

# FAOS

## THE FANTASY ADVENTURE OPERATING SYSTEM

brought to you by



## Table of Contents

### **1.0 Introduction**

- 1.1 What is Faos?
- 1.2 Why Another TTRPG?
- 1.3 Acknowledgements
- 1.4 Legal
- 1.5 Change Log

### **2.0 General Information**

- 2.1 Definitions
- 2.2 Abilities
- 2.3 Difficulty
- 2.4 Attributes
- 2.5 Senses

### **3.0 Ancestries**

- 3.1 What are Ancestries?
- 3.2 Mixed Ancestries
- 3.3 Adventurer Ancestries

### **4.0 Getting Started**

- 4.1 Create Your Adventurer
- 4.2 Levelling Up
- 4.3 Talents

### **5.0 The Rules**

- 5.1 Gear Slots
- 5.2 Using Your Gear Slots
- 5.3 Damage and Wounds
- 5.4 Resting
- 5.5 Resting Complications
- 5.6 Critical Successes and Fails
- 5.7 Actions
- 5.8 Movement
- 5.9 Conditions

### **6.0 Equipment**

- 6.1 Weapons
- 6.2 Armor
- 6.3 Miscellaneous Equipment

### **7.0 Magic**

- 7.1 Types of Magic
- 7.2 Spells

### **8.0 Chaos Conditions**

- 8.1 Chaos Magic

### **9.0 Rules For Consideration**

### **10.0 Change Log**

## 1.0 Introduction

### 1.1 What is FAOS?

The Fantasy Adventure Operating System (or FAOS) is a tabletop roleplaying game system created by Gord Sauer based around the d20 dice. The World of Faos is a fantasy world which uses FAOS game system. In the FAOS game system, every living (and sometimes undead) thing is a *Creature*. *Creatures* controlled by the *Players* are called *Adventurers*. All other *Creatures* are controlled by the *Game Master (GM)*.

All *Creatures* can perform *Actions*. The success or failure of these *Actions* are determined by *Ability Checks* and *Difficulty*.

Sometimes *Creatures* controlled by the *GM* will perform an *Action* against the *Player's Adventurer*. In these cases, the GM rolls the *Creature's Ability Check* and the *Player* roll's their *Adventurer's Ability Check* to determine the *Difficulty* value. Other times, the *Player's Adventurer* will perform an *Action* by rolling an *Ability Check* and the *GM* will determine the *Difficulty* value. *Ability Checks* are done with the roll of a d20 dice and then you add your *Creature's Ability* modifier total to increase the total. When the *Ability Check* total meets or beats the *Difficulty* value, the action is a success.

In summary, everything you do in FAOS has a certain *Difficulty* and your *Ability Checks* must overcome that *Difficulty*. *Ability Checks* will allow your *Adventurer* to defeat monsters and find the treasure. As your *Adventurer* grows more experienced, your *Abilities* increase and you get to decide how your *Adventurer* becomes the next great hero.

### 1.2 Why Another TTRPG?

I will be frank, there is no need for another TTRPG. But I like creating stuff like this and if someone else can take some of these mechanic ideas and move it forward, that would be all worth it. I'm an engineer and I've always like creating systems and refining those systems in my work. I still love D&D but there are somethings that I've always wondered what it would be like if it worked a different way.

### 1.3 Acknowledgments

I would like to acknowledge some of the people and companies that inspired me for FAOS:

- D&D5e TTRPG by *Wizards of the Coast*
- Shadow of the Weird Wizard TTRPG by Robert Schwalb at *Schwalb Entertainment*
- Shadowdark TTRPG by Kelsey Dionne at *The Arcane Library*
- Musings by Matt Colville at *MCDM Productions*
- Musings by Professor Dungeon Master at *DungeonCraft*
- Brainstorming and play-testing by Mike Schneider
- Brainstorming and play-testing by Jason Gau
- Brainstorming and play-testing by Nick & Will Schneider
- Brainstorming and play-testing by Art Vanderby

### 1.4 Legal

The game mechanics of the FAOS TTRPG is free to copy, revise and include in your own game systems with an acknowledgement to FAOS and Perilous Pursuits. The trademarks FAOS, World of Faos and Fantasy Adventure Operating System are owned by Perilous Pursuits ©2023 and shall not be used without prior written permission.

## 2.0 General Information

### 2.1 Definitions

#### Ability Check

A *Creature* spends an *Action* to do an ability check. The *Creature* rolls a d20 and adds their respective *Ability* modifiers. Sometimes other modifiers like *Boons* or *Banes* are added to the total. An *Ability Check* is successful if the total value meets or beats the *Difficulty* value

#### Ability Modifier

The plus or minus bonus a *Creature* adds to an *Ability Check* or *Damage*

#### Action

Things that a creature can do. *Creatures* have a certain amount of *Actions* on their *Turn* when they are in combat.

#### Advantage

A *Creature* rolls 2d20 for an *Ability Check* and takes the higher number. The GM will instruct when a *Creature* has *Advantage* or a *Creature* can use their *Divine Intervention* to gain *Advantage*

#### Adventurer

A *Creature* controlled by a human *Player*

#### Bane

A *Creature* subtracts 1d6 roll from their d20 roll. For multiple *Banes*, only subtract the largest *Bane* roll

#### Boon

A *Creature* adds 1d6 roll to their d20 roll. For multiple *Boons*, only add the largest *Boon* roll

#### Creature

A *Creature* controlled by the *GM*. Refer to the *Creature Ancestries* section of this document

#### Combat

When multiple *Creatures* are attacking each other, they are considered in *Combat*. While in *Combat*, each *Creature* takes their *Turn* to do *Actions* based on the *Turn* order

#### Defense Roll

A *Creature* rolls a d20 and adds their *Dexterity* modifier (or *Ability Modifier* in the *Spell* description)

#### Difficulty

A value set by the *GM*, pre-calculated based on certain variables, or a *Difficulty* roll by another creature that a *Creature* must meet or beat with an *Ability Check* to succeed at their chosen *Action*

#### Divine Intervention

The *GM* at their own discretion (usually after a very good role-play moment) may provide an *Adventurer* with *Divine Intervention*. The *Adventurer* marks the *Divine Intervention* box with a checkmark on their *Adventurer's Journal*. The *Adventurer* may then spend the *Divine Intervention* on an *Ability Check* after they have rolled by erasing the checkmark on their *Journal* and rolling the *Ability Check* once more and taking the higher value.

#### Disadvantage

A *Creature* rolls 2d20 for an *Ability Check* and takes the lower number. The GM will instruct when a *Creature* has *Disadvantage*

#### Game Master (GM)

A human that controls the game

#### Initiative

The *Turn* order for each *Creature* during *Combat*. The *Turn* order is determined by each *Creature* rolling an *Awareness* check which becomes their *Initiative*. The *Creature Turn* order goes from the highest *Initiative* to lowest. In the event of a tie, the *Creature* with the highest value goes first for the following (listed in priority): *Awareness Ability Modifier*, then *Dexterity Ability Modifier*. If still tied, the *Creatures* do 1d20 roll-offs with no modifiers until one has a higher dice value to determine who goes first between them. *Unconscious Creatures* have an *Awareness* check of 0. After every *Creature* in Initiative has taken a *Turn* in *Combat*, a new *Round* starts and the *Creature* first and then continues in the same *Turn* order

#### Journal

An information sheet that describes the *Creature* and its capabilities

## Magic Check

When casting a spell, a *Creature* rolls a d20 and adds their *Arcane*, *Divine* or *Primal* modifier as required by the *Spell* vs the *Difficulty* to determine if the spell succeeds, hits or effects another creature. If the Magic Check minus the *Creature's Chaos Points* is 1 or less, the spell becomes a *Chaos Condition*.

## Martial Attack

When a *Creature* does a *Melee* or *Ranged Attack* against a target. If the attack meets or beats the defending *Creature's Defense Roll* (which is the *Difficulty*), the attack succeeds. If the attack minus the *Creature's Chaos Points* is 1 or less, the attack becomes a *Chaos Condition*.

## Player

A human that controls their *Adventurer*

## Range

The reach of a *Creature's* ranged *Weapon* or ranged *Spell* in feet shown in brackets as (#/#) where the first # is the close range and the second # is the far range

## Reach

The reach of a *Creature's* melee *Weapon* or the distance they can touch a target in feet

## Round

A round is when all *Creatures* have a turn based on their Initiative Order. After the last *Creature* finishes it's turn, a new *Round* starts. Each *Round* lasts approximately 5 seconds within the game world.

## Turn

While in *Combat*, each *Creature* gets their *Turn* based on their *Initiative*. The *Turn* order is based on a *Creature's Initiative*.

## 2.2 Abilities

*Creatures* have 13 *Ability* modifiers in three groups that define how well they perform certain *Actions*. An *Action* may trigger an *Ability Check* as directed by the *GM*. *Ability Checks* require that a d20 be rolled (with *Advantage* or *Disadvantage* as instructed) and with the applicable *Ability* modifier added (with any *Boons* or *Banes* as instructed). Optional *Boons* or Divine Interventions on a roll must be stated they will be used prior to the roll otherwise they do not count. Below is a list of the 13 *Abilities* and their groups:

### Physical Abilities

#### Dexterity

Ability to avoid getting hit, hit a melee target with a martial attack, and perform acrobatics

#### Strength

Ability to perform feats of strength and increase certain weapon damage

#### Willpower

Ability to resist conditions that weaken the body or mind and increase health when levelling up

### Magical Abilities

#### Arcane

Ability to understand and cast arcane magic and increase magic attack damage

#### Divine

Ability to understand and cast divine magic and increase magic attack damage

#### Primal

Ability to understand and cast primal magic and increase magic attack damage

### Learned Abilities

#### Aim

Ability to hit a ranged target with a martial or magic attack, perform delicate hand-eye actions, and increase certain weapon damage

#### Awareness

Ability to perceive things and gain the initiative in combat

#### Charisma

Ability to persuade, deceive and perform

#### Insight

Ability to understand body language of someone being deceitful

#### Intelligence

Ability to understand how things work and to recall information

#### Nature

Ability to understand nature, beasts and creature anatomy

#### Stealth

Ability to stay hidden and quiet

## 2.3 Attributes

*Creatures* have *Attributes* based on their *Ancestry*, physical size and the *Equipment* they are wearing

### Armor

A *Creature's* attribute that allows it to reduce *Damage* taken based on their natural armor plus their *Armor* modifiers. Refer to the *Armor* table for information

### Chaos Points

A *Creature's* *Chaos Points* total increases every time it casts a *Spell*, makes a special *Martial Attack*, certain *Actions*, or uses certain *Talents*. The more *Chaos Points* used, the more chances it will cause a Chaos Condition for the *Creature*. Refer to the *Spells*, Special Martial Attacks and *Talents* sections for information on how many *Chaos Points* are used.

### Damage

A tracked value that shows how much *Damage* a *Creature* has taken. A *Creature* that is fully healthy has a *Damage* of 0. When a *Creature* is hit, the *Creature* adds that new *Damage* to their current *Damage* value. If the *Creature* is healed, they subtract the healing amount from their current *Damage* value. If the *Damage* value equals or exceeds the *Creature's* *Health* value, the *Creature* is *Wounded*. See the *Wounds* section in this document. For unarmed or *Weapon* attacks, the target reduces the *Damage* by their *Armor* value. For *Spell* attacks, refer to the *Spell* description for *Damage* adjustments

### Health Dice

The dice a *Creature* uses to increase their *Health* when *Levelling Up*

### Health

A *Creature's* *Attribute* to determine how much *Damage* they can take before taking *Wounds*

### Height

A *Creature's* *Attribute* of their height from the bottom of their feet to the top of their head in feet and inches

### Level

A number from 1 to unlimited and denotes the current experience level of the *Creature*. When *Creature's* *Level Up*, they receive various upgrades

### Weight

A *Creature's* *Attribute* of their weight in pounds (lbs)

## 2.4 Difficulty

*Difficulty* is how hard an action will be to overcome.

