Type	Small, Ooze
HP	64 (8 HP per level)
Defense	26 (10 +5 Natural Armor + 10 Agility + 1 Size)
Avoid	21 (10 + 10 Agility + 1 Size)
Stability	28 (15 + 13 Defense halved)
Attack (Tendril)	+12 Hit, 1d6+15, Melee range, x2 Critical hit
Movement	20 ft.
Strength	15 (+10)
Magic	0 (-)
Endurance	0 (-)
Resistance	0 (-)
Agility	15 (+10)
Luck	2 (-3)
Skills	None
Gear	None
DR and MR	DR 5/Slashing and Piercing
Special	Infecting Tendrils, Crawl Into
Languages	None

Infecting Tendrils

All attacks made by their Infecting Tendrils are considered Earth damage, specifically acidic and targets must make a DC 15 Endurance save or their Strength and Endurance are poisoned for 1d4 points of damage. The Endurance damage cannot bring an opponent to 0 END, however Strength can be brought to 0 STR.

Crawl Into

If an opponent is helpless or the Moving Sickness succeeds at a Stability attack against the opponent, they crawl into the mouth of their target. The target must make an Endurance save DC 25 or take 2d6 points of Strength and Endurance damage as it corrodes their insides. This damage can bring the target to 0 Strength or Endurance. While the Moving Sickness is still inside its target (continuous DC 20 END save to regurgitate) the target takes 1d4 Strength and Endurance damage over the course of it being inside. Once it is removed, half the STR/END damage taken is restored.

Outsider

Archangel

Pure blooded angels whose power is derived from the holy light that surrounds them. Archangels serve under a holy deity, protecting them from the forces of unholy deities, as well as protecting their worshippers from impending danger.

Level	10 th
Size & Type	Medium, Outsider (Angel)
HP	130 (10 HP per level)
Defense	19 (10 + 6 Armor + 3 Agility)
Avoid	13 (10 + 3 Agility)
Stability	24 (15 + 9 Defense halved)
Attack (Longsword)	+12 Hit, 1d8+9, Melee range, 19-20/x2 Critical hit
Movement	30 ft., 30 ft. Fly Speed
Strength	14 (+9)
Magic	5 (0)
Endurance	8 (+3)
Resistance	6 (+1)
Agility	8 (+3)
Luck	5 (0)
Skills	Knowledge {Religion} (+10)
Immunity	Holy
Weakness	Unholy
Gear	Their deity's weapon, Breastplate
DR and MR	None
Special	Deity's Favor
Languages	Anglic

Deity's Favor

While an Archangel is fighting an enemy who actively opposes their deity, they gain a +4 attack/damage.

Vastator

Also known as “Destroyer” Demons, Vastator choose which mortal they want to perish, and attack them relentlessly. The Vastator are known to be cowardly when faced with imminent danger.

Level	10 th
Size & Type	Medium, Outsider (Demon)
HP	150 (10 HP per level)
Defense	23 (10 + 8 Natural Armor + 5 Agility)
Avoid	15 (10 + 5 Agility)
Stability	26 (15 + 11 Defense halved)
Attack (Claw)	+13 Hit, 2d6+5, Melee range, x2 Critical hit
Movement	50 ft.
Strength	10 (+5)
Magic	3 (-2)
Endurance	10 (+5)
Resistance	3 (-2)
Agility	10 (+5)
Luck	10 (+5)
Skills	Persuasion (+15)
Immunity	Unholy
Weakness	Holy
Gear	None
DR and MR	None
Special	Destruction
Languages	Fyra

Destruction

The Vastator gain a +12 bonus to attack and damage against helpless, cowering, and shakened foes.

Plant

Attractive Shroom

Living mushrooms which try to induce sleep so predators can feast upon the sleeping target. The mushroom thus lives off the bones of the dead adventurers.

Level	5 th
Size & Type	Medium, Plant
HP	40 (8 HP per level)
Defense	14 (10 + 4 Natural Armor)
Avoid	15 (10)
Stability	26 (15 + 11 Defense halved)
Movement	0 ft.
Strength	0 (0)
Magic	15 (+10)
Endurance	0 (0)
Resistance	0 (0)
Agility	0 (0)
Luck	5 (0)
Skills	None
Immunity	Poison
Weakness	Slashing, Fire
Gear	None
DR and MR	None
Special	Sleeping Powder, Igniting Greenery
Languages	None

Sleeping Powder

Attractive Shrooms in a 15 ft. radius around itself exude a plume of spores. Those within the plume must make an Endurance save DC 14 or fall asleep. If the character succeeds, they aren't affected by the spores for 24 hours afterwards. This is the Attractive Shroom's only attack, and they cannot defend themselves otherwise.

Igniting Greenery

Despite the fact that the Attractive Shroom is a plant, it can ignite with anyone regardless if they are being attacked or not. Attractive Shrooms grant +2 Magic when igniting with them.

Undead

Nosferatu

When a vampire loses its soul, it becomes a Nosferatu instead of dying completely. Alternatively, Nosferatu can come about due to not feeding for at least a month. Their skin turns even paler than before, and their eyes become a bloodshot red, turning them more monstrous than beautiful like their original vampiric kin.

