



R
REALMS
A
SUNDER

ROLEPLAYING GAME

— CORE RULEBOOK —

Credits

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Introduction

I have traveled far and wide across the cosmos in order to record that which exists. I record these notes of the most common abilities, spells, skills, and even races that one can expect to find within the many worlds that have been ripped asunder. Know that this is just one brief snippet which I've been able to compile. Hopefully, these notes will inspire you to journey forth, create, and find adventures that will someday gather dust on a shelf like many other stories of those that have come before.

-Zerxio Ryni

What You Need

- A flat surface to play on. A table is recommended, but even the floor will work if necessary.
- A group of players and a Game Master (GM). We recommend a group of 4-6 players per game. This is only a suggestion.
- A set of dice: four-sided (d4), six-sided (d6), eight-sided (d8), ten-sided (d10), twelve-sided (d12), and twenty-sided (d20). It is recommended to have multiples of each dice.
- A writing utensil and scratch paper.
- Your character sheet. You can download a free .pdf file of our official character sheet from our website, www.realmsasunder.com, and then print it out. If you can't print it out, you can convert the .pdf file into an editable text document and keep the sheet on your laptop or other electronic devices.

How to Play

This section will cover how to play *Realms Asunder*. If there is a rule which is debated between players/GM, we recommend you discuss it and come up with a ruling that makes the most sense, if you can't come to an agreement then it is on the GM to come up with a ruling which they think is fair.

This book should be used as a guide with each group deciding on rules they wish to remove or add to their individual game. A group should feel free to create "house rules" to make their game as enjoyable as possible.

All *italicized* words can be found in the **Term Glossary** section of this book; Underlined words refer to abilities, spells, skills, or items which can be found within this book; **Bold** words refer to sections or subsections of this book.

Combat

Combat has many phases. The next section is a step-by-step guide to combat.

Step 1: Initiative

Before combat, each combatant rolls a d20. The order of combat is then determined in descending order from the highest roll down. In case of a tie roll a d20 again, keeping in mind the original roll. Whoever gets the highest in that roll goes first. There are some skills that can affect a character's *Initiative* roll.

Step 2: Active Turn and Reactive Turn

Line of Sight

All combatants have a 360° field of vision. If two combatants have an unobstructed view of each other, they are considered to be within *Line of Sight* of one another.

Active Phase

During a character's active *Turn* they have three different things to do. They receive a free Move Action, and may also perform 1 *Maneuver* and 1 *Action*. (There are ways for a player to gain more *Actions* and *Maneuvers* as they progress in the game.) The following *Actions* and *Maneuvers* are those that a character may always perform regardless of what abilities they have. (Note that any *Maneuver* may be performed in the *Action* slot.) There are also *Free Actions* that require no use of either *Maneuvers* or *Actions*.

There are many more *Actions* and *Maneuvers* throughout this book specified when your character buys a spell, skill, or ability. You should be sure to mark down which require *Actions* and which require *Maneuvers*.

Actions:

Attack with Main Hand Weapon: A character may choose to make an attack with their main-handed weapon.

Maneuver: A character can choose to use their *Action* by doing a *Maneuver*.

Move: A character may choose to move, up to their *Movement*. When moving a character may move through allies as though they weren't there, but they may not move through enemies. At no point may two people occupy the same space. A character may also choose to split up this movement. For example, if a character can move 25ft, they could choose to move 10ft perform an *Action* or *Maneuver*, and move the remaining 15ft. This *Movement* is removed when they end their *Active Phase*.

Use Item (Affecting Others): A character can use an item that affects others. An example would be throwing an explosive or using a potion on an *Unconscious* target. Anything that affects someone other than the character requires an *Action*.

Use Skill: A character may use any skill while in combat for the use of an *Action*. This may change depending on specific skills.

Maneuvers:

Attack with Off Handed Weapon: A character may attack with their off-handed weapon however they may not add their weapon proficiencies to this attack. For example, let's say the character uses their dagger which deals $3 + 1d6 + \text{Dex}$, and has a level two proficiency in Sword giving them a +2 to their sword damage. The damage for the off-handed attack would only be the damage of the dagger; $3 + 1d6 + \text{Dex}$. Any Medium Weapon, like a Long Sword, additionally receives a -3 to hit.

Boost a Skill: A character may choose to use their *Maneuver* to boost a skill roll using their *Skill Slots*. For every 2 *Skill Slots*, a character uses they may increase their roll by +1. This can be done after the roll but must be declared before the results are known.

Continue a Focus or Channel Ability, Spell, or Skill: A character may continue powering a *Focus* ability, spell, or skill or channeling a *Channel* ability, spell, or skill using their *Maneuver*. A character can trigger the effects of a *Focus* ability, spell, or skill as a *Free Action*.

Hand an Item: Items may also be handed to others, but either characters or monsters must be within 5ft of one another. This takes the *Maneuver* of the one handing the item not the one receiving it.

Prepare a Dodge: A character can use their *Maneuver* to prepare for an opponent's next attack. Doing this allows the character to use Dodge without expending *Slots* on the next attack that targets them. This must be used before their next *Active Phase*.

Reaction: A character may perform any *Reaction* as a *Maneuver*.

Switch Weapons: A character may choose to put away and pull out a different weapon using their *Maneuver*.

Take a Breath: A character may choose to take a breather and restore 1d4 *Health Points* for every 5 Character Levels. (This may only be used in combat.)

Use Item (Affecting Self): A character may use an item to affect themselves using a *Maneuver* rather than an *Action*. For example, they may drink an elixir or use poison on their weapon.

Free Actions:

Hold – A character may choose to hold their *Action* or *Maneuver* and use it at a later point in the *Turn*. They must choose what they are going to do and specify a trigger that will cause them to do it. For example, a character may hold an attack until someone enters their weapons range. If a spell is held it is not expended if it is not triggered.

Reactive Turns

A character may perform a *Reaction* outside of their *Active Phase* if the character has a *Reaction* ability, spell, or skill. A character may only perform one *Reaction* per trigger. For example, if a character had the *Reaction* ability Counter which allows them to hit a target that is attacking them, then they couldn't also use the Dodge ability to avoid the damage. (A *Reaction* may not be used if the character did not know the attack, ability, spell, or skill was coming.)

All players start with the Dodge ability. When Dodge is used it uses *Ability Slots*.

Dodge:

Abilities: Attempt to dodge any type of attack. The character rolls a d20 against the attacker if they win they avoid the attack and all damage. (Dodge uses *Ability Slots*.)

Type: Reaction

Slots: 2

Attacking

Dealing Damage

When dealing damage, the target of an attack subtracts their *Armor* from any damage sustained. If they possess any *Resistance* to that damage type, they may add that *Resistance* to their *Armor*. For example, an enemy swings their axe and attempts to decapitate a character. Unfortunately, the character was unable to dodge and must take the hit. Thankfully, the character is wearing Metal Armor which has 3 *Armor* and 3 *Resistance* to Slashing Damage. So, the character resists 6 damage from the axe. Damage may only be reduced to a minimum of 1.

Damage is directly subtracted from the target's *Health Points* even past the point of 0. See the **Unconscious Rules** section for more information on what happens when hitting 0 or below *Health Points*.

Armor Penetration can ignore the defensive power of *Armor* and *Resistances*. If the total *Armor Penetration* on the attack is greater than the target's total *Armor* the attack deals true damage.

When taking damage from multi-type damage sources, such as a flaming longsword which would be slashing and fire, the character uses the resistance which is lowest.

Misses and Criticals

When a character rolls their *Attack Roll* die they are determining the effectiveness of the hit. If a 1 is rolled the attack misses no damage is done. If the max number on the die is rolled, 8 for a d8, 10 for a d10, etc. Then the damage is doubled. Otherwise, the damage is done as normal.

Step 3: End of Turn

The next *Turn* starts with the highest *Initiative* score.

Step 4: End of Combat

Combat ends when either all of one side is *Unconscious* or dead, or when one side has fled or conceded.

Unconscious Rules

When a character's *Health Points* drop to zero, they become *Unconscious*. An *Unconscious* character is unable to move or act in any way, receives the *Knocked Down* effect, and at the beginning of each *Turn* they receive one stack of *Bleeding Out*.

At the end of the *Unconscious* target's *Turn*, they must make a *Fatality Roll*. A *Fatality Roll* is a d20, subtracting any *Bleeding Out* stacks from the total. If the result is 0 or less, the target is considered dead, and cannot be revived by the restoration of *Health Points*.

An *Unconscious* target may still be attacked, taking damage and gaining 1 *Bleeding Out* stack. If the target's *Health Points* are negative, equal to their maximum *Health Points*, the target dies. (For example, if a character's maximum *Health Points* are 45 and they reach -45 the character dies.)

If a target can be *Stabilized*, they are still considered to be *Unconscious*, but they no longer suffer *Bleeding Out* stacks or are required to make *Fatality Rolls*. If a *Stabilized* target is attacked again, they begin to suffer from the effects of *Unconscious* once more.

A target can gain consciousness again by having their *Health Points* restored to at least 1, but they receive 1 level of *Fatigue*. *Bleeding Out* stacks are reduced by 1 plus the character's *Vitality Bonus* at the end of each *Rest*.

Bleeding Out stacks can only be reduced by 1 + (*Vitality Bonus*) after *Resting*.

Additional Rules

Carrying

A character can carry another character or a heavy object without the constant need to make an endurance check, however, the character's *Movement* is reduced to half rounded up while carrying something that burdens them.

Climbing

A character may climb but it costs double their *Movement*. A character may not perform *Reactions* while climbing. If damage is taken while climbing the character must roll a d20 adding in their *Athletics Bonus* against a difficulty check equal to half the damage they took rounded down. (An example would be if a character is climbing and they are hit for total damage of 15, but their *Armor* and *Resistances* block 5 of that the damage they took would be 10 and it would require an *Athletics* check of 5 or greater to not fall.)

Consumable Items

Items can hold some powerful effects that can boost a character's abilities for a short time

or offer them some quick healing in a pinch. Items such as Bottled Flame or Potion of Healing only can be used once. During gameplay, a character should remove a consumable item from their inventory as soon as they have used it.

D20 Rules

There are two types of d20 rolls in *Realms Asunder*: Skill Checks and Saving. These rolls all function essentially the same. Two parties roll a d20, and the party with the higher roll wins. (Some rolls will have a set difficulty determined by the GM such as jumping over a gap or climbing a cliff.) The types are simply categorized for ease of use. While GMs are normally encouraged to keep their rolls secret from their players, d20 rolls in *Realms Asunder* should be made for everyone to see unless needed to be hidden such as a stealth roll. All 20's rolled are successful, all 1's are failures regardless of bonuses and any ties are rerolled. Make sure to add in any applicable modifiers to the rolls. Here are a few examples.

Example 1 Skill Check for Stealth: Let's say your character wants to hide from a group of guards looking for them. Your character would attempt a Stealth check to hide adding in your *Thievery* and *Stealth Bonuses*. The guards controlled by the GM would attempt a perception check against you adding in their *Perception* and *Examination Bonuses*. You'll each roll a d20 and add your bonuses whichever roll was higher will succeed. So if your character's roll was higher they would successfully hide, but if the guard's roll is higher they see through your character's stealth and can see them.

Example 2 A Saving Throw against Poison : Your character is in the effect range of a Tremor spell cast by one of your enemies. They resist the effects of being *Knocked Down* the character must roll a d20 and add in their *Dexterity Bonus* against the character's *Knowledge Bonus*. If your roll is higher your character succeeds and remains unaffected by the spell, however, if they win your character is *Knocked Down*.

Dual Wielding

Any character may Dual Wield up to two medium weapons. They may attack with either when using an *Action*, but not both. They may attack with an off-handed weapon as a *Maneuver*. Both Light and Medium Weapons don't add in their weapon proficiency bonuses to their off-hand attack. Medium Weapons in addition receive a -3 to hit. (If you would like your character to do a duel attack look at the ability Dual Strike in the **Weapon Proficiencies** section of the book.)

Falling

If a character falls from a height greater than 10ft they must roll a d20 adding in their *Athletics Bonus* and their *Acrobatics Bonus*. If they tie or succeed the difficulty they ignore half of the incoming damage. Damage from a fall is dealt by rolling 1d6 for every 5ft past 10ft, and the Difficulty begins as 5 after 10ft and is increased by 5 every 10ft after. All damage from falling is considered *True Damage*.

Fatigue

A character can become *Fatigued* in a few different ways; by not taking a *Rest* at least every 24 hours, by being brought back from *Unconsciousness*, and if the GM determines the character has over-exerted themselves in some way.

Fatigue is gained in stacks with each stack having all the effects of all of the previous stacks. One stack is removed after each *Rest*. (All of the *Fatigue* effects stack with other status effects.)

Fatigue 1	The target may not use any of their skill bonuses or stat bonuses.
Fatigue 2	The target receives a -3 on attack rolls and a negative <i>Fate Shift</i> on all <i>Reactions</i> .
Fatigue 3	The target gets a negative <i>Fate Shift</i> on all d20 saving rolls, on all d20 skill checks, and all attack rolls.
Fatigue 4	The target can't be healed or regain spell slots except by <i>Resting</i> , and their <i>Movement</i> is halved rounded up.
Fatigue 5	The target is instantly dead.

Grappling

A character may use an *Action* to attempt to inflict the *Grappled* status effect. The target must be within 5ft. The character rolls a d20 adding in their *Athletics Bonus* and *Wrestling Bonus* versus the target's *Athletics Bonus* and *Wrestling Bonus*. If the target fails they are *Grappled*. To maintain a grapple the character must spend a *Maneuver* each *Turn* similar to other *Channeling* abilities, spells, or skills.

Negative Hit Effects

There are a few negative hit status effects like *Blind* and *Obscure*. The character only suffers the highest negative to hit. So for example, if a character had become *Blinded* receiving

a -3 to hit and then someone threw down a Bottled Smoke on top of the character giving the *Obscured* effect which is a -2, the character would only apply the -3 from *Blind*. This only applies to status effects, for example, the -3 for off-handed medium weapon attacks. A *Critical Hit* always hits regardless of the negatives applied to the *Attack Roll*.

Passive Perception

The character always has a base perception of $8 + \textit{Perception Bonus}$. This deals with things that they would just be able to generally notice such as a person trying to sneak or reasonable being able to follow a trail.

Pushing

A character may attempt to shove a target using an *Action*. When pushing, roll a d20, adding in the character's *Athletics Bonus* and *Brawn Bonus* versus the target's *Athletics Bonus* and *Brawn Bonus*. If the character loses, the target is not pushed. If the character wins, the target is pushed 5ft in any direction.

Resting

Resting is accomplished by taking it easy for a set amount of time. This can be accomplished by the character's sleeping, lounging, meditating, or any other form of general relaxation. Using abilities, spells, skills, or trying to do anything requiring physical or mental focus isn't considered *Resting*.

After *Resting* for 8 hours, a character restores all missing *Health Points*, all used *Slots*, and regain any abilities that require a *Rest*. A character also reduces *Fatigue* by one level and reduces *Bleeding Out* stacks by $1 + (\textit{Character's Vitality Bonus})$. Additionally, any abilities that require a *Rest* to recharge are restored.

Should a group of characters not want to *Rest* a full 8 hours they may instead regain some of their *Health Points* and *Slots* for each hour they *Rest*. For each hour of *Rest* a character can restore $(\textit{Character Level} \times 2)$ *Health Points* and $1 + (\textit{Character Level}/2)$ *Slots*.

Stabilizing

The character may spend an *Action* to attempt to *Stabilize* a target without a first aid kit. The character has to make a d20 skill check adding in their *Survivalist Bonus* and their *Anatomy Bonus* against the target's *Bleeding Out Stacks* and their current negative *Health Points*. For example let's say a character has a total of +7 between their *Survivalist Bonus* and *Anatomy Bonus*. The target they are attempting to *Stabilize* has 2 *Bleeding Out Stacks* and is currently at

-10 *Health Points*. The character would have to roll a total of 12 or greater to successfully *Stabilize* the target.

Stealth in Combat

When in combat a character can attempt to conceal themselves as long as no enemy has *Line of Sight* on them. The character makes a d20 skill check adding in their *Thievery* and *Stealth Bonuses* to attempt to give themselves the *Stealth* effect. The character must beat the highest *Passive Perception* amongst the enemies.

Throwing

A character can throw any item or weapon 5+ (5 x *Athletics Bonus*)ft, but they receive a -3 to their *Attack Roll*.

Leveling Up and Gaining Experience

The GM decides when the party levels up. All characters in the party level up together and gain *Experience* which they may spend to buy *Stat Points*, *Weapon Proficiencies*, *Class Abilities*, *Spells*, *Skill Bonuses*, *Skills*, or anything else which *Experience* may be spent on.

Each level a character gains 2 + 1d6 *Health Points* and 3 *Slots* without having to spend any *Experience*. Every five levels a character additionally gains 1 *Keystone* of their choice. (See the *Keystones* section for more information.)

All characters begin at level 1. When a character levels up beyond 1 they gain a pool of *Experience* which they may use to purchase new things for their character. It starts off as 100 *Experience* and increases by 25 *Experience* every 5 levels. So from 2-5, the character would gain 100 *Experience* to spend. From 6-10, it would be 125 *Experience*. This continues for as long as a player plays this character. (Any *Experience* may be saved to spend after the character levels up again.)

It is recommended that a GM award players with a level every few sessions. For groups looking to power up faster, the GM should consider reducing that down to every session. For those wishing to slow down and play with the same power for longer increase the time between level-ups. It's up to your group to decide how you want to play the game, but part of the fun is getting new abilities, spells, and skills to use.

Being a Player

A player is someone who controls one or more characters in the game. We recommend you look through stats, races, abilities, spells, skills, and equipment before you begin to build your character. There are many unique playstyles and builds possible within *Realms Asunder* and it's hard to decide how to build if you don't know what you're going to play.

A couple of tips we highly encourage for players is to try to build a character that is unique within your group and that has a reason to stay with your group. Characters who have no reason to stay with the other characters will often bring unnecessary conflict to the game.

Starting a Character

All great heroes and villains have a beginning, and your character is no exception. This section will cover character creation with step-by-step instructions. If you already understand how to build a character, you may skip to the **Quick Start Character** section.

Step 1: Basics and Choosing a Race

The character must choose a race to be within the worlds of *Realms Asunder*. Each race has unique cultures, histories, and racial keystones. When a character chooses a race they may choose one of their race's racial keystones.

A character also begins with 25 *Health Points*, 25ft of *Movement*, 1 *Action*, and 1 *Maneuver*.

Step 2: Spending your Experience

Each character receives a starting 250 *Experience* which they may spend however they wish. If your character is looking for more physical prowess then look to abilities. Abilities include weapon proficiencies to increase a character's effectiveness with weapons and class abilities which have unique abilities for your character to perform.

The basic building blocks of the game are the Stat Bonuses. These give your character more *Slots*, increase *Health Points*, increase the base damage of different weapons and spells, and gives the character bonuses to d20 rolls to resist harmful effects. It's recommended to pick up a few bonuses depending on what you want your character to do.

If your character is looking for magical abilities then look to spells. Spells are divided into seven different trees of magic; Fire, Water, Earth, Air, Light, Dark, and Arcane. Each spell tree houses ten unique spells and distinct playstyles. In addition, there is the spellbinder proficiency which has many unique abilities to boost your character's spells and it naturally increases the damage and healing components of all spells.

There are also Skills that a player may invest in. Skills range from being able to command an enemy to halt in place to drawing magical runes on allies to give them a boost. There are seven overarching skill trees Artistry, Athletics, Knowledge, Perception, Speech, Survivalist, and Thievery. Each skill allows characters to do specific things within the game.

This starting *Experience* can also be used to increase any of the character's skill bonuses. These increase the d20 rolls associated with skills, and certain abilities and spells.

In the end, it comes down to what you think would be cool for your character to do. Be careful though *Experience* can be spent fast try not to spread your character too thin to begin the game.

We highly recommend that you prioritize getting a few class abilities, spells, or purchasable skills as these are what really give the character things they can do.

Step 3: Assigning Slots

It isn't till after a character has finished spending their *Experience* that we recommend choosing the beginning slots a character has. A beginning character receives 8 *Slots* and generally, they will receive additional slots from *Stat Bonuses*. These slots must be placed into one of three categories; *Ability Slots*, *Spell Slots*, or *Skill Slots*. Each area of the game requires the use of these precious *Slots* so it's recommended you choose carefully. Generally, you'll want to focus on one area first and maybe put a few in a secondary type to begin the game.

Step 4: Buying Equipment and Items

All equipment and items cost *Gold*. Your character will start with 200g to spend or save. It is recommended that a character buy at least 1 weapon and 1 set of armor. Many of the weapons have distinct types and deal a certain type of damage. At this point, you should have a good idea of how your character is going to work and what kind of weapon they have is the final touch. **We do recommend that you keep 15 to 25 *Gold* to be able to buy things during play.**

Quick Start Character

- Choose a Race and 1 of their Racial Keystones.
- Base *Health Points* are 25
- Base *Actions* is 1
- Base *Maneuvers* is 1
- Base *Movement* 25ft
- Base *Slots* 8 (These may be placed in any of the three categories.)

- 250 *Experience* to spend. (It is recommended that the character use all their *Experience* rather than try to save it.)
- 200 *Gold* to spend. (This *Gold* is kept even if not all of it is used.)

Stat Bonuses

Vitality, Strength, Dexterity, Intellect, and Wisdom are the five stats of *Realms Asunder*. Stats are the primary system in which your character improves their weapons, abilities, and spells. Each stat has buffs different physical and magical abilities, and Vitality directly increases a character's *Health Points*.

Certain abilities, spells, and skills have d20 saving rolls attached to them. They will often ask a character to add in their bonus of a specific stat to try to resist some of the effects.

Stats also benefit weapons, abilities, and spells in certain ways. Many of these bonuses come into effect with multiple points in a stat. For example, many spell have the duration effect allowing them to last longer. If a character had +5 Intellect they may add an additional *Turn* to a spell-like Set Ablaze. These are always rounded down, so if a character only had +4 Intellect they would not receive the additional *Turn* from their stat bonus.

Gaining Slots

As a character grows in strength and power they will be awarded *Slots* by their stats and leveling up. When the character gains these *Slots* they must decide which type of *Slot* it will become, *Ability Slots* which is used by abilities, *Spell Slots* used by spells, or *Skill Slots* used by skills.

Increasing Stat Bonuses

A character may purchase a +1 *Stat Bonus* by spending *Experience*. The formula for the increase is $(X \times 10)$ where X *Stat Bonus* the character is going to. For example, if you were to have a +2 in Vitality and wanted to increase it to +3 it would be 30 *Experience* (3 x 10).

A character must purchase each point when upgrading a bonus. A character may not skip from +2 to +4 only spending 40 *Experience*. Instead, they must purchase +3 for 30 *Experience* then +4 for 40 *Experience* totaling 70 *Experience*.

Vitality (Vit)

Vitality is the stat that is focused on survival. With each point of vitality, a character will gain *Health Points* and be able to more easily survive effects like being poisoned. Vitality saving

throws are generally focused on things that affect a character's health such as poison, disease, or alcohol.

Each Point	<i>Health Points</i> increase by (1 + 1d4)
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Strength (Str)

Strength affects the power of physical attacks. Strength benefits some melee weapons including axes, clubs, and hammers, increasing their damage potential with each point. Strength saving throws generally involve resisting effects like being contained or stopping something heavy.

Each Point	+1 <i>Slots</i>
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Dexterity (Dex)

Dexterity specialists focus on hitting their target with finesse and precision. Dexterity benefits some weapons, including bows, swords, and spears, increasing the potential damage with each point. Dexterity saving throws are often about dodging out of the way of a specific effect like if a hidden trap fired a dart or landing on one's feet.

