

Emberheart RPG Player's Handbook v0.6

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0.6 Changelist (9/29/2025)

- Updated skill check system and added reference tables for % success chance
- Reordered conditions to be alphabetical
- Clarified multiple abilities and effects that didn't specify where they rounded up or down
- Updated Destiny Point system
- Gave each class +15 max hp
- Converted Deeds to d100, updated rules around usage, added examples and removed Strain mechanic
- Updated Shade class features
- Updated Warmage starting abilities and Delayed Combustion class feature
- Clarified how area damage is calculated, also updated wording and added visual examples
- Updated Inksoul Living Canvas feature and ability Tags

- Updated Inksoul sustain and ability heat values
- Updated Tagging rules for Martial + Magic tagged abilities
- Added Melee vs Ranged section
- Removed card based EXP and added Session Reflection EXP system
- Updated a few feats for balance and rules changes
- Updated Chronomancer's chrono-revision feature
- Updated Wyrdsmith's Wyrdwarp feature
- Added character sheet image and updated instructions
- Removed dungeoneering and nobility knowledge subclasses(folded into nature and local respectively)
- Updated weapons (alpha order, new weapons, new scaling, new proficiencies, avg and max damage columns)
- Updated Starcaller features
- Added Traits system with examples
- Removed social encounter system
- Replaced Warmage's Firespeaker feature as it was too similar to a Deed.
- Deeds provoke attacks of opportunity while in combat
- Ranged attacks that do not include a melee combatant as a target provoke attacks of opportunity
- Added delaying action to initiative section
- Adjusted death & dying rules. Added Final Stand and Death Bargain optional rules.
- Updated inksoul's Blooming Brand feature
- Increased damage of most dice based level 1 abilities

[Older Changelists](#)

What Is Emberheart?

Emberheart is a d100-driven high fantasy tactical RPG where every choice carries lasting weight. Battles unfold through a card-based system where your actions always land; dice decide how much you achieve, not whether you fail. Magic answers your call, but every overreach risks burning you alive from within. When your creativity pushes beyond the written page, Deeds provide a framework for turning bold ideas into epic, rules-backed moments. And when the fighting ends, wounds, exhaustion, and scars linger. In Emberheart, the cost of survival shapes the story just as much as victory does.

Creating A Character

To create a new character, you will need to select each of the following:

- An ancestry
- A class
- A background
- A tier 1 weapon
- A tier 1 piece of armor
- A tier 1 shield (if desired and proficient)
- A starting loadout from your class knowledge
- A group trait (agreed upon by your party)
- A personal trait

Below is an image of a blank character sheet with numbered notations for information to fill out. Each numbered bullet point will describe what information to put in the character sheet.

Character Name _____

Player _____

Class & Level _____

Experience _____

Loadout _____

Age _____

Gender _____

Height _____

Weight _____

Hair _____

Eyes _____

Notable Features _____

Size _____

Destiny Points _____

Ancestry

Background

Traits

Languages

DR

MAX HP

MAX HEAT

EX

SPEED

AP

BAR

CUR HP

CUR HEAT

WOUNDS

WEAPON

DIE

SAVES

TOTAL

BASE

GEAR

MISC

SKILLS

TOTAL

BASE

GEAR

MISC

HEAD:

NECK:

BODY:

SHIELD:

HANDS:

RING(L):

RING(R):

FEET:

EQUIPMENT & ITEMS

BACKGROUND, ANCESTRY, & CLASS FEATURES

1. Enter the class you selected and the number 1 to represent level 1. Set experience to 0, and set loadout to the value provided by the section for your class.
2. Fill in selected Ancestry and Background, along with any languages learned from them. Partially fill in box 9 with your Ancestry and Background features. Fill in your Traits section with 1 personal trait and a group trait that has been agreed upon by your party.
3. Set DR (Damage Reduction) to the sum of your armor and shield's DR values if you're using one. Set Max HP to whatever the Base HP value from your class is, set Max Heat to 20 modified by any Heat Capacity additions or reductions based on armor or shields.
4. Set Expertise (EX) to 0, speed to the value provided by your ancestry(currently 5 for all), and AP to 3.
5. Check the box to the left of the word of which save your class has proficiency in, and set the base value to 25. Set the other two base values to 10.
6. Input the name and damage dice of your weapons. The checkboxes are to note the availability of their proficiency ability.
 - a. If you are creating a level 1 character, you may select any tier 1 weapon from the weapons section.
7. Check the box to the left of each skill name that you have chosen to be proficient in based on your class and background. Set the base values for each of these to 25 and the others to 10. If you are proficient in a Knowledge subcategory, write which subcategory you are proficient in in one of the "KN: _____" spaces.

8. Fill in the names of what equipment and items you have.
 - a. If you are creating a level 1 character, you may select any tier 1 armor that you are proficient in from the armor section.
9. Fill in Class and Equipment features
 - Fill in the character visual descriptions however you like, but the Size should be M, the Destiny Points, Bar, and Cur Heat should be 0 and Cur HP should match the Max HP value.
 - Look at your class cards and select a number equal to your loadout size to begin your adventure with.

Ancestry

- Ancestry is “who you came from.” A lineage will provide the following information for your character:
- A base speed (For playtesting characters, your base speed is 5)
- 2 Skill Proficiencies
- 4 Ancestry Features
- 1-3 Languages

The current ancestries that exist are detailed below:

- Standard Ancestries
 - Human
 - Elf
 - Dwarf
 - Tiefling
 - Aasimar
 - Turtle
 - Tabaxi
 - Dragonborn
- New Ancestries
 - Oneirith
 - Veythos
 - Etrali
 - Zthaal
 - Rathune
 - Vorath
 - Shakarri

Human

- **Languages:** Common, One other language
- **Skill Proficiencies:** Choose Two
- **Features:**
 - **Jack of All Trades:** You gain 2 additional skill proficiencies of your choice.
 - **Cultural Chameleon:** You quickly pick up on local dialects, customs, and traditions, making it easier to integrate into new societies without standing out. You have advantage on any checks related to attempting to fit in or convince someone you are familiar with the area.
 - **Adaptive Mindset:** You can learn and replicate basic skills remarkably fast. You gain advantage in a skill after spending 30 minutes observing someone use it. You can only do this with 1 skill at a time.
 - **Second Wind:** Once per encounter, when you take damage that would drop you below half health, you immediately regain 5 + 1Per1Lvl health and gain 1 Speed until the end of your next turn.

Dwarf

- **Languages:** Common, Stonespeak
- **Skill Proficiencies:** Craft, Knowledge: Nature
- **Features:**

- **Stonecunning:** Instinctively understand underground structures, detecting hidden passages and weak points.
- **Iron Gut:** Immune to ongoing effects related to poison or toxins.
- **Master Craftsman:** During a long rest or downtime, you are able to repair and maintain armor, weapons, and tools. You can restore $10+10*\text{Per3Lvl}$ durability to one of these objects. You also recognize weapons and armor at a glance, even ancient or rare ones.
- **Hardy:** You gain an additional 5 maximum HP per level.

Elf

- **Languages:** Common, Sylvan
- **Skill Proficiencies:** Knowledge: Mythology, Acrobatics
- **Features:**
 - **Trance State:** Elves don't sleep; instead, they enter a meditative state, making them immune to sleep effects and more aware of their surroundings.
 - **Keen Perception:** You are proficient in Perception. You have advantage on Perception checks when attempting to detect hidden enemies or objects.
 - **Graceful Reflexes:** You gain 15 ranks in avoidance.
 - **Quick To Act:** Once per day, you may take a single 1AP action at the start of combat before the initiative order begins.

Aasimar

- **Languages:** Common, Sylvan
- **Skill Proficiencies:** Knowledge: Planes, Diplomacy
- **Features:**
 - **Radiant Presence:** Others instinctively trust you, making persuasion easier. You have advantage on persuasion and diplomacy checks.
 - **Halo's Glow:** Your body subtly glows in darkness, providing faint light and warding off minor supernatural entities. You illuminate a Nova 1 area with dim light.
 - **Hymn of the Soul:** You can instinctively harmonize with other voices, making you naturally gifted in music and performance, and granting you advantage on checks involving spoken or sung rituals.
 - **Divine Mercy:** Healing and barrier effects you create have their die size increased by 1 step.

Tiefling

- **Languages:** Common, Sylvan
- **Skill Proficiencies:** Knowledge: Planes, Athletics
- **Features:**
 - **Darkvision:** You treat dim light and darkness as well lit areas.
 - **Whispered Pacts:** You have an innate understanding of contracts, bargains, and verbal agreements. When someone makes a contract, bargain, or verbal agreement with you, both of you are compelled to adhere to it.
 - **Infernal Bargainer:** You have a silver tongue when making deals, gaining an innate sense of what a person desires most in a negotiation.
 - **Fire Within:** Resistant to extreme temperatures, both hot and cold. You take half damage from overheating (rounded down) and fire or cold based attacks and environmental effects.

Dragonborn

- **Languages:** Common, Stonespeak, Savari
- **Skill Proficiencies:** Survival, Intimidate
- **Features:**
 - **Draconic Presence:** Naturally intimidating, even without trying. You have advantage on intimidation checks and others naturally defer to your leadership.

- **Ancestral Bloodline:** Recognize dragons and draconic artifacts instinctively.
- **Mighty Roar:** You have a loud voice that can carry over long distances. Once per combat, for 1 AP you can unleash a mighty roar, causing all enemies within range 10 to perform a resolve 60 save or become Deafened and Distracted until the end of their next turn.
- **Dragonbreath:** Each Dragonborn has a breath weapon based on their draconic ancestry. It costs 1 AP to activate and recharges during a short rest. The breath weapon is a cone 3 or line 5 (player's choice at character creation) and deals $1d8 + 1d8 \text{Per} 4\text{Lvl}$ damage. The type of damage and additional effects are detailed below:
 - **Fire** (Inferno Burst): Releases a surge of fire that lingers briefly, potentially igniting enemies and objects. Leaves a trail of fire on the ground for 2 rounds that deals $1d8 + 1d8 \text{Per} 4\text{Lvl}$ damage to anyone who enters or starts their turn in it.
 - **Lightning** (Storm Arc): A concentrated bolt of electricity that jumps between targets if they are close together. Chains to up to 3 enemies within range 2 of a struck target. Cannot hit the same target twice.
 - **Cold** (Glacial Howl): A freezing breath that slows affected enemies, reducing their movement and agility. Affected enemies are Slowed until the end of their next turn.
 - **Acid** (Corrosive Spray): A wave of acid that weakens enemy defenses, making them more vulnerable to further attacks. Affected enemies lose $1d4 + 1d4 \text{Per} 6\text{Lvl}$ DR until the end of their next turn.
 - **Poison** (Venomous Cloud): A thick, toxic miasma that persists for a short time, forcing enemies to move or take damage. Affected enemies take ongoing $1d6 + 1d6 \text{Per} 4\text{Lvl}$ damage until they succeed on an Endurance 60 save.
 - **Sonic** (Thundering Roar): A concussive blast of sound that staggers and pushes enemies back. This ability applies Pressure instead of damage.
 - **Radiant** (Draconic Light): A searing beam of divine energy that briefly weakens foes struck by it. Affected enemies are Illuminated and Vulnerable until the end of their next turn.
 - **Necrotic** (Withering Exhalation): A breath of deathly energy that saps strength, reducing an enemy's effectiveness for a short time. Affected enemies are Weakened and Blighted until the end of their next turn.

Tabaxi

- **Languages:** Common, Savari
- **Skill Proficiencies:** Stealth, Acrobatics
- **Features:**
 - **Feline Agility:** Your speed is increased by 2. You cannot be knocked prone unless you are physically restrained.
 - **Hunter's Instinct:** Sense when someone is watching or stalking you.
 - **Stalker's Eyes:** You treat dimly lit areas as lit and dark areas as dimly lit for the purposes of vision.
 - **Nine Lives:** Once per day, if an attack would cause your health to fall to 0 or below, it instead falls to 1.

Tortle

- **Languages:** Common, Savari
- **Skill Proficiencies:** Survival, Knowledge: History
- **Features:**
 - **Natural Armor:** Tough skin reduces physical harm from environmental hazards. You have DR $3 + 1 \text{Per} 4\text{Lvl}$ against ongoing and environmental effects.
 - **Tide's Memory:** Recall long-forgotten knowledge, even if you've only heard it once before.
 - **Waterborne Instincts:** You can hold your breath for up to 2 hours and can predict storms, tidal changes, and weather shifts.
 - **Slow and Steady:** You cannot take the dash action, but you cannot be moved against your will and once per day you may negate a forced movement effect that is being applied to an adjacent ally.

Oneirith

Lore

The Oneirith are an enigmatic people who exist between waking reality and the depths of dreams. Their society is built on intuition, shared visions, and an ever-shifting connection to the subconscious world. Without rigid hierarchies, they instead look to Weavers of the Unseen, wise dream interpreters who help guide their people through omens and visions. When great decisions must be made, they form Gatherings of the Veil, where those whose dreams align with the moment shape the path forward.

They practice dreamweaving, a tradition where they enter collective dream states to seek wisdom, glimpse possible futures, or subtly influence reality. Some Oneirith form nomadic dream-caravans, traveling between places of heightened dream energy, while others create sanctuaries that shift and evolve like living dreams. Their spirituality revolves around the Tapestry of Dreams, the belief that reality itself is woven from subconscious forces, and those who dream deeply enough may glimpse hidden truths.

To other civilizations, the Oneirith are often seen as mystics and prophets, valued for their insights yet feared for their unsettling grasp of the unseen. Their relationship with the Veythos—beings shaped from subconscious echoes—is complex. Some Oneirith see them as sacred manifestations, others as lost fragments needing guidance, while a few fear they could unravel the delicate fabric of dreams. Regardless, the Oneirith rarely act with haste; they move as dreamers do—fluid, patient, and ever attuned to the currents of the unseen.

Oneirith have a subtly mutable appearance, their features shifting in response to emotions and dreams. Some possess translucent or luminescent qualities, their skin resembling the night sky, rippling like a dreamscape in motion. Their eyes hold swirling depths—pupilless pools of shifting light, as if they are always seeing something beyond.

- No true fingerprints or markings – If touched, their skin may feel strangely smooth, like polished glass or cool mist, leaving no residue or true fingerprints.
- Unbound by gravity – Oneirith hair drifts and moves even in still air, as though it's submerged in an unseen current.
- Blurred afterimages – In motion, their forms may leave faint afterimages, like a dream not yet fully faded upon waking.
- Glimmers of the subconscious – Some have patterns or moving constellations beneath their skin, revealing glimpses of the dreams or emotions passing through their minds.

Gameplay Features:

- **Languages:** Common, Oneiric
- **Skill Proficiencies:** Insight, Knowledge: Mythology
- **Features:**
 - **Dreamer's Insight:** Your attunement to emotions and subconscious thoughts grants you advantage on Insight checks related to detecting lies, reading emotions, or interpreting omens.
 - **Sleepwalker's Vigilance:** You don't need full sleep and remain partially aware even while resting.
 - **Whispers of the Veil:** You can extend your awareness into the dreams of others, speaking to the subconscious mind of sleeping creatures or communicating directly with lucid dreamers. You can communicate telepathically with any creature that is asleep or in a trance-like state, even if that creature does not normally understand your language. If the target is lucid dreaming, you can engage in true conversation, appearing as a figure within the dream itself. You may also leave behind a lingering dream impression, allowing a message to surface later in the dreamer's mind upon waking.
 - **Dreamweaver's Gaze:** Once per long rest, for 1 AP, you can lock eyes with a creature, forcing them to experience a vivid dream-like hallucination. The creature must make a Resolve 60 save or be fascinated for one round as they struggle to discern reality from dream.

Veythos

Lore

The Veythos are dream-forged beings shaped by the subconscious thoughts of all civilizations, their existence fluid and ever-shifting. Unlike the Oneirith, who straddle the boundary between dream and reality, the Veythos are fragments made whole—reflections of collective imagination given form. Their society is not fixed but ebbs and flows with the changing dreams of the world, sometimes ruled by chieftains and warlords, other times existing as egalitarian communes. Their settlements feel ancient yet unfinished, as though built from half-remembered ideas, and each Veythos carries the imprint of the culture that shaped them. Some serve as Memory-Keepers, preserving the echoes of lost civilizations, while others become Dreamweavers, subtly guiding the course of unconscious thought.

At the heart of Veythos society lies a philosophical divide between the Dreamshapers, who believe in using their unique nature to influence and improve the dreams of mortals, and the Silent Witnesses, who see such interference as dangerous and unnatural. The Dreamshapers act as guides, resolving nightmares, inspiring creativity, and nudging dreamers toward self-discovery. The Silent Witnesses, in contrast, believe that dreams must unfold naturally and that meddling in the subconscious could have unintended consequences. Most Veythos fall somewhere in between, struggling with the balance between their power and their responsibility. This conflict has not led to open war, but if the world's dreams ever darken, the question remains—will the Silent Witnesses still refuse to act, and will the Dreamshapers be ready for what follows? They are bound in a complex relationship with the Oneirith, who unknowingly shape them more than any other race. Some Veythos seek guidance from the Oneirith, seeing them as creators and kindred spirits, while others resent their influence, believing their very sense of self to be artificial. There are even those who attempt to sever this connection altogether, striving to become truly independent entities in a world where their very existence is shaped by the dreams of others.

The Veythos are shaped by the collective subconscious of all civilizations, their forms sculpted from the deepest perceptions, fears, and aspirations of those who dream them into being. As such, their appearance is not their own but a reflection of how mortals see themselves—idealized, distorted, or half-formed by the ever-shifting tides of belief and perception. Each Veythos carries the echoes of countless minds, embodying the essence of cultures, myths, and unspoken desires, their very existence a living tapestry woven from the thoughts of the world.

