



Western Washington University
Western CEDAR

WWU Honors Program Senior Projects

WWU Graduate and Undergraduate Scholarship

Spring 6-2018

Heroics 101: A Game of High Fantasy, Adventure, Intrigue and Schoolwork

Alexander Veneruso
Western Washington University

Follow this and additional works at: https://cedar.wvu.edu/wwu_honors



Part of the [Higher Education Commons](#)

Recommended Citation

Veneruso, Alexander, "Heroics 101: A Game of High Fantasy, Adventure, Intrigue and Schoolwork" (2018).
WWU Honors Program Senior Projects. 91.
https://cedar.wvu.edu/wwu_honors/91

This Project is brought to you for free and open access by the WWU Graduate and Undergraduate Scholarship at Western CEDAR. It has been accepted for inclusion in WWU Honors Program Senior Projects by an authorized administrator of Western CEDAR. For more information, please contact westerncedar@wwu.edu.

Heroics 101: A Game of High Fantasy, Adventure, Intrigue and Schoolwork

Table of Contents

Introduction 1
Character Creation 2
Traits 3
Skills 4
Courses
Equipment 7
Combat
Attachments
Social Interaction
Sorcery
Shadow-Weaving
Martial Arts

GM Book

Storytelling
Environment
Friends and Foes
Homebrew

Glossary
Index

Chapter 1: Introduction

Tabletop Roleplaying Games

In tabletop roleplaying games, players take on the roles of individual characters in a world described by a Game Master, or GM. The GM tells the players what their characters see and how the world responds to the characters' actions, and in return the players make decisions about how their characters advance through the world and story the GM has set before them. Imagination, adventure, and cooperative storytelling are the heart of any good tabletop RPG.

Heroics 101

Heroics 101 is a game of growth and self-discovery, in which you guide a young adventurer through their formative years, shaping them into the hero they will eventually become. You will need to decide how your character manages their time, what courses to take, how to interact with your teammates, and of course how to tackle the challenges out in the field!

Characters

Each player controls a single character by saying what actions they take. Players are also encouraged to speak as their character during appropriate scenes. People are complicated, so we use character sheets to keep track of various details, ranging from how good they are with various skills, to how emotionally exhausted they are, to how fast they react.

Materials

In order to play this game, you're going to need at least two ten-sided dice, preferably a pair for each person, including the GM. Additionally, each player will need a character sheet (as seen at the back of this document, and also found on our webpage) with which to keep track of their character's statistics and abilities. Beyond this, an area to map our relative positions of characters can be useful, but isn't required.

[Include side-box with gaming jargon like dice terms]

The Flow of Play

The player-characters are all students at one of the various adventurer-academies that have been springing up recently. As such, play alternates between downtime during

which the player-characters attend courses to increase their skills and learn new abilities, and periodic adventurers that they are sent on to test their progress.

Students attend their academies generally for four years, with each year being divided into quarters (with one summer quarter per year which is generally taken as vacation). Courses are selected at the start of each quarter and determine what skills and abilities each adventurer will gain at the quarter's close. Throughout the school year, parties of adventurers are responsible for solving various issues around the Kingdom, considered part of their education and proof of their skills. Most students rarely ever go more than a month or two without being dispatched, only to return when either the issue has been resolved, or they must wait for further developments.

The current quarter you are in is often referred to as your "power level."

Core Conflict Resolution

Sometimes players want their characters to do things that have a questionable outcome. Say I want my character to climb a steep cliff. That's something where there's a reasonable chance I could fail, so we need to decide the outcome somehow. Heroics 101 accomplishes this through a simple dice roll. The GM secretly assigns a target number (TN) for the action depending on how difficult it is, and the player rolls two ten-sided dice (2d10) and adds any relevant modifiers, such as from being trained in a relevant skill. The result is then compared to the target by the GM, who describes the outcome of the action. Combat, social interactions, and skill-uses all follow this basic structure. This act of rolling dice and adding a modifier for a skill is known as a "Skill Check", and as such when a rule says something along the lines of "Make a ___ check," it means to roll 2d10 and add the modifier for the appropriate skill. Occasionally, you'll be required to make a "Stat check" in which you add only the raw score of one of your four stats, to represent raw aptitude as opposed to acquired skill.

Timing

When time is of the essence, actions are taken in turns by all participants in the encounter. During an individual's turn, they have a Major Action, a Minor action, and a quick action, which are used to move, attack, activate abilities and the like. "Full Round" actions consume both a Major and a Minor action. Actions are described in further detail in Chapter 8: Combat.

When players are not engaged in time-sensitive activities, time is not tracked so rigorously, instead being divided into “scenes” where each scene lasts from the start to the end of an uninterrupted interaction or piece of roleplay.

The Golden Rule

Ultimately, the point of this game is to have fun. Nothing stated in this document is an absolute. If your group decides you want to add, remove or change rules for your game, feel free to! Every group and game are slightly different, and adaptability is a hallmark of a good GM. Rules should never get in the way of a good time. Additionally, I greatly encourage the production of fan-made content to be shared with the community, which will be explained later on.

Chapter 2: The Academies

These are dark times. The Kingdoms are constantly beset by monsters, plots, and would-be conquerors. In the days of old, brave heroes would rise up to vanquish these foes, but these days random nobodies picking up a sword just isn't enough. These days, fools like those don't make it past day one. You don't get by as an adventurer unless you know what you're doing. You don't get by unless you've been trained. That's where we come in.

After the Kingdoms realized that completely unprepared murder-hobos weren't going to be enough to solve all their problems, they formed a council to discuss the issue. Their solution was to create a system of academies spread across the land, at least one per Kingdom, which would serve to train young hopefuls. These academies would instill in them the skills they needed to succeed in their lives in the outside world, would help guide them down a path where they could shine and help make the world a little less crazy.

Have no illusions, this is not an easy life to choose. Many of our students still don't make it to graduation. Whether they drop or die, only those determined to improve and overcome will make it to graduation day. It's a long, hard road that you have ahead of you. You will need to work very hard, you will need to decide how to manage your time, how to maintain relationships and work with others. If, however, you can manage to make it through all of that, I can promise you that you'll have a brighter future ahead of you.

So, how about it? Care to enroll?

Admission

Due to the dangerous nature of the profession and the sheer demand for adventurers, most Academies are not terribly selective about

Adventuring Parties

Due to

Courses

Due to

Dispatches

Due to

Chapter 3: Character Creation

To play, first you'll need to make yourself a character, the persona which you will be controlling in the world described by your GM. Player-characters, or PCs, are the protagonists of the story, and you should consider such when you're deciding who you want to play. For the duration of the game, you will be playing the part of this person, so make sure it's someone you'd enjoy acting as.

First, talk to your Game Master about what type of game they want to run. If the story is going to be all about political intrigue and investigation, then making a character who can do nothing but fight wouldn't be the best idea, and so on. Additionally, your GM might have some house-rules or special conditions for character creation of which you should be aware. Always make sure that your GM approves of whatever character you want to play.

What follows is a step-by-step walkthrough of how to create a character for a game of Once and Future Kingdom. Individual aspects of characters will be described later in this document.

Step One: Concept

Come up with a one or two-sentence description of your character. This will be used to focus the rest of character creation to make sure you have a cohesive character at the end. Note your Concept on your character sheet. [Include examples!] Once you've done so, now think of what your character's Goal is going to be, what they wish to accomplish. Goals are a fundamental driving force of a character and will serve to [Stuff goes here]

Step Two: Base Statistics

Base Statistics, or "stats", represent a character's inherent capabilities, independent from training. They serve a variety of functions, including providing bonuses to various skills and determining some secondary characteristics, like health. There are four stats, as listed below.

Perseverance (PER): Describes your character's ability to shake off both mental and physical beatings. Characters with higher Perseverance can sustain more damage and are less easily swayed by honeyed words.

Cunning (CUN): Describes your character's ability to act in a precise, planned fashion. Higher Cunning means greater accuracy as well as more effective manipulations.

Valor (VAL): Describes your character's ability to act in straightforward manner, and the raw effectiveness of such actions. Valor governs damage dealt with attacks and your ability to evoke emotions in others.

Spirit (SPI): Describes your character's inner strength, their [stuff goes here]

You begin with 6 points to distribute among the four stats, though no single stat can begin higher than 3 or lower than 0. The Concept you came up with earlier should help inform this decision, but you are under no obligation to play to stereotypes. It's entirely possible to play a merchant with high Valor who sways people through sheer charm instead of careful manipulation, or an archeologist with high Perseverance who relies on their exemplary physical endurance to navigate ruins.

Once you've decided how to distribute your stat points, note the final scores on your character sheet. Don't worry, you'll be able to increase your stats later on through play.

[RACE STEP]

Step Three: Traits

Traits represent a character's background and unique characteristics. These are things that generally cannot be trained, but instead are inherent qualities. Traits can be beneficial (Advantage) or detrimental (Disadvantage). Is my character ambidextrous? Are they afraid of crowds? Do they have supernatural luck? These are the sorts of things covered by Traits. Make sure you're keeping in mind your Concept as you consider what Traits to pick. Your Traits should directly tie into and reinforce your Concept.

You start with 4 Trait Points to spend. Advantages cost points, while Disadvantages grant them. You cannot gain more than 4 additional trait points from Disadvantages. See Chapter 3: Traits for a list of Advantages and Disadvantages.

Step Four: Attachments and Willpower

Attachments are who your character is, as a person. They are your character's specific feelings towards a variety of peoples, groups, ideas and the like which can influence how your character interacts with others. You define what and who your character cares about and how strongly by listing their Attachments, which will naturally change over the course of play as you meet new people and your worldview changes.

Characters can begin with as many attachments as they like, but as a rule of thumb should not begin with fewer than four. See Chapter 6: Values and Attachments for more detail on how these function.

Willpower is a measure of a character's mental and emotional resilience, the force with which they can throw off mental influence and resist succumbing to attempts to manipulate them. Willpower is treated somewhat similarly to health, as a resource that is depleted by use but slowly regained over time. Characters have a maximum Willpower equal to $6+2*\text{Pers}+\text{Spirit}$. Increasing Spirit or Perseverance thus also increase one's maximum Willpower. Each full night's rest restores an amount of Willpower equal to $1+\text{Spirit}$. Willpower is primarily used to perform Impassioned Actions, but is also used as a form of mental resilience and serves a number of other functions that will be explained later on.

Step Five: Pick Courses

As you're attending an Academy, you'll be needing to pick your courses for your first quarter! See Chapter 5: Courses for more information on how courses function and for a full list of them. You have 12 credits' worth of time to spend each quarter on courses and extracurricular activities, so use your time wisely!

Step Six: Finishing Touches

Now that you've determined your character's defining features, you can put the finishing touches on. This includes determining what equipment your character possesses (See Chapter 6: Equipment for a list of standard items), physical description (Age, height, hair color, physique, etc.), native language (See Chapter 7: Social Interaction), and a more detailed character backstory. When these are done, you'll have a completed character ready for play!

Health=20+4*Resistance Skill Modifier

[SECONDARY STATS LIKE CARRYING CAP AND HEALTH]

Starting Money = 2gp

[EXAMPLE OF CHARACTER CREATION]

Chapter 4: Races

The world is home to a wide variety of sapient races which players may choose from when creating their characters and which they may encounter in their adventures. Each race is biologically distinct, represented by a unique set of racial traits listed for each, which characters of each race get for free, not counting against the advantages and disadvantages selected later in character creation.. These physical differences often lead to differences in culture and society, but not all individuals of a race interact with them the same way. For example, the Set Ways trait of dwarves may often be interpreted as simple stubbornness, but represents an underlying inability to adapt, which a society of dwarves may actively combat.

Race is just one part of a character, and in most cases should not wholly define them. One's parentage, upbringing, youth and personality all have significant say in who someone ends up being. As such, you are encouraged to take your character's race as but one piece of a larger picture when envisioning them. Play your character, not just your race.

Sizes

Some races are larger or smaller than others. If a race is a size other than standard, it will be listed in their information. The effects of each size are given below.

Petite: You benefit from a +2 bonus on attempts to squeeze through small places, out of a grapple, and to stealth while remaining still. Your carrying capacity is reduced by half. Landspeed is reduced by 10ft.

Standard: No special modifiers.

Powerful Build: You suffer from a -2 penalty on attempts to squeeze through small spaces and to stealth, but your carrying capacity is doubled.

Creature Types

Some races fall under a broad umbrella, such as "undead" which in itself confers a number of advantages and disadvantages.

Undead: [Construct? Non-living?]

- +3 on resistance checks against the effects of mundane poisons and diseases

- Does not regain hit points or lose wounds naturally (most undead races supply an alternative means to repair damage).
- Does not need to sleep, but still must engage in full-night rests in order to recharge resources which require a full night's rest. During these rests they remain awake, but cannot take strenuous physical or mental actions.
- Does not have normal needs for food, water, or air (most undead races have other consumptive needs).

Races

Gnome

Gnomes feel emotions much more vividly than other races.

Size: Petite

Cooperation: When you Aid Another or are the recipient of Aid Another, the Aid Another grants an additional +1 bonus. This bonus cannot stack with itself, in the case of multiple Gnomes.

Driven: The first impassioned action you make each day has its cost reduced by half, rounded down.

Discouraged: When you make an impassioned action and fail the roll, you get a -2 penalty on all uses of that skill until either you take an eight hour rest, or you fail on an impassioned action with a different skill.

Orq

A result of unethical forced-breeding experiments, orqs were designed as a “fix” to the perceived barbarity of orcs. They have lost all ability to sense the Hum, and instead have been artificially engineered to be gentle and well-mannered. As one could imagine, they are not always terribly happy about their state. Ostracized from orcs, and strange mockeries of high-society.

Silk Armor: As long as you're wearing expensive clothes (Fine or Extravagant clothes, the Equipment section), you get a +2 bonus to Rebuttal and Conviction. This bonus is negated if your clothes are not in pristine condition.

Repulsive: A byproduct of being disconnected from the Hum, other individuals find you to be intrinsically abhorrent. In order for an individual to form a positive attachment towards you, they must expend two willpower. Orqs cannot take the Gregarious trait.

Gentle: All damage you deal is nonlethal by default. You have access to the “Strike to Kill” tactic, which allows you to deal lethal damage with a weapon that could otherwise do so, at a -2 penalty.

[Class ability to allow them to pay half or all for other people forming positive attachments to them]

Dwarf

Set Ways: In order to alter or remove one of your attachments of your own volition, you spend two willpower. You have a +2 on all social defenses to resist Modify Attachments actions.

Stonechild: Sleeping on stone or soil allows you to heal an additional number of hit points equal to your Perseverance, but sleeping on any other material causes you to heal half as much. You receive a +1 bonus to notice and stealth while in rocky environments (including stone structures), but a -1 penalty to notice and stealth in any other environment.

Chosen Trade: Select a single Freetime Activity. You must spend at least one freetime credit on that activity each quarter.

Elf

[Alien in nature, humans which went to the Far Shore and back]

Moonchild: You can see by moon or starlight as easily as you can by daylight. You can restfully stare at the night sky for eight hours instead of sleeping, as long as you perform no other strenuous activity.

Alien Demeanor: Non-elves get a -3 penalty on Discern Motives checks made against you, you get a -2 penalty on Discern Motives checks made against non-elves. Individuals who do not know you must spend one willpower to initiate a conversation with you.

Detached: When making impassioned actions, you can only choose to get a bonus only up to one below the rating of the attachment in question.

Copycat

Imitation: Once per day, when you observe another character within 30ft of you utilize a skill in which they have more training points than you, you may designate it as your

Imitated Skill as a free action. If this skill is a supernatural, combat or social skill, you get a +1 bonus to it as long as it remains your Imitated Skill. If the skill is not supernatural, combat, or social, you instead get a +2 bonus to it as long as it remains your Imitated Skill.

Empty: The sum of your attachment values cannot exceed an amount equal to three plus twice your Spirit stat. If you are at this maximum value, any effect which would cause you to gain or increase the rating of any attachment fails. Once per day, when you observe another character within 30ft of you make an impassioned action, you may choose to form an attachment identical to the one they channeled, not counting towards your attachment maximum, as a free action. This attachment lasts until you take a long rest, and the first time each day you channel this attachment for an impassioned action, it costs one fewer willpower to do so, to a minimum of 0.

Impressionable: When any individual is making an Instill or Modify Attachments action against you, with the intent to either make an attachment aligning with an attachment that they have (same target and tag), or to increase the rating of such an attachment in you, you suffer a -2 to all social defenses to resist.

[Expensive learnable ability to copy complete learnable abilities/techniques]

Forlorn

Deeply Flawed: Instead of taking between 0 and 4 points worth of Disadvantages, you must take between 1 and 6 points of disadvantages, and must have at least one physical disadvantage. You start with one fewer trait points to spend on advantages.

Terminal: You suffer from a permanent -2 penalty to your Resistance skill, including its use in determining your maximum hit points. [Shorter lifespan]

Bizarre Anatomy: Any attempts to use the Medicine skill on you suffer from a -2 penalty. Any effects which rely upon you being Surprised have only a 50% chance to be effective (such as the Sneak Attack ability).

Darkspot

[How does this work with Martial Arts? Just activation?]

Magic Void: You have a 25% chance to ignore any supernatural effect which you would otherwise be subject to.