Each Point	+1 <i>Slots</i>
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Intellect (Int)

Intellect is one of the two stats that benefits magical spells. It can increase the natural power of the magical trees of Fire, Air, Dark, and Arcane. Intellect saving throws resist certain mental effects that muddle the mind.

Each Point	+1 <i>Slots</i>
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Wisdom (Wis)

Wisdom is the other side of Intellect with magical spells. Wisdom benefits the magical trees of Water, Earth, and Light. Wisdom saving throws generally protect against mental intrusions.

Each Point	+1 <i>Slots</i>
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Keystones

Keystones are powerful abilities that a character receives every 5th level. All keystones may only be taken once unless otherwise stated. The character may choose any keystone from the general category or any from the character's racial category.

General

Accelerated Action:

Abilities: The character as a *Free Action* may increase their *Actions* by +1 for this *Turn*. This ability recharges after a *Rest*.

Type: Innate

Enhanced Endurance:

Abilities: Once per *Rest* the character as a *Maneuver* manages to recover their energy restoring 1 + (Character Level) *Slots* to whichever types they choose. This ability recharges after a *Rest*.

Fast Reflexes:

Abilities: The character has increased reflexes allowing them to take a second *Reaction* per trigger.

Type: Innate

Fate Touched:

Abilities: Once per *Rest* the character is blessed with luck which they may use to reroll any of their rolls and take the higher or force another target in their *Line of Sight* to reroll their roll and take the second roll. This may be decided after the initial roll, and this ability recharges after a *Rest*.

Type: Innate

Flexible Initiative:

Abilities: Once per *Rest* the character may change their speed choosing to switch their *Initiative* to any other of their choosing for 1 *Turn*. This ability recharges after a *Rest*.

Type: Innate

Healing Surge:

Abilities: Once per *Rest* the character as a *Maneuver* channels healing energies through their body restoring $Xd6$ *Health Points* where X is $1 + (\text{Character Level}/2)$. This ability recharges after a *Rest*.

Type: Snap

Heroic Will:

Abilities: The character has a natural heroic nature and after a *Rest* they receive $2 + (\text{Character Level}/5)$ *Hero Dice* that they may keep or divide among their allies. These *Hero Dice* remain until the character's next *Rest*. (These may be passed out whenever the character deems necessary. The character must have *Line of Sight* and within 100ft to pass them to an ally. This can be performed as a *Reaction*.)

Type: Innate

Quick Step:

Abilities: The character learns to move more effortlessly gaining an additional 10ft *Movement*.

Type: Innate

Safe Haven:

Abilities: The character becomes able to avoid harmful effects. Once per *Rest* the character may automatically save on a d20 Saving Throw. This ability recharges after a *Rest*. (This must be determined before the d20 is rolled.)

Type: Innate

Skilled:

Abilities: The character is extremely proficient with all skills gaining a permanent +1 to all d20 Skill Checks.

Type: Innate

Racial

Demon-Kin

Born from the corruption Delios placed on the cosmos, the demon-kin are considered corrupted forms of the other mortal races. The demon-kin have a wide range of physical makeup as they can have similar body structures to other mortal races, but they almost always distinctly have either colored skin, horns, or tails. Due to their connection to Delios it is not uncommon to find demon-kin persecuted against in many mortal cities.

Attuned to Darkness:

Abilities: The character gains additional bonuses when using any spell in the dark tree. After a *Rest* they may choose one bonus and add it to their spells; 2 + (Character Level/2) damage and healing, +1 *Turn* Duration, +25ft Range, or +1 Spread. This bonus may be changed after their next *Rest*.

Type: Innate

Blood of Magic:

Abilities: The character has inherited an efficiency in handling magical energies. Once per *Rest* the character may cast a spell without using *Spell Slots*. This ability recharges after a *Rest*.

Type: Innate

Bloodline of Darkness:

Abilities: The character's bloodline is filled with dark magics and cruel treatment by full demons. The character can add in 2 + (Character Level/5) to their *Dark Resistance*.

Type: Innate

Gift for Magic:

Abilities: The character's natural gifts for magic may be used to enhance their spells. The character may add 2 + (Character Level/5) to any d20 roll that involves their own spells.

Type: Innate

Nightblade:

Abilities: The character knows how to channel darkness around themselves, their weapon, or spell. As a *Maneuver*, the character may channel dark energies into their attack dealing an additional 1d4 + (1d4 x Character Level/5) damage into their attack, and the attack deals dark damage in addition to other types. This ability recharges after a *Rest*.

Type: Combo

Draco-Blood

Tying their bloodline back to that of the ancient dragons, draco-bloods share many features with their ancestors. Draco-Bloods are physically similar to dragons if they were to walk on two legs. There are differences between the lines however as there are some draco-bloods that possess physical features such as wings and a tail, and some that do not. All draco-bloods do have a connection to one of the seven elements of magic giving them boons towards that nature.

A draco-blood must choose 1 magic type when their character is made. This magical type is inherent in their blood affecting the keystones of this race.

Breath Attack:

Abilities: Once per *Rest* the character is able to breath out their bloodlines' inherent magic as an attack. The attack has a 1d12 attack roll and deals $4 + 1d8 + (1d8 \times (\text{Character's Level}/5))$ damage to all in a 25ft line. The distance of this attack increases by 5ft for every 5 Character Levels and the width increases by 5ft every 10 Character Levels. (The damage is whichever magical type the character chooses at the beginning. For example, if a Draco-Blood character decides that its bloodline was that of fire then this attack would deal fire damage.) This ability recharges after a *Rest*.

Type: Active

Heat Sight:

Abilities: The character is able to switch their vision to see in temperature. By using a *Maneuver* the character may switch their sight between normal and heat. Using heat vision grants the character the ability to ignore *Stealth* and ignore non-magical darkness.

Type: Innate

Hardened Scales:

Abilities: The character's scales have hardened like metal. The character gains $2 + (\text{Character Level}/5)$ to their slashing *Resistance*.

Type: Innate

Harshest Environments:

Abilities: A draco-blood's line has developed in the harshest environments. The character gains $2 + (\text{Character Level}/5)$ to the magical *Resistance* that rests in their bloodline.

Type: Innate

Sharpened Claws:

Abilities: The character's claws are sharpened, doubling their climbing speed and granting unarmed attacks the ability to inflict slashing or crushing damage.

Type: Innate

Dwarf

The original dwarves were hunters in deep mountainous terrain. Their early years were spent fighting beasts and monsters for survival and living in caves that often required the ability to climb rocky cliff faces. Over the millennia many of the dwarves moved from their traditional roots to live in more urbanized societies often focused on masonry and crafting. The dwarves are a hearty folk who can thrive in the brutalist environments.

Hardened Bones:

Abilities: The character's bloodline is used to being hit by large blunt attacks. The character adds in $2 + (\text{Character Level}/5)$ to their Crushing, Slashing, or Piercing *Resistance*.

Type: Innate

Hunting Party:

Abilities: The character's bloodline hunted dangerous creatures and became accustomed to having allies to watch their backs. Anytime the character makes a melee attack with an ally within 5ft they may add in their Character Level to their damage.

Type: Innate

Packed on Muscle:

Abilities: The character's bloodline has a natural gift for increased muscle mass. The character may add $2 + (\text{Character Level}/5)$ to their *Brawn Bonus*.

Type: Innate

Thick Skin:

Abilities: The character's bloodline has developed tougher than average skin. Once per *Rest* the character may reduce the damage of one attack by $1d6 + (1d6 \times \text{Character Level}/5)$. This ability recharges after a *Rest*. (This can be determined after the *Attack Roll*.)

Type: Reaction

Unbridled Strength:

Abilities: Once per *Rest* the character may add in their Character Level to their *Strength Bonus* or *Athletics Bonus*. This ability recharges after a *Rest*.

Type: Innate

Elf

All of the elven races developed in areas with a dense magical presence. While not all elves become magic users it is a widely held practice within their culture. Elves have long been a prevalent player in the cosmos and can be found in almost every world and realm. To almost anywhere one could adventure they would be likely to come across some kind of elvish presence.

Agile Hunter:

Abilities: The character muscles have become adapted to quick movements, they may add $2 + (\text{Character Level}/5)$ to any saving rolls that would impair their *Movement*.

Type: Innate

Blood of Magic:

Abilities: The character has inherited an efficiency in handling magical energies. Once per *Rest* the character may cast a spell without using *Spell Slots*. This ability recharges after a *Rest*.

Type: Innate

Gift for Magic:

Abilities: The character's natural gifts for magic may be used to enhance their spells. The character may add $2 + (\text{Character Level}/5)$ to any d20 roll that involves their own spells.

Type: Innate

Intuitive Ability:

Abilities: The bloodline of the character has passed down abilities from generation to generation. Once per *Rest*, the character may use an ability that would normally require an *Action* to only require a *Maneuver*, or If it would require a *Maneuver* it may be done as a *Reaction*.

Type: Innate

Prey Stalker:

Abilities: The character's bloodline used to have to hunt silently through the dense forest, they may add $2 + (\text{Character Level}/5)$ to their *Stealth Bonus*.

Type: Innate

Gnome

Due to their diminutive size gnomes across the cosmos have had to rely on their wits to survive. In general, gnomes generally understand tools and systems better than other species and gain advantages in whichever way they can. It's not uncommon to find large groups of gnomes in areas with large trading centers. A gnome with a couple of minutes to prepare should never be underestimated.

Careful Hands:

Abilities: Once per *Rest* the character may choose to reroll any d20 skill check or force an opposition to reroll their d20 skill check when it's directed against the character. The character may choose whichever roll they prefer. This ability recharges after a *Rest*.

Type: Innate

Intuitive Ability:

Abilities: The bloodline of the character has passed down abilities from generation to generation. Once per *Rest*, the character may use an ability that would normally require an *Action* to only require a *Maneuver*, or If it would require a *Maneuver* it may be done as a *Reaction*.

Type: Innate

Natural Thieves:

Abilities: Due to the character's small size many are unaware of their presence. The character may add 2 + (Character Level/5) to their *Burglary Bonus*.

Type: Innate

Small Stature:

Abilities: The character knows how to use their small size to their advantage. The character may hide behind an ally within 5ft of them to remove *Line of Sight* as though they were standing behind a wall. (The ally must be bigger than the character.)

Type: Innate

Trader's Heart:

Abilities: The character's bloodline is used to haggling and trading for goods. The character gains a 2 + (Character Level/5) bonus when using their *Persuasion Bouns* to haggle or when using their *Gather Information Bonus* to try and find rare items.

Type: Innate

Grassiarrii

The grassiarrii are a rare race existing mostly on the world of Veshtyr. They were born from magical experiments that gave birth to a variety of humanoid size insectoids. After a deal with demons to free themselves many of the grassiarrii's kin formed into a hive mind to survive, but the grassiarrii were the most individual of their kin and many separated themselves from being part of a hive. Their individuality has given way to a culture of the self often trying to find one's way in the world.

Attuned to Air:

Abilities: The character gains additional bonuses when using any spell in the air tree. After a *Rest* they may choose one bonus to add to their spells; 2 + (Character Level/2) damage and healing, +1 *Turn* Duration, +25ft Range, or +1 Spread. This bonus may be changed after their next *Rest*.

Type: Innate

Independent Nature:

Abilities: The character's culture thrives on independence and has stressed this point. As long as there are no allies within 15ft of the character when they make a melee attack they may add in their Character Level to their damage.

Type: Innate

Leap:

Abilities: The character has the ability to jump great distances without issue. The character may jump 15ft vertically or horizontally without issue gaining an additional 5ft to their jump every 5 character levels until 50ft.

Type: Innate

Musical Talent:

Abilities: The character has the ability to perform music with their legs and wings. The character may consider their legs and wings an instrument for performing music and may add 2 + (Character Level/5) to their *Music Bonus* when using their legs and wings.

Type: Innate

Trained Wings:

Abilities: The character gains the ability to spread their wings to slow their fall. If the character were to take damage from falling they now take nothing.

Type: Innate

Human

One of the first casualties in the War of the Gods was the human homeland. The demons came in force trying to wipe out all of humanity. While much of the human population was wiped out in the first attacks the survivors spread themselves across the cosmos adapting to conditions other races couldn't have. Many humans take their cultural heritage from other races having forgotten their own a long time ago.

Adaptability:

Abilities: The character may add 2 + (Character Level/5) to a skill check after the d20 is rolled. This ability recharges after a *Rest*.

Type: Innate

Adapted Magic:

Abilities: Over the course of the character's bloodline their ancestors have had to adapt magic to suit their needs. The character may choose a spell tree and change the stat bonus it draws from.

The character may switch Water, Earth, or Light having it add Int instead of Wis, or they may choose Fire, Air, Dark, or Arcane and change it from adding Int to adding Wis.

Type: Innate

Eternal Wanderer:

Abilities: The character's bloodline has traveled far and wide giving them an innate sense of direction. The character always knows which direction is north and receives a 2 + (Character Level/5) to their *Navigation Bonus*.

Intuitive Ability:

Abilities: The bloodline of the character has passed down abilities from generation to generation. Once per *Rest*, the character may use an ability that would normally require an *Action* to only require a *Maneuver*, or If it would require a *Maneuver* it may be done as a *Reaction*.

Type: Innate

Uncommon Survivor:

Abilities: The character is used to surviving in unusual environments. At the beginning of the day, the character may choose one of the magical *Resistances* and add 1 + (Character Level/5) until their next *Rest*.

Type: Innate

Wolf-kin

The wolf-kin evolved when the goddess Sybine ascended to her place in the pantheon. She blessed her kin with sentience, slowly they began to develop their own language, culture, and shift from walking on four legs to two. The wolf-kin are just that, kin of the wolves, still maintaining many wolf traits even after millennia.

Beast Stride:

Abilities: The character's race is used to quick movement and they may use Move Action as a *Maneuver*.

Type: Innate

Keen Sense:

Abilities: The character has heightened senses allowing them to add in 2 + (Character Level/5) to their *Examination Bonus*. In addition, they gain a +2 to their *Passive Perception Bonus*.

Type: Innate

Night Hunter:

Abilities: The character gains the ability to see in non-magical darkness as though it were dim light and gains a 2 + (Character Level/5) to their *Tracking Bonus*.

Type: Innate

Sharpened Claws:

Abilities: The character's claws are sharpened doubling their climbing speed and granting unarmed attacks the ability to inflict slashing or crushing damage.

Type: Innate

Undercoat:

Abilities: Due to the character bloodline they have developed an undercoat increasing their *Resistance* to water damage by 2 + (Character Level/5) and they can ignore any cold weather effects.

Type: Innate

Abilities, Spells, and Skills

There are many different types of abilities that are performed in different ways. This section gives all of the Key Terms used for these three categories to help you better understand what each one does. There are many types, but the important thing to understand is whether or not they take an *Action*, a *Maneuver*, or both when being used.

All abilities, spells, and skills cost slots to cast. Each category has its own slot pool to draw from. For example, Fireball has a cost of 2 slots at level 1, so your character must use 2 *Spell Slots* of their total *Spell Slots* for the day to cast this spell. Those slots are restored to maximum after the character *Rests*.

Some abilities, spells, or skills must be equipped to a character to have any effect. *Passives* are equipped by removing the slots they require from the specific slot pool they are under. For example, the Bloodlust ability at level 1 in Rage requires 3 slots, so for the character to get the benefits of Bloodlust they must place it in 3 of their *Ability Slots*. Equipped abilities, spells, and skills can be removed or replaced if the character is in a *Safe Zone*.

When using an ability, spell, or skill out of combat a character doesn't need to roll an *Attack Roll* if the target of the ability, spell, or skill is themselves or an ally. During combat, a character doesn't need to roll an *Attack Roll* if the target of their ability, spell, or skill is themselves.

If an ability, spell, or skill has an effect that is over multiple *Turns*, the effect persists until the beginning of the character's *Active Phase*. For example, the spell Healing Ground in the earth magic tree lasts 2 *Turns*, to begin with. This means its effects should be triggered twice, once on

the *Turn* the character cast it and again on the following *Turn* before dissipating at the beginning of the character's *Active Phase*.

Types

Active: Active abilities, spells, or skills, are activated by using an *Action*.

Channel: Channel abilities, spells, and skills are cast over a period of time where the character spends an *Action* to use the ability, spell, or skill, and a *Maneuver* each *Turn* after to maintain the effects of the ability, spell, or skill. Channels may be canceled whenever the character wishes. Many of these abilities, spells, and skills have maximum durations. (A character may have multiple channeling abilities, spells, or skills active at once as long as they have the *Actions* and *Maneuvers* to use.)

Combo: *Combo* abilities, spells, or skills are *Maneuvers* that empower the character's next *Action*. A *Combo* can only affect an *Action* in the same *Turn*. *Combos* must be used prior to the *Action*.

Focus: Focus abilities, spells, and skills allow the character to put extra *Actions* or *Maneuvers* into the spell to increase its effectiveness. The more *Actions* and *Maneuvers* the character spends, the more effective it is. The character generally must spend an *Action* to activate the ability, spell, or skill then they can spend either one *Action* or *Maneuver* a *Turn* to stack it. It is a *Free Action* to release the ability, spell, or skill. The attack roll is only made when the spell is released at a target. (Only one *Action* or *Maneuver* may be used each *Turn* to stack a Focus ability, spell, or skill.)

Innate: Innate abilities, spells, and skills do not require any slots to equip and are always considered to be active.

Passive: *Passive* abilities, spells, and skills are always considered activated. They sometimes have certain requirements that must be met for the effect to happen.

Reaction: *Reaction* abilities, spells, or skills are used only in response to another's *Action* or *Maneuver*. All characters start with Dodge Ability found at the beginning of the ability section. A character may only use one *Reaction* per *Action* or *Maneuver*.

Snap: Snap abilities, spells, or skills usually cause minor effects, or set up other things for a character to use. These only require a *Maneuver* to activate.

Key Terms

Spread: The area of effect of an ability, spell, or skill. An increase in *Spread* adds 5ft x 5ft to the area of effect. For example, if a spell is 10ft x 10ft and the spread is increased by 1 then the spell becomes a 15ft x 15ft spell.

Skill Bonus Upgrading

When making a d20 skill check Skill Bonuses and Sub-Skill Bonuses are what are added to the roll.

To upgrade a Skill Tree Bonuses such as Artistry or Knowledge the formula is $(X \times 10)$ where X is the skill bonus the character is going to. For example, if a character had a +2 to Athletics and wanted to increase it to +3 it would be 30 *Experience* (3×10)

A character must purchase each point when upgrading a bonus. A character may not skip from +2 to +4 only spending 40 *Experience*. Instead, they must purchase +3 for 30 *Experience* then +4 for 40 *Experience* totaling 70 *Experience*.

Sub-Skill Bonus Upgrading

When upgrading a Sub-Skill Bonus the formula is $(X \times 5)$ Where X is the bonus you're going to. For example, if a character wished to go from +1 to +2 in Stealth they would need to spend $(2 \times 5) = 10$ *Experience*.

Just like Skill Tree Bonuses, a character must purchase every rank with upgrading. A character may not skip from +1 to +3, but must buy both the rank of +2 and +3.

Abilities

Abilities are the physical side of Realms Asunder. Interested in being a swordmaster, slicing through your enemies with an axe, or leading your allies into the thick of a fray then look no further.

Abilities have a range of uses, but they are split into two categories. The first are Weapon Proficiencies, these increase your character's skills with a weapon. The second are class abilities, which are divided into five categories; Rage, Command, Fighter, Monk, and Assassin. All these abilities can change the way a character will approach a fight.

Weapon Proficiencies

Weapon proficiencies increase the effectiveness of weapons. The character trains themselves with their chosen weapon type, making all similar weapons just as deadly in their hands. All weapon proficiencies cost 25 *Experience* to purchase the first level.

Leveling Up Proficiencies

All weapon proficiencies can be upgraded by spending $[25 + (X \times 10)]$ *Experience* where X is the level of proficiency the character is going to. (Ex: A character going from level 3 to level 4 in the proficiency with swords would need to spend $[25 + (4 \times 10)] = 65$ *Experience*. So, it would be 65 *Experience* to purchase level 4.) When leveling up proficiencies, follow the table below to determine the character's bonus:

At 1's and 6's (1,6,11,16,21,...)	+2 Weapon Damage
At 2's and 7's (2,7,12,17,22,...)	+1 Minor Ability
At 3's and 8's (3,8,13,18,23,...)	+1 Minor Ability
At 4's and 9's (4,9,14,19,24,...)	+1 Weapon Damage Die
At 5's and 10's (5,10,15,20,25,...)	+1 Major Ability

Minor & Major Abilities

Each weapon has minor and major abilities that a character may take when leveling up their proficiencies. If an ability has a *Level up Bonus* that means it can be taken multiple times to increase the initial effect. (Abilities may only be used by weapons of that proficiency. For example, Overhead Swing is in both axes and blunt, but if a character were to take it in axes they could not use it with blunt weapons.)

There are also general weapon proficiencies that may be taken when leveling up any weapon proficiency. Some of these can only be used by the weapon proficiency that picked them, such as Damage Boost. A character that takes 1 level in Damage Boost for swords would only increase the damage in swords. Some general abilities like Counter can be used regardless of the weapon the character is using.

General

Minor

Counter:

Abilities: The character may make an attack against a target after the target has attacked them.

Type: Reaction

Slots: 2

Damage Boost:

Abilities: Increases the damage of all weapon attacks for the weapon type. (For example if this ability is chosen upon leveling up the axe proficiency it increases the damage of all axes by 1. If it were to be swords it would increase the damage of all swords by 1.)

Type: Innate

Damage Boost: 1

Level Up Bonus:

All	+1 Damage
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Dual Strike:

Abilities: The character attacks with both equipped weapons. (Damage goes through armor separately.)

Type: Active

Slots: 2

Dual Wielding Proficiency:

Abilities: The character understands how to efficiently wield two weapons at once. If wielding a light weapon in their off-hand the character may add in their weapon proficiency bonuses to their damage. If wielding a medium weapon they no longer receive an additional -3 to hit. (If the character is wielding a medium weapon in their off-hand they still may not add in their weapon proficiency bonuses to their damage.)

Type: Passive

Slots: 4

Inside Step:

Abilities: The character's footwork allows them to get inside of their enemies' defenses. Until the character's next *Active Phase* their target receives a -3 to all attack rolls against the character. If the target wishes to use their *Movement* they must spend a *Maneuver* and roll a d20 adding in their *Dexterity Bonus* against the character's Weapon Proficiency Level. On a failed save they

may not use *Movement*. (The weapon proficiency level is based on whichever weapon the character is using.)

Type: Snap

Slots: 3

Second Strike:

Abilities: The character may make a second strike with their main-handed weapon, but they suffer the same penalties as if attacking with an off-handed weapon. (Small weapons can not add in their weapon proficiencies, and medium weapons receive a -3 to hit and can't add in their weapon proficiencies.)

Type: Snap

Slots: 2

Major

Unequal Strength:

Abilities: The character may wield two heavy weapons at the same time. The character has a -3 to hit with their off-handed weapon, and they may not add in their stat bonus to their damage. (This does not allow a character to use weapons that must have two hands like a Bow.)

Type: Passive

Slots: 6

Weapon Expert:

Abilities: The character has gained immense skill with their weapons. They may reroll 1's on weapon attack damage rolls and add in their Weapon Proficiency Level to their weapons damage. (Each die may only be rerolled once. The Weapon Proficiency Level is based on whichever weapon the character is using.)

Type: Passive

Slots: 5

Weapon Prowess:

Abilities: The character may enhance their weapon attack by dealing additional damage on the next attack. (This must be decided before the attack roll.)