Gameplay Features:

- **Languages:** Common, Choose one
- **Skill Proficiencies:** Choose Two
- **Features:**
 - **Unshackled Awareness:** You are immune to magical effects that induce sleep, hallucinations, or confusion. You can recognize when someone is dreaming even if they are awake.
 - **Subconscious Communion:** You can communicate with sleeping minds or lucid dreamers, planting ideas, answering questions, or pulling forgotten memories to the surface.
 - **Dreamborn Inheritance:** At character creation, choose another playable ancestry. You gain one of their ancestry features, representing the influence of that ancestry's dreams on your existence.
 - **Unstable Form:** You gain +10 ranks to Avoidance saves

Etrali

Lore

The Etrali are a people woven from fate itself, their bodies adorned with living threads that shift and shimmer like strands of destiny. Every fiber of their existence is intertwined with the art of weaving, from the intricate cities they call home to the deep spiritual significance of their sacred threads. Their society is built upon the careful balance of connection and control, with the Loomkeepers presiding over fate's tapestry, Threadweavers crafting history into physical form, and the Unraveled—those who have lost their

threads—seeking redemption or exile. To the Etrali, life itself is a slow, deliberate weaving of choices, memories, and unbreakable bonds.

At the heart of their culture lies the Great Loom, a sacred temple where the threads of the honored dead are woven into an ever-growing tapestry, ensuring their essence remains within the weave of history. Ritual weaving marks every major life event, and to share one's threads with another is the ultimate act of trust and devotion. Cutting an Etrali's threads is not merely an injury—it is an assault on their very identity, a severing of their place within the fabric of existence. Their living fibers do not grow randomly but emerge from key points on their bodies, responding to movement, emotion, and the unseen forces that bind them to the world.

Physically, the Etrali are tall and deliberate in their movements, their unhurried grace reflecting a people who see time as an endless loom rather than a fleeting moment. They are not creatures of speed or impulse, but of endurance and patience, observing the world with keen insight. To some, they are living omens, their presence a sign of destiny unfolding. To others, they are artisans of fate itself, weaving the past, present, and future into a tapestry only they can truly understand.

- **Threads Instead of Hair** – Where most species grow hair, the Etrali's scalps are crowned with cascading strands of woven essence, forming intricate, ever-shifting braids or long, flowing tapestries. Some style their threads into elaborate coils, while others allow them to drift freely, stretching into the air like smoke.
- **Spinal Tapestry** – A dense cluster of threads grows from their spine, sometimes draping down their back like a flowing mantle, other times branching outward like the strands of an unraveling loom. These spinal threads may subtly stiffen in aggression or twine together in moments of deep thought.
- **Semi-Living Tendrils** – Some Etrali possess long, drifting threads from their forearms, shoulders, or fingertips, subtly curling and twitching like the antennae of a deep-sea creature sensing the currents of fate.
- **Glowing, Shadowed, or Translucent** – An Etrali's threads are not simply strands of fiber—they shimmer with an unearthly glow, darken into void-like strands, or fade to near-invisibility, depending on their emotions and connection to fate.
- **Too-Smooth & Silk-Like** – Their skin is eerily smooth, with no pores, scars, or imperfections—like something sculpted from the finest fabric rather than something organic.
- **Shifting Patterns** – When an Etrali moves, subtle woven designs ripple beneath their skin, like the faint impressions of a tapestry reforming in real-time. These patterns may briefly form symbols, sigils, or ancient script before vanishing again.
- **Luminous Underskin** – Beneath the surface, dim threads of light pulse faintly, visible through their translucent flesh. In dim light, they appear to be woven from the essence of twilight, moonlight, or dusk itself.

Gameplay Features:

- **Languages:** Common, Sylvan
- **Skill Proficiencies:** Perception, Insight
- **Features:**
 - **Unshaking Will:** You gain +10 ranks to Resolve saves
 - **Unwavering Poise:** When applying the effects of Exhaustion, treat it as though it were reduced by 1 step.
 - **Woven Focus:** Advantage on concentration checks
 - **Methodical Actions:** You may spend additional AP on any ability card you use. For each additional AP spent, choose 1: Increase the die step by 2, Increase the saving throw by 15, or you may select any number of dice with the same numerical result and reroll them once.

Zthaal

Lore

The Zthaal are once-mortal beings forever altered by an encounter with the Spiral Truth, a revelation so profound that it reshaped their very existence. No one agrees on what the Spiral Truth actually is—some claim to have glimpsed it in visions, others insist they found it inscribed in a book that no longer exists, and some believe it

- was a mistake, knowledge they were never meant to have. Whatever the case, the Zthaal are forever changed. Their eyes bear shifting spiral patterns, their thoughts twist in recursive loops, and their very presence unsettles reality itself, as though they are slightly out of sync with the world around them.
- With no great cities of their own, the Zthaal exist in fragmented enclaves or wander as outsiders, scholars, and cryptic observers. Their perception of time and thought is fractured—while they struggle with spoken language, constantly correcting or repeating themselves, they can instinctively understand any written script, as though text holds a fixed certainty that speech does not. Their minds slip into spirals when they sleep, drifting through echoes of past and future events rather than dreams. Over time, they have fractured into different philosophies—Anchorites who resist the Spiral’s pull, Embraced who surrender to it, and Watchers who seek to understand it without being consumed.
- Physically, the Zthaal appear humanoid but uncannily off—some have asymmetrical features, others have veins like dark ink or shadows that flicker unnaturally. When at rest, they are too still, yet at odd moments, their hands or feet move as if guided by unseen forces. When they speak for long, their voices sometimes echo strangely, as if layered over themselves. Though unsettling to others, the Zthaal are not inherently malevolent—only lost in the wake of a truth that reshaped them, seeking meaning in a world that can no longer fully hold them.
- **Many-Eyed Anatomy:** Their most defining trait is their abundance of eyes. Some have them clustered where a normal set of eyes should be, while others bear stray, wandering eyes across their forearms, shoulders, or even their palms. These eyes blink out of sync, react to unseen things, and sometimes seem to follow something that isn’t there.
 - **Shifting, Inconsistent Features:** A Zthaal’s body is never entirely fixed in form—their outline flickers slightly, or their flesh subtly shifts, as if struggling to hold a definite shape. Some have limbs that seem longer when viewed from certain angles, while others cast shadows that don’t quite match their movements.
 - **Black-Blooded Veins & Eerie Glow:** Beneath their skin, dark veins pulse with an ink-like substance, particularly visible along their wrists, throat, and temples. Their eyes—some or all—emit a soft, cold glow, but never the same color twice. Some Zthaal develop a faint halo of luminescence when deep in thought, as if their consciousness itself radiates outward.
 - **Unnervingly Still or Unnaturally Fluid:** Their movements are either eerily precise—as if anticipating the world’s response—or too smooth, bending in ways that defy expectation. A Zthaal might turn their head a fraction too far without discomfort or shift positions without seeming to have moved at all.
 - **Whispering Echo & Alien Speech:** When they speak, their voices sometimes overlap with delayed echoes. A single phrase may ripple through the air in different tones, as if it was spoken at multiple points in time. Some Zthaal do not move their mouths when speaking, their voices resonating from somewhere deeper within them.

Gameplay Features:

- **Languages:** Common, Alethean
- **Skill Proficiencies:** Investigation, Perception, Knowledge: History
- **Features:**
 - **Unravel the Written:** You can instinctively read and understand any written language, even those long forgotten or encoded. However, spoken words are more difficult for you, and you have disadvantage on verbal deception and persuasion.
 - **The Spiral’s Pull:** When making a choice between two options (in an exploration or roleplay scenario), you can sense which option holds greater significance, though not necessarily if it is good or bad.
 - **Between the Words:** When reading text, you can sense the meaning behind the intent rather than just the words themselves. This allows you to interpret coded messages, detect deception in written form, or understand context that would be lost to others.
 - **Paradox Guard:** When you would be hit, you may impose a contradiction, making their foe briefly doubt whether they attacked at all. Once per rest, you can force a hit to be retroactively considered a miss.

Rathune

Lore

The Rathune are beings of paradox, both present and absent, seen and unseen, forever teetering on the edge of reality. Their origins are uncertain—some believe they are the remnants of a lost people who strayed too far into the liminal spaces between existence, while others claim they are born from glitches in the fabric of the world itself. Ancient texts tell of the First Vanishing, when an entire civilization was swallowed by the void, leaving behind only echoes. Some Rathune whisper that they are the fragments of what remains—or that they are seeking a way back.

Their society is as fractured and ephemeral as they are. Instead of great cities, the Rathune gather in places where reality feels thin—abandoned ruins, mist-laden valleys, or the shifting edges of the dreamscape. Many are nomads, while others use ritual objects to anchor themselves, fearing they might fade away if they do not. Their culture is shaped by impermanence—they record fleeting histories as memory-keepers, tell stories through shifting reflections as echo-dancers, and stand watch over unstable thresholds where unseen forces may slip through. Among other races, they are enigmatic wanderers, sometimes revered as messengers from beyond, sometimes feared as omens of catastrophe.

Physically, the Rathune are unstable, half-formed, their bodies flickering between solidity and intangibility. Their reflections do not always obey them, their voices layer over themselves, and when distressed, they may partially slip out of reality as though they might vanish entirely. Many wear weighted accessories—metal rings, heavy cloth, braided cords—to help them stay anchored in the present. They embody the struggle of liminality, instability, and the unseen, caught between what is and what could be, never certain whether they truly belong to the world at all.

- **Flickering Limbs & Features:** The most defining aspect of a Rathune's form is its impermanence. Parts of their body—an arm, an eye, a shoulder—might vanish and reappear, as if their form is being constantly rewritten. Some Rathune flicker rapidly, while others shift only when moving or emotional.
- **Afterimages & Lagging Reflections:** Unlike the Vorath, whose forms are visibly hollow, Rathune leave behind faint, delayed echoes of themselves—a turned head lingering an instant too long, a reflection moving out of sync, a second voice overlapping their own.
- **Translucent or Fragmented Skin:** Rather than flesh, Rathune appear almost like glass smeared with smoke—parts of them might be see-through, while other sections fracture into shifting, kaleidoscopic patterns when struck by light. Their skin tones seem muted, like faded ink or a memory half-forgotten.
- **Unnatural Glow & Unstable Eyes:** Their eyes are liquid pools of color, but their glow is erratic—flickering or dimming unpredictably. The pupils sometimes fracture into multiple shards, rearrange when blinking, or vanish entirely when deep in thought.
- **Weightless Presence:** Rathune do not fully interact with the world as others do. They barely disturb grass when they walk, and their clothes move as if caught in unseen currents, shifting slightly even when no wind is present.

Gameplay Features:

- **Languages:** Common
- **Skill Proficiencies:** Stealth, Knowledge: Arcana
- **Features:**
 - **Veil-Touched Senses:** You can sense illusions or magical concealment as faint distortions. This does not reveal details, only that something is obscured.
 - **Fading Presence:** When you remain still for more than a few seconds, your form becomes translucent, making it harder to detect you unless you move or speak. You gain a +20 bonus to stealth while standing still. You can briefly exist between moments, allowing you to move unseen. You gain advantage on Stealth checks, and your footsteps make no sound unless you choose otherwise.
 - **Phantom Shift:** If you would be grappled, restrained, or otherwise physically held, you can phase through the bonds once per long rest.

- **Ethereal Recoil:** As a reaction, when you are hit by an attack, you can phase partially into the ethereal plane, causing the attack to deal half damage. You can immediately shift 2. Usable once per rest.

Vorath

Lore

The Vorath are a people bound to an insatiable hunger spirit, a presence woven into their very existence. Their lives are a constant balancing act between indulgence and restraint, knowing that to feed is to thrive, but to starve is to fade. Some embrace their hunger as a source of power, drawing on it to fuel their unnatural strength and speed. Others struggle against it, resisting its whispers, fearing the slow unraveling that awaits those who deny its call for too long.

Legends speak of a forgotten covenant, a bargain struck in ages past with something ancient and ever-hungry.

Whether it was a desperate plea for survival, an experiment gone wrong, or a curse upon a reckless people, no Vorath alive remembers. All they know is the hunger—a presence that is them, yet not them, lurking at the edges of their being. If fed, it rewards them with strength and vitality. If ignored, their bodies begin to unravel, their limbs trailing into insubstantial darkness until they dissolve entirely into shadow.

Their society is as varied as their responses to hunger. Some Vorath live in Feastborn Tribes, where grand rituals of indulgence stave off the creeping grasp of starvation. Others follow the path of Shadow-Touched Ascetics, rationing their consumption, meditating to master their urges. Predatory Wanderers reject restraint entirely, taking what they need by force, while Urban Vorath weave their hunger into their professions—chefs, merchants, bodyguards, concealing their nature from a world that may not understand. Yet all Vorath share one great fear: the unraveling, the slow and irreversible process of becoming nothing but hunger and shadow. Their culture holds sacred rites to either restore those who begin to fade—or help them pass before they are consumed entirely.

At a glance, they appear unnervingly thin, as if constantly teetering on the edge of starvation. Their features are sharp, almost exaggerated—high cheekbones, long fingers, and hollowed eyes that gleam with a predatory glint. Though humanoid in form, something about them always seems slightly off—their movements too fluid, their bodies too weightless, as if a gust of wind might scatter them like dust.

Their most striking trait is their unstable physicality. When well-fed, they seem stronger, more solid, with taut skin and an almost supernatural grace. But when they deny their hunger for too long, they begin to unravel—their limbs grow gaunt and elongated, the edges of their bodies dissolve into wisps of shadow, and their voices take on a strange, distant echo. Their shadows do not obey normal rules, stretching in the wrong direction, flickering with unseen movements, or briefly taking on monstrous shapes when no one is looking.

Other distinguishing features:

- **Skin Tones:** Ranging from ashen gray to deep umber, often looking faded or desaturated, as if their essence is slowly being drained.
- **Eyes:** Piercing and hungry, with irises that glow faintly in dim light—often in shades of gold, amber, or deep crimson.
- **Hair:** Typically dark or muted in tone, often appearing thinner or wilder than normal. In extreme hunger, their hair may fall away in wisps of shadow, leaving behind bare scalp or streaks of void-like absence.
- **Teeth:** Sharper than they should be, even if subtly so, hinting at their predatory nature.
- **Hands:** Long and delicate, with blackened or claw-like nails, fingers that seem to taper into nothingness in low light.

Gameplay Features:

- **Languages:** Common, Alethean
- **Skill Proficiencies:** Survival, and one from among Insight, Persuasion, or Intimidation
- **Features:**
 - **Keen Hunger:** You can instinctively sense the nearest source of food or nourishment, even through walls. This applies to weakened creatures while Hungry.

- **Sated Stillness:** While Sated, you can enter a deep, motionless trance, lowering your heartbeat and mimicking sleep or death. You can also remain perfectly still for long periods, blending into environments naturally. When standing still, you gain a +20 bonus to Stealth checks.
- **Feastbound Oath:** If you share a meal with someone, you form a subtle bond with them. You can sense their presence within a certain distance, and if they are harmed or in distress, you get a vague intuition about it.
- **Vital Consumption:** After a long rest, you become Hungry unless you eat. While Hungry, you gain 2 Speed and 1 AP, but have disadvantage on Resolve saving throws and skill checks that require focus or concentration. After eating a meal, you become Sated for 6 waking hours, granting you DR equal to half your level, rounded down and your first attack each round has combat advantage.

Shakarri

Lore

The Shakarri are a people defined by loss and defiance. Once bound in servitude—whether to gods, empires, or something far older—they rebelled and won their freedom, but at a terrible cost. Each Shakarri is missing a limb, a piece of themselves forever claimed by the force they escaped. In its place, they wield a phantom limb, an ethereal, flickering extension of their lost body that seems to move with a will of its own. Even in freedom, they are never truly whole, and the echoes of their past masters still whisper through the void, seeking to reclaim what was taken.

Legends of their origins are fragmented and conflicting. Some say they were once divine warriors, punished for defying their celestial overlords. Others believe they were living conduits of an eldritch force, only escaping by severing their own connection. A darker tale claims they were once whole, but their act of defiance cursed them with eternal incompleteness. Whatever the truth, the Shakarri endured, a people who bear their scars not with grief, but with pride—a testament that even in loss, freedom is worth any price.

Shakarri society is as fragmented as their past, with no grand kingdoms or unified nations. Instead, they exist in tight-knit communities, scattered among other peoples or living solitary lives. Despite this, their culture holds common threads. They revere what was lost, marking their absent limbs with runes, metal frames, or broken manacles as reminders of their past enslavement. Their phantom limbs are not passive replacements—they possess an eerie independence, acting on instinct, grasping at unseen forces, or reacting to emotions before thought. Learning to control or coexist with this spectral extension is a rite of passage for every Shakarri. Many live by an unshackled code, despising control in any form and feeling drawn to rebellion, sabotage, and resistance. But always, there is the whispered pursuit—the creeping fear that what they fled from still calls to them, waiting for the moment they weaken. Those who succumb are said to vanish, drawn back into the unseen grasp of their forgotten masters.

The Shakarri's defining trait is their phantom limb, a ghostly replacement for what was taken. It flickers between tangible and intangible, responding to their emotions as much as their commands. Their bodies bear echoes of their enslavement—glowing sigils, unseen shackles, or lingering sensations of restraint. Though they live as long as humans, many say those who listen too closely to the whispers fade away long before their time. To be Shakarri is to be forever incomplete, but never powerless—to fight against the forces that would claim them and prove, again and again, that they are free.