The *Difficulty* of some *Actions* are calculated, others are rolled with modifiers, and others are set by the *GM*. A *Creature* must roll a d20 (with *Advantage* or *Disadvantage* as instructed) and add their applicable *Ability* modifier plus *Boons* and/or *Banes* and must meet or beat the *Difficulty* value to succeed at the *Action*. The difficulty is announced after the active *Creature* rolls all their dice. Below is a list of *Difficulties* that the *GM* sets:

### Difficulty Table

Child's Play	Difficulty 5
Very Easy	Difficulty 8
Easy	Difficulty 11
Moderate	Difficulty 14
Hard	Difficulty 17
Very Hard	Difficulty 20
Extremely Hard	Difficulty 23
Impossible	Difficulty 26
Never	Difficulty 30



## 2.5 Senses

*Creatures* have various senses based on their *Ancestry* or potentially gained through a *Talent*. Below is a list of *Creature Senses*.

### Heat Vision

The ability to see heat sources up to 60 feet away in shades of blue, white, orange and red. There is no definition in what you see and environmental heat or cold sources could distract or hide a creature with background noise.

### Echo Location

The ability to use clicking sounds to detect *Creatures*, objects or perceive the environment without light. No details of the *Creatures*, objects or environment are revealed by this process however. You cannot tell one *Creature* or object from another, just their general shape and location. A *Creature* that is perfectly still can appear as an object or part of the environment.

### Tremorsense

The ability to pinpoint any *Movement* within 60 feet through vibrations in the ground unless a *Creature* is perfectly still.

### Spirit Sight

The ability to see into the spirit realm including invisibility.

### Enhanced Hearing

The ability to hear a close *Creature* whispering, breathing or it's heartbeat or a distant *Creature* talking, or *Moving*. The *Creature* has *Advantage* on *Perception* checks that involve hearing.

### Enhanced Sight

The ability to pick out distant visual details where light is available. The *Creature* has *Advantage* on *Perception* checks that involve sight. In dim light, add +5 to the *Difficulty* and less details will be visible on a success.

### Enhanced Smell

The ability to find a *Creature* you have encountered before that is close or tracking a distant *Creature* by smelling the path it took. The smell path disappears after 30 minutes. The *Creature* has *Advantage* on *Perception* checks that involve smell.



### 3.0 Ancestries

#### 3.1 What are Ancestries?

Every *Creature* in FAOS has an *Ancestry*. A *Creature* can have one *Ancestry* or a combination of two *Ancestries*. Your *Ancestry* decides how your *Adventurer* will start the game but as it gains more experience and levels, you will decide on the direction and abilities your *Adventurer* will have.

The *Ancestries* you can select for your *Adventurer* and their starting *Attributes* and *Ability* modifiers can be found in the FAOS Creatures document. Refer also to the *Adventurer Ancestries* section of this document.

#### 3.2 Mixed Ancestries

A *Creature* with mixed *Ancestries* has traits from each *Ancestry*. A *Creature* shall take the average walking speed (rounded down to the nearest 5 ft), average height, and average weight between the two *Ancestries*. A *Creature* must keep two *Ability* modifiers from each *Ancestry* but can select which two. Mixed *Ancestries* lose any special *Movement* abilities such as *Swim*, *Glide* or other special movements besides *Walk*.

Note that an *Automaton* cannot have mixed *Ancestries* since metal and flesh...just don't work.

### 3.3 Adventurer Ancestries

#### Automaton

Level: *Varies*  
Type: *Intelligent*  
Natural Armor: 1  
Min. Weight: 150 lbs  
Health Dice: d6  
Walk Movement: 30 ft  
Special Movements: *None*

Actions: 3  
Min. Height: 5 ft  
Reach: 5 ft  
Health: Roll #d6 +  
Willpower where  
# = Level +4

Ability Bonuses:

Aim:	+1	Intelligence:	+1
Arcane:	+0	Nature:	+0
Awareness	+1	Primal:	+0
Charisma:	+0	Stealth:	+0
Dexterity:	+1	Strength:	+1
Divine:	+0	Willpower:	+0
Insight:	+0		

Add a Talent for each level past 1

Armor: *Natural Armor is +1, Standard armor requirements*

Total Armor: *Natural armor + armor modifiers*

Weapon: *Standard weapon requirements*

Description: *This metal creature comes in all sorts of shapes and sizes and is magically alive*

Special Abilities: *Heat vision*

## Dragomar

Level: [Varies](#)  
 Type: [Intelligent](#)  
 Natural Armor: [1](#)  
 Min. Weight: [200 lbs](#)  
 Health Dice: [d6](#)  
 Walk Movement: [30 ft](#)  
 Special Movements: [Glide](#)

Actions: [3](#)  
 Min. Height: [4 ft](#)  
 Reach: [5 ft](#)  
 Health: [Roll #d6 +](#)  
 Willpower where  
[# = Level +4](#)

### Ability Bonuses:

Aim:	<a href="#">+0</a>	Intelligence:	<a href="#">+0</a>
Arcane:	<a href="#">+0</a>	Nature:	<a href="#">+0</a>
Awareness	<a href="#">+2</a>	Primal:	<a href="#">+0</a>
Charisma:	<a href="#">+0</a>	Stealth:	<a href="#">+0</a>
Dexterity:	<a href="#">+0</a>	Strength:	<a href="#">+2</a>
Divine:	<a href="#">+0</a>	Willpower:	<a href="#">+1</a>
Insight:	<a href="#">+0</a>		

Add a Talent for each level past 1

Armor: [Standard armor requirements](#)

Total Armor: [Natural armor + armor modifiers](#)

Weapon: [Standard weapon requirements](#)

Description: [This scaly creature has a genetic connection to dragons but are humanoid in shape except for a dragon snout, tail, fangs and claws. They do have leathery wings but it only allows them to Glide](#)

## Dwarf

Level: [Varies](#)  
 Type: [Intelligent](#)  
 Natural Armor: [0](#)  
 Min. Weight: [180 lbs](#)  
 Health Dice: [d6](#)  
 Walk Movement: [25 ft](#)  
 Special Movements: [None](#)

Actions: [3](#)  
 Min. Height: [3 ft](#)  
 Reach: [5 ft](#)  
 Health: [Roll #d6 +](#)  
 Willpower where  
[# = Level +4](#)

### Ability Bonuses:

Aim:	<a href="#">+1</a>	Intelligence:	<a href="#">+0</a>
Arcane:	<a href="#">+0</a>	Nature:	<a href="#">+0</a>
Awareness	<a href="#">+0</a>	Primal:	<a href="#">+0</a>
Charisma:	<a href="#">+0</a>	Stealth:	<a href="#">+0</a>
Dexterity:	<a href="#">+0</a>	Strength:	<a href="#">+1</a>
Divine:	<a href="#">+0</a>	Willpower:	<a href="#">+2</a>
Insight:	<a href="#">+1</a>		

Add a Talent for each level past 1

Armor: [Standard armor requirements](#)

Total Armor: [Natural armor + armor modifiers](#)

Weapon: [Standard weapon requirements](#)

Description: [A short and stout bearded humanoid that tends to be stubborn and strong of will](#)

Special Abilities: [Stone Camouflage](#) - Dwarves get advantage on stealth checks in rocky terrain.

## Elf

Level: [Varies](#)  
 Type: [Intelligent](#)  
 Natural Armor: [0](#)  
 Min. Weight: [100 lbs](#)  
 Health Dice: [d4](#)  
 Walk Movement: [30 ft](#)  
 Special Movements: [None](#)

Actions: [3](#)  
 Min. Height: [6 ft](#)  
 Reach: [5 ft](#)  
 Health: [Roll #d4 + Willpower where # = Level +4](#)

Ability Bonuses:

Aim:	<a href="#">+1</a>	Intelligence:	<a href="#">+0</a>
Arcane:	<a href="#">+0</a>	Nature:	<a href="#">+1</a>
Awareness	<a href="#">+1</a>	Primal:	<a href="#">+0</a>
Charisma:	<a href="#">+0</a>	Stealth:	<a href="#">+1</a>
Dexterity:	<a href="#">+1</a>	Strength:	<a href="#">+0</a>
Divine:	<a href="#">+0</a>	Willpower:	<a href="#">+0</a>
Insight:	<a href="#">+0</a>		

Add a Talent for each level past 1

Armor: [Standard armor requirements](#)  
 Total Armor: [Natural armor + armor modifiers](#)

Weapon: [Standard weapon requirements](#)

Description: [A thin graceful humanoid with pointy ears, a haughty attitude, and a love for woodlands.](#)

Special Abilities: [Forest Camouflage](#) - [Elves](#) get [advantage](#) on [stealth](#) checks in [forest](#) terrain.

## Gnome

Level: [Varies](#)  
 Type: [Intelligent](#)  
 Natural Armor: [0](#)  
 Min. Weight: [50 lbs](#)  
 Health Dice: [d4](#)  
 Walk Movement: [25 ft](#)  
 Special Movements: [None](#)

Actions: [3](#)  
 Min. Height: [4 ft](#)  
 Reach: [5 ft](#)  
 Health: [Roll #d4 + Willpower where # = Level +3](#)

Ability Bonuses:

Aim:	<a href="#">+1</a>	Intelligence:	<a href="#">+2</a>
Arcane:	<a href="#">+0</a>	Nature:	<a href="#">+0</a>
Awareness	<a href="#">+0</a>	Primal:	<a href="#">+0</a>
Charisma:	<a href="#">+0</a>	Stealth:	<a href="#">+1</a>
Dexterity:	<a href="#">+0</a>	Strength:	<a href="#">+0</a>
Divine:	<a href="#">+0</a>	Willpower:	<a href="#">+0</a>
Insight:	<a href="#">+1</a>		

Add a Talent for each level past 1

Armor: [Standard armor requirements](#)  
 Total Armor: [Natural armor + armor modifiers](#)

Weapon: [Standard weapon requirements](#)

Description: [A small humanoid that is good with their hands, loves to tinker and works with all manner of knick knacks](#)

Special Abilities: [Gadgeteer](#) - [Gnomes](#) get [advantage](#) when making [intelligent](#) checks on how [devices](#) or [gadgets](#) work. This would include [locks](#), [traps](#), [vehicles](#) or other [mechanical](#) devices.

## Goliath

Level: [Varies](#)  
 Type: [Intelligent](#)  
 Natural Armor: [0](#)  
 Min. Weight: [300 lbs](#)  
 Health Dice: [d8](#)  
 Walk Movement: [35 ft](#)  
 Special Movements: [None](#)

Actions: [3](#)  
 Min. Height: [7 ft](#)  
 Reach: [5 ft](#)  
 Health: [Roll #d8 +](#)  
 Willpower where  
[# = Level +4](#)

Ability Bonuses:

Aim:	<a href="#">+0</a>	Intelligence:	<a href="#">+0</a>
Arcane:	<a href="#">+0</a>	Nature:	<a href="#">+1</a>
Awareness	<a href="#">+0</a>	Primal:	<a href="#">+0</a>
Charisma:	<a href="#">+0</a>	Stealth:	<a href="#">+0</a>
Dexterity:	<a href="#">+0</a>	Strength:	<a href="#">+2</a>
Divine:	<a href="#">+0</a>	Willpower:	<a href="#">+2</a>
Insight:	<a href="#">+0</a>		

Add a Talent for each level past 1

Armor: [Standard armor requirements](#)  
 Total Armor: [Natural armor + armor modifiers](#)

Weapon: [Standard weapon requirements](#)

Description: [A huge humanoid typically in a tribal culture that likes to hunt and fight](#)

Special Abilities: [Hunter](#) - Goliaths get advantage when making nature checks to hunt or track creatures in nature settings.

