



Chaotic Eternum

Role-Playing Game

Rulebook

The Chaotic Eternum Rulebook

By Stephen Cook

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To a New Player...

Hello there! Welcome to the Chaotic Eternum system, a role-playing game built on a few, concrete concepts that allow you, the player, to create the character that you want to make. Do you want to play as the classic priest who gains power from prayer and heals? You can do that. Do you want to operate heavy machinery like helicopters and cars, but also be a tanky paladin? You can do that as well. Perhaps you'd like to play as a stereotypically shady merchant, selling wares you've 'collected' over time. Go right ahead. In the Chaotic Eternum system, your character is uniquely yours - even if you took the same Paths as another character, the same skillset, and the same adventures, your characters can still have different health ratios, different spells, different trinkets, different genes, and different Path abilities. Beware, though - there are many enemies and monsters to watch out for, all possessing different abilities that can vary as wildly as your own. Some enemies are only hurt by magic, while others can emphasize shredding opponents on the first turn; in this case, it is critical to be prepared for any situation, and always have a diverse team who can handle any situation. You never what you'll find hidden in the worlds of the Chaotic Eternum.

Now that that's all out of the way, read on dear adventurer, to find out how to get started! If you're a new Game Master to this system, be sure to examine the campaign list for more information on how to make campaigns in this system.

BASICS AND GAMEPLAY

Basic Game Layout

This game requires a d6 (six-sided die), a d20 (twenty-sided die), a board, and icons to represent your character. There are any number of players, ranging from 1 to the number of people the Game Master can handle; there's also always 1 Game Master, who acts as a narrator and mediator for the players. In essence, you fill out a character sheet, fulfill any requirements that your Game Master assigns to you, and then set off into the setting that the Game Master has designed for the players.

Rules and Etiquette for Players:

- **Be Wary of the Game Master:** As a general rule, the Game Master should not lie to you directly about your Stats and Skills, and various effects that your character can use. They also must follow the rules laid out by the rulebook, unless they have established new rules ahead of time or you're in a situation where the rules don't define what the proper protocol is. The Game Master is not always on your side though, and may be intentionally vague or misleading in order to satisfy their agenda.
- **Play Your Way:** Play your character as you understand them, not as others would. If you want to be a semi-reliable, sometimes scummy character or a paragon of truth and righteousness, then go right ahead. Don't be shocked when another player decides that they've had enough of you and sabotage you unexpectedly though.
- **Avoid Meta-Comments and Meta-Gaming:** A Game Master works very hard on their campaign stories and characters, and while it's fine for you to make comments "out of character," try to clarify when you're doing this. If you don't, some comments you may make can be used as fuel by the Game Master. In the same vein, do not allow meta-information to affect your character. If you, the player, know that the enemy before you cannot die, but your character does not, you're heavily encouraged to play your character as if they do not know this.

As a Game Master...

- **Expect the Unexpected:** Players are wily, unpredictable, and gremlins when it comes to using their environment and your details against you. Even the smallest of hints or comments can spark ideas in them that you never even planned on. As such, don't be too surprised when your straight-forward officer meeting or shop visit turns into an international incident.
- **Plan for the Beginning, Middle, and the Ending:** Players, as mentioned above, are able to throw wrenches in even the best laid-out plans. As such, if you have a long, detailed campaign planned out, plan out the Beginning

Session, the Middle Session, and the Final Session first, and then build each session on a case-by-case basis.

You'll save yourself a lot of heartache and headache this way.

- **More Freedom Equals More Chaos:** Players are like cats - independent, rarely obey your wishes, and often only follow you around if you have an incentive for them to do so. When structuring out how your campaign will operate and function, be sure to plan out various precautions based on what your players are like. You cannot plan for everything, but having specific areas that allow your players to roam and find information as they please often helps them invest into your campaign and world.

Gameplay Breakdown

During the game, you have two general settings - Free Mode, and Combat Mode. During Free Mode, your character or characters may do as they see fit, provided the Game Master allows you to and the setting allows for it as well. If you require medical aid, need to buy supplies, or investigate areas of the world that are open to you, Free Mode is the best time to accomplish that task. It's up to the Game Master to how this time is divided up amongst players, whether it be one at a time, or your actions are split up to a certain degree. We will cover Combat Mode in a moment.

Natural Rolls and Total Rolls

Next, you need to understand Rolls and Skills. When you want your character to do something, you Roll a d20, or 20-sided die. This Roll adds the value the die lands on (ranging from a 1 to a 20) with your Skill bonus. The number you land on with the die is called the **Natural Roll**. The total of the Skill bonus and the Roll combined is called the **Total Roll**. A Total Roll is also called a **Check**.

Natural Roll Exceptions

There are two d20 rolls that exist as general exceptions to the Check. A Natural 1 and a Natural 20. If you roll a Natural 1, your Check will have some terrible consequence. A Natural 1 is the equivalent of exceptional bad luck. On the other hand, a Natural 20 is the equivalent of exceptional good luck! Even if your attack or spell may not directly succeed against an opponent, a Natural 20 will reap some kind of great reward for you or a teammate, depending on the circumstances.

Stats

Health: Your Health governs how much damage you take. If you reach 1 Health and take damage that brings you below that 1 Health, you must make a Consciousness (Willpower) check of 16 or higher. If you do, you stay at 1 Health, and you add +2 to the Consciousness check limit. So your next Consciousness check must make an 18 or higher, and so on and so forth. The Consciousness check increases reset after combat ends. If you fail, you're brought down to 0 Health, take an

Injury check, and are asleep until you recover your full Health or after an hour passes, whichever comes first. If you take two more attacks while at 0 Health, your character dies.

Stamina: Your Stamina governs your Abilities and how powerful your spells are.

Sight: Your ability to see objects passively, as well as resist incoming Sneak Attacks. For every +3 you have in Perception, add +2 to your Sight. You cannot have more than 30 Sight.

Speed: Your ability to move a specific amount during a Movement Action. For every +3 you have in Agility, add +2 to your Speed.

Armor: Your ability to resist physical attacks. You cannot have more than 30 Armor.

Resistance: Your ability to resist magical and energy attacks. You cannot have more than 30 Resistance.

Level: The indicator by which you can gauge how powerful a character is. All characters max out at Level 45.

Experience: Experience is the resource by which you level up. Experience is earned through event completion, session completion, or enemy neutralization, depending on the Game Master's preferences.

Skills

There are four categories of Skills in the Chaotic Eternum system: **Strength, Dexterity, Spirit, and Mind**. Each Skill category has 5 Skills within it, each of them with different emphases.

Strength Skills: Strength Skills cover your physical body's power and innate power.

- **Heavy Arms:** Heavy Arms covers your Skill in using two-handed, heavy weapons. Heavy Arms attacks always cost 2 True Actions, unless otherwise specified.
- **Light Arms:** Light Arms covers your Skill in using one-handed, light weapons. Light Arms attacks always cost 1 True Action, unless otherwise specified.
- **Armsman:** Armsman covers your Skill in using two-handed, mid-range, light weapons. Armsman attacks always cost 1 True Action, unless otherwise specified. Armsman weapons are usually mid-ranged weapons, like spears.
- **Unarmed:** Unarmed covers your Skill in using your fists in combat. Unarmed attacks also can be used to Grapple an opponent, in which the opponent must make an Evasion or Unarmed check that is higher than your Grapple to evade it. If the opponent is Grappled, you may force a Grapple attack that scales from your Unarmed Skill. If the opponent fails to make a Constitution or Unarmed check to break out of your grip in time, you force an Injury check on them. Unarmed attacks always cost 1 True Action, unless otherwise specified.
- **Constitution:** Constitution covers your body's mass and endurance. Constitution can boost your Armor Rank and is critical in certain checks that test your enduring strength.

Dexterity Skills

- **Thieftcraft:** Thieftcraft denotes your ability to Lockpick and Pickpocket targets. If a target cannot see you and/or is not paying attention to you, you merely must roll higher than their Passive Sight to perform a Lockpick or Pickpocket action on or around them.
- **Agility:** Agility denotes your ability to move quickly. For every +3 you have in Agility, you add +2 squares into your Speed stat. Agility also adds to your Initiative roll.
- **Stealth:** Stealth denotes your ability to hide from prying eyes and to be inconspicuous in a crowd. If a target cannot see you and/or is not paying attention to you, you merely must score a higher Stealth check than their Passive Sight to be hidden from them. If the target is suspicious or watching you, you must make a higher check than their Perception check.
- **Accuracy:** Accuracy denotes your ability to make Accuracy weapon attacks and your Skill in aiming. Accuracy attacks have many rules depending on the weapon you use, but almost all Accuracy weapons are long-ranged.
- **Evasion:** Evasion denotes your ability to react quickly to attacks. Evasion can aid in boosting your Armor Rank, and is critical in certain checks around your ability to avoid an incoming attack in time.