Other distinguishing features:

- **Skin Tones:** Vary widely but often have patches of unnatural discoloration—faint veins of silver, blackened scars, or streaks of dim luminescence along their lost limbs.
- **Eyes:** Shakarri eyes often seem fractured, with split pupils, irises with jagged patterns, or even a faint glow that pulses in time with their phantom limb.
- **Hair:** Ranges from pure white to deep black, with streaks of unnatural hues (faint blues, silvers, or dull metallic shades) often appearing as a mark of their severance. Some keep their hair shaved or bound, symbolizing the discipline of control over their past.

- **Phantom Limb Appearance:** The spectral limb is semi-translucent, usually taking on a flickering, smoke-like, or shifting energy form. Some look like shattered glass reassembling itself, while others resemble ethereal chains binding empty space.
- **Body Type:** Shakarri tend to be sturdy and wiry, built for endurance rather than excess strength. Their missing limb does not hinder them physically, but they often move in ways that compensate—shifting weight subtly, adjusting balance instinctively, always aware of what is no longer there.

Gameplay Features:

- **Languages:** Common, Alethean
- **Skill Proficiencies:** Knowledge: Warfare, Knowledge: History, Insight
- **Features:**
 - **Phantom Limb:** Your phantom limb can momentarily become intangible, slipping through physical objects. If your phantom limb is an arm, you gain an additional reaction. If it is your leg, you gain 1 speed.
 - **Will of the Unshackled:** You have advantage on saving throws against charm, fear, and magical compulsion.
 - **Break The Chains:** Once per rest, when you become restrained, immobilized, slowed, or physically manipulated in any way, you may immediately end the effect at a cost of 10 heat.
 - **No Masters:** You resist manipulation and coercion, making you difficult to deceive, intimidate, or magically influence. Social abilities that attempt to control or force your actions have a reduced effect on you.

Languages

Language	Spoken By
Common	Human, most above ground faring races
Alethean	Shakarri, Vorath, Zthaal
Sylvan	Elves, Aasimar, Tiefling, Etrali, and other fey races
Oneiric	Oneirith
Savari	Dragonborn, Tabaxi, Tortles, and other bestial races
Stonespeak	Dwarves, Dragonborn, and other underground faring races

Classes

[Class card document](#)

There are 4 class archetypes in the game. Some classes may belong to more than one archetype:

- **Disruptor:** Disrupt enemy actions and reduce their effectiveness
- **Striker:** Deal lots of damage
- **Supporter:** Empower and restore allies
- **Vanguard:** Control enemy aggression, damage mitigation

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- **Artificer**

- Hybrid Striker + Supporter
- If you like combining gadgets to have the right tool for any situation, you might like the Artificer.
- **Chronomancer**
 - Ranged Disruptor + Supporter
 - If you like to assist your team by improving their performance or hindering enemies, you might like the Chronomancer.
- **Inksoul**
 - Melee Striker + Vanguard
 - If you like to manage risk, balancing on a knife's edge of danger to maximize your strength and durability, you might like the Inksoul.
- **Shade**
 - Ranged Striker + Disruptor
 - If you like to strike from the shadows (literally), seeming to be everywhere at once, while keeping yourself out of harm's way, you might like the Shade.
- **Slayer**
 - Melee Striker
 - If you like dodging in and out of combat while hunting down the most dangerous enemy in a group and taking them out, you might like the Slayer.
- **Starcaller**
 - Ranged Striker
 - If you like high impact ranged combat, simple resource management, and a hint of celestial magic, you might like the Starcaller.
- **Warden**
 - Melee Disruptor + Vanguard
 - If you like being on the front lines, whipping enemies around and redirecting their aggression, you might like the Warden.
- **Warmage**
 - Hybrid Striker
 - If you like dealing massive damage to enemies at short to medium range with fire and earth-based magic attacks, you might like the Warmage.
- **Wyrdsmith**
 - Ranged Disruptor + Striker + Supporter
 - If you like combining abilities based on tactical positioning to deliver devastating attacks or significant assistance to your allies, you might like the Wyrdsmith.
- **Zealot**
 - Melee Striker
 - If you like charging into the fray and letting your battle lust drive you to vicious barrages of attacks, you might like the Zealot.

Each class has the following:

- A base health and health scaling value
- A saving throw proficiency
- A list of skill proficiencies of which two can be learned
- A list of weapon and armor proficiencies
- Four class features at level 1
- A loadout size

Artificer

Ingenious inventors, Artificers combine components to build powerful machines that turn the tide of battle. With preset recipes for machines like Drones, Cannons, and Automatons, they adapt their mechanical arsenal to suit any challenge.

- Starting Health: 32 (+8/lvl)
- Loadout Size: 8
- Skill Pool(Choose 2): Craft, Disable Device, Knowledge: Arcana, Knowledge: Local, Persuasion, Sleight of Hand, Use Magic Device
- Saving Throw Proficiency: Resolve
- Weapon Proficiencies: Hammer, Mace, Conduit Hammer, Crossbow, Wand
- Armor Proficiencies: Light

Class Features:

- **Ingenious Inventor:** You are able to combine components to create magical machines. During a rest, you are able to rearrange ability cards with the same name suffix (Round, Protocol, Field) to create one or more machines. Each machine requires exactly 2 different components. Round suffix cards create a Cannon, Protocol suffix cards create a Drone, and Field suffix cards create a Pylon. Each machine can only use cards with its matching suffix.
 - To create a machine, choose a non-cog effect on one card and a cog effect on another card. The non-cog effect is the primary ability of the machine. The cog effect is a passive bonus that is applied to that machine as long as it is active.
 - All machines have a base health of 15 and gain +5 health per Artificer level.

Machine Type	Part	Machine Rules
Pylon	<ul style="list-style-type: none"> • Hull • Control System 	Medium Machine. Must be deployed for 1AP. Generates Fields that cost AP and generate high Heat, but do not cost heat or AP to maintain. Fields persist for 3 rounds and their effects trigger at the start of the artificer's turn. Pylon Fields are discarded when the Field's duration expires or the machine is destroyed. Speed 0.
Cannon	<ul style="list-style-type: none"> • Hull • Propulsion 	Medium Machine. Must be deployed for 1AP. Fires Rounds that cost AP and generate variable heat, but do not cost heat or AP to maintain. Rounds last for 6 attacks. Cannon Rounds are discarded after 6 attacks or the machine is destroyed. Speed 1.
Drone	<ul style="list-style-type: none"> • Propulsion • Control System 	Tiny Machine. Automatically deploys. Executes Protocols which cost AP and generate low heat, but only cost heat to maintain. Protocols last until cancelled and their effects trigger at the start of the artificer's turn. Drone Protocols are only discarded when the machine is destroyed. Speed 3.
Automaton	<ul style="list-style-type: none"> • Hull • Propulsion • Control System 	Medium Machine. Automatically deploys. Can use Drone Protocols, Pylon Fields, and Cannon Rounds. Costs heat to maintain. Pylon Fields applied to Automatons last until the machine is destroyed. Speed 4.

- **Deft Hands:** You have advantage on Use Magic Device and Disable Device checks when physically manipulating devices. You can dismantle equipment, mechanical, and magical devices or constructs for 1d4 Scrap per object. You can also repair and maintain mundane items and everyday objects, restoring 1d10 + 1d10*Per3Lvl health to a damaged item in 1 hour of work.
- **Arcane Analysis:** You have advantage on checks made to examine or study magical objects. When you succeed, you learn an additional piece of information about the object—such as its primary function, hidden

properties, weaknesses, or how it might interact with other magical or mechanical effects. This feature does not require you to touch or alter the object.

- **Magnetic Adjustment:** Once per round as a free action, you may push a machine within range 4 until it is 4 squares away from you, or you may pull a machine within range 4 until it is adjacent to you. Movement ends if a space is occupied.

Level 2 Class Feature

- **Gadgeteer's Toolkit:** You can utilize your base components and miscellaneous scrap into useful gadgets noted in the table below:

Tool	Components Required
Lantern, Spyglass, Container, Ladder, Ballistic Shield, Cooling System, Forge, Cooking Pot	Hull + Scrap or 3x Scrap
Grappling Hook, Fan, Launcher, Crank Pulley, Thruster	Propulsion + Scrap or 3x Scrap
Magic Compass, Message Stones, Warning Bell, Scrying Stones, Remote Control Module, Beacon, Self Writing Quill	Control System + Scrap or 3x Scrap

Level 3 Class Feature

- **Adaptive Engineering:** Once per round, when one of your creations is activated, you can enhance its functionality:
 - **Overclock:** Reduce the AP cost of the ability by 1, but increase its heat generation by 50%.
 - **Efficiency Boost:** Reduce the heat cost of the ability by 50%.
 - **Precision Calibration:** The creation gains advantage on its next die roll or its effect range increases by 2 squares.

Chronomancer

Manipulators of time, Chronomancers bend reality to aid their allies and hinder their enemies. With abilities that slow, hasten, or rewind, they deftly control the flow of battle and provide strategic support to their team.

- Starting Health: 31 (+9/lvl)
- Loadout Size: 6
- Skill Pool(Choose 2): Diplomacy, Sleight of Hand, Investigation, All Knowledge subcategories
- Saving Throw Proficiency: Resolve
- Weapon Proficiencies: Wand, Staff, Orb, Focus Shard
- Armor Proficiencies: Light

Class Features:

- **Reverse The Sands:** Once per rest, whenever you or an ally you can see make any roll, before determining the outcome of the roll, you or that ally may reroll, taking the new result.
- **Temporal Scholar:** Gain advantage on skill checks related to history or time magic. Instead of taking a long rest, you are able to create a localized time bubble around yourself while meditating that allows you to speed time up for yourself. You gain the benefits of a long rest after only 4 hours of meditating.
- **Timekeeper's Insight:** You can perfectly measure the passage of time and always know the exact hour, day, and duration of any event you've experienced. Additionally, you can sense when a creature is magically displaced in time.
- **Chrono-Revision:** Once per day, you may accelerate or reverse time for an object that can be held and weighs less than 5 pounds. Additionally, once per day, you may immediately return an ability card you just used to your hand.

Level 2 Class Feature

- **Glimpse of History:** Once per day, you are able to view the past 24 hours at your current location for 1 minute. You are not able to interact with any creature or object, and you cannot move from the initial

location. You are only able to see and hear. While you are perceiving the past, your physical body is considered helpless.

Level 3 Class Feature

- **Slipstream Movement:** Whenever you take a move action during your turn, until the end of the round, you may shift 1 as a free reaction. For each space of movement you could have moved but didn't, increase the amount you can shift by 1. This feature can only be performed once per round.

Inksoul

Bound by arcane sigils etched into their flesh, the Inksoul channels raw magical energy through their tattoos, fueling both martial prowess and supernatural resilience. With each strike and movement, their body glows with stored power, growing stronger as their Heat builds. But mastery requires balance: too little Heat, and their strength wanes; too much, and the energy sears them from within.

- Starting Health: 38 (+15/lvl)
- Loadout Size: 6
- Skill Pool(Choose 2): Acrobatics, Athletics, Insight, Diplomacy, Knowledge: Arcana, Knowledge: Mythology, Knowledge: History, Perception
- Saving Throw Proficiency: Endurance
- Weapon Proficiencies: None
- Armor Proficiencies: Light

Class Features:

- **Living Canvas:** Your natural Heat capacity is increased by 10. Instead of resetting to 0, at the beginning of your turn, your current heat decreases by 10. Some of your ability cards are tagged with the Tattoo keyword. A Tattoo tagged card is not discarded when played and has no immediate effect. Instead it grants the use of an ability while that Tattoo is active. Tattoos generate Heat each turn that they are active, noted by Sustain X. The Sustain amount is added at the beginning of your turn, but after your Heat reduction occurs. There are two ways to deactivate/cancel a tattoo:
 - For 2 AP during your turn, and it is returned to your hand.
 - As a free action, but the card is discarded.
- **Inkbound Vitality:** Your body is strengthened by the magic within your tattoos. You recover 1 level of exhaustion during a short rest, gain the benefits of a long rest after only 4 hours, and receive half damage from ongoing damage from poisons, fire, and cold. Scorching heat or freezing cold barely affect you, and you can walk barefoot across harsh terrain or withstand environmental stress longer than most.
- **Runic Empowerment:** You gain 1 damage reduction per 10 heat you have. The damage dice of your unarmed attacks increases by 1 step per 10 heat you have.
- **Blooming Brand:** Your Lotus tattoo pulses with warmth when you focus on restoring balance to an ally. During a short rest, you may have an ally recover an additional ¼ of your health or an additional exhausted ability card less than or equal to half your level(rounded up). During a long rest, you may have an ally remove one level of the exhausted condition.

Level 2 Class Feature

- **Sigil of the Wanderer:** A compass-like tattoo shifts in response to your intentions. By focusing for 1 minute, your tattoo points toward a known location within a day's travel, such as a town, landmark, or a place you've previously visited.

Level 3 Class Feature

- **Resonance:** For each active tattoo after the first, your [W] attacks deal an additional die of damage.

Starcaller

The Starcaller is a celestial archer bound by a pact with the heavens, channeling the rhythm of the stars through every shot. Their power flows in cycles: swift and relentless in Rising Star, devastating and precise at the Zenith, and overwhelming as radiant storms in Falling Star. Simple to wield yet dazzling in execution, the Starcaller embodies the grace and fury of the constellations, making every arrow a fragment of the night sky.

- Starting Health: 29 (+9/lvl)

- Loadout Size: 6
- Skill Pool(Choose 2): Perception, Athletics, Survival, Stealth, Acrobatics, Knowledge: Mythology, Knowledge: Arcana
- Saving Throw Proficiency: Avoidance
- Weapon Proficiencies: Longbow, Crossbow, Javelin
- Armor Proficiencies: Light

Class Features:

- **Pact with the Stars:** You have made a pact with a celestial being, granting you a fragment of their power. You rotate through 3 phases in order: Rising Star, Zenith, and Falling Star. You begin combat in Rising Star and transition to the next phase at the beginning of each of your turns:
 - Rising Star: Your movement does not provoke attacks of opportunity.
 - Zenith: The damage die of your attacks are increased by 1 step(if the die is already a d12, add a die instead)
 - Falling Star: You may add a second target to single target abilities or increase the radius of area abilities by 1.
- **Stellar Convergence:** At the start of the Rising Star phase, you may designate a single target within Range 10. The next ability card you use against that target is returned to your hand after it resolves. You may only have one target designated at a time.
- **Astral Sight:** While you are aboveground and outdoors, you treat dark areas as dimly lit and dimly lit areas as bright.
- **Guiding Intervention:** Once per rest, you can grant one adjacent ally advantage on their next speech related skill check, representing a perfectly timed intervention based on predicted celestial rhythm.

Level 2 Class Feature

- **Precision Observation:** By concentrating for 1 round, you may attempt to observe fine details or subtle vulnerabilities on a target or object up to Range 50, regardless of atmospheric interference. Success grants you three specific, non-obvious facts about the distant target.

Level 3 Class Feature

- **Celestial Volley:** During Zenith phase, note the highest amount of damage you deal with a single attack action. During Falling Star phase, each time you hit an enemy, you deal additional damage equal to half the noted damage.

Shade

Masters of the shadows, Shades summon and manipulate living darkness to strike at their enemies and protect themselves. Their abilities allow them to generate, move, and attack through shadows, making them elusive and unpredictable in combat.

- Starting Health: 29 (+8/lvl)
- Loadout Size: 7
- Skill Pool(Choose 2): Acrobatics, Deception, Disable Device, Insight, Knowledge: Mythology, Knowledge: Planes, Perception, Sleight of Hand, Stealth
- Saving Throw Proficiency: Resolve
- Weapon Proficiencies: Dagger, Wand, Mace, Focus Shard
- Armor Proficiencies: Light

Class Features:

- **Shadow Anchors:** Your abilities create, manipulate, and consume shadow anchors. Shadow Anchors visually appear as a slowly shifting pool of magical darkness on the ground. Shadow Anchors are only perceived if the target succeeds on a Perception check of 100 in darkness, 75 in dim light, and 15 in bright light. You may have up to $3 + 1 * \text{Per5Lvl}$ shadow anchors under your control at a time. If a new anchor would be created while you already have the maximum available, remove one of your choice before placing a new one. Shadow Anchors dissipate when they are over 50 feet away from you.
- **Shadow Puppeteer:** You may create or move a shadow anchor equal to your base Speed at a cost of 0 AP during your turn. The cost increases by 1 AP each time you use this feature during the same turn. A created

shadow anchor must be placed in your space or in an adjacent space. You can only move Shadow Anchors to locations that you know exist. You may perform a basic melee attack through a shadow anchor for 1[W] damage for 1AP.

- **Shadowmeld:** You have advantage on Stealth checks to hide in darkness or shadows. Attacks against you have combat disadvantage while you're in dim light or darkness.
- **Whisper of the Abyss:** You can see and hear through your shadow anchors as if you were standing in their location. While you are perceiving through an anchor, your physical body is considered helpless. While a Shadow Anchor is sharing a space with an ally, you can telepathically send them messages.

Level 2 Class Feature

- **Umbral Passage:** While in dim light or darkness, you can squeeze through gaps and spaces as small as 1 inch wide.

Level 3 Class Feature

- **Echoing Shadows:** Whenever you attack via one or more shadow anchors, deal 1d4 + 1d4*Per2Lvl damage to a secondary enemy within range 1 of each anchor that you attacked through.