## Human

Level: [Varies](#)  
 Type: [Intelligent](#)  
 Natural Armor: [0](#)  
 Min. Weight: [160 lbs](#)  
 Health Dice: [d6](#)  
 Walk Movement: [30 ft](#)  
 Special Movements: [None](#)

Actions: [3](#)  
 Min. Height: [5 ft 6 in](#)  
 Reach: [5 ft](#)  
 Health: [Roll #d6 +](#)  
 Willpower where  
[# = Level +3](#)

Ability Bonuses:

Aim:	<a href="#">+0</a>	Intelligence:	<a href="#">+1</a>
Arcane:	<a href="#">+0</a>	Nature:	<a href="#">+0</a>
Awareness	<a href="#">+0</a>	Primal:	<a href="#">+0</a>
Charisma:	<a href="#">+1</a>	Stealth:	<a href="#">+0</a>
Dexterity:	<a href="#">+0</a>	Strength:	<a href="#">+1</a>
Divine:	<a href="#">+0</a>	Willpower:	<a href="#">+0</a>
Insight:	<a href="#">+2</a>		

Add a Talent for each level past 1

Armor: [Standard armor requirements](#)  
 Total Armor: [Natural armor + armor modifiers](#)

Weapon: [Standard weapon requirements](#)

Description: [A humanoid with an ability to adapt and read the room](#)

Special Abilities: [Jack of all Trades](#) - Once per day at dawn, Humans can move a +1 ability modifier to another ability modifier. You can only move the same +1 modifier around. Example, if you move a +1 from Intelligence to Strength, the following day, you can only move the +1 out of Strength to another ability modifier.

## Ormba

Level: [Varies](#)

Type: [Intelligent](#)

Natural Armor: [0](#)

Min. Weight: [50 lbs](#)

Health Dice: [d4](#)

Walk Movement: [25 ft](#)

Actions: [3](#)

Min. Height: [3 ft](#)

Reach: [5 ft](#)

Health: [Roll #d4 +](#)

[Willpower where](#)

[# = Level +3](#)

Special Movements: [Sneak \(25 ft\)](#)

Ability Bonuses:

Aim: [+1](#)

Arcane: [+0](#)

Awareness: [+1](#)

Charisma: [+0](#)

Dexterity: [+0](#)

Divine: [+0](#)

Insight: [+0](#)

Intelligence: [+1](#)

Nature: [+0](#)

Primal: [+0](#)

Stealth: [+2](#)

Strength: [+0](#)

Willpower: [+0](#)

Add a Talent for each level past 1

Armor: [Standard armor requirements](#)

Total Armor: [Natural armor + armor modifiers](#)

Weapon: [Standard weapon requirements](#)

Description: [A small curious humanoid that likes to stay out of sight](#)

## 4.0 Getting Started

### 4.1 Create Your Adventurer

Perform the following steps to creature your *Adventurer*:

1. Select your *Ancestry* or mixed *Ancestry*. Fill out the Natural *Armor*, *Reach*, and *Health Dice* on your *Adventurer's Journal*
2. Add "0" for your Level on your *Adventurer's Journal*.
3. Add "2" in your *Actions* box on your *Adventurer's Journal*. This value determines how many *Actions* you get during your *Turn* during *Combat*.
4. To fill out your height on your *Adventurer's Journal*, take your *Ancestry* minimum height and add 1d20 inches.
5. To fill out your weight on your *Adventurer's Journal*, take your *Ancestry* minimum weight and add 10d10 lbs. In the [brackets] beside your weight on your *Adventurer's Journal*, add your *Weight Modifier* based on the table below.

Weight	Weight Modifier
< 20lbs	-3
21 to 50lbs	-2
51 to 100lbs	-1
101 to 150lbs	+0
151 to 200lbs	+1
201 to 250lbs	+2
250 to 400lbs	+3
401 to 800lbs	+4
801 to 2000lbs	+5
> 2000lbs	+10

6. On your *Adventurer's Journal*, add any *Ancestry Ability* modifiers in the *Ancestry* column.

7. Roll 4d6-1d8 and mark the total on the Creation Rolls section of your *Adventurer's Journal*. Do this again 12 more times and mark the totals vertically under the first total. The minimum you can have is -2 and the maximum you can have is 23. These will be the numbers you use to calculate your starting *Ability* modifiers. Beside each roll total, mark the *Ability* modifier using the table below

Roll Total	Ability
-2&-1	-6
0&1	-5
2 & 3	-4
4 & 5	-3
6 & 7	-2
8 & 9	-1
10 & 11	+0
12 & 13	+1
14 & 15	+2
16 & 17	+3
18 & 19	+4
20 & 21	+5
22 & 23	+6

8. The rolled numbers are not used anymore. We only use the modifiers. On your *Adventurer's Journal*, assign one of the 13 *Ability* modifiers you just rolled to each of the 13 *Abilities* (*Aim*, *Arcane*, *Awareness*, *Charisma*, etc) in the Rolled column. Assign the positive or negative modifiers to your *Abilities* in any order you want in order to design your *Adventurer*. Add your *Ancestries' Ability* modifiers to and your total *Ability* modifier on your *Adventurer's Journal*.
9. If you have any *Talents* that add to an *Ability* modifier, show this in the *Talents* column. Typically you don't have this for a new level 1 character.
10. If you have any items that add to an *Ability* modifier (such as a magical item), show this in the Other column. Typically you don't have this for a new level 1 character.
11. In the Total column shown in [brackets] beside each *Ability*, add the total *Ability* modifier by adding the Ancestry, Rolled, Talent and Other ability modifier columns. You will use the Total amount for all of your *Ability Checks*.

12. Roll your *Health Dice* as calculated by your Ancestry add your *Willpower* modifier. The total becomes your *Health*. Note this value on your *Adventurer's Journal*.
13. Roll a number of d6 equal to your level +2 to determine how much starting gold you have.
14. Discuss with your *GM* what starting *Equipment* you may have and fill out your Total *Armor* Modifiers on your *Adventurer's Journal* based on the *Armor* you are actively wearing.
15. Fill out the total *Armor* and *Movements* on your *Adventurer's Journal*.

## 4.2 Levelling Up

As *Adventurers* and other *Creatures* gain more experience, they become *Healthier* and become better at their *Abilities*. The *GM* decides when the party of *Adventurers Level Up* but a good rule of thumb can be the following:

1st session	Start at level 0
1 session	Level 1
2 sessions	Level 2
3 sessions	Level 3
4 sessions	Level 5
etc.	

Players must be present to count sessions.

When an *Adventurer Levels Up*, they get to roll a *Health Dice* and add that value plus their *Willpower* to their current *Health* value. The *Adventurer* also gets to select a *Talent* when they *Level Up*. An *Adventurer* gains the benefits of a *Level Up* only after *Resting* 8 hours which includes 6 hours of sleeping. Usually a *GM* will tell the party they have *Levelled Up* after this *Rest*, not the night before in case there is a night-time encounter.

As a *Creature* levels up, they can gain more *Actions* per *Turn* in *Combat* as per the table below. Certain magical items may also add an additional *Action* per *Turn* in *Combat*.

Level	Actions per Turn
1	2
2	2
3	2
4	2
5	3
6	3
7	3
8	3
9	3
10	4



## 4.3 Talents

*Creature's* can select a *Talent* when they *Level Up*. Below are some of the *Talents* a creature can select.

### Arcane Adept (Minimum Level 5)

Your studies have allowed you to cast *Spells* more reliably. Add an additional *Boon* to your *Magic Checks*.

### Arcane Master (Minimum Level 10)

You have mastered in the study of magic and have more opportunities to maximize its effects. Add an additional boon to your *Magic Checks* and a *Critical Success* is a natural 19 or 20 *Magic Check* roll. You can also state to the *GM* that you choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

### Footwork

You have studied and practiced the art of close combat such that you can enter and leave the *Reach* of another creature by gaining a Boon to your *Defense Roll* if attacked from a Creature that is using the *Hold Action*.

### Nova

In a surge of power, you spend one *Action* to take one Wound to double the amount of *Actions* you have on your next turn. (costs 5 *Chaos Points*)

### Training (Ability)

Your studies and training allow you to add an increase in either a Physical or Magical *Ability* modifier by +1 and one Learned Ability modifier by +1. In the Talents section of your *Adventurer's Journal*, note the *Ability* trained in (brackets). Example "Training (Aim)". Also add the *Ability* modifier to the *Talents* column in the *Abilities* section of your *Adventurer's Journal* and update the total *Ability* modifier.

### Weapon Master (Minimum Level 10)

You have mastered in the study of unarmed and weapon combat and have more opportunities to maximize its effects. *Critical Success* is a natural 19 or 20 attack roll. You can also state to the *GM* that you choose to take a -5 penalty to the attack roll (costs 3 *Chaos Points*). If the attack hits, you add +10 to the attack's damage.

### Pneumatic Limbs (Minimum Level 5, Automaton Only)

You have upgraded your legs and arm systems to allow you to spend an action so either your legs or arms extend an additional 5 feet but not both at once for a duration of 1 minute. When not in use or at the end of the duration, your limbs retract to their normal lengths. Extending the arms would provide a *Creature* with an additional 5 feet of *Reach* when activated. This feature can be done twice then resets after an 8 hour *Rest*.

### Sentinel

When you attack from a held action against a target leaving your reach on their turn and you hit the target, the target does not move and cannot use any actions on their turn for movement. (costs 3 *Chaos Points*)

## 5.0 The Rules

### 5.1 Gear Slots

Each *Creature* has *Primary Gear Slots* equal to 10 + *Strength* (minimum 10). *Primary Gear Slots* are how many items a *Creature* can naturally hold. Items that are in use or being worn must be placed in *Primary Gear Slots* (example, clothes, armor, weapon). A backpack takes up 3 *Primary Gear Slots* but holds 10 *Secondary Gear Slots* within it. A magical backpack takes up 3 *Primary Gear Slots* but holds 30 *Secondary Gear Slots*. A magical pouch takes up 1 *Primary Gear Slot* but holds 10 *Secondary Gear Slots*. A magical handkerchief takes up 1 *Primary Gear Slot* but unfolds to become a magical 10 foot diameter hole that can hold 50 *Secondary Gear Slots*. Refer to the *Equipment* section for how many *Gear Slots* items take up. The table below describes the restrictions of retrieving or storing items from your *Gear Slots*.

### 5.2 Using Your Gear Slots

The following actions are required to interact with your gear slots:

- Store/retrieve an item to/from a Primary or open Secondary Gear Slot (1 hand must be free) - 1 action
- Open or close a container holding Secondary Gear Slots (1 hand must be free) - 1 action
- Drop item(s) in one or both hands - 1 action

Players that do not close a container with Secondary Gear Slots shall roll a 1d20 with no modifiers on a Difficulty 10 at the end of their turn. On a fail, all of the items in that container spill out onto the ground.

## 5.3 Damage and Wounds

When a *Creature* takes enough *Damage* so that their *Damage* total is greater than their *Health* value, their *Damage* value becomes their *Health* value and they take 1 *Wound*. Each *Wound* takes up one of the *Creature's* Primary *Gear Slots*. Any *Damage* to a *Creature* that is already *Wounded* causes another *Wound* to take up another different Primary *Gear Slot*. The *Creature* can decide which Primary *Gear Slots* take the *Wounds* but any items in those *Gear Slots* are dropped to the ground as a result. Write the word “*Wound*” in the chosen *Gear Slots* that are *Wounded*.

A *Creature* with 3 *Wounds* has half their *Movement*. A *Creature* with 5 *Wounds* has a *Movement* of 0 and falls to the ground *Prone*. A *Creature* with 8 *Wounds* is *Unconscious*. If all the Primary *Gear Slots* are taken up by *Wounds*, the *Creature* dies.