Damage Bonus: (Character Level x 2) + (Weapon Proficiency Level x 2)

Type: Combo

Slots: 4

Axe

Minor

Exposed:

Abilities: The character's next axe attack adds *Vulnerable* for 1 *Turn*.

Type: Combo

Slots: 2

Face Smash:

Abilities: The character smashes the haft of their axe into a target's face. The target must roll a d20 adding in their *Dexterity Bonus* against the character's *Athletics Bonus*. If the target fails their roll they are *Off-Balance*.

Type: Snap

Slots: 2

Hemorrhage:

Abilities: The character's next axe attack is made with full force inflicting *Bleed*.

Type: Combo

Slots: 1

Knock Back Swing:

Abilities: The character makes an axe attack that deals damage and knocks their target back 15ft.

Type: Active

Slots: 1

Overhead Swing:

Abilities: The character makes an axe attack and increases their chance to *Critical Hit* by 2. (You may use this after the hit die is rolled.)

Type: Combo

Slots: 2

Major

Cleave:

Abilities: All of the character's axe *Critical Hits* also have the *Bleed* effect.

Type: Passive

Slots: 2

Rend:

Abilities: If the character deals an axe *Critical Hit* they deal max damage instead of rolling.

Type Passive

Slots: 3

Blunt

Minor

Armor Crush:

Abilities: When dealing a critical blow reduce the target's *Armor* for the remainder of combat.

(Armor may only be reduced to 0)

Armor Reduce: 2

Type: Passive

Slots: 2

Level Up Bonus:

All	+1 Armor Reduce
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Blackout:

Abilities: The character's next attack attempts to put a target to *Sleep*. The target must roll a d20 adding in their *Vitality Bonus* versus the character's *Athletics Bonus*. If the target fails they gain the effect *Sleep*.

Type: Combo

Slots: 3

Headringer:

Abilities: If the character deals a blunt *Critical Hit* the target is *Stunned* for 1 *Action*.

Type: Passive

Slots: 3

Knock Back Swing:

Abilities: The character makes a blunt attack that deals damage and knocks their target back 15ft.

Type: Combo

Slots: 1

Overhead Swing:

Abilities: The character's next attack has an increased chance to *Critical Hit* by 2. (This must be declared before the attack is made.)

Type: Combo
Slots: 2

Major

Bonebreaker:

Abilities: The character smashes their weapon into the target dealing *True Damage*.

Type: Combo
Slots: 3

Kneecapper:

Abilities: The character may make a normal weapon attack dealing damage and reducing the target's *Movement* by half rounded down for 1 *Turn*.

Type: Combo
Slots: 3

Flexible

Minor

Increased Reach:

Abilities: The character adds +5ft Range to their flexible weapons.

Type: Innate

Lasso:

Abilities: The character attempts to wrap their weapon around a target to cause the *Bound* effect. The target must roll a d20 adding in their *Strength Bonus* versus the character's *Athletics Bonus*.

Type: Snap
Slots: 1

Lasso - Bonus:

Abilities: When the character attempts to Lasso they may double their *Athletics Bonus* for the d20 roll.

Type: Innate

Lasso - Pull:

Abilities: The character can pull a lassoed target anywhere within 5ft of them that is being held the Lasso ability.

Type: Snap

Slots: 1

Trip:

Abilities: The character attempts to *Knock Down* a target. The target must roll a d20 adding in their *Dexterity Bonus* versus the character's *Athletics Bonus*.

Type: Snap

Slots: 2

Major

Difficult to Predict:

Abilities: When a target attempts to Dodge an attack made by the character, the character gets a bonus to their d20 roll.

Type: Passive

Bonus: +2

Slots: 3

Level Up Bonus:

All	+2 Bonus
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Lasso - Grappled:

Abilities: The character's Lasso ability now *Grapples* the target instead of them being *Bound*.

The target may also no longer perform *Reactions* while Lassoed.

Type: Passive

Slots: 3

Polearm

Minor

Face Smash:

Abilities: The character smashes the haft of their polearm into a target's face. The target must roll a d20 adding in their *Dexterity Bonus* against the character's *Athletics Bonus*. If the target fails their roll they are *Off-Balance*.

Type: Snap

Slots: 2

Fend Off:

Abilities: The character may make a melee attack whenever a target enters their polearm's melee range. (This attack may be *Reacted* to.)

Type: Reaction

Slots: 2

Headringer:

Abilities: If the character deals a *Critical Hit* with their polearm the target rolls a d20 adding in their *Vitality Bonus* against the character's *Athletics Bonus*. If the target fails they are *Stunned* for 1 *Action*.

Type: Passive

Slots: 3

Increased Reach:

Abilities: The character adds +5ft Range to their polearm weapons.

Type: Innate

Trip:

Abilities: The character attempts to *Knock Down* a target. The target must roll a d20 adding in their *Dexterity Bonus* versus the character's *Athletics Bonus*.

Type: Snap

Slots: 2

Major

Sweep:

Abilities: The character makes an attack that hits all within their polearm's range. (This is done as one attack roll and one damage roll rather than individually.)

Type: Active

Slots: 3

Viper Strike:

Abilities: The character may make two separate polearm attacks in one *Action*.

Type: Active

Slots: 3

Ranged

Minor

Aimed Shot:

Abilities: The character takes aim with a ranged weapon attack, increasing their *Armor Penetration*.

Type: Combo

Range: Equipped Weapon

Armor Penetration Bonus: 1d4 + (Dex/2)

Slots: 2

Level Up Bonus:

All	+1 Armor Penetration Bonus
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Increased Range:

Abilities: Increase the range of ranged attacks. (This ability may be taken multiple times.)

Range Boost: +10ft

Type: Innate

Long Shot:

Abilities: The character's next attack gains double range.

Type: Combo

Slots: 1

Pin:

Abilities: The character makes an attack with the intent to pin a target. If the attack hits the target is considered *Bound*. If the target wants to escape they must make a d20 roll adding in their *Strength Bonus* against the character's *Athletics Bonus*.

Type: Combo

Slots: 1

Quick Fire:

Abilities: The character may fire their ranged weapon without needing it to be loaded. (Example if a character fired their crossbow last turn they do not need to spend the *Maneuver's* reloading it to make an attack this *Turn*.)

Type: Active

Slots: 2

Major

Guided Shot:

Abilities: The character makes a ranged attack that automatically hits. If the target attempts to dodge this attack the character may add their (Ranged Weapon Proficiency) to their d20 roll against the target's dodge. (The character should still roll the attack roll in case of a *Critical Hit*.)

Type: Active

Slots: 3

Quick Reload:

Abilities: Reduce the reload time of crossbows by 1 *Maneuver*. (This may only be taken once.)

Requirements: Crossbow

Type: Innate

Shield

When a character gains proficiency in this tree they may choose either to add Dex or Str into their damage stat.

Minor

Block:

Abilities: The character blocks incoming damage from any one enemy. Block directly increases *Armor* against the incoming attack. This only blocks attacks that are *Linked* once.

Type: Reaction

Armor Bonus: 2

Slots: 1

Level Up Bonuses:

All	+1 Armor Bonus
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Face Smash:

Abilities: The character smashes the haft of their polearm into a target's face. The target must roll a d20 adding in their *Dexterity Bonus* against the character's *Athletics Bonus*. If the target fails their roll they are *Off-Balance*.

Type: Snap

Slots: 2

Headringer:

Abilities: If the character deals a *Critical Hit* with their shield the target is *Stunned* for 1 *Action*.

Type: Passive

Slots: 3

Knock Back Swing:

Abilities: The character makes a shield attack that deals damage and knocks their target back 15ft.

Type: Active

Slots: 1

Protection:

Abilities: The character can reduce an attack that hits them from a *Critical Hit* to a normal hit.

Type: Reaction

Slots: 2

Major

Armored:

Abilities: The character is adept at blocking incoming attacks with their shield. This ability increases the armor the character receives while a shield is equipped.

Bonus Armor: 1

Type: Innate

Level Up Bonuses:

All	+1 Bonus Armor
-----	----------------

Iron Defense:

Abilities: The character may double the armor bonus from the Block ability.

Type: Passive

Slots: 3

Sword

Minor

Faint:

Abilities: If the character's weapon attack was Dodged they may use this ability to strike again as if it were their *Action*.

Type: Snap

Slots: 3

Hard to Hit:

Abilities: When attempting to use the Dodge reaction the character may add in their (Sword Proficiency/2) to their roll.

Types: Passive

Slots: 3

Lunge:

Abilities: The character lunges up to 15ft at a target and makes a melee attack.

Type: Active

Slots: 1

Payback:

Abilities: The character may attack a target leaving their melee range.

Type: Reaction

Slots: 2

Swordplay:

Abilities: Allows your character to spend an action to attempt to *Disarm* a target. The target must roll a d20 adding in their *Intellect Bonus* versus the character's *Athletics Bonus*.

Type: Snap

Slots: 1

Major

Art of the Quick Draw:

Abilities: The character's first sword attack in combat deals extra damage. The character may add extra dice to their weapons first strike. (For example, if a character is wielding a Long Sword that deals $6 + 2d8 + \text{Dex}$ they would add an additional $2d8$ to their first attack with the first level of this ability. The attacks damage would become $6 + 4d8 + \text{Dex}$)

Type: Passive

Bonus Dice: 2

Slots: 3

Level up Bonuses:

All	+1 Bonus Die
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Sword Lock:

Abilities: If a target is in melee range after the character successfully attacks or Dodges, the character may lock their sword with their opponent's melee weapon. The character may no longer make melee attacks with that weapon, but they may make attacks with their other hand. The target must spend an *action* and roll a d20 adding in their *Dexterity Bonus* versus the character's *Athletics Bonus*. If the target succeeds they may attack freely as normal, if they fail they remain locked in with the character and may not make weapon attacks. (If the target moves away from the character, the character may make a free sword attack without spending an *Action*.)

Type: Reaction

Slots: 4

Unarmed

The base damage for an unarmed attack begins at 2 + 1d4 and the attack roll is a d12. These attacks deal crushing damage. When a character gains proficiency in this tree they may choose either to add Dex or Str into their damage stat. A character may also choose to enchant hand wraps, gloves, ropes, or any other fist weapon and use it as though they were fighting unarmed.

Minor

Face Smash:

Abilities: The character smashes their fist into a target's face. The target must roll a d20 adding in their *Dexterity Bonus* against the character's *Athletics Bonus*. If the target fails their roll they are *Off-Balance*.

Type: Snap

Slots: 2

Grappler:

Abilities: The character may attempt to *Grapple* a target after a successful hit.

Type: Combo

Slots: 2

Hard to Hit:

Abilities: When attempting to use the Dodge reaction the character may add in their (Unarmed Weapon Proficiency/2) to their roll.

Types: Passive

Slots: 3

Haymaker:

Abilities: The character puts their full weight into their attack. They deal double the damage of a normal unarmed attack. (A *Critical Hit* doubles this again.)

Type: Combo

Slots: 3

One-Two:

Abilities: The character may make a free off-handed unarmed attack after hitting with an unarmed weapon attack.

Type: Active

Slots: 3

Major

Body of Steel:

Abilities: The character upgrades their unarmed damage dice from a d4 to a d6.

Type: Passive

Slots: 4

Palm Strike:

Abilities: The character makes an unarmed attack that deals *True Damage*.

Type: Active

Slots: 2

Class Abilities

Class Abilities range from hacking or slashing to shooting more arrows, to boosting the morale of comrades around you. Any Class Ability that deals damage goes off your weapon's damage type.

Leveling up Class Abilities

Characters can level up class abilities gaining bonuses to that ability. The formula for this is $[Y + (X \times 5)]$ *Experience* where X is the level the ability is going to, and Y being the *Experience* cost of the ability. (Example, a character wishing to go to a level 4 Battle Roar would need $[35 + (4 \times 5)] = 50$. So it would be 50 *Experience* to purchase level 4 Battle Roar.)

When leveling up class abilities the character gains specified bonuses every level. Many abilities have odd and even bonuses. So an ability going to level 2 will gain all even bonuses, while an ability going to level 3 will gain the odd bonuses. Some class abilities have bonuses that are all, these bonuses are gained every level. (**Note:** If an ability level bonus says **or** instead of **and** that means the character must choose one of the bonuses.)

All die increases are always the same die that is used within the base ability. Every level increases the *Ability Slot* cost of that ability by 1, but a character may always use the ability at level 1. (**Note:** Abilities that are equipped can be reduced to level one but that must be decided during a *Rest*.)

When gaining +1 to *Spread*, the area of effect increases by following the example; (5ft x 5ft to 10ft x 10ft to 15ft x 15ft etc.).

Rage

Description: Rage focuses on the ability to take damage and deal it back with great force. Those focusing in this tree will find the battlefield their playground and each enemy another opportunity to show their might.

Battle Roar:

Exp Cost: 35

Abilities: The character roars for the glory of battle causing *Fear* to all enemies within range.

With the initial trigger and by spending a *Maneuver* any affected may attempt to resist the *Fear* by rolling a d20 adding in their *Wisdom Bonus* against the character's *Athletics Bonus*.

Type: Channel

Range: 10ft

Duration: 2 + (Str/5) *Turns*

Slots: 3

Level Up Bonuses:

All	+5ft Range (Maximum of 25ft) and +1 Duration
-----	--

Bloodlust:

Exp Cost: 30

Abilities: A *Passive* ability that gives the character more damage, the more *Health Points* they are missing. For every 5 *Health Points* missing from the character, they add in their damage bonus.

Type: Passive

Damage Bonus: 1

Slots: 3

Level Up Bonuses:

All	+1 Damage Bonus (Maximum of 3)
-----	-----------------------------------

Bloodrage:

Exp Cost: 75

Abilities: A passive ability that grants an extra *Action* whenever the character deals a *Killing Blow*.

Type: Passive

Slots: 3

Brutal Finish:

Exp Cost: 45

Abilities: When the character makes a *Killing Blow* all of their enemies in range may attempt to resist *Panic* by rolling a d20 adding in their *Wisdom Bonus* against the character's *Athletics Bonus*. If they fail they are *Panicked*. They may attempt to save using the same roll each of their *Active Phases*.

Type: Passive

Range: 10ft

Slots: 3

Level Up Bonuses:

All	+5ft Range (Maximum of 25ft)
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Defiance:

Exp Cost: 75

Abilities: The character defies death for one *Action*, stopping their *Health Points* from hitting 0. This ability stops health loss at 1 *Health Point*, regardless of how much damage is dealt. This ability may only be triggered once per *Rest*. If the character's *Health Points* are already at 1, this ability has no effect.

Type: Passive

Slots: 4

Grudge Match:

Exp Cost: 50

Abilities: The character locks a target into a fight to the death. Allies from both sides may not attack, buff, or provide any aid to the two locked in this battle. The character may break this ability any time during their *Active Phase*. During the initial trigger and each *Turn* after the one locked in may attempt to withdraw from the battle by spending an *Action* and rolling a d20 adding in their *Wisdom Bonus* against the character's *Athletics Bonus*. (This ability is broken if used again or if the character becomes *Unconscious*.)

Type: Active

Duration: 2 + (Str/5) *Turns*

Slots: 3

Level Up Bonuses:

All	+1 Duration
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Refuse Death:

Exp Cost: 75

Abilities: The character's body is extremely hearty and resilient. When making a *Fatality Roll* the character gains a positive *Fate Shift*.

Type: Passive

Slots: 5

Regeneration:

Exp Cost: 35

Abilities: The character stores up their vital energy for critical moments in a battle. As a *Free Action* at the beginning of a character's *Active Phase*, before they've done anything, they may choose to roll any number of dice from the regeneration dice and restore that many *Health Points*. These regeneration dice are d6's and are expended until the character's next *Rest*.

Type: Passive

Regeneration Dice: 2

Slots: 2

Level Up Bonuses:

All	+1 Regeneration Die
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Untouchable:

Exp Cost: 75

Abilities: The character sees nothing but the battle before them. During the duration of this ability the character automatically passes all d20 saving rolls. (If they were already suffering from a status effect they continue to suffer from it.)

Type: Channel

Duration: 2 + (Str/5) Turns

Slots: 3

Level Up Bonuses:

All	+1 Duration
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Violent Presence:

Exp Cost: 30

Abilities: The character is a bloody presence on the battlefield. Each time the character or an ally makes a *Killing Blow* within the ability's range the character adds bonus damage to their attacks. This lasts 10 minutes if another *Killing Blow* happens the time resets. (For example as a level 1 ability if two *Killing Blows* were to happen within the 10 minutes then the character would add +4 to all damage they deal for the next 10 minutes. Until no *Killing Blows* happen for 10 minutes within the ability's range the bonuses persists.)

Type: Passive

Range: 10ft

Bonus Damage: 2

Slots: 3

Level Up Bonuses:

All	+5ft Range (Maximum of 25ft) and +1 Bonus Damage
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Command

Description: Commanders are the ultimate team players, and this tree utilizes one's voice and presence to aid allies and demoralize enemies in battle. Anyone that desires to lead others can use techniques from the Command tree.

Body Guard:

Exp Cost: 25

Abilities: The character jumps in front of an ally pushing them back 5ft and taking their spot. The character takes whatever attack that their ally would have taken.

Type: Reactive

Range: 25ft

Slots: 2

Fight with Me:

Exp Cost: 50

Abilities: The character makes a weapon attack and commands at least one ally to join. The character and all allies make a *Linked* attack against the target. Damage is added and done together, meaning that the *Armor* and *Resistance* only block once. The allies that are *Linked* must be within the range of the target and must also use an *Action* and make an attack, even if it is not their *Active Phase*. (The allies may choose to use a spell in place of a weapon attack.)

Type: Snap

Range: 25ft

Number of Linkable Allies: 1

Slots: 2

Level Up Bonuses:

All	+10ft Range and +1 Linkable Ally
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Formation:

Exp Cost: 50

Abilities: The character links with allies, gaining more abilities the more allies are linked. (If any ally moves out of the abilities range or falls *Unconscious*, they break out of the formation. If the character is knocked *Unconscious*, the formation is broken.) All bonuses stack.

Bonus: 2+: Of One Mind: All allies gain the highest *Initiative* among them.

3+: Of One Body: All allies gain the highest movement among them.

4+: Interpose: Allies may use *Reactions* for each other.

5+: Synchronized Assault: The formation may make *Linked Attacks* equal to 1 + (Int/5) of the character.

Type: Channel

Range: 25ft

Formation Size: 2

Slots: 5

Level Up Bonuses:

All	+5ft Range (Maximum of 50ft) and +1 Formation Size (Maximum of 5)
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Full Potential:

Exp Cost: 35

Abilities: The character gives boosts an ally's next ability, spell, or weapon attack, giving the ally max on that damage or healing roll. (This must be decided before the damage or healing roll.)

Type: Reaction

Range: 25ft

Slots: 3

Inspiring Presence:

Exp Cost: 40

Abilities: The character's presence brings courage to their allies. All allies within range gain a boost to all of their *Stat Bonuses*.

Type: Passive

Range: 15ft

Stat Bonus: +1

Slots: 3

Level Up Bonuses:

All	+5ft Range (Maximum of 25ft) and +1 Stat Bonus
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Intimidate:

Exp Cost: 35

Abilities: Those who come near the character are afraid of their might. All those within range roll a d20 adding in their *Intellect Bonus* against the character's *Athletics Bonus* or the character's *Speech Skill Bonus*. Those who fail are *Panicked* for 1 *Turn*.

Type: Snap

Range: 10ft

Slots: 2

Level Up Bonuses:

All	+5ft Range (Maximum of 25ft)
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Issue Order:

Exp Cost: 35

Abilities: The character gives an order to an ally within range giving that ally an additional *Action* on their next *Active Phase*.

Range: 50ft

Type: Snap

Slots: 3

Motivate:

Exp Cost: 35

Abilities: The character encourages their companions to do great actions. The character gives out *Hero Dice* up to the ability's maximum and may choose to target any ally within the ability's range. Any unused *Hero Dice* are lost after the character's next *Rest*.

Type: Snap
Range: 25ft
Hero Dice: 2
Slots: 3

Level Up Bonus:

All	+1 Hero Die
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Taunt:

Exp Cost: 35

Abilities: The character goads enemies around them, causing the *Taunted* status effect. During the initial trigger and each *Turn* after those *Taunted* may attempt to break themselves away by spending a *Maneuver* and rolling a d20 adding in their *Wisdom Bonus* against the character's *Athletics Bonus*.

Type: Channel

Range: 10ft

Duration: 2 + (Str/5) *Turns*

Slots: 3

Level Up Bonuses:

All	+5ft Range and +1 Duration
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Together We Stand:

Exp Cost: 30

Abilities: The character holds their ground, granting an armor bonus to all allies, but not oneself, within range. The character is forced into a *Bound* state.

Type: Channel

Range: 15ft

Armor Boost: +2

Duration: 2 + (Str/5) *Turns*

Slots: 3

Level Up Bonuses:

Even's	+5ft Range (Maximum of 25ft) and +1 Armor
Odd's	+1 Duration

Fighter

Description: Any warrior with a passion for weapons likely has a few fighter techniques in their arsenal. A combination of finesse and brute force, a fighter can charge across the battlefield and lay waste to enemies or destroy an enemy's armor. Because of its versatility, the fighter tree mixes well with other ability combinations.

Armory:

Exp Cost: 50

Abilities: The character has created a space which they may store additional weapons to summon at will. As a *Maneuver*, the character can will any of their weapons into their hand from their armory, and they can return any of their weapons back to the armory. (Both sides of this ability may be used at the same time to dismiss a weapon and summon a new one. It takes 1 hour to imprint the character's unique signature on the weapon.)

Type: Passive

Slots: 3

Arrow Storm:

Exp Cost: 35

Abilities: The character releases a ranged weapon attack that splits mid air into multiple attacks. Any within Spread of the ability take the weapon's damage. This can't be Dodged.

Requirements: Ranged Weapon

Type: Channel

Range: Weapon's Range

Spread: 15ft by 15ft

Slots: 3

Level Up Bonuses:

All	+1 Spread
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Charge:

Exp Cost: 25

Abilities: The character charges to a target within range, giving a chance to knock down the target. The target rolls a d20 adding in their *Strength Bonus* against the character's *Athletics Bonus*. If the target loses the roll they are *Knocked Down*.

Type: Snap

Range: 25ft

Slots: 2

Combat Expertise:

Exp Cost: 45

Abilities: The character understands the weak points in an opponent's armor, giving this knowledge to allies as well. The next attack against the target adds in the *Armor Penetration* bonus.

Type: Snap

Armor Penetration: 1d4

Slots: 3

Level Up Bonuses:

All	+1 Armor Penetration Die
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Dash and Slash:

Exp Cost: 35

Abilities: The character dashes in a 5ft wide straight line at blinding speed up to their dash range. If they pass through any enemies they may make a melee attack against each.

Requirements: Melee Weapon

Type: Active

Dash Range: 25ft

Slots: 3

Dirty Fighting:

Exp Cost: 25

Abilities: The character surprises a target with a little dirty play, throwing sand or dirt or spitting blood in the eyes. The target is *Blind* for 1 *Turn*.

Type: Snap

Range: 5ft

Duration: 1 *Turn*

Slots: 2

Execute:

Exp Cost: 75

Abilities: The character makes a melee weapon attack against a *Knocked Down* foe with extra strength. If this attack hits it is a guaranteed *Critical Hit* and deals *True Damage*.

Type: Active

Slots: 3

Imbue:

Exp Cost: 30

Abilities: The character channels a magical type into their weapon for their next attack. Their next weapon attack deals additional damage and a magical damage type in addition to their normal weapon's damage and damage type. (The character must have at least one spell of the type of damage they'd like to add.)