Fuel: Whenever a supernatural ability is used within 10ft of you, you benefit from a +1 to all rolls until the end of your next turn.

Too Real: All mundane sources of damage deal an additional point of damage to you. You suffer from a -1 penalty to all supernatural skills.

Orc

Brother's Blood: You may perform the Ritual of Blood Union by spending an hour communing with up to four other characters in which you share blood. You and any other Orcs involved in the ritual become bonded to all participants in the ritual excluding themselves. Orcs involved in the ritual can sense the relative direction and scale of distance (feet, tens of feet, hundreds of feet, miles, tens of miles, hundreds of miles, etc.), and current number of Wounds to others who participated in the ritual.

Additionally, they receive a +2 bonus on all attempts to aid others who participated in the ritual. The cost is that if any point a participant in the ritual perishes, any Orcs who participated in it immediately take a Wound which cannot be resisted by any effect. An individual may only be a part of one Blood Union at a time, and participating in a new one removes them from any previous.

The Hurt of Others: You can innately sense the number of Wounds which anyone within 10ft of you possesses. You suffer from the highest wound penalty of all individuals within 10ft of you.

The Hum: You receive a modifier on all Notice and Insight checks based on the number of sapient creatures within 30ft of you. You know which of the following rough categories you're in, but not the exact number or location of sapient creatures. Any individuals you are bound to via a Ritual of Blood Union do not count against this tally.

Number of Nearby Sapients	Modifier on Insight and Notice Checks
0	+2
1-2	+1
3-7	0
8-14	-1
15+	-2

Draken

Sinful Existence: Select one of the seven deadly sins (lust, pride, gluttony, greed, wrath, envy or sloth). You are treated as having a permanent rating 3 "like" attachment

towards your chosen sin, which cannot be altered or removed in any way. You cannot take any trait which would prevent you from holding such an attachment. Depending on which sin you select, you gain additional effects. [Maybe have the impressions granted by the Draken only affect individuals with low Spirit, like Gregarious does? Needs to be more clear that these are actual effects, not just flavor-text]

- Gluttony: You weigh twice as much as stature would indicate, and must consume twice as much food as usual per day. The cumulative bonus to the difficulty of starvation checks is halved (from +1 per day to +1 per two days).
- Wrath: Whatever your current emotion is, you never appear overtly angry. Once per day, channeling a Hate attachment costs half as much willpower as it otherwise would. You receive a -5 on social defenses against any checks made to create or strengthen a Hate attachment in you.
- Lust: Your appearance is paradoxically both very mundane yet oddly pleasing. Once per day, channeling a Desire attachment costs half as much willpower as it otherwise would. You receive a -5 on social defenses against any checks made to create or strengthen a Desire attachment in you.
- Greed: You exude the impression that you are of modest means, regardless of your actual financial situation. By examining an object as a full-round action, you may assess its current market value. Willingly parting with an item you consider to be valuable requires the expenditure of one willpower.
- Sloth: You appear in good physical condition. You regain one fewer willpower from a full night's rest, and any attempts to Persuade you to perform a task receive a -2 penalty.
- Pride: Others get the impression that you are a humble individual, regardless of how you carry yourself or what you say. Acting purely out of selflessness costs you two willpower. Once per day, when you give another person an instruction, you may bestow upon them the ability to once during that day roll twice and take the better result on a check made in the course of carry out those instructions.
- Envy: You come across as very content with your life. Once per day, you can designate something another person has that you do not (usually an object, skill, or being the target of an attachment). Upon doing so, you receive a +1 bonus on all checks made to in the direct service of obtaining that thing for the next hour. If by the end of the hour you have not obtained the thing, you lose two willpower.

Majesty: Individuals cannot initiate combat against you without first spending two willpower to do such. If you enter combat first, this cost does not need to be paid. Any individual who pays this cost does not need to do so again for 24 hours.

Justice Comes: If you cause harm to one of an individual's positive attachments, it costs them half as much willpower to channel that attachment on checks made against you.

Draken Traits

Draken may take the following traits, with the normal restrictions on trait points.

Draken Claws

You have dangerously sharp claws coming from your fingers

Cost: 2

Benefit: You gain a pair of natural weapons with a value depending on your current power level, as indicated by the table below.

Quarter	Damage	Accuracy	Block	Tags
1	2	1	0	Light
4	4	2	0	Light
7	6	2	0	Light
10	8	3	0	Light
13 (Graduate)	10	4	0	Light

Draken Wings

Large, scaled wings sprout from your back.

Cost: 1 or 2

Benefit: With the one point version of this trait, the wings are capable only of slowing your fall to a rate of 75 feet per round, allowing you to move laterally 15ft each round as you fall as a minor action. The two point version of this trait additionally allows you to bolster your jumps by flapping your wings, doubling the distance that acrobatics checks made to jump would otherwise allow you.

Draken Prehensile Tail

You sport a reptilian tail.

Cost: 1

Benefit: Your tail is capable of holding and manipulating objects as a hand, but it cannot be used to make attacks, wield a shield, or cast spells requiring the use of a hand.

Draken Energy

Your scales shrug off a type of energy.

Cost: 1

Benefit: You gain an amount of natural damage mitigation to one energy type of your choosing equal to half your current power level, minimum one. [Stacks with artificial armor]

Draken Breath

You can exhale a cone of energy.

Cost: 1

Requirement: Draken Energy

Benefit: Once per combat you may emit a 15-foot cone of the same type of energy as that selected in your Draken Energy trait, dealing an amount of damage equal to three times your Valor to all targets hit. The attack roll use a bonus of twice your power level instead of an attack skill, and by default can only be defended against by Dodge, as per normal area attacks.

Extra Sin

You embody two sins instead of one

Cost: 1

Benefit: Select a second deadly sin. Performing actions in accordance with this sin can also fill your sin pool.

[Learnable ability to get bonus from current sin pool, or spend it for hijinks?]

Dryad

Preferred Terrain: You receive a +2 bonus to disguise checks made to disguise as a tree, and a +2 bonus on stealth and survival checks while in forests. You receive a -2 penalty to stealth and survival checks while in heavily civilized areas (small towns and larger).

Fire Vulnerability: Any fire damage you receive is doubled.

Forest Child: You can spend one minute to “plant” yourself in soft dirt or soil as long as it is at least three inches deep. While planted, you cannot move from your location without un-planting yourself (a minor action). In exchange, you can consume sunlight and water from the soil, essentially getting the equivalent nutrition of a meal by spending 15 minutes planted in the sun. Being planted in the dark allows you to satisfy

the need to drink, but not eat. Additionally, every half-hour spent planted in the sun allows you to recover an extra hit point.

[Learnable ability to bond to tree, and a second to a forest. More strange ones like being able to regrow limbs, or give off spores and stuff]

Shiver

Shivers outwardly resemble humans, except for the slightly blue shade of their skin and the fact that the irises of their eyes resemble glassy ice. While they exude an aura of cold and are capable of freezing things with a touch, they are very vulnerable to overheating. Shivers suffer from a terrible and ancient curse, that those that hold them dear should suffer. As a result, Shivers tend to live at the edges of society, reluctant to cause others harm simply through their presence. Similarly, Shivers are often regarded with a degree of wariness due to the problems that they potentially pose. Shivers have been known to form small, tightly-knit communities where those involved willingly subject themselves to the curses of one another. A much smaller population has been known to disguise their nature and intentionally get others to become attached to them, revelling in the chaos they can cause.

Overheat: Any fire damage you receive is doubled, and you suffer a -3 penalty to resistance checks made to resist hot environments.

Ice Child: Any cold damage you receive is halved, rounded down. Additionally, your unarmed attacks inflict cold damage instead of bludgeoning damage and your hands can freeze five cubic inches of water each round by touching the water or adjacent ice.

Tragedy: Once per week, a random person who holds a rating two or higher attachment towards you suffers a mild to moderate misfortune, as decided by the GM. Every year or two, you'll go several weeks without causing a misfortune, and then cause a major to extreme one. Each time someone suffers a misfortune because of this ability, you learn their exact location relative to you (direction and distance), as well as the nature of the misfortune.

[Learnable ability to shield allies from Tragedy]

Lamia

Serpentine: You lack legs and feet, instead having a thick, snake-like tail. As such, you cannot effectively wear any items requiring legs or feet, though armor can be made to suit your body shape. You suffer a -5 penalty to any acrobatics checks made to jump, but you gain a 10ft climb speed on any surface you can wrap your tail around, a limit of a roughly 5ft diameter column.

Hunger: Instead of the normal daily food requirements to avoid starving, you must consume five pounds of raw meat daily, or two pounds of meat from a young animal. You never contract diseases from raw meat.

Ocular Removal: As a minor action, you can harmlessly remove one of your eyes. While it is removed, you suffer from the half-blind disadvantage (or total blindness, if your other eye is nonfunctional), and the eye becomes a hard sphere, appearing similar to a large marble. You can see from the eye by closing the eye still in your head, though with the penalty from being half-blind. It is capable of seeing through a half-inch of material in contact with it, such as a pocket. With the eye in your possession, you may spend a minor action to return it to its socket, ending any penalties from having it removed and returning it to normal.

[Learnable prognostication abilities]

[Course that allows sensing the location of your eye]

Zoothrope

Loss of Control: Each night when the sun sets, roll 2d10. On a roll of 2 to 5, you transform and become feral until sunrise, the GM dictating your actions.

Shifter's Skin: Your DM against all physical (bludgeoning/slashing/piercing) damage is increased by one, stacking with natural or artificial armor, but receive double damage from silver weapons.

Transformation: You may, as a minor action, transform into your hybrid form for ten minutes up to once per day. The effects of your transformation vary depending on what type of zoothrope you are. Regardless, you take on many physical aspects as befitting your chosen subtype. The effects listed below last as long as you are transformed. You may choose to end the transformation early as a Minor action.

- Cat: +1 Cunning, -1 Valor.
 - Scale: Movement actions you take can go straight up vertical surfaces as long as they end on a flat surface.
- Wolf: +1 Valor, -1 Cunning.
 - Scent

- Rat: +1 Cunning, -1 Perseverance.
 - Rodent's Escape
- Bear: +1 Perseverance, -1 Spirit.
 - Roar: As a minor action, you may roar. Doing so causes all enemies within 30ft of you to receive a -1 penalty on all 2d10 rolls until the start of your next turn. This ability has a three-turn cooldown.
- Owl: +1 Spirit, -1 Valor.
 - Nightsight I
- Snake: +1 Spirit, -1 Perseverance.
 - Slither: You may negate an attack of opportunity by spending a minor action. [Response? Also, this needs to be better]
- Boar: +1 Valor, -1 Spirit.
 - Unprovoked Charge: Your minimum charge distance is 5ft instead of 10ft.
- Turtle: +1 Perseverance, -1 Cunning.
 - Slow and Steady: Any turn in which you move no more than half your move speed, you receive a +1 bonus to your Block defense.

-Rules somewhere about temporary increases and pools like health (Temporary increases to Perseverance give you appropriate temporary health, which is lost first)

-Class for: Withdraw: As a minor action, you may withdraw into your shell. While withdrawn, your damage mitigation to all damage types increases by four (stacking with armor), and all incoming attacks directed at you hit automatically with an effective margin of success of 0. While withdrawn, your move speed is reduced to 5ft and you cannot make attacks.

Zoothrope Traits

Zoothrope Weapon

Cost: 1

Benefit: You gain a natural weapon with a value depending on your current power level, as indicated by the table below. You have a -1 penalty to hit with this weapon while not transformed, and a +1 bonus to hit with this weapon while transformed.

Power Level	1	3	5	8	11
Weapon Pts	1	2	3	4	5

Zoothrope Armor

Cost: 1

Benefit: You gain natural armor with a value depending on your current power level, as indicated by the table below. If you are a Turtle Zoothrope, you get upgrades one Power Level earlier than this table indicates (IE when you are PL 2, you will have 2pt armor).

Power Level	1	3	5	8	11
Armor Pts	1	2	3	4	5

Zoothrope Speed

Cost: 1

Restriction: Turtle Zoothropes cannot take Zoothrope Speed.

Benefit: Your base landspeed increases by 10ft while you are transformed.

Tenuous Control

Points Worth: 1

Effect: When you gain a wound which increases your wound total to two or more, you must immediately make a 2d10 roll as per Loss of Control.

Vampire

[Vampires not capable of normal reproduction, must make other people into vampires via Sire ability]

Undead Traits: As per standard Undead Traits. (See page XX)

Prior Race: Select another playable race, which you were before being made a Vampire. You do not have any of their racial traits except for size traits. You look passingly like your prior race, albeit paler and more gaunt.

Thirst: You receive a natural weapon as per the table below, representing your fangs. You heal for an amount equal to the damage dealt [post-mitigation]. Additionally, you may drink from a willing target and deal a precise amount of damage. You may drink from a recently deceased individual, but only once per corpse. You do not heal naturally over time. Any day in which you feed on a sapient creature, you do not physically age. If you are already at full health when you feed, you recover a single wound. Feeding to heal wounds may be done at most once per day. You must deal at least five damage per day via feeding to avoid beginning to starve, as if you were a non-undead character who had eaten no food that day. [Information about non-fresh blood?]

Quarter	Damage	Accuracy	Block	Tags
1	2	-1	0	Light
4	4	0	0	Light
7	6	1	0	Light
10	8	2	0	Light
13 (Graduate)	10	3	0	Light

Vampiric Weaknesses and Powers: Vampire bloodlines vary wildly in strengths, with stronger bloodlines exhibiting more overt powers, but also more limitations. When you select Vampire as a race, you must select what tier of vampire you are, 1 to 5, which determines what weaknesses and powers you receive. You receive the weakness and power listed for your tier and all previous tiers. At the end of each academic year, or when your power level hits 3, 6, 9 and 12 (whichever happens first), you may choose to increase your tier by one, up to 5.

Tier	Weaknesses	Powers
1	Garlic and Holy Water	Charm
2	Daylight	Nightwalker
3	Holy Symbols	Coffin Discorporation
4	Invitations	Sire
5	Running Water	Bat Form

Vampire Weaknesses

Garlic and Holy Water: You receive a -1 penalty on all 2d10 rolls while within 10ft of one or more cloves of garlic. Holy water burns you, acting as alchemic acid. As another quirk, your reflection does not appear in reflective surfaces.

Daylight: You take damage over time while exposed to direct sunlight. The interval for each point of damage depends on your tier. This damage can cause wounds as normal. [Include information for wearing heavy clothes to mitigate this or inclement weather]

Tier	2	3	4	5
Damage Interval	10 minutes	1 minute	1 round	5 damage per round

Holy Symbols: Willingly approaching within 10ft of a prominently displayed holy symbol requires you to spend two willpower. You do not need to spend willpower if the holy symbol is brought to you. Entering a church with an active following requires you to spend five willpower.

Invitation: You cannot enter an owned structure without being offered an invitation by an individual who claims at least partial ownership of the structure. This invitation can be verbally rescinded by any individual who also claims at least partial ownership.

- Any sapient, living creature who has made use of an artificial structure for at least a dozen hours over the course of the past week counts as “denizen” of the space and can invite vampires in. If no such individuals exist, then the space is considered uninhabited and you can enter freely.
- Enclosed spaces specifically
- Public structures exempt, as everyone is welcome.
- Can sense thresholds. See them?

Running Water: You cannot cross running water unless you are in your coffin.

Vampire Powers

Charm: +1 on social rolls versus individuals who could be attracted to you.

Nightwalker: You can see perfectly well in dark conditions up to a range depending on your tier.

Tier	2	3	4	5
Vision Range	20ft	40ft	80ft	160ft

Coffin Discorporation: Once per week when you would be killed by a means other than a wooden stake, your body instead dissolves and reforms within your coffin if it is within ten miles. You are rendered unconscious for the following 24 hours while you recuperate back to full health and lose all wounds. If you are removed from your coffin or attacked during this time, you perish.

Sire: You can turn willing, living, sapient creatures into vampires of a tier up to one below your current tier. They have a permanent and immutable desire, like, care and trust attachment towards you with a rating equal to the amount your tier is above theirs.

Bat Form: Once per day as a full-round action you may dissolve into a cloud of bats, all of your currently carried gear merging into this form. While so transformed you occupy the same space as before, may still attack with your natural weapon, and may fly with a base speed of 30ft. The transformation ends when you receive a wound, when you will it as a minor action, or after an hour passes.

Human

Human Nature: Humans have wildly varying natures, each with their own traits. These natures appear to be some combination of genetics, upbringing, and random chance. Select one Nature and receive all the traits listed for it.

Free Spirit

Adaptable: You receive a free retrain credit at the end of each quarter.

Easily Bored: You cannot repeat any classes and cannot take more than one credit of any given freetime activity in a single quarter.

Easy Come, Easy Go: You can freely remove old attachments after the scene in which you obtained it. You receive a -2 on social defenses against Modify and Instill Attachments actions.

Adept

Talented: Increase one stat of your choice by one, up to a maximum of 3.

Productive: You must take Job or Craft for at least one freetime credit each quarter, but you treat your effective skill bonus as one higher for purposes of the results of those activities.

Narrow Focus: You cannot take the Jack of All Trades advantage. You receive a further -1 penalty to any skills which you have only zero or one training points in, except for Resistance.

Goblin

Petite

Fidgety: You feel the need to be constantly moving. In combat you must move at least 5 feet every round if able, and you receive a -2 on stealth checks that require standing still (which counters the bonus from Petite).