Slayer

Hunters of the monstrous and unnatural, Slayers specialize in marking and defeating powerful foes. Armed with research-driven weapon oils and cunning traps, they fight in melee with precision and preparation, ensuring they're always one step ahead of their prey.

- Starting Health: 35 (+10/lvl)
- Loadout Size: 6
- Skill Pool(Choose 2): Athletics, Acrobatics, Investigation, Survival, Perception, Knowledge: Nature
- Saving Throw Proficiency: Avoidance
- Weapon Proficiencies: Sword, Hammer, Mace, Axe, Dagger, Longbow, Crossbow
- Armor Proficiencies: Light, Medium, Shields

Class Features:

- **Nimble:** The Slayer has a +2 bonus to Speed and a +10 bonus to Avoidance.
- **Slayer Network:** The Slayer has access to a network of alchemists and faunarchs, allowing them to acquire reagents needed for their concoctions as well as to gather information on dangerous creatures.
- **Signature Mark:** The Slayer can leave a personal mark on their targets, allowing them to track their quarry across vast distances. You must touch the target to apply the mark and may do so as part of an attack action.
- **Slayer Compounds:** The Slayer is skilled at preparing for dangerous encounters by crafting potions, bombs, and other consumables. Each item costs 1 AP to use in combat unless otherwise noted. Potions can only be used by you or other Slayers and become inert after 12 hours. You can craft and carry up to 2*Per4Lvl of the following potions or bombs during a long rest (requires 1 hour of downtime):
 - **Potion of Vitality:** Restores 8 HP*Lvl when consumed.
 - **Potion of Elemental Resistance:** Grants DR 10 to an elemental damage type of your choice for 5 minutes.
 - **Elemental Bomb:** Create a bomb that explodes with an elemental effect when thrown at an enemy within range 3, dealing 5 +5*Per3Lvl damage and causing them to take an ongoing 5+5*Per3Lvl damage based on the element chosen (endurance 60 save ends).
 - **Elixir of Strength:** For 1 minute, your attacks deal 1+1*Per6Lvl additional dice of damage.

Level 2 Class Feature

- **Instincts:** Once per day, when making a skill check involving uncertainty, instead of rolling, you may have the DM flip a coin and hide the result. If the result is heads, it is treated as a 100, if it is tails, a 0. Trust your gut!

Level 3 Class Feature

- **Always Prepared:** During a short rest, you can replace any cards in your loadout with cards of the same level or lower from your class knowledge. If a card from your loadout was in the discard pile, the card that replaces it will be in the discard pile. Do this before you recover cards as part of the rest.

Warden

A stalwart protector, the Warden excels at defending allies with stances that radiate supportive effects and abilities that provide barriers or healing. Charging into danger to shield their companions, Wardens are a reliable cornerstone of any team.

- Starting Health: 36 (+13/lvl)
- Loadout size: 6
- Skill Pool(Choose 2): Athletics, Survival, Perception, Diplomacy, Handle Animal, Medicine, Knowledge: Nature
- Saving Throw Proficiency: Endurance
- Weapon Proficiencies: Staff, Sword, Hammer, Mace, Axe, Conduit Hammer
- Armor Proficiencies: Light, Medium, Heavy, Shields

Class Features

- **Stalwart:** Some of your abilities have the Stance tag. An ability with the Stance tag is not discarded when it is played. It lasts until cancelled and offers either a recurring or persistent effect. Only one Stance card can be active at a time. Additionally, if an ability or effect would apply forced movement to you while you have a Stance active, you may reduce the number of squares that it moves you by 1. If the source of the forced movement is a character that is adjacent to you, you may perform a Slide 1 on that character.
- **Intervene:** While you have a shield equipped, you may intercept a non-area attack against an adjacent ally. Recharges on short rest.
- **Commanding Presence:** You have advantage when making a skill check involving taking control of a situation or directing people who are unsure of what to do.
- **Wild Empathy:** You are able to understand the basic emotions and intentions of natural creatures. You gain advantage on Handle Animal checks when used to calm hostile natural creatures.

Level 2 Class Feature

- **Nature's Shelter:** Once per day, you are able to construct a temporary shelter using materials in a natural environment. This shelter protects from any external elements and takes 15 minutes to create.

Level 3 Class Feature

- **Draw Ire:** Whenever you manipulate an enemy's movement, you may have that character succeed on a Resolve 60 save or be forced to focus on you until the end of its next turn.

Warmage

Masters of volatile energy, Warmages thrive in the heat of battle, channeling fire and earth magic to devastate foes and shield allies. As their abilities fuel an ever-climbing Heat mechanic, they can unleash overwhelming effects but must carefully balance their power to avoid overloading.

- Starting Health: 32 (+9/lvl)
- Loadout Size: 6
- Skill Pool(Choose 2): Perception, Investigation, intimidate, Use Magic Device, Craft, Knowledge: Arcana, Knowledge: Warfare
- Saving Throw Proficiency: Endurance
- Weapon Proficiencies: Wand, Orb, Staff, Sword, Mace, Axe, Focus Shard
- Armor Proficiencies: Light, Medium, Shields

Class Features:

- **Overload & Discharge:** Your abilities may have the Overload or Discharge keywords, written as Overload X or Discharge X. Overload allows you to generate an additional X Heat to enhance the ability in some way. Discharge requires you to consume X Heat as an additional cost to perform the ability. You must choose to Overload before you roll expertise.
- **Delayed Combustion:** During your turn, you don't calculate overhear damage immediately after exceeding your Heat capacity. Instead, you calculate it at the end of your turn. Any Heat gained outside of your turn is calculated normally.
- **Earthshaper:** You are able to shape or mold earth and stone to create simple structures such as barriers, pathways, or temporary shelters up to 5 feet * Per4Lvl.

- **Thermal Enchantment:** During a Long Rest, you can enchant a piece of armor with earth magic, enhancing its Heat absorption capabilities. For 24 hours, increase the Heat Capacity of that piece of armor by $5+5*\text{Per5Lvl}$. Only one piece of armor can be enchanted this way at a time.
- **Sootscribe:** You can create symbols or messages in soot or ash that can only be read by those of your choice. These markings resist natural weathering and can only be erased by you, another Warmage, or through a magical dispel effect.

Level 2 Class Feature

- **Ignition Aura:** Whenever you Overload a spell, allies within range 4 gain $1d6+1d6*\text{Per5Lvl}$ damage on their next basic or Martial tagged attack that occurs within 1 minute.

Level 3 Class Feature

- **Stoneheart:** Whenever you cast a spell with Discharge, you gain a barrier for $3 + 3*\text{Per3Lvl}$.

Wyrdsmith

Harnessing the power of words, Wyrdsmiths use single-word abilities to both damage enemies and bolster allies. Their unique modifiers reshape the battlefield, allowing them to adapt and convert attacks into devastating lines or wide-reaching cones.

- Starting Health: 31 (+9/lvl)
- Loadout Size: 8
- Skill Pool(Choose 2): Insight, Performance, Diplomacy, Use Magic Device, Knowledge: Arcana, Knowledge: Mythology, Knowledge: History
- Saving Throw Proficiency: Resolve
- Weapon Proficiencies: Wand, Orb, Staff, Mace, Dagger, Focus Shard
- Armor Proficiencies: Light, Shields

Class Features:

- **Arcane Linguist:** You have proficiency in 2 additional languages and you have advantage when attempting to identify magical artifacts or decipher a forgotten language.
- **Charismatic:** You have advantage on speech related skill checks. Once per day, whenever an ally that you can see performs a skill check involving speech, you may have that player perform the check with a bonus equal to half of your ranks in the related skill.
- **Word of the Day:** After you have selected your loadout during a long rest, choose one ability card with a level equal to $\text{LVL}/2$ (rounded up). Reduce the expertise trigger value of that card by $5*\text{Per1Lvl}$ and its AP cost by 1.
- **Echoed Voice:** Once per day, you can perfectly imitate a single phrase that you have heard in the past 8 hours. If the phrase has any magical effects, they are replicated.

Level 2 Class Feature

- **Wyrdwarp:** Once per day, you can temporarily alter the meaning of a word in the fabric of reality while concentrating for 1 minute. This affects reality in a Nova 2 radius around you. The Nova radius increases by 1 every 4 levels.
 - The redefinitions must be the same part of speech(nouns must be redefined to nouns) and reality may resist the change depending on the relativity of the words chosen, causing the effect to have a shorter duration.
 - Ex: Warp "burning"(adjective) to "freezing,"(adjective) causing fire-based attacks to deal cold damage.
 - Ex: Warp "door" to "leaf" to turn all doors in the vicinity to leaves

Level 3 Class Feature

- **Lingering Intent:** The first Wyrd tagged ability you use each turn persists for an additional round, applying its effects to your next eligible ability.

Zealot

Driven by unshakable faith, Zealots charge into battle with relentless fury, using their Zeal to fuel divine strikes and relentless attacks. As berserkers empowered by their gods, they embody unyielding conviction and overwhelming force.

- Starting Health: 35 (+11/lvl)
- Loadout Size: 6
- Skill Pool(Choose 2): Athletics, Insight, Investigation, Intimidate, Knowledge: Religion, Knowledge: Warfare, Knowledge: History
- Saving Throw Proficiency: Endurance
- Weapon Proficiencies: Sword, Axe, Hammer, Mace, Conduit Hammer, Javelin
- Armor Proficiencies: Light, Medium

Class Features:

- **Divine Conviction:** Your abilities create and consume Zeal to increase their effects. You have a maximum of 3 + 1*Per6Lvl Zeal.
 - Abilities that consume Zeal have Wrath X, where X is the Zeal cost.
 - You gain 1 Zeal in the following ways:
 - Whenever you begin your turn next to an enemy
 - The first time you damage an enemy in a round
 - The first time you take damage from an enemy in a round
- **The Brotherhood:** As a devoted servant of your faith, you have cultivated deep connections with religious organizations across the realm. You can enter holy grounds, temples, and other restricted religious sites without arousing suspicion, you may call upon clergy members for assistance, and you have advantage on persuasion, insight, and intimidation checks when dealing with members of your faith or allied religions.
- **Faithful Aura:** Small blessings seem to follow your group. Once per day, you can ask your god for a minor miracle (e.g., purifying spoiled water, starting a fire in wet conditions, or calming wild animals).
- **Sanctified Ritualist:** You can consecrate an area during a rest, providing a calming effect. During a short rest, allies within the area regain an additional 1d4 + 1d4*Per2Lvl health. During a long rest, allies receive the benefits of resting after only 4 hours, and may sleep in their armor without a penalty.

Level 2 Class Feature

- **Wrath of the Faithful:** As a reaction, you may mark an enemy that has dealt damage to an ally you can see. While an enemy is marked by you, you deal an extra 1[W] damage to it. Recharges on short rest.

Level 3 Class Feature

- **Zealous Advance:** Once per turn, when you hit an enemy with a melee attack, you may shift 2.

Backgrounds

- Background is “where you came from.” At this time, the 5th edition backgrounds are being used as **placeholder**. A background will provide the following information for your character:
- Two skill proficiencies
- Additional starting equipment
- Possibly a tool proficiency
- Possibly a language
- 1 background feature

Acolyte

You have spent your life in the service of a temple to a specific god or pantheon of gods. You act as an intermediary between the realm of the holy and the mortal world, performing sacred rites and offering sacrifices to conduct worshipers into the presence of the divine. You are not necessarily a cleric—performing sacred rites is not the same as channeling divine power.

Choose a god, a pantheon of gods, or some other quasi-divine being from among those specified by your DM, and work with your DM to detail the nature of your religious service. Were you a lesser functionary in a temple, raised from childhood to assist the priests in the sacred rites? Or were you a high priest who suddenly experienced a call to serve your god in a different way? Perhaps you were the leader of a small cult outside of any established temple structure, or even an occult group that served a fiendish master that you now deny.

Skill Proficiencies: Insight, Knowledge: Religion

Languages: Two of your choice

Equipment: A holy symbol (a gift to you when you entered the priesthood), a prayer book or prayer wheel, 5 sticks of incense, vestments, a set of common clothes, and a belt pouch containing 15 gp

Feature: Shelter of the Faithful

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells.

Those who share your religion will support you (but only you) at a modest lifestyle. You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve (if you remain on good terms with it) or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

Charlatan

You have always had a way with people. You know what makes them tick, you can tease out their hearts' desires after a few minutes of conversation, and with a few leading questions, you can read them like they were children's books. It's a useful talent, and one you're perfectly willing to use to your advantage.

You know what people want, and you deliver—or rather, you promise to deliver. Common sense should steer people away from things that sound too good to be true, but common sense seems to be in short supply when you're around. The bottle of pink-colored liquid will surely cure that unseemly rash, this ointment—nothing more than a bit of fat with a sprinkle of silver dust—can restore youth and vigor, and there's a bridge in the city that just happens to be for sale. These marvels sound implausible, but you make them sound like the real deal.

Skill Proficiencies: Deception, Sleight of Hand

Tool Proficiencies: Disguise kit, forgery kit

Equipment: A set of fine clothes, a disguise kit, tools of the con of your choice (ten stoppered bottles filled with colored liquid, a set of weighted dice, a deck of marked cards, or a signet ring of an imaginary duke), and a belt pouch containing 15 gp

Favorite Schemes

Every charlatan has an angle they use in preference to other schemes. Choose a favorite scam or roll on the table below.

d6	Scam
1	I cheat at games of chance.
2	I shave coins or forge documents.
3	I insinuate myself into people's lives to prey on their weakness and secure their fortunes.
4	I put on new identities like clothes.
5	I run sleight-of-hand cons on street corners.
6	I convince people that worthless junk is worth their hard-earned money.

Feature: False Identity

You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents, including official papers and

personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

Entertainer

You thrive in front of an audience. You know how to entrance them, entertain them, and even inspire them. Your poetics can stir the hearts of those who hear you, awakening grief or joy, laughter or anger. Your music raises their spirits or captures their sorrow. Your dance steps captivate, and your humor cuts to the quick. Whatever techniques you use, your art is your life.

Skill Proficiencies: Acrobatics, Performance

Tool Proficiencies: Disguise kit, one type of musical instrument

Equipment: A musical instrument (one of your choice), the favor of an admirer (a love letter, lock of hair, or trinket), a costume, and a belt pouch containing 15 gp

Entertainer Routines

A good entertainer is versatile, spicing up every performance with a variety of different routines. Choose one to three routines or roll on the table below to define your expertise as an entertainer.

d10	Entertainer Routine
1	Actor
2	Dancer
3	Fire-eater
4	Jester
5	Juggler
6	Instrumentalist
7	Poet
8	Singer
9	Storyteller
10	Tumbler

Feature: By Popular Demand

You can always find a place to perform, usually in an inn or tavern, but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment) as long as you perform each night.

In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

Criminal

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You're far closer than most people to the world of murder, theft, and violence that pervades the underbelly of civilization, and you have survived up to this point by flouting the rules and regulations of society.

Skill Proficiencies: Deception, Stealth

Tool Proficiencies: One type of gaming set, thieves' tools

Equipment: A crowbar, a set of dark common clothes including a hood, and a belt pouch containing 15 gp

Criminal Specialty

There are many kinds of criminals, and within a thieves' guild or similar criminal organization, individual members have particular specialties. Even criminals who operate outside of such organizations have strong preferences for certain kinds of crimes over others.

Choose the role you played in your criminal life, or roll on the table below.

d8	Specialty	d8	Specialty
1	Blackmailer	5	Highway robber
2	Burglar	6	Hired killer
3	Enforcer	7	Pickpocket
4	Fence	8	Smuggler

Feature: Criminal Contact

You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances. Specifically, you are familiar with the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

Folk Hero

You come from a humble social rank, but you are destined for so much more. Already, the people of your home village regard you as their champion, and your destiny calls you to stand against the tyrants and monsters that threaten the common folk everywhere.

Skill Proficiencies: Perception, Survival

Tool Proficiencies: One type of artisan's tools, vehicles (land)

Equipment: A set of artisan's tools (one of your choice), a shovel, an iron pot, a set of common clothes, and a belt pouch containing 10 gp

Defining Event

You previously pursued a simple profession among the peasantry, perhaps as a farmer, miner, servant, shepherd, woodcutter, or gravedigger. But something happened that set you on a different path and marked you for greater things. Choose or randomly determine a defining event that marked you as a hero of the people.

d10	Defining Event
1	I stood up to a tyrant's agents.
2	I saved people during a natural disaster.
3	I stood alone against a terrible monster.
4	I stole from a corrupt merchant to help the poor.
5	I led a militia to fight off an invading army.
6	I broke into a tyrant's castle and stole weapons to arm the people.
7	I trained the peasantry to use farm implements as weapons against a tyrant's soldiers.
8	A lord rescinded an unpopular decree after I led a symbolic act of protest against it.
9	A celestial, fey, or similar creature gave me a blessing or revealed my secret origin.
10	Recruited into a lord's army, I rose to leadership and was commended for my heroism.

Feature: Rustic Hospitality

Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners unless you have shown yourself to be a danger to them.

They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

Guild Artisan

You are a member of an artisan's guild, skilled in a particular field and closely associated with other artisans. You are a well-established part of the mercantile world, freed by talent and wealth from the constraints of a feudal social order. You learned your skills as an apprentice to a master artisan, under the sponsorship of your guild, until you became a master in your own right.