Any hit to an *Encased*, *Frozen*, *Petrified* or *Unconscious Creature* causes 2 *Wounds*.

Any healing will revive an *Unconscious Creature*, remove the appropriate amount of *Damage* and remove 1 *Wound* plus 1 additional *Wound* for every 10 points of healing. Note that any *Wounds* removed make those Primary *Gear Slots* permanently lost. Write the word “Lost” in *Wounded Gear Slots* that are healed. It is possible that specific magic can restore *Wounded* Primary *Gear Slots*.

## 5.4 Resting

*Resting* an *Adventurer* helps to bring it back to its full capabilities. *Resting* while awake must be limited to non-physical activities where most of the time is sitting or laying down. The table below shows what happens when an *Adventurer Rests*.

Lodging Type	Cost / PC	Benefit
Outdoors no cover	n/a	After 60 minutes of resting, you can roll one of your Health Dice, add your Willpower and reduce your Damage by that value. See <i>resting complications</i> level 5
Outdoors with cover (cave or tent)	n/a	After 60 minutes of resting, you can roll one of your Health Dice, add your Willpower and reduce your Damage by that value. Chaos Points resets to 0. See <i>resting complications</i> level 4
Barn or abandoned shack	n/a	After 8 hours of resting with 6 of those hours as sleeping, you can roll a number of Health Dice equal to your level once per day and reduce your Damage by that value. Chaos Points resets to 0. See <i>resting complications</i> level 3
Poor Inn	5 gp	After 8 hours of resting with 6 of those hours as sleeping, you can roll a number of Health Dice equal to your level once per day and reduce your Damage by that value. Chaos Points resets to 0. See <i>resting complications</i> level 2
Modest Inn	10 gp	After 8 hours of resting with 6 of those hours as sleeping, you can roll a number of Health Dice equal to your level once per day and reduce your Damage by that value. Chaos Points resets to 0. See <i>resting complications</i> level 1
Comfortable Inn	20 gp	Includes food but not drinks. After 8 hours of resting with 6 of those hours as sleeping, your Damage is reset to 0, Chaos Points resets to 0, one <i>Wound</i> is healed.
Resort Spa	50 gp	Includes food, wine and ale. Relax in the healing spa waters and get a massage. After 8 hours of resting with 6 of those hours as sleeping, your Damage is reset to 0, Chaos Points resets to 0, two <i>Wounds</i> are healed.

## 5.5 Resting Complications

Having *Adventurers* stay up for a watch adds a *Boon* to any of their d20 rolls below although there must be 3 separate watches of 3 hours each to allow each watch *Adventurer* to have 6 hours of sleep.

**Level 1** - *GM* rolls a d20 for each room. <10 means your room neighbours were loud and no *Wound* recovery. <5 means a rat scuttling in the room annoyed your *Adventurers* they only reset half (rounded down) of their *Chaos Points*. Natural 1 means a thief enters one of the rooms. On a successful thief *Stealth* check of  $1d20+4 + 1 \text{ Boon}$  vs  $10 + \text{highest Adventurer's Awareness modifier}$  in that room (an *Adventurer* that is awake does an *Awareness* check instead), the thief is not noticed and steals a random item or all the gold in that room.

**Level 2** - *DM* rolls a d20 for each room. <13 means drunks next door were loud. No *Wound* recovery. <8 means a rat scuttling in the room annoyed your *Adventurers* they only reset half (rounded down) of their *Chaos Points*. Natural 1 means a thief enters one of the rooms. On a successful thief *Stealth* check of  $1d20+4 + 1 \text{ Boon}$  vs  $10 + \text{highest Adventurer's Awareness modifier}$  in that room (an *Adventurer* that is awake does an *Awareness* check instead), the thief is not noticed and steals a random item or all the gold in that room.

**Level 3** - *DM* rolls a d20. <15 means wind or rain made its way into the space. No *Wound* recovery. <10 means a rat scuttling in the room annoyed your *Adventurers* they only reset half (rounded down) of their *Chaos Points*. <5 means a random combat encounter.

**Level 4** - *DM* rolls a d20. <15 means wind or rain made its way into the space. No *Wound* recovery, no *Chaos Points* reset. <5 means a random combat encounter.

**Level 5** - *DM* rolls a d20. <15 means wind, rain and cold made the space unbearable and each character must make a *Willpower* check vs *Difficulty* 10 and on a fail, take one *Wound*. <10 means a random combat encounter.

## 5.6 Critical Successes and Fails

### Critical Success

When attacking *Creatures* roll a natural 20 on their d20 attack roll, it causes them to automatically hit and doubles all rolled dice for damage. Modifiers do not get doubled. *Chaos Points* gets reset to 0.

A *Critical Success Defence Roll* causes the defending *Creature* to automatically parry all attacks except a natural 20 attack roll but the attacker does not get to double their rolled dice damage or get the maximum magic effect.

A natural 20 on a *Magic Check* automatically causes the *Spell* to have its maximum effect as indicated in the *Spell* description and the *Creature's Chaos Points* is reset to 0.

### Critical Fail

When attacking *Creatures* roll a natural 1 on their d20 attack roll, it causes them to automatically miss and lose two of their *Actions* from fumbling the attack.

A *Critical Fail* for a *Defence Roll* causes the defending creature to slip and fall *Prone* after the attack.

A *Critical Fail* for a *Magic Check* is a natural 1 or if their *Magic Check* is less than 1. This causes the *Spell* to become *Chaos Magic* and uncontrollable. Refer to *Chaos Magic* for details of what happens.

## 5.7 Actions

On a *Creature's* turn in a *Round*, they have a certain amount of *Actions* they can use for *Movement*, attacking, or other *Actions*. Some minor actions such as speaking can be considered a free action and can be done at any time. Some *Movements* can restrict the number of *Actions* a *Creature* has and are described in the *Movement* section of this document. On it's turn, the *Creature* states what *Actions* they want to do (if any, and in any order) and if applicable which *Creatures* will be the target(s) and if they will be using any optional *Boons*. Below is a list of common *Actions*. Any *Actions* not listed here will be resolved as instructed by the *GM*.

### Cast Spell

A *Creature* with magical abilities casts a *Spell* on a target(s). The *Creature* casting the spell declares how much *Chaos Points* they will spend on the *Spell* and then rolls a *Magic Check* vs the *Difficulty* as calculated in the *Spell* description. If a *Spell* is cast on a *Creature* willing to accept the *Spell*, the *Difficulty* is 5. A touch *Spell* can optionally be cast on the *Creature* casting the *Spell*. When a *Creature* casts a *Spell*, they add the *Spell's Chaos Point* cost to their *Chaos Points* attribute. As the *Creature's Chaos Points* increases, the more potential for casting a *Spell* that becomes *Chaos Magic*.

### Deceive

When a *Creature* tries to *Persuade* or *Deceive* another *Creature*. The target *Creature* rolls an *Insight* check to set the *Difficulty*. The *Persuade* or *Deceive Creature* will roll a *Charisma* check vs the *Difficulty*. On a success, the target is *Persuaded* or *Deceived*. On a fail, the target has *Advantage* on future *Insight* checks vs *Persuasion* or *Deception* checks by the same *Creature*.

### Disarm

When a *Creature* tries to *Disarm* a trap, lock or other *Creature*. For a trap or lock, the *GM* sets the *Difficulty*. For *Disarming* a *Creature*, the target *Creature* will roll a 1d20 + *Awareness* modifier + (*Dexterity* modifier or *Strength* modifier; *Creature's* choice) and the total will become the *Difficulty*. The *Disarming Creature* will roll a 1d20 + (*Dexterity* modifier or *Strength* modifier; *Creature's* choice) + *Aim* modifier vs the *Difficulty*. On a success, the trap, lock or target is *Disarmed*. On a fail, the trap is tripped, the lock *Difficulty* increases by +2, or the *Disarming Creature* loses 2 additional *Actions* and gets a *Bane* on their next *Defence Roll*. (costs 5 *Chaos Points*)

### Free Action

When a *Creature* has the ability to do a minor *Action* on their turn such as speaking to other *Creatures* or other minor *Actions* allowed by the *GM*. *Free Actions* can happen out of turn and do not cost an *Action*.

### Grapple

When a *Creature* attempts to grab another *Creature* to reduce it's *Movement* to 0 and potentially restrict some of its *Actions* while being *Grappled*. The target *Creature* rolls a 1d20 + *Strength* modifier + *Weight Modifier* to set the *Difficulty*. The *Grappling Creature* rolls a 1d20 + *Strength* modifier + *Weight Modifier* vs the *Difficulty*. On a success, the target is *Grappled*. See the *Grappled* condition for more information. On a fail, the *Grappling Creature* loses 2 additional *Actions* and gets a *Bane* on their next *Defence Roll*. (costs 3 *Chaos Points*)

### Hide

When a *Creature* does not want to be seen or heard. The *Creature* rolls a *Stealth* check to set the *Difficulty*. Opponent *Creatures* will roll an *Awareness* check. On a success, they will see or hear the *Hiding Creature*. On a fail, they will be unaware of the *Hiding Creature*. A *Hidden Creature* that wants to remain *Hidden* while moving can use the *Sneak* movement.



## Hold Action

When a *Creature* takes their *Action* not on their turn, but holds one *Action* to when a specific event happens. This event could be when a spell is cast, a *Creature* comes into melee *Range*, or any other event that the *GM* allows.

## Initiative

When combat starts, a *Creature* tries to get the upper hand on other *Creatures* in combat and strike before them. Each *Creature* in combat rolls an *Awareness* check. The *Creature* turn order goes from highest *Awareness* check to lowest.

*Unconscious Creatures* have an *Awareness* check of 0. After every *Creature* in Initiative has taken a turn, Combat starts a new round and the *Creature* first in the Initiative goes first.

## Insight

When a *Creature* tries to understand the body language of another *Creature* to see if they are being *Deceitful* or are trying to manipulate or *Persuade* them. The target *Creature* rolls a *Charisma* or check to set the *Difficulty*. The *Insight Creature* will roll an *Awareness* check. On a success, they will know if the *Creature* is trying to *Deceive*, manipulate or *Persuade* them. If the *Creature* was caught actively trying to *Deceive*, manipulate or *Persuade* them, they will have *Advantage* on future *Insight* checks against that *Creature*. On a fail, they will be unaware if the *Creature* is trying to *Deceive*, manipulate or *Persuade* them.

## Melee Attack

Can be used on a *Creature's* turn when the target *Creature* is within *Reach* of the attacking *Creature*. Typically a melee *Weapon* or *Spell* has 5 feet of *Reach* but some *Ancestries*, *Weapons* and *Spells* have longer *Reach*. The target *Creature* rolls a *Defence Roll* to set the *Difficulty*. The attacking *Creature* rolls a 1d20 + *Aim* attack roll. If the target *Creature* is *Prone*, the target's *Defence Roll* is done with an additional *Bane*. If the target creature is *Flanked*, the target's defence roll is done with an additional *Bane*. The targets *Defence Roll* becomes the *Difficulty*. If the attacking *Creature's* attack roll meets or beats the *Difficulty*, the attack is successful and the attacking *Creature* rolls for *Damage*. Refer to the *Weapons* or *Spell* for *Damage* information. On a fail, the attack misses.

## Movement

A *Creature* can use one of it's Actions to perform a *Movement*. Refer to the *Movement* section for more details.

## Nature

When a *Creature* tries to understand something about nature, tries to understand something about another *Creature*, tries to control a domesticated *Creature*, tries to calm a wild *Creature*, or tries to understand a *Creature's* anatomy and *Health*. A *Creature* can roll a *Nature* check vs the *Difficulty* set by the *GM*.

## Perception

When a *Creature* tries to perceive something using their senses. The *GM* sets a *Difficulty* or the *Difficulty* could be equal to another *Creature's Hide* check value. The perception *Creature* will roll an *Awareness* check. On a success, their senses will provide feedback. On a fail, their senses will not provide any feedback. Some *Creatures* have special *Senses* that give the *Advantage* on certain *Perception* checks.