Makeshift Craftsmanship: You're very adept at scraping together materials to make things. You can use craft skills when you lack the proper materials as long as you have some materials to work with, but such makeshift items fall apart after a day.

Reverent: You may swear fealty to a person who you have a positive attachment towards. Using that attachment for an impassioned action costs one willpower less, to a minimum of one. Channeling any other attachment costs an additional willpower.

Hill Giant

Powerful Build

Lob: As a Major Action you can pick up a nearby piece of debris (GM can decide whether or not one is available, but for the most part, any battlefield which is not entirely barren will allow you to use this ability 1-3 times, more if there's a lot of throwables) and

throw it at a target within 30ft. This acts as a thrown weapon with a base damage equal to twice your Valor and an Accuracy of 0. Even if you miss, the space where your thrown object lands is now difficult terrain. Willing, adjacent allies without Powerful Build may be Lobbed, though they also take the damage of the attack and land prone as if they had fallen.

Heavy Sleeper: Once you are asleep, the only things that can wake you are completing an eight hour rest, or receiving 2+Perseverance or more damage from a single attack. You cannot take the Night Owl trait. [This should be changed to be more general]

Primeval: Any miracle targeting or including you has its Divinity increased by 1.

Kobold

Petite

Repay: When you are personally disrespected, you must either spend one willpower or form a dislike attachment towards the perpetrator. Attachments made as a result of this trait cannot be changed or removed by any means until you prank the target of the attachment. You may gain one willpower per day by pranking someone.

Heart Band: Where your heart should be, instead there is a glowing circle. Any attempts to use Medicine actions on you use the Occult skill instead. When you have one or more wounds, it glows bright enough to emit light as per a candle from within its cradle.

Spirit of Home, Ship or Mine: Select home, ship or mine. You receive a different ability depending on your choice.

- **Home:**
 - Cleanse: By touching any object or creature, you can cause all dirt and grime on it to fall off onto the ground, and/or dry it.
- **Ship:**
 - Bolster Ship: Every minute spent touching a ship causes it to regain one hitpoint. While aboard a ship, you may cause it to act as if either there was a mild breeze in a direction of your choice, or as if a current breeze was one step stronger.
- **Mine:**

- **Sense Metal:** You may use a full-round action to determine the location of any metal within 30ft of you.

Salamander

Known for the energetic and earnest manner with which they tend to approach life, Salamanders are a humanoid race which tends to have skin some shade of red, occasionally spotted, which is perfectly smooth. Salamanders experience emotions much more strongly than other races, and as a result tend to be volatile individuals. Opinions of them tend to be polarized, as they are capable of both being greatly destructive or disruptive, but also fiercely loyal and reliable. Salamanders tend to follow their dreams and values and feel lost without their passion.

Firechild: Any fire damage you receive is halved, rounded down. Additionally, your hands count as 0-point natural weapons which inflict fire damage, and which can boil five cubic inches of water each round by touching the water.

Fragile Flame: Any cold damage you receive is doubled and you suffer a -3 penalty on checks made to resist cold environments.

Passion: Impassioned combat attacks and defenses cause small bursts of flame, dealing an amount of damage of damage to your opponent equal to twice the bonus gotten from the impassioned action. Any other impassioned actions (not combat attacks or defenses) burn you for one damage per willpower spent, which cannot be mitigated by any means, but cost one willpower less, to a minimum of one.

[WORK IN PROGRESS/NOTES BELOW THIS LINE]

Angelic Servant

Sacred Contract:

Our Bond: You cannot willingly break an oath.

Obvious Nature: Any attempts to disguise you as another individual or race suffer a -3 penalty

-Ability to draw out uplifting desires?

-Make them really bad at doing the opposite?

Demonic Servant

Profane Contract:

Our Bond: You cannot willingly break an oath.

Obvious Nature:

-Ability to draw out dark/destructive desires?

Kobold

Petite: You benefit from a +2 bonus on attempts to squeeze through small places, out of a grapple, and to stealth while remaining still. Your carrying capacity is reduced by half.

Cold Blooded, Major: You get a +4 bonus on resistance checks to resist the effects of high temperatures (See adventuring) and you can go a week without water without negative effects. However, you must make a resistance check every minute you are exposed to extreme cold (Below freezing temperatures), starting at TN 13 and increasing by one with each successive check until you leave the extreme cold. A failed resistance check indicates you enter hibernation and go unconscious until you are warmed back up.

Subterranean: You get a +2 on checks to navigate underground, a +2 on perception checks in dim and dark conditions and a -2 penalty on perception checks in bright light. This penalty can be halved by wearing tinted eyewear.

Sylph [NEEDS REWRITES]

Vestigial Wings: You have smaller, less powerful versions of a full fairy's wings. They allow you to take only one damage per 5ft of fall beyond the first twenty five, instead of the usual one per 2ft beyond the first ten. Additionally, for every fifteen feet you fall, you can move laterally five feet.

Forest-Kin, Minor: Small animals (no larger than a housecat) treat you as one of their own and are not frightened by you.

Iron Vulnerability: Touching iron causes you two damage. Sustained contact deals two damage per round. Iron weapons have this extra damage added to their regular damage when attacking you.

-Races should also have info for physical descriptions

Chapter 5: Traits

Traits are a diverse collection of options intended to allow you to flesh out your character, giving them strengths and weaknesses as well as providing them with a unique identity. Each character begins with four traits with which Advantages can be purchased at character creation, though up to an additional four can be gained by selecting Disadvantages. That is to say that if you pick four points' worth of Disadvantages, you would have 8 points with which to pick Advantages.

Many traits have alternate versions that either cost or give varying numbers of trait points. In these cases, the optional costs or worths are listed in the trait description and the differences between the different point-versions of the trait are explained in their rules text.

Gaining and Losing Traits Through Play

During play, it is possible for events to occur that would cause a trait to be gained or lost. For example, if a character had a severely traumatic experience, it may make sense for them to gain the Phobia or Trauma Disadvantages. Conversely, the Artifact Advantage could be gained by finding and bonding with a lost artifact. Such changes are major ordeals for a character and have profound impacts on their lives and identities, and as such the GM is the final arbiter for such changes. GMs have two main options when it comes to balancing such changes. They can have gains be matched by losses and vice versa, where within two sessions of such a change being made, it is balanced out by an equal and opposite one. Alternatively, they can say that fate is fickle, and make no effort to correct such imbalances. Speak to your GM to determine which system they prefer. [NOTE: Players now gain bonus points at the end of a year which can be used to purchase new Advantages or buy off disadvantages, or increase base stats]

Advantages

What follows is the complete list of Advantages available to characters upon creation, organized by the nature of the advantage, and then by the number of points they cost to select. Unless otherwise stated, you cannot take an advantage more than once.

Social Advantages

Unshakable

You are very true to your beliefs.

Cost: 2

Benefit: Whenever you are targeted by a Modify Attachments action, you may roll your Conviction check twice and take the better result. Furthermore, at the end of any scene in which one or more of your attachments was successfully modified, you may choose to revert them to their prior states without expending willpower.

Trustworthy Face

Would this face lie to you?

Cost: 2

Benefit: If your face is visible to an individual trying to make a Discern Lies check against you, they must first spend one willpower before making the check.

Higher Purpose

Your conviction towards a single cause drives you forward.

Cost: 2 or 4.

Benefit: Pick an Attachment you hold with a rating of 3. It instead has a rating of 5 and cannot be changed through Modify Attachments actions. If you got the 4 point version of this trait, you may instead pick a number of attachments up to the value of your highest stat.

Gregarious

Whether it's because you're attractive or simply easy to talk to, people tend to like you.

Cost: 1-3

Requirement: Spirit 2

Benefit: The first time you meet a person with a Spirit less than or equal to the cost of this trait in a non-combat scenario, that person immediately forms a rating 1 Like attachment towards you. If their Spirit is 2 or more less than the cost of this trait, the attachment is instead rating 2. This will only ever work on a given target once.

Innocuous

You look very plain.

Cost: 2

Benefit: As long as you're in a crowd, you get a +2 bonus on stealth checks.

Additionally, anyone who does not have an attachment to you and a Spirit lower than 3 does not recognize you, even if they have seen you before. This does not apply if they lose their attachment to you during a scene in which you are present.

Wealthy

You have a steady stream of money coming in from a well-off family, investments, a fund, or other source of income.

Cost: 1-3

Benefit: At the beginning of each quarter, you receive an amount of silver as determined by the table below, varying based on current quarter and the number of points you spent on this trait.

Quarter	Wealthy 1	Wealthy 2	Wealthy 3
1	16.38	32.76	49.14
2	20.64	41.28	61.92
3	26.00	52.01	78.01
4	32.77	65.53	98.30
5	41.29	82.57	123.86
6	52.02	104.04	156.06
7	65.54	131.09	196.63
8	82.59	165.17	247.76
9	104.06	208.12	312.18
10	131.11	262.23	393.34
11	165.20	330.41	495.61
12	208.16	416.31	624.47

Commanding Mien

You've always been talented at commanding those below you.

Cost: 1

Requirement: Spirit 2

Benefit: You have a +3 on all social rolls against targets you have been put in charge of or who rank lower than you within a hierarchy of which you are a part.

Backing

You are part of a larger organization or renowned family who can help you out in a pinch.

Cost: 1-4

Benefit: The number of points spent on this trait determines the scale of the organization in question. At 1 point, the organization likely has a dozen or so moderately skilled individuals. At 2 points, they likely have a small base of operations, some experts, and number around 40. At 3 points they may have branches in multiple locations and feature at least a couple very talented individuals, in addition to their retinue of over a hundred. At 4 points, the organization likely spans the nation or more, or possibly has famous heroes among their number. Regardless, you are still unproven, and you can't always rely on your organization for help. Once per quarter, you may call in a favor by delivering a message to your group, and they will come to your aid within a reasonable amount of time. The GM is the final arbiter on what is and is not an appropriate favor for the nature and scale of the organization backing you. While capable of providing huge help, they will never directly solve a major obstacle for you; this is why you're at the Academy, to learn to deal with your own problems. (IE the thief's guild backing you might help spy for you, but won't outright assassinate the villain you're after. The band of warriors may send a man or two to help you in combat, but they won't just take care of it on their own.)

Privileged

You are a member of the upper class, or otherwise have been labeled as someone to be treated with respect.

Cost: 1-4

Benefit: The number of points in this trait indicates how high your station is, with higher point-values outranking lower ones. Members of the government, people who pay respect to the hierarchy, and individuals with lower levels of Privileged than you will feel obligated to treat you as befits your station.

Showman

You love showing off in front of others.

Cost: 1

Effect: You get a bonus on all 2d10 rolls while one or more individuals are actively observing you. Individuals engaged in combat or otherwise significantly distracted do not count towards this number. As long as one or more individuals are observing you, you get a +1 bonus on all 2d10 rolls. If twenty or more are observing you, this bonus increases to +2.

Impervious to Persuasion Type

A particular type of persuasion is just awful against you.

Cost: 1

Effect: Pick one type of persuasion skill (Logos, Pathos or Ethos). You get a +5 bonus on all rolls made to oppose the selected persuasion skill.

Well Connected

Due to your background, you already have connections in a variety of places.

Cost: 1

Effect: Once per quarter you may make a connections check as if you had taken a credit of the Networking freetime activity (See page XX), though this check is made at a -2. [This needs more work]

Aide

You have a loyal aide, due to your lineage.

Cost: 3

Effect: You have an aide or assistant who can run errands for you. While adventuring, you can direct your Aide to perform a variety of tasks, such as sending messages, preparing camp, fetching items from a nearby town (if provided the funds). While you can give them commands, they are controlled by the GM and will refuse orders they see as unreasonably dangerous or tedious. While they are capable of entering combat, they will not risk their life for you. Pick five non-supernatural skills. At the end of each quarter, they gain two training points in the associated skill. They have a value of 1 for every base stat.

Multilingual

You grew up around multiple languages and picked some up.

Cost: Varies

Effect: For each trait point spent on this advantage, you gain four additional language proficiency levels to distribute among languages as you see fit. As usual, you cannot gain proficiency in languages with requirements you do not meet. This is in addition to the fluent language characters normally begin play with.

Socialite

You are naturally at home at parties.

Cost: 1

Effect: You gain a +1 bonus to all social checks made while at a social function, such as a dance, wake, teaparty or so forth. Additionally, alcohol counts as half its usual volume for the purpose of inebriating you. Lastly, you seem naturally at home at such events

and as a result it takes one willpower for anyone to directly question whether or not you should be present as long as you are not disruptive.

Physical Advantages

Slow Bleeder

You just don't bleed that much.

Cost: 2

Requirement: Perseverance 2

Benefit: Your health loss due to wound penalties is always one step less than it would otherwise be. (IE at a -4 penalty you lose one health per round of strenuous action, and two per minute instead of two health per round and four per minute).

Vanguard

You're very responsive to combat.

Cost: 2

Requirement: Valor 2

Benefit: You have a +3 bonus on all Initiative rolls.

Fast Healer

You recover from wounds much faster than normal.

Cost: 1

Requirement: Perseverance 2

Benefit: You recover a number of hit points per full night of rest equal to your Perseverance multiplied by two.

Normal: You recover a number of hit points per full night of rest equal to your Perseverance, minimum one.

Fleet

You're uncommonly fast on your feet.

Cost: 1 or 2

Requirement: Valor 2

Benefit: Your base movement speed is increased by 5ft for each point of this trait.

Ambidextrous

You can easily swap which hand you're focusing on

Cost: 2

Benefit: Once per round on your turn as a quick action, you may swap which hand is your dominant hand and which is your off-hand.

Indefatigable

You seem to have endless reserves of stamina.

Cost: 1

Effect: You can go twice as long before being exhausted when running, jogging, marching, swimming or climbing.

Lung Capacity

You are innately talented at holding your breath.

Cost: 1

Benefit: You can hold your breath for $6 * \text{Perseverance} + 12$ rounds instead of $4 * \text{Perseverance} + 8$ rounds. Turns in which you take more than a quick or minor action still count as double.

Resilient

Your skin is exceptionally tough, capable of shrugging off minor wounds.

Cost: 2 or 4

Benefit: If you have the 2pt version of this trait, you are treated as having DM 1 to all types of damage which stacks with DM afforded by armor. The 4pt version of this trait instead provides DM 2 to all types of damage which stacks with DM afforded by armor.

Miscellaneous Advantages

Common Sense

You have an innate sense of when something is a stupid idea.

Cost: 1

Requirement: Spirit 2

Benefit: Whenever you or a party member is considering doing something that the GM considers foolish or poorly-thought-through, you are informed of such. This does not prevent you or others from proceeding with this course of action, but at least you've been warned.

Directional Sense

You've always been good at finding your way around.

Cost: 1

Benefit: You always know which way is North and get a +2 bonus on Survival checks made to navigate.

Quirky

You have a unique eccentricity.

Cost: 1 or 2

Benefit: Select a quirk, a simple but strange action which takes around a minute to perform. This could be fawning over weapons like others do cute animals, always making a point of drinking milk with your meals, or similarly strange peculiarities. The first time each day your character performs their quirk, roll a d6. If you have the 1 point version of this trait and roll a 3 or 4, regain one willpower, up to your maximum. If you roll a 5 or 6, instead regain two. If you have the 2 point version, you regain one willpower on a roll of 2 or 3, two on a roll of 4 or 5, and three on a roll of 6.

Prior Training

You already have a bit of education, before attending the academy.

Cost: 1-2

Benefit: For each point spent on this trait, you begin with four training points you can distribute among any skills you choose, though no more than half may be spent on a single skill.

Normal: You start with 0 points in all skills.

Jack of All Trades

You've dabbled in basically everything.

Cost: 1

Requirement: Cunning 2

Benefit: Ignore the penalty for being untrained in a skill and you may use any skill untrained.

Normal: You have a -1 untrained penalty in any skill which you have no points in.

Prodigy

You are exceptionally talented in a particular skill.

Cost: 1-4

Benefit: Select a skill to gain either a +1 or +2 bonus on rolls to. If it is a combat, social, or supernatural skill, this trait costs 2 trait points if you chose +1 or 4 trait points if you chose +2. If the selected skill is not a combat, social, or supernatural skill, this trait costs 1 trait point if you chose +1 or 2 trait points if you chose +2. This does not grant training points, it instead grants a flat bonus to all uses of that skill.

Lucky

Luck just seems to be on your side.

Cost: 1-3

Benefit: For each point of this trait that you have, you may reroll a single roll of 2d10 per day.

Night Owl

You need less sleep than others do.

Cost: 1 or 2

Benefit: You require only 5 hours of sleep to get the benefits of a full night's sleep. If you have the two point version of this trait, you require only 2 hours.

Normal: You need 8 hours of sleep to get the benefits of a full night's sleep.

Bookworm

You've always been gifted when it comes to schoolwork.

Cost: 2

Requirement: Cunning 3

Benefit: Each quarter, you may take one free credit of independent studying.

Fast Learner [Not any more]

You like reading ahead.

Cost: 2

Requirement: Cunning 2

Benefit: When selecting courses at the beginning of a quarter, you may take one more academic credit than the normal maximum, at the expense of getting one fewer during your next quarter. This trait cannot be utilized in two consecutive quarters.

Dabbler

You like trying a variety of things before making your decision, using breaks to your advantage.