Skill Proficiencies: Craft, Diplomacy

Tool Proficiencies: One type of artisan's tools

Languages: One of your choice

Equipment: A set of artisan's tools (one of your choice), a letter of introduction from your guild, a set of traveler's clothes, and a belt pouch containing 15 gp

Guild Business

Guilds are generally found in cities large enough to support several artisans practicing the same trade. However, your guild might instead be a loose network of artisans who each work in a different village within a larger realm. Work with your DM to determine the nature of your guild. You can select your guild business from the table below or roll randomly.

d20	Guild Business
1	Alchemists and apothecaries
2	Armorers, locksmiths, and finesmiths
3	Brewers, distillers, and vintners
4	Calligraphers, scribes, and scribes
5	Carpenters, roofers, and plasterers
6	Cartographers, surveyors, and chart-makers
7	Cobblers and shoemakers
8	Cooks and bakers
9	Glassblowers and glaziers
10	Jewelers and gemcutters
11	Leatherworkers, skinners, and tanners
12	Masons and stonecutters
13	Painters, limners, and sign-makers
14	Potters and tile-makers
15	Shipwrights and sailmakers
16	Smiths and metal-forgers
17	Tinkers, pewterers, and casters
18	Wagon-makers and wheelwrights
19	Weavers and dyers
20	Woodcarvers, coopers, and bowyers

As a member of your guild, you know the skills needed to create finished items from raw materials (reflected in your proficiency with a certain kind of artisan's tools), as well as the principles of trade and good business practices. The question now is whether you abandon your trade for adventure or take on the extra effort to weave adventuring and trade together.

Feature: Guild Membership

As an established and respected member of a guild, you can rely on certain benefits that membership provides:

- Your fellow guild members will provide you with lodging and food if necessary, and they will pay for your funeral if needed.
- In some cities and towns, a guildhall offers a central place to meet other members of your profession, which can be a good place to meet potential patrons, allies, or hirelings.
- Guilds often wield tremendous political power. If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable.
- You can also gain access to powerful political figures through the guild, provided you remain a member in good standing. Such connections might require the donation of money or magic items to the guild’s coffers.

You must pay dues of 5 gp per month to the guild. If you miss payments, you must make up back dues to remain in the guild’s good graces.

Hermit

You lived in seclusion—either in a sheltered community such as a monastery or entirely alone—for a formative part of your life. During this time apart from the clamor of society, you found quiet, solitude, and perhaps some of the answers you were seeking.

- Skill Proficiencies:** Medicine, Knowledge: Religion
- Tool Proficiencies:** Herbalism kit
- Languages:** One of your choice
- Equipment:** A scroll case stuffed full of notes from your studies or prayers, a winter blanket, a set of common clothes, an herbalism kit, and 5 gp

Life of Seclusion

What was the reason for your isolation, and what changed to allow you to end your solitude? You can work with your DM to determine the exact nature of your seclusion, or you can choose or roll on the table below to determine the reason behind your isolation.

d8	Life of Seclusion
1	I was searching for spiritual enlightenment.
2	I was partaking of communal living in accordance with the dictates of a religious order.
3	I was exiled for a crime I didn’t commit.
4	I retreated from society after a life-altering event.
5	I needed a quiet place to work on my art, literature, music, or manifesto.
6	I needed to commune with nature, far from civilization.
7	I was the caretaker of an ancient ruin or relic.
8	I was a pilgrim in search of a person, place, or relic of spiritual significance.

Feature: Discovery

The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. The exact nature of this revelation depends on the circumstances of your seclusion. It might be a profound truth about the cosmos, the deities, powerful beings of the outer planes, or the forces of nature.

Alternatively, it could be a site that no one else has ever seen. You might have uncovered a forgotten fact, unearthed a relic of the past that could rewrite history, or learned information that would be damaging to those who exiled you. This discovery could also be the reason you have now returned to society.

Work with your DM to determine the details of your discovery and its impact on the campaign.

Noble

You understand wealth, power, and privilege. You carry a noble title, and your family owns land, collects taxes, and wields significant political influence. You might be a pampered aristocrat unfamiliar with work or discomfort, a former merchant recently elevated to the nobility, or a disinherited scoundrel with an inflated sense of entitlement. Alternatively, you could be an honest, hard-working landowner who cares deeply for the people living and working on your land, aware of your responsibilities to them.

Work with your DM to determine an appropriate title and how much authority it carries. A noble title isn't just an individual honor—it's tied to your entire family, including their history, reputation, and current standing in the region.

Questions to Consider

- **Family Status:** Is your family old and established, or were you recently granted your title?
- **Influence:** How much power does your family hold, and over what area?
- **Reputation:** What do the other aristocrats and common folk think of your family?
- **Role in the Family:** Are you the heir, the current head of the family, or far down the line of succession?
- **Family Relations:** Are you in good standing with your family, or have you been shunned? How does the head of the family feel about your adventuring career?
- **Symbols:** Does your family have a coat of arms, a signet ring, or particular colors that signify their status? Is there an animal associated with your family, perhaps as a spiritual symbol or emblem?

These details help bring your noble background to life and establish your place in the world of the campaign.

Skill Proficiencies: Knowledge: History, Diplomacy

Tool Proficiencies: One type of gaming set

Languages: One of your choice

Equipment: A set of fine clothes, A signet ring, A scroll of pedigree, A purse containing 25 gp

Feature: Position of Privilege

Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are.

- **Common Folk:** The common folk strive to accommodate you and avoid your displeasure.
- **Nobility:** Other people of high birth treat you as a peer within their social sphere.
- **Access:** You can secure an audience with a local noble if needed.

Outlander

You grew up in the wilds, far from civilization and its comforts. You've witnessed herds migrating across vast landscapes, survived weather so extreme it would terrify city-dwellers, and relished the solitude of being the only thinking creature for miles. The wilderness is in your blood, whether you lived as a nomad, an explorer, a recluse, a hunter-gatherer, or even a marauder. Even in unfamiliar terrain, you know the ways of the wild.

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: One type of musical instrument

Languages: One of your choice

Equipment: A staff, A hunting trap, A trophy from an animal you killed, A set of traveler's clothes, A belt pouch containing 10 gp

Origin

Your time in the wilds has shaped you. Consider the distant lands you've visited and how they influenced you.

You can roll on the table below or choose the role that best fits your background:

d10	Origin	d10	Origin
1	Forester	6	Bounty hunter
2	Trapper	7	Pilgrim
3	Homesteader	8	Tribal nomad
4	Guide	9	Hunter-gatherer
5	Exile or outcast	10	Tribal marauder

Feature: Wanderer

You have an exceptional memory for geography and can recall the general layout of terrain, settlements, and natural features with ease.

- **Map Knowledge:** You can always remember the general layout of any area you've traveled through.
- **Foraging:** You can find food and fresh water each day for yourself and up to five others, provided the land offers resources like berries, small game, or water.

Sage

You spent years immersed in the study of the multiverse. You delved into manuscripts, studied ancient scrolls, and absorbed the wisdom of the greatest minds in your areas of interest. Your tireless dedication has made you an expert in your chosen fields of knowledge.

Skill Proficiencies: Arcana, Knowledge (subclass)

Languages: Two of your choice

Equipment: A bottle of black ink, A quill, A small knife, A letter from a deceased colleague posing a question you have not yet been able to answer, A set of common clothes, A belt pouch containing 10 gp

Specialty

Your scholarly training defines the specific focus of your knowledge. Choose or roll on the following table to determine your specialty:

d8	Specialty	d8	Specialty
1	Alchemist	5	Professor
2	Astronomer	6	Researcher
3	Discredited academic	7	Wizard's apprentice
4	Librarian	8	Scribe

Feature: Researcher

Your studies grant you a talent for finding information.

- **Knowledge Retrieval:** If you don't know a piece of lore, you usually know where to find it or whom to ask. This might mean a library, scriptorium, university, or a sage or learned creature.

However, the DM may decide that the knowledge is hidden in an almost inaccessible location or that it simply doesn't exist. Unearthing the universe's deepest secrets may require an entire adventure or even a full campaign.

Sailor

You sailed the seas for years, braving mighty storms, monsters of the deep, and enemies bent on sinking your ship. Though your heart belongs to the horizon, you've chosen to pursue new adventures.

- Skill Proficiencies:** Acrobatics, Perception
- Tool Proficiencies:** Navigator’s tools, Vehicles (water)
- Equipment:** A belaying pin (treated as a club), 50 feet of silk rope, A lucky charm (such as a rabbit foot, a small stone with a hole in the center, A set of common clothes, A belt pouch containing 10 gp

Feature: Ship’s Passage

- You can secure free passage on a sailing ship for yourself and your companions.
- **Securing Passage:** This may be on the ship you previously served on, or another vessel with which you have a good relationship (perhaps captained by a former crewmate).
 - **Terms:** While the passage is free, you can’t be certain of the schedule or route, and the DM will decide how long it will take to get to your destination. In return, you and your companions are expected to assist the crew during the voyage.

Background Details

- Discuss the nature of the ship you served on with your DM. Was it a merchant vessel, a naval ship, a ship of discovery, or a pirate vessel?
- How famous is the ship? Is it widely traveled, or is it lost and presumed gone?
- What duties did you have aboard—boatswain, navigator, cook, or something else?
- What was the relationship like with the captain and the first mate? Did you leave the crew on good terms, or did you have to run?

Soldier

You have spent your life immersed in war. You trained as a youth, mastering weapons, armor, and survival techniques—especially in battle. Whether you were part of a standing national army, a mercenary company, or a local militia, you have seen the horrors and camaraderie of war firsthand.

- Skill Proficiencies:** Athletics, Intimidation
- Tool Proficiencies:** One type of gaming set, Vehicles (land)
- Equipment:** An insignia of rank, A trophy taken from a fallen enemy (such as a dagger, broken blade, or piece of a banner), A set of bone dice or a deck of cards, A set of common clothes, A belt pouch containing 10 gp

Specialty

During your time in the military, you had a specific role. Roll a d8 or choose from the list below:

d8	Specialty	d8	Specialty
1	Officer	6	Quartermaster
2	Scout	7	Standard Bearer
3	Infantry	8	Support Staff (cook, blacksmith, etc.)
4	Cavalry		
5	Healer		

Feature: Military Rank

Your military rank commands respect and recognition. Soldiers loyal to your former organization recognize your authority and defer to you if they are of a lower rank.

- **Influence:** You can use your rank to exert influence over other soldiers.
 - **Requisitioning Equipment:** You can request simple equipment or horses for temporary use.
 - **Access:** You have access to friendly military encampments and fortresses, where your rank is acknowledged.
-

Background Details

- Work with your DM to determine the military organization you were part of and your rank. Was it a national army, town guard, village militia, or a mercenary company?
- What kind of experiences did you have in your military career? What was your rank, and how did you rise through the ranks (if you did)?
- What role did you play—officer, scout, infantry, cavalry, or support staff?

Urchin

You grew up on the streets, orphaned and poor. Without anyone to care for you, you learned to rely on yourself. Whether by cunning, speed, strength, or a combination of each, you fought for food, shelter, and survival. You slept in alleys, on rooftops, and endured hardship without medicine or care. Through it all, you survived, and now you're ready to start a new chapter in life.

Skill Proficiencies: Sleight of Hand, Stealth

Tool Proficiencies: Disguise Kit, Thieves' Tools

Equipment: A small knife, A map of the city where you grew up, A pet mouse, A token to remember your parents by, A set of common clothes, A belt pouch containing 10 gp

Feature: City Secrets

You know cities like the back of your hand. You can navigate urban landscapes with ease, using hidden passages and shortcuts others would miss.

- **Speed:** When not in combat, you (and any companions you lead) can travel between two locations within a city at twice your normal speed.
-

Background Details

- How did you break free of your desperate circumstances? Was it through a lucky break, a clever plan, or a mentor?
- What kind of money did you earn to start your adventuring life? Did you steal it, earn it through a legitimate job, or perhaps receive a reward for a deed done?
- How did you survive on the streets? Were you a pickpocket, a lookout, or perhaps a street performer?

Traits

- Traits are a way to narratively ground your individual character and adventuring group. There are two types of Traits: Group and Personal. A group trait is agreed upon by the adventuring group at the beginning of a campaign and explains what shared goal or motivation unites them(why are we traveling together?). A personal trait is the character's outlook(how do I interact with the world?).

Example Group Traits

- **Duty:** You are bound by oath, law, or responsibility to protect others or fulfill an obligation.
- **Curiosity:** You share a hunger for discovery, knowledge, or mystery.
- **Fame:** You crave recognition, glory, or to make your names echo through history.

- **Revenge:** You have suffered the same injustice or enemy, and now hunt retribution together.
- **Survival:** You are banded together simply to endure a hostile world.
- **Wealth:** You adventure for treasure, opportunity, or economic power.
- **Justice:** You are united in upholding fairness, law, or punishing wrongdoing.
- **Faith:** A shared belief, prophecy, or divine calling compels you onward.
- **Redemption:** Each of you seeks atonement for past deeds, and you've chosen this journey to earn it.
- **Legacy:** You strive to leave behind something greater: restoring a kingdom, protecting your people, or forging a myth.
- **Companionship:** You simply value the bond between you, traveling as chosen family.
- **Chaos:** The world is rigid; together you shake it up for thrill, rebellion, or fun.
- **Balance:** You believe the world must be preserved from extremes, and act as stewards of that balance.
- **Ambition:** You share a collective goal of rising higher — be it political power, magical mastery, or conquest.
- **Hope:** You cling to the idea that the future can be better, and you will be the ones to prove it.

Example Personal Traits

- **Stubborn:** Once your mind is set, it's nearly impossible to change it.
- **Optimistic:** You always expect the best, even when the odds look grim.
- **Cynical:** You question everything and trust little.
- **Ambitious:** You aim higher than most, pushing yourself (and others) toward greatness.
- **Humble:** You downplay your talents and seek little recognition.
- **Kind-hearted:** You go out of your way to help others, even strangers.
- **Hot-headed:** Your temper flares easily, and you act before you think.
- **Protective:** You put others' safety above your own.
- **Reckless:** You leap before you look, drawn to risk.
- **Loyal:** Once your trust is earned, you'll never betray it.
- **Just:** You have a strong sense of right and wrong and act accordingly.
- **Pragmatic:** You'll do what works, even if it isn't the "right" way.
- **Curious:** You constantly ask questions and explore what others ignore.
- **Faithful:** Your beliefs, spiritual or otherwise, guide your choices.
- **Vengeful:** You never forget a wrong done to you or yours.
- **Cautious:** You rarely act without weighing risks first.
- **Brave:** Fear doesn't stop you, even when maybe it should.
- **Charismatic:** You naturally attract attention and sway others.
- **Quiet:** You prefer silence and observation over talking.
- **Resourceful:** You can make do with what you have, no matter how little.

Skills

- A skill that is action based costs 1 AP to use in combat, while a skill that is not action based costs 0 AP. For example, using athletics to attempt to break down a door would cost 1 AP, while intimidating someone into surrendering would cost 0 AP.
- To perform a skill check, roll 1d100 and add your skill rank. If value \geq DC, success

Skill Check DC Table

Very Easy	Easy	Moderate	Hard	Very Hard
35	55	75	95	115

Outcome Reference Tables

Proficient % Success (Even Distribution)

Level	Est Rank	V Easy (35)	Easy (55)	Moderate (75)	Hard (95)	Very Hard (115)
1	25	91%	71%	51%	31%	11%

2 Skill Focus						
4	40	100%	86%	66%	46%	26%
8	52	100%	98%	78%	58%	38%
12	59	100%	100%	85%	65%	45%
16	65	100%	100%	91%	71%	51%
20	67	100%	100%	93%	73%	53%
4 Skill Focus						
4	33	99%	79%	59%	39%	19%
8	41	100%	87%	67%	47%	27%
12	47	100%	93%	73%	53%	33%
16	51	100%	97%	77%	57%	37%
20	53	100%	99%	79%	59%	39%
6 Skill Focus						
4	28	94%	74%	54%	34%	14%
8	32	98%	78%	58%	38%	18%
12	35	100%	81%	61%	41%	21%
16	37	100%	83%	63%	43%	23%
20	39	100%	85%	65%	45%	25%

Non - Proficient % Success (Even Distribution)

Level	Est Rank	V Easy (35)	Easy (55)	Moderate (75)	Hard (95)	Very Hard (115)
1	10	76%	56%	36%	16%	0%
2 Skill Focus						
4	25	91%	71%	51%	31%	11%
8	40	100%	86%	66%	46%	26%
12	52	100%	98%	78%	58%	38%
16	59	100%	100%	85%	65%	45%
20	63	100%	100%	89%	69%	49%
4 Skill Focus						
4	18	84%	64%	44%	24%	4%
8	26	92%	72%	52%	32%	12%
12	32	98%	78%	58%	38%	18%
16	36	100%	82%	62%	42%	22%
20	38	100%	84%	64%	44%	24%
6 Skill Focus						
4	13	79%	59%	39%	19%	0%
8	17	83%	63%	43%	23%	3%
12	20	86%	66%	46%	26%	6%
16	22	88%	68%	48%	28%	8%
20	24	90%	70%	50%	30%	10%

Acrobatics

- Tightrope walk across a narrow ledge.
- Perform a flip to avoid falling into a trap.

- Escape grapples or bindings with agility.
- Vault over an obstacle during a chase.
- Soften the impact of a fall with a controlled roll.

Athletics

- Break down a locked door with brute force.
- Climb across a turbulent river.
- Climb a sheer cliff or wall.
- Grapple an opponent in combat.
- Hurl a heavy object to trigger a trap safely.

Craft

- Create a makeshift weapon or tool.
- Repair damaged armor or equipment.
- Forge a counterfeit item or document.
- Brew a potion or alchemical concoction.
- Craft a decorative item to impress or barter.