Spirit Skills

- **Pagan:** Pagan is your talent in casting Pagan class spells. These spells typically are oriented around the elements of Poison, Air, Earth, Lightning, Fire, or Ice.
- **Chantry:** Chantry is your talent in casting Chantry class spells. These spells typically are oriented around healing, dealing Holy damage, and protecting allies.
- **Sorcery:** Sorcery is your talent in casting Sorcery class spells. These spells typically are oriented around reality warping, Corruption damage, and cursing enemies.
- **Psychic:** Psychic is your talent in casting Psychic class spells. These spells typically are oriented around manipulating, altering, and reading a target's thoughts and mind.
- **Affinity:** Affinity is your ability in understanding magical objects and resisting magic. This Skill can boost your Resistance Rank, and you make Detection checks using the Affinity Skill. You recover +2 Stamina every Rest action you take in combat for every +3 you have in Affinity.

Mind Skills

- **Charisma:** Charisma is your mastery in Bartering, Persuading, and Lying. Bartering allows you to lower prices, if you roll a Total Charisma roll higher than the target's; Persuading allows you to help calm down or convince a target, if you roll a Total Charisma Roll higher than the target's Willpower Total roll; and Lying hides your tics and slip-ups as you weave deceptions to a target, provided you roll a Total Charisma roll higher than the target's.

- **Alchemy:** Alchemy is your mastery in brewing Potions. Alchemy requires Ingredients to be brewed, which cost money, but Potions are generally the most reliable sources of healing and damage in the world. Alchemy potions that are thrown roll off of the Accuracy Skill. Upon brewing a Potion, you add your Roll and your Alchemy Skill as a bonus to the Potion's natural base effect.
- **Perception:** Perception is your mastery in sight and analysis of environments and objects. Looking for traps, detecting Stealthed targets, and unusual patterns. Perception also increases your Sight, which acts as a passive defensive stat against Sneak Attacks. For every +3 you have in Perception, your Sight gains +2.
- **Mechanics:** Mechanics is your mastery of operating and repairing devices and vehicles of all kinds. Mechanics also governs your ability to Hack devices.
- **Willpower:** Willpower is your mastery of the mind and its control of its faculties, both spiritual and physical. Willpower can be used to add to your Resistance stat, and adds to your Consciousness checks.

Combat Mode

When you attack an enemy or an enemy attempts to attack you, you enter Combat Mode. During Combat Mode, all players in Combat have 1 Free Action and 2 True Actions. Unless you or an enemy explicitly attacks first without the target or targets expecting it, all targets in combat roll Initiative. Whichever side gets the higher Initiative total

In a Free Action, you may...

- **Talk:** If you need to communicate vital information to another character, you may vocalize it for your Free Action.
- **Use a Consumable on Yourself**
- **Other:** If an Action has been previously confirmed to be able to be done during a Free Action (like certain Racial and Path Abilities) you may perform them during your Free Action.

In a True Action, you may...

- **Talk:** If you need to communicate vital information to another character, you may vocalize it for your Free Action.
- **Use a Consumable on Yourself**
- **Attack:** If you have a weapon or spell you may use, you can roll off of the correlating Skill to see if it will hit a target and damage them.
- **Make a Movement Action:** You move the number of squares equal to your Speed stat.

- **Make a Check:** If you want to make a check of some kind on a target, whether that be a Perception check to examine the enemy closer to a Charisma check to try to calm an enemy down, you may do so for a True Action.
- **Rest:** For a Rest Action, you recover +1d6 Stamina. As mentioned above, your Affinity Skill adds +2 Stamina to this for every +3 you have in it.

Example: Combat

Game Master: "Balmu the Snake and Frederick Geraldson, you have been approached by two Wolves while wandering the forest path! They look feral and foaming at the mouth, clearly hungry for man-flesh! Combat begins!"

M and B, the players controlling Balmu and Frederick, roll first for Initiative, using a d20 die and adding their Agility Skill. Balmu has +5 in Agility, and rolls a 12 for a total of 17, and Frederick has nothing in Agility, and rolls a total of 5. The Wolves roll a 6 and a 2 and both have a . Balmu moves first, followed by Frederick, and then the Wolves.

M: "Balmu uses his sword to strike the Wolf!" M rolls a d20 die while adding his Light Arms Skill. Balmu rolls a Natural 10 and has a +3 in Light Arms, for a total of 13. The Wolf's Armor is 12, and so Balmu's sword connects with the Wolf! The sword attack deals 2d6 + 3 Physical damage, so M rolls 2 d6 dice. M rolls a 6 and a 2, for a total of 11 Physical damage!

Game Master: "Balmu lifts his sword and strikes the hide of the wolf, cutting deep into its flesh! The Wolf takes 11 Physical damage."

M: "I strike again with my sword, ready to end this pest." Balmu rolls again, rolling a Natural 18 for a total of a 21. The Wolf only has 3 Health left, and thus the attack automatically ends it.

Game Master: "The wounded wolf is unable to evade the fatal blow in time, crumpling to the ground in a lifeless heap! It's now Frederick's turn."

B: "I pull out my warhammer and aim to end this unfortunate meeting quickly." B has a +5 in Heavy Arms, and rolls a Natural 7 for a total of 12. Because the Wolf's Armor is equal to Frederick's strike, the advantage goes to the attacker, and thus Frederick's attack lands. The Heavy Arms attack deals 1d20 + 12 Physical damage. The d20 lands on a 18, added with 12 base damage for a total of 30 Physical damage, far exceeding the Wolf's health.

Game Master: "A loud crack is all that is heard from the wolf as the warhammer connects, leaving the foe crushed. Combat has ended. You have acquired two Wolf Pelts!"

Example: Free Roam Mode

Game Master: “Balmu the Snake, Frederick Geraldson, and Wisp, you all enter the abandoned tower with expected caution, and you can see little beyond the light of the doorway. You hear the squeaks and chirps inside this place, and activating your phone lights, you see bright specks of light from eyes dart away from you.”

M, Balmu’s Player: “I don’t like this one bit. I’m making a Perception check for anything that could even look like a trap.” Balmu has a +3 in Perception, and rolls a Natural 12 for a total of 15. The traps in this room require a 16 or higher Perception check to be detected, though this is only known to the Game Master. To Balmu, there are no known traps in this area.

Game Master: “You detect no traps of any kind around here.”

M, Balmu’s Player: “Very well. I’m moving on ahead and I’m going to enter Stealth, using the darkness as my cover.” Balmu has a +3 in Stealth, and rolls a Natural 17 for a total of 20. Now only creatures who roll a Perception check of 20 or higher will detect his presence, unless they can see in the dark.

Game Master: “Walking forward, you do enter Stealth, but you feel something shift as you walk. A whoosh is heard, and you’re struck in the left arm by a swinging axe! This trap forces an Injury check!”

M: M rolls a d6 for the Injury check. He rolls a 2.

Game Master: “Your arm falls limp, hanging on by little more than smashed musculature and skin. The pain is unbearable, and your arm is turning red and not moving.”

M: “I cry out in pain, letting my teammates know where I am.”

P, Wisp’s Player: “I rush over to him and use one charge of my Medical Kit on him!”

Game Master: “Using the Medical Kit, the damage is repaired and his arm will heal fully within a few minutes. The Medical Kit has one charge left.”

B, Frederick’s player: “Seeing my ally wounded, I think that securing this area would help. Seeing as that was some kind of axe, I’m going to guess that these traps are attached via strings or a pressure plate. I’m going to look around specifically for those.”

Game Master: The Game Master considers this proposal, and considering how specific B is being and that his character KNOWS there are traps potentially here now, lowers the Perception limit from 16 to 12.

B: Rolls a Natural 20 and celebrates!

Game Master: “Your past experience as an adventurer allows you to quickly find all of the three unactivated traps around here, and your perception is so astute you also notice that one of the pillars on this floor is particularly cracked and worn. Perhaps it could be knocked over if need be.”...