Cost: 1

Benefit: During Spring and Winter breaks, you may retrain an additional credit (3 instead of 2). During Summer break, you may retrain an additional 2 (6 instead of 4).

Fate's Favored

The universe seems to take care of you when you're in a pinch.

Cost: 4

Benefit: Once per quarter you may call upon Fate's Favored to save your skin.

Whatever sticky situation you're in, some quirk of Fate manages to see you out of it safely. There are of course limitations to the favors Fate will provide, and it may have unintentional side effects.

Familiar

You have an exceptional pet.

Cost: 1-3

Effect: Depending on the number of points spent on this trait, you have a varying amount of resources with which to build your familiar. Refer to the Familiar section on page XX [Currently back of doc] for further details about Familiars. [Needs updating]

Hobbyist

You manage to find plenty of time for your hobbies.

Cost: 2

Effect: You get an extra free-time credit each quarter.

Impassioned - When making an Impassioned Action you can get double bonus if you're Exhausted after.

Mentor

Contacts

Artifact

Disadvantages

What follows is the complete list of Disadvantages available to characters upon creation, organized by the nature of the advantage, and then by the number of points they provide upon selection.

Social Disadvantages

Bleeding Heart

No matter how hard you try, you simply cannot bring yourself to hate.

Points Worth: 1

Effect: You are incapable of forming permanent Hate attachments. Instill and Modify Attachments actions can cause you to temporarily gain a Hate attachment, but it always disappears at the end of the scene, without the need to make any expenditures or checks. This trait cannot be taken alongside Cold Heart.

Cold Heart

No matter how hard you try, you simply cannot bring yourself to care.

Points Worth: 1

Effect: You are incapable of forming permanent Care attachments. Instill and Modify Attachments actions can cause you to temporarily gain a Care attachment, but it always disappears at the end of the scene, without the need to make any expenditures or checks. This trait cannot be taken alongside Bleeding Heart.

Apathetic

You just can't bring yourself to care about things that much.

Points Worth: 1 or 2

Effect: If you have the 1 point version of this trait, your maximum Attachment rating is only 2. If you have the 2 point version, it's only 1. You cannot take this trait alongside other traits which limit your ability to form long term attachments, such as Bleeding Heart or Cold Heart.

Normal: Your maximum Attachment rating is 3.

Gullible

You're very trusting, often beyond what's good for you.

Points Worth: 1

Effect: You have a -2 on Insight checks made to Discern Truth, and anyone with at least one point in Insight knows that you have this trait.

Easily Provoked

You just can't keep yourself from rising to a challenge.

Points Worth: 1 or 2

Effect: Pick a triggering condition, such as your honor being besmirched or the safety of a loved one being questioned. When the condition is met, you are compelled to seek out and aim to harm or end whoever is responsible for such. In combat, this means attacking them each round if they are present. You may ignore this compulsion for one scene if you spend one willpower per point of this trait.

Pariah

Whether it's because you're ugly or just get on people's nerves, you aren't well-liked.

Points Worth: 1 or 2

Effect: The first time you meet a person with a Spirit less than or equal to the worth of this trait, they form a rating 1 Dislike attachment towards you. This trait cannot be taken with Gregarious.

Limited Emotional Scope

You are only capable of feeling one of two emotions towards people.

Points Worth: 3

Effect: Pick two attachment tags. Those are the only types of attachments you can ever have towards people. No effect can cause you to even temporarily have any other type of attachment towards a person. You cannot take this trait alongside any other trait which limits your ability to form attachments, such as Bleeding Heart or Apathetic.

Financial Obligation

You have less funds due to some ongoing expenditure, such as loans, debt, or taking care of a family member.

Points Worth: 1 or 2

Effect:

Each quarter, including the first, you must make a payment in silver pieces. [Flesh out]

Quarter	Financial Obligation 1	Financial Obligation 2
1	16.38	32.76
2	20.64	41.28
3	26.00	52.01
4	32.77	65.53
5	41.29	82.57
6	52.02	104.04
7	65.54	131.09
8	82.59	165.17
9	104.06	208.12
10	131.11	262.23
11	165.20	330.41
12	208.16	416.31

Attached

You can't handle being by yourself.

Points Worth: 1

Effect: Unless you spend a willpower to suppress the effects of this trait for one hour, you are compelled to stay within 100ft of one or more of your friends (Individuals towards which you hold a Like or Care attachment). During downtime, the expenditure of one willpower suppresses the effects of this disadvantage for 24 hours (That is to say, during downtime you can be away from your friends reliably, but it's still uncomfortable).

Rival

You have a rival who's always being a nuisance.

Points Worth: 1-3

Effect: The number of points selected determines the degree to which your Rival interferes in your affairs. A one point rival might be someone you've had a grudge with since childhood and seeks to outdo you, while a three-point rival might hate your guts and actively seek to destroy everything you love. Similarly, the number of points in this trait roughly equates to your Rival's strength, with 1 being a fairly normal person and 3 being terrifying. Your rival will likely appear at least once every two or three quarters, at the GM's discretion. Should your rival perish or otherwise cease to be your rival, you immediately lose this disadvantage and instead immediately gain an equal number of points of Emotional Wound.

Emotional Wound

You have some lingering trauma which haunts you, and it's all you can do just to keep moving forward.

Points Worth: 1-3

Effect: You begin every field test lacking a number of willpower equal to twice the value of this trait. Each morning when you would regain willpower, roll a d4 and subtract the value of this trait. If the number is positive, regain a willpower as normal. If it is negative, lose twice that number of willpower. You cannot benefit from any source that would normally allow you to gain additional willpower, such as the Quirky trait. If your willpower would ever go negative, it instead remains at 0 and you suffer a -2 penalty on all actions for the rest of the day.

Personal Creed

You have a set of rules which govern some of your actions.

Points Worth: 1-3

Effect: Come up with one or more rules which restrict your actions on a regular basis. Depending on how restrictive your rules are, the GM decides whether they are worth one, two or three points for this trait. As a rule of thumb, a set of rules which might minorly sway your actions every day or two is worth one point (Never eat meat), a set of rules which consistently control your actions is worth two points (Never willingly break a

vow), and a set of rules which provide significant obstacles on a regular or basis or could easily be used against you is worth three points (Have no material possessions). Keep track of what advantages you purchase with the points gained by this trait. Should you break your creed, you lose the benefits of those advantages until you have abided by your creed for a solid week.

Strong Preference

You have a strong attraction towards a particular type of person.

Points Worth: 1 or 2.

Effect: Specify your "type". With the one point version of this trait, it can be something fairly specific (~1-5% of the population. "Guys with large ears", "Women with differently colored eyes"), while with the two point version of the trait should be fairly common (~5-10% of population. "Blondes", "Tall guys"). While usually one or more physical traits, these criteria can also cover choice of dress or mannerisms (Wearing glasses, swordsmen, politeness, etc.). You hold a Desire attachment towards individuals who meet the listed descriptor which cannot be removed or have its nature altered as long as you have this disadvantage. Individuals who meet the listed criteria benefit from a +3 bonus on all social checks made against you, and you suffer a -3 penalty on all attack rolls made against such individuals.

Close Scrutiny

Your actions are being carefully watched, and a slip up could have you removed from the Academy.

Points Worth: 1

Effect: Specify the nature of those watching you, such as a noble family concerned that their scion could reflect poorly on them, or possibly some enforcement group watching over someone on probation. There should be a clear set of actions which would be offensive to the sensibilities of these individuals. Acting out of line, as defined by those watching you, will likely earn you a warning first, followed by suspension and then removal from the academy if offenses continue. In very extreme cases, major transgressions (such as murder sprees) can result in immediate removal from the academy.

Blabbermouth

You are completely incapable of keeping a secret.

Points Worth: 1

Effect: Whenever you are talking to someone, you feel compelled to tell them anything you find to be interesting gossip or news. It costs one willpower per minute to resist this compulsion.

Sore Spot

Bringing up a particular topic is painful for you.

Points Worth: 1

Effect: Specify what your Sore Spot is. Often this is some aspect of yourself (Being short, having a lisp, etc.), but can be other topics (such as mentioning parents).

Whenever this topic is brought up, up to once per hour, you immediately lose two willpower.

Shy

It's very difficult to bring yourself to talk to strangers or be in front of large audiences.

Points Worth: 1

Effect: In order to speak with someone you've never spoken to before or intentionally allow yourself to be the center of attention of 5 or more individuals, you must spend a willpower.

Physical Disadvantages

Hemophiliac

When you bleed, it's much more difficult to stop.

Points Worth: 1

Effect: When you are bleeding due to a Wound Penalty or other effect, the TN for the Medicine Check to stop the bleeding is 5 higher than it would otherwise be.

Slow Draw

You're slow to enter the fray.

Points Worth: 1

Effect: You have a -3 penalty on Initiative rolls.

Non-Reactionary

You are inept at responding to openings in your opponents' defenses.

Points Worth: 1

Requirement: Cunning 1 or less

Effect: Performing an attack of opportunity requires a minor response.

Normal: Attacks of opportunity take one quick response to perform.

Feeble

You simply have fewer natural talents than others.

Points Worth: 1 or 2

Effect: You start with 1 fewer points to allot among your stats at character creation if you take the 1 point version of this trait, or 2 fewer points if you take the 2 point version of this trait.

Pain Vulnerability

Pain really hurts!

Points Worth: 1

Effect: Whenever you are suffering from a wound penalty, it is treated as being one higher when applied to your rolls.

Mute

You cannot speak.

Points Worth: 1

Effect: You are incapable of speech. With the one point version of this disadvantage, you have learned sign language, and one of your companions may begin knowing sign language for free.

Normal: Sign language can be learned via the Language Studies courses.

Dismemberment

You have lost a part of your body, or at least lost the use of it.

Points Worth: Varies

Effect: The exact penalties and point worth is dependent on what you've lost. Losing your dominant hand or arm is worth two points, losing your off-hand or arm is worth one, losing one leg is worth two points and losing both legs is worth 3 points. Clearly if you lack a hand you cannot wield anything in it. Hand-loss cannot be selected at character creation alongside Ambidextrous. Having one leg requires you to use a crutch with that arm and even then you can only move at half-speed and suffer a -3 on checks to avoid falling over. Having no legs means you cannot walk at all. Prosthetics do exist, allowing you to mitigate the penalty from lost legs or allow partial use of lost hands, depending on the quality of prosthetics. If you have a prosthetic, reduce the point value of this disadvantage by one.

Lame Leg

You walk with a bit of a limp.

Points Worth: 1

Effect: Your base speed is reduced by 10ft. This disadvantage cannot be taken alongside any other disadvantage which impairs your movement, such as Dismemberment: Leg.

Miscellaneous Disadvantages

Vice

You have a vice that you just can't get by without.

Points Worth: 1

Effect: Pick a vice which is either difficult to perform, dangerous, costly, or some combination. Each day that you go without performing your vice, you accrue a cumulative -1 penalty on all actions until you satisfy it.

Slacker

You've just never been the academic type.

Points Worth: 2

Effect: Each quarter, the GM will pick two skill +1s you'll gain from courses during the quarter. You don't get those +1s.

Special: Slacker cannot be gained at any point after character creation.

Unrestrained

When you call upon your attachments, you just can't hold yourself back.

Points Worth: 1

Effect: You can only channel rating 3+ enchantments, and you can only channel them at their full value.

Direction-Impaired

You seem to keep getting lost for some weird reason.

Points Worth: 1 or 2

Effect: At the one-point version of this trait, you get a -4 on all Survival checks made to navigate, and will take 1.5x as long to arrive during any trip if you're the one navigating. At the two-point version of this trait, you will take twice as long when you're navigating, take a -8 to Survival checks made to navigate, and up to once per quarter the GM may decide you have somehow gotten yourself lost, even if you were travelling with a group.

Inept

You're just bad at things.

Points Worth: 3

Effect: You have a -1 on all rolls.

Fate's Shunned

The universe just doesn't seem to like you that much.

Points Worth: 2

Effect: Once per quarter, at the GM's discretion, Fate is likely to kick you while you're down. Something very unlikely goes wrong and forces you to face another obstacle.

Backwards Upbringing

Whoever raised you failed to teach you some basic things about the world.

Points Worth: 1

Effect: Write a set of significant misconceptions you have about the world, such that in totality they are likely to come up fairly frequently in your game (Up to GM's discretion, but 3-5 moderate ones are recommended). These misconceptions cannot be removed until you lose this disadvantage. Try to make your set of misconceptions fit your backstory and place of origin. Examples include "Animals will obey you if you urinate on them", "Alcohol can cure any illness if imbibed in sufficient quantity", and "Every time you swear, someone somewhere slips and falls."

Boring

You just don't do much besides school.

Points Worth: 1

Effect: You only have one free-time credit each quarter instead of two.

Special: Boring cannot be gained at any point after character creation.

Illiterate

For whatever reason, you cannot read or write.

Points Worth: 1

Effect: You cannot read or write with any language, regardless of your proficiency.

Anemic

Clumsy

Terrible Secret -

Blind (partial or full)

Marginalized Member

Chapter 6: Skills

If Stats are what a character is, Skills are what a character has learned. They represent virtually any activity that an individual could improve in gradually, such as swordsmanship, acrobatics, or storytelling. Different characters will spend more or less in different skills, depending on what type of person they are and how they approach problems. Riki the thief will have chosen to specialize in very different skills than Logar the warrior, for example. Try to make your skill choices match your character's personality and philosophy.

Skills are improved by attending courses in the time between adventures, as described in **Chapter 6: Courses**, allowing you to accrue training points. When you use a skill, you will usually be required to make a skill check, rolling two ten-sided dice, and adding your skill bonus (along with any circumstantial modifiers the GM decides are applicable), then comparing this result to a target number to see if you succeeded or failed.

As one continues their education, it becomes more and more difficult to meaningfully improve, after one is already expert. As such, your points in a skill do not correlate directly to your bonus on skill checks. When you gain points in a skill, consult the table below to see if you have reached a new training level in that skill. To get your skill bonus for checks, add your training level in that skill to the relevant stat.

Training Level	-1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Training Points	0	1	2	3	4	5	7	9	11	13	16	19	22	25	29	33	37	41	46	51	56

For example, if Riki the thief had 14 points in Larceny, his larceny training level would be 9, as the last increase he attained was at 13 training points. If he had a Cunning of 3, his total Larceny modifier would be +12.

Training Points: The number of points towards a skill you have from relevant courses.

Training Level: The translation of training points into the actual bonus they provide.

Skill Bonus: The sum of your training level and the value of relevant stat. The number you add to rolls. If a rule refers to a skill, it defaults to referring to its total skill bonus.

Skill checks are either against a flat target number (TN), depending on the difficulty of the task at hand; or are an opposed check against another creature where both individuals roll and the one who rolls higher wins. For example, the Stealth skill is usually rolled as an opposed check against someone's Notice skill. In the cases of opposed checks, it will be noted in the skill description whether it wins or loses ties.

Below are a list of target-number benchmarks for skill checks which GMs may use.

Difficulty	Target Number
Easy	11
Challenging	14
Difficult	17
Very Difficult	20
Extremely Difficult	23
Borderline Inhuman	26

For example, navigating an orderly town with plenty of signs via the Survival skill may have a TN of 11, while navigating a winding a section of dense housing built on layers of past structures may be a TN of 20.

Skills are roughly divided into six regular departments and four supernatural departments. Combat and Social skills are more thoroughly explained in their respective chapters (Chapter 8 for Combat, Chapter 9 for Social), though they are listed below. Each skill has one or more default uses, and abilities gained through courses may modify or add uses to a given skill. Courses are roughly broken into these departments as well.

Exploration

Notice (Spirit)

Search (Cunning)

Athletics (Valor)
Acrobatics (Cunning)
Stealth (Cunning)
Larceny (Cunning)
Handle Animal (Spirit)
Ride (Perseverance)
Survival (Perseverance)
Perform (Spirit)

Labor

Craft Weapons and Armor (Valor)
Craft Alchemy (Cunning)
Harvest (Perseverance)
Feat of Strength (Valor)
Aspect (Spirit)
Profession (Spi)

Academics

Humanities (Cunning)
Occult (Cunning)
Linguistics (Cunning)
History (Cunning)
Medicine (Spirit)
Engineering (Cunning)
Religion (Spi)

Combat

Block (Valor)
Dodge (Cunning+Insight)
Melee (Cunning)
Ranged (Cunning)
Projection (Cunning)
Resistance (Perseverance*2)

Manipulation

Insight (Spirit) - Discern attachments and lies
Deception (Cunning) - Resist discern attachments and lies
Insinuate (Cunning) - Create and deepen negative attachments, lessen positive attachments
Inspire (Valor) - Create and deepen positive attachments, lessen negative attachments
Command (Valor)

Persuasion

Logos (Cunning) - Logical persuasion. Cost/benefit doubled.

Pathos (Valor) - Emotional persuasion. Attachment bonus doubled.
Ethos (Spirit) - Ethical persuasion. Attachment to persuader tripled.
Conviction (Spirit+Perseverance) - Resist influence by being stubborn.
Rebuttal (Valor+Cunning) - Resist influence by coming up with a counter-argument.