Deception

- Convince a guard you belong in a restricted area.
- Feign ignorance to avoid suspicion.
- Plant false information during a conversation.
- Bluff your way out of a duel or conflict.
- Mimic someone's mannerisms convincingly.

Diplomacy

- Negotiate peace between warring factions.
- Mediate a dispute among villagers.
- Persuade a merchant to give a discount.
- Smooth over tensions after a party member insults someone.
- Establish trust with a wary ally.

Disable Device

- Disarm a ticking time-bomb.
- Pick the lock of a treasure chest.
- Bypass the wiring of a magical ward.
- Jam a trap mechanism to make it safe.
- Disable a complex mechanical contraption.

Handle Animal

- Calm a frightened horse during a storm.
- Train a falcon to deliver messages.
- Command a pet to attack or retrieve an item.
- Identify signs of an animal's illness or injury.
- Convince a wild predator not to attack.

Insight

- Detect if someone is lying during a conversation.
- Sense hidden motives behind someone's actions.
- Understand the emotional state of a tense NPC.
- Discern the subtle dynamics of a group's hierarchy.

- Realize a potential trap based on suspicious behavior.

Intimidate

- Force a bandit to surrender.
- Demand information from a cowering NPC.
- Scare off a pack of wolves with a loud roar.
- Stare down a rival during a negotiation.
- Threaten a merchant into lowering their prices.

Investigation

- Analyze clues to deduce the perpetrator of a crime.
- Find a hidden compartment in a room.
- Decipher an encrypted map or puzzle.
- Examine a corpse to determine the cause of death.
- Search for inconsistencies in a document or evidence.

Knowledge

Knowledge is a category that has several subspecialties that a character can be proficient in. See the below table for their purpose

Knowledge Subcategory Table

History	Knowledge of historical events, significant figures, ancient civilizations, and their impact on the present.
Arcana	Understanding magical theories, traditions, spells, and magical creatures like dragons or constructs.
Religion	Expertise in deities, holy rites, religious traditions, and divine realms.
Nature	Knowledge of plants, animals, weather patterns, and natural environments.
Mythology	Familiarity with ancient myths, folklore, and cultural legends.
Warfare	Knowledge of battle strategies, military hierarchies, and weaponry.
Planes	Understanding of planar cosmology, extradimensional realms, and creatures like demons, angels, and elementals.
Local	Familiarity with local customs, prominent figures, laws, and urban legends.

Linguistics

- Decipher an ancient script or runes.
- Create a cipher to protect a secret message.
- Identify a speaker's regional accent.
- Translate for a party in negotiations with foreigners.
- Write a convincing forgery of a royal decree.

Medicine

- Stabilize a dying ally in battle.
- Diagnose and treat a rare disease.
- Perform surgery to remove a foreign object.

- Apply herbs to neutralize poison.
- Set and splint a broken bone.

Perception

- Spot a hidden trap or ambush.
- Hear faint whispers through a thick door.
- Notice a pickpocket attempting to steal your coin pouch.
- Smell the faint aroma of poison in food.
- Sense subtle vibrations indicating a nearby creature.

Performance

- Sing a ballad to inspire courage in allies.
- Dance to distract a crowd during a heist.
- Recite a poem to impress a noble patron.
- Act convincingly in a staged scenario.
- Play an instrument to charm a hostile audience.

Persuasion

- Convince a reluctant ally to join your cause.
- Talk a guard into granting you passage.
- Encourage a crowd to take up arms against an oppressor.
- Flatter a noble into granting you an audience.
- Win over a skeptical audience in a debate.

Sleight of Hand

- Pickpocket an enemy for their keys.
- Plant evidence on an unsuspecting victim.
- Quickly conceal a weapon in your cloak.
- Swap items unnoticed during an exchange.
- Perform a coin trick to distract a suspicious NPC.

Stealth

Characters may perform a stealth check for free as part of a basic movement.

- Sneak past a group of sentries undetected.
- Hide in the shadows to ambush a foe.
- Tail a target through a crowded marketplace.
- Remain motionless to blend in with your surroundings.
- Evade a pursuer by slipping into a secret passage.

Survival

- Track a fleeing animal or enemy through the wilderness.
- Find potable water in a barren desert.
- Construct a shelter to protect against harsh weather.
- Identify safe plants and animals to eat in the wild.
- Navigate dense forests or mountains without a map.

Use Magic Device

- Activate an unfamiliar magical wand or scroll.
- Bypass the attunement requirements of an artifact.
- Stabilize a malfunctioning magical item.
- Manipulate a cursed object safely.

- Trick a magical ward into believing you are its creator.

Feats

Feats Table

Skillful	Gain proficiency in 2 skills. Gain 15 skill ranks in each of the chosen skills.
Thermal Resilience	Increase your Heat capacity by 10 per 5 levels.
Reactive	You gain an additional Reaction per round.
Focused Precision	Increase your Expertise by 5 per 5 levels.
Gambler's Opportunity	Once per round at the beginning of your turn, you may roll percentile. If the result is ≥ 50 , you gain 1 AP. If it is < 50 , you lose 1 AP.
Mutual Shield	You may use your reaction to shield an adjacent ally from harm. When they would take damage, instead each of you takes half damage. The damage dealt to you bypasses your DR.
Unbreakable Bond	Once per day, when an ally within range 4 is reduced to 0 health, you may use your reaction to prevent them from falling unconscious, causing them to instead drop to 1 health. You have disadvantage on your next non-expertise ability card roll.
Resilient	Gain proficiency in a saving throw and increase it by 15 ranks.
Quick Draw	Switching or drawing weapons is now a 0 AP action.
Weapon Master	Gain proficiency in a weapon. This feat may be taken multiple times.
Toughness	Gain 3 maximum health per character level. This bonus is retroactive.
Follow Up	When an ally transitions an opponent into a new stage or an ally with this feat uses it, as a reaction, you may perform a special follow up ability based on your class on the same enemy if they are in range.
Heavy Hitter	When you roll a 1 or 2 on a die for an ability, you may reroll the die but must use the new result, even if the new roll is a 1 or 2.
Trainee	Choose a level 1 card from another class that does not have class-specific tagging and add it to your character's class knowledge.
Crippling Conditions	Increase the save DC for all of your abilities by 10.
Spell Potency	Your abilities with the Magic tag deal additional damage, healing, or barrier equal to half your level, rounded up.
Lucky	You gain 3 luck points. You may spend them to reroll an expertise, save, or skill roll. Luck points refresh on a long rest.
Guiding Hand	When you heal an ally, they may shift 2 squares as part of the action.
Tactical Insight	Once per rest, for 1 AP you may mark a target. The target counts as marked for all allies, but does not overwrite any existing marks

	applied by those allies.
Final Cut	Attacks against a target that is Staggered deal 1 additional die of damage. If your attack reduces the target to 0 HP, you regain 1 AP.
Armor Proficiency	If you are proficient in Light armor, you gain proficiency in Medium armor. If you are proficient in Medium armor, you gain proficiency in Heavy armor. If you are proficient in Heavy armor, gain 1 DR.
Spell Shaping	You may exclude characters from your Magic tagged area abilities.

Weapons

- Characters may wield any weapon.
- Characters can only use the weapon proficiency ability if they are proficient with that weapon.

Unarmed Attacks

- 1 Handed
- Range: 1
- Deals 1d4 damage

One Handed Weapons

Axe

- 1 Handed
- Range: 1
- Proficiency Ability: Once per rest, you may inflict ongoing[W] to a struck enemy until they succeed on an Endurance 60 save.

Tier	Type	Damage Dice	Average Damage	Max Damage
1	Iron	2d6	7	12
2	Bronze	3d6	11	18
3	Steel	4d6	14	24
4	Mithril	4d8	18	32
5	Titanium	5d8	23	40
6	Adamantine	6d8	27	48
7	Starforged	6d10	33	60

Dagger

- 1 Handed
- Range: 1
- Proficiency Ability: When you attack a target that is flanked or unaware of you, the damage die is increased by 2 steps.
- Dual Wield: You may make a second attack if this weapon is in your off hand as part of a basic attack for free.

Tier	Type	Damage Dice	Average Damage	Max Damage
1	Iron	1d4	3/5	4/8
2	Bronze	2d4	5/9	8/16
3	Steel	3d4	8/14	12/24
4	Mithril	4d4	10/18	16/32
5	Titanium	5d4	13/23	20/40

6	Adamantine	6d4	15/27	24/48
7	Starforged	5d6	17/	30/

Focus Shard

- 1 Handed
- Range: 8
- Proficiency Ability: Once per rest, as a reaction, you may reduce your current heat by 50%.

Tier	Type	Damage Dice	Average Damage	Max Damage
1	Iron	2d4	5	8
2	Bronze	2d6	7	12
3	Steel	2d8	9	16
4	Mithril	2d10	11	20
5	Titanium	3d8	14	24
6	Adamantine	3d10	17	30
7	Starforged	4d8	18	32

Javelin

- 1 Handed
- Range: 1/10
- Proficiency Ability: You have an unlimited supply of Javelins.

Tier	Type	Damage Dice	Average Damage	Max Damage
1	Iron	2d4	5	8
2	Bronze	2d6	7	12
3	Steel	2d8	9	16
4	Mithril	2d10	11	20
5	Titanium	3d8	13	24
6	Adamantine	4d8	18	32
7	Starforged	5d8	23	40

Mace

- 1 Handed
- Range: 1
- Proficiency Ability: Once per combat, you may push a struck target 1 square.

Tier	Type	Damage Dice	Average Damage	Max Damage
1	Iron	2d4	5	8
2	Bronze	3d4	8	12
3	Steel	4d4	10	16
4	Mithril	5d4	13	20
5	Titanium	5d6	18	30
6	Adamantine	6d6	21	36
7	Starforged	6d8	27	48

Orb

- 1 Handed
- Range: 8
- Proficiency Ability: After a long rest, you may select one ability card with the Magic tag not in your loadout with level equal to half your level rounded down(minimum 1) to store inside the orb. Once per day, for 2AP you may cast the spell from the Orb.
- Can be used as a magical focus.

Tier	Type	Damage Dice	Average Damage	Max Damage
1	Iron	1d6	3	6
2	Bronze	2d6	7	12
3	Steel	2d8	9	16
4	Mithril	3d6	11	18
5	Titanium	3d8	14	24
6	Adamantine	4d8	18	32
7	Starforged	5d8	23	40

Sword

- 1 or 2 Handed
- Range: 1
- Proficiency Ability: Once per combat, upon incapacitating an enemy, you may immediately perform a basic attack on an adjacent enemy.

Tier	Type	Damage Dice (1H)	Damage Dice (2H)	Average Damage	Max Damage
1	Iron	1d6	2d8	4/9	6/16
2	Bronze	2d6	3d8	7/14	12/24
3	Steel	3d6	3d10	11/17	18/30
4	Mithril	4d6	4d10	14/22	24/40
5	Titanium	4d8	4d12	18/26	32/48
6	Adamantine	5d8	5d12	23/33	40/60
7	Starforged	6d8	6d12	27/39	48/72

Wand

- 1 Handed
- Range: 8
- Proficiency Ability: Once per day as a free action, reduce the cost of an ability card with the Magic tag by 1 AP.
- Can be fired from the off hand as part of a basic attack by succeeding on a Use Magic Device 70 check.

Tier	Type	Damage Dice	Average Damage	Max Damage
1	Iron	1d4	2	4
2	Bronze	1d6	3	6
3	Steel	1d8	4	8
4	Mithril	2d6	7	12
5	Titanium	3d6	10	18
6	Adamantine	3d8	13	24
7	Starforged	4d6	14	24

Two Handed Weapons

Conduit Hammer

- 2 Handed
- Range: 1
- Proficiency Ability: Once per combat, you may convert this weapon's damage to Pressure.

Tier	Type	Damage Dice	Average Damage	Max Damage
1	Iron	2d10	11	20
2	Bronze	2d12	13	24
3	Steel	3d10	17	30
4	Mithril	3d12	20	36

5	Titanium	4d10	22	40
6	Adamantine	4d12	26	48
7	Starforged	5d10	28	50

Crossbow

- 2 Handed
- Range: 15
- Proficiency Ability: Once per combat, you may have a struck target perform an Avoidance 60 save or become restrained until the end of their next turn.

Tier	Type	Damage Dice	Average Damage	Max Damage
1	Iron	2d10	11	20
2	Bronze	2d12	13	24
3	Steel	3d12	20	36
4	Mithril	4d10	22	40
5	Titanium	5d10	28	50
6	Adamantine	6d10	33	60
7	Starforged	6d12	39	72

Hammer

- 2 Handed
- Range: 1
- Proficiency Ability: Once per rest, you may have a struck target make an endurance 60 save or be knocked prone.

Tier	Type	Damage Dice	Average Damage	Max Damage
1	Iron	3d8	14	24
2	Bronze	4d8	18	32
3	Steel	4d10	22	40
4	Mithril	5d10	28	50
5	Titanium	6d10	33	60
6	Adamantine	6d12	39	72
7	Starforged	7d12	46	84

Longbow

- 2 Handed
- Range: 10
- Proficiency Ability: Once per rest, when using a Martial tagged ability card with a range of at least 2 that specifies a single target, you may add an extra target.
- Archery: Reduce the AP cost of basic attacks with this weapon by 1 AP if you are proficient with it.

Tier	Type	Damage Dice	Average Damage	Max Damage
1	Iron	1d10	6	10
2	Bronze	2d6	7	12
3	Steel	2d8	9	16
4	Mithril	3d6	11	18
5	Titanium	3d8	14	24
6	Adamantine	4d8	18	32
7	Starforged	5d8	23	40

Staff

- 2 Handed

- Range: 1
- Proficiency Ability: Once per day, for 1AP you may channel the energy of the staff. For 1 minute, the next ability card you use with level equal to half your level rounded down(minimum 1) with the Magic tag is returned to your hand after use.
- Can be used as a magical focus

Tier	Type	Damage Dice	Average Damage	Max Damage
1	Iron	2d6	7	12
2	Bronze	2d8	9	16
3	Steel	3d6	11	18
4	Mithril	3d8	14	24
5	Titanium	4d6	14	24
6	Adamantine	4d8	18	32
7	Starforged	5d8	23	40

Armor

- Your character may only wear armor that they are proficient in.
- If your character is proficient in Shields, they may equip a shield in one hand.

Light - Cloth

Tier	Name	Damage Reduction	Heat Capacity
1	Apprentice Robes	0	+5
2	Adept Robe	0	+12
3	Sage Robe	1	+20
4	Elder Robe	1	+29
5	Shadowsilk Robe	2	+39
6	Moonweave Robe	3	+50
7	Celestial Robe	4	+60

Light

Tier	Name	Damage Reduction	Heat Capacity
1	Leather Armor	1	-3
2	Sleek Leather Armor	1	0
3	Woven Fiber Armor	2	+3
4	Silkweave Armor	3	+8
5	Stitched Plate Armor	4	+13
6	Nightshade Armor	4	+18
7	Frosthide Armor	5	+25

Medium

Tier	Name	Damage Reduction	Heat Capacity
1	Reinforced Leather Armor	2	-5
2	Tactical Hide Armor	2	0
3	Padded Mail Armor	3	+2
4	Reinforced Silk Armor	4	+5
5	Ventilated Scale Armor	5	+8
6	Cloudmesh Armor	6	+12
7	Skyguard Armor	7	+15

Heavy

Tier	Name	Damage Reduction	Heat Capacity
1	Fortified Chainmail Armor	3	-12
2	Plate Armor	4	-9
3	Reinforced Plate Armor	5	-5
4	Titansteel Armor	6	0
5	Galeplate Armor	8	+5
6	Magicool Armor	9	+9
7	Magicool Armor MK II	10	+12

Shields

When you are attacked in melee range, as a Reaction you may make an Avoidance 65 check to attempt to deflect the strike. If you succeed, reduce the damage by half. Recharges on rest.

Tier	Name	Damage Reduction	Heat Capacity
1	Buckler	1	-5
2	Reinforced Round Shield	2	-5
3	Kite Shield	3	-5
4	Tower Shield	4	-5
5	Mirror Shield	5	-5
6	Arcane Aegis MK 1	2	+5
7	Arcane Aegis MK II	3	+10

Combat Encounters

Initiative

- At the beginning of combat, each “team” will roll a single d100. Whichever “team” rolls highest will go first.
- On a team’s turn, one combatant that has not already acted this round may act. Once that character finishes their actions, the other team will proceed following the same rule.
 - If multiple player characters want to act at the same time and an agreement cannot be reached as to who goes first, each player rolls a d100 and whoever gets the highest value acts first.
 - If all player characters that have not yet acted agree that they do not wish to act when it is their team's turn, they may **delay their action**. Initiative order continues as normal.
- If team sizes are uneven, once a team can no longer act, the other team continues to act until everyone has acted.

Surprise Rounds

- If combat begins and one party is unaware, treat the unaware party as if they had all already acted. Do not roll initiative.

Actions

- Characters use Action Points(AP) to perform actions during a combat turn. Most characters have 3.
 - Examples of things all characters can spend AP on:
 - 1 AP to move up to their speed
 - 1 AP to perform a Disengage
 - At least 2 AP to dash: move up to your speed * AP spent + AP spent squares
 - 1 AP to attack with an equipped 1 handed weapon or unarmed

- 2 AP to attack with an equipped 2 handed weapon
- 1 AP to perform an action based skill check in combat
- 1 AP to switch weapons
- 1 AP to drink a potion
- Variable amount of AP to use an Ability Card
- 3 AP to tie someone up
- 1 AP to stand up while prone
- Variable amount of AP to perform a Deed

Movement

Dashing

- To perform a Dash action, spend 2 or more AP.
- Move up to your Speed * AP spent + AP spent squares
 - EX: A character with 7 speed spends 2 AP to dash, they may move up to $7*2 + 2 = 16$ squares.
 - EX: A character with 5 speed spends 3 AP to dash, they may move up to $5*3 + 3 = 18$ squares.