Damage Types and Damage Sources

Damage Types:

- **Physical:** The damage dealt by corporeal and physical attacks with non-magical weapons. If a physical weapon has a magic enchantment on it and hits a target immune to magic, then it still deal physical damage, but not the enchantment's other effects, will still be applied. If the weapon has a magic enchantment on it and hits a Spectral or incorporeal target, the physical damage and magic effects will still be applied to targets. Physical attacks roll against a target's Armor, unless otherwise specified.
- **Magic:** The damage dealt by spells and attacks with magical weapons. If a spell deals some kind of damage other than Magic damage, that damage is still magical and will be affected by applicable abilities fully. Magic attacks roll against the target's Resistance, and attacks with magical weapons roll against a target's Armor, unless otherwise specified.
- **Elemental:** The damage dealt by six of the most common sources of elements. Fire, Lightning, Cold, Earth, Air, and Poison are these elements. Certain creatures take extra damage from a specific Element.
- **Holy:** The damage dealt by godly powers. Holy damage often deals extra damage to Demonic targets.
- **Corruption:** The damage dealt by godless or demonic powers. Corruption damage often deals extra damage to Spectral targets.
- **Ionic:** The damage dealt by Ionic weaponry. Ionic damage goes against a target's Resistance, unless otherwise specified.

Damage Scales: All weapons start out with the flat-rate damage, unless otherwise specified.

- **Light Arms:** Light Arms deal $2d6 + 3$ Physical damage. They take one True Action to use. You can target any and all opponents within 1 square of you with Light Arms attacks.
- **Heavy Arms:** Heavy Arms deal $1d20 + 12$ Physical damage. They take one True Action to use. You can target any and all opponents within 1 square of you with Heavy Arms attacks.
- **Armsman:** Armsman deal $2d6 + 3$ Physical damage to targets 2 squares away from them, and half damage rounded down to targets within 1 square of them. They take one True Action to use.
- **Unarmed:** Unarmed deal $1d6 + 2$ Physical damage to targets 1 square away. Unarmed attacks can also be used to perform Grapple attacks, which, if the target fails to roll higher than you do in an Unarmed, Constitution, or Evasion check, will become unable to move or attack while Grappled. While a target is Grappled, they can only struggle via a Constitution or Unarmed check higher than your original Unarmed check to get out of your grip. If they are still in your grip and you have a True Action, you may roll an Unarmed attack that, if higher than their

resisting Constitution or Unarmed check, forces an Injury check on the target. If a target rolls higher than you on any of these checks, they break out of your grip.

- **Accuracy:** Accuracy attacks have a variety of damage types and scales, and typically either Physical or Ionic damage. Rules for the functioning of Accuracy weapons is specified by the weapon's description.

If you have questions about certain combat attacks or benefits to combat, see the Questions and Answers section.

Rules for Character Creation:

- **Choose 1 Race to start out with.** You may be a hybrid of two or more races, as all of them can interbreed, but you must pick the bonuses of one race as your dominant racial traits.
- **Choose 3 Paths to combine into your Class.** You may name the combination if you so wish; some examples include **Brewmaster, Spy, and Merchant Paths** combine into the **Smuggler Class**; or the **Adventurer, Elementalist, and Duelist Paths** combine into the **Spellsword Class**.
- **Choose 8 of the 20 Skills to have a +1 in at Level One.** Always look at the Path Abilities your Paths will give you to ensure the Skills you choose will be benefitted by said Abilities.
- **Choose 3 of the 8 Skills you have selected to gain +2 Skill Points, resulting in 3 Skills with +3 to them at Level 1.**
- **Choose 4 Items from the Starting Items list to start out with.**
- If a Skill has no points invested into it, you roll a d20 and a d6 together on checks, and subtract the d6 roll from the d20 roll. If the total reaches a 1 or lower, the roll counts as a Natural 1. If the d20 lands on a Natural 20, it still counts as a Natural 20 and ignores the d6 subtraction. This is referred to as rolling with **Misfortune**.

Rules for Character Progression:

- **Experience Points:** After accomplishing a great number of tasks, clearing a dungeon, or the completion of a session, you gain Experience Points. These can be used to Level Up, and after Level 45, every 300 Experience Points grants you +5 Health and +2 Stamina. Experience Points are always awarded at the end of combat or after discovering an item that grants Experience.
- **Experience Cost for Leveling Up:** In order to level up, you must gain Experience equal to your CURRENT level multiplied by 10. So if you're Level 1, you need 10 Experience to level up. If you are Level 24, you need 240 Experience to Level Up.
- **Level Up Bonuses:** Every time you Level Up, you gain +1 Skill Point and ONE of the two options below:
 - +7 Health
 - OR
 - +4 Stamina
- **Path Abilities:** Every time you Level Up to Levels 5, 10, 15, 20, 25, 30, 35, 40, and 45 you gain a Path Ability on top of the Level Up Bonus. You may only select 1 Path Ability at each of those Levels. At Levels 5, 10, and 15, you choose 1 Knave Ability, so that at Level 15, you should have 3 Knave Abilities out of the 6 you can choose. At

Levels 20, 25, and 30, you choose 1 Artisan Ability, so that at Level 30, you should have 3 Artisan Abilities out of the 6 you can choose. At Levels 35, 40, and 45 you choose 1 Master Ability, so that at Level 45, you have 3 Master Abilities out of the 6 you can choose.

Race Options

Below are the 12 Race options in the worlds of the Chaotic Eternum game. For deeper information on the Races, search each of them in the Lore section

Caldarians: 21 Health, 9 Stamina

Abilities:

- **Divine Blood:** For 3 Stamina, add 7 Holy damage to your next attack or spell. Every 5 Levels, add +2 damage to this;
- **Demonic Blood:** For 3 Stamina, add 7 Corruption damage on your next attack or spell. Every 5 Levels, add +2 damage to this.

Humans: 19 Health, 10 Stamina

Abilities:

- **Fleet Foot:** For 2 Stamina, add +4 squares to your next Movement Action.
- **Natural Talent:** Every 5 Levels, you naturally gain a bonus Skill Point.

Shade Elves: 15 Health, 12 Stamina

Abilities:

- **Soulborn:** Spells that fail your Resistance Rank are consumed into your own power and soul, healing 3 Stamina.
- **Magic Denizen:** You take -3 Magic damage. This bonus adds -1 for every 5 Levels you have.

Kri'Sol: 23 Health, 8 Stamina

Abilities:

- **Nature's Armor:** For 8 Stamina and a True Action, gain +4 Armor and +4 Resistance. This bonus cannot exceed the Armor Cap and lasts until the end of your next turn.
- **Nature's Denizen:** You take -4 damage from Earth and Ice damage. You add -2 to this bonus every 5 Levels.

Earth Elves: 19 Health, 10 Stamina

Abilities:

- **Earthen Being:** You take -3 Physical damage. This bonus gains -1 for every 5 Levels you have.
- **One With The Earth:** While walking on earth, dirt, or stone, you can use your Free Action as a Movement Action.

Orsel: 25 Health, 7 Stamina

Abilities:

- **Orchale's Will:** For 6 Stamina, you roll with Certainty on your next Consciousness check.
- **Blood Pride:** After taking damage, roll 1d6. If you roll a 6, heal 3 Stamina.

Water Elves: 23 Health, 8 Stamina

Abilities:

- **Waterborn:** You can breathe underwater and your Movement Actions are doubled in the water.
- **Water Affinity:** You take -4 damage from Fire and Air. This bonus gains -2 every 5 Levels.

Southlanders: 21 Health, 9 Stamina

Abilities:

- **Animal Instincts:** You start off the game with +3 Sight, and the check limits on Perception checks are lowered by 4. This means if other characters need to roll a 16 or higher to detect something, you need to roll a 12 or higher.
- **Retractable Claws:** Your Unarmed attacks deal +2 Physical damage. This bonus increases by +1 damage every 5 Levels.

Lightborn: 19 Health, 10 Stamina

Abilities:

- **Golden Blood:** You roll with Peril on Stealth checks, but you take -8 Corruption and -8 Holy damage. You gain -3 to this bonus every 5 Levels.
- **Imbued Form:** For 8 Stamina and 2 True Actions, teleport within 5 squares of yourself. You must be able to see where you're teleporting.

Elos: 25 Health, 7 Stamina

Abilities:

- **Elemental Heart:** Elos start with a Poison, Air, Earth, Fire, Frost, or Lightning link. Once chosen, this link cannot change. Your attacks and spells that deal (your Element) damage deal +2 (your Element) Magic damage. Every 5 Levels, add +2 damage to this bonus.
- **Elemental Eruption:** For 10 Stamina, you exude your chosen Element, dealing 1D20 + 6 (your Element from Elemental Heart) damage to any enemy within 1 square of you. This attack is guaranteed to hit. Stacks with Elemental Heart.