Type: Combo

Bonus Damage: 2 + 1d4 + Int

Slots: 2

Level Up Bonuses:

All	+2 Bonus Damage and + 1 Bonus Damage Die
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Sunder:

Exp Cost: 35

Abilities: The character performs precision strikes against a target's *Armor* with intentions of weakening it. The character rolls a d20 adding in their *Athletics Bonus* against the target's *Dexterity Bonus*. If the character succeeds the target's armor is reduced for the remainder of the fight. (*Armor* may not be reduced below 0. This ability can stack.)

Type: Combo

Range: Weapon's Range

Armor Reduction: 1 + (Str/5)

Slots: 3

Level Up Bonuses:

All	+1 Armor Reduction
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Weaponshift:

Exp Cost: 30

Abilities: The character has a special connection with each weapon they carry. Using this connection a character may shift themselves to the location of their weapon or they may recall the weapon to their hand as long as it's within range, and the character has *Line of Sight* on the weapon. (This includes ranged weapons ammo. So a character could shift to a single throwing knife, or to an arrow that they shot. This may not be used on weapons the character does not own.)

Type: Snap

Range: 100ft

Slots: 2

Monk

Description: Monks train for years to learn the art of debilitating their foes with well-placed strikes. These strikes range from snapping an enemy's leg to silencing a pesky mage with a skilled jab to the throat. Monks who focus on spirituality can also manipulate their energy into incredible blasts of force as well as push enemies' souls out of their bodies.

Astral Push:

Exp Cost: 35

Abilities: The character slams their palm into a target forcing their spirit into an *Astral* form. The target may spend a *Maneuver* to attempt to re-enter their body by rolling a d20 adding in their *Wisdom Bonus* versus the character's *Athletics Bonus*. While in *Astral* form the body may not react to any attack, but the *Astral* spirit may still choose to attack as normal.

Type: Channel

Range: 5ft

Duration: 2 + (Wis/5) Turns

Slots: 2

Level Up Bonuses:

All	+1 Duration
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Astral Shift:

Exp Cost: 50

Abilities: The character shifts out of their physical form traveling around as a spirit. The character becomes *Astral*. During the shift the character gains bonus *Armor*, however, their physical body is still present and any attacks against it can't be reacted to. After the ability ends the *Astral* body goes back to the physical body.

Type: Channel

Armor Bonus: 2

Duration: 2 + (Wis/5) Turns

Slots: 3

Level Up Bonuses:

All	+1 Armor Bonus and +1 Duration
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Cripple:

Exp Cost: 40

Abilities: The character aims to break a target's legs. The character rolls a d20 adding in their *Athletics Bonus* against the target's *Dexterity Bonus*. On a failed save the target's movement is

reduced by half rounded up to the nearest 5ft, and they *Shaken* until after their next *Active Phase*.
(This can't stack)

Type: Snap

Range: 5ft

Slots: 3

Interrupt:

Exp Cost: 35

Abilities: The character jabs out for a target's throat. The character rolls a d20 adding in their *Athletics Bonus* against the target's *Dexterity Bonus*. On a failed save the target is *Silenced* until after the character's next *Active Phase*. (This cancels any spell that the target is currently using, such as a *Channel* or *Focus* spell.)

Type: Snap

Range: 5ft

Slots: 2

Mae Geri:

Exp Cost: 40

Abilities: The character attacks the target with a powerful kick. The target is knocked back in a 5ft line directly away from the character. The target rolls a d20 adding in their *Strength Bonus* versus the character's *Athletics Bonus*. If the target fails they are *Knocked Down*. If the target hits another person that person must also make a d20 roll and takes the damage. If the target hits terrain then all damage is doubled.

Type: Active

Range: 5ft

Knock Back: $10 + ((\text{Dex}/2) \times 5)$ ft

Damage: $4 + 1\text{d}8 + \text{Dex}$

Slots: 4

Level Up Bonuses:

Even's	+4 Damage and +5ft Knock Back
Odd's	+1 Damage Die

Mental Focus:

Exp Cost: 45

Abilities: The character quiets their mind and uses that mental energy to *Taunt* all within range and increase their *Armor*. During the initial trigger and by spending a *Maneuver* those affected

may attempt to resist the effects. All affected roll a d20 adding in their *Wisdom Bonus* against the character's *Athletics Bonus*.

Type: Channel

Range: 15ft

Armor Bonus: 2 + (Dex/5)

Duration: 2 + (Wis/5) *Turns*

Slots: 4

Level Up Bonuses:

Even's	+5ft Range (Maximum of 25ft) and +1 Armor
Odd's	+1 Duration

Mind over Body:

Exp Cost: 40

Abilities: The character has learned to accept pain into their body and force it into faster regeneration. The character channels their mental energy restoring *Health Points* at the end of each *Active Phase* which this ability was channeled.

Type: Channel

Regeneration: 3 + 1d6 + Wis

Slots: 2

Level Up Bonuses:

Even's	+3 Regeneration
Odd's	+1 Regeneration Die

Redirect:

Exp Cost: 40

Abilities: The character knows how to use the mass of bodies and quick movements in combat to throw off even the most experienced fighter. After a successful Dodge the character may choose a new target for the attack as long as the new target is within 5ft of the character.

Type: Passive

Slots: 2

Spirit Blast

Exp Cost: 35

Abilities: The character pulls on their mental energy and focuses their will into a blast of physical power. (This deals crushing damage.)

Type: Active

Range: 25ft

Damage: 4 + 1d8 + Dex + Wis

Slots: 2

Level Up Bonuses:

Even's	+10ft Range and +4 Damage
Odd's	+1 Damage Die

Spiritual Unbalancing:

Exp Cost: 35

Abilities: The character chooses a target and rams their spirit into the target attempting to knock them off balance. The character rolls a d20 adding in their *Athletics Bonus* against their target's *Wisdom Bonus*. On a failed save their *Action* is canceled, but they still spend slots, abilities, or items as if the *Action* had succeeded. (For example, if the target was trying to drink a potion of healing and fail their save the potion falls to the ground and breaks.)

Type: Reaction

Range: 25ft

Slots: 3

Assassin

Description: Subtlety is key for an assassin. Whether it's through stealth or a good old-fashioned cheap shot, the assassin tree ensures that a target will die by your blade. Assassins rely on mobility and quick powerful hits to deal their damage and get out of harm's way.

Assault Raid:

Exp Cost: 35

Abilities: The character makes a weapon attack against a target within their weapon's range, then jumps to another target within the abilities' range and makes a weapon attack against that target. This ability continues until it's out of jumps. (The character may only attack each target once.)

Type: Combo

Requirements: Melee Weapon

Range: 30ft

Number of Jump Attacks: 1

Slots: 3

Level Up Bonuses:

All	+10ft Range and +1 Jump
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Backstab:

Exp Cost: 50

Abilities: The character catches a target with a surprise attack. The character's next light weapon attack has increased the critical chance, critical damage, and can't be reacted to.

Requirements: Light Weapon

Type: Combo

Range: 5ft

Critical Bonus: +1

Critical Damage: x2

Slots: 3

Level Up Bonuses:

All	+1 Critical Bonus (Maximum of +4) or +1 Critical Damage (Maximum of x5)
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Bleed for Me:

Exp Cost: 50

Abilities: Whenever the character gets a *Critical Hit* they draw the life force from their enemies restoring some *Health Points*.

Type: Passive

Heal: 4 + 1d8

Slots: 3

Level Up Bonuses:

Even's	+4 Healing
Odd's	+1 Healing Die

Critical Combo:

Exp Cost: 40

Abilities: While this ability is equipped the character understands how to move in such a way that any *Critical Hit* allows them to continue to strike. On a *Critical Hit* the character may make another weapon, unarmed, or spell attack against the same target. (This may be used on a reaction attack as well. This can only be triggered once per *Action*, *Maneuver*, or *Reaction*.)

Type: Passive

Slots: 4

Cut In:

Exp Cost: 50

Abilities: The character uses their *Action* early cutting in before another's *Action*. They may perform any *Action* that they could normally do on their *Active Phase*. If their *Action* lands a *Killing Blow* on the target, the target's *Action* still goes through. (If the character has already used their *Action* this *Turn* they may not use this ability.)

Type: Reaction

Slots: 2

Disappearing Act:

Exp Cost: 35

Abilities: As a reaction, the character can try and dash and disappear from enemy sight. If the character breaks *Line of Sight* with the enemy attack misses.

Type: Reaction

Dash Range: *Movement/2*

Slots: 2

From the Shadows:

Exp Cost: 30

Abilities: The character jumps behind a target, getting in an attack that can't be reacted to.

Type: Combo

Range: 50ft

Slots: 2

Keep Your Friends Close:

Exp Cost: 40

Abilities: The character searches for targets on their own. If the target has no allies within range then the assassin gains bonus damage against them and with each attack has a chance to cause *Panic*. The character rolls a d20 adding in their *Athletics Bonus* against the target's *Intellect Bonus*. If they fail the save they are *Panicked*. (They may reattempt the save each *Turn*.)

Type: Passive

Range: 50ft

Bonus Damage: 1d6

Slots: 3

Level Up Bonuses:

Even's	-5ft Range (Minimum of 25ft) and +3 Damage
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Odd's	+1 Damage Die
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Mark:

Exp Cost: 50

Abilities: The character chooses a target within range, that target becomes their mark and they get increased damage and *Critical Hit* chance when attacking the target. (Only one target may be marked at a time.)

Type: Snap

Range: 50ft

Bonus Damage: 2 + 1d4

Bonus Critical Chance: 1

Duration: 2 + (Dex/5) *Turns*

Slots: 3

Level Up Bonuses:

Even's	+2 Bonus Damage and +1 Bonus Critical Chance
Odd's	+1 Bonus Damage Die and +1 Duration

Misdirection:

Exp Cost: 40

Abilities: The character distracts all enemies within range. While enemies are distracted, they must roll a d20 against you to use a *Reaction* ability, spell, or skill. The character rolls a d20 adding in their *Athletics Bonus* against the target's *Intellect Bonus*. If they fail they can't perform their *Reaction*. (This counts as though they used the *Reaction* costing the target slots.)

Type: Channel

Range: 25ft

Duration: 2 + (Dex/5) *Turns*

Slots: 3

Spells

In the world of *Realms Asunder* the spell caster has many tools at their disposal. When a character invests their *Experience* into spells they must determine a focus of how they perform their magic. Perhaps they speak ancient words of power to draw forth energies around them. Do they weave complex hand signs to channel their inner power into magical forms? Could it be that they have a focus, a symbol that they channel some divine source through? Anything is possible and it's up to the player to determine what shape their spell casting takes. One thing is universal though, spell casting in *Realms Asunder* is generally obvious for the average person to see. Drawing a great amount of power generally has some noticeable signs.

When a spell is cast such as an *Active* spell the character must use the *Spell Slots* from their pool. All spells *Attack Rolls* are 1d12 unless otherwise stated.

The character must have *Line of Sight* for all spells that require the character to choose a target or target location. All spells that last *Turn(s)* last until the character's next *Active Phase*. Any *Focus* or *Channel* spell may be forcibly canceled by Interrupt or by the character being *Silenced*.

Some spells have a D20 saving throw attached to their effects. For these spells, a character will generally add in their *Knowledge Bonus*.

Leveling up Spells

Characters can level up spells gaining bonuses to that spell. The formula for this is $[Y + (X \times 5)]$ *Experience* where X is the level the spell is going to, and Y being the *Experience* cost of the spell. (Example, a character wishing to go to a level 4 Fireball would need $[35 + (4 \times 5)] = 55$. So it would be 55 *Experience* to purchase level 4 Fireball.)

When leveling up spells the character gains specified bonuses every level. Many spells have odd and even bonuses. So a spell going to level 2 will gain all even bonuses, while a spell going to level 3 will gain the odd bonuses. Some spells have bonuses that are all, these bonuses are gained every level. (Note: If a spell level bonus says **or** instead of **and** that means the character must choose one of the bonuses.)

All die increases are always the same die that is used within the base spell. Every level increases the *Spell Slot* cost of that spell by 1, but a character may always cast the spell at level 1.

(**Note:** Spells that are equipped can be reduced to level one but that must be decided during a *Rest.*)

When gaining +1 to *Spread*, the area of effect increases by following the example; (5ft x 5ft to 10ft x 10ft to 15ft x 15ft etc.).

Spellbinder Proficiency

The Spellbinder proficiency unlocks a spell caster potential with basic spell attacks increasing the effectiveness of spells. The character trains in the use of a basic magical missile attack. It costs 25 *Experience* to purchase the first level of the Spellbinder Proficiency and they gain the following ability:

Basic Missile:

Abilities: The character channels a small amount of magical power and shoots it at a target. When casting this spell the character must choose one type of magic in which they have at least one spell, this determines the damage type of the missile. (Should the character have no spells the damage becomes Arcane. The character may cast this as a *Snap*, but they may not add in any Spellbinder Proficiency bonuses.)

Type: Active

Range: 50ft

Damage: 1d4 + (Wis or Int)

Leveling Up Proficiency

The Spellbinder proficiency can be upgraded by spending $[25 + (X \times 10)]$ *Experience* where X is the level of the proficiency the character is going to. (Ex: A character going from level 3 to level 4 in the Spellbinder proficiency would need to spend $[25 + (4 \times 10)] = 65$ *Experience*. So, it would be 65 *Experience* to purchase level 4.) When leveling up this proficiency, follow the table below to determine the character's bonus:

At 1's and 6's (1,6,11,16,21,...)	+2 Spell Damage and Healing
At 2's and 7's (2,7,12,17,22,...)	+1 Minor Ability
At 3's and 8's (3,8,13,18,23,...)	+1 Minor Ability

At 4's and 9's (4,9,14,19,24,...)	+1 Spell Damage and Healing Die
At 5's and 10's (5,10,15,20,25,...)	+1 Major Ability

Minor

Extended Spell:

Abilities: The character channels additional power increasing the duration of their next spell by 2 *Turns*.

Type: Combo

Slots: 3

Overcharge:

Abilities: The character gains the ability to overcharge their next spell increasing its effects by 1 level.

Type: Combo

Slots: 2

Safe Caster:

Abilities: The character focuses heavily on their spell and making sure that they avoid hitting allies.

Type: Combo

Slots: 2

Silent Spell:

Abilities: The character learns to control their spell casting method to not be as noticeable. The character can cast a spell without being obvious. (If someone is watching the character specifically it would force a d20 roll between the character adding in their *Knowledge Bonus* against the watcher's *Perception* and *Examination Bonuses*.)

Type: Combo

Slots: 2

Spell Boost:

Abilities: The character increases the damage and healing of all spells.

Type: Innate

Damage and Healing Boost: 1

Level Up Bonus:

All	+1 Damage
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Spell Sniper:

Abilities: The character enhances their magic to double their next spells range.

Type: Combo

Slots: 1

Major

Arcane Amplifier:

Abilities: The character may increase the *Spread* of a spell equal to the number of levels in that spell. If a spell only has a single target, it gains a *Spread* equal to the number of levels in that spell.

Type: Combo

Slots: (2 x Spell Level)

Mind Splitter:

Abilities: The character may maintain 2 *Channeling* or *Focus* spells in one *Maneuver*.

Type Passive

Slots: 5

Snap Casting:

Abilities: The character may use this to cast a spell that would normally require an *Action* as a *Maneuver*.

Type: Snap

Slots: 4

Magical Spells

Magic is divided into seven trees. Each tree of magic has its own unique abilities. Some can do massive amounts of damage, others heal allies, and others can debilitate foes.

Fire

Description: In terms of sheer offensive might, Fire is the most powerful tree of magic. As the name suggests, the Fire tree involves the manipulation of heat and flame to render opponents incapacitated or incinerated.

Burning Armor:

Exp Cost: 30

Abilities: The character wraps flames around themselves or an ally in a protective layer over their armor. If hit by any melee attack the attacker adds *Combustion Stacks*.

Type: Channel

Range: 25ft

Combustion Stacks: 1d4 + (Int/2)

Duration: 2+(Int/5) *Turns*

Slots: 3

Level Up Bonuses:

Even's	+10ft Range and +2 Combustion Stacks
Odd's	+1 Combustion Stacks Die and +1 Duration

Combust:

Exp Cost: 25

Abilities: The character manipulates their magic to stick to a target and ignite if hit by flame. The character chooses a target and adds *Combustion Stacks* to the target.

Type: Snap

Range: 35ft

Combustion Stacks: 2 + 1d4 + Int

Slots: 1

Level Up Bonuses:

Even's	+10ft Range and +2 Combustion Stacks
Odd's	+1 Combustion Stacks Die

Dancing Flame:

Exp Cost: 35

Abilities: The character throws a small fireball at a target that bounces between those with *Combustion Stacks* on them. In order to bounce, another target must be within the range from the last target hit.

Type: Active

Range: 30ft

Damage: 4 + 1d8 + Int

Slots: 2

Level Up Bonuses:

Even's	+10ft Range and +4 Damage
Odd's	+1 Damage Die

Detonate:

Exp Cost: 35

Abilities: The character is able to detonate all of the *Combustion Stacks* that are on a target that is within range. (The character must have *Line of Sight*).

Type: Active

Range: 50ft

Damage: (1d4 * *Combustion Stacks*)

Slots: 3

Flame Breath:

Exp Cost: 40

Abilities: The character breathes fire in a 5ft line in front of them, burning anyone caught within. This deals damage and adds *Combustion Stacks* to all hit. The *Combustion Stacks* are added after the damage is dealt.

Type: Active

Range: 20ft

Damage: 3 + 1d6 + Int

Combustion Stacks: 1d4 + (Int/2)

Slots: 3

Level Up Bonuses:

Even's	+5ft Range, +2 Combustion Stacks, and +3 Damage
Odd's	+1 Combustion Stacks Die and +1 Damage Die

Fireball:

Exp Cost: 35

Abilities: The character hurls a ball of fire at their target, dealing damage.

Type: Active

Range: 35ft

Damage: 4 + 1d8 + Int

Slots: 2

Level Up Bonuses:

Even's	+10ft Range and +4 Damage
Odd's	+1 Damage Die

Focus Flame:

Exp Cost: 35

Abilities: The character charges up a blast of fire, dealing more damage the longer it is charged.

Type: Focus

Range: 35ft

Initial Damage: 3 + 1d6 + Int

Bonus Damage: 1d4

Slots: 2

Level Up Bonuses:

Even's	+10ft Range, +3 Damage, and +2 Bonus Damage
Odd's	+1 Damage Die or +1 Bonus Damage Die

Phoenix Heart:

Exp Cost: 60

Abilities: The character takes in the power of the phoenix. If the character ever hits 0 *Health Points* they are reborn in fire dealing damage and adding *Combustion Stacks* to those within range. (This spell may only be activated once per *Rest*.)

Type: Passive

Range: 25ft

Damage: 4 + 1d8 + Int

Healing: 3 + 1d6 + Vit

Combustion Stacks: 2 + 1d4 + (Int/2)

Slots: 4

Level Up Bonuses:

Even's	+4 Damage, +3 Healing, and +2 Combustion Stacks
Odd's	+1 Damage Die, +1 Healing Die, and +1 Combustion Stack Die

Scorched Earth:

Exp Cost: 50

Abilities: The character charges up a massive burst of fire, burning all within the area and the earth it touches. This spell increases in damage for each *Maneuver* is used to charge it.

Type: Focus

Range: 25ft

Spread: 10ft by 10ft

Damage: 3 + 1d6 + Int

Bonus Damage: 1d4

Slots: 4

Level Up Bonuses:

Even's	+10ft Range, +3 Damage, and +2 Bonus Damage
Odd's	+1 Spread and (+1 Damage Die or +1 Bonus Damage Die)

Set Ablaze:

Exp Cost: 50

Abilities: The character sets the ground on fire, dealing damage to all that stand within. If anyone starts in, moves through, or ends their *Turn* in the fire, they take damage. This can only happen once per *Turn*.

Type: Channel

Range: 25ft

Spread: 10ft by 10ft

Damage: 3 + 1d6 + Int

Duration: 2 + (Int/5) *Turns*

Slots: 3

Level Up Bonuses:

Even's	+10ft Range, +3 Damage, and +1 Spread
Odd's	+1 Damage Die and +1 Duration

Water

Description: Practitioners of Water Magic are known for their ability to turn the tide of battle with a few well-placed puddles. Their manipulation of water in all its forms makes them

unpredictable foes.

- **Water Bonus:** If the character is within 25ft of water they may choose to add either +1 Die, +1 Duration, or +1 Spread to their spell's effect.

Healing Rain:

Exp Cost: 30

Abilities: The character forms a cloud of rain that heals all within its spread.

Type: Active

Range: 25ft

Spread: 15ft by 15ft

Heal: 3 + 1d6 + Wis

Slots: 3

Level Up Bonuses:

Even's	+10ft Range, +3 Heal
Odd's	+1 Healing Die and +1 Spread

Ice Lance:

Exp Cost: 40

Abilities: The character creates a lance made of ice that deals *True Damage*.

Type: Active

Range: 35ft

Damage: 3 + 1d6 + Wis

Slots: 3

Level Up Bonuses:

Even's	+10ft Range and +3 Damage
Odd's	+1 Damage Die

Ice Shield:

Exp Cost: 40

Abilities: Create a shield of solid ice to absorb incoming damage from one attack that targets you.

Type: Reaction

Damage Absorb: 6 + 2d6 + Wis

Slots: 2

Level Up Bonuses:

Even's	+3 Damage Absorb
Odd's	+1 Damage Absorb Die

Ice Slick:

Exp Cost: 20

Abilities: The character creates a patch of ice, causing the effect of *Difficult Terrain*. All *Movement* through *Difficult Terrain* is doubled. There is also a chance to be *Knocked Down* when moving across the ice. Anyone who moves performs an *Action* or *Maneuver*, or a *Reaction* on the ice must roll a d20 adding in their *Dexterity Bonus* against this spell's *Difficulty*. A failed save results in the target being *Knocked Down*.

Type: Active

Range: 25ft

Spread: 15ft by 15ft

Difficulty: 10 + Wis

Duration: 2 + (Wis/5) *Turns*

Slots: 2

Level Up Bonuses:

Even's	+10ft Range, +1 Spread, and +1 Difficulty
Odd's	+1 Duration and +1 Difficulty

Pools of Water:

Exp Cost: 10

Abilities: The character creates a pool of water.

Type: Snap

Range: 50ft

Spread: 15ft by 15ft

Duration: 8 hours

Slots: 1

Sinking Depths:

Exp Cost: 45

Abilities: The character surrounds a target with water dealing *True Damage*. On each *Turn*, the character rolls a d20 adding in their *Knowledge Bonus* against the target's *Strength Bonus*. If successful the target takes the spell's damage and is *Bound*. (The target may spend a *Maneuver* to

try to escape. Any time the target tries and fails to escape and they take the spell's damage again.)

Type: Channel

Range: 50ft

Damage: $3 + 1d6 + (Wis/2)$

Duration: $2 + (Wis/5)$ Turns

Slots: 3

Level Up Bonuses:

Even's	+10ft Range and +3 Damage
Odd's	+1 Damage Die and +1 Duration

Snap Freeze:

Exp Cost: 30

Abilities: The character chooses a target and lashes out with a burst of mist that flash freezes.

The character rolls a d20 adding in their *Knowledge Bonus* against the targets *Dexterity Bonus*. If the character succeeds the target's armor flash freezes and is reduced by half, rounded down, for the duration of the spell.

Type: Active

Range: 30ft

Duration: $2 + (Wis/5)$ Turns

Slots: 3

Level Up Bonuses:

Even's	+10ft Range
Odd's	+1 Duration

Tidal Wave:

Exp Cost: 45

Abilities: The character summons a tidal wave in front of them in a line. With force, they then send it forward to the spell's range dealing damage and knocking back any target that is hit by the spell.