Nonbasic Movement

There are 4 types of nonbasic movement.

- Shift
 - Shift is a movement action that does not provoke attacks of opportunity.
- Push
 - Push is a type of movement usually performed against an opponent that causes them to move according to your desires. However, each space the target is moved into must be further from you than the previous. This movement does not provoke attacks of opportunity.
- Pull
 - Pull is the inverse of Push. Each space the target is moved into must be closer to you than the previous. This movement does not provoke attacks of opportunity.
- Slide
 - Slide is a type of movement usually performed against an opponent that allows you to move them in any direction. This movement does provoke attacks of opportunity.

Disengage

- To perform a Disengage action, spend 1 AP to Shift 1.

Difficult Terrain

- While traveling, or as part of an effect, some terrain may become “Difficult Terrain.” Difficult terrain requires twice as much movement to enter it.

Attacks of Opportunity

- If a character moves from within melee range to out of melee range of a character that has a melee weapon equipped, attempts to use a ranged attack that does not include that character as a target, or attempts to perform a Deed during combat, they risk an **Attack of Opportunity**.
- An Attack of Opportunity is a basic weapon attack performed as a reaction.

Ability Cards

Class Knowledge & Loadout

- Each class has their own pool of ability cards to choose from as part of their basic class training and they unlock additional cards as they gain levels. The pool of ability cards a player has unlocked are called their **Class Knowledge**. The set of ability cards that a player chooses to utilize on a given adventuring day is called their **Loadout**.
- After an action card is used, it is placed in your discard pile and is considered **exhausted**. It is unavailable until you return it to your Loadout through taking a **Rest**.



Tags

- Ability cards have a list of Tags that may modify how the card operates. Tags currently fall into three groups: Magic, Martial, and Generic.
 - A Magic Tag indicates a spell, which typically produces heat. Spells that affect an area do not distinguish friend from foe.
 - A Martial Tag indicates a technique or skill, which does not produce heat. Techniques and skills that affect an area are able to be controlled to only hit enemies.
 - If an ability has both a Martial and Magic tag, the Martial tag takes precedence.
 - A Generic Tag indicates something that may fall into both or neither of the above Tag categories.
- A list of all tags and their meanings can be found in the tables below.
- Some action cards may have **ongoing** effects which will be noted in their **Tags**.
 - Concentration, Stance, and Oil are Tags that are ongoing. If a card has an ongoing effect, it is not placed into your discard pile or considered exhausted until its effects end.

- Whenever you take health damage while you are concentrating on an ability, you must make a resolve save equal to $50 + 5 \times \text{Spell Level}$. On a failed save, your concentration is broken, the ability and associated effects end, and the card is placed into the discard pile immediately.

Tag Tables

Magic Tags	Meaning
Arcane	The damage dealt by this ability is considered Arcane for weaknesses and resistances.
Lightning	The damage dealt by this ability is considered Lightning for weaknesses and resistances.
Cold	The damage dealt by this ability is considered Cold for weaknesses and resistances.
Necrotic	The damage dealt by this ability is considered Necrotic for weaknesses and resistances.
Earth	The damage dealt by this ability is considered Earth for weaknesses and resistances.
Fire	The damage dealt by this ability is considered Fire for weaknesses and resistances.
Radiant	The damage dealt by this ability is considered Radiant for weaknesses and resistances.
Shadow	The damage dealt by this ability is considered Shadow for weaknesses and resistances.
Concentration	This ability is ongoing. When the user receives damage, they must succeed on a resolve saving throw to maintain the effect.
Wyrd	Wyrdsmith Tag. This tag modifies how your next non-Wyrd tagged ability functions.
Tattoo	Inksoul Tag. This ability is ongoing and has a heat cost to maintain. When it would be discarded from use, instead it is returned to the user's hand.

Martial Tags	Meaning
Weapon	This ability requires the user to be wielding a weapon.
Shield	This ability requires the user to be wielding a shield.
Trap	Slayer Tag. This ability creates an ongoing effect in the form of a physical object occupying a space.
Oil	Slayer Tag. This ability creates an ongoing effect in the form of a condition applied to a weapon. Only one Oil can be applied to a weapon at a time.
Stance	Warden Tag. This ability is an ongoing effect. A character can only be in one stance at a time.

Generic Tag	Meaning
Projectile	This ability creates one or more objects that must travel through physical space to reach their target.
Faith	The damage dealt by this ability is considered Radiant for weaknesses and resistances. This ability requires the user to maintain a relationship with a deity and does not generate Heat.

Pylon, Cannon, Drone	Artificer machine Tag. Two cards with the same machine tag and different part tags can be combined to create a machine.
Control, Hull, Propulsion	Artificer part Tag. Two cards with the same machine tag and different part tags can be combined to create a machine.

Expertise

- Players do not roll to hit. Instead they roll for **Expertise**: an enhancement to an action card.
- To perform an Expertise check, roll a d100 and add your Expertise modifier. If that value meets or exceeds the ability's printed expertise value, you may perform the Expertise ability of the card.
- Expertise abilities are optional, but typically should not have a negative outcome compared to the default ability.

Magical Abilities & Heat

- Ability cards with the **Magic** tag generate Heat. Without proper ventilating attire, a character utilizing even a small amount of magic could cause themselves significant burns or even death. Fortunately, Magicool armor is available across most of the continent.
- At the start of their turn, each character's Current Heat is set to 0. When a character uses an ability card with the Magic tag, they add the card's Heat value to their Current Heat. If this causes the current value to exceed the Max Heat, the character will consult the below table to determine how much damage they receive.
 - This damage bypasses DR and BAR.
 - Excess Heat × Burn Die.

Character Level	Damage die per excess heat
1-5	1d4
6-10	1d6
11-15	1d8
16-20	1d10

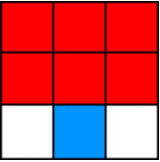
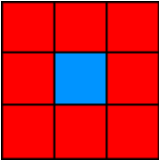
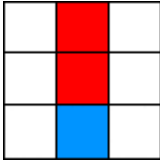
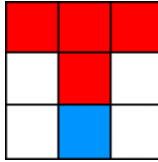
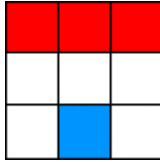
- It's important to note that Current Heat does not reset until the beginning of the character's next turn. This means that any excess heat after using an ability card carries over until the next turn begins.
 - EX: Gabe's level 3 Chronomancer has 20 Heat Capacity and has previously generated 18 Heat during this turn. He casts a Magic tagged ability that generates 5 Heat to bring him to 23 Current Heat. As part of the spell's resolution, he rolls 1d4 per point of excess heat, so he receives 3d4 of damage. After that, he casts another Magic tagged ability that generates 6 Heat to bring him to 29 Current Heat. As part of that spell's resolution, he rolls 1d4 per point of excess again, so he receives 9d4 additional damage.

Melee vs Ranged

- An ability is considered Melee if it meets all 3 of the following conditions, otherwise it is Ranged:
 - It has a range of 0 or 1
 - It has the Martial tag
 - It does not have the projectile tag


Area Abilities

- An ability card with an image in its targets section causes the ability to target all characters in its area of effect.
- Area abilities are denoted by the below icons and a number next to them which indicates their radius.
- When you are performing an area ability, you roll the damage die once and apply it to all targets.
 - If you have combat advantage against some but not all of the targets, roll twice and apply the higher value to the targets you have advantage against and the lower to the rest.


Blast	Nova	Line	Cone	Wave
				
Blast is always 3 squares wide, but has a variable number of squares forward.	Nova counts outwards a variable number of squares from a chosen square.	Line is always 1 square wide, but has a variable number of squares forward.	Cone increases in width by 2 for every 1 square in length.	Wave is always perpendicular to the caster with a variable width.

- The blue space is where the origin of the ability is. If the Range of the ability is 0, that is where the character is standing.
- The red spaces are the radius of the ability and are represented by the number. Note that the icon will always be the same, but the number may differ.



- EX:  2
 - This ability is a Blast 2, which matches the icon visual. A blast is 3 squares wide, but a variable distance (in this case 2) squares out.



- EX:  1
 - This ability is a Blast 1, which does not match the icon visual. It is still 3 squares wide, but it only extends 1 square out.

Dealing Damage

- Damage is listed either as dice (1d6) or as instances of weapon damage (1[W]). Weapon damage is determined by the equipped weapon.
 - EX: Wielding a hammer, the damage die is 1d12. If an ability deals 2[W] damage, you would roll 2d12.
 - Some damage instances may have PerXLvl after them. This is a scaling value that increases the dice rolled as the character gains levels
 - EX: 1d6 + 1d6*Per3Lvl means that for every 3 character Levels, you roll an extra d6 die.
 - A level 3, 4, or 5, character would roll 2d6 for damage using the above formula.

Combat Advantage & Disadvantage

- If a card or effect provides a character with combat advantage, they roll their damage dice twice and take the higher result.
- If a card or effect provides a character with combat disadvantage, they roll their damage dice twice and take the lower result.

Cover

- Characters may become partially or heavily obstructed in relation to another character due to the presence of objects, walls, or other characters.
- Depending on what is causing the obstruction, the character that is being targeted will gain either Partial or Full Cover
 - Characters with Partial Cover gain DR equal to half their level rounded up.
 - Characters with Full Cover gain DR equal to their level.



Pressure & Stagger

- Some character abilities and attacks generate Pressure in addition to or instead of dealing damage.
- Enemies have a threshold of Pressure they can take before they become Staggered.
- Once an enemy becomes Staggered, they cannot receive Pressure until they are no longer Staggered.
- When an enemy becomes Staggered, they lose 1 AP and all attacks against them gain $1d4 + 1d4 * \text{Per2Lvl}$ bonus damage.
- Any abilities that ONLY generate Pressure are converted to damage while the target is Staggered.
- Stagger lasts until the end of the character who caused the stagger's next turn.
- Pressure ignores damage reduction, resistance, and barriers.

Reactions

- Each character is allowed 1 reaction per round.
- All characters wielding melee weapons that have an enemy leave their melee range due to a move action or by being affected by a slide have the opportunity to spend their reaction on an Attack of Opportunity.
 - This is a basic attack using their currently equipped weapon.
- Characters may also have ability cards that can be used as reactions.

Reaction Abilities

- Some abilities are classified as Reactions. Reactions have two parts: A Trigger and an Effect. The trigger is some condition that must be met for the card to be used, and the effect is what happens when it is used.
- The icon for a trigger is  and the icon for an effect is .
- Reactions will not have AP, Targets, or Range noted in the usual location but may still generate Heat. Any targets or range will be included in the Trigger condition.

Receiving Damage

1. When a character is dealt damage, they apply their Damage Reduction (DR) to reduce the incoming damage.
 - a. If the source of the damage is environmental(falling off a cliff) or periodic (suffering from an Ongoing effect), DR is not applied.
 - b. If the source of the damage is exceeding a character's heat threshold, DR is not applied.
2. If the character has any Barrier (BAR), they subtract the incoming damage from their Barrier until it is depleted.
 - a. If the source of the damage is exceeding a character's heat threshold, BAR is ignored.
3. If there is any remaining damage, it is then subtracted from the character's current health.
 - a. If the character is concentrating on an ability, they must make a Resolve save equal to $50 + 5 * \text{Spell Level}$. On a failed save, their concentration is broken, the ability and associated effects end, and the card is placed into the discard pile immediately.

Dying, Wounds, and Scars

- Whenever a character's health is reduced to 0 or below, they become unconscious and are considered dying.
 - If a character's health is reduced to their negative maximum health, that character dies immediately.
- While unconscious at 0 health, a character gains 1 level of Exhaustion at the end of each of their turns until they are healed or stabilized. If Exhaustion reduces their loadout size to 0, the character dies.
- Characters recover from unconsciousness over the course of an hour while their health is 0 and they are stable.
- When a player character becomes unconscious from being reduced below 0 health they also gain a Wound. Note what situation or enemy caused the Wound.
- When a character has 3 or more Wounds, remove them and that character gains a Scar.
 - A Scar is a semi-permanent roleplaying and sometimes mechanical condition that reflects the mental and physical toll of near-death experiences. Work with your DM to choose a Scar that fits your character.
 - Example: A character attacked by wolves may develop a fear of them, requiring Resolve saves when facing wolves or gaining the Panicked condition.

Optional Rules

Death Bargain

- When a character would die due to Exhaustion or negative maximum health, they may instead strike a bargain with fate, a god, or some darker force. The DM presents a cost such as losing a feature, gaining a permanent curse, or binding themselves to a quest. If the player accepts, the character lives and is set to 0 health and stabilized. If they refuse, they die.

Final Stand

- While a character is dying, they may instead awaken with 1 health for a single turn. They are immune to negative conditions, have combat advantage, do not take overhear damage, and regain all exhausted ability cards. They take a full turn as normal. At the end of that turn, they die with finality, regardless of healing or intervention.

Conditions

- Some attacks, effects, or abilities may cause conditions. These conditions may be accompanied by a saving throw to end the condition. The conditions that currently exist are outlined in the table below.

Conditions Table

Anchored	Unable to move by magical means (magic based abilities that change the users location)
Asleep	Cannot take actions, helpless. Can be awakened for 1 AP or from being wounded. A sleeping character takes a penalty on perception checks related to sound and fails those relying on sight. If a character succeeds on a sound perception check, they immediately awaken.
Blighted	Healing and regeneration has no effect
Blinded	Cannot see: abilities that rely on sight cannot be used. Attempting a melee attack has a 50% chance to miss. Automatically fails perception checks that rely on sight.
Confused	Cannot differentiate friend from foe (focuses the closest or most threatening target)
Cursed	Actions cost an additional 1 AP

Deafened	Cannot hear. Automatically fails perception checks that rely on hearing. 20% chance to fail an action that requires verbal components.
Distracted	Cannot take reactions, perception and insight checks are made with disadvantage
Drowsy	Half awake and inattentive, but may act normally. Ability, skill, concentration, and saves are done with disadvantage. The second application of drowsy causes Asleep.
Exhausted	-10 maximum health and -1 loadout size. This effect stacks. Only applies to player characters. 1 level of exhaustion is removed after a full long rest.
Fascinated	Unable to take actions except focusing on the fascination effect for as long as it lasts. Any obvious threat automatically breaks the effect. An ally can shake the creature free for 1 AP.
Illuminated	Cannot benefit from concealment or invisibility, stealth checks are made with disadvantage
Invisible	Cannot be perceived or targeted by skill checks or effects that rely on sight
Invulnerable	Damage has no effect
Ongoing[X]	The victim suffers X damage at the start of its turn, once per round.
Pain[X]	The victim suffers X damage upon spending AP
Panicked	Drop anything it holds and flee at top speed along a random path. Cannot take other actions unless they aid in escape. If cornered, will not attack.
Prone	Movement reduced by half, can stand up for 1 AP, affected characters' attacks have disadvantage while prone (roll damage twice and use lowest result). Ranged Projectile attacks have disadvantage against the affected character. Lasts indefinitely.
Restrained	Unable to move, avoidance saves are made with disadvantage.
Slowed	Movement reduced by half, rounded up.
Staggered	AP is reduced by 1 and all attacks against the target gain bonus damage. Accumulated through abilities that apply Pressure. Always lasts 1 round.
Strengthened	Has Combat Advantage
Stunned	Unable to take physical actions, can still use mental actions. Helpless.
Tethered	Cannot move out of line of sight of the character or effect that applied it
Unconscious	Unaware, helpless
Unstoppable	Negative conditions have no effect
Vulnerable	Grants combat advantage to attackers
Weakened	Has Combat Disadvantage and endurance saves are made with disadvantage

Saving Throws

- There are 3 types of saving throws: Endurance, Avoidance, and Resolve. Like skills, they are percentile (1-100) based. Each class has proficiency in one type of saving throw. The save that they are proficient in begins at rank 25, the others are at rank 10. When affected by a long term condition that designates a saving throw, a character will make a saving throw at the end of their turn. On a success, the condition ends immediately.
 - Endurance:** Withstanding physical attacks or impairments
 - Avoidance:** Escaping from explosions or dodging danger
 - Resolve:** Withstanding psychic attacks or mental impairments

Deeds (Indirect Uses of Power)

- Deeds are creative applications of your class powers outside of their combat usage. Lighting a torch with fire magic, shaping stone into a crude barricade, or channeling zeal to impress a crowd are all examples of Deeds.
- Any time you want to bend your class abilities toward a noncombat challenge, you make a Deed Check.
- To perform a Deed check, do the following:
 - Roll d100 + Expertise value
 - Compare the result to the Deed DC. If you meet or exceed the value, you succeed.