Drakes: 15 Health, 12 Stamina

Abilities:

- **Dragonfire:** You can fire a ball of flame at a target within 3 squares of you, dealing 10 Fire damage to them, +3 Fire damage every 5 Levels. This ability rolls off of the Accuracy Skill.

- **Drake Wings:** If there is enough space (2 squares in all directions of you) to open your wings and fly, your character is capable of flight. It takes one True Action to become airborne or land, and Actions while airborne cost +1 Stamina.

Cambions: 19 Health, 10 Stamina

Abilities:

- **Natural Corruption:** Dealing Corruption damage to a target heals 1 Stamina. Every five levels, add +1 Stamina to this bonus.
- **Foul Darkness:** For 8 Stamina, you create a black cloud within 2 squares of any and all directions of you. Demons and Cambions can see in this cloud, but targets within the cloud become Blinded, unless otherwise specified. The cloud does not have magical properties. Targets in the cloud roll with Certainty on Stealth checks, as long as they cannot be perceived.

Paths

After selecting your Character Race, you get to craft your Class. Class Crafting involves choosing three of the Paths below, and naming the result if you wish. Below that are the Path details, which show their Knave, Artisan, and Master abilities. At levels 5, 10, and 15, you pick a Knave Ability. At levels 20, 25, and 30, you select an Artisan Ability. At levels 35, 40, and 45, you select a Master Ability.

Path Abilities:

Adventurer: A well-rounded Path for those who are Skilled in Perception or any Strength Skill, though this Path has something to offer for anyone.

Assassin: A Path devoted to those who perform Sneak Attacks and emphasize Stealth, Light Arms, Evasion, and Agility.

Berserker: A Path for those who are built to take high amounts of damage and specialize in the Heavy Arms Skill.

Brewmaster: Alchemy Skill users almost always invest in the Brewmaster Path.

Crusader: A Path for those investing into the Armsman Skill, with an emphasis of finishing off weakened targets.

Duelist: This Path is for those investing into the Light Arms Skill. It also involves Skills with dealing with large, singular threats.

Elementalist: Those following the Pagan Skill or elemental enchantments should invest into the Elementalist Path.

Gunner: Anyone desiring to emphasize the Accuracy Skill and the use of Accuracy weapon should pursue the Gunner Path.

Illusionist: Psychic Skill users are often the best suited to the Illusionist Path.

Knight: If close combat, Constitution, and high Armor is your bread and butter, the Knight Path will suit you well.

Mage: Those within most or all of the Spirit Skills should follow the Mage Path.

Merchant: Those with Charisma and a knack for coin ought to pursue the Merchant Path.

Monk: Those who pursue the Unarmed Skill should invest in the Monk Path.

Priest: Healers and Chantry spell casters should prioritize the potential of the Priest Path.

Rogue: The Rogue Path assists those investing in most or all of the Dexterity Skills.

Scholar: Pursuing most or all of the Mind Skills bring great benefits to those of the Scholar Path.

Spy: A blend of Thieftcraft and Stealth based abilities, the Spy Path is best suited for the kleptomaniac and the debonair.

Technician: The gearhead and mechanics will highly appreciate the Technician Path.

Warlock: Masters of the Sorcery Skill will command greater powers with the Warlock Path.

Warmonger: If your character emphasizes all or most of the Strength Skills, they'd gain great from the Warmonger Path.

Knave Abilities:

- **Arrogant Strike:** For 4 Stamina, rush forward with cocky abandon, doubling the damage of your next Unarmed, Light Arms, Heavy Arms, or Armsman attack; however, if this attack fails to deal damage, the target may make a free, uninterrupted counterattack at you, unless otherwise specified. If this failure was with an Armsman attack, the target may close the distance for free and counterattack as well. The counterattack is guaranteed to hit.
- **Paranoid:** For 4 Stamina, your next Perception check rolls with Certainty.

Artisan Abilities:

- **Packmule:** You can now switch any Equipment Item with an item in your Inventory for your Free Action, or switch two Equipment Items for two Inventory items for a True Action. You may also carry up to six of any Consumable item in a single Inventory slot.
- **Veteran:** If an attack has brought you down to 0 Health, you may make a Free Action move or Movement Action before Unconsciousness has set in. You also heal 6 Health for every Action you spend Unconscious.

Master Abilities:

- **Man-At-Arms:** For 5 Stamina, you may perform 3 of the following Actions in 2 Actions: Unarmed attack, Movement Action, Light Arms attack, Armsman attack, Perception check, and/or Accuracy attack.
- **Tempo:** Every time you deal damage with an attack or spell, the next attack or spell that uses a different Skill than the one you just used will roll with Certainty. Does not stack on itself.

Knave Abilities:

- **One Shadow:** While you are Undetected and Stealthed, you do not have any negative bonus to your Movement Actions, and Movement Actions made while maintaining Stealth do not break Stealth.
- **Knife Expert:** Sneak Attacks performed with Daggers now deal a bonus 15 Physical damage, and for every +3 you have in the Stealth Skill, your Sneak Attacks deal +5 damage.

Artisan Abilities:

- **Toxic Blade:** Sneak Attacks with Daggers or an Accuracy weapon with physical ammunition that have Poison on them that deal damage now force an Infection check. The target must make a Constitution check of 20 or higher to resist the Infection. If the target fails this check, they become Infected by your Poison attack, and take 2d6 Poison damage for every Action they perform for either four Actions and Reactions, or until they shake off the Infection by making another Constitution check.
- **Evasive Foe:** Upon failing an Armor Rank check and taking damage, you may roll a Defense roll, but ONLY if your Armor Rank scales from your Evasion Skill. If your Defense roll, which scales from your Evasion Skill, is higher than the attack that damaged you, you only take half damage, rounded up.

Master Abilities:

- **Finishing Strike:** You can immediately tell when a target is at half health or lower. When a target is at half health or lower, you may perform a Finishing Strike upon them. For 10 Stamina on a target of half health or less, you roll with Certainty, your attack's damage is doubled, and you force an Injury check with Peril on the enemy target.
- **Steel Darkness:** Upon being detected from Stealth, you may launch a free attack on the target that detected you as if the attack were a Sneak Attack, and you roll with Certainty on your Initiative after this attack. Bonus fades after combat ends.

Knave Abilities:

- **Bloodlust:** You heal 4 Health every time you kill a corporeal, mortal target.
- **Raging Demon:** For every +3 you have in Heavy Arms, add +6 damage to Heavy Arms attacks.

Artisan Abilities:

- **Sweeping Blow:** For 6 Stamina, you may perform two Heavy Arms attacks in one turn. This means that you can perform a Heavy Arms attack for 1 Action and either another Heavy Arms together.
- **Desperate Fury:** When you are at 15 Health, all Unarmed, Heavy Arms, and Light Arms attacks you successfully deal damage with will cause an Injury check on the target. For every 50 Health you have, add +5 Health to the Health limiter on Desperate Fury.

Master Abilities:

- **Inner Beast:** Killing more than one target with an Unarmed, Light Arms, or Heavy Arms attack at the same time heals 20 Health and 10 Stamina. Stacks with Bloodlust.
- **Gore:** Your character now gains a bonus True Action when attacking an Injured target.

Brewmaster

Knave Abilities:

- **Potion Master:** Every time you make a Potion, there is a 50% chance you will make a duplicate Potion.
- **Potency:** For every +3 you have in Alchemy, your potions gain +6 to their damage or healing factors.

Artisan Abilities:

- **Adjusted Chemicals:** Potions you make now can have alterable triggers to their activation. This means that a Bomb potion can now be set to explode after an amount of time after brewing instead of when exposed to oxygen; a smoke bomb could be designed to only go off when exposed to water; and so on and so forth. The only limit to this is that Potions cannot wait longer than a month before activating when their time limit and conditions are set, and that the properties of the Potions' effects are not changed.
- **Dense Brew:** Your Potions now have four charges instead of two. You make four Smoke Bombs instead of two.

Master Abilities:

- **Power of the Bottle:** Your Health and Stamina Potions now have the Steroid effect; upon consumption, the consumer gains +5 to their Sight, +8 Physical damage on Light Arms and Armsman attacks, and +20 Physical damage on Heavy Arms attacks. This effect lasts until the end of the consumer's turn.
- **Master Alchemist:** Upon consuming or being damaged by a Potion you made, the consumer of the Potion will have the effect exude within one square in any and all directions around them and trigger the same effect on any target in range automatically. Does not apply on Bombs or Smoke Bombs. Will target allies and enemies indiscriminately.