## Performance

When a *Creature* tries to act or sing to impress another *Creature(s)*. The performance *Creature* will roll a *Charisma* check vs the *Difficulty* set by the *GM*. On a success, the *Creature(s)* are impressed.

## Persuade

See *Deceive* action.

## Pickpocket

When a *Creature* tries to *Pickpocket* an item from another *Creature* without them noticing. The target will roll an *Awareness* check to set the *Difficulty*. The *Pickpocketing Creature* will announce a specific item they want to *Pickpocket* or a random item roll an *Aim* check. *Pickpocketing* an item in a Secondary *Gear Slot* adds 1 additional *Bane*. *Pickpocketing* an item clutched in a *Creature's* hands adds 2 additional *Banes*. On a success, they will *Pickpocket* the item without the other *Creature* noticing. On a fail, the *Creature* notices and stops the *Pickpocket*.

## Ranged Attack

Can be used on a *Creature's* turn when the target *Creature* is within *Range* of the attacking *Creature*. For *Ranged Attacks*, *Weapons* and *Spells* show two numbers (example 20/40) which is the close *Range* and far *Range* of the *Weapon* or *Spell* in feet. The attacking *Creature* rolls a 1d20 + *Aim* attack roll. The target *Creature* rolls a *Defence Roll* to set the *Difficulty*. For far *Ranged Attacks* attacks and *Ranged Attacks* at 5 feet *Range*, the target's *Defence Roll* is done with an additional *Boon*. If the target *Creature* is *Prone*, the target's *Defence Roll* is done with an additional *Boon*. If the target has cover or if another *Creature* is in the way, the target's *Defence Roll* is done with an additional *Boon*. The targets *Defence Roll* becomes the *Difficulty*. If the attacking *Creature's* attack roll meets or beats the *Difficulty*, the attack is successful and the attacking *Creature* rolls for *Damage*. Refer to the *Weapons* or *Spell* for *Damage* information.

## Shove

When a *Creature* attempts to *Shove* a target *Creature*. If the target *Creature* is actively engaged with the *Shoving Creature*, the target *Creature* rolls a 1d20 + *Strength* modifier + *Weight Modifier* to set the *Difficulty*. A *Shove* against a target *Creature* that is not actively resisting or engaged with the *Shoving Creature*, the *Difficulty* is 10 + target's *Weight Modifier*. The *Shoving Creature* rolls a *Strength* check + *Weight Modifier* (or the *Ability* noted if the *Shove* is a *Spell*) vs the *Difficulty*. A successful *Shove* check will move the target *Creature* 5 feet. A successful *Shove* check of 5 or more above the *Difficulty* will move the target *Creature* 10 feet. If the *Shove* is a magical *Spell*, refer to the *Spell* description on the *Shove* distances. (costs 3 *Chaos Points*)

## Squeeze

When a *Creature* tries to squeeze through an area that is tight and the *GM* allows it, it rolls 1d20 + *Dexterity* modifier - *Weight Modifier* vs the *Difficulty* set by the *GM*.

## Surprise Attack

When a *Creature* attacks a target *Creature* that is not aware of the attacking *Creature*, the target creature rolls their *Defence Roll* at *Disadvantage*.

## Surprise Round

*Creatures* can get a *Surprise Round* on other *Creatures* that are unaware of them if directed by the *GM*. This *Surprise Round* is prior to combat starting and before *Initiative* is rolled. The *Creatures* with the *Surprise Round* can take this opportunity to get a first round of attacks prior to *Initiative*, try to *Stealth* away unnoticed or do other actions.



## Trip

When a *Creature* attempts to *Trip* a target *Creature*. If the target *Creature* is actively engaged with the *Tripping Creature*, the target *Creature* rolls a 1d20 + *Strength* (or optionally *Dexterity*) modifier + *Weight Modifier* to set the *Difficulty*. A *Trip* against a target *Creature* that is not actively resisting or engaged with the *Tripping Creature*, the *Difficulty* is 10 + target's + *Weight Modifier*. The *Tripping Creature* rolls a *Strength* or *Dexterity* check vs the *Difficulty*. A successful *Trip* will cause the target *Creature* to fall *Prone* on the ground. On a fail, the *Tripping Creature* loses 2 additional *Actions* and gets a *Bane* on their next *Defence Roll*. (costs 5 *Chaos Points*)

## Zone Targets

When a *Creature* targets all *Creatures* that are in a *Zone*. This includes opponents and allies within the *Zone*. Some *Zones* have their point of origin on the *Creature* initiating it and other *Zones* have their point of origin centered on a point in space the *Creature* selects. The Types of *Zones* are as follows:

- **Line Zone** has a length, width and height with one end of the line as the origin point. The direction of the line is the *Creature's* choice
- **Cube Zone** has a length for each side and height with the origin point centered on the bottom of the cube
- **Sphere Zone** has a radius from its origin point
- **Cone Zone** originates from the *Creature* initiating it. It is a triangle with a length from the edge of the *Creature* and a width at the end of the cone that is equal to half the length. The direction of the cone is the *Creature's* choice

## 5.8 Movement

*Movement* is categorized into the following types and are expressed in the number of feet that *Movement* can be done in one *Round*. Also listed are *Action* restrictions and conditions that could occur during *Movement*.

**Difficult Terrain** causes a *Creature* to have half its *Movement* rounded down.

### Walk

The normal *Walking* speed of a *Creature*. A *Walking Creature* uses 1 *Action* for movement. A *Creature* who transitions between *Running* and *Walking* can consider a *Walking Round* as a *Running Round*. A *Creature* can walk for 10 *Rounds* and then must rest by staying in place for 1 *Round*. Failing to rest in this way add 1 *Wound*. *Difficult Terrain* such as dense logs, brush or upended earth would reduce the *Movement* by half.

### Run

The *Running* speed of a *Creature*. A *Running Creature* uses 2 *Actions* for movement. A *Running* speed is typically double a *Creature's Walking* speed unless the *Creature* has a special *Run* speed. A *Creature* can *Run* for 5 *Rounds* and then must rest by staying in place for 3 *Rounds*. Failing to rest in this way adds 1 *Wound*. *Difficult Terrain* such as dense logs, brush or rocks would reduce the *Movement* by half and the *Creature* must roll a *Dexterity* check against a *Difficulty* (GM's choice). On a fail, the *Creature* trips and falls *Prone* losing all their *Movement*.

### Sneak

The *Sneaking* speed of a *Creature*. A *Sneaking Creature* uses 2 *Actions* for movement. A *Sneaking* speed is typically half (rounded down) of a *Creature's Walking* speed unless the *Creature* has a special *Sneak* speed. A *Creature* must do the *Hide Action* every turn they are *Sneaking*.

### Fly

The *Flying* speed of a *Creature*. A *Flying Creature* uses 2 *Actions* for movement. A *Flying Creature* wearing heavy *Armor* with a +3 *Strength* requirement has 20 ft less *Flying* movement. A *Creature* can fly for 5 *Rounds* and then must rest by landing and staying in place or *Walking* only for 5 *Rounds* (does not apply to magical flight). Failing to rest in this way adds 1 *Wound*. *Difficult Terrain* such as a strong wind would reduce the *Movement* by half and the *Creature* must roll a *Strength* check against a *Difficulty* (GM's choice). Magical flight should use the *Creature's* magical *Arcane*, *Divine* or *Primal* modifier instead of their *Strength* modifier. On a fail, the *Creature* is blown 20 feet *Forced Movement* in a random horizontal direction. A falling *Creature* is considered *Forced Movement* and the *Creature* takes #d6 fall *Damage* where # is the starting height of the fall in feet divided by 10 and rounded down. The *Creature* also loses all their *Movement* and is *Prone* when they hit the ground. Example a fall of 50 feet is  $50/10 = 5$  so 5d6 fall *Damage*.

## Glide

The ability for a *Creature* to *Glide* from a higher position down. All *Creatures* with a *Flying* speed can also *Glide*. They can *Glide* 5 ft horizontally in a direction of their choice for every 5 ft they *Glide* down to a maximum of 30 ft per turn. A *Gliding Creature* uses 1 *Action* for movement. *Creatures* get a *Boon* on *Stealth* checks while *Gliding*. A *Gliding Creature* wearing heavy *Armor* with a +3 *Strength* requirement only moves 5 ft horizontally in a direction of their choice for every 10 ft they *Glide* down to a maximum of 30 ft per turn. A *Gliding Creature* cannot *Fly* or *Hover* but can continuously *Glide* until they land. A *Gliding Creature* can spiral down in a square area double their size. For example, a *Creature* taking up a 5 ft x 5 ft square needs a 10 ft x 10 ft square area to have enough room to *Glide* down in a spiral otherwise they will fall for that round. Crashing into a vertical surface or other object will cause the *Gliding Creature* to fall for that round or the *GM* may give the *Creature* a chance to *Grapple* and *Climb* onto the surface or object with a *Difficulty* (*GM's* choice). A *Creature* that is falling can choose to *Glide* the following *Round*. *Difficult Terrain* such as a strong wind would reduce the *Movement* by half and the *Creature* must roll a *Strength* check against a *Difficulty* (*GM's* choice). Magical *Gliding* should use the *Creature's* magical *Arcane*, *Divine* or *Primal* modifier instead of their *Strength* modifier. On a fail, the *Creature* is blown 20 feet *Forced Movement* in a random horizontal direction. A falling *Creature* is considered *Forced Movement* and the *Creature* takes #d6 fall *Damage* where # is the starting height of the fall in feet divided by 10 and rounded down. The *Creature* also loses all their *Movement* and is *Prone* when they hit the ground. Example a fall of 35 feet is  $35/10 = 3.5$  so 3d6 fall damage.

## Hover

The ability for a *Creature* to *Hover* in place in mid-air. A *Hovering Creature* uses 2 *Actions* for movement. A *Creature* who transitions between *Flying* and *Hovering* can consider a *Hover Round* as a *Flying Round*. A *Creature* who only *Hovers* can *Hover* for 5 *Rounds* and then must rest by landing and staying in place or *Walking* only for 5 *Rounds* (does not apply to magical flight). A *Hovering Creature* wearing heavy *Armor* with a +3 *Strength* requirement can only *Hover* for 5 *Rounds* before resting. Failing to rest in this way adds 1 *Wound*. *Difficult Terrain* such as a strong wind would reduce the *Movement* by half and the *Creature* must roll a *Strength* check against a *Difficulty* (*GM's* choice). Magical flight should use the *Creature's* magical *Arcane*, *Divine* or *Primal* modifier instead of their *Strength* modifier. On a fail, the *Creature* is blown 20 feet *Forced Movement* in a random horizontal direction. A falling *Creature* is considered *Forced Movement* and the *Creature* takes #d6 fall *Damage* where # is the starting height of the fall in feet divided by 10 and rounded down. The *Creature* also loses all their *Movement* and is *Prone* when they hit the ground. Example a fall of 35 feet is  $35/10 = 3.5$  so 3d6 fall damage.

## Burrow

The ability for a *Creature* to burrow underground in a dirt or sand environment. A *Burrowing Creature* uses 3 *Actions* for movement. A *Creature* can *Burrow* for 5 *Rounds* and then must rest by going up to the surface for air and staying in place for 3 *Rounds*. Failing to rest in this way causes the *Creature* to start to *Asphyxiate*. *Difficult Terrain* such as underground rock obstacles would reduce the *Movement* by half causing the *Creature* to *Burrow* around the obstacle and the *Creature* must roll an *Intelligence* check against a *Difficulty* (*GM's* choice). On a fail, the constant *Burrowing* around obstacles causes the *Creature* to lose their sense of direction and the *Creature* uses the rest of their *Movement* *Burrowing* in a random horizontal direction. The *Creature* continues to *Burrow* in random horizontal directions on subsequent *Rounds* until it comes up to the surface for air and to get its directional bearings. This would not apply to *Creature* that has *Tremor Sense*.