Exploration Skills

Notice

Stat: Spirit

Notice - Passive - Allows you to notice interesting or notable things in your environment. Inclement weather and distance are both common sources of penalties on such checks.
-Retry: No

Search

Stat: Cunning

Search - Active - Full-Round Action - Systematically search an area. You must be within 10ft of the area you are searching to use this skill, and may search a 5ftx5ft area at a time. As a rule of thumb, the Search TN to locate something is usually two lower than the TN to locate that thing via Notice. When Searching, you may specify what exactly you are looking for ("The mage's spellbook"); doing so grants you a +2 bonus to locate that object, but a -2 penalty to notice anything else which may otherwise have been of note in the area.
-Retry: Yes.

Athletics

Stat: Valor

-Climb - Active - Minor Action - Check must be made to scale a surface steeper than 60 degrees. A successful check allows you to travel up to on third your base movement speed (usually 10ft). If you fail a climb check by four or more, you fall.

-Swim - Active - Minor Action - Check made to swim in water. A successful check allows you to travel up to half your base movement speed (usually 15ft). Failing a Swim check results in submerging. You can hold your breath for a number of rounds equal to five times your Perseverance stat, after which time you are rendered unconscious and lose 3 health per round.

-Long-distance Running - Passive - Check made to Run for more than one round. See Chapter 8: Combat for a description of running. Each round after the first that you Run, you must make

an Athletics check, starting at TN 14 and increasing by 2 each round after that. If you fail the check, you move only twice your movement speed instead of running. The TN for this check resets after five minutes of rest.

-March - Passive -

Acrobatics

Stat: Cunning

-Balance - Passive - While crossing narrow, slippery or otherwise precarious terrain, you may be called to make a Balance check to remain standing. Failure results in falling prone.

-Jump - Active - Minor Action - Allows you to jump vertically or horizontally. The result of your Acrobatics check is the number of feet you can jump horizontally, while your result divided by four is the number of feet you can jump vertically.

-Evade - Active - Quick Action - When you provoke an attack of opportunity for any reason, you may make an Evade check. If the result is greater than your physical defense, use the result of your Evade check instead.

Stealth

Stat: Cunning

-Stealth - Active - Free Action - As long as you are benefitting from concealment, such as from darkness, you may choose to be Stealthed. As long as you are stealthed, your base movespeed is reduced by half (to a minimum of 5ft) and others cannot notice you without a successful Notice check opposed by your Stealth check. You cannot enter Stealth while in combat, and cannot Stealth while being directly observed by an individual you wish to hide from.

Larceny

Stat: Cunning

-Pickpocket - Active - Major Action -

-Pick Lock - Active - One round -

Handle Animal

Stat: Spirit

- Identify animal
- Calm animal
- Coax animal (Get it to perform a task it does not know)
- Tame animal
- Train animal

Ride

Stat: Perseverance

- Control one-handed
- Control without hands
- Control over Rough Terrain
- Avoid Unhorsing
- Burst of Speed

Survival

Stat: Perseverance

- Navigate
- Subsist in Wilderness
- Identify Plant

Perform

Stat: Spirit

Special: When you gain points in this skill, you must determine what form the skill takes; dance, song, various instruments, or even things such as comedy are all valid choice, as long as it a form of performative art.

Perform -

Ad-lib Performance -
[This should probably go in social?]

Labor Skills

Craft Weapons and Armor (Valor)

Craft Alchemy (Cunning)

Harvest (Perseverance)

Aspect (Spirit)

Feats of Strength

Stat: Valor

Use: Determines the amount that a character can lift, measured in pounds.

FoS	Light Load (5*(FoS+6))	Medium Load	Heavy Load
-2	20	40	60
-1	25	50	75
0	30	60	90
1	35	70	105
2	40	80	120
3	45	90	135
4	50	100	150
5	55	110	165
6	60	120	180
7	65	130	195
8	70	140	210
9	75	150	225
10	80	160	240

The most an individual can lift over their head is equal to twice their heavy load.

Off Ground: x2 Heavy

Push or Drag: x5 Heavy

An individual's current Load applies a variable encumbrance penalty. This penalty applies to all movement skills (Athletics, Acrobatics, Ride) as well as Dodge rolls, and stacks with the Maneuverability penalty from one's armor.

Light: No effects

Medium: -2 encumbrance penalty

Heavy: -4 encumbrance penalty

Further, an individual's movement may be slowed depending on the sum of their encumbrance and maneuverability penalties. In all cases, round up.

Total penalty	Movement Speed
-2	3/4
-4	1/2
-6 or more	1/4

Profession (Perseverance)

Academic Skills

Humanities (Cunning)

-Know Humanities

Occult (Cunning)

-Know Occult

Linguistics (Cunning)

-Write

-Decipher

History (Cunning)

-Know History

Medicine

Stat: Spirit

-First Aid: Used when a target is actively bleeding due to wounds. The TN to stop bleeding is 13 plus twice the target's current unmodified wound penalty (does not include things like Pain Tolerance), and doing so takes a minute of concentration while the target lays still. If you fail the check, your margin of failure is the additional number of minutes that providing first aid will take, remembering that by default individuals lose health due to bleed every minute while out of combat. If successful, the character ceases to bleed, though they still suffer from the normal wound penalties. Taking damage in excess of the target's Perseverance at once causes the wounds to re-open and bleeding to resume.

-Long-Term Care: You can speed up a target's natural healing by providing extended care for them. Doing so requires that you attend to them for 8 hours, during which they remain relatively still and undisturbed. They benefit from twice their normal healing for this 8-hour rest (which they still may only take once per day), allowing them to recover hit points and remove wounds faster. The TN for this check is 13 plus their current unmodified wound penalty. Failing this check means you were unsuccessful and doubling their healing.

-Diagnosis: You can use Medicine to diagnose a patient, attempting to determine what ails them. The TN of this check is based upon how obscure the GM determines the ailment is. The most common diseases have TNs around 13, with most falling somewhere under TN 18. A TN 14 diagnose check will tell you what kind of damage a wound is (IE electricity vs bludgeoning, etc.)

-Treat Disease: Spend an hour tending to a diseased patient, allowing them to use your Medicine roll plus two in place of their next Resistance roll to fight off the disease.

Note: Any use of Medicine on yourself suffers from a -2 penalty.

Engineering (Cunning)

-Know Physics

-Discern Mechanism

Religion (Spirit)

-Know Religion

Combat

Block (Valor)

Dodge (Cunning+Insight)

Melee (Cunning)

Ranged (Cunning)

Projection (Cunning)

Resistance (Perseverance)

Manipulation

[Not sure if most of these action descriptions should go here, or in their own chapter? Probably just brief descriptions here, full ones in own chapter. Handle Combat skills the same]

Insight (Spirit) - Discern attachments and lies

- Discern Attachments
- Discern Lies

Deception (Cunning) - Resist discern attachments and lies

- Deceive

Insinuate (Cunning) - Create and deepen negative attachments, lessen positive attachments

- Instill Negative Attachment
- Deepen Negative Attachment
- Lessen Positive Attachment

Inspire (Valor) - Create and deepen positive attachments, lessen negative attachments

- Instill Positive Attachment
- Deepen Positive Attachment
- Lessen Negative Attachment

Command (Valor)

- Convey Instructions
- Recruit Help

Persuasion

(See Social Interaction)

Logos (Cunning) - Logical persuasion. Cost/benefit doubled.

Pathos (Valor) - Emotional persuasion. Attachment bonus doubled.

Ethos (Spirit) - Ethical persuasion. Attachment to persuader tripled.

Conviction (Spirit*2) - Resist influence by being stubborn.

Rebuttal (Valor+Cunning) - Resist influence by coming up with a counter-argument.

Sorcery:

- Mana Capacity (Pers)
- Mana Wielding (Val)
- Mana Control (Cun)
- Mana Sensing (Spirit)

Miracles:

Devotion (Pers)

Grace (Val)

Diligence (Cun)

Prayer (Spirit)

Threadcasting:

Narrate (Pers)

Compel (Val)

Complicate (Cun)

Immerse (Spirit)

Martial Arts:

Reserve (Pers)

Mastery (Val)

Discipline (Cun)

Meditation (Spirit)

Chapter 7: Courses and Advancement

At the start of each quarter, including your first

- 12 credits per Quarter. Quarters are about three in-game months. Adventures between quarters. After 3 quarters, summer break. Total of 4 years, so 12 quarters.
- No skill can be increased by more than two courses per quarter, and the total increase can never be more than +3 each quarter. [This rule needs playtesting! We're currently trying it without the +3 restriction; only the max two courses per quarter]
- There are 3*4=12 quarters, so we need at least 12+12 courses for each skill.
- Courses have tags, such as "Combat" or "Sorcery"
- Some abilities can be gotten on repeatable courses, and scale on the number of times they've been taken, possibly to a max.
- Many courses have requirements, such as certain stats, previous courses, or prior skill training. In the case of skill training, the number refers to training POINTS, not level or bonus.

Degree Programs

Degree programs reward characters which pursue a selection of courses that are at least loosely related. Each of the standard degree programs covers five skills and provides a small bonus if those skills are each trained a certain amount by the end of each year. Characters can pursue multiple degrees at once, but any two degrees being pursued cannot have more than one overlapping skill. In order to qualify for the benefits of a degree, you must have a certain number of training points in each of the five skills within the program by the end of the previous academic year, as shown in the table below.

Degree Requirements:

	Year 1	Year 2	Year 3	Year 4
Major	4pts in each	8pts in each	12 pts in each	16 pts in each
Minor	2pts in each	4pts in each	6pts in each	8pts in each

[Maybe do check in second quarter of each year?]

Degrees

Infiltration: Stealth, Larceny, Deception, Notice, Acrobatics

Battlefield Command: Inspire, Command, Linguistics, Pathos, Rebuttal

Knighthood: Ride, Inspire, Melee, Block, Humanities

Ranging: Survival, Ranged, dodge, Notice, Handle Animal
 Entertainment: Perform, Inspire, Notice, Insight, Acrobatics
 Subterfuge: Insight, Pathos, Rebuttal, Deception, Insinuate
 Care-giving: Religion, Insight, Ethos, Medicine, Conviction
 Architecture: Engineering, Command, Profession, Conviction, Feats
 Forging: Craft Weapons and Armor, Harvest, Feats of Strength, Resistance, Engineering
 Wisdom-Seeking: Occult, Medicine, Insight, Conviction, Aspect
 Lore: Humanities, Linguistics, History, Occult, Religion
 Diplomacy: Insight, Logos, Rebuttal, Inspire, Command
 Zeal: Melee, Block, Religion, Conviction, Pathos
 Chemistry: Alchemy, Medicine, Harvest, Ranged, Search
 Swashbuckling: Melee, Dodge, Acrobatics, Pathos, Inspire
 Archery: Ranged, Notice, Search, Stealth, Dodge
 Physical Prowess: Block, Resistance, Melee, Feats of Strength, Athletics
 Chronicling: Projection, Dodge, History, Humanities, Linguistics
 Fine Art: Profession, Insight, Linguistics, Inspiration, Ethos
 Warding: Projection, Block, Resistance, Occult, Logos
 Ruin-Delving: Acrobatics, History, Survival, Notice, Search
 Craftsmanship: Harvest, Craft Weapons and Armor, Alchemy, Profession, Aspect
 Hermitage: Deception, Occult, Survival, Alchemy, Handle Animal
 Soldiery: Melee, Ranged, Resistance, Block, Ride
 Envoyance: Linguistics, Humanities, History, Logos, Rebuttal
 Wilderness Harmony: Resistance, Survival, Handle Animal, Athletics, Search
 Street Smarts: Humanities, Stealth, Deception, Rebuttal, Logos
 General Studies: Any five skills. (General Studies can only be taken as a Major, not a Minor, and gives benefits as if it were a Minor)

Degree Benefits

If you successfully meet the requirements for one or more degree programs at the end of an academic year, you receive bonuses for the following year. For each Major you meet the requirements for, each quarter you may reroll two skill checks made with any of the skills within that major, taking the better result. These rerolls are made after the initial roll is done but before the results of the roll are declared. For each Minor your meet the requirements for, you are allowed a single reroll per quarter in an identical fashion.

Degrees in Supernatural Topics

The same way that it is possible to get a major or a minor in one of the programs listed above, it is also possible to pursue degrees in supernatural disciplines. Instead of requiring a certain number of training points, degrees in supernatural topics instead require a certain number of relevant classes to be completed by the end of each academic year, as per the table below.

There are two types of degrees in supernatural topics: General, and Focused. General degrees apply to an entire type of supernatural abilities, such as Sorcery. Focused degrees instead specialize on a single discipline within one of these types of supernatural powers, such as the Matter discipline of Sorcery. If pursuing a Focused degree, only courses within that specialty count towards the degree requirements.

Just as the requirements are different, so are the benefits. Fulfilling the requirements for such a Major at the end of an academic year allows you to pick a number of skills within that supernatural style, one skill for minors and two for majors, and get a flat bonus to those skills for the following academic year. General degrees grant a +1 bonus, while Focused grant a +2 bonus. Therefore, a General degree in Sorcery could allow an individual to receive a +1 bonus to a single sorcery skill of their choice, such as Mana Wielding.

	Year 1	Year 2	Year 3	Year 4
Major	3 courses	6 courses	9 courses	12 courses
Minor	2 courses	3 courses	5 courses	6 courses

[Degree rules for specialist disciplines, AKA half-disciplines]

Freetime Activities

2 credits per quarter.

Job: Each credit allows you to earn an amount of silver each quarter equal to $10 \cdot 1.2^{\text{(Highest skill bonus)}}$. Resistance, Rebuttal, Conviction, Block and Dodge cannot be used for this purpose. Treat the skill in question as 1 higher if it is particularly marketable and 1 lower if it is particularly irrelevant in the current market, as defined by the GM. You receive these funds before the adventure of the quarter begins.

Highest Skill Bonus	Silver/Quarter	Highest Skill Bonus	Silver/Quarter
1	12.00	11	74.30
2	14.40	12	89.16
3	17.28	13	106.99
4	20.74	14	128.39
5	24.88	15	154.07
6	29.86	16	184.88

7	35.83	17	221.86
8	43.00	18	266.23
9	51.60	19	319.48
10	61.92	20	383.38

Crafting: See crafting rules.

Relaxation: Begin the next field test with an extra two willpower per credit of relaxation, allowing you to exceed your usual cap.

Networking: Once per quarter for each credit of Networking you took, you may claim to have met a character before by making an Inspire skill check versus a TN depending on the importance of the character. Your result relative to the difficulty determines the nature of your relationship. For any of these options, the GM may decide they have a pre-existing attachment towards you. You cannot use Networking for any individual you could not have possibly met.

-5 or less: The target greatly dislikes you for some reason (ranging from active hate, to simply great disdain)

-3 or -4: You've done something to cause your target to dislike you

-1 or -2: You've encountered each other, but you did something embarrassing

0: You've seen each other before

1-2: You've chatted before

3-4: You're casual acquaintances

5+: You've had one or more positive interactions, possibly even being friends.

Random Citizen: TN 13 (Random Farmer)

Situationally Useful Character: TN 15 (The guard of the gate you're trying to pass through)

Locally Influential Character: TN 17 (Town sheriff)

Moderately Influential Character: TN 19 (Town governor)

Very Influential Character: TN 21 (Baron)

World-Famous Character: TN 23 (King)

Exploration: Once per quarter for each credit of Exploration you took, you may claim to know a location by making an appropriate skill check, versus a TN depending on the obscurity and danger of the location. Your margin of success determines how well you know the area. You cannot use Exploration for locations you could not have possibly been to.

-5 or less: You think you've seen the area, but you might be thinking of something else.

-3 or -4:

-1 or -2:

0: You've seen the area at a distance and got a good view of it

1-2:

3-4:

5+: You've spent a fair amount of time here and know it well

Wilderness: Athletics

Urban: Larceny

High-Society:

Supernatural: Occult

Holy: Religion

Research: Spend your time finding the answers to questions. Each credit gives you 4 research units which can be spent to learn answers. Simple questions cost one research unit, moderate cost 2, and complex cost 4. You determine the nature and level of question you want to ask (I.E. a basic question about the mayor's whereabouts), but it is up to the GM to decide what information to give you (A basic question might only reveal that no one seems to know where he is, even his wife, whereas a Complex question might reveal further clues).

Retrain: Gain two retrain points for each credit. (You normally get some of these over time, this option lets you get extras).

Club: Join one of the various clubs on campus! Pick one skill for each credit you take of this option. As long as you are taking Club Credits for these skills, you get a +1 bonus on all uses of that skill.

Romance: Random table of drama! For each credit of Romance you take, roll 1d10 and consult the table below at the start of each session.

Roll Result	Occurrence	Effect
1	Heartbreak	You suffer from the Emotional Wound (1pt) disadvantage for the duration of the next session. If you already have this disadvantage, it worsens by a point for this duration.
2	Loneliness	You begin the session with one fewer Willpower.
3-4	Lull	Nothing super interesting happens. No effect.
5-7	Infatuation	You begin the session with two extra Willpower, possibly

		exceeding your maximum.
8-9	Going Steady	You begin the session with two extra Willpower and may reroll one 2d10 roll during the session.
10	True Love	You begin the session with two extra Willpower and get a +1 bonus on all skills for the duration of the quarter

Retrain Credits

You receive retrain credits during the breaks between quarters, and from the Retrain freetime activity. Between sessions, you may spend a number of banked retrain credits in order to swap that many credits worth of courses for other courses totalling the same value. You cannot retrain out of courses which are necessary requirements for other courses you've taken, and you cannot retrain into courses with requirements you do not meet. You receive 2 retrain credits during winter and spring breaks, and 4 retrain credits during summer break.