Knave Abilities:

- **Lance Expert:** Armsman attacks that roll a Natural 11 or higher will also ignore 4 of the opponent's Armor Rank.
- **Armsman Mastery:** For every +3 you have in the Armsman Skill, deal +3 damage on Armsman attacks.

Artisan Abilities:

- **Inquisitor:** Intimidation checks you make while not in combat roll with Certainty.
- **For Victory!:** Upon reaching 0 Health, you may make a free Armsman or Accuracy attack that rolls with Certainty and deals +10 base damage before falling Unconscious. You must have an Armsman or Accuracy weapon Equipped at the time before this effect triggers.

Master Abilities:

- **Merciless:** If a target is at 20% Health or lower, your next Armsman attack that deals damage on that target will give you a Bonus True Action. This effect lasts until you fail an Armsman attack or the target is brought down to 0 Health.
- **Crush:** For every 10 Health the target is missing, you deal +3 base damage to them with Armsman attacks. This ability only works while you are at full Health.

- **Knave Abilities:**

- **Focus:** Choose a single enemy target. You gain 5 Armor Rank and 5 Resistance Rank to any and all attacks and Actions this target takes (up to the Rank Cap), but you have -3 Armor Rank and -3 Resistance Rank to incoming attacks from other targets. Focus consumes your Free Action to trigger.
- **Swordplay:** For every +3 you have in Light Arms, add +3 damage to Light Arms attacks.

- **Artisan Abilities:**

- **Crescendo Strikes:** Upon dealing damage to the same target consecutively with an attack or spell, deal +3 base damage on your next attack. This bonus increases with each consecutive attack on the same target by +3. This bonus fades after the target dies or you deal damage to another target, and this bonus cannot apply to multiple-target attacks.
- **Quick Learner:** After a target deals damage to you, you gain the Quick Learner perk against that target, if you so choose. Quick Learner means the target deals -8 damage with any attack or spell they launch directly at you. However, this bonus is lost if you take damage from another enemy other than the one who is targeted with Quick Learner. Once lost from damage from another enemy, it takes 3 Stamina and your Free Action to re-apply Quick Learner to another or the same target. Quick Learner can only end from taking damage from a non-applied target, or incapacitating the marked target.

- **Master Abilities:**

- **Immortal:** Select a single target per round of combat, and forge a soul-binding curse into your next attack, consuming a True Action and 6 Stamina to prepare the curse. If this cursed attack deals damage, the Immortal curse is placed on the target. This target's attacks can now no longer directly bring you down below 1 Health. If the target has damage-over-time effects on their attacks, these can bring you down below 1 Health.
- **Evisceration:** If you deal three consecutive attacks on a target, the fourth attack will force an Injury check if it deals damage. This bonus then resets after the fourth attack.

Knave Abilities:

- **Element Knowledge:** Choose an element out of Air, Cold, Fire, Lightning, Poison, and Earth permanently. This element deals -4 damage to you. For every +3 you have in the Pagan Skill, you add another -3 to this bonus.
- **Element Adept:** Choose an element out of Air, Cold, Fire, Lightning, Poison, and Earth permanently. For every +3 you have in the Pagan Skill, your spells that include this Element, add +3 to the damage.

Artisan Abilities:

- **Element Weaving:** Choose an element out of Air, Cold, Fire, Lightning, Poison, and Earth permanently. For 10 Stamina and a Free Action, you now are covered in this element. Enemies that attack you with melee range attacks, regardless if they succeed or fail, take 2d6 (Chosen Element) damage. Your Unarmed, Light Arms, Heavy Arms, and Armsman attacks deal a bonus 2d6 (Chosen Element) damage. This ability lasts until the end of the combat round.
- **Wild Element:** Choose an element out of Air, Cold, Fire, Lightning, Poison, and Earth permanently. Upon dealing damage with an attack or spell that includes the chosen element, you now have a 10% chance to also force an Injury check, 10% chance to force a Knock Back, and a 10% chance to Blind the target. You roll separate dice for each of these effects.

Master Abilities:

- **Element Surge:** Choose an element out of Air, Cold, Fire, Lightning, Poison, and Earth permanently. For 8 Stamina and your Free Action, place an Incantation into the area around you that is of the chosen Element. The next spell you successfully damage a target with, the Incantation will trigger, sending an extra 40 (Chosen Element) damage at the target. You may only have one Incantation out at a time.
- **Element Ascension:** Choose an element group of Air, Cold, and Lightning, or Fire, Earth, and Poison permanently. This requires a +1 or higher in the Pagan Skill. You now may perform the following effects based on what you pick:
 - **Air, Cold, and Lightning: Stormbringer:** Any Pagan spell you cast with 6 or more Stamina in it has a 50% chance to now 30 Storm damage (10 Lightning damage, 10 Cold damage, and 10 Air damage.)
 - **Fire, Earth, and Poison: Destruction:** Any Pagan spell that deals Fire, Poison, or Earth damage now has a 50% chance to Stun the target.

Knave Abilities:

- **Conservative Aim:** You now gain two extra shots before having an Ionic Accuracy weapon go onto cooldown.
- **Firefighter:** For every +5 you have in Accuracy, increase your Accuracy attack damage by 25%.

Artisan Abilities:

- **Eagle Eye:** All enemies within your Sight roll with Peril on Stealth checks against you.
- **Powershot:** For 4 Stamina, draw back your bow hard, adding +6 base damage and allowing you to roll with Certainty. This ability only works with Bows or a similar Accuracy weapon.

Master Abilities:

- **Sniper:** You now have Wounding chances when attacking a target. Whenever you hit a target with an Accuracy attack, roll 1d6. If it lands on a 6, the target takes an Injury check, a Knock Back, and a Stun. You cannot activate this ability if an enemy target in your Sight is within 1 square of you.
- **Vital Shot:** When you roll a Natural 11 or higher on an Accuracy attack, you ignore 6 of the target's Armor Rank or Resistance Rank.

Knave Abilities:

- **Control:** The minimum amount of weight you can lift or manipulate with Psychic spells is now 200 pounds.
- **Empath:** If you so choose, take a Free Action to perform an Empath roll. This ability requires a +1 or more in the Psychic Skill. You must pass the target's Resistance Rank with a Psychic roll for the Empath ability to work. Once successful, you now are mentally linked to the emotions of the target. You can also tell when the target lies while you keep up the effect. The target will be unaware of the link unless you tell them or otherwise specified. The connection lasts as long as you are within 10 squares of the target, and you must physically touch the target in order to cast the Empath effect on them.

Artisan Abilities:

- **Anonymous:** Targets that only detect you with their Sight and are within 3 squares of you will forget they ever saw you. They will remember they saw a person, but not remember anything you say, if they hear it by merely passing by. Characters that make a Perception check of you while within 3 squares of you must FIRST make a Willpower check of 20 or higher to resist this effect. You can choose to not have targets affected by this ability, and it will by default not affect allies, unless you or the GM specify otherwise. Targets will be unaware of this ability affecting them. Directly interacting with characters ends this effect on them.
- **Thickened Aura:** For 8 Stamina and a Free Action, you now produce an aura around of psychic power. Physical Projectile Accuracy attacks, Unarmed, Light Arms, Heavy Arms, and Armsman attacks all roll with Peril against you while the aura is active. Each attack you apply Peril to costs you another 2 Stamina, or 2 Stamina per turn if no attacks target you..

Master Abilities:

- **Strength of Mind:** Psychic spells and other effects that attempt to alter, read, or manipulate your mind roll with Peril. If the effect is instant and/or you have to make a check to evade the effect, you roll with Certainty.
- **Reality Lord:** For 10 Stamina, send out a shockwave of psychic power. Any enemy within 3 squares of you will be Knocked Back to the 3 square border. Enemies within 1 square of you will be Knocked Back to the border and take 3d6 Psychic damage.

Knave Abilities:

- **Shieldmaster:** Your Shield attacks have a 25% chance to Stun a target.
- **Endurance:** For a True Action, you heal Health equal to your Constitution. This ability heals +2 Health for every 5 Levels you have.

Artisan Abilities:

- **Armor Bash:** For 8 Stamina, your next Unarmed attack will become an Armor Bash attack. This attack slams your armored form into a target, dealing damage equal to your Armor Rank on top of your Unarmed attack damage. This attack rolls with Certainty. This attack can only work if you have a static Armor Rank bonus from Equipped Armor, or if your Equipped Armor can ONLY scale from Constitution.
- **Vitality:** For every +5 you have in Constitution, you add +1 Certainty to Injury checks. This means you roll an extra d6 die on Injury checks for every +5 in your Constitution Skill and choose the highest roll. This ability will not add a Certainty if you have less than a +5 in Constitution.