## Climb

The ability for a *Creature* to *Climb* surfaces or obstacles that are climbable. A *Climb* speed is typically half rounded down of a *Creature's Walking* speed unless the *Creature* has a special *Climb* speed. A *Climbing Creature* uses 3 *Actions* for movement except for a *Climbing Creature* with a special *Climb* speed only uses 2 *Actions* for movement. The *Creature* must roll a *Strength* check against the *Difficulty* of the *Climb* to hang on (GM's choice) except for a *Creature* with a special *Climb* speed which does not have to roll a *Strength* check to hang onto the surface. A *Creature* can *Climb* for 3 *Rounds* and then must rest by staying in place for 1 *Round*. Failing to rest in this way adds 1 *Wound*. *Difficult Terrain* such as dense branches or a lack of hand holds would reduce the movement by half. A falling *Creature* is considered *Forced Movement* and the *Creature* takes #d6 fall *Damage* where # is the starting height of the fall in feet divided by 10 and rounded down. The *Creature* also loses all their *Movement* and is *Prone* when they hit the ground. Example a fall of 20 feet is  $20/10 = 2$  so 2d6 fall damage.

## Tread Water

The ability for a *Creature* to stay in position at the surface of a liquid environment. A *Treading Water Creature* uses 2 *Actions* for movement except for a *Treading Water Creature* with a special *Swim* speed only uses 1 *Action* for movement. A *Creature* can *Tread Water* for a number of *Rounds* equal to their *Strength* modifier (minimum 5) and then must rest by climbing out of the water and staying in place for 3 *Rounds*. Failing to rest in this way causes the *Creature* to start to sink and *Asphyxiate*. A sinking *Creature* sinks 10 feet per *Round*. A *Creature* with a special *Swim* speed does not have to rest from *Treading Water*. *Difficult Terrain* such as a strong current or large waves would reduce the *Movement* by half and the *Creature* must roll a *Strength* check against a *Difficulty* (GM's choice). On a fail, the *Creature* is carried 20 feet *Forced Movement* in a random horizontal direction.

## Swim

The ability for a *Creature* to *Swim* in a liquid environment. A *Swim* speed is typically half rounded down of a *Creature's Walking* speed unless the *Creature* has a special *Swim* speed. A *Swimming Creature* uses 2 *Actions* for movement except for a *Swimming Creature* with a special *Swim* speed only uses 1 *Action* for movement. A *Creature* can swim underwater for a number of *Rounds* equal to their *Willpower* modifier (minimum 2) and then must rest by going up to the surface for air and *Treading Water* or climbing out of the water for 3 *Rounds*. A *Creature* can swim at the surface for a number of *Rounds* equal to their *Strength* modifier and then must rest by *Treading Water* or climbing out of the water for 3 *Rounds*. Failing to rest in this way causes the *Creature* to start to sink and *Asphyxiate*. A sinking *Creature* sinks 10 feet per *Round*. A *Creature* with a special *Swim* speed does not have to go to the surface to breath and does not have to rest from *Swimming*. *Difficult Terrain* such as a strong current or large waves would reduce the *Movement* by half and the *Creature* must roll a *Strength* check against a *Difficulty* (GM's choice). On a fail, the *Creature* is carried 20 feet *Forced Movement* in a random horizontal direction.

## Jumping

When a *Creature Jumps* horizontally or vertically. A *Creature* can *Jump* horizontal from a standing position equal to half their *Strength* modifier in feet rounded down. A *Creature* can *Jump* horizontal from a minimum 10 foot *Run* in a straight line equal to their *Strength* modifier in feet. A *Creature* can *Jump* vertically equal to half their *Strength* modifier in feet rounded down. If vertically *Jumping* to reach for something above them, the *Creature* can reach with their hands, their height in feet + their *Strength* modifier. A *Creature* cannot move further than their *Movement* by *Jumping*.

## Forced Movement

When a *Creature* is moved by another force which could be natural, another *Creature* or magical.

## Standing Up or Going Prone

*Standing Up* or going *Prone* uses 1 *Action*.



## 5.9 Conditions

A *Creature* can have the following conditions with the effects noted.

### Asphyxiated

An inactive *Creature* can hold their breath for a number of *Rounds* equal to double their *Willpower*. An active *Creature* can hold their breath for a number of *Rounds* equal to their *Willpower*. After a *Creature* cannot hold their breathe anymore, they become *Asphyxiated*, have half their *Movement*, and have a *Bane* on their *Strength* checks. For each *Round* a *Creature* is *Asphyxiated*, they take 1 *Wound*.

### Blind

*Creatures* on that are *Blind* have *Disadvantage* on their attack and *Defense Rolls* and any ability checks that involve sight.

### Burning

*Creatures* on fire and *Burning* have *Disadvantage* on their *Ability Checks*. A *Creature* must spend an *Action* to put out a *Creature* that is on fire and *Burning*. A *Creature* that starts their turn and is on fire and *Burning* takes 1d6 *Damage*.

### Charmed

*Creatures* consider the *Creatures* that *Charmed* them as a friend and will defend the *Charming Creature* from harm or persecution. A *Charmed Creature* will use non-lethal force on *Creatures* it considers friendly while defending the *Creature* that *Charmed* it.

### Controlled

*Creatures* will do whatever the *Controlling Creature* demands of it.

### Dead

*Creatures* whose *Damage* equals or exceeds their *Health*.

### Deaf

*Creatures* on that are *Deaf* have *Disadvantage* on any ability checks that involve hearing.

### Encased

*Creatures* that are encased with most of their body in a solid medium and only have 1 *Action* at the start of their turn to do a *Strength* check to break free vs the *Difficulty* set by the *GM*. If the arms are encased, the *Creature* produces a *Difficulty* of 2 otherwise the *Difficulty* is with *Disadvantage*. If the head is encased, the *Creature* is *Asphyxiated* and the *Creature* produces a *Difficulty* of 2. Any hit to an *Encased Creature* causes 2 *Wounds*.

### Flanked

*Creatures* have at least two active opponent *Creatures* within melee range on opposite sides of the *Flanked Creature*. To determine if *Flanked*, draw an imaginary line between the center of the two *Flanking Creatures* and if that line crosses through the *Flanked Creature's* square(s) (corners do not count), the *Creature* is *Flanked*. *Creatures* that are *Flanked* must role their *Defense Rolls* with an additional *Bane*.

### Frightened

*Creatures* are afraid of the *Creature* that *Frightened* them and have *Disadvantage* on attacks or spells against it. They can also not move closer to the *Creature* that *Frightened* them. A *Frightened Creature* can repeat a *Willpower* check at the start of their turn. On a success they are not *Frightened* by that *Creature* for the rest of the day. On a fail they remain *Frightened*. A *Creature* loses the *Frightened* condition if the *Creature* that *Frightened* them is *Unconscious* or *Dead*.

### Frozen

*Creatures* are conscious but have no *Actions* and are *Frozen* in place. A *Creature* that is *Frozen* produces a *Difficulty* of 2. The *Creature* only has the *Free Action* abilities to blink, breath and speak. Any hit to a *Frozen Creature* causes 2 *Wounds*.

## Grappled

When a *Creature* is *Grappled* with another *Creature* (see also the *Grapple Action* for more information). Both *Creatures* have a *Movement* of 0 and have some restrictions to their *Actions* while being *Grappled*. Both *Grappled Creatures* cannot attack with their arms or appendages used in the *Grapple*. The *Grappled Creatures* get an additional *Bane* on their *Defence Rolls* while they are *Grappled*. *Grappled Creatures* repeat the *Grapple* check every *Round*. *Grappled Creatures* that are *Flanked* can have multiple *Banes* on their *Defence Rolls*.

## Hidden

When a *Creature* cannot normally be seen or heard by other *Creatures*. A *Hidden Creature* can perform a *Surprise Attack*. A *Hidden Creature* must repeat their *Hide* check every round to remain *Hidden*. A *Creature* that is *Hidden* can also *Sneak*.

## Invisible

*Creatures* cannot normally be seen by other *Creatures*. An *Invisible Creature* can perform a *Surprise Attack* and has *Advantage* on their *Defence Rolls*. An *Invisible Creature* has their *Invisibility* end when they are hit by an attack or *Spell*, if they attack another *Creature*, or if they cast a *Spell*. *Invisible Creatures* have *Advantage* on their *Stealth* check when they try to *Hide*.

## Petrified

*Creatures* are magically *Unconscious* and *Frozen* in place. *Petrified Creatures* have no *Movement* or *Actions*. A *Creature* that is *Petrified* produces a *Difficulty* of 2. They cannot speak or move any part of their body but can breathe. A *Petrified Creature* takes 1 *Wound* every *Round* although their *Equipment* in their Core *Gear Slots* remains *Petrified* with them. Any hit to a *Petrified Creature* causes 2 *Wounds*.

## Poisoned

*Creatures* that are *Poisoned* lose 2 *Actions* and add an additional *Bane* on all their *Ability Checks*. A *Creature* remains *Poisoned* until it can be cured either magically or with a cure poison potion. Certain poisons listed below have additional effects.

### Necrotically Poisoned

A *Creature* that is *Necrotically Poisoned* has the *Poisoned* condition and if its *Damage* is equal or more than its *Health* while it is *Necrotically Poisoned*, it doesn't take wounds and becomes an Undead *Creature* of the same level now controlled by the *GM*. The Undead *Creature*'s *Damage* becomes 0, it drops whatever is in its hands, and it randomly and mindlessly attacks the nearest *Creatures*.

## Prone

*Creatures* are lying on the ground. A *Creature* that is *Prone* has an additional *Bane* on their *Defense Roll* for *Melee Attacks* against it. A *Creature* that is *Prone* has an additional *Boon* on their *Defense Roll* roll for *Ranged Attacks* against it. A *Creature* that is *Prone* has an additional *Bane* on their *Melee Attacks*. A *Creature* that is *Prone* has an additional *Boon* on their *Ranged Attacks*.

## Unconscious

*Creatures* are *Prone* and have no *Actions*. A *Creature* that is *Unconscious* produces a *Difficulty* of 2. Any hit to an *Unconscious Creature* causes 2 *Wounds*.

## 6.0 Equipment

Equipment can be clothing, weapons, armor and other objects. Below are lists of some basic equipment.