Type: Active

Range: 15ft

Knock Back: 10ft

Damage: $5 + 1d10 + Wis$

Length: 10ft

Slots: 4

Level Up Bonuses:

Even's	+5ft Range, +5 Damage, and +5ft Length
Odd's	+1 Damage Die and +5ft Knock Back

Underwater Breathing:

Exp Cost: 50

Abilities: The character chooses a target, allowing the target to breathe underwater. The character can choose to remove this effect as *Free Action* during their *Active Phase*.

Type: Snap

Duration: 8 Hours

Slots: 1

Water Walk:

Exp Cost: 35

Abilities: The character chooses a target making the surface of water for that target as solid as stone. The character can choose to remove this effect as *Free Action* during their *Active Phase*.

Type: Snap

Duration: 8 Hour

Slots: 1

Earth

Description: Solid, shifting, freeing, entangling Earth magic uses them all. For an earth mage, the very ground is a weapon to be used in battle. This can come in the form of creating quicksand, coating oneself or an ally in stone, or even causing the earth to quake with magical might.

Create Tree:

Exp Cost: 20

Abilities: The character creates a *Tree* on the battlefield.

Type: Snap

Range: 50ft

Slots: 2

Ground Slam:

Exp Cost: 75

Abilities: The character launches themselves into the air slamming into the ground within the spell's range. Anyone within 25ft takes damage and must roll a d20 saving throw adding in their *Dexterity Bonus* versus the character's *Knowledge Bonus*. If they fail they are *Knocked Down*.

Type: Active

Range: 50ft

Damage: 5 + 1d10 + Wis

Slots: 5

Level Up Bonuses:

Even's	+10ft Range and +5 Damage
Odd's	+1 Damage Die

Healing Ground:

Exp Cost: 30

Abilities: The character pulls energy from the life around them giving an area restoring properties. Any allies within the *Spread* of the spell at the end of the character's *Active Phase* are restored *Health Points*.

Type: Channel

Range: 25ft

Spread: 15ft by 15ft

Heal: 3 + 1d6 + Wis

Duration: 2 + (Wis/5) *Turns*

Slots: 3

Level Up Bonuses:

Even's	+10ft Range, +3 Heal, and +1 Spread
Odd's	+1 Heal Die and +1 Duration

Nature's Wrath:

Exp Cost: 45

Abilities: The character chooses a *Tree* on the battlefield. While *Channeling* this spell you may attack with the targeted tree once per *Turn*. Roll a 1d12 for the *Attack Roll*. (In the first *Turn* the character may use their *Action* which this spell was cast to attack, after that each turn they may use their *Maneuver* that continues to channel this spell. The character may only choose 1 tree per cast.)

Type: Channel

Reach: 15ft

Damage: $6 + 1d12 + Wis$

Duration: $2 + (Wis/5)$ Turns

Slots: 2

Level Up Bonuses:

Even's	+5ft Reach(Maximum of 25ft), +6 Damage
Odd's	+1 Damage Die and +1 Duration

One with the Earth:

Exp Cost: 40

Abilities: The character chooses a target or object that they know. (They must know the physical description, have seen the target, or know the name of the target.) The power of the ground around them gives the character a sense of where the target or object is if it is within their range.

Type: Channel

Range: 1 Mile

Duration: 1 Hour

Slots: 3

Rock Armor:

Exp Cost: 35

Abilities: The character chooses themselves or an ally and creates a stone layer over their armor giving it a boost.

Type: Channel

Range: 25ft

Armor Boost: $2 + (Wis/5)$

Duration: $2 + (Wis/5)$ Turns

Slots: 3

Level Up Bonuses:

Even's	+10ft Range and +1 Armor Boost
Odd's	+1 Duration

Roots:

Exp Cost: 30

Abilities: The character magically grows roots in the area that try to grab anyone that starts in, moves through, ends in, or performs any *Action* or *Maneuver* within the spell's area of effect. All

in the spell roll a d20 adding in their *Strength Bonus* against the character's *Knowledge Bonus*. If they fail they become *Bound*.

Type: Channel

Range: 30ft

Spread: 15ft by 15ft

Duration: 2 + (Wis/5) *Turns*

Slots: 2

Level Up Bonuses:

Even's	+10ft Range and +1 Spread
Odd's	+1 Duration

Sand Pit:

Exp Cost: 30

Abilities: The character alters an area changing it to sand and creating a space of *Difficult Terrain*.

Type: Active

Range: 20ft

Spread: 15ft by 15ft

Slots: 2

Level Up Bonuses:

All	+10ft Range and +1 Spread
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Stone Wall:

Exp Cost: 25

Abilities: The character forces the stone to rise and form a wall on the battlefield. This wall is always 5ft wide. This wall may be climbed over.

Type: Active

Range: 30ft

Width: 15ft

Height: 10ft

Slots: 2

Level Up Bonuses:

Even's	+10ft Range and +5ft Width
Odd's	+5ft Height

Tremor:

Exp Cost: 40

Abilities: The character shakes the ground violently knocking down those within range of the character. The character rolls a d20 adding in their *Knowledge Bonus* against all within range *Dexterity Bonus*. Any who lose the roll are *Knocked Down*.

Type: Snap

Range: 15ft

Slots: 2

Level Up Bonuses:

All	+5ft Range
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Air

Description: Many trees of magic are used to force change in battles. Air magic, on the other hand, has traditionally been used to shift the flow of battle, redirecting opponents with bursts of wind and stunning them with blasts of lightning.

Bladed Winds:

Exp Cost: 40

Abilities: The character creates a magical wind centered on themselves that slices at enemies within range. At the end of each of the character's *Active Phases* which this spell is channeled it deals damage to all enemies. (This spell follows the character.)

Type: Channel

Range: 15ft

Damage: 3 + 1d6 + Int

Duration: 2 + (Int/5) *Turns*

Slots: 3

Level Up Bonuses:

Even's	+5ft Range and +3 Damage
Odd's	+1 Damage Die and +1 Duration

Force of Wind:

Exp Cost: 20

Abilities: The character draws on the wind moving a target in any direction they choose.

Type: Snap

Range: 35ft

Move: 10ft + (Int x 5)ft

Slots: 2

Level Up Bonuses:

Even's	+10ft Range and +5ft Move
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Lightning:

Exp Cost: 40

Abilities: The character gathers the static energy in the air and chooses a target blasting them with a burst of electrical energy. This spell can be upgraded to jump to other targets after the first. To be able to jump to a new target they must be within the range of the initial target. (For example, if the first creature hit is 30ft away from you the jump target can be 30ft away from them.) The spell can't jump back to a target. The *Stun* is determined after all damage is resolved. All hit roll a d20 adding in their *Vitality Bonus* against the character's *Knowledge Bonus*. If the target fails they are *Stunned* and lose an *Action*. (This *Stun* does not stack.)

Type: Active

Range: 30ft

Damage: 4 + 1d8 + Int

Jumps: 0

Length of Stun: 1 *Action*

Slots: 4

Level Up Bonuses:

Even's	+10ft Range and +4 Damage
Odd's	+1 Damage Die or +1 Jump

Lightning Rod:

Exp Cost: 35

Abilities: The character sees a spell being directed toward a person or area, the character focuses the spell onto themselves. The character takes the full damage or benefits from the spell instead of the intended target. (The character must be within range of either the one casting the spell or their intended target.)

Type: Reaction

Range: 25ft

Slots: 3

Quick as Wind:

Exp Cost: 25

Abilities: The character wraps air around a target lightening them and boosting their movement speed.

Type: Channel

Range: 25ft

Move Boost: $5 + (\text{Int} \times 5)\text{ft}$

Duration: $2 + (\text{Int}/5)$ Turns

Slots: 2

Level Up Bonuses:

Even's	+10ft Range and +5ft Move Boost
Odd's	+1 Duration

Ride the Lightning:

Exp Cost: 35

Abilities: The character becomes electrical energy and travels as a bolt of lightning. They are considered a 5ft line to target location, dealing damage to all they pass through.

Type: Active

Range: 30ft

Damage: $4 + 1\text{d}8 + \text{Int}$

Slot: 3

Level Up Bonuses:

Even's	+10ft Range and +4 Damage
Odd's	+1 Damage Die

Static Field:

Exp Cost: 35

Abilities: The character creates a field of electricity that has a chance to stun each time anyone starts in, moves through, ends in, or performs any *Action* or *Maneuver* within the spell's area of effect. All in the spell roll a d20 adding in their *Vitality Bonus* against the character's *Knowledge Bonus*. If they fail they are *Stunned* and lose a *Maneuver*.

Type: Channel

Range: 50ft

Spread: 15ft by 15ft

Stun Length: 1 *Action*

Duration: $2 + (\text{Int}/10)$ Turns

Slots: 3

Level Up Bonuses:

Even's	+10ft Range and +1 Spread
Odd's	+1 Duration

Thunder Clap:

Exp Cost: 40

Abilities: The character enhances the sound of a clap, snap, or of cracking knuckles. The sound hits everyone within range immediately causing damage and all hit must make a d20 roll adding in their *Dexterity Bonus* versus the character's *Knowledge Bonus*. If the target fails they are blasted back and *Knocked Down*.

Type: Active

Range: 15ft

Blast Distance: 10ft

Damage: 3 + 1d6 + Int

Slots: 3

Level Up Bonuses:

Even's	+5ft Range (Maximum of 25ft) and +3 Damage
Odd's	+1 Damage Die and +5ft Blast Distance

Wind's Fury:

Exp Cost: 50

Abilities: The character shoots out a blast of wind 10ft wide from themselves, knocking targets to either the right or left. Each hit rolls a die. Odds go right, and evens go left. This deals damage only if they hit terrain.

Type: Active

Range: 20ft

Blast Distance: 10ft + (Int x 5)ft

Damage: 10 + 2d10 + Int

Slots: 4

Level Up Bonuses:

Even's	+5ft Range and +5 Damage
Odd's	+5ft Blast Distance and +1 Damage Die

Winds of Power:

Exp Cost: 50

Abilities: The character shifts the winds to assist their target's next magical spell cast. The target gains the level-up bonuses for their next spell cast equal to the character's power of this spell.

Type: Active

Range: 30ft

Power: 1

Slots: 3

Level Up Bonuses:

Even's	+10ft Range and +1 Power
Odd's	+1 Power

Light

Description: Light Magic is known for its healing properties, blinding foes, or creating stars to light one's way. While Light Magic generally lacks offensive abilities it makes up for it in both its healing and protecting spells.

Blinding Light:

Exp Cost: 35

Abilities: The character throws a small ball of light which explodes in a burst. Everyone within the spell's area of effect rolls a d20 adding in their *Perception Skill Bonus* against the character's *Knowledge Bonus*. If the target fails they are *Blinded* for the spell's duration.

Type: Active

Range: 25ft

Spread: 15ft by 15ft

Duration: 2 + (Wis/5) *Turns*

Slots: 2

Level Up Bonuses:

Even's	+10ft Range and +1 Spread
Odd's	+1 Duration

Celestial Barrage:

Exp Cost: 35

Abilities: The character pulls one of their *Stars* within range to themselves and then fires it back in 5ft wide lines. These may stop at any point within the range. These deal damage to each they

pass through and bonus damage for each of the character's *Stars* within 25ft of the character. This doesn't expend the *Star*.

Type: Active

Range: 25ft

Damage: $4 + 1d8 + Wis$

Bonus Damage: $1d4$

Slots: 3

Level Up Bonuses:

Even's	+5ft Range and +4 Damage
Odd's	+1 Damage Die and +1 Bonus Damage Die

Create Star:

Exp Cost: 15

Abilities: Creates a *Star*. These can be used for a variety of spells. (These can also count as a light source.)

Type: Snap

Range: 50ft

Duration 8 hours

Slots: 1

Dome of Light:

Exp Cost: 30

Abilities: The character creates a bubble of light on top of themselves that shields all within from ranged/magical attacks for a set amount of damage.

Type: Channel

Range: Self

Spread: 25ft by 25ft

Shield: $10 + 2d10 + Wis$

Duration: $2 + (Wis/5)$ Turns

Slots: 3

Level Up Bonuses:

Even's	+10 Shield
Odd's	+2 Shield Dice and +1 Duration

Gift from the Goddess:

Exp Cost: 50

Abilities: The character calls upon for a boon that boosts their healing ability for a set amount of time. For the duration of the spell, they have increased range and power to spells that heal, and all healing spells become *Maneuvers*. The character is forced into a *Bound* state for the duration of this spell.

Type: Channel

Range Boost: $10 + (5 \times \text{Wis}/2)\text{ft}$

Healing Boost: $1\text{d}8 + \text{Wis}$

Duration: $2 + (\text{Wis}/5)$ Turns

Slots: 3

Level Up Bonuses:

Even's	+5ft Range Boost and +4 Heal Boost
Odd's	+1 Heal Die and +1 Duration

Heal Wound:

Exp Cost: 25

Abilities: The character *Heals* those around themselves. Any ally within range of you is restored some of their *Health Points*.

Type: Active

Range: 10ft

Heal: $3 + 1\text{d}6 + \text{Wis}$

Slots: 2

Level Up Bonuses:

Even's	+5ft Range and +3 Heal
Odd's	+1 Heal Die

Mend Flesh:

Exp Cost: 25

Abilities: The character *Heals* 1 target within their range.

Range: 30ft

Type: Active

Heal: $4 + 1\text{d}8 + \text{Wis}$

Slots: 2

Level Up Bonuses:

Even's	+10ft Range and +4 Heal
Odd's	+1 Heal Die

Stars of Healing Light:

Exp Cost: 35

Abilities: The character causes their stars to emit a constant healing light. All of the character's stars heal the character and all of their allies. If the character or an ally stands in range of two or more stars they only gain the benefit of one star.

Type: Channel

Range: 15ft

Heal: 2 + 1d4 + Wis

Duration: 2 + (Wis/5) *Turns*

Slots: 2

Level Up Bonuses:

All	+2 Heal, +1 Heal Die, and +1 Duration
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Starshift:

Exp Cost: 30

Abilities: The character may shift to any of their *Star* locations on the battlefield. (The character doesn't need *Line of Sight*.)

Type: Snap

Slots: 1

Sunlight:

Exp Cost: 35

Abilities: The character channels the light of the sun into their hands, blasting out a beam of sunlight in a 5ft line from themselves. This beam causes damage and leaves those hit *Vulnerable* for a short duration. For each *Action* and *Maneuver*, this spell is focused on the more damage it does, and the longer all it hits are *Vulnerable*.

Type: Focus

Range: 25ft

Initial Damage: 3 + 1d6 + Wis

Bonus Damage: 1d4

Duration: 2 + (Wis/10) *Turn*

Bonus Duration: 1 *Turn*

Slots: 4

Level Up Bonuses:

Even's	+5ft Range, +3 Damage, and +2 Bonus Damage
Odd's	+1 Damage Die, +1 Bonus Damage Die, and +1 Duration

Dark

Description: Dark magic is a well-rounded tree of magic, capable of cursing foes, stealing their life force, and covering the battlefield in darkness. A dark mage can cripple a target before it ever gets a chance to fight back.

Curse of Binding:

Exp Cost: 25

Abilities: The character weakens a target's *Movement* for a set amount of time. After the first *Turn*, they may spend a *Maneuver* to attempt to break the spell by rolling a d20 adding in their *Wisdom Bonus* against the character's *Knowledge Bonus*. (This can't stack.)

Type: Channel

Range: 30ft

Weaken Movement: $5 + (5 \times \text{Int}/5)\text{ft}$

Duration: $2 + (\text{Int}/5)$ Turns

Slots: 3

Level Up Bonuses:

Even's	+10ft Range and +5ft Weaken Movement
Odd's	+1 Duration

Curse of Frailty:

Exp Cost: 35

Abilities: The character weakening a target's armor. The target may spend a *Maneuver* to attempt to break the spell by rolling a d20 adding in their *Wisdom Bonus* against the character's *Knowledge Bonus*. (This can't stack.)

Type: Channel

Range: 30ft

Armor Reduction: $2 + (\text{Int}/2)$

Duration: $2 + (\text{Int}/5)$ Turns

Slots: 3

Level Up Bonuses:

Even's	+10ft Range and +1 Armor Reduction
Odd's	+1 Duration

Curse of Slumber:

Exp Cost: 45

Abilities: The character puts a target to *Sleep*. After the first *Turn*, they may attempt to break the spell on their active turn by rolling a d20 adding in their *Intellect Bonus* against the character's *Knowledge Bonus*.

Type: Channel

Range: 30ft

Duration: 2 + (Int/5) *Turns*

Slots: 3

Level Up Bonuses:

Even's	+10ft Range
Odd's	+1 Duration

Disease - The Queen's Scarring:

Exp Cost: 40

Abilities: The character sends out a plague of disease into a target. They must make a d20 roll adding in their *Vitality Bonus* against the character's *Knowledge Bonus*. If they fail they become diseased and suffer the damage of the spell. Any enemy who is within the spread range of the target at the end of the character's *Active Phase* must also make a d20 roll adding in their *Vitality Bonus* against the character's *Knowledge Bonus*, if they fail they also suffer the damage of the spell. (This can only spread from the initial target and not from those who are affected by the spread of the spell. This also deals damage each *Turn* at the end of the character's *Active Phase*.)

Type: Channel

Range: 30ft

Spread Range: 10ft

Damage: 3 + 1d6 + Int

Duration: 2 + (Int/5) *Turns*

Slots: 3

Level Up Bonuses:

Even's	+10ft Range, +5ft Spread(Maximum of
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	25ft), and +3 Damage
Odd's	+1 Duration and +1 Damage Die

Leech Life:

Exp Cost: 25

Abilities: The character rips the life from a target *Healing* themselves equal to half of the damage rounded up.

Type: Active

Range: 30ft

Damage: 1d6 + Int

Slots: 2

Level Up Bonuses:

Even's	+10ft Range and +3 Damage
Odd's	+1 Damage Die

Pillar of Darkness:

Exp Cost: 40

Abilities: The character creates a pillar of pure darkness, blocking all *Line of Sight* in and through the area. (Considered *Blind* while attacking with melee attacks.)

Type: Channel

Range: 30ft

Spread: 15ft by 15ft

Duration: 2 + (Int/5) *Turns*

Slots: 4

Level Up Bonuses:

Even's	+10ft Range and +1 Spread
Odd's	+1 Duration

Shadow's Embrace:

Exp Cost: 35

Abilities: The character causes the shadows to wrap around a target, causing them to become *Bound* and suffer damage each *Turn* as the shadows slowly consume them. After the first *Turn* they may spend an *Action* to attempt to break the spell by rolling a d20 adding in their *Strength Bonus* against the character's *Knowledge Bonus*.

Type: Channel

Range: 30ft

Damage: 3 + 1d6 + Int

Duration: 2 + (Int/5) Turns

Slots: 3

Level Up Bonuses:

Even's	+10ft Range and +3 Damage
Odd's	+1 Damage Die and +1 Duration

Shadowbinder:

Exp Cost: 25

Abilities: The character is able to manipulate shadows around them giving them the *Stealth* effect until their next *Active Phase*.

Type: Snap

Slots: 2

Shift Gravity:

Exp Cost: 40

Abilities: The character may change the way that gravity affects a target. The target determines which way gravity is pulling them, so they could change their gravity to pull them against a wall making running up a wall an easy feat.

Type: Channel

Range: 5ft

Duration: 1 Hour

Slots: 2

Teth's Touch:

Exp Cost: 40

Abilities: The character places a dark mark on a target, while the target is marked they are not able to heal from any method. The target may spend a *Maneuver* to attempt to remove the mark by making a d20 roll against the character adding in their *Wisdom Bonus* versus the character's *Knowledge Bonus*.

Type: Channel

Range: 25ft

Duration: 2 + (Int/5) Turns

Slots: 2

Level Up Bonuses:

All	+1 Duration
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Arcane

Description: Arcane magic is the manipulation of energies that bind the universe together. While not typically utilized for offense, arcane mages can easily manipulate the battlefield. The tree of arcane has many unique abilities that can work well with other trees of magic as well.

Charged Mark:

Exp Cost: 30

Abilities: The character throws a cloud of arcane energy over a target which leaves them with the effect *Arcane Mark*.

Type: Snap

Range: 50ft

Slots: 1

Charm:

Exp Cost: 35

Abilities: The character makes a target more agreeable towards suggestions. Any speech checks rolled against the target gain a *Fate Shift*. (This does not make the target do something that would harm themselves or their personal interests)

Type: Channel

Range: 50ft

Duration: 5 Minutes

Slots: 2

Illusion:

Exp Cost: 40

Abilities: The character creates any illusion that can fit within a 10ft cube. Anyone who wishes to see through the illusion must roll a d20 adding in their *Perception Skill Bonus* versus the character's *Knowledge Bonus*. If they fail to see through the illusion it is treated as real to them.

Type: Channel

Range: 50ft

Duration: 10 Minutes

Slots: 3

Level Up Bonuses:

All	+10ft Range and +10 Minutes
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Mirror Image:

Exp Cost: 35

Abilities: The character picks a target and creates copies of that target. All copies must remain within 5ft of the target, and the target must declare the real one in secret as soon as the spell is cast. If a copy is attacked, **and the attack successfully hits**, then the copy is destroyed. If the real target is hit, then all copies disappear. Copies disappear at the end of the *Duration* otherwise. Copies can not react to attacks.

Type: Channel

Range: 20ft

Duration: 2 + (Int/5) *Turns*

Copies: 2

Slots: 3

Level Up Bonuses:

Even's	+10ft Range and +1 Copy
Odd's	+1 Duration

Short Teleport:

Exp Cost: 30

Abilities: The character shifts their location to another location within range. This location must be in *Line of Sight* of the character.

Type: Snap

Range: 50ft

Slots: 2

Level Up Bonuses:

All	+25ft Range
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Silence:

Exp Cost: 30

Abilities: The character chooses a target within range and that target they both roll a d20 the character adds in their *Knowledge Bonus* versus the target's *Intellect Bonus*. If the target fails they are *Silenced*.

Type: Channel

Range: 40ft

Duration: 2 + (Int/5) *Turns*

Slots: 2

Level Up Bonuses:

All	+10ft Range and +1 Duration
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Spell Shield:

Exp Cost: 30

Abilities: The character surrounds themselves in a spell shield that absorbs incoming Fire, Water, Earth, Air, Light, Dark, and Arcane damage.

Type: Reaction

Shield: 5 + 1d10 + Int

Duration: 2 + (Int/5) *Turns*

Slots: 3

Level Up Bonuses:

Even's	+5 Shield and +1 Duration
Odd's	+1 Shield Die

Spell Steal:

Exp Cost: 50

Abilities: The character takes one spell from a target at random, adding it to your arsenal for the duration of the spell. If a passive is stolen it must be immediately equipped into spell slots or can't be used. (The target can't cast the stolen spell until this spell ends. The character may steal multiple spells.)

Type: Snap

Range: 40ft

Duration: 5 Minutes

Slots: 3

Level Up Bonuses:

All	+10ft Range and +5 Minutes
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Temporal Field:

Exp Cost: 40

Abilities: The character creates a field that slightly alters the flow of time. Allies who start or move through the spell's area add the movement shift to their *Movement* for the *Turn*. Enemies who start or move through the spell's area are slowed and subtract the movement shift from their *Movement* for the *Turn*. Enemies may also not use *Reactions* while in the spell's area, and allies gain a +2 to all *Reactions* while in the spell's area.