Master Abilities:

- **Mortal Blow:** For 10 Stamina and two True Action, you store up a focused, powerful attack, your injuries fueling your rage. The next attack you deal damage with will add your missing Health on as bonus damage. If you sustained an Injury of 4 or lower as well, add +20 bonus damage.
- **First Blood:** If you deal damage to a target with a Light Arms or Heavy Arms attack before they deal damage to you, your first damaging attack on them will deal +25 base damage and cause them to lose 15 Stamina.

Knave Abilities:

- **Magical Meddling:** Psychic and Chantry spells that deal damage cause the target to roll with Peril on Willpower and Perception checks until the end of their next turn. Does not stack on itself.
- **Spellweave:** Pagan and Sorcery spells that deal damage and have no Stamina invested into the spell will deal +5 base damage.

Artisan Abilities:

- **Spell Seal:** You can seal any damaging spell into a melee, physical weapon for a Free Action. You can do this to any weapon within 3 squares of you. Upon that weapon dealing damage, the spell will afflict its damage and effects upon that target as well. The spell does not have any range and cannot be cast from the weapon. A weapon can only have one Seal at a time on it.
- **Arcane Eye:** Your Sight now detects illusions, magically invisible targets, and your Sight detects spiritual targets within 10 squares of you, regardless of if physical objects are in the way of your view or if the being is attempting to conceal itself.

Master Abilities:

- **Magic Mastery:** Upon investing 10 or more Stamina into a spell, the spell gains +5 squares in range and, if it damages the target, give you back 1 Stamina for every 10 damage dealt.
- **Conduit:** Spells that target you, whether they succeed or fail, heal you for 5 Stamina. You also take -10 Magic damage.

Knave Abilities

- **Experienced Value:** You gain a bonus +300 Credits from a target upon collecting a bounty from them or commission for completing a quest, if they have that extra amount on them.
- **Shifty Salesman:** You roll with Certainty on Barter checks after a successful Barter check on the same target in the same day.

Artisan Abilities

- **Backstab:** After a successful Charisma check on an opponent while not in combat, your next attack or spell on that target will deal double damage.
- **Inspiring Ally:** Rally Actions can now be made, which consumes your Free Action and requires a +1 or higher in the Charisma Skill to be used. You need to roll a 16 or higher on a Charisma roll to trigger a Rally. All allies around you gain +1 True Action this turn only. Every time this is successfully triggered in the same round of combat, +4 is added to the 16 Charisma roll limit. This means that the user must make a 20 or higher the second time around, then a 24, and so on.

Master Abilities

- **Grand Speaker:** The Charisma check difficulty increase of affecting multiple targets is lowered to +2 for each additional target, and the check is capped at 20.
- **Puppet Master:** You now can make Charisma Kill checks. For 10 Stamina, you may channel supernatural power into your words, cutting deeply into a single target's mind. The target must make a Willpower check of 25 or higher. If they fail, they attack themselves for their next True Action. Their own attack will always land and deal the damage of their Equipped weapon, and it will always force an extra Injury check. This Skill requires a +1 or higher in the Psychic Skill.

Knave Abilities:

- **Flying Fists:** For 4 Stamina, you can now deal two Unarmed attacks in a True Action. These attacks apply temporary and one-attack effects once, but any permanent Unarmed bonuses twice.
- **Discipline:** For every +3 you have in the Unarmed Skill, your Unarmed attacks deal +3 Physical damage.

Artisan Abilities:

- **Harmony:** You passively recover 3 Stamina at the start of every turn.
- **Reflexes:** Incoming Accuracy attacks with physical projectiles that you see coming, you can now make special Evasion checks against instead of using your Armor Rank, for 3 Stamina. You cannot roll a Natural 1 by doing this, and reroll the die if you do land on a Natural 1. If you roll higher than the incoming attack, you catch the arrow without it breaking. This can also be used against thrown objects as well. The attack will still deal full damage if you fail to catch it.

Master Abilities:

- **Barrage:** If you land a successful Unarmed attack that deals damage, for 6 Stamina, you may perform a bonus Unarmed attack that does not consume an Action or Free Action. If that attack lands and deals damage, you may continue triggering this ability until you run out of Stamina or you choose not to.
- **Lowered Impact:** While wearing Armor that ONLY scales with your Evasion Skill, you take -7 Physical damage and roll with Certainty on Injury checks.

Knave Abilities:

- **Faith:** Every time you cast a non-damaging Chantry spell, you gain +1 Armor and +1 Resistance. This bonus is lost when combat ends, and ends if you deal damage to a target during your turn. The bonus is also capped at +5.
- **Answered Prayer:** You can now perform Prayer rolls. This ability requires a +1 or higher in Chantry, and rolls off of your Chantry Skill. If your total roll is 20 or higher, you channel the power of the astral realm, becoming ethereal. While ethereal, you cannot take damage from non-magical sources. You can also treat non-magical, non-soul-bearing objects as if they weren't there at all. You cannot attack or cast spells while in this state. This ability consumes 5 Stamina after it ends, and the ability ends at the start of your next turn.

Artisan Abilities:

- **Soul Aura:** You radiate a powerful aura from the depths of your spirit. Every time you take damage from a spell, this aura flares, dealing 2d6 + 10 Holy damage to any enemy target within 1 square of you.
- **Healing Force:** For every 5 Health you heal to a target that is not you, you heal 2 Health.

Master Abilities:

- **Reject Death:** You select a target within 5 squares of you. Every time this target takes damage that would bring them below 1 Health, you lose 8 Stamina, and the target takes no damage. If the target is forced to take an Injury check, you lose 12 Stamina, and the target automatically passes with no Injury.
- **Karma:** Every time you take damage, roll a 1d6. If you roll a 5 or 6, the opponent who damaged you takes 1d20 + 10 Holy damage instantly. Every time you heal a target that is not yourself, roll a 1d6. If you roll a 5 or 6, you recover 1d20 Health and Stamina.

Knave Abilities:

- **Beggar:** After a successful Pickpocket or Lockpick check, you may make a Stealth check for a Bonus True Action.
- **Quickfire:** After making an Accuracy check or attack, you may make a Movement Action for a Bonus Action, at half Speed.

Artisan Abilities:

- **Fast Hands:** When making a Movement Action, you may make a free Pickpocket check on a target within one square of your movement path.
- **Dead Eye:** If you spend a True Action to calm yourself and take careful aim, your next Sneak Attack with an Accuracy weapon will roll with Certainty.

Master Abilities:

- **Condemning Blow:** If a Sneak Attack brings a target down to 1 Health and forces a Consciousness check, the target rolls with Peril on the Consciousness check.
- **Exertion:** For 8 Stamina, you may make a Movement Action and then a Stealth check in one True Action.

Knave Abilities:

- **Analysis:** While not in combat, you cannot roll a Natural 1 or 2 on Potion Brewing checks or Device Construction checks. If you roll a Natural 1 or 2, reroll it.
- **Cautious Eye:** If you make a successful Charisma check and a Perception check as high as your Charisma check on the same target, the target rolls with Peril on Charisma and Perception checks of you for as long as you desire. Once ended or you leave the target's line of sight, the effect ends.

Artisan Abilities:

- **Charm Potion:** After gaining this ability and making a Potion, a target either consciously or unconsciously consuming said Potion you made will cause your next 3 Charisma checks on them to roll with Certainty.
- **Multi-Task:** While Operating a Vehicle or Mech, your Sight gains +4 and Sneak Attacks roll with Peril against you.

Master Abilities:

- **Mech Master:** While Operating a Vehicle or Mech, your Intimidation, Perception, and Insight checks roll with Certainty.
- **Mad Genius:** If you throw a Potion you've made at a target, the attack rolls off of your Alchemy Skill now and deals +10 damage.. If you throw or use an Ionic Weapon on a target, the attack rolls off of your Mechanics Skill and deals +10 damage.

Knave Abilities:

- **Caught Aware:** After being Detected from Stealth by enemies who were Unaware of your presence, you roll with Certainty on your next Charisma check directed at them. This bonus is lost after your first True Action after being Detected.
- **Con Artist:** After a successful Charisma check on a target, you roll with Certainty on your next Thieftcraft check on that target.