### 6.1 Weapons

Weapon	Melee Damage	Range Damage (short/long range in ft)	Requirements	Options	Cost	Gear Slots Used
Unarmed	1 + STR	n/a				1
Club	1d4 + STR	n/a		Dual-Wield		1
Dagger	1d4 + STR	1d4 + AIM (20/40)				1
Greatclub	1d8 + STR	n/a	Two-Handed	Double damage to structures		1
Handaxe	1d6 + STR	1d6 + AIM (20/40)				1
Javelin	1d6 + AIM	1d6 + AIM (30/60)				1
Light Hammer	1d4 + STR	1d4 + AIM (20/40)		Dual-Wield		1
Mace	1d6 + STR	n/a		Dual-Wield		1
Staff	1d6 + AIM	n/a		1d8 + AIM Two-Handed		1
Sickle	1d4 + STR	n/a				1
Spear	1d6 + AIM	1d6 + AIM (30/60)		1d8 + AIM Two-Handed		1
Hand Crossbow	1d6 + AIM	1d6 + AIM (30/60)	Strength +1, Action Bolt Reload			1
10 Darts or Shurikens	1d4 + AIM	1d4 + AIM (20/40)				1
Shortbow	1d6 + AIM	1d6 + AIM (40/80)	Action Arrow Reload			1
Sling	1d4 + AIM	1d4 + AIM (30/60)	Action Rock Reload			1
Battleaxe	1d8 + STR	n/a		1d10 + STR Two-Handed, Dual-Wield		1
Flail	1d8 + STR	n/a		Dual-Wield		1
Glaive	1d10 + STR	n/a	10 Feet Reach, Two-Handed, -1 to Stealth	Extra damage after killed target are applied to an adjacent target to the victim if they fail their Defense roll vs the same to hit		2
Greataxe	1d12 + STR	n/a	Two-Handed	Double damage to wooden doors		2



Weapon	Melee Damage	Range Damage (short/long range in ft)	Requirements	Options	Cost	Gear Slots Used
Greatsword	2d6 + STR	n/a	Two-Handed			2
Lance	1d12 + AIM	n/a	Requires 20 foot straight movement or else add bane to hit, -1 Stealth	The damage becomes the difficulty for a Strength check. On a fail, the target is prone		2
Longsword	1d8 + STR	n/a		1d10 + STR Two Handed		1
Maul	2d6 + STR	n/a	Two Handed	Double damage to structures		1
Morningstar	1d8 + STR	n/a		Dual-Wield, Double damage to wooden doors		1
Pike	1d10+AIM	n/a	10 Feet Reach, Two-Handed, -1 to Stealth			2
Rapier	1d6 + AIM	n/a		Add a Boon to defense rolls		1
Scimitar	1d8 + STR	n/a		Dual-Wield		1
Shortsword	1d6 + STR	n/a		Dual-Wield		1
Trident	1d6 + AIM	1d6 + AIM (30/60)		1d10 + AIM Two-Handed, can pin targets via Boon to Grapple Checks		1
War Hammer	3d4 + STR	n/a	Two-Handed	Double damage to structures		
War Pick	1d8 + STR			Dual-Wield, Can punch 1" holes through 4" thick wood, Double damage to rock structures		1
Blowgun	1d4 + AIM	1d4 + AIM (30/60)	Action Dart Reload	Can stealth as a walking stick		1
Heavy Crossbow	1d8 + AIM	1d8 + AIM (60/120)	Two-Handed, Strength +2, Action Bolt Reload			1
Greatbow	1d8 + AIM	1d8 + AIM (80/160)	Two-Handed, Strength +1, Action Arrow Reload			1
Net	n/a	(5/15)	Two-Handed	Boon to Grapple Checks		1
Quiver 20 Arrows						1
Quiver 20 Bolts						1
Pouch 10 Rocks						1

## 6.2 Armor

Armor	Armor Modifier	Minimum Requirements	Dress or Removal	Other Modifiers	Cost	Gear Slots Used
3 Season Clothing	+0	n/a	2 actions	n/a		1
Winter Clothing	+0	n/a	3 actions	n/a		1
Leather or Hide	+1	n/a	2 actions	-1 to Arcane & Primal		1
Studded Leather	+2	n/a	2 actions	-1 to Arcane & Primal		1
Chain Shirt	+3	STR +1	1 action	-10 to Movement, -1 to Dexterity, -2 to Arcane & Primal, -1 to Stealth		1
Breast Plate	+3	STR +1	4 actions	-10 to Movement, -2 to Arcane & Primal, -1 to Stealth		1
Scale Mail	+4	STR +1	4 actions	-10 to Movement, -2 to Dexterity, -2 to Arcane & Primal, -1 to Stealth		2
Half Plate	+5	STR +2	4 actions	-10 to Movement, -2 to Dexterity, -2 to Arcane & Primal, -1 to Stealth		2
Ring Mail	+6	STR +3	4 actions	-10 to Movement, -2 to Dexterity, -3 to Arcane & Primal, -2 to Stealth		2
Chain Mail	+6	STR +3	4 actions	-10 to Movement, -1 to Dexterity, -3 to Arcane & Primal, -2 to Stealth		2
Splint Mail	+7	STR +3	4 actions	-10 to Movement, -2 to Dexterity, -3 to Arcane & Primal, -3 to Stealth		2
Plate Mail	+8	STR +4	5 actions	-10 to Movement, -3 to Dexterity, -3 to Arcane & Primal, -3 to Stealth		3
Wooden Shield	+1	STR +1	1 action	Two-Handed, -1 to Arcane & Primal		1
Steel Shield	+2	STR +2	1 action	Two-Handed, -2 to Arcane & Primal, -1 to Stealth		1
Helm	+2	n/a	1 action	-1 to AIM, -1 to Awareness, -2 to Arcane & Primal, -2 to Stealth		1
Bracers	+1	n/a	1 actions	-1 to AIM, -2 to Arcane & Primal, -1 to Stealth		1

## 6.3 Miscellaneous Equipment

Equipment	Notes	Cost	Gear Slots Used
Torch		1 gp	1
Lantern		5 gp	1
Hooded Lantern		10 gp	1
50 ft Rope		5 gp	1
Grappling Hook		5 gp	1
Rations		1 gp	1
Drinking Skin		1 gp	1
Thieves Tools		3 gp	1
Flint		1 gp	1
Book		Varies	1
Scroll Container	Holds a combination of 5 scrolls or maps rolled in it	2 gp	1
Pouch	Holds 2 Secondary Gear Slots	1 gp	1
Bedroll		3 gp	1
1 Person Tent		20 gp	2
2 Person Tent		30 gp	3
3 Person Tent		40 gp	4
4 Person Tent		50 gp	5
6 Person Tent		60 gp	6
Chest	Holds 5 Secondary Gear Slots, Lockable with Key	20 gp	3
Backpack	Holds 10 Secondary Gear Slots	10 gp	3
Magical Backpack	Holds 30 Secondary Gear Slots	2,000 gp	3
Magical Pouch	Holds 10 Secondary Gear Slots	1,000 gp	1
Magical Handkerchief	Unfolds to a 10 foot diameter hole to hold 50 Secondary Gear Slots	5,000 gp	1
Gold Pieces (gp)	100 gp fit in 1 pouch		
Gems	10 gems fit in 1 pouch	Varies	10

## 7.0 Magic

### 7.1 Types of Magic

Magic is categorized into the following three pillars.

**Arcane** is a magic from the fabric of the universe that can be controlled from study and practice

**Divine** is a magic gifted to a creature from communing with their patron deity

**Primal** is a magic gained from communing with the natural wonders of the universe

Casting magic takes 1 action and has requirements as noted in the Spell table.

Concentrating on a spell takes 1 action. If hit for damage, the caster must make another Magic Check to maintain concentration. The Difficulty is the amount of damage the caster took.

### 7.2 Spells

Spell Name	Type (Range)	Difficulty	Description	Magical Ability Modifier Requirement	Chaos Pts Cost	Spell Effect or Damage Shown With Spell Scaling	Maximum Effect
Magic bolt	Instantaneous Single target (30/60)	Target's Defense Roll	Magical bolts shoot forth from you to a target you can see.	Arcane 4 Arcane 6 Arcane 9 Arcane 12 Arcane 15 Arcane 18 Arcane 21	1 2 3 4 5 6 7	Damage to target equals: (2d4) + Arcane - Target Armor (3d4) + Arcane - Target Armor (4d4) + Arcane - Target Armor (5d4) + Arcane - Target Armor (6d4) + Arcane - Target Armor (7d4) + Arcane - Target Armor (8d4) + Arcane - Target Armor	The damage is doubled
Finger Spark	Instantaneous Single target (Reach)	Target's Defense Roll	Magical energy shoots through your fingers as you touch a target.	Arcane 4 Arcane 6 Arcane 9 Arcane 12 Arcane 15 Arcane 18 Arcane 21	1 2 3 4 5 6 7	Damage to target equals: (1d8) + Arcane - Target Willpower (2d8) + Arcane - Target Willpower (3d8) + Arcane - Target Willpower (4d8) + Arcane - Target Willpower (5d8) + Arcane - Target Willpower (6d8) + Arcane - Target Willpower (7d8) + Arcane - Target Willpower	The damage is doubled
Shield	Instantaneous Self and/or multiple targets	5	A field of arcane energy surrounds you or other creature(s) you can see adding your Arcane modifier to their Defense Rolls until the end of your next turn.	Arcane 4 Arcane 6 Arcane 9 Arcane 12 Arcane 15 Arcane 18 Arcane 21	1 2 3 4 5 6 7	1 creature within 5 ft 2 creatures within 5 ft 3 creatures within 5 ft 4 creatures within 5 ft 5 creatures within 10 ft 6 creatures within 10 ft 6 creatures within 20 ft	The shield lasts an additional 2 rounds

Spell Name	Type (Range)	Difficulty	Description	Magical Ability Modifier Requirement	Chaos Pts Cost	Spell Effect or Damage Shown With Spell Scaling	Maximum Effect
Invisibility	Instantaneous Concentration  Self and/or multiple targets	5	A field of arcane energy bends light around you or other creature(s) you touch. Invisible creatures roll Defense rolls with advantage. Moving while invisible causes a shimmer in the air requiring a Hide action to see if opponent creatures perceive you. Staying still becomes fully invisible and does not require the Hide action. Only items on your person become invisible. Dust, snow, rain, blood spatter or new items could reveal an invisible creature. Invisibility lasts for a number of minutes equal to your Arcane modifier.	Arcane 4 Arcane 9 Arcane 15	1 3 5	1 creature within 5 ft 2 creatures within 5 ft 3 creatures within 10 ft	The duration of the invisibility doubles
Divine Smite	Instantaneous  Single target <i>(30/60)</i>	Target's Defense Roll	A bolt of divine magical energy shoots forth from you to a target you can see.	Divine 4 Divine 6 Divine 9 Divine 12 Divine 15 Divine 18 Divine 21	1 2 3 4 5 6 7	Damage to undead creatures is doubled. Damage to target equals: (1d6) + Divine - Target Willpower (2d6) + Divine - Target Willpower (3d6) + Divine - Target Willpower (4d6) + Divine - Target Willpower (5d6) + Divine - Target Willpower (6d6) + Divine - Target Willpower (7d6) + Divine - Target Willpower	The damage is doubled
Judgement	Instantaneous  Single target <i>(Reach)</i>	Target's Defense Roll	Divine energy shoots through your fingers as you touch a target.	Divine 4 Divine 6 Divine 9 Divine 12 Divine 15 Divine 18 Divine 21	1 2 3 4 5 6 7	Damaged creatures have a bane on their next ability check. (1d8) + Divine - Target Willpower (2d8) + Divine - Target Willpower (3d8) + Divine - Target Willpower (4d8) + Divine - Target Willpower (5d8) + Divine - Target Willpower (6d8) + Divine - Target Willpower (7d8) + Divine - Target Willpower	The damage is doubled
Healing Touch	Instantaneous  Single target <i>(Reach)</i>	5	Divine energy shoots through your fingers as you touch a target.	Divine 4 Divine 6 Divine 9 Divine 12 Divine 15 Divine 18 Divine 21	1 2 3 4 5 6 7	Healing to target equals: (1d6) + Divine (2d6) + Divine (3d6) + Divine (4d6) + Divine (5d6) + Divine (6d6) + Divine (7d6) + Divine	The healing is doubled