Type: Channel

Range: 50ft

Spread: 15ft by 15ft

Movement Shift: 5ft

Duration: 2 + (Int/5) *Turns*

Slots: 3

Level Up Bonuses:

Even's	+10ft Range and +5ft Movement Shift(Maximum of 25ft)
Odd's	+1 Spread

Transfer Teleport:

Exp Cost: 40

Abilities: The character chooses two targets within the spell's range and changes their places. (These targets must share similar types. For example, you could switch a coin and a vase since they are both inanimate objects, but you couldn't switch a coin and a person. The targets don't have to be willing. Things that can't fit within a 15ft cube can't be shifted.)

Type: Snap

Range: 50ft

Slots: 3

Skills

Skills are one of the primary ways that your character can interact with the world around them. Each skill is broken down into a broad category that has many smaller sub-skills within it. The skill trees are Artistry, Athletics, Knowledge, Perception, Speech, Survivalist, and Thievery. Each of these skills has a bonus associated with it that affects all sub-skills within that skill tree. The formulas for purchasing skill tree bonuses and sub-skill bonuses are in both the **Abilities, Spells, and Skills** section and below this general section for skills.

Sub-Skills: Sub-skill bonuses are how a character might specialize. For example, a character may want to go into thievery, but their primary talent in thievery is stealth. (A note for GM's, some sub-skill bonuses in certain skill trees may have applications outside of that skill tree. If it makes sense, it is recommended to let a character use a sub-skill bonus on all rolls that would incorporate it.)

Purchased Skills: Like abilities and spells, the skill section has skills that are more specific than a character may purchase. These skills can be anything from playing magical music to throwing a melee weapon. These are considered specialty skills which allow a character to do something unique that a person may not normally be capable of. Some of these skills have

requirements to purchase. Any skill that is used must make a d12 *Attack Roll* in addition to any other rolls. A 1 is always considered a miss, and the maximum is a *Critical Hit*.

Skill Check: Skill checks are performed by rolling a d20 and adding in any related bonuses to that roll. For example, a character may want to sneak past some guards. They would need to roll a d20 adding in both their Thievery bonus and their Stealth bonus to the roll, the guard on the other hand would get to roll a d20 adding in their Perception bonus and their Detect Hidden bonus. In this situation, the higher roll would succeed.

Some skill checks aren't directly opposed by another. In these cases, the GM will set a difficulty that the character must beat. Let's do an example for this. Say the character is wishing to climb a cliff face. The GM might set that difficulty to 10 something that is not too difficult to beat. The character would roll a d20 adding in both their Athletics and Endurance bonuses to their roll trying to get a 10 or above to succeed.

When tying in a roll against another it is recommended to roll again to determine the results, but against a static challenge like the cliff above a tie is considered a success.

Skill Bonus Upgrading

When making a d20 skill check Skill Bonuses and Sub-Skill Bonuses are what are added to the roll.

To upgrade an Skill Tree Bonuses such as Artistry or Knowledge the formula is $(X \times 10)$ where X is the skill bonus the character is going to. For example if a character had a +2 to Athletics and wanted to increase it to +3 it would be 30 *Experience* (3×10)

A character must purchase each point when upgrading a bonus. A character may not skip from +2 to +4 only spending 40 *Experience*. Instead they must purchase +3 for 30 *Experience* then +4 for 40 *Experience* totaling 70 *Experience*.

Sub-Skill Bonus Upgrading

When upgrading a Sub-Skill Bonus the formula is $(X \times 5)$ Where X is the bonus you're going to. For example if a character wished to go from +1 to +2 in Stealth they would need to spend $(2 \times 5) = 10$ *Experience*.

Just like Skill Tree Bonuses a character must purchase every rank with upgrading. A character may not skip from +1 to +3, but must buy both the rank of +2 and +3.

Leveling up Purchasable Skills

Characters can level up purchasable skills gaining bonuses to that skill. The formula for this is $[Y + (X \times 5)]$ *Experience* where X is the level the skill is going to, and Y being the

Experience cost of the ability. (Example, a character wishing to go to a level 4 Magical Song - Lure would need $[35 + (4 \times 5)] = 50$. So it would be 50 *Experience* to purchase level 4 Magical Song - Lure.)

When leveling up skills the character gains specified bonuses every level. Many skills have odd and even bonuses. So an ability going to level 2 will gain all even bonuses, while an ability going to level 3 will gain the odd bonuses. Some skills have bonuses that are all, these bonuses are gained every level. (**Note:** If an skill level bonus says **or** instead of **and** that means the character must choose one of the bonuses.)

All die increases are always the same die that is used within the base spell. Every level increases the *Skill Slot* cost of that skill by 1, but a character may always use the skill at level 1. (**Note:** Skills that are equipped can be reduced to level one but that must be decided during a *Rest*.)

When leveling up *Spread*, the area of effect increases by following the example; (5ft x 5ft to 10ft x 10ft to 15ft x 15ft etc.).

Artistry

Description: The Artistry skill is focused on the creation and practice of different forms of art from drawing and painting to music or even penmanship. Artistry covers a wide range of abilities and skills, with many specialties existing within this tree.

Sub-Skills

Music: The Music sub-skill revolves around all things music. From singing to playing an instrument, a character will find it within this subskill. In addition to musical performance a character can expect to know history about music and can determine whether or not certain music is entwined with magical effects.

- **Magical Songs:** Magical songs create effects out of music. To perform one a character must have an instrument equipped. These songs range widely in what they can do.

Penmanship: Penmanship is focused around the art of writing and calligraphy. Those characters with a focus in Penmanship can forge and detect different writing, create documents, and read and write magical glyphs.

- **Rune Writing:** Runes often hold magical properties within them and have been used to enhance abilities of those who can write them accurately. A character who knows how to write specific runes may write them on a target within 5ft of them. Runes remain active until the character's next *Rest*.

Visual Arts: This sub skill revolves around drawing, painting, sculpting and architecture. Anything that deals with the creation of physical objects likely rests within this sub-skill. A character with skill in the Visual Arts would be able to create or possibly replicate objects of this style, determine history about things such as paintings, or be able to determine the quality of such goods.

Purchasable Artistry Skills

Magical Song - Bolster:

Exp Cost: 25

Abilities: The character gives 1 *Hero Die* to every ally within their song's range. The character may also play this song as a *Maneuver* but only grant 1 ally a *Hero Die*.

Type: Active

Range: 25ft

Slots: 2

Magical Song - Dissonance:

Exp Cost: 40

Abilities: The character plays a chord of dissonance, until the character's next *Active Phase* all *Attack Rolls* in the songs range receive a -3.

Type: Active

Range: 25ft

Slots: 3

Magical Song - Lure:

Exp Cost: 35

Abilities: The character chooses a target and rolls a d20, adding in their *Artistry* and *Music Bonus* against the target's *Intellect Bonus*. If successful, the target is *Lured*.

Type: Channel

Range: 50ft

Duration: 2 + (*Music Bonus*/5) *Turns*

Slots: 2

Level Up Bonuses:

All	+10ft Range and +1 Duration
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Magical Song - Mending:

Exp Cost: 30

Abilities: The character chooses a target and plays their song. The character rolls a d20 and adds in their *Artistry* and *Music Bonus*. The song heals their heal amount and an additional 3 + 1d6 *Health Points* for every 10 rolled. (For example if the character rolled a 15 and has a +6 to their *Artistry* and *Music* then the total would be 21 and they would heal a total of 9 + 3d6 healing. The total is always rounded down to the nearest multiple of 10.)

Range: 25ft

Type: Active

Heal: 3 + 1d6 + *Music Bonus*

Slots: 2

Level Up Bonuses:

Even's	+10ft Range and +3 Healing
Odd's	+1 Healing Die

Music of Magic:

Exp Cost: 50

Abilities: The character incorporates their ability with music into their spell casting. In addition to any stat bonus a spell benefits from the character may also add in their *Music Bonus* to increase the effects of their spell. (There are many instances of Duration within spells things such as Int/5 to increase the amount of *Turns* a spell lasts. The character may add in their *Music Bonus* making it Int + *Music Bonus*/5 when determining the increase to *Turns*.)

Type: Passive

Slots: 4

Rune - Critical Protection:

Exp Cost: 40

Abilities: The character may write a rune on a target and that target may choose to reduce 1 critical to a normal hit. (This must be decided before damage is rolled.)

Type: Active

Slots: 3

Rune - Immunity:

Exp Cost: 35

Abilities: The character may write a rune on a target and choose one status effect that they are immune to. (Examples are Stun, Blind, Panic, or Bleed.)

Type: Active

Slots: 4

Rune - Imprint:

Exp Cost: 30

Abilities: The character writes a rune that contains their magical essence. The character may either cast a spell from the location of the rune, or they may imprint a spell into the rune and set a timer. (Should the character wish to cast a spell from the rune they must have *Line of Sight* on the target of the spell.)

Type: Snap

Slots: 2

Rune - Maximum:

Exp Cost: 50

Abilities: The character may write a rune on a target and once the target may choose to make any one damage or healing roll it's maximum value. (Example if used for a weapon attack and 2d8 are rolled both are turned to 8's.)

Type: Active

Slots: 4

Rune - Quick Feet:

Exp Cost: 25

Abilities: The character may write a rune that gives a target 10ft additional *movement*.

Type: Active

Slots: 2

Athletics

Description: Those characters who train their Athletics can climb mountains, swim through raging rivers, or wrestle an enemy to the ground. This skill tree is focused on both physical maneuverability, allowing a character to overcome obstacles and physical power. Athletics also adds a bonus to weapon proficiencies and class abilities that have a d20 saving roll making it harder for a target to escape their effects.

- **Throwing:** A character can throw any item or weapon 5+ (5 x *Athletics Bonus*)ft, but they receive a -3 to their *Attack Roll*.

Sub-Skills

Acrobatics: The Acrobatics sub-skill is focused around balance and allowing a character to control their body. Acrobatics deals with being able to roll out of a fall, balancing upon a rope, or just doing a flip to show off. Anything tied to balance is likely tied to Acrobatics.

- **Falling:** If a character falls from a height greater than 10ft they must roll a d20 adding in their *Athletics Bonus* and their *Acrobatics Bonus*. If they tie or succeed the difficulty they ignore half of the incoming damage. Damage from a fall is dealt by rolling 1d6 for every 5ft past 10ft, and the Difficulty begins as 5 after 10ft and is increased by 5 every 10ft after. All damage from falling is considered *True Damage*.

Endurance: Those who pursue Endurance wish to be able to keep going when other characters can't. Endurance rolls cover things like continuing to run at a fast pace to keep up with a target, swimming through a raging river, or be able to carry a fallen comrade across a great distance.

- **Carrying:** A character can carry another character or a heavy object without the constant need to make an endurance check, however the character's *Movement* is reduced to half rounded up while carrying something that burdens them.
- **Climbing:** A character may climb but it costs double their *Movement*. A character may not perform *Reactions* while climbing. If damage is taken while climbing the character must roll a d20 adding in their *Athletics Bonus* against a difficulty check equal to half the damage they took rounded down. (An example would be if a character is climbing and they are hit for a total damage of 15, but their *Armor* and *Resistances* block 5 of that the damage they took would be 10 and it would require an *Athletics* check of 5 or greater to not fall.)

Brawn: The sub-skill of Brawn focuses on the character's force and power that they can use with their body. Things like holding or shoving a heavy stone, breaking down a door, or pushing a target all deal with this sub-skill. Any roll where a character must determine their overall strength deals with Brawn.

- **Pushing:** A character may attempt to shove a target using an *Action*. When pushing, roll a d20, adding in the character's *Athletics Bonus* and *Brawn Bonus* versus the target's *Athletics Bonus* and *Brawn Bonus*. If the character loses, the target is not pushed. If the character wins, the target is pushed 5ft in any direction.

Wrestling: Wrestling involves being able to hold or grapple others. A character skilled in this sub-skill could use it to hold a target in place, even during the intense moments of combat.

- **Grappling:** A character may use an *Action* to attempt to inflict the *Grappled* status effect. The target must be within 5ft. The character rolls a d20 adding in their *Athletics Bonus* and *Wrestling Bonus* versus the target's *Athletics Bonus* and *Wrestling Bonus*. If the target fails they are *Grappled*. To maintain a grapple the character must spend a *Maneuver* each *Turn* similar to other *Channeling* abilities, spells, or skills.

Purchasable Athletic Skills

Agile:

Exp Cost: 35

Abilities: The character gains the ability to move through the same space as an enemy. (They still may not occupy the same space, but they move through them as though they were not there.)

Type: Passive

Slots: 1

Bull Rush:

Exp Cost: 50

Abilities: The character becomes an unstoppable force of motion. When the character uses their *Movement* they may force their way into the same space as another and move that target 5ft in any direction. This ability may only be used once per target per *Turn*.

Type: Snap

Slots: 3

Evasive:

Exp Cost: 40

Abilities: The character gains the ability to add their *Athletics Bonus* into their next Dodge or other Ability *Reactions*.

Type: Snap

Slots: 2

Hero's Landing:

Exp Cost: 25

Abilities: The characters can now fall $20 + (\textit{Athletics Bonus}/2 \times 5)$ ft without taking damage.

Type: Passive

Slots: 1

Past the Breaking Point:

Exp Cost: 75

Abilities: The character is able to ignore the effects of one point of *Fatigue*. (This may not ignore *Fatigue's* instant death at 5 stacks.)

Type: Passive

Slots: 2

Prepared to Fight:

Exp Cost: 25

Abilities: The character gains a bonus to any *Initiative* roll.

Bonus: +1

Type: Passive

Slots: 2

Level Up Bonus:

All	+1 Bonus
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Reactive Dodge:

Exp Cost: 25

Abilities: After performing a successful *Reaction*, you may make a move in any direction.

Move: 10ft

Type: Passive

Slots: 2

Level Up Bonus:

All	+5ft Move (Maximum of 25ft)
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Rush of Adrenaline:

Exp Cost: 100

Abilities: The character pushes their body to the limit. As a *Maneuver* the character gives themselves another *Action*.

Type: Snap

Slots: 5

Sprint:

Exp Cost: 25

Abilities: The character may use this ability and take the Move *Action* as a *Maneuver*.

Type: Snap

Slots: 1

Throw:

Exp Cost: 25

Abilities: Allows the character to *Throw* an item or non-ranged weapon up to their throw distance and ignore the -3 to hit. (When an item or weapon is thrown it becomes a ranged weapon.)

Type: Passive

Throw Distance: $25 + (5 \times \textit{Athletics Bonus})\text{ft}$

Slots: 2

Level Up Bonus:

All	+10ft Throw Distance
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Knowledge

Description: Knowledge is the skill of understanding and gathering information of the world. Used mostly by scholars, this skill can help one gain knowledge, history, and facts about the world, identify any type of item and the properties associated with it, or even decipher ancient languages lost to the flow of time. Knowledge also adds a bonus to spells that have a d20 saving roll making it harder for a target to escape their effects.

Sub-Skills

Alchemy: The study of properties, elements, potions, poisons, explosives and much more. Alchemy is built around the idea of change and creation. The sub-skill could be used to identify the strange liquids, understand the elements of creation, or detect poison within drinks and foods.

Culture: Knowledge of Culture is useful for a variety of reasons. A character versed in Culture holds knowledge about myths and legends from the past, understands the fundamentals of how a culture functions, knows deep history about the religions, and can quickly determine the easiest ways to interact with different groups of people.

History: History is for characters who wish to understand the past. A character with a high bonus in History could determine any facts about a kingdom's past, identify lines of royalty, and recall past conflicts between nations.

Magical Arts: A character with Magical Arts can identify differences in spells, find spell residue from recently cast spells, and identify whether an item has magic and what its properties are if it does.

Purchasable Knowledge Skills

Assist:

Exp Cost: 25

Abilities: The character explains to a target the optimal way which something can be done. In the target's next skill check within a minute they may add in the character's *Knowledge Bonus* in addition to their other bonuses. (This adds in the *Knowledge Bonus* of the character using the skill.)

Type: Snap

Slots: 3

Quick to Learn:

Exp Cost: 50

Abilities: The character can watch another use an ability, spell, or skill. As a *Reaction* the character knows what the ability, spell, or skill is and can use it during their next *Active Phase*. The character adds in their own bonuses to the ability, spell or skill.

Type: Reaction

Slots: 3

Snapshot:

Exp Cost: 35

Abilities: The character can take a moment to perfectly memorize an object, a phrase, or a short event within a second. Even if the character did not get enough time to study the target of their snapshot they can review later as though they were looking at it in the present. This snapshot lasts until the character's next *Rest*, but they may spend the slots for Snapshot after the *Rest* to maintain the memory.

Type: Snap

Slots: 2

Transmutation - Skin:

Exp Cost: 50

Abilities: The character gains the ability to shift skin into different forms. Until their next *Rest* the character may shift a target's height, weight, skin tone, hair length and color, eye color, sex, and facial structures. If this is done to an unwilling target they may attempt to resist by rolling a d20 and adding their *Vitality Bonus* against the character's *Knowledge* and *Alchemy Bonus*.

Requirements: Understanding of Properties

Type: Passive

Slots: 2

Transmutation - Smoke:

Exp Cost: 40

Abilities: The character gains the ability to shift any material they can transmute into a smoke, and smoke into any material they can transmute. This effect is permanent, but may be undone by another transmutation. (Smoke will cause an *Obscured* effect for 1 *Turn* in a 15ft x 15ft spread centered on the location of the transmutation.)

Requirements: Understanding of Properties

Type: Passive

Slots: 2

Transmutation - Water:

Exp Cost: 35

Abilities: The character gains the ability to shift any material they can transmute into water, and water into any material they can transmute.

Requirements: Understanding of Properties

Type: Passive

Slots: 2

Transmutation - Weapon:

Exp Cost: 35

Abilities: The character gains the ability to transmute a weapon from the materials around them. They may choose any weapon that can be made and copy the stats of that weapon. They may use any proficiencies associated with that weapon. This weapon remains until the character's next *Rest*.

Requirements: Understanding of Properties

Type: Passive

Slots: 2

Transmuted Alchemists Weapon:

Exp Cost: 40

Abilities: The character adds in their *Alchemy Bonus* to the transmuted weapon's damage.

Requirements: Transmutation - Weapon

Type: Passive

Slots: 3

Understanding of Properties:

Exp Cost: 25

Abilities: The character gains the understanding of basic chemical make ups. The character may transmutate and shift Wood, Stone, Dirt, or Clay into one of the other materials within a 5ft cube. This lasts 24 hours before shifting back to its original material. (This skill is required to perform any transmutation skills.)

Type: Active

Slots: 3

Universal Understanding:

Exp Cost: 75

Abilities: The character has a vast amount of knowledge on a wide array of topics. They may spend an *Action* to grant 1 *Fate Shift* to any target as they relay information to the target.

Type: Active
Slots: 4

Perception

Description: Characters with high perception will notice details others often miss. Perception has a wide array of uses such as searching for clues, following tracks, or having heightened senses. Perception is a useful tool for every group of characters.

- **Passive Perception:** The character always has a base perception of $8 + \textit{Perception Bonus}$. This deals with things that they would just be able to generally notice such as a person trying to sneak or reasonable being able to follow a trail.

Sub-Skills

Eavesdropping: The Eavesdropping sub-skill can be used to overhear whispered conversations or read lips from a distance away. It's an easy way for a character to be able to gather information that they wouldn't normally have access to.

Examination: Many things can be hidden from a character by either mundane or magical means. With a high bonus in Examination a character can easily make out those using stealth to get past them, see through illusions, discover traps, and find hidden doorways or rooms.

Sense Intent: There are times when a character wants to know the true intent behind the words of another. This is what the Sense Intent sub-skill is focused around. Using this sub-skill a character can see through lies, sense violence in a person or creatures movements, and tell whether or not a target's intents are as noble as they claim.

Tracking: The Tracking sub-skill is focused around picking up and following a trail. A character can use this sub-skill to track a target by any physical means possible, including scent or following footprints.

Purchasable Perception Skills

Clairvoyance:

Exp Cost: 40

Abilities: The character can peer into the void about a target or object they touch. They get a glimpse of the target or object's past, present, or future, but are unsure which it is. They see the event as if they were the target or object.

Type: Active
Range: 5ft
Slots: 3

Dark Vision:

Exp Cost: 25

Abilities: The character gains the ability to see through non-magical darkness (*Perception Bonus* x 10)ft as if they were in dim light.

Type: Passive
Slots: 2

Future Sight:

Exp Cost: 60

Abilities: The character glimpses into the future of a target. The character rolls a d20 adding their *Perception Bonus* versus the target's *Wisdom Bonus* or *Intellect Bonus*. If successful, their spell, ability, or attack misses its mark as the character sees the target's next move and relays that information to their allies.

Type: Reaction
Slots: 4

Killer's Intent:

Exp Cost: 40

Abilities: The character gains a bonus to their d20 roll when using Dodge or when someone is using Dodge against their attack.

Type: Passive
Bonus: +1
Slots: 3

Level Up Bonus:

All	+1 Bonus
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Look Through Walls:

Exp Cost: 50

Abilities: The character may look through solid objects as though they were not there. (The character can freely switch in and out of this sight during its duration and they can make out the outlines of objects even with the sight activated.)

Type: Channel
Duration: 1 Hour
Slots: 3

Magical Sight:

Exp Cost: 40

Abilities: The character's eyes can see the glow of magical enhancements around objects giving them the ability to instantly tell if an item is magical if they can see it. In addition this gives the character the ability to see through illusions and other magical disguises.

Type: Channel

Duration: 1 Hour

Slots: 2

Magnified Sight:

Exp Cost: 25

Abilities: The character gains the ability to see great distances by shifting the range of their sight as though they were looking through a spyglass. The character may choose to magnify their vision to see as if they were standing near anything within a 1000ft. (The character can choose to adjust their sight at will up to the maximum range during its duration.)

Type: Channel

Duration: 1 Hour

Slots: 1

Quick Reflexes:

Exp Cost: 40

Abilities: The character sharpens their reflexes to avoid incoming effects. The character may add in their *Perception Bonus* to their Stat Bonus for this d20 Saving Throw.

Type: Reaction

Slots: 3

Tremor Sense:

Exp Cost: 50

Abilities: The character becomes attuned with vibrations. They may sense movement anywhere within their range even if they can't see it, and can judge basic details about their size and speed of movement. This also reduces the effect of *Blind* from a -3 to hit to a -1.

Type: Passive

Range: 50 + (*Perception Bonus* x 10)ft

Slots: 2

Weak Points:

Exp Cost: 60

Abilities: The character chooses a target within range and determines their vulnerable points. The next attack against the target gains a +2 *Critical Hit* chance.

Type: Snap

Range: 50ft

Slots: 3

Speech

Description: The Speech skill tree holds a variety of ways which a character may use their ability to speak. Anything from trying to lie one's way out of a dangerous situation to spreading horrendous rumors amongst the nobility to destroy a political opponent falls into speech. As a general rule normal speech checks can't make a target do something that is not in their best interest. It is unlikely for example that a character could convince a shopkeeper to give away their stock, but they may be able to persuade them to lower the price.

Sub-Skills

Deception: The Deception sub-skill is useful for those looking to lie and deceive. A character can use this in many situations such as pretending to be someone else, lying to get into a party or event, or tricking a guard to believe that it was someone else that threw a stone at them. If it deals with lying, Deception is what a character uses.

Gather Information: Those looking to learn the word of the street should look no further than to this sub-skill. Gather Information is focused around talking to people to get a general feel of the situation generally within urban environments. A character can figure out what are the interests of political powers, learn gossip and rumors, or learn where helpful shops might be. This sub-skill may also be used to spread information whether it's true or false. A character looking to spread a nasty rumor about a power political figure could easily find this sub-skill useful.

Intimidation: Intimidation is for those characters who enjoy frightening others into doing what they want. If a character wants to make a threat, subtly impose, or scare a target they should invest in this sub-skill. While not as versatile as Persuasion or Deception, Intimidation does leave a lasting impact.