Bonus Points

You receive one bonus point at the end of each quarter which may be saved. These bonus points can be used to increase stats, to buy off disadvantages, and to buy advantages. If you are gaining or losing traits, you should work out a reasonable explanation with your GM.

Increase Stat: Increasing one of your stats costs a number of bonus points equal to its current value minus one, with a minimum cost of one.

Purchase Advantage or Remove Disadvantage: Two bonus points are of equal value to one trait point, and can be used to purchase new advantages or buy off disadvantages. Doing so always requires GM permission that the proposed change makes sense in the context of the story (buying off *Lame* shouldn't happen unless you get your limb healed somehow, for example).

ACADEMIC OPTIONS

Independent Study
Credits: 1

Special: Can be taken alongside other courses which grant a bonus to chosen skill, but not if it would put your skill point total training points for the skill over four times the number of quarters you have begun. (I.E. during your first quarter you could take this with a course which gave +2 Resistance to get a total of Resistance +3, but not with a pair of courses which already gave you +3 to it). You can take multiple credits of Independent Study in a single quarter, as long as you do not exceed the skill point cap.

Skill Bonuses: +1 to one skill of your choice

Exploration

Exploration Foundations

Sufficiency Basics

Credits: 1

Training Points: Medicine +1, Survival +1

Investigation Basics

Credits: 1

Training Points: Notice +1, Search +1

Discretion Basics

Credits: 1

Training Points: Stealth +1, Larceny +1

Horsemanship Basics

Credits: 1

Training Points: Ride +1, Athletics +1

Outdoorsmanship Basics

Credits: 1

Training Points: Survival +1, Handle Animal +1

Entertainment Basics

Credits: 1

Training Points: Perform +1, Acrobatics +1

Bird-Watching

Credits: 2

Training Points: Notice +2, Survival +1, Resistance +1

Self Preservation

Credits: 2

Training Points: Survival +2, Resistance +1, Notice +1

Mounted Hunting

Credits: 2

Training Points: Survival +2, Ride +1, Ranged +1

Swaying Souls

Credits: 2

Training Points: Perform +2, Humanities +1, Inspire +1

Subterfuge

Credits: 2

Training Points: Larceny +2, Deception +1, Insinuate +1

Precise Positioning

Credits: 2

Training Points: Acrobatics +2, Search +1, Dodge +1

Hide and Seek

Credits: 2

Training Points: Stealth +2, Acrobatics +1, Notice +1

Examining Architecture

Credits: 2

Training Points: Search +2, Engineering +1, History +1

Introduction to Observation

Credits: 3

Training Points: Notice +2, Search +2

Ability: Alertness - You may spend your Major action each turn to go on Alert. While on Alert, any surprise penalties you suffer (such as the normal -4 for being caught unaware) are halved. You can only alert for a number of rounds equal to twice your Perseverance before you must spend a minute not being on alert.

Repossession

Credits: 3

Training Points: Stealth +2, Larceny +2

Ability: Acquire - As a Major action during combat, you may attempt a Larceny check opposed by an adjacent target's highest defense (parry or block). If successful, you steal one item on their person which is neither held, nor concealed.

Principles of Outdoor Survival

Credits: 4

Training Points: Survival +2, Handle Animal +2, Harvest +2

Ability: Live Off the Land - You can comfortably survive in mundane wilderness without the need for constant checks to gather food, navigate, or evade regular woodland threats. When making Survival checks to provide, you do not count against the number of people you can provide for.

Diving Practice

Credits: 3

Training Points: Athletics +2, Resistance +2

Ability: Deep Dive - The number of rounds you can hold your breath before beginning to suffocate is increased by your Resistance bonus, and you can dive up to 300ft underwater.

Normal: You can only withstand pressures at 150ft or fewer.

Sprinting Techniques

Credits: 2

Training Points: Athletics +2, Resistance +1

Ability: Sprint - While taking the Run action, you may move an extra five feet multiplied by your Athletics skill bonus. If your Athletics skill bonus is 10 or above, increase your base landspeed by five feet.

Underbrush Navigation

Credits: 2

Training Points: Survival +2, Athletics +1

Ability: Brushwalk - You may ignore difficult terrain caused by dense underbrush or other plant matter.

Trail Obfuscation

Credits: 3

Training Points: Survival +2, Stealth +2

Ability: Counter-Tracking - Others attempting to track you or others you are travelling with suffer a -3 penalty on such checks. If you move at half speed to spend extra time covering your tracks, this penalty increases to -6.

Shadow-Running

Credits: 3

Training Points: Stealth +2, Acrobatics +2

Ability: Swift Stealth - You may travel at your full landspeed instead of half landspeed while using Stealth.

Labor

Labor Foundations

Equipment-Smithing Basics

Credits: 1

Training Points: Craft Weapons and Armor +1, Harvest +1

Attunement Basics

Credits: 1

Training Points: Aspect +1, Conviction +1

Gathering Basics

Credits: 1

Training Points: Harvest +1, Resistance +1

Renaissance Basics

Credits: 1

Training Points: Engineering +1, Craft Alchemy +1

Construction Basics

Credits: 1

Training Points: Profession +1, Feats of Strength +1

Handiworks

Credits: 2

Training Points: Profession +2, Resistance +1, Insight +1

Making and Using Weapons

Credits: 2

Training Points: Craft Weapons and Armor +2, Feats of Strength +1, Melee +1

Oneness

Credits: 2

Training Points: Aspect +2, Ethos +1, Notice +1

Alchemic Principles

Credits: 2

Training Points: Craft Alchemy +2, Logos +1, Engineering +1

Physical Education

Credits: 2

Training Points: Feats of Strength +2, Medicine +1, Athletics +1

Subsistence

Credits: 2

Training Points: Harvest +2, Survival +1, Search +1

Architecture

Admiring Structures

Credits: 3

Requirements: Engineering 1, Profession 1

Training Points: Engineering +2, Profession +2, Search +1

Ability: When making an Engineering check to learn about a structure, you may additionally learn about the following things: Who made it (if individual or group is famous), the rough methods used to make it, when it was made, the significance of the style (if any), the rough properties of its structural integrity

[Not sure if this cluster should be in Labor or Academics?]

Strength

Weight Lifting

Credits: 3

Training Points: Feats of Strength +2, Athletics +2

Ability: Do You Even Lift - Encumbrance penalties from medium and heavy loads are halved.

Arts and Crafts

Credits: 4

Training Points: Craft Weapons and Armor +2, Craft Alchemy +2, Profession +2

Ability: Finishing Touches - You may use a crafting check from the Crafting freetime activity to attempt to improve an existing piece of equipment. Doing so is treated like making a new item, except that it requires fewer materials and is easier to craft, depending on how close the

previous quality was to the new quality. An item can at most be improved by three quality tiers at once.

Quality Difference	Materials Supplied	Crafting TN Modifier
One	1/2	+3
Two	1/3	+2
Three	1/4	+1

Identification of Aspects

Credits: 3

Training Points: Aspect +2, Search +2

Ability: Identify Aspects - You may spend one minute examining an object, deceased creature or similar to discern the presence of any usable aspects, as well as their type and number.

Methods in Attunement I

Credits: 2

Training Points: Aspect +2, Conviction +1

Ability: Attunement I: You may spend four hours to attune a complex enchantment to a willing individual within 30ft.

Academics

Academics Foundations

Folklore Basics

Credits: 1

Training Points: Occult +1, Linguistics +1

Theology Basics

Credits: 1

Training Points: Religion +1, Occult +1

Social Studies Basics

Credits: 1

Training Points: History +1, Humanities +1

Religious History Basics

Credits: 1

Training Points: Religion +1, History +1

Scientific Method Basics

Credits: 1

Training Points: Engineering +1, Medicine +1

Studies in Humanoid Nature

Credits: 2

Training Points: Humanities +2, Pathos +1, Insight +1

Dogma

Credits: 2

Training Points: Religion +2, Inspire +1, Ethos +1

Historical Accounts

Credits: 2

Training Points: History +2, Linguistics +1, Humanities +1

Ominous Texts:

Credits: 2

Training Points: Linguistics +2, Occult +1, Religion +1

Herbs and their Uses

Credits: 2

Training Points: Medicine +2, Craft Alchemy +1, Harvest +1

Construction Design

Credits: 2

Training Points: Engineering +2, Profession +1, Command +1

Elementary Warding

Credits: 2

Training Points: Occult +2, History +1, Projection +1

Language Studies

Minor Language Studies

Credits: 1

Special: Grants Language Proficiency. See Chapter 9: Social Interaction for information on language proficiency. This class is repeatable.

Training Points: Linguistics +1
Special: Language Proficiency +1

Moderate Language Studies

Credits: 2

Special: Grants Language Proficiency. See Chapter 9: Social Interaction for information on language proficiency. This class is repeatable.

Training Points: Linguistics +2

Special: Language Proficiency +2

Major Language Studies

Credits: 3

Special: Grants Language Proficiency. See Chapter 9: Social Interaction for information on language proficiency. This class is repeatable.

Training Points: Linguistics +2, History +1, Humanities +1

Special: Language Proficiency +3

Intensive Language Studies

Credits: 4

Special: Grants Language Proficiency. See Chapter 9: Social Interaction for information on language proficiency. This class is repeatable.

Training Points: Linguistics +2, Humanities +2, History +1

Special: Language Proficiency +4

Comprehensive Language Studies

Credits: 5

Special: Grants Language Proficiency. See Chapter 9: Social Interaction for information on language proficiency. This class is repeatable.

Training Points: Linguistics +2, Humanities +2, History +2

Special: Language Proficiency +5

Sign Language

Credits: 2

Training Points: Linguistics +2

Special: You gain the ability to communicate via sign language for one language you have at least one level of proficiency in. Your available vocabulary and other language details are still determined by your proficiency in that language. You may communicate via sign language to others who know the same kind of sign language, as long as they can see your hand motions.

Introduction to Classical Studies

Credits: 4

Training Points: History +2, Humanities +2, Occult +2

Ability: Practiced Researcher - When taking Research freetime credits, each credit grants you an additional number of research units equal to your Cunning.

First Aid

Credits: 2

Training Points: Medicine +2

Ability: Expedient Aid - Major action to mend wounds of a character in combat, as per First Aid action of Medicine, but the TN is increased by two, and failure means it just doesn't work.

[Provokes attacks of opportunity]

Self Treatment

Credits: 2

Requirements: First Aid

Training Points: Medicine +2, Resistance +1

Ability: Self-Medication - You do not suffer the usual penalty for using the Medicine skill on yourself

Forensics

Credits: 3

Training Points: Medicine +2, Search +2

Ability: Examine Corpse - You can make a Medicine check as a major action to learn things about a corpse's death.

-Time of Death: See table below. Roll medicine check, and GM will tell you the most accurate information you can piece out. If the corpse is older than the furthest-back option for which you succeeded the TN, the GM just tells you that it's older than that and you can't learn more.

TN	Furthest Back	Granularity
19	Century	Decade
17	Decade	Year
15	1 year	Month
13	1 month	Week
15	1 week	Day
17	1 day	Hour
19	6 hours	15 minutes

-Nature of Assault: TN 15 to note the damage incurred by a wound on the body. TN 19 will tell you the height of a melee assailant.

Bedside Manner:

Credits: 3

Requires: First Aid

Training Points: Medicine +2, Insight +2

Ability: Console - You can ease someone's pain as you care for them. While performing a Long Term Care action, you can care for up to 6 individuals at once. Additionally, any targets at below half of their max health when you begin treatment recuperate an additional point of willpower during their rest.

Introduction to Chronicles

Credits: 3

Training Points: Linguistics +2, History +2

Ability: Make Record - You may choose to automatically keep a record of all your activities and observations, updating it whenever you are not in combat. Doing so takes no time and no significant materials. If you have the Cartography ability, maps are also included as appropriate. [Need Cartography]

Combat

Combat Foundations

Swordplay Basics

Credits: 1

Training Points: Melee +1, Block +1

Finesse Basics

Credits: 1

Training Points: Melee +1, Dodge +1

Archery Basics

Credits: 1

Training Points: Ranged +1, Dodge +1

Projection Basics

Credits: 1

Training Points: Projection +1, Dodge +1

Close-Range Projection Basics

Credits: 1

Training Points: Projection +1, Block +1

Evasion Basics

Credits: 1

Training Points: Resistance +1, Dodge +1

Stalwart Basics

Credits: 1

Training Points: Resistance +1, Block +1

Physical Fitness

Credits: 2

Training Points: Resistance +2, Athletics +1, Feats of Strength +1

Reflex Exercises

Credits: 2

Training Points: Dodge +2, Acrobatics +1, Stealth +1

Jousting

Credits: 2

Training Points: Melee +2, Ride +1, Handle Animal +1

Staying Alive

Credits: 2

Training Points: Block +2, Notice +1, Resistance +1

Shot-Finding

Credits: 2

Training Points: Ranged +2, Notice +1, Search +1

Energy Flow

Credits: 2

Training Points: Projection +2, Engineering +1, Aspect +1

Persistence

Credits: 2

Training Points: Resistance +2, Rebuttal +1, Search +1

Determination

Credits: 2

Training Points: Resistance +2, Conviction +1, Insight +1

Studies in Combat

Credits: 3

Training Points: Any attack skill (Melee/Ranged/Projection) +2, Any defense (Block/Dodge) skill +2, Resistance +1

Durability

[Courses here don't have names for their special effects. Not sure if we should name them.]

Methods in Pain Tolerance I

Credits: 3

Requirements: Perseverance 2, Resistance 3

Training Points: Resistance +2, Conviction +2

Ability: Pain Tolerance I - Ignore wound penalties of up to one.

Methods in Pain Tolerance II

Credits: 3

Requirements: Methods in Pain Tolerance I, Perseverance 3, Resistance 9

Training Points: Resistance +2, Survival +2

Ability: Pain Tolerance II - Ignore wound penalties of up to two.

Methods in Pain Tolerance III

Credits: 3

Requirements: Methods in Pain Tolerance II, Perseverance 4, Resistance 15

Training Points: Resistance +2, Harvest +2

Ability: Pain Tolerance III - Ignore wound penalties of up to three.

Endurance Training

Credits: 3

Requirements: Methods in Pain Tolerance I, Resistance 3

Training Points: Resistance +2, Athletics +2

Ability: Double your perseverance stat for purposes of calculating the number of hours you can walk each day, and you can hustle for an additional hour (by default, two instead of one) before needing to make Resistance checks to avoid fatigue conditions.

Disease Exposure

Credits: 2

Requirements: Resistance 3

Training Points: Resistance +2, Medicine +1

Ability: When rolling for disease contraction, roll twice and take the better result.

Poison Threshold

Credits: 2

Requirements: Resistance 3

Training Points: Resistance +2, Survival +1

Ability: When rolling against poison exposure, roll twice and take the better result.

Rapid Recovery Techniques

Credits: 3

Requirements: Resistance 3

Training Points: Resistance +2, Medicine +2

Ability: Once per day, you may rest for ten minutes to regain an amount of health equal to half of your Resistance bonus.

Improved Rapid Recovery Techniques

Credits: 3

Requirements: Rapid Recovery Techniques, Resistance 6

Training Points: Resistance +2, Conviction +1

Ability: The amount you heal when using Rapid Recovery Techniques is increased to your full Resistance bonus instead of half.

Introduction to Melee Combat

Credits: 3

Training Points: Melee +2, Block +2

Ability: Great Swing - Before you roll an attack, you may choose to reduce your attack bonus by an amount up to your Melee skill bonus, and in return get a bonus to damage on the attack equal to twice the penalty you took.

Introduction Finesse Combat

Credits: 3

Training Points: Melee +2, Dodge +2

Ability: Sidestep - When an enemy attacks you and misses, you may immediately move 5ft as a quick response.

Introduction to Ranged Combat

Credits: 3

Training Points: Ranged +2, Dodge +2

Ability: Improved Aim: The maximum bonus you can get from the Aim tactic is increased by one.

Incapacitation

Credits: 3

Training Points: Melee +2, Medicine +2

Ability: When using the "Strike to Incapacitate" tactic, you do not suffer from the normal -1 penalty to hit.

[This needs tweaking and resolving with Merciful]

Introduction to Projection Combat

Credits: 3

Training Points: Projection +2, Dodge +2

Ability: Charge Shot - Use both major and minor action to attack. +1 bonus to hit, and that target and all adjacent individuals take an unavoidable amount of damage equal to half the weapon's base damage.

Bulwark Training

Credits: 4

Training Points: Block +2, Resistance +2, Melee +2

Ability: Bodyguard - Whenever an adjacent ally is hit by an attack, you may, as a Quick Response, be the subject of the hit instead.

The Element of Surprise

Credits: 3c

Training Points: Stealth +2, Melee/Ranged/Projection +1

Ability: Sneak Attack - When you successfully wound an opponent with an attack that benefits from the Surprise Conditional modifier, you inflict an additional wound.

Introduction to Hand-to-Hand Combat

Credits: 2

Training Points: Melee +2

Ability: Unarmed Combat - Your unarmed attacks do not have the Unwieldy tag, you may choose to do lethal damage with your unarmed attacks, and the base damage of your unarmed attacks increases by two.