Spell Name	Type (Range)	Difficulty	Description	Magical Ability Modifier Requirement	Chaos Pts Cost	Spell Effect or Damage Shown With Spell Scaling	Maximum Effect
Zone of Healing	Instantaneous  Multiple Targets (20 ft <i>Sphere</i> )	5	Divine energy radiates outward from you as you heal all creatures you choose within the zone.	Divine 4 Divine 6 Divine 9 Divine 12 Divine 15 Divine 18 Divine 21	1 2 3 4 5 6 7	Healing to target equals: (1d4) + Divine (2d4) + Divine (3d4) + Divine (4d4) + Divine (5d4) + Divine (6d4) + Divine (7d4) + Divine	The healing is doubled
Spores	Instantaneous  Multiple targets (20 ft <i>Cone</i> )	Target's Defense Roll	You breathe out magical fungal spores that fly out in a 20 foot cone. Roll to hit each creature (including allies) inside the cone.	Primal 4 Primal 6 Primal 9 Primal 12 Primal 15 Primal 18 Primal 21	1 2 3 4 5 6 7	Damaged creatures have a bane on their next ability check. Damage to targets equals: (1d6) + Primal - Target Willpower (2d6) + Primal - Target Willpower (3d6) + Primal - Target Willpower (4d6) + Primal - Target Willpower (5d6) + Primal - Target Willpower (6d6) + Primal - Target Willpower (7d6) + Primal - Target Willpower	The damage is doubled
Fungus	Instantaneous  Single Target ( <i>Reach</i> )	Target's Defense Roll	Fungal tentacles explode from your body and pierce into and latch onto a target and touch.	Primal 4 Primal 6 Primal 9 Primal 12 Primal 15 Primal 18 Primal 21	1 2 3 4 5 6 7	Damaged creatures must roll a 1d20 + Strength vs the magic check as the difficulty. On a fail they are grappled until the end of the caster's next turn. Damage to target equals: (1d8) + Primal - Target Armor (2d8) + Primal - Target Armor (3d8) + Primal - Target Armor (4d8) + Primal - Target Armor (5d8) + Primal - Target Armor (6d8) + Primal - Target Armor (7d8) + Primal - Target Armor	The damage is doubled
Grasping Vines	Instantaneous  Multiple Targets (15 ft <i>Sphere</i> )	5	Vines and roots shoot out from the floor and walls in a sphere centered on you. The vines and roots actively try to slow the creatures within the zone by grasping and tripping them causing half movement. The zone moves with you. The effect lasts until the end of your next turn.	Primal 4 Primal 6 Primal 9 Primal 12 Primal 15 Primal 18 Primal 21	1 2 3 4 5 6 7	15 ft radius 20 ft radius 25 ft radius 30 ft radius 35 ft radius 40 ft radius 50 ft radius	The grasping vines last an additional 2 rounds
Healing Moss	Instantaneous  Single Target ( <i>Reach</i> )	5	You touch a target and grassy moss covers their wounds helping them heal.	Primal 4 Primal 6 Primal 9 Primal 12 Primal 15 Primal 18 Primal 21	1 2 3 4 5 6 7	Healing to target equals: (1d4) + Primal (2d4) + Primal (3d4) + Primal (4d4) + Primal (5d4) + Primal (6d4) + Primal (7d4) + Primal	The healing is doubled

## 8.0 Chaos Conditions

A *Chaos Condition* happens during a *Magic Check* or a special *Martial Attack*, certain *Actions*, or uses certain *Talents*. It's when the check minus the initiating *Creature's Chaos Points* total is 1 or less.

A *Magic Check* that becomes a *Chaos Condition* causes the original spell to fail, the *Chaos Points* are still spent but the initiating *Creature* must roll on the *Chaos Magic* table to determine what happens.

A Special *Martial Attack* that becomes a *Chaos Condition* causes the original special attack to fail, the *Chaos Points* are still spent but the initiating *Creature* must roll on the appropriate chaos table below to determine what happens.

### Chaos Tables

*Chaos Magic Table*

*Melee Weapon Chaos Table*

Ranged Weapon Chaos Table

Thrown Weapon Chaos Table

Unarmed Attack Chaos Table



## 8.1 Chaos Magic Table

On a *Magic Check* that becomes a *Chaos Condition*, the initiating *Creature* who cast the spell rolls 1d20 to see what happens per the list below (inspiration boons cannot be used):

1. DM's choice.
2. **Frightened**. The original spell fails and the caster becomes intensely frightened and screams hysterically and as loud as possible for 1d4 rounds. Each round the caster spends all their actions to run in a random direction.
3. **Haste**. The original spell fails and the target is affected by the haste spell for 1d4 rounds.
4. **Invisible**. The original spell fails and the target is turned invisible for 1d4 rounds. Any attacks by the invisible creature cancels the invisibility.
5. **Mirror Images**. The original spell fails and 1d4+2 mirror images of the target appear around the target. This functions as the spell *mirror image*.
6. **Increase Size**. The original spell fails and the target is increased by one size category for 1d4 rounds. Their strength ability during this time is increased by 4.
7. **Butterflies**. The original spell fails and a swarm of butterflies burst forth from the caster's clothes for 1d4 rounds. Thanks to the sheer density of butterflies, vision for creatures in a 10 radius around the caster is reduced to 5 feet.
8. **Glow**. The original spell fails and the caster's skin changes to a glowing colour (1d4; 1 = red, 2 = blue, 3 = purple, 4 = green) which is equivalent to the faerie fire spell for 1d4 rounds.
9. **Elementals**. The original spell fails and you summon 1d4-1 elementals (minimum 1) who attack randomly (1d4; 1 = fire elementals, 2 = water elementals, 3 = earth elementals, 4 = air elementals).
10. **Summon Monster**. The spell is converted to a summon monster spell of the same level. The monster attacks randomly.
11. **Wound**. The spell misfires and causes the caster to take one wound.
12. **Loss of Magic**. The spell fizzles and the caster cannot cast any magic for 1d4 rounds.
13. **Explodes**. The spell explodes in the caster's hands causing 1d4 force damage and the caster is blind and deafened for 1d4 rounds.
14. **Banished**. The spell fails and the caster is banished to the Spirit Realm for 1d4 rounds. In the Spirit Realm, the caster can only interact with objects on the Spirit Realm on their turn. The World Realm and its occupants are visible but appear ghostly and indistinct.
15. **Delayed Spell**. The intended spell appears to fizzle out and appears gone. In 1d4 rounds, the spell is cast on the creature closest to the caster. Roll dice to select the creature if more than one are equal distance from the caster.
16. **Rhymes**. The spell fails and the caster must speak in rhymes for the next 1d20 hours. Any speaking that does not rhyme causes 1d4 psychic damage to the caster.
17. **Small Dog or Cat**. The spell fails and the caster turns into a small domestic creature for 1d4 rounds (movement 15 and Health 5 with two Actions) and cannot communicate normally. If the creature's damage equals 5, it is transformed back into the caster. Any damage above 5 is transferred over to the caster after they transform back. After the creature transforms back to the caster, the caster is on all fours and considered prone with no Actions for that turn.
18. **Reverse Gravity**. The spell fails and a Reverse Gravity spell is cast centered on the caster for 1d4 rounds. It affects all creatures and objects within a 30 ft radius including the caster.
19. **Switcheroo**. The spell fails and the caster and the target switch locations.
20. **Anti-Magic Sphere**. The spell fails and an anti-magic sphere 30 feet in radius centered on the caster lasts for 1d4 rounds.

## 8.2 Melee Weapon Chaos Table

On a *Melee Weapon Attack* that becomes a *Chaos Condition*, the initiating *Creature* who attacks rolls 1d20 to see what happens per the list below (inspiration boons cannot be used):

\* Credit to [hipstersanddragons.com](http://hipstersanddragons.com) and [gmbinder.com](http://gmbinder.com) for inspiration for several items on this table.

1. DM's choice.
2. **Weapon break.** The force of your blow, or parrying of your opponent, causes your weapon to snap in two (does not apply to magical weapons)
3. **Slips out of hand.** Your weapons flies 1d6 x 5ft from your hand in a random direction.
4. **Wild Swing.** You overextend yourself going for the kill. You have *Disadvantage* on your next *Defense Roll*.
5. **Stuck Weapon.** Your weapon gets stuck in your opponent's shield, armor, hide, or else in a tree, a wall, or in the ground. Use an *Action* to free it by rolling a *Strength* check with a *Difficulty* of 10.
6. **Ooops!** You hit an unintended random *Creature* within *Reach* which could be friend or foe. Roll another same attack on that *Creature*.
7. **Self Inflicted Wound.** You manage to hit yourself with your own weapon. Roll normal *Damage* and half it (rounded down).
8. **Slip Up.** You lose your footing. Roll a *Dexterity* check with a *Difficulty* of 15. On a fail you fall *Prone* and lose the remainder of your *Actions*.
9. **Pulled Muscle (Upper Body).** Roll a *Willpower* check with a *Difficulty* of 15. On a fail you pull a muscle in your upper body. You have a *Bane* on attack rolls and ability checks requiring upper body strength until you have completed three 8 hour rests, or receive magic healing that only heals that pulled muscle (ie: no *Damage* recovery for the same magical heal).
10. **Pulled Muscle (Legs).** Roll a *Willpower* check with a *Difficulty* of 15. On a fail you pull a muscle in your legs. Your movement is halved and you have a *Bane* on Defense Rolls, Sneak checks and ability checks requiring leg strength until you have completed three 8 hour rests, or receive magic healing that only heals that pulled muscle (ie: no *Damage* recovery for the same magical heal).
11. **Frightened.** Roll a *Willpower* check with a *Difficulty* of 15. On a fail you are *Frightened* of the Creature you attacked.
12. **Broken Item.** A random fragile item in your inventory breaks.
13. **A Little Accident.** Either through fear, excitement or simply needing to go, you soil yourself. Roll a d6. Even #'s is pee, odd #'s is poo.
14. **Tactical Error.** Your target can take the *Movement Action* on their turn without taking an attack from any *Held Action* you may have.
15. **Unexpected Action.** Your target can take an immediate *Melee Attack Action* against you.
16. **KO.** Roll normal *Damage* and apply it to yourself. You knock yourself out and are *Unconscious* and *Prone* until the start of your next turn.
17. **Confused.** You forget how to use your weapon. Roll attacks and *Defense Rolls* with a *Bane* until the end of your next turn.
18. **Blinded.** The battle has thrown dust, dirt or sand in your eyes causing you to go *Blind* until the end of your next turn.
19. **Deafened.** The clash or weapons rings in your ears causing you to go *Deaf* for your next 3 turns.
20. **Loose Pants.** Your pants become loose falling to your ankles. Roll attacks and *Defense Rolls* with a *Bane* until you spend an *Action* to pull up your pants.

### 9.0 Rules For Consideration

1. Have a wound table to roll for the debilitation you get. 5 wounds and you die. If you have a wound, another hit is only 1 more wound.
2. Encounter based chaos meter shared between all creatures in an encounter instead of individual mana or chaos points for a creature. DM tracks the total. This could be an optional rule.

## 10.0 Change Log

Date	Version	Description
2022-12-26	0.1	First musing and collection of ideas
2023-06-10	1.0	First draft version
2023-06-16	1.1	Revised draft
2023-06-22	1.2	Revised draft
2023-07-05	1.3	Revised draft
2023-07-06	1.4	Revised draft
2023-07-19	1.5	Changed darkvision to heat vision in senses and adjusted wording. Adjusted ancestry bonuses. Gave heat vision to Automaton. Added stone camouflage special ability for dwarves. Gave new direction on when Adventurer's level up. Added the sentinel talent. Added the section "Rules For Consideration". Moved the Change Log to the end of the document and added more detail of the changes. Added the invisibility spell. Defined how concentration works. Added additional options to several weapons. Revised the critical hit definition.
2023-07-30	1.6	Updated the acknowledgments section. Updated links to the Difficulty section. Changed Mana points to Chaos points and Chaos points now apply to martial and magic attacks, Updated the Magical Check & Chaos Points definition and the Chaos Points cost for spells, Added special abilities to most Ancestries and changed starting ability modifiers so all Ancestries get five +1 to various abilities, Clarified Health calculations for Ancestries, Changed natural armor of Automaton to +1, Changed Dwarf minimum height to 3 ft, Updated Getting Started section to start with "2" actions and level starts at "0", Added optional rule for consideration #2, Re-organized spell list table, Added the conditions "Blind", "Dead" "Deaf" and "Frightened", Added the Melee Weapon Chaos Table, Added sections to Adventurer's Journal for special abilities and spells and adjusted formatting, Added +1 Nature for Burrow Ogre.