Persuasion: The classic method of convincing others to follow an order is to persuade them to do so. The Persuasion sub-skill is about convincing others to do what you want in a charismatic and pleasant way. This is especially effective if a character is looking to build a lasting relationship.

Purchasable Speech Skills

Amplify:

Exp Cost: 30

Abilities: The character may amplify their own voice to be heard over any crowd. While this skill is channeled, the character's voice can be heard clearly within range regardless of other sounds.

Type: Channel

Range: 100ft

Duration: 10 Minutes

Slots: 2

Charmer:

Exp Cost: 40

Abilities: The character gains the ability to charm a target into liking them better, they will change from hostile to neutral or neutral to friendly. The target rolls a d20 adding in their *Intellect Bonus* versus the character's *Speech Bonus*. On a failed save the target will treat this character as such. (This may be performed twice on the same target to switch them from hostile to friendly, possibly even attacking former allies. The effects of the charm wear off after a *Rest*.)

Type: Active

Range: 25ft

Slots: 3

Commanding Speech:

Exp Cost: 50

Abilities: The character may add in their *Speech Bonus* to their *Athletics Bonus* in any Command Class Abilities.

Type: Passive

Slots: 3

Confess:

Exp Cost: 35

Abilities: The character gains the ability to force a target to honestly answer a yes or no question. The character must roll a d20 adding in their *Speech Bonus* against the target's *Intellect Bonus*. If the character wins the target must answer truthfully. (The GM doesn't have to say whether or not the roll was successful.)

Type: Active

Range: 25ft

Slots: 3

Halt:

Exp Cost: 30

Abilities: The character gains the ability to force a target to cease all *Movement* for 1 *Turn*. The target rolls a d20 adding in their *Intellect Bonus* versus the character's *Speech Bonus*. On a failed save the target's *Movement* is 0 until the character's next *Active Phase*.

Type: Active

Range: 25ft

Slots: 3

Hidden Message:

Exp Cost: 35

Abilities: The character gains the ability to compel a target to deliver a message for them. The character specifies when, to who, and how the target is to deliver the message. The target has no memory of receiving or delivering the message. This message is only allowed to be 1 minute long and the target can not have to travel more than an hour out of their normal routine. (The target completes this in their own time, and if they physically can't before their next *Rest* this skill has no effect.)

Type: Active

Range: 25ft

Slots: 2

Inspiring:

Exp Cost: 40

Abilities: The character gives an inspiring speech. The character and all allies within range of them gain (2 x *Speech Bonus*) damage on their next attack.

Type: Snap

Range: 25ft

Slots: 3

Mental Message:

Exp Cost: 25

Abilities: The character is able to speak and send a message into the mind of someone that they know within range of the skill. The message may only be a minute long and the recipient may reply, but this must also be contained within a minute.

Type: Snap

Range: 1000ft

Slots: 1

Reveal:

Exp Cost: 50

Abilities: The character gains the ability to force a target to give over a secret they were hiding. The target rolls a d20 adding in their *Intellect Bonus* versus the character's *Speech Bonus*. On a failed save the target must reveal 1 secret about themselves to the character.

Type: Active

Range: 25ft

Slots: 3

Suggestion:

Exp Cost: 40

Abilities: The character gains the ability to force the target to listen to a suggestion and believe it was their idea. The target rolls a d20 adding in their *Intellect Bonus* versus the character's *Speech Bonus*. On a failed save the target believes that they came up with the thing suggested and will act accordingly.

Type: Active

Range: 25ft

Slots: 3

Survivalist

Description: Those characters wishing to understand the areas outside of the cities of villages that many reside in should look into investing in Survivalist. The Survivalist skill tree has skills in understanding the biology and make up of bodies and how best to heal or harm a living creature, the understanding of which plants are safe and which are harmful, and the ability to navigate any type of terrain from ocean to desert.

Sub-Skills

Anatomy: The Anatomy sub-skill is focused around understanding the bodies and vital structures for all types of creatures. This sub-skill can be used when trying to skin and gather materials from an animal, understanding an illness or how a wound is affecting a creature or person, and determining the general health of a person or creature.

- **Stabilizing:** The character may spend an *Action* to attempt to *Stabilize* a target without a first aid kit. The character has to make a d20 skill check adding in their *Survivalist Bonus* and their *Anatomy Bonus* against the target's *Bleeding Out Stacks* and their current negative *Health Points*. For example let's say a character has a total of +7 between their

Survivalist Bonus and *Anatomy Bonus*. The target they are attempting to *Stabilize* has 2 *Bleeding Out Stacks* and is currently at -10 *Health Points*. The character would have to roll a total of 12 or greater to successfully *Stabilize* the target.

Botany: Botany is focused around the knowledge of plants and their functions. A character skilled in Botany could determine whether or not a plant was safe to eat, general information about the ecosystem based on the plants that are growing, or the general environments which a plant might thrive. Any roll dealing with a plant's natural state deals with Botany. (It should be noted that Alchemy deals with different herbs and their properties after they are processed and so these two sub-skill can often tie together.)

Navigation: For a character afraid of getting lost in the forest, desert, or ocean, navigation might be a skill worth investing in. The Navigation sub-skill deals with figuring out direction, finding one's way or guiding others, and understanding the general time of day even without traditional signs like the sun.

Purchasable Survivalist Skills

Attentive Medic:

Exp Cost: 35

Abilities: The character spends their time attempting to *Stabilize* a target. The character may double their *Survivalist Bonus* for their next *Stabilizing* check.

Type: Combo

Slots: 3

Battlefield Medic:

Exp Cost: 50

Abilities: The character understands how to keep calm in times of intense crisis. When attempting to *Stabilize* using a *Survivalist* skill check, the character may remove any negative *Health Points* from the target.

Type: Passive

Slots: 4

Chosen Enemy:

Exp Cost: 35

Abilities: The character chooses a target as their chosen enemy. Each attack the character makes on the target they may add their *Survivalist Bonus* to their damage. This focus remains on the target until the character either chooses a new target, or the character *Rests*.

Type: Snap

Range: 50ft

Slots: 3

Chosen Enemy - Inflict:

Exp Cost: 50

Abilities: The character can also add in their *Survivalist Bonus* to their d20 roll when using an ability, spell, or skill against their chosen enemy.

Requirements: Chosen Enemy

Type: Passive

Slots: 4

Chosen Enemy - Killer:

Exp Cost: 50

Abilities: The character gains $1d4 + (1d4 \times (\textit{Survivalist Bonus}/3))$ damage against their chosen enemy.

Requirements: Chosen Enemy

Type: Passive

Slots: 5

Chosen Enemy - Mobile:

Exp Cost: 25

Abilities: The character can move an additional 10ft if they are moving closer to their chosen enemy so long as they are within 100ft.

Requirements: Chosen Enemy

Type: Passive

Slots: 1

Chosen Enemy - Reactionist:

Exp Cost: 40

Abilities: The character gains a $1 + (\textit{Survivalist Bonus}/3)$ to *Reaction* d20 rolls when using a *Reaction* against the chosen enemy, or them using a *Reaction* against the character.

Requirements: Chosen Enemy

Type: Passive

Slots: 3

Chosen Enemy - Safeguard:

Exp Cost: 40

Abilities: The character gains $1 + (\textit{Survivalist Bonus}/3)$ to all saving rolls when the source is from the chosen enemy.

Requirements: Chosen Enemy

Type: Passive

Slots: 3

Field Medic:

Exp Cost: 15

Abilities: The character's extensive knowledge of battlefield injuries allows them to tend wounds quickly and get allies back up on their feet.

Type: Snap

Range: 5ft

Heal: 2 + 1d4 + *Survivalist Bonus*

Slots: 1

Level Up Bonuses:

All	+2 Heal and +1 Heal Die
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Medical Insight:

Exp Cost: 25

Abilities: The character knows how to quickly deal with all sorts of ailments. The character may remove a status effect from a target that is within 5ft of them.

Type: Active

Slots: 2

Thievery

Description: The Thievery skill tree deals with skills that tend to be hidden in pleasant society. Within this skill tree a character can find abilities in hiding themselves, breaking into locations otherwise off limits, making things disappear into sleeves and pockets, and changing the appearance of themselves or others.

Sub-Skills

Burglary: The sub-skill Burglary is for those who are wishing to enter premises that are usually off-limits. A character can use Burglary to pick locks on doors, windows, and chests, and disarm and remove traps.

- **Lock Picking:** For a character to attempt to pick a lock they must have a set of Lockpicking Tools on them. Should they want to attempt to do it without tools they should receive a -5 to their roll and a GM should only allow it if they can find something to use instead of the tools.

Disguise: A character with a high Disguise bonus could easily hide themselves and party members amongst a crowd without drawing attention. Disguise deals with the creation and implementation of a disguise. This includes not only the physical disguise but also the paperwork that might be required, and small details such as mannerisms and changing one's voice. Many small things fall into a fully functioning disguise.

Sleight of Hand: Those wishing to do card tricks, switch out dice, or swipe the purse of a passing noble look no further than Sleight of Hand. Sleight of Hand covers anything that deals with quick hand motion and keeping something from the sight of an unexpected target.

Stealth: The Stealth sub-skill deals with all things sneaking. Those characters wishing to stay out of sight, remain unheard, and not get caught in their deeds should invest into Stealth. This sub-skill also deals with the ability to lose one's self in a crowd of people or losing a person that's following the character.

- **Stealth in Combat:** When in combat a character can attempt to conceal themselves as long as no enemy has *Line of Sight* on them. The character makes a d20 skill check adding in their *Thievery* and *Stealth Bonuses* to attempt to give themselves the *Stealth* effect. The character must beat the highest *Passive Perception* amongst the enemies.

Purchasable Thievery Skills

Always on Edge:

Exp Cost: 75

Abilities: The character is always prepared for a fight. Whenever a battle begins the character gains a *Fate Shift* for their *Initiative* roll.

Type: Passive

Slots: 3

Another Knife:

Exp Cost: 25

Abilities: The character always is able to hide something sharp on them. This could be a simple small knife or something like a piece of glass. Even if they are thoroughly searched this item will remain tucked up their sleeve. (The sharpened items damage is 2 + 1d4 + Dex and doesn't benefit from weapon proficiencies.)

Type: Passive

Slots: 1

Blindside:

Exp Cost: 35

Abilities: The character's first *Action* or *Maneuver* when leaving *Stealth* can't be *Reacted to*.

Type: Passive

Slots: 3

Copycat:

Exp Cost: 40

Abilities: The character can learn the behavior, mannerisms, and voice of a target. The character rolls a d20 adding in their *Thievery* and *Disguise Bonuses* against the target's *Intellect Bonus*.

The character may only copy one person at a time, learning a new one will remove the old. The character must be able to observe the person who they wish to copy. During combat, the character may spend a *Maneuver* and if they make a successful roll, they may copy a **Class Ability** or **Skill** from the target for a one-time use. (The target has to have used a **Class Ability** or **Skill** for the character to be able to copy it. They may only have one copied at a time.)

Type: Snap

Range: 25ft

Slots: 2

Follow My Lead:

Exp Cost: 40

Abilities: The character leads the party trying to keep them quiet and stealthy. All allies within range of the character may instead use the character's *Stealth Bonus* rather than their own.

(Allies may not also add in the character's *Thievery Bonus*.)

Type: Channel

Range: 25ft

Duration: 1 Hour

Slots: 4

Hide:

Exp Cost: 25

Abilities: The character can attempt to *Stealth* in combat for a *Maneuver* rather than an *Action*.

Type: Passive

Slots: 1

Leave No Trace:

Exp Cost: 35

Abilities: The character gains the ability to hide or help hide an object, item, or small weapon from prying eyes. Whenever anyone tries to discover the object the character's *Thievery Bonus* is

subtracted from the d20 perception roll. (This ability can be used to hide it on themselves or another person.)

Type: Active

Range: 5ft

Slots: 1

Mind Trick:

Exp Cost: 60

Abilities: The character gains the ability to reach into the mind of someone they touch. The character rolls a d20 adding in their *Thievery Bonus* against the target's *Intellect Bonus*.

If the character succeeds they may see up to 5 minutes of the character's memories. (The character must specify the time frame in which they are looking. They may scan through the memories by making another d20 roll adding in their *Thievery Bonus* versus the target's *Intellect Bonus*. If they succeed in this roll they are successful in finding the memory they think would relate to what they are looking for.)

Type: Active

Range: 5ft

Slots: 4

One with Shadows:

Exp Cost: 40

Abilities: The character has learned to be prepared for any occasion disappearing when a fight breaks out. Whenever the character enters combat they enter *Stealth* before the fight begins.

Type: Passive

Slots: 3

True Stillness:

Exp Cost: 35

Abilities: The character knows how to lock their muscles in place and hold still regardless of their position. If the character is not moving they may double their *Stealth Bonus*. (If the character wishes to use this in combat, they must spend a *Turn* without targeting another, and without using any of their *Movement*.)

Type: Passive

Slots: 2

Equipment

Damage Types and Resistances

There are a variety of damage types in *Realms Asunder*. Each magical spell tree has its own damage type, and there are three additional ones from weapons. When determining damage taken a character would look at the specific *Resistance* and add that to their *Armor*, subtracting that much from the damage before taking it to their *Health Points*. Below are the three weapon damage types, and rules for dealing with a Multi-Damage attack.

Slashing: Weapons designed for cutting. Most bladed weapons fall in this category.

Piercing: Weapons designed to puncture. Bows and crossbows fall into this category.

Crushing: Weapons designed to break bones and shatter defenses. War hammers, clubs, and shields fall into this category.

Multi-Type Damage: When dealing damage sometimes weapons will have multiple types of damage such as if a character had a flaming longsword. If an attack has two different types of damage the lowest resistance is used when reducing damage.

Weapons

One of the most common ways to deal damage is with a weapon. Each weapon has unique weapon types, damage types, and ranges. When rolling to attack, a character will first determine what they are attacking, and each weapon will have an *Attack Roll* stat. The die specified is the one that is rolled. A 1 is always a miss, regardless of the die, and the maximum of the die is always a *Critical Hit*.

Ammo: Some weapons have the ammo feature. When using these weapons the character may attack up to the weapons range equal to the amount of ammo the weapon has during a battle. At the end of combat, the character gathers their ammo for that weapon. Ammo weapons are considered one weapon as the whole set, rather than individual weapons. (If a character makes a melee attack, an attack within 5ft, they do not have to use any ammo.)

Light Weapons

<u>Dagger:</u>	<u>Club:</u>	<u>Whip:</u>
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<p>Weapon Type: Sword Damage Type: Slashing Attack Roll: 1d12 Range: 5ft Damage: 3+1d6+Dex Gold Cost: 15</p>	<p>Weapon Type: Blunt Damage Type: Crushing Attack Roll: 1d12 Range: 5ft Damage: 3+1d6+Str Gold Cost: 15</p>	<p>Weapon Type: Flexible Damage Type: Slashing Attack Roll: 1d12 Range: 10ft Damage: 2+1d4+Dex Gold Cost: 15</p>
<p><u>Quarterstaff:</u> Weapon Type: Polearm Damage Type: Crushing Attack Roll: 1d12 Range: 5ft Damage: 3+1d6+Dex Gold Cost: 15</p>	<p><u>Buckler:</u> Weapon Type: Shield Damage Type:Crushing Attack Roll: 1d12 Range: 5ft Damage: 2+1d4 Gold Cost: 15</p>	<p><u>Throwing Knives:</u> Weapon Type: Sword Damage Type: Piercing Attack Roll: 1d12 Range: 30ft Damage: 2+1d4+Dex Ammo: 5 Gold Cost: 10</p>
<p><u>Hand Crossbow:</u> Weapon Type: Ranged Damage Type: Piercing Attack Roll: 1d12 Range: 50ft Damage: 4+2d4+Dex Reload: 1 Maneuver Gold Cost: 15</p>		

Medium Weapons

<p><u>Long Sword:</u> Weapon Type: Sword Damage Type: Slashing Attack Roll: 1d10 Range: 5ft Damage: 4+1d8+Dex Gold Cost: 30</p>	<p><u>Hand Axe:</u> Weapon Type:Axe Damage Type: Slashing Attack Roll: 1d10 Range: 5ft Damage: 4+1d8+Str Gold Cost: 30</p>	<p><u>Spear:</u> Weapon Type: Polearm Damage Type: Piercing Attack Roll: 1d10 Range: 5ft Damage: 4+1d8+Dex Gold Cost: 30</p>
<p><u>Mace:</u> Weapon Type: Blunt Damage Type: Crushing</p>	<p><u>Round Shield:</u> Weapon Type: Shield Damage Type: Crushing</p>	<p><u>Tomahawks:</u> Weapon Type: Axe Damage Type: Slashing</p>

<p>Attack Roll: 1d10 Range: 5ft Damage: 4+1d8+Str Gold Cost: 30</p>	<p>Attack Roll: 1d10 Range: 5ft Damage: 3+1d6 Armor Bonus: 1 Gold Cost: 25</p>	<p>Attack Roll: 1d10 Range: 30ft Damage: 3+1d6+Str Ammo: 3 Gold Cost: 25</p>
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Heavy Weapons

<p><u>Battle Axe:</u> Weapon Type: Axe Damage Type: Slashing Attack Roll: 1d8 Range: 5ft Damage: 5+1d10+Str Gold Cost: 50</p>	<p><u>Greatsword:</u> Weapon Type: Sword Damage Type: Slashing Attack Roll: 1d8 Range: 5ft Damage: 5+1d10+Dex Gold Cost: 50</p>	<p><u>War Hammer:</u> Weapon Type: Blunt Damage Type: Crushing Attack Roll: 1d8 Range: 5ft Damage: 5+1d10+Str Gold Cost: 50</p>
<p><u>Heavy Chain:</u> Weapon Type: Flexible Damage Type: Crushing Attack Roll: 1d8 Range: 10ft Damage: 4+1d8+Dex Gold Cost: 50</p>	<p><u>Halberd:</u> Weapon Type: Polearm Damage Type: Slashing Attack Roll: 1d8 Range: 10ft Damage: 4+1d8+Str Gold Cost: 50</p>	<p><u>Javelins:</u> Weapon Type: Polearm Damage Type: Piercing Attack Roll: 1d8 Range: 30ft Damage: 4+1d8+Str Ammo: 3 Gold Cost: 40</p>
<p><u>Bow:</u> Weapon Type: Ranged Damage Type: Piercing Attack Roll: 1d10 Range: 50ft Damage: 3+1d6+Dex Gold Cost: 40</p>	<p><u>Crossbow:</u> Weapon Type: Ranged Damage Type: Piercing Attack Roll: 1d10 Range: 75ft Damage: 12+3d8+Dex Reload: 2 Maneuvers Gold Cost: 50</p>	

Armor

<u>Cloth Armors:</u>	<u>Leather Armors:</u>	<u>Metal Armors:</u>
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Type: Cloth Armor: 1 Resistances: Physical Slashing: 0 Piercing: 0 Crushing: 0 Magic Fire: 2 Water: 2 Earth: 2 Air: 2 Light: 2 Dark: 2 Arcane: 2 Abilities: +3 <i>Slots</i> Gold Cost: 100	Type: Leather Armor: 2 Resistances: Physical Slashing: 2 Piercing: 2 Crushing: 1 Magic Fire: 1 Water: 1 Earth: 1 Air: 1 Light: 1 Dark: 1 Arcane: 1 Abilities: +1 <i>Ability Slot</i> Gold Cost: 100	Type: Metal Armor: 3 Resistances: Physical Slashing: 3 Piercing: 3 Crushing: 3 Magic Fire: 0 Water: 0 Earth: 0 Air: 0 Light: 0 Dark: 0 Arcane: 0 Gold Cost: 100
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Items

Rarities

When dealing with items, the chance a party may stumble upon certain items is based on a rarity system.

Common: These items can generally be found everywhere. It is assumed that a common item may be found in any town the players are in.

Uncommon: These items are generally found in most places. Smaller villages and towns may not carry them, but it is likely that these items could be found in almost any decently sized town or city.

Rare: These items are often harder to come by. They may be sold by a speciality vendor that is only found in a city, or they may be sold in underground markets. These can be good items for a GM to award to players during dungeons and quests.

Very Rare: These items are very difficult to find in town. There's a good chance that only specific vendors would potentially sell these items. Even if a shopkeeper does have these items, it is unlikely that they have much stock of that item. These can be good items for a GM to award to players for more difficult dungeons and quests.

Epic: These items are almost impossible to find in a town and are generally expensive to purchase if they are. These items might be good for a GM to use as a quest chain award.

Legendary: These items should be only given as long term campaign rewards or used as a quest chain for the party to chase down.

Selling Items and Equipment

A player may sell items and equipment they do not want. In general, a shopkeeper will buy these for 50% or less (rounded down) of what they cost.

Adventuring Items

Bottled Flame:

Gold Cost: 35g

Item Description: When this item is used, it deals 6 + 1d12 fire damage in a 15ft by 15ft area.

Rarity: Uncommon

Bottled Smoke:

Gold Cost: 35g

Item Description: When this item is used, it creates a 15ft by 15ft zone that is *Obscured* that lasts for 3 *Turns*.

Rarity: Uncommon

Elixir of Bear's Protection:

Gold Cost: 70g

Item Description: When this item is consumed a character gains 2 *Armor* for 10 minutes.

Rarity: Uncommon

Elixir of Cobra's Strike:

Gold Cost: 250g

Item Description: When this item is consumed a character gains 1 additional *Action* for 10 minutes.

Rarity: Very Rare

Elixir of Owl's Wit:

Gold Cost: 85g

Item Description: When this item is consumed a character gains (Character Level) additional damage/healing to all spells for 10 minutes.

Rarity: Uncommon

Elixir of Rhino's Might:

Gold Cost: 85g

Item Description: When this item is consumed a character gains (Character Level) additional damage to all weapon attacks and abilities for 10 minutes.

Rarity: Uncommon

Elixir of Tiger's Speed:

Gold Cost: 30g

Item Description: When this item is consumed a character gains 10ft of additional movement for 10 minutes.

Rarity: Uncommon

Potion of Fate:

Gold Cost: 100g

Item Description: When this item is consumed a character gains 1 *Fate Shift* until their next *Rest*.

Rarity: Rare

Potion of Healing:

Gold Cost: 35g

Item Description: When this item is consumed a character is restored 4 + 1d8 *Health Points*.

Rarity: Common

Potion of Slots:

Gold Cost: 35g

Item Description: When this item is consumed a character is restored 2 + 1d4 *Slots*. (This may cover multiple categories of slots.)

Rarity: Common

Waters of Life:

Gold Cost: 45g

Item Description: When this item is used a cloud of healing rain expands to 15ft by 15ft that lasts 3 *Turns*. Each ally may heal 6 + 2d6 *Health Points* each *Turn* by starting, ending, or moving through the cloud. (Each ally may only heal once per *Turn*.)

Rarity: Uncommon

Miscellaneous Items

Cosmetic Kit:

Gold Cost: 25g

Item Description: A kit that contains a variety of makeup, hair dyes, and other cosmetics that can be used to create a more convincing disguise. When using this item and taking time to craft a disguise the character may add a +2 to their *Disguise Bonus*.

Rarity: Common

Flask of Oil:

Gold Cost: 5g

Item Description: This item can be used to fill a lantern, or if a target is doused with a flask of oil they are considered to have 5 *Combustion Stacks*.

Rarity: Common

First Aid Kit:

Gold Cost: 15g

Item Description: This item may be used to cause the *Stabilized* effect to an *Unconscious* target. Once this item is used once it is considered depleted and must be bought again.