Level	8 th
Size & Type	Medium, Undead
HP	64 (8 HP per level)
Defense	18 (10 + 4 Defense + 4 Agility)
Avoid	14 (10 + 4 Agility)
Stability	24 (15 + 9 Defense halved)
Attack (Claw)	+7 Hit, 1d6+5, Melee range, x2 Critical hit
Attack (Bite)	+7 Hit, 1d4+5, Melee range, x2 Critical hit
Movement	30 ft.
Strength	10 (+5)
Magic	8 (+3)
Endurance	0 (-)
Resistance	0 (-)
Agility	12 (+7)
Luck	6 (+1)
Skills	Athletics {Agility} (+13)
Gear	Chain Shirt (+4 DEF, -2 AP, +4 ATD)
DR and MR	DR 5/Silver
Special	Blood Drain 3/day
Languages	English, French, and Zomn

Blood Drain

A number of times per day equal to their Magic Modifier, the Nosferatu can absorb a number of hit points from their opponent equal to their Bite damage.

Skeleton

The standard ally to necromancers everywhere. Skeletons are created from the body of a once living creature (one with an Endurance score), and when created this template is applied.

HP: Recalculate HP per Level without the character's Endurance score.

Ability Scores: -2 Strength and +2 Agility

Natural Armor: +4

Damage Reduction: DR 5/Bludgeoning

Special Abilities: Soulless Stare

Soulless Stare

As a standard action, the Skeleton can gaze at an enemy within 30 ft. and the target must make a Luck save DC 14 or take a -2 penalty to attack and damage.

Zombie

Grunts to necromancers, zombies are weak but make up for that in their Strength in numbers. Thus, just having a single zombie as a companion isn't as advisable.

HP: Recalculate HP per Level without the character's Endurance score.

Ability Scores: +2 Strength and -2 Agility,

Movement Speed: -10 ft. (Minimum of a 5 ft. movement speed.)

Natural Weapon: Claw, 1d6 Melee Slashing, x2 Critical Hit

Special Abilities: Rotten Rend

Rotten Rend

When making attacks with their claws, targets must make an Endurance save DC 14 or they become nauseated.

Vermin

Giant Spider

A spider the size of a dog, these insects carry particularly lethal poison on their fangs.

Level	4 th
Size & Type	Medium, Vermin
HP	52 (8 HP per level)
Defense	19 (10 + 4 Natural Armor + 5 Agility)
Avoid	15 (10 + 5 Agility)
Stability	24 (15 + 9 Defense halved)
Attack (Bite)	+5 Hit, 1d10+7, Melee range, x2 Critical hit
Movement	40 ft.
Strength	12 (+7)
Magic	0 (-)
Endurance	10 (+5)
Resistance	4 (-1)
Agility	10 (+5)
Luck	3 (-2)
Skills	Acrobatics {Strength} (+11)
Gear	None
DR and MR	None
Special	Poison Sac
Languages	None

Poison Sac

Bite attacks made by the Giant Spider inject a poison into that which it targets. Those who are hit by the bite must make an Endurance save DC 15 or take 1 point of Strength, Agility, or Endurance damage (GM's choice). This poison can bring the target down to 0 Strength or Agility, but not 0 Endurance.

Credits & Contact

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Artwork: By Dutch Dennis (or just Dennis really). A really great guy, I'm really glad he does my art!

Contact: Email me at Jhar226@yahoo.com and I'll get to you right away.

The Fade Tabletop

Strength Magic Endurance Resistance Agility Luck	Score	Mod	Hit Points	Defense <input type="text"/>	Stability <input type="text"/>
	<input type="text"/>	<input type="text"/>		Avoid <input type="text"/>	Luck Re-Rolls <input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	Name <input style="width: 100%;" type="text"/>	Deity <input style="width: 100%;" type="text"/>	
<input type="text"/>	<input type="text"/>	<input type="text"/>	Race <input style="width: 100%;" type="text"/>	Class <input style="width: 100%;" type="text"/>	
<input type="text"/>	<input type="text"/>	<input type="text"/>	Class Subtype <input style="width: 100%;" type="text"/>		
Limb HP					
Head <input style="width: 50%;" type="text"/>		Eyes/Ears/Groin <input style="width: 50%;" type="text"/>		Torso <input style="width: 50%;" type="text"/>	
				Arm/Leg <input style="width: 50%;" type="text"/>	

Skills			
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Acrobatics <input type="text"/>	Use Computers <input type="text"/>		
Awareness <input type="text"/>	Use Magic Device <input type="text"/>		
Knowledge			
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Drive <input type="text"/>	Tactics <input type="text"/>		
Fortitude <input type="text"/>	Technology <input type="text"/>		
Handle Animal <input type="text"/>	Geology <input type="text"/>		
Heal <input type="text"/>	Astrology <input type="text"/>		
Linguistics <input type="text"/>	History <input type="text"/>		
Persuasion <input type="text"/>	Religion <input type="text"/>		
Ride <input type="text"/>	Royalty <input type="text"/>		
Spellcraft <input type="text"/>	Wilderness <input type="text"/>		

Spells Prepared	Weapons
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	Armor and Shield _____ _____

_____	Magic Items & Mundane Items _____

_____	G: _____

Miscellaneous

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