Methods in Agile Hand-to-Hand Combat I

Credits: 3

Requirement: Introduction to Hand-to-Hand Combat

Training Points: Melee +2, Dodge +2

Ability: Unarmed Agility I - The accuracy of your unarmed attacks increases by one.

Methods in Determined Hand-to-Hand Combat I

Credits: 3

Requirement: Introduction to Hand-to-Hand Combat

Training Points: Melee +2, Block +2

Ability: Unarmed Determination I - The block bonus of your unarmed attacks increases by one. You may block artificial and natural weapons while unarmed without penalty.

Instruction in the Use of Multiple Weapons

Credits: 2

Training Points: Melee/Ranged/Projection +2

Ability: Dual-Wielding Proficiency - You suffer only half the usual penalty for attacking with a weapon in your off-hand.

The Art of Repelling

Credits: 3

Training Points: Block +2, Resistance +1, Feats of Strength +1, Melee +1

Ability: Throw Back - Upon successfully blocking a melee attack, you may use a minor response to push your attacker back. The attacker is moved backwards 10ft away from you.

[Rules for pushing people, collisions and falling prone]

The Use of Odd Weapons

Credits: 2

Training Points: Melee +1, Range +1, Projection +1

Ability: Exotic Weapon Proficiency - You can effectively use weapons with up to two modifier tags.

Intricacies of Complex Armor

Credits: 2

Training Points: Resistance +2

Ability: Exotic Armor Proficiency - You can effectively use armor with up to two modifier tags.

Manipulation

Manipulation Foundations

Deception Basics

Credits: 1

Training Points: Deception +1, Insinuate +1

Introspection Basics

Credits: 1

Training Points: Conviction +1, Insight +1

Leadership Basics

Credits: 1

Training Points: Command +1, Inspire +1

Observation Basics

Credits: 1

Training Points: Notice +1, Insight +1

Manipulation Basics

Credits: 1

Training Points: Inspire +1, Deception +1

Subtlety Basics

Credits: 1

Training Points: Deception +1, Insight +1

The Assessment of Others

Credits: 2

Training Points: Insight +2, Notice +1, Humanities +1

Chivalry

Credits: 2

Training Points: Inspire +2, Ride+1, Command +1

Misdirection

Credits: 2

Training Points: Deception +2, Larceny +1, Stealth +1

Dark Subversions

Credits: 2

Training Points: Insinuate +2, Occult +1, Deception +1

Military History

Credits: 2

Training Points: Command +2, History +1, Melee +1

Subversion

The Art of Social Manipulation

Credits: 3

Training Points: Insinuate +2, Deception +2

Ability: Poker Face - You may select a set of attachments to pretend you hold while engaging in social interaction. Should you succeed at a Deception check against someone trying to Discern your attachments, they believe they were successful and are informed of one of the false attachments you selected.

Topics in Sedition

Credits: 3

Training Points: Insight +2, Insinuate +2

Ability: Sow Doubt - This adds a new use of the Insinuate skill. You may make an insinuate check targeting a positive attachment the other individual has, specifically referencing a potential source of doubt in regards to that attachment ("He doesn't really love you!"). The effects begin one hour after the use of this ability. While the effect is active, the target must spend twice as much willpower as normal to channel the chosen attachment, and loses an amount of willpower each morning equal to the rating of the attachment. There are three ways to end the effect:

- A successful Convince check made by the target of the attachment
- Losing the attachment or making it negative
- Succeeding at a social defense check against the initial insinuate check result, allowed once per day as a free action.

Understanding Yourself and Others

Credits: 3

Training Points: Conviction +2, Insight +2

Ability: Empathy - By speaking with a target for at least a minute, you learn of any attachments that you share (both target and type), with each tag counting as a separate attachment for this purpose. (IE if you both trusted the prince, you'd learn that, but you might not learn that they also Desire him). You also learn of any attachments with opposite tags. (IE if you trusted the prince, you could learn if they distrusted the prince).

[If you choose to use this, they also learn of any shared attachments?]

Public Speaking

Credits: 3

Training Points: Inspire +2, Insinuate +2

Ability: Address - By making a moving speech while you have the attention of a crowd, you may make Inspire or Insinuate checks towards those that hear you. This speech must be at minimum a half-hour long and only individuals who witness at least half of this speech are affected by it.

Persuasion

Persuasion Foundations

Diplomacy Basics

Credits: 1

Training Points: Pathos +1, Rebuttal +1

Logic Basics

Credits: 1

Training Points: Logos +1, Rebuttal +1

Ethics Basics

Credits: 1

Training Points: Ethos +1, Conviction +1

Steadfastness

Credits: 2

Training Points: Ethos +2, Inspire +1, Conviction +1

Debate

Credits: 2

Training Points: Logos +2, Linguistics +1, Rebuttal +1

Appeal to Emotion

Credits: 2

Training Points: Pathos +2, Insight +1, Rebuttal +1

Temperance

Credits: 2

Training Points: Conviction +2, Insight +1, Religion +1

Argument Dissection

Credits: 2

Training Points: Rebuttal +2, Search +1, Engineering +1

Banter

Methods in Rapid Conversation

Credits: 2

Training Points: Logos/Pathos/Ethos +1, Insinuate/Inspire +1

Ability: Fast Talk - Social influence checks now take half as long (usually 30 seconds or 5 rounds). This cannot be used in combat.

Introduction to Full-Combat Diplomacy

Credits: 4

Requirement: Fast Talk

Training Points: Logos/Ethos/Pathos +2, Melee/Ranged/Projection +2, Insight/Resistance +1.

Ability: Banter - You may make quick social influence checks during combat. When you begin a social influence check during combat, specify the number of turns you wish to spend on the check. You do not make the roll to resolve the check until the end of your turn on the corresponding round. You receive a penalty to the check equal to the number of turns under five which you spent making the check. As long as you are performing such a social action in combat, you must spend one quick action each turn and suffer from a -1 penalty to block and dodge against individuals other than the one you are targeting with your social action. You may choose to cancel this action at any time as a free response.

Fundamentals of Diplomacy

Credits: 3

Training Points: Pathos +2, Rebuttal +2

Ability: Gentle Persuasion - You may decide, once per target per week, to use Gentle Persuasion when making a Persuade action. When you do so, it costs no willpower to overcome successful persuasion, but grants the target a point of temporary willpower if they willingly accept the persuasion attempt. This ability can only be used when attempting a persuasion check with a negative circumstance modifier (That is to say, asking someone to do something they otherwise wouldn't want to do).

Systematic Swaying

Credits: 3

Training Points: Logos +2, Rebuttal +2

Ability: Reason - If the target of your Logos check has a Cunning of 2 or higher, you get a +2 on the roll.

Moral High Ground

Credits: 3

Training Points: Ethos +2, Conviction +2

Ability: Guilt Trip - If the target Refuses or Appeals a successful Ethos check, they get a -1 all-action penalty for the next hour as the guilt gnaws at them.

Leveraging Hate

Credits: 2

Training Points: Ethos +2

Ability: Goad - While making an Ethos persuasion check against a target who holds a negative attachment towards you, you may treat it as a positive attachment as long as the course of action you are suggesting involves something the other individual believes will be somehow unpleasant for you.

Different schools have different requirements, but the following are common:
-[None at the moment]

GURs:

Within first quarter:

- One party member must have at least one training point in Medicine
- One party member must have at least one training point in Survival
- Each team member must have at least one training point in a mundane attack skill (melee, ranged, projection), a mundane defense skill (Dodge and Block), and a social skill (Literally any social skill)

Yearly Requirements: If not met by the end of the year, you **MUST** retrain during the Summer such that they **ARE** met.

- Year one: At least one training point in one skill from each of the six mundane departments
- Year two: At least three training points in one skill from each of the six mundane departments

Chapter 8: Equipment

Equipment

Different weapons have different accuracies, defenses, and base damages. 1 acc=1 block=2 dam (Base 0,0,2). Also a number of tags. When buying/making weapons, they have a number of points to allot among tags and these three basic stats. No more than half points can be spent on damage. Valor*2 is added to damage, Cunning to Accuracy, each to a max of the base accuracy and damage of the weapon.

Weapon Types:

- Projectile: Tag makes weapon a projectile weapon such as a bow or crossbow. Attacking in melee provokes attack of opportunity, with a -2 penalty for each 50ft distance, max 250ft. Consumes ammo to fire. Always two-handed but does not receive the bonus point from being two handed. Deals piercing damage by default. Costs another pt to make it deal slash or bludgeon. Requires two hands to fire (doesn't give normal +1pt). Cannot block.
- Projection: Tag makes weapon a projection weapon, such as a wand. No ammo consumed, max range 30ft, requires one hand to fire. Does energy damage. Can be used to block, but also provokes AoOs.
- Melee: Default weapon type. Can freely pick any of the three physical damage types, attacks adjacent enemies.

Weapon Tags:

Light: Costs: Weapon can be used off-hand for a -2 instead of a -4. Weapon can be used during grapple. Weapon can be concealed. Weapon cannot be wielded two-handed.

Two-handed: Gives one point. Attempts to wield weapon one-handed result in a -3 penalty to-hit.

Inelegant: Does not add margin of success to damage

Reach: Allows weapon to attack enemies 10ft away, but not adjacent enemies.

Throwing: Weapon can be thrown a range increment of 10ft, to a max range of 50ft.

Long Draw: If you move in the same turn you fire this weapon, you suffer a -2 on the attack roll (If you fire the weapon without this penalty, you are not allowed to voluntarily move for the rest of the turn).

Snap Fire: The loading and firing of this weapon are done as separate actions. Snap Fire (Light) involves the weapon being loaded as a Major action and fired as a Quick action. Snap Fire (Heavy) involves the weapon being loaded as a Major action and fired as a Minor action. In both cases, loading requires the use of two hands, while firing requires only one.

Unwieldy: Weapon is large and difficult to move around with. Gives a -3 Maneuverability penalty.

Improvised: Attacking with this weapon against an individual wielding a weapon which is not Improvised provokes an attack of opportunity from that individual.

Improvised Weapons: Improvised weapons are random non-weapon objects which a character may pick up and swing as a weapon. The GM should assign stats appropriate to the object being wielded. Improvised Weapons are always 0pt weapons with the Improvised tag, Damage can range from 2 to 6, while Accuracy and Block may range from -2 to +2, along with any other applicable tags. A bar table, for example, may be a Damage 4, Accuracy -2, Block +2, Unwieldy, Improvised weapon.

Unarmed Combat: Any empty hands may be used to perform an unarmed attack during combat. Many courses exist to improve your unarmed attack. By default, unarmed attacks are treated as 0pt weapons (Damage 2, Accuracy 0, Block 0)

-Improvised: As per the effect above.

-Light: As per the normal effect, except that you do not benefit from the ability to conceal this weapon that the Light tag normally confers.

-Vulnerable: You cannot Block an artificial or natural weapon while unarmed.

-Nonlethal: This weapon only deals nonlethal damage

Natural Weapons: Natural weapons count as artificial weapons, except that they cannot be disarmed.

-Armor is DR. Armor have varying stats for their maneuverability and mitigation against different types of damage. (Pierce/Slash/Bash, fire/cold/electric). Like with weapons, armors are created on a point-based system, with the default stats of 1 DM for each of the six damage types and a -1 maneuverability penalty. Crafting points can be spent to increase damage mitigations by a total of 4 spread, with no single DM exceeding twice the lowest one. Each point spent on increasing damage mitigations also increases the maneuverability penalty by 1. Crafting points can also be spent to decrease the Maneuverability penalty by 2.

Natural Armor: Natural armor is an effect relating to the exterior of your body which is capable of conferring Damage mitigation. It is treated like artificial armor, including not stacking with other armor, with the exception that it cannot be removed and can be slept in without penalty.

-Shields increase Block, in exchange for adding to the Maneuver penalty of armor, and occupying a hand.

-Any weapon on off hand contributes only half of its Block value to your block defense.

-Shields act like off-hand weapons, except that instead of having Damage/Accuracy/Block as their values, they have Block and Maneuverability Penalty, where any points spent on Block increase Maneuverability Penalty by one, and points spent to decrease Maneuverability penalty decrease it by one. Shields are treated as having a Damage stat equal to their Block, but attacks with them receive a penalty equal to their Maneuverability Penalty. [This is pretty punishing at the moment. Either tone it down, or add more classes to mitigate this (reduce/remove penalty or increase damage to 2*Block bonus of shield)]

-You can two-hand non-light weapons (excluding projectile weapons) to use 3*Valor instead of 2*.

Melee Weapons

Arming Sword - Melee - Slashing

	Damage	Accuracy	Block	Tags
Ordinary	4	1	1	One-Handed
Well-Made	6	2	1	One-Handed
Fine	8	2	2	One-Handed
Exquisite	10	3	2	One-Handed
Legendary	12	3	3	One-Handed

Axe - Melee - Slashing

	Damage	Accuracy	Block	Tags
Ordinary	6	1	0	One-Handed
Well-Made	8	2	0	One-Handed
Fine	12	2	0	One-Handed
Exquisite	14	3	0	One-Handed
Legendary	16	4	0	One-Handed

Hammer - Melee - Bashing

	Damage	Accuracy	Block	Tags
Ordinary	8	0	0	Inelegant, One-Handed
Well-Made	10	1	0	Inelegant, One-Handed
Fine	14	1	0	Inelegant, One-Handed
Exquisite	16	2	0	Inelegant, One-Handed
Legendary	20	2	0	Inelegant, One-Handed

Greatsword - Melee - Slashing

	Damage	Accuracy	Block	Tags
Ordinary	8	0	1	Two-handed
Well-Made	10	1	1	Two-handed
Fine	12	1	2	Two-handed
Exquisite	14	2	2	Two-handed
Legendary	18	2	2	Two-handed

Rapier - Melee - Piercing

	Damage	Accuracy	Block	Tags
Ordinary	4	2	0	One-Handed
Well-Made	6	3	0	One-Handed
Fine	8	4	0	One-Handed
Exquisite	10	5	0	One-Handed
Legendary	12	6	0	One-Handed

Dagger - Melee - Piercing

	Damage	Accuracy	Block	Tags
Ordinary	2	2	0	Light
Well-Made	4	3	0	Light
Fine	6	4	0	Light
Exquisite	8	5	0	Light
Legendary	10	6	0	Light

Melee Weapon Modifications

-Barbed: Attacks with weapon are more difficult to heal. Heal checks to stop bleeding on individuals damaged by a Barbed weapon have their TN increased by 2, with this TN increase ceasing after the target has ceased bleeding.

- Balanced: The weapon is easy to leverage, making parries easier. Treat its Block as one higher.
- Reinforced: The weapon is especially durable, having half again as much health as it otherwise would.
- Utility Function: The weapon is made to double as a mundane tool costing no more than one tenth the cost of the weapon, not including the cost of this modification.
- Hollow Compartment: The weapon can store one dose of poison which can be applied to the weapon as a quick action by pressing a button.
- Hooked: A curved hook protrudes out of the weapon, making it easier to disarm opponents. Attempts to use the Disarm tactic while wielding this weapon receive a +1 bonus.
- Breaker: The weapon is especially designed to destroy weapons and armor it contacts. Attempts to use the Sunder tactic while wielding this weapon receive a +1 bonus.
- Secondary Damage: A quirk of design allows the weapon to effectively deal a second type of physical damage. Attacks with this weapon can be declared to be using the second damage type, at a -1 penalty on the attack roll.
- Merciful: Attacks with this weapon can inflict nonlethal damage instead of lethal damage at no penalty.

Ranged Weapons

Shortbow - Ranged - Piercing

	Damage	Accuracy	Range	Tags
Ordinary	4	1	50ft	
Well-Made	6	2	50ft	
Fine	8	3	50ft	
Exquisite	10	4	50ft	
Legendary	12	5	50ft	

Longbow - Ranged - Piercing

	Damage	Accuracy	Range	Tags
Ordinary	6	1	100ft	Long Draw
Well-Made	8	2	100ft	Long Draw

Fine	12	2	100ft	Long Draw
Exquisite	14	3	100ft	Long Draw
Legendary	18	3	100ft	Long Draw

Light Crossbow - Ranged - Piercing

	Damage	Accuracy	Range	Tags
Ordinary	4	1	75ft	Snap Fire (Light)
Well-Made	6	2	75ft	Snap Fire (Light)
Fine	8	3	75ft	Snap Fire (Light)
Exquisite	10	4	75ft	Snap Fire (Light)
Legendary	12	5	75ft	Snap Fire (Light)

Heavy Crossbow - Ranged - Piercing

	Damage	Accuracy	Range	Tags
Ordinary	6	1	125ft	Snap Fire (Heavy)
Well-Made	8	2	125ft	Snap Fire (Heavy)
Fine	12	2	125ft	Snap Fire (Heavy)
Exquisite	14	3	125ft	Snap Fire (Heavy)
Legendary	18	3	125ft	Snap Fire (Heavy)

Ammunition Types - When firing a ranged weapon, you must select what type of ammunition you are using.

Standard - No special effects, your standard piercing-damage arrows.

Bladed - Deals slashing damage, cost x1.2

Blunt - Deals bashing damage, cost x1.2. Can use the Strike to Incapacitate tactic when using Blunt arrows.