Rarity: Common

Glass Vial:

Gold Cost: 1g

Item Description: Can be used to hold up to 1 ounce of liquid.

Rarity: Common

Lantern:

Gold Cost: 10g

Item Description: A lantern can hold up to 1 flask of oil and remain lit for 8 hours.

Rarity: Common

Lockpicking Tools:

Gold Cost: 25g

Item Description: A set of tools useful in lockpicking. A character must have a set of these to attempt to pick a lock.

Rarity: Common

Shackles:

Gold Cost: 5g

Item Description: This item can be used to restrain a target. If a target is wearing shackles on their wrists they receive a -4 to any attack roll. If a target is wearing shackles on their ankles their *Movement* is reduced to 5ft.

Rarity: Common

Torch:

Gold Cost: 2g

Item Description: A torch can create a 50ft radius light around the character holding it for 4 hours. This item does require a free hand to use.

Rarity: Common

<u>Item:</u>	<u>Gold Cost:</u>	<u>Rarity:</u>
Backpack	3g	Common
Bedroll	5g	Common
Bell (Small)	1g	Common
Bell (Large)	5g	Common
Chalk (x10)	1g	Common
Chest (Small)	10g	Common
Ink	5g	Common
Mirror	10g	Common
Needle	1g	Common
Notebook	5g	Common
Parchment (x5)	1g	Common
Rope (25ft)	3g	Common
Scroll Case	3g	Common

Tent	25g	Common
Thread (1 Spool)	1g	Common
Whistle (Wooden)	3g	Common
Whistle (Metal)	6g	Common

Instruments

Bagpipes	20g	Common
Drum	15g	Common
Flute (Wooden)	10g	Common
Flute (Metal)	25g	Common
Hand Harp	20g	Common
Horn	10g	Common
Lute	30g	Common

Services

Drinks

Description: Different types of drink sold by the serving type.

<u>Item:</u>	<u>Gold Cost:</u>
Cup of Coffee	2g
Cup of Tea	1g
Fresh Juice	2g
Glass of Fine Wine	5g
Glass of Wine	2g

Milk	1g
Mug of Ale	1g
Shot of Hard Liquor	3g
Speciality Alcoholic Drink	5g

Food

Description: The food is sold by meals and can range widely.

Poor Meal	1g
Fair Meal	2g
Good Meal	3g
Extravagant Meal	5g

Rooms

Description: This is assumed to be a bed in a room for one night. The quality of room can vary greatly between towns and cities.

Poor	1g/night
Fair	3g/night
Good	5g/night
Extravagant	10g/night
Stabling	1g/night

Transportation (Purchase)

Cart	150g
Horse	350g

Transportation (Rent)

Cart	2g/day
Ferry	5g
Ship (Crews Quarters)	5g/day
Ship (Cabin)	10g/day

Being the Game Master

The Game Master or GM's job is to guide the players through the world they are traveling in, controlling enemies during combat, and making decisions on the rules. It is recommended that a new group should only have one GM, but there are cases where you could rotate through two or more because each one brings something different to the story. There are plenty of tools online to help those who are new GMs. What follows are some basic ideas and concepts to help you get started.

The Beginning: Session Zero

The first step is to create characters and determine the basics of the game, and that is why this meeting is generally called, "Session Zero." As a new GM, we recommend coming with very little prepared. If you prefer to prepare, however, you can design the basic world map or perhaps name a few important Non-Player Characters, which are also known as, "NPCS." NPCs are people you can roleplay as a GM that your players will interact with in various parts of the world. You can create locations as well, but one helpful aspect about RPGs is that you're playing with a group of people who can help you build the world they want to participate in. Overall, this is a meeting that you and your friends determine what type of game everyone wants to play. This also includes deciding what aspects would be potentially important to the story, and how you, as the GM, can throw trouble their way.

When having your players construct a character, you should encourage them to let their creativity flow. For example: a player will be a knight from the kingdom in your story or someone else will be a banished noble from a far off land, trying to reclaim their place and status. Whatever they choose is perfect to help you create the world and plotline they're interested in. Continuing on this example, the knight character gives you a perfect excuse to

figure out how knighthood functions in this kingdom, how one would rise to that position, and what their responsibilities would be.

As a finishing note to this section, you may have a specific idea for a story you want to tell. That's fine, but it's going to require more preparation on your end before Session Zero. You should also discuss with your players to confirm it's a story or a world they want to partake in.

As a GM, it's important to recognize that people have different definitions of fun, so you should attempt to be as inclusive as possible.

Being the Storyteller

Where do you begin in setting up the game? It's simpler than you think--devise an objective that the players will want to chase after. This objective could be anything from discovering a lost artifact to rescuing a character from a band of monsters. There are endless possibilities, which is what makes RPGs exciting. Below are a few examples of stories to get you started:

Example 1: A mysterious stranger meets your party at a local inn, and they ask the party to retrieve an item that was stolen from them.

This introduction example can lead to many choices. The item could be relocated, forcing the party to follow clues to find it. The item could also be dangerous and unsafe in the hands of the mysterious stranger.

Example 2: The party visits a town lead by a corrupt official, collaborating with monsters in order to maintain power.

This story makes the party outcast members in the town, forcing them to remain unnoticed by the town guards. This instance is applicable to several towns or even a kingdom that is ruled by corruption. The party must go on a quest to prevent evil powers from rising.

Example 3: Monsters plague the land in which your party is journeying through. They could wander the path as mercenaries, looking for some easy gold or as guardians of the frontier lands. The story could develop into a war between the citizens and the monsters that infest their land.

All these are merely suggestions to aid you in writing whatever story you wish. Each one can lead to diverse options for the game.

Building NPCs

Before starting a session, especially Session One, we recommend you build a few NPCs that the players can interact with. We recommend building five NPCs, and they should have at least a name, a basic personality (like abrasive or serious), and an objective. Giving them an objective offers your players objects or instances to quest after, along with story points for you to expand on.

Secondly, have a sheet of random names with you just in case your party wants to talk to someone that you haven't created yet. This will help you with the improvisatory feature and will allow the NPC to feel more like a real person. Thirdly, note who your players talk to and if you think they will interact with that NPC again. If you suspect this is the case, you can spend time developing that NPC some more.

These tips are very basic, but they're a good way to begin.

Setting Difficulty on D20 Rolls

Quite often, your players will want to use their skills to perform some kind of task. If it's something that they could reasonably do, then you should just let it happen. If it is an obstacle that needs to be overcome, you'll need to set a difficulty based on how hard the task is.

There are both static and dynamic challenges. Static challenges are challenges which don't change such as climbing a cliff, or jumping over a pit. Dynamic challenges might be chasing down a target or trying to sneak past a guard.

Below is a chart on both static and Dynamic challenges to help you set a difficulty easier:

Static:

Easy	10
Moderate	12
Hard	15
Very Hard	20
Near Impossible	25

Dynamic:

Easy	-2
Moderate	0

Hard	+2
Very Hard	+5
Near Impossible	+10

Difficulties should become more intense as a game progresses to keep up with the players and their bonuses. Likely every 5-10 levels the difficulty of challenges should increase anywhere from 2-5 to reflect the increased challenge. (This is very dependent on the party and how they choose to play. For the most part as a GM your goal should be to tell a story and so the difficulty should be based off what would make sense for the game rather than finding a perfect number.)

Fate Shifts

Fate Shifts are an interesting tool to provide your players, which occasionally lets them reroll crucial rolls. The first way we recommend to issue them out is for excellent roleplaying. It's a nice incentive to help players get into character.

Another reason to dole out a *Fate Shift* is if one of your players is having an especially bad night. Their rolls might be all off and nothing is going right for them. Don't be afraid to give them a bit of GM love periodically.

These reasons are a productive way to make the story slightly interesting while keeping it very reliant on the dice. A few *Fate Shifts* in a session truly affects the game and makes it feel like you want to help them tell an enjoyable story rather than crush them with bad rolls.

A few more tips with this tool: try to evenly distribute them among players. Don't give one player five *Fate Shifts* and another player zero. Try to never allow a player to stack *Fate Shifts*; they have to use the one you gave them before they can receive another.

Making Rule Decisions

As a GM, it's your job to make decisions on rules if they are unclear. One recommendation we have is to keep your decisions consistent and fair for everyone. If your player wants to do something creative, but the rules don't allow it, don't be afraid to make a call on the fly if it seems like it'd fit the situation. If you're having trouble making a decision, roll a d20 and let it decide, so the game can continue.

Dealing with a Player Death

There is a chance that during your games a player's character will die. We recommend giving time and consideration to the party to really experience this element of the story. If the player is very attached to their character we recommend a quest to seek out a legendary artifact, NPC, or some long forgotten area. Example maybe the party has to find the pools of life to restore the character. If you do decide to bring back a player character we highly recommend making it take 1 or 2 sessions and giving the missing player an important NPC to play in the meantime.

Last Notes

Being a Gamemaster is probably the hardest role when it comes to Roleplaying games, but it's important to have fun with it. Don't be afraid to try something out and learn from your players. Ask yourself and ask them what makes the game fun and when are the best moments happening. You're only one person and you don't have to be perfect. Enjoy yourself and learn as you go.

Term Glossary

_____The **Term Glossary** houses all the *italicized* words used throughout the rulebook. They are divided into two categories, **Rules** and **Status Effects**. **Rules** cover the terms that deal with specific pieces of the rules. The **Status Effects** section covers the specific effects caused by abilities, spells, or skills within the game.

Rules

Ability, Spell, and Skill Bonuses: These bonuses are added into a character's d20 roll when the ability, spell, or skill calls for it. *Skill Bonuses* are added in when doing specific skill checks like trying to hide.

Action: This is the main piece of a character's *Active Phase* in combat allowing them to do a variety of different abilities, spells, or skills. The uses are explained further in the **How to Play** section of this book.

Active: Active abilities, spells, or skills, are activated by using an *Action*.

Active Phase: The *Active Phase* is the time within a *Turn* of combat which the character or enemy may use their *Actions* and *Maneuvers*.

Armor: This is what protects a character from attacks. For each attack that hits a character, they subtract their *Armor* from damage of the attack. This is combined with *Resistances* when calculating damage. *Armor* can not reduce damage below 1.

Armor Penetration: *Armor Penetration* allows a character or creature to try and bypass the defenses of their target. If an attack that contains *Armor Penetration* exceeds the total *Armor* of the target, the attack instead deals *True Damage*.

Attack Roll: This is the die used to use a weapon, ability, spell, or skill. A 1 is always a miss and the max of the die is always a *Critical Hit*.

Bound: Those who are *Bound* cannot move and receive a -5 to all d20 *Reaction* rolls. A character may still use weapons, abilities, spells, and skills. A character may also use a *Maneuver* to attempt the d20 roll again to save from the effect.

Channel: Channel abilities, spells, and skills are cast over a period of time where the character spends an *Action* to use the ability, spell, or skill, and a *Maneuver* each *Turn* after to maintain the effects of the ability, spell or skill. Channels may be cancelled whenever the character wishes. Many of these abilities, spells, and skills have maximum durations. (A character may have multiple channeling abilities, spells, or skills active at once as long as they have the *Actions* and *Maneuvers* to use.)

Combo: *Combo* abilities, spells, or skills are *Maneuvers* that empower the character's next *Action*. A *Combo* can only affect an *Action* in the same *Turn*. *Combos* must be used prior to the *Action*.

Critical Hit: *Critical Hits* double the damage or effect of a weapon attack, ability, spell, or skill. This happens when the maximum is rolled on an *Attack Roll* or if otherwise stated. (So on a d8 an 8 would be a *Critical Hit*.)

Difficult Terrain: When moving through *Difficult Terrain* the character's cost of *Movement* is doubled.

Disarmed: If a weapon is disarmed from a character or monster they may use their fists or pull out another weapon by using a *Maneuver*. If the character or creature wishes to pick up their weapon they must move within 5ft of it and spend a *Maneuver*. The character or creature must have an open hand to pick up a weapon.

Experience: *Experience* is gained by playing *Realms Asunder*. A GM determines when the character's level up granting them a pool of *Experience* to spend on new abilities, spells, skills, or increase their stat and skill bonuses.

Fatality Roll: This roll is used when a character or more significant NPC is dying. The target rolls a d20 subtracting any *Bleeding Out* stacks from the roll. If a 0 or less is rolled the target is considered dead.

Fate Shift: There are two types of *Fate Shifts*, a positive *Fate Shift* allows a target to reroll any roll taking the higher roll. A negative *Fate Shift* forces the target to reroll any roll taking the lower option. Skill checks, saving rolls, attack rolls, damage, any roll of a die or dice can be rerolled by spending a *Fate Shift*.

Fatigue: *Fatigue* is gained in 1 level increments, with each level having all the effects of all of the previous levels. One level is removed after each *Rest*. (Check the **How to Play** section for the specific rules on how *Fatigue* is gained. All of the *Fatigue* effects stack with other status effects.)

Fatigue 1	The target may not use any of their skill bonuses or stat bonuses.
Fatigue 2	The target receives a -3 on attack rolls and a negative <i>Fate Shift</i> on all <i>Reactions</i> .
Fatigue 3	The target gets a negative <i>Fate Shift</i> on all d20 saving rolls, on all d20 skill checks, and all attack rolls.
Fatigue 4	The target can't be healed or regain spell slots except by <i>Resting</i> , and their <i>Movement</i> is halved rounded up.
Fatigue 5	The target is instantly dead.

Focus: *Focus* abilities, spells, and skills allow the character to put extra *Actions* or *Maneuvers* into the spell to increase its effectiveness. The more *Actions* and *Maneuvers* the character spends, the more effective it is. The character generally must spend an *Action* to activate the ability, spell, or skill then they can spend either one *Action* or *Maneuver* a *Turn* to stack it. It is a *Free Action* to release the ability, spell, or skill. The attack roll is only made when the spell is released at a target. (Only one *Action* or *Maneuver* may be used each *Turn* to stack a *Focus* ability, spell, or skill.)

Free Action: A *Free Action* does not require a character to spend an *Action* or a *Maneuver* to use, but must take place on their *Active Phase*.

Grappled: Those *Grappled* are considered *Bound* and receive a -2 to any *Action* other than attempting to break the grapple. A character may use an *Action* to roll a d20 adding in their *Athletics* and *Wrestling Bonus* versus the one who imposed the grapple's *Athletics* and *Wrestling Bonus*.

Gold: The physical currency of the game. Used to buy equipment and items.

Heal: Restores *Health Points* equal to the amount *Healed*.

Health Points: These are a character's life force. For additional information of what happens when a character goes to 0 or below *Health Points* see the **Unconscious Rules** in the **How to Play** section.

Hero Dice: These are a 1d4, unless otherwise stated. They may be spent on skill checks, saving throws, or damage rolls. (These may be rolled after the initial roll, but before the effects of the roll are determined. A character may use up to $1 + (\text{Character Level}/5)$ *Hero Dice* at once.)

Initiative: *Initiative* refers to the time in combat which a character takes their *Active Phase*. *Initiative* is always highest to lowest. If two have the same *Initiative* their *Turns* happen simultaneously meaning that even if one of them is knocked *Unconscious* they may still take their *Turn*.

Innate: Innate abilities, spells, and skills do not require any slots to equip and are always considered to be active. Most *Keystones* are *Innate*.

Keystone: *Keystones* are powerful abilities that a character gains every 5 levels. A character may select from general *Keystones* or their character's race's racial *Keystones*

Killing Blow: When an enemy's *Health Points* hit 0 from an attack. This triggers some abilities and spells.

Knocked Down: Those who are knocked down lose half of their *Armor* rounded up, their move speed is reduced by half, and a -5 on *Reaction* d20 rolls such as Dodge. They must spend a *Maneuver* to get up.

Line of Sight: Anything a character can see. In other words, anywhere in 360 degrees around a character uninterrupted by any obstacle such as a wall, tree, etc.

Linked: An attack that combines two into one. Instead of attacks doing damage separately it is instead dealt as one and goes through *Armor* and *Resistance* together. Follow the rules for multi-type damage when dealing *Linked* attacks with different damage types.

Maneuver: This is what a character uses to do many things in combat during their *Active Phase*. These uses are explained further in the **How to Play** section.

Movement: This is the maximum distance in feet that a character can move in one *Action*. A character is granted their *Movement* at the beginning of their *Active Phase* which they may use without spending an *Action*.

Passive: *Passive* abilities, spells, and skills are always considered activated. They sometimes have certain requirements that must be met for the effect to happen.

Reaction: *Reaction* abilities, spells, or skills are used only in response to another's *Action* or *Maneuver*. All characters start with Dodge Ability found at the beginning of the ability section. A character may only use one *Reaction* per *Action* or *Maneuver*.

Rest: *Resting* is accomplished by taking it easy for a set amount of time. This can be accomplished by the character's sleeping, lounging, meditating, or any other form of general relaxation. Using abilities, spells, skills, or trying to do anything requiring physical or mental focus isn't considered *Resting*.

After *Resting* for 8 hours, a character restores all missing *Health Points*, all used *Slots*, and regain any abilities that require a *Rest*. A character also reduces *Fatigue* by one level, and reduces *Bleeding Out* stacks by $1 + (\text{Character's Vitality Bonus})$. Additionally any abilities that require a *Rest* to recharge are restored.

Should a group of characters not want to *Rest* a full 8 hours they may instead regain some of their *Health Points* and *Slots* for each hour they *Rest*. For each hour of *Rest* a character can restore $(\text{Character Level} \times 2)$ *Health Points* and $1 + (\text{Character Level}/2)$ *Slots*.

Safe Zones: *Safe Zones* are places where a character may train, level up, sleep, and buy things.

Slots: These are how all characters equip and use abilities, spells, and skills. Each ability, spell, or skill has a certain amount of *Slots* it requires to use or equip it. The more *Slots* your character has the more abilities, spells, or skills you can use per day. All *Slots* recharge after a *Rest*. (*Ability Slots* are used for abilities, *Spell Slots* are used for spells, and *Skill Slots* are used for skills.)

Snap: Snap abilities, spells, or skills usually cause minor effects, or set up other things for a character to use. These only require a *Maneuver* to activate.

Spread: The area of effect of an ability, spell, or skill. An increase in *Spread* adds 5ft x 5ft to the spells area of effect. For example if a spell is 10ft x 10ft and the spread is increased by 1 then the spell becomes a 15ft x 15ft spell.

Stabilized: If a target is *Stabilized*, they are still considered to be *Unconscious* but they no longer suffer *Bleeding Out* stacks or are required to make *Fatality Rolls*. If a *Stabilized* target is attacked again they begin to suffer from the effects of *Unconscious* once more.

Star: *Stars* are scattered around the battlefield by the Light magic tree. There are a number of spells in the Light tree that interact with these in a number of ways. Stars are always 5ft x 5ft and do not obstruct vision. *Stars* do not take up a space and a character or npc can occupy the same space.

Stat Bonus: Some d20 rolls add in a character's *Stat Bonus* to resist certain effects from spells, skills, and abilities.

Stealth: Anyone that is *Stealthed* receives a -4 to be hit. A character breaks *Stealth* if they use anything that targets anyone but themselves or if they are hit in combat. (Even if a character chooses to use a *Reaction* to avoid the attack that successfully hits them, they are still removed from *Stealth*.)

Tree: Earth mages can raise trees from the ground to change the battlefield. For the sake of balance, trees are always 5ft x 5ft and 25ft tall. The Earth mage chooses the aesthetics of the tree otherwise. Trees obstruct vision and are solid so a character can not move through or occupy the same space as a tree. (These are only for character or enemy summoned trees.)

Turn: A *Turn* lasts until each person participating in combat has taken their *Active Phase*, after which the next *Turn* begins. Each *Turn* can last anywhere from 6 seconds to 30 seconds within the time of the game. All spells that last *Turn(s)* last until the character's next *Active Phase*.

True Damage: This damage ignores all *Armor* and *Resistances* dealing it's damage directly to *Health Points*.

Unconscious: An *Unconscious* character is unable to move or act in any way, receives the *Knocked Down* effect, and each *Turn* they remain in this state they receive one stack of *Bleeding*

Out. If restored to 1 *Health Point* the *Unconscious* state is removed and the character gains 1 level of *Fatigue*. (See the *Unconscious Rules* in the **How to Play** section for more details.)

Status Effects

Arcane Mark: When a target has an arcane mark the character can choose how it affects their next spell. After utilizing one of the following affects the mark disappears.

- **Blast:** When a target with this effect is hit with a damaging magical spell it deals 50% of that spell's damage rounded down to all within 15ft. (The 50% damage is not applied to the target hit with the spell.)
- **Cast:** The character can cast a spell through the marked target as if the character were standing there.
- **Lock:** The next spell cannot be reacted to.

Astral: A form that one's spirit can take to leave the body and venture around on the physical plane. The spirit is still visible, unless otherwise stated, and can still be attacked. They also are not restricted by the limits of the body and can pass through solid objects. The spirit must return to the body in order for the body to function normally. (*Spell Slots* and *Health Points* are shared between the physical body and the *Astral* form.)

Bleed: When an ability, weapon, skill, or spell deals *Bleed* mark down 50% of the damage dealt, rounded down. At the end of the one inflicted's next *Active Phase*, they take that damage.

Bleeding Out: Each turn a target is *Unconscious* they receive 1 stack of this effect. When rolling a *Fatality Roll* the target subtracts 1 for each stack of this effect. *Bleeding Out* stacks are reduced by *Resting*. Each *Rest* removes 1 + (Character's *Vitality Bonus*)

Blind: Those who are blinded receive a -3 to hit, this counts for anything that targets another. For example, if your character attacks with a long sword, normally they would roll a 1d10 with 1 being a miss and 2+ hitting, but instead only 5+ would hit. If a character were to try to grapple a target they would reduce their roll by 3.

Combustion Stack: *Combustion Stacks* are unique to fire magic. While *Combustion Stacks* are on a target they continue to build up, and the next fire spell against the target deals +1 damage for each stack. Once a fire spell ignites the stacks, they disappear.

Fear: The character must use their *Movement* to run in the path most directly away from the target that caused *Fear* until they are at least 50ft away from them and out of their *Line of Sight*.

They may also not move closer to the one that caused the *Fear* by any means. The rules of *Panic* still apply otherwise. At the end of each character's *Active Phase* they may attempt to roll a d20 roll to save from the effect.

Lure: A target must spend all *Movement*, *Actions*, and *Maneuvers* to move directly towards the target that lured them. If the target comes within 5ft of the one who *Lured* them they break free of the effects.

Obscured: Anyone attacking in or through an obscured area receives a -2 to hit.

Off-Balance: Those under this effect can't make a *Reaction* until the beginning of their next *Active Phase*.

Panic: Those who suffer *Panic* receive a -2 to hit. At the end of each of their *Active Phases* they may attempt another d20 roll to save from the effect.

Shaken: Those who are *Shaken* can't activate any abilities. At the end of each of their *Active Phases* they may attempt another d20 roll to save from the effect.

Silence: Those who suffer from the *Silence* effect can't cast any spells. At the end of each of their *Active Phases* they may attempt another d20 roll to save from the effect.

Sleep: While under *Sleep* a character can perform no *Actions*, *Maneuvers*, or *Reactions* and can't use their *Movement*. If any damage is dealt to the one under this effect the effect is automatically removed. At the end of each of their *Active Phases* they may attempt another d20 roll to save from the effect.

Stun: Those who are stunned lose *Actions* or *Maneuvers* based on where the effect comes from.

Taunt: The one *Taunted* must spend their *Action* to attack the one who inflicted the *Taunt*. At the end of each of their *Active Phases* they may attempt another d20 roll to save from the effect.

Vulnerable: Anyone who attacks a *Vulnerable* target may choose to reroll any damage roll against the *Vulnerable* target.

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