Artisan Abilities:

- **Pact with Darkness:** As long as you remain Undetected and Stealthed, and enemies are Unaware of your presence, you have three True Actions per turn instead of one Free Action and two True Actions.
- **Sleeper Grapple:** If you sneak up on a target and perform an Unarmed attack on them, you will instead perform a Knock Out attack. You and the enemy roll their Unarmed Skills against each other, and if the target was Unaware of your presence, you roll with Certainty. The enemy can also resist with the Constitution Skill. If the enemy resists once, you and him roll again, this time without the Certainty bonus, if it were applied. If the target resists twice in a row, they break free. If they fail to resist two times, they fall Unconscious without taking an Injury check. While grappled, the target cannot speak, unless otherwise specified.

Master Abilities:

- **Clean Escape:** You gain +2 Speed and Certainty on Perception checks while you are Stealthed and at full Health.
- **Master Thief:** Upon merely touching a target, you know everything they're carrying; you can Pickpocket for a Free Action; enemies roll with Peril on Perception checks of you while you are Lockpicking; and you gain no negative bonus from pickpocketing someone in the broad daylight or even while being watched.

Knave Abilities:

- **Device Maniac:** Equipment that you make yourself from now on that can have a Modification slot gain +1 Modification Slot.
- **Operator:** Vehicles you've built yourself have +30 Health for every 100 Health they have. Vehicles with less than 100 Health gain +15 Health.

Artisan Abilities:

- **Mechanical Dismantler:** You deal +15 base damage with any attack or spell on a Technological target. For every +3 you have in Mechanics, deal an additional +5 damage.
- **Encryption Crack:** Hacking check limits are lowered by 5.

Master Abilities:

- **Keyed In:** Devices you build yourself now cause all enemy Hacking attempts on them and incoming Virus attacks to roll with Peril.
- **Technomancer:** This ability requires a +1 or higher in Psychic and a +1 or higher in the Mechanics Skill. Devices, Mechs, and Vehicles you've built yourself now can be operated remotely by you with the power of your mind alone, as long as the Device is within 10 squares of you. Connecting mentally to a Device consumes your Free Action, and you only have 1 Action per turn while mentally operating the Device. The Device will act as if you yourself were using or operating it. If it exceeds the 10 square range, the Device will continue on the last order you gave it until you get back into range. The 1 Action penalty still lasts until you end this effect. The Device has 1 Free Action and 2 Actions while being operated by you, and if the Device has a camera or sensors on it, you may see what the Device sees. Otherwise, you get a static-laden image of whatever's happening with the Device, from any perspective ON the Device you wish.

Knave Abilities:

- **Demonic Sympathy:** All spells you put 4 or more Stamina into deal a bonus +7 Corruption damage.
- **Ritual Master:** You now can control familiars. If a creature has died by your attacks or spells, the GM rolls a 1d20 die. If the die lands on a 19 or 20, the creature is resurrected as a familiar. The familiar cannot be healed by any means, but every 24 hours it recovers any lost health. If a familiar is killed, its body falls apart, and cannot be resurrected again. Intelligent creatures turned into familiars will lose any free will or thoughts of their own. You must have a +3 in Affinity to control a familiar, and for every +3 you have in Affinity, you can control +1 familiar. Ritual Master requires the creature to be corporeal and not a spirit or demon.

Artisan Abilities:

- **Demonic Affinity:** Monsters from the Demon category must make a Willpower check of 15 or higher in order to target you in combat. If they fail, they can keep attempting this until they pass. If they fail the check, they lose a True Action. After passing the check once, they no longer have to make the check against you ever again. You also take -8 Corruption damage.
- **Necromancer:** Any Monster from the Undead category can be taken over by you, temporarily or permanently. You must first make a Sorcery check of 20 or higher, and if you do, you must then make an Affinity check of 20 or higher. If you do, you cast out a dark, congealing bolt of energy at an Undead, guaranteed to hit unless otherwise specified. If the attack hits, the Undead must make either a Willpower check and an Affinity check, or two Willpower checks, or two Affinity checks. These checks must both be above 20 for the Undead to pass successfully. If the Undead fails twice, you gain permanent control of the Undead. If the Undead fails once, you gain control of the Undead for 24 hours, and afterwards it becomes immune to the Necromancer ability permanently. If the Undead resists twice, then it becomes immune to the Necromancer ability permanently. If a creature is already under the control of another Necromancer, it cannot be stolen.

Master Abilities:

- **Demonic Mastery:** Sorcery spells you invest 10 or more Stamina into roll with Certainty.
- **Swarm Overlord:** The familiar limit you control is now doubled from 5 to 10, and the rate of familiar to the Affinity Skill is 2 Familiars for every +3 in Affinity you have. Familiars also have +10 Health now.

Knave Abilities:

- **Battle Hunger:** After a successful Armsman attack, your next Unarmed attack on the same target will force a Knock Back.
- **Furious Combatant:** After a successful Heavy Arms attack, you may make a Light Arms attack for a Bonus True Action.

Artisan Abilities:

- **Blind Eye:** After being Stunned, Knocked Back, or Blinded, you gain +1 True Action on your next turn.
- **Combat Switch:** For 2 Stamina, you may use an Armsman weapon as a Light Arms weapon, ignoring the close-range negative buff, the attack rolling off of the Light Arms Skill, and the attack having the range of a Light Arms weapon.

Master Abilities:

- **Field Control:** Opponents attempting to move away from you, while 1 square away from you as well, roll with Peril on their Agility or Evasion check, and you roll with Certainty on your Unarmed, Armsman, Light Arms, or Heavy Arms attack against them.

Conquest: For 10 Stamina, your next three damaging Unarmed, Armsman, Light Arms, or Heavy Arms attacks deal +10 base damage. If all three attacks land without any of the attacks failing to pass against the opponent's Armor Rank, your last attack deals +20 base damage instead of +10.

Starting Items

Armor: Your Armor and Resistance Rank cannot exceed 28.

- **Chainmail:** Grants $5 + (\text{Your Constitution Skill})$ to your Armor Rank, and $2 + (\text{Your Affinity OR your Willpower Skill})$ to your Resistance Rank.
- **Leather Armor:** Grants $5 + (\text{Your Evasion Skill})$ to your Armor Rank, and $2 + (\text{Your Affinity OR your Willpower Skill})$ to your Resistance Rank.
- **Mage Robes:** Grants $5 + (\text{Your Affinity Skill})$ to your Resistance Rank, and $2 + (\text{Your Constitution OR your Evasion Skill})$ to your Armor Rank.
- **Neural Armor:** Grants $5 + (\text{Your Willpower Skill})$ to your Resistance Rank, and $2 + (\text{Your Constitution OR your Evasion Skill})$ to your Armor Rank.
- **Ironhide Armor:** Grants 9 Armor and 9 Resistance Rank. This is not increased by any Skill.

Consumables:

- **Health Potions (2):** Heals $1d20 + 5$ Health per charge. Holds 2 charges.
- **Medical Kit (2):** Can repair any Injury and re-attach limbs, if the limbs are not destroyed. Holds 2 charges.
- **Stamina Potions (2):** Heals $1d6 + 5$ Stamina per charge. Holds 2 charges.
- **Smoke Bombs (2):** Everything within 3 squares of the Smoke Bomb is Blinded and Stealthed. Can be thrown within 8 squares of the thrower.

Dexterity Weapons:

- **Light Bow:** Deals $2d6 + 3$ Physical damage to any target within 20 squares of you. Enemies within 2 squares of you take half damage, rounded down. Requires Arrows. Comes with 5 Arrows.
- **Heavy Crossbow:** Deals $1d20 + 12$ Physical damage to any target within 20 squares of you. A True Action must be taken after every shot to reload the Heavy Crossbow. Requires Thickened Shots. Comes with 5 Thickened Shots.
- **Ionic Pistol:** Deals $2d6 + 3$ Ionic damage to any target within 20 squares of you. Enemies within 10 squares of you will spot you upon using this weapon, thereby breaking your Stealth. Every six shots, you cannot use the Ionic Pistol for one True Action, as a Cooldown Action.

Devices:

- **Phone: Fills a Device Slot:** Can be used to text, message, or call someone; can be used as a flashlight to illuminate anything within 3 squares of you, in a direction of your choice; and can be used to search the Cresadin Net for information. A Hacker must roll a 16 or higher to Hack a phone.

- **Hacker Baby: Fills a Device Slot:** Can be used to remotely Hack into Devices within 6 squares of you. Hacked Devices can have their screen information remotely viewed or applications opened by you.