Armor-Piercing - Deals piercing damage, cost x1.5, +1 damage against targets wearing armor.

Ranged Weapon Modifications

[Needs rules for different arrow types: Standard, Piercing, Bladed, Broadhead / Barbed, Blunt, Rope]

Sharpshot - Better range or Aim?

Rapid Fire - Can fire a second shot like dual-wielding

Trick Shot - Can use trick arrows

Muffled - Firing is much quieter

Projection Weapons

Frost Wand - Projection - Cold

	Damage	Accuracy	Block	Tags
Ordinary	2	2	0	Light
Well-Made	4	3	0	Light
Fine	6	4	0	Light
Exquisite	8	5	0	Light
Legendary	10	6	0	Light

Rime Staff - Projection - Cold

	Damage	Accuracy	Block	Tags
Ordinary	6	1	1	Two-Handed
Well-Made	8	2	1	Two-Handed
Fine	10	2	2	Two-Handed
Exquisite	12	3	2	Two-Handed
Legendary	14	3	3	Two-Handed

Flicker Wand - Projection - Electric

	Damage	Accuracy	Block	Tags
--	--------	----------	-------	------

Ordinary	4	1	0	Light
Well-Made	6	2	0	Light
Fine	10	2	0	Light
Exquisite	12	3	0	Light
Legendary	16	3	0	Light

Conductance Staff - Projection - Electric

	Damage	Accuracy	Block	Tags
Ordinary	4	1	1	One-Handed
Well-Made	6	2	1	One-Handed
Fine	8	3	1	One-Handed
Exquisite	10	4	1	One-Handed
Legendary	12	5	1	One-Handed

Scorch Wand - Projection - Heat

	Damage	Accuracy	Block	Tags
Ordinary	6	0	2	One-Handed
Well-Made	8	0	3	One-Handed
Fine	10	0	4	One-Handed
Exquisite	12	0	5	One-Handed
Legendary	14	0	6	One-Handed

Inferno Staff - Projection - Heat

	Damage	Accuracy	Block	Tags
Ordinary	8	0	1	Two-Handed
Well-Made	10	1	1	Two-Handed
Fine	12	1	2	Two-Handed
Exquisite	14	2	2	Two-Handed

Legendary	18	2	2	Two-Handed
-----------	----	---	---	------------

Projection Weapon Modifications

Physical Attack - Select a type of physical damage. The weapon gains that damage type as a secondary damage type.

Seeking - Ignores cover

Blinding - Target gets -1 to attack rolls until the end of their next turn.

Longshot - Range increases from 30ft to 50ft.

Shielding - +1 Block

Merciful - Attacks with this weapon can inflict nonlethal damage instead of lethal damage at no penalty.

Shields

Buckler - Light Shield - Inobtrusive

	Block bonus	Maneuver Penalty	Attack Penalty
Ordinary	+1	0	0
Well-Made	+2	0	0
Fine	+3	0	0
Exquisite	+4	0	0
Legendary	+5	0	0

Inobtrusive - At the start of each of your turns, you may decide to ignore the Block bonus of your Buckler in exchange for it not counting as occupying a hand.

Heater Shield - Medium Shield

	Block bonus	Maneuver Penalty	Attack Penalty
Ordinary	+2	-1	0
Well-Made	+3	-1	0
Fine	+5	-2	0
Exquisite	+6	-2	0
Legendary	+7	-2	0

Tower Shield - Heavy Shield

	Block bonus	Maneuver Penalty	Attack Penalty
Ordinary	+3	-2	-1
Well-Made	+5	-3	-1
Fine	+7	-4	-2
Exquisite	+9	-5	-2
Legendary	+11	-6	-2

Shield Modifications

-Spiked: [Will add piercing damage to shield bashes, when I figure out how I want that to work]

-Comfortable: The shield has particularly well-made straps which make it easy to carry for long periods. Treat the shield's maneuverability penalty as half what it is for purposes of resistance checks for long-distance travel.

-Frightening: Depictions of ferocious beasts, ominous symbols or the like make the wearer a frightening sight to behold. [This will interact with Intimidate, when it's written. Right now, it's just spooky.]

-Reinforced: The shield is especially durable, having half again as many hitpoints as it otherwise would.

-Muffled: Due to some well-placed padding, the shield makes much less sound. Treat its maneuverability penalty as half what it is for purposes of stealth checks.

-Agile: The shield is well-anchored and moves smoothly, not impeding the movement of its wearer. Treat its maneuverability penalty as half what it is for purposes of determining movement speed reductions due to heavy armor.

-Plow (Tower-Shield only): The shield has been specially shaped to optimize its ability to shove opponents aside. Successful use of the Drive Back tactic pushes your opponent back an extra 5ft while wielding a Plow shield.

Armor

Cloth (Gambeson) Armor - Light - Textile

	Pierce	Slash	Bash	Fire	Cold	Elec	Maneuv
Ordinary	2	3	1	0	2	1	0
Well-Made	3	4	1	0	3	1	0
Fine	4	6	2	0	4	2	-1
Exquisite	5	7	2	0	5	2	-1
Legendary	6	9	3	0	6	3	-1

Chainmail (Maille) Armor - Medium - Metal or Textile

	Pierce	Slash	Bash	Fire	Cold	Elec	Maneuv
Ordinary	3	4	2	3	1	2	-1
Well-Made	4	6	3	4	1	3	-1
Fine	6	8	4	6	2	4	-2
Exquisite	7	10	5	7	2	5	-2
Legendary	9	12	6	9	3	6	-2

Breastplate (Cuirass) Armor - Medium - Metal or Textile

	Pierce	Slash	Bash	Fire	Cold	Elec	Maneuv
Ordinary	3	2	4	3	2	1	-1
Well-Made	4	3	6	4	3	1	-1
Fine	6	4	8	6	4	2	-2
Exquisite	7	5	10	7	5	2	-2
Legendary	9	6	12	9	6	3	-2

Brigandine - Hefty - Metal or Textile

	Pierce	Slash	Bash	Fire	Cold	Elec	Maneuv
--	--------	-------	------	------	------	------	--------

Ordinary	5	4	3	2	4	3	-2
Well-Made	7	6	4	3	6	4	-2
Fine	10	8	6	4	8	6	-3
Exquisite	12	10	7	5	10	7	-3
Legendary	15	12	9	6	12	9	-3

Full Plate - Heavy - Metal

	Pierce	Slash	Bash	Fire	Cold	Elec	Maneuv
Ordinary	5	6	4	4	3	5	-3
Well-Made	7	9	6	6	4	7	-3
Fine	10	12	8	8	6	10	-4
Exquisite	12	15	10	10	7	12	-4
Legendary	15	18	12	12	9	15	-4

Armor Modifications

-Spiked: The spikes on the armor act as a dagger of the same quality which does not occupy a hand, but suffers from a -2 to-hit. While grappling an opponent, you may make an attack each turn with these spikes as a quick action.

-Cold-Weather: Being given extra insulation, the armor helps keep its wearer warm. Instead of any penalty the armor would have given in cold weather, it instead gives a +1 bonus on Resistance checks made against cold weather.

-Hot-Weather: Given extra ventilation, the armor is not as troublesome in hot weather. Instead of any penalty the armor would have given in hot weather, it instead gives a +1 bonus on Resistance checks made against hot weather.

-Comfortable: The armor can be slept in without incurring any of the usual penalties for doing so. Additionally, treat the armor's maneuverability penalty as half what it is for purposes of resistance checks for long-distance travel.

-Fast-Donning: The armor can be donned and removed in half as much time as normal.

-Frightening: Depictions of ferocious beasts, ominous symbols or the like make the wearer a frightening sight to behold. [This will interact with Intimidate, when it's written. Right now, it's just spooky.]

-Reinforced: The armor is especially durable, having half again as many hitpoints as it otherwise would.

-Muffled: Due to some well-placed padding, the armor makes much less sound. Treat its maneuverability penalty as half what it is for purposes of stealth checks.

-Agile: The armor has been optimized for quick movements. Treat its maneuverability penalty as half what it is for purposes of determining movement speed reductions due to heavy armor.

Wealth is not treated by a wealth score, but rather gold coins called cryars which are tracked individually. Generally gotten as a reward from completed mission, can be obtained by selling loot, and earned by working a job. A modest meal of bread, cheese and beer would probably run you

[Insert explanation of currency system]

Note: Small objects tend to have a number of hit points equal to $(Points+1)*8$.

-Medium Weapon/Shield: 16 HP

Equipment Condition: As equipment takes damage, its usefulness declines.

Damaged: Half health. Weapons suffer a -1 penalty on attack rolls and a -2 penalty to damage. Armor suffers a -1 penalty to all damage mitigations.

Broken: Quarter health. Weapons suffer a -2 penalty on attack rolls and a -4 penalty to damage. Armor suffers a -2 penalty to all damage mitigations.

Destroyed: Zero or less health. The item is destroyed and no longer provides any of its original benefit. Unless stated otherwise, the pieces are still present, such that they could be re-assembled by a capable craftsman.

Crafting

For every credit of the Crafting freetime activity you take, you may by default make one crafting check. First, select what item you'd like to craft. If it is a weapon, shield or piece of armor, it is made with the Craft Weapons and Armor skill. If it is an alchemic item, it is made with Craft Alchemy. Other mundane items are created via appropriate Profession skills. The complexity of the item determines the TN needed to successfully craft it, as well as the cost of the raw materials. Each failed check gives a cumulative +1 bonus to craft that same item, up to a maximum of +3. While you can sell what you craft, the Job freetime activity more accurately represents working at a shop to sell your wares.

[Rules about selling items for half normal rate, and/or freetime activity to sell goods at full rate?]

[Course to increase rate of cumulative bonus]

[Course to craft multiple items at a time]

[Some items, like ammo, are by default crafted in a bundle]

Mundane Items

Complexity	% Material Cost	Check TN
Rudimentary	1/1	13
Simple	1/2	15
Basic	1/3	17
Complex	1/4	19
Intricate	1/5	21

Weapons, Armor and Shields are crafted a bit differently. They use a default material cost of 1/3rd of their market value, but have TNs that vary based on the quality of the piece of equipment, as below.

Quality	TN
Ordinary	15
Well-Made	19
Fine	23
Exquisite	27
Legendary	31

Including one or more modifications increases the TN by one for each modification used.

Crafting weapons, armor and shields requires using the appropriate materials, of an appropriate quality. You can always use materials of greater quality than required. The amount of materials required depends on the item being made. If the item is being

made of a special material, that material's cost multiplier is also applied to the costs of the raw materials used to make weapons of it.

Item	Amount of Materials Required
Light Weapon	5
Medium Weapon/ Ranged Weapon	6
Two-Handed Weapon	7
Light Armor	6
Medium Armor	9
Hefty Armor	12
Heavy Armor	18
Light Shield	4
Medium Shield	5
Heavy Shield	7

Quality of Material	Cost Per Unit
Ordinary	4sp
Well-Made	8sp
Fine	12sp
Exquisite	24sp
Legendary	48sp

Special Materials

Certain items, such as combat equipment, can be made out of special materials with differing properties. There are three broad types of materials: Fabrics, Woods and Metals. Different kinds of items can be made out of different kinds of materials.

Item	Material Types
Light Armor	Fabric
Medium Armor	Fabric or Metal
Heavy Armor	Metal
Melee Weapon	Metal
Projection Weapon	Metal or Wood
Ranged Weapon	Wood
Light Shield	Cloth or Wood
Medium Shield	Wood or Metal
Heavy Shield	Metal

Rarity	Cost Multiplier
Very Cheap	x0.5
Cheap	x0.75
Standard	x1
Uncommon	x1.25
Rare	x1.5
Legendary	x2

Metals

Quicksilver - x1.25 cost

-Melee/Projection: Half weight, can use a minor action to attack for half-damage if you did not use a major action to attack with it.

-Armor/Shield: Half weight, maneuverability penalty is reduced by one to a minimum of 0.

Umber - x1.25 cost

-Melee/Projection: Depending on the light level, the weapon gains a variable damage modifier: +3/+1/+0/-1/-3 for Dark/Dim/Normal/Bright/Blinding light.

-Armor/Shield: While in dim light or darker, all DMs increase by one for armor and the Block of an Umber shield increases by one. While in Bright or brighter, all DMs for armor decrease by one and the Block of an Umber shield decreases by one.

Radiant - x1.25 cost

-Melee/Projection/Armor/Shield: If this object bears one or more complex enchantments, it requires one less attunement to attune to (minimum one).

Seastone - x1.25 cost

-Melee/Projection: Can be used underwater without penalty.

-Armor/Shield: Penalty does not count against checks made to swim and weight is ignored while in water.

Reprise - x1.25 cost

-Melee/Projection/Armor/Shield: Attempts to sunder the item return an equal amount of damage to the attacker's weapon, as long as that weapon is a melee or projection weapon.

Flowsteel - x1.5 cost

-Melee/Projection/Armor/Shield: The item can be stored in a liquid form, but has only half its normal health. Storage and retrieval actions vary depending on what the item is, as does the volume the item takes up while stored. Storing or retrieving the item requires touching either the container for the liquid item or the solidified item with an open hand.

Item	Activation Action	Volume
Light Weapon	Quick	Pint
Medium Weapon	Minor	Quart

Two-Handed Weapon	Major	Gallon
Medium Armor	Major	Gallon
Heavy Armor	Full Round	Two Gallons
Medium Shield	Minor	Quart
Heavy Shield	Major	Gallon

Woods

Ghostwood - x1.25 cost

-Projection/Ranged: Successful attacks with this weapon deal an amount of bonus damage equal to the target's Perseverance stat.

-Shield: This shield can be used to block attacks made by incorporeal creatures.

Tanglevine - x1.25 cost

-Projection/Ranged: Successful attacks with this weapon reduce the base land speed of the struck target by 5ft until the beginning of your next turn.

-Shield: After successfully blocking an attack in melee, you may make a disarm roll as a minor response, as if you had used the disarm tactic as part of an attack.

Blood Oak - x1.25 cost

-Projection/Ranged: Successful attacks with this weapon cause the target to treat any wound penalties they are suffering from as double for the next minute. This effect does not stack. [Applies to bleed and rolls, but not for killing people]

-Shield: Block value is increased by one while you are wounded and bleeding.

Fabrics

Lightning's Lace - x1.25

-Armor: Once per day, you can move 10ft as a quick action.

-Shield: Once per day, you may force an attack roll targeting you to be re-rolled before the results of the attack have been determined.

Monster-Hide - x1.25

-Armor: Depending on the monster, grants +1 DM to one physical damage type, or +2 DM to one energy damage type.

-Shield: Depending on the monster, grants a +2 bonus to Block against attacks which inflict one type of energy damage.

Shimmersilk - x1.25

- Armor: Once per day, specify an environment as a full-round action. +2 to stealth while in that environment.
- Shield: Distance penalties to spot you via Notice or Search are doubled.

Enchanted Items

[This may be its own chapter later? Needs crafting rules]

There are three kinds of enchantments: Simple, Complex and Independent.

Simple Enchantments: These enchantments arise simply from finely crafting an item. The act of perfecting an item's creation inherently lends the item power, improving its basic functions. This kind of enchantment does not have distinct effects beyond the effects of higher-quality items (such as those seen for weapons and armor). This is also the reason why not all individuals can effectively use all qualities of equipment; one's own supernal must be sufficient to leverage that of the item in question. (You must be a second-year to use second quality gear, and so on).

Complex Enchantments: Complex enchantments cover a diverse array of effects which can be placed on a variety of items for personal use. The nature of these enchantments require them to be attuned to a wielder in order for them to function. The process of attuning to a complex enchantment requires the aid of one who has learned the practice, luckily a service which is offered in most sizable settlements. While attuned thus, the enchantment takes up an amount of the wielder's maximum attunement depending on the rank of the enchantment in question. Attempts to attune beyond one's limit simply fail. Attunements can be ended either by moving an attuned item more than 100ft away from the individual they are attuned to, or by having the attuned individual will the connection terminated as a full-round action. An individual's maximum Attunement is equal to their power level plus their Spirit stat.

Enchantment Level	Attunement Cost	Aspects Required	Cost (sp)
Bauble	1	2	50
Trinket	2	3, 1	100
Curiosity	4	6, 2	200
Rarity	7	8, 4, 2	400
Marvel	11	13, 6, 3	800

Wonder	16	20, 8, 4	1600
--------	----	----------	------

Complex enchantments are made by infusing the power of magical resources into an object. These resources contain one or more of the five aspects: fire, water, air, earth and void. Naturally, such resources fetch a high price at market.

Independent Enchantments: Independent enchantments are similar to complex enchantments in the variety of effects associated with them, but differ in the regard that they do not require attunement and are not intended to be portable. Independent enchantments are constructed in a single location and cannot be moved without disrupting the enchantment.

Complex Enchantments

Paired Orientation

Enchantment Level: Trinket

Acceptable Shapes: An object which is at least twice as long as it is wide

Aspects Required: 3 Air, 1 Void

Effect: After creation, the enchanted item must be paired with another similarly enchanted item through a one-minute procedure. Once paired, as long as both objects are attuned to, they will each try to spin to face each other, regardless of their locations. This rotational force is roughly one pound and spins the object around its center of mass, meaning that it is easily possible to obstruct this motion.

Creature Warning - Glows when specified creature type is near

Match-Light/Candle-Light/Torch-Light/