

Term Glossary

The **Term Glossary** houses all the *italicized* words used throughout any 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 the **Core Rulebook**.

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 of the **Core Rulebook** 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.