Deed Example Table

Difficulty	DC	AP	Heat	Examples
Trivial	20	0	1-5	<ul style="list-style-type: none"> Artificer: Produce a simple tool Chronomancer: Use Timekeeper's Insight to perfectly synchronize a series of complex actions requiring precision down to the second Inksoul: Use Runic Empowerment to briefly channel internal heat, allowing the character to safely grasp molten metal or walk barefoot across extreme terrain Shade: Use Umbral Passage to seamlessly move a tiny object through a 1-inch gap Slayer: Use Instincts to determine the exact location and path of a Signature Marked target hiding within a large, crowded space Starcaller: Use Astral Sight to identify a small, non-obvious piece of physical evidence that may have been previously missed. Warden: Use Wild Empathy to instantly calm and render non-hostile a frightened or aggressive natural creature Warmage: Light a torch Wyrdsmith: Use Arcane Linguist to instantly identify the historical origin and general purpose of an unlabeled magical artifact Zealot: Break a small chain
Easy	35	1	5-15	<ul style="list-style-type: none"> Artificer: Use Deft Hands to repair a cracked wagon wheel Chronomancer: Use Chrono-Revision to reset a mundane object weighing less than 5 pounds to its physical state from a few moments prior Inksoul: Shape tattoos into a faint glow Shade: Use Whisper of the Abyss to remotely surveil a complex space for one hour Slayer: Craft a Slayer Compound during a 1 hour downtime Starcaller: Predict the time and location of a transient natural phenomenon (e.g., the high tide, the direction of a shifting sand dune, or the exact moment a guard changes shifts) up to 24 hours in advance. Warden: Construct a Nature's Shelter in less than 5 minutes using unstable or unsuitable natural materials Warmage: Use Firespeaker to create and sustain heat sufficient to cook a full meal for the party over 30 minutes

				<ul style="list-style-type: none"> ● Wyrdsmith: Decipher an ancient script, runes, or cipher that is incomplete or partially destroyed ● Zealot: Use Faithful Aura to perform a minor miracle like purifying spoiled water or ensuring a large fire starts successfully in wet conditions
Standard	80	1	20-40	<ul style="list-style-type: none"> ● Artificer: Use Arcane Analysis to immediately deduce the primary function and hidden properties of a complex, untended magical device ● Chronomancer: Use Glimpse of History to view an event that occurred within 24 hours at the current location ● Inksoul: Use Blooming Brand during a short rest to completely remove one level of exhaustion from an ally ● Shade: Use Shadowmeld to obscure an entire 3x3 area ● Slayer: Identify the primary ingredient, weaknesses, and creation process of a complex concoction affecting a target. ● Starcaller: Create a focused, sustained beam of light that completely dissipates thick fog or a localized, widespread magical obscuring effect, clearing the area for immediate passage or reconnaissance. ● Warden: Use Commanding Presence to immediately assume leadership of a confused military unit or a panicking crowd of civilians ● Warmage: Melt a lock without harming contents ● Wyrdsmith: Use Wyrdwarp to temporarily change the definition of a simple noun (e.g., changing 'water' to 'stone') within a Nova 2 area for 1 minute ● Zealot: Use Sanctified Ritualist to consecrate an area, making it spiritually uncomfortable or difficult for fiends or undead to enter or operate within
Hard	110	2	40-60	<ul style="list-style-type: none"> ● Artificer: Use Deft Hands to dismantle a large, intricate mechanical trap or construct within one minute ● Chronomancer: Use Chrono-Revision to temporarily revert the aging process of a small, deteriorating artifact to stabilize it for transport ● Inksoul: Channel Inkbound Vitality to stabilize and maintain conscious control despite exposure to a vacuum or extremely hostile environmental stress for several minutes ● Shade: Extend a Shadow Anchor's perception beyond the 50-foot limit to observe a distant or high-security area ● Slayer: Navigate a massive, active, mechanically complex trap field at full speed without triggering any one of its dozens of interlocking mechanisms. ● Starcaller: Apply temporary, localized gravitational influence to stabilize a shifting or collapsing environmental feature (like a rope bridge or a precarious stone structure) long enough for allies to safely traverse it. ● Warden: Use an equipped Shield and the Intervene feature to create a temporary, focused barrier of force that defends a wide group of allies from a major environmental hazard ● Warmage: Redirect lava ● Wyrdsmith: Use Echoed Voice to perfectly imitate a sequence of complex magical command phrases heard previously ● Zealot: Channel Zeal to intimidate a mob with magical presence
Epic	140+	2	60-90	<ul style="list-style-type: none"> ● Artificer: Build a working automaton in a day ● Chronomancer: Stop time for a few moments ● Inksoul: Extend the Living Canvas ability across the body of a willing target, granting them a temporary, minor Inkbound Vitality effect ● Shade: Tear open a temporary, stable rift in the ethereal plane connecting two separate areas of deep darkness

			<ul style="list-style-type: none"> ● Slayer: Employ specialized, custom-crafted Slayer Compounds to temporarily suppress the entire magical output or heat generation of a magical construct or elemental entity for one round, debilitating its source of power. ● Starcaller: Temporarily align the local reality with the absolute certainty of Cosmic Truth, allowing them to ask the GM one specific, major question about the ongoing narrative or a hidden mystery that the GM must answer truthfully. ● Warden: Use the Stalwart feature to anchor a massive, collapsing structure in place, resisting the forced movement of gravity or a major tectonic shift ● Warmage: Use Earthshaper to permanently shift the geography of a localized area, turning solid rock into difficult terrain or creating a deep fissure ● Wyrdsmith: Use Wyrdwarp to swap the linguistic definitions of two complex concepts (e.g., "loyalty" and "treason") affecting all creatures within a town for several rounds ● Zealot: Use Divine Conviction to create a stable, large-area aura that actively repels harmful magical effects
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- Deeds can be used during combat, but provoke attacks of opportunity. Combat AP and Heat Generation values are included in the table.
 - Heat is still generated out of combat, but unless it immediately exceeds the characters maximum capacity, it is vented safely in a few moments. If it does exceed the character's maximum capacity, they suffer overheat damage as normal.

Resting & Recovery

- There are two types of rest that a character can take during the course of an adventuring day; Short and Long rests.
- A short rest is 15-30 minutes
 - Characters will recover 1/4 of their maximum health (rounded down).
 - When a character short rests, they will consult the table below to determine how many levels worth of cards they recover.
 - EX: At level 3, Sarah takes a short rest and rolls a 3 on her 1d4. She adds the result to 1 to get 4. She is able to recover up to four level 1 cards, two level 1 cards and a level 2 card, or one level 1 card and a level 3 card.
 - If a character doesn't have enough recovery to spend on a card, they do not recover any cards.
 - Ex: At level 3, Matt takes a short rest and rolls a 1 on his 1d4. He adds the result to 1 to get 2. Matt has only utilized his level 3 card so far, so he is unable to recover it.

Short Rest Recovery Table

Level	Level Worth of Cards Recovered	Die change = X increase idea	Die + half lvl(round down) idea
1	1d4	1d4 + 1	1d4 + 0
2	1d4 + 1	1d4 + 1	1d4 + 1
3	1d4 + 2	1d4 + 1	1d4 + 1
4	1d4 + 3	1d4 + 1	1d4 + 2
5	2d6 + 4	2d6 + 2	2d6 + 2
6	2d6 + 5	2d6 + 2	2d6 + 3

7	2d6 + 6	2d6 + 2	2d6 + 3
8	2d6 + 7	2d6 + 2	2d6 + 4
9	2d8 + 8	2d8 + 3	2d8 + 4
10	3d8 + 9	3d8 + 4	3d8 + 5
11	3d8 + 10	3d8 + 4	3d8 + 5
12	3d8 + 11	3d8 + 4	3d8 + 6
13	3d10 + 12	3d10 + 5	3d10 + 6
14	3d10 + 13	3d10 + 5	3d10 + 7
15	4d10 + 14	4d10 + 6	4d10 + 7
16	4d10 + 15	4d10 + 6	4d10 + 8
17	4d12 + 16	4d12 + 7	4d12 + 8
18	4d12 + 17	4d12 + 7	4d12 + 9
19	4d12 + 18	4d12 + 7	4d12 + 9
20	5d12 + 19	5d12 + 8	5d12 + 10

- A long rest is 8 hours, all of which must be spent sleeping.
 - When a character long rests, they will recover all cards in their discard pile and may reselect which cards in their class knowledge will be a part of their loadout.
 - Characters will recover 50% of their maximum health.
 - Any effect that occurs during a long rest occurs at the **end** of the rest period.
 - If a character's long rest is substantially disrupted (like by combat or being unable to sleep for the full 8 hours) they gain 1 level of exhaustion.
- Players may take 2 short rests and 1 long rest in a day. A long rest typically concludes an adventuring day.

Destiny Points

- Players gain Destiny Points when rolling 00 on a percentile.
- Destiny Points can be spent to do one of the following:
 - Reroll any number of damage dice.
 - Return an exhausted ability card to hand.
 - Treat any percentile die roll as a 100.
- Players may not have more than 1 Destiny Point at any time.
- Destiny Points grant 1 experience to the entire party when spent.

Progression

- Players receive experience(EXP) from 4 sources: overcoming combat encounters, achieving narrative/social milestones, post session reflection, and spending Destiny Points.
 - Combat and Milestone EXP is awarded to everyone in the party.
 - EX: Overcoming a combat encounter grants EXP equal to the average adversary level to everyone in the party.

- EX: Saving people from a burning building grants 3 EXP to everyone in the party.
- Session Reflection EXP is awarded individually. Players and the GM will discuss the content of the session and refer to the below table to award experience (EXP).
- When a player uses a Destiny Point, everyone in the party is awarded 1 EXP.
- When a player gains enough experience, they level up, granting them a variety of bonuses.
- When a player levels up, their expertise will increase and they may receive additional bonuses like skill or saving throw points.
 - Skill and saving throw points are used to purchase ranks in a skill or save. To increase the rank of a skill or saving throw, it costs 1 point while the skill or save is under 50. Once a skill or save is 50, it costs 2 points to increase its rank.

Experience Award Table

Question	Reward
Did your character successfully complete a Deed of Standard difficulty or higher?	2
Did your character utilize a Class Feature in an inventive way outside of direct combat to solve a problem or achieve a narrative objective?	2
Did your character utilize an Ancestry Feature in an inventive way outside of direct combat to solve a problem or achieve a narrative objective?	2
Did your character act in accordance with their Background?	3
Did your character act in accordance with their Ancestry?	2
Did your character act in accordance with their Trait, despite it causing an undesired outcome?	2
Did your character act in accordance with their Scars?	2
Did your character face a difficult moral dilemma or make a choice that directly challenged or affirmed their established beliefs or personality?	4
Did you successfully overcome a significant obstacle or progress a goal using a Skill Check?	2
Did your character lead the party in successfully navigating environmental hazards or overcoming an exploration-based puzzle without relying on combat?	1
Did your character engage in or resolve a significant act of political intrigue, avert or mitigate a civic disaster, or address a major societal tension?	3
Did your character uncover a critical piece of lore that significantly impacted the ongoing narrative or the party's understanding of the world?	2
Did you aid an ally in some way?	1

Leveling Up

- If your adventure is calling for a higher level character, refer to the following table for how to improve your character at each level.
- In addition to the bonuses for your character in the table below, you will also select 1 new ability card of your new level **or lower** to add to your class knowledge. This does not increase the size of your loadout. When

creating a character at a higher level, perform the card selection one at a time. For example, if you are creating a level 5 character, you would select a level 2 card, a level 3 or lower card, a level 4 or lower card, and a level 5 or lower card to add to your class knowledge.

Level Table

Level	EXP Req	Total EXP	Bonuses Gained	Total Bonuses Gained
2	30	30	<ul style="list-style-type: none"> • Class Feature • +5 Expertise • +15 Skill Points 	<ul style="list-style-type: none"> • Class Feature • 5 Expertise • 15 Skill Points
3	70	100	<ul style="list-style-type: none"> • Class Feature • +5 Expertise • +20 Saving Throw Points 	<ul style="list-style-type: none"> • 2 Class Features • 10 Expertise • 15 Skill Points • 20 Saving Throw Points
4	110	210	<ul style="list-style-type: none"> • +5 Expertise • +15 Skill Points • +1 Feat 	<ul style="list-style-type: none"> • 2 Class Features • 15 Expertise • 30 Skill Points • 20 Saving Throw Points • 1 Feat
5	150	360	<ul style="list-style-type: none"> • +5 Expertise • Paragon Path • Paragon Features • +1 Loadout Size 	<ul style="list-style-type: none"> • 2 Class Features • 20 Expertise • 30 Skill Points • 20 Saving Throw Points • 1 Feat • 2 Paragon Features • +1 Loadout Size
6	200	560	<ul style="list-style-type: none"> • +5 Expertise • +15 Skill Points • +20 Saving Throw Points 	<ul style="list-style-type: none"> • 2 Class Features • 25 Expertise • 45 Skill Points • 40 Saving Throw Points • 1 Feat • +1 Loadout size • 2 Paragon Features
7	250	810	<ul style="list-style-type: none"> • +5 Expertise • Paragon Feature 	<ul style="list-style-type: none"> • 2 Class Features • 30 Expertise • 45 Skill Points • 40 Saving Throw Points • 1 Feat • +1 Loadout size • 3 Paragon Features
8	350	1160	<ul style="list-style-type: none"> • +5 Expertise • +15 Skill Points • +1 Feat 	<ul style="list-style-type: none"> • 2 Class Features • 35 Expertise • 60 Skill Points • 40 Saving Throw Points • 2 Feat • +1 Loadout size • 3 Paragon Features

9	450	1610	<ul style="list-style-type: none"> • +5 Expertise • +20 Saving Throw Points • +1 Loadout Size 	<ul style="list-style-type: none"> • 2 Class Features • 40 Expertise • 60 Skill Points • 60 Saving Throw Points • 2 Feat • +2 Loadout size • 3 Paragon Features
10	550	2160	<ul style="list-style-type: none"> • +5 Expertise • +15 Skill Points 	<ul style="list-style-type: none"> • 2 Class Features • 45 Expertise • 75 Skill Points • 60 Saving Throw Points • 2 Feat • +2 Loadout size • 3 Paragon Features
11	750	2910	<ul style="list-style-type: none"> • +5 Expertise • Paragon Feature 	<ul style="list-style-type: none"> • 2 Class Features • 50 Expertise • 75 Skill Points • 60 Saving Throw Points • 2 Feat • +2 Loadout size • 4 Paragon Features
12	950	3860	<ul style="list-style-type: none"> • +5 Expertise • +15 Skill Points • +20 Saving Throw Points • +1 Feat 	<ul style="list-style-type: none"> • 2 Class Features • 55 Expertise • 90 Skill Points • 80 Saving Throw Points • 3 Feat • +2 Loadout size • 4 Paragon Features
13	1150	5010	<ul style="list-style-type: none"> • +5 Expertise • +1 Loadout Size 	<ul style="list-style-type: none"> • 2 Class Features • 60 Expertise • 90 Skill Points • 80 Saving Throw Points • 3 Feat • +3 Loadout size • 4 Paragon Features
14	1550	6560	<ul style="list-style-type: none"> • +5 Expertise • +15 Skill Points 	<ul style="list-style-type: none"> • 2 Class Features • 65 Expertise • 105 Skill Points • 80 Saving Throw Points • 3 Feat • +3 Loadout size • 4 Paragon Features
15	1950	8510	<ul style="list-style-type: none"> • +5 Expertise • +20 Saving Throw Points 	<ul style="list-style-type: none"> • 2 Class Features • 70 Expertise • 105 Skill Points • 100 Saving Throw Points • 3 Feat • +3 Loadout size

16	2550	11060	<ul style="list-style-type: none"> • +5 Expertise • +15 Skill Points • +1 Feat 	<ul style="list-style-type: none"> • 2 Class Features • 75 Expertise • 120 Skill Points • 100 Saving Throw Points • 4 Feat • +3 Loadout size • 4 Paragon Features
17	3150	14210	<ul style="list-style-type: none"> • +5 Expertise • Paragon Feature • +1 Loadout Size 	<ul style="list-style-type: none"> • 2 Class Features • 80 Expertise • 120 Skill Points • 100 Saving Throw Points • 4 Feat • +4 Loadout size • 5 Paragon Features
18	3750	17960	<ul style="list-style-type: none"> • +5 Expertise • +15 Skill Points • +20 Saving Throw Points 	<ul style="list-style-type: none"> • 2 Class Features • 85 Expertise • 135 Skill Points • 120 Saving Throw Points • 4 Feat • +4 Loadout size • 5 Paragon Features
19	4550	22510	<ul style="list-style-type: none"> • +5 Expertise 	<ul style="list-style-type: none"> • 2 Class Features • 90 Expertise • 135 Skill Points • 120 Saving Throw Points • 4 Feat • +4 Loadout size • 5 Paragon Features
20	5350	27860	<ul style="list-style-type: none"> • +5 Expertise • +15 Skill Points • +1 Feat 	<ul style="list-style-type: none"> • 2 Class Features • 95 Expertise • 150 Skill Points • 120 Saving Throw Points • 5 Feat • +4 Loadout size • 5 Paragon Features

Misc/DM Notes

- Barrier is lost after 1 minute and stacks.
- An ability card that provides an enhancement to a weapon can only apply to 1 weapon per ability card used.
- Monster Stagger values are currently being playtested at $\frac{1}{4}$ of their max health.
- Monsters are being playtested with 3 AP and 5 Speed as a baseline.

Tables

Dice Average Result Table

Die Type	Average Damage
d4	2.5
d6	3.5
d8	4.5
d10	5.5
d12	6.5

Enemy Ability Generation Table

Damage	Condition + Save	Range	Targets	Recharge

Combat Simulation Data (9/26)

- Slayer and Zealot:
 - 115-130 damage/3 rounds
 - 1 AP on movement round 1, then 0 AP on movement after
 - Hammer (3d8, using average result of 14)
 - Spending as many ability cards as possible
- Warmage:
 - 100 damage/3 rounds
 - 1 AP on movement round 1, then 0 AP on movement after
 - 2H Sword(2d8, using average of 9)
 - Spending as many ability cards as possible