Shields: Equip to a Weapon Slot

- **Shield:** +3 Armor, +1 Resistance; when used to attack a target, rolls off of the Heavy Arms Skill, deals 1d6 + 6 Physical damage, and takes one True Action to use.

Spells:

- **Pagan:**
 - **Pyroclast:** Conjure up an ash bolt that deals 1d6 Fire damage to a single target within 3 squares of you. Every 5 Stamina invested creates another ash bolt that can target another target or the same target. Each bolt applies spell effects separately.
 - **Lightning Bolt:** Summons an arc of lightning to hit a target within 5 squares of you for 1d6 Lightning damage. Every 2 Stamina invested adds +7 Lightning damage.
- Chantry:
 - **Rejuvenation:** Heal 1d6 Health to a target within 3 squares of you. Every 2 Stamina invested heals 1d6 more Health. Investing 8 or more Stamina also adds your Chantry Skill as a bonus healing factor to the heal.
 - **Smite:** Deal 1d6 + 6 Holy damage to a single target within 3 squares of you. Every 2 Stamina invested adds +7 Holy damage.
- Sorcery:
 - **Essence Leech:** You curse a target with exhaustion. They lose 1d6 Stamina and take 2 Corruption damage. For every 3 Stamina invested into this spell, you make the target lose 5 more Stamina and take +2 Corruption damage.
 - **Scry:** Send out a phantom eye within 7 squares of yourself to look around that the caster can see through. The eye can perceive anything within the total roll of the Scrying spell. For 5 Stamina, the spell's range is doubled. For 10 Stamina, the eye will also mark anything of interest it finds in a glow only the caster can perceive.
- **Psychic:**
 - **Paranoia:** Cast aspersions and corruption into a target's mind. The target rolls a d6. If it lands on a 1, 2, or 3, the target flees for their next turn. If it lands on a 4, 5, or 6, the target will attack the nearest target

to them, whether they're friend or foe. For every 3 Stamina invested, this effect lasts for another of the target's turns.

- **Mind Puncture:** Strike at an opponent's mental faculties, dealing 1d6 + 6 Psychic damage to a target within 3 squares of you. For every 2 Stamina invest, the target takes +7 Psychic damage.

Spirit Weapons:

- **Mage Staff:** Spells that succeed in damaging a target while this Staff is equipped will refund half their Stamina cost. Using this weapon to attack with rolls off of either Light Arms or Constitution and deals 1d6 + 6 Physical damage. If you roll a Natural 3 or lower on making a physical attack with the Mage Staff, it will break.

Strength Weapons:

- **Light Arms:**
 - **Sword:** Deals 2d6 + 3 Physical damage to up to two targets within 1 square of you, as long as the targets are next to each other. Can be Dual-Wielded. If you roll a Natural 16 or higher, you deal +4 damage.
 - **Hatchet:** Deals 2d6 + 3 Physical damage to up to two targets within 1 square of you, as long as the targets are next to each other. Can be Dual-Wielded. If you roll a Natural 16 or higher, you force an Injury check.
- **Heavy Arms:**
 - **Scythe:** Deals 1d20 + 12 Physical damage to up to 3 targets within 1 square of you, as long as the targets are next to each other. Consumes 2 True Actions. If you roll a Natural 13 or higher, you deal +4 damage.
 - **Warhammer:** Deals 1d20 + 12 Physical damage to up to 3 targets within 1 square of you, as long as the targets are next to each other. Consumes 2 True Actions. If you roll a Natural 13 or higher, you force a Knock Back.
- **Armsman:**
 - **Spear:** On top of normal damage, if you roll a Natural 18 or higher, you deal +4 damage.
 - **Halberd:** On top of normal damage, if you roll a Natural 18 or higher, you ignore 3 of the target's Armor.

Toolkits:

- **Thief's Kit:** Lockpick, screwdriver, and twenty feet of rope with a grappling hook. Can be used to Lockpick objects and gain access to certain areas.
- **Spy's Kit:** A mask, a voice changer, and a screwdriver. Can be used to hide your identity or gain access to certain areas.
- **Alchemist's Kit:** Mortar and pestle, small tripod, small heater. Can be used to brew Potions.

- **Repair Kit:** Wires, small blowtorch, bits of rubber. Can be used to repair Devices.
- **Discernment Kit:** Enchanted glasses, enchanted cloth, and enchanted gloves. Can be used to handle and glean information on any magical object.

Typical Session Length

Your typical session may last anywhere from a half of an hour to several hours. The thing that takes the longest time to work on is developing a new character, so it is recommended that new players or during the first session, to either have players come prepared with characters already made, or for the Game Master to already have characters pre-generated.

Typical Campaign Length

Your typical campaign should last anywhere from one to twelve sessions - typically after twelve, the story can continue, but whatever original story arc started off the campaign should be complete by then.

Typical Campaign Structure

This structure should help any and all new Game Masters in building their campaigns. Once you feel comfortable as a Game Master, you may feel free to explore new ways to build your campaign.

First Session: Your first session should be designed to give your players two things - one, a sense of the world they are playing in. If it is an unjust world. Show them scenes that match that. The players should also be aware of the main dangers of this world during this session.

Middling Sessions: It's typically during the Middling sessions that your players discover the main plot of the campaign, if they didn't in the first session. It's also during this time that you introduce any other recurring characters you may find.

Middle Session: The middle session should have a small climax and resolve any smaller plot points that were introduced before now.

Ending Sessions: These campaign sessions should be devoted to completing major plot points and inching towards the climax.

Final Session: This should be the climax and epilogue of this campaign arc.

Questions and Answers

Question: “Can you use Stamina-Consuming Abilities if you have less than enough Stamina?”

Answer: “Originally, I did allow this to occur, but after play-testing I found that by emphasizing Alchemy, healing spells, and high Willpower, one could evade the consequences and become both a tank and a massively powerful spellcaster to a broken extent. So, now the rule is that if you don’t have enough Stamina, you cannot use an Ability.”

Question: “Can you dual wield certain items?”

Answer: “Yes you can. If you have an Ionic Blaster or any Light Arms weapons equipped to both your Primary and Secondary weapons slots, you may use them both in 1 Action. However, this will cost you 4 Stamina, and you must roll twice - once for each weapon you’re using. You cannot dual-wield most Accuracy weapons, and any Heavy Arms weapons and Armsman weapons, unless otherwise specified.”

Question: “As a Game Master, will I have to improvise a lot?”

Answer: “Yes, most likely you will. Players can be very unpredictable. For instance, I had one campaign session planned out as a simple introduction for the players to the city they were visiting... It ended with the death of over 200 civilian NPCs. My personal recommendation is to have a few specific NPCs already pre-made but with no plot significance, or have a bunch of monsters preselected, just in case your players decide to strike out on a path you didn’t plan on. And if they begin to do something that you’re not quite sure how it would translate gameplay-wise (like say grabbing a wooden spoon and whacking someone with it to make them shut up) then approximate what Skill you think would be most applicable (like Light Arms or Constitution) and then have them make a specialty check that you set the difficulty for. Always remember to keep this check fair and reflective of the general difficulty of other tasks.

Question: “I noticed Intimidation isn’t in your descriptions of any Skill. Why is that?”

Answer: “Intimidation is a special roll one makes that can be applied with ANY Skill, provided you have items to demonstrate your menacing prowess. You cannot Intimidate a target with your Light Arms Skill if you don’t have a sword or hatchet, and you cannot Intimidate someone with Affinity if you have no spell to resist and they’re no spellcaster. In essence, depending on your situation, Intimidation can be applied better or worse, so your best bet is usually to intimidate someone with a Skill that requires no items, like Charisma or Stealth, even Perception. Of course, it’s hard to Intimidate someone just by noticing things about them, but you never know! Maybe you’ll learn something about the target in the process.”

Question: “What currency is used for this world’s general setting?”

Answer: “They’re called Credits, but I went with Currency for the label since you’re not always using a canonical setting within the game’s world.”

Question: “What’s the deal with the 30 number as the limit for Armor, Resistance, and Sight?”

Answer: “When you have 30 in Armor, that means that if someone has maxed out their Skill in a move that goes against your Armor, they have to roll a 15 or higher to hit you. Same with Resistance and Sight. Considering that you can gain Certainty on some attacks, 15 seemed to be the most balanced way to ensure tankier characters can resist damage while still not being unhittable.”

Question: “Is there more to the game than just this rulebook?”

Answer: “An Enemy Index, an Item and Enchantment Index, and a History and Lore Compendium are all in development currently. Once completed, they’ll be included as separate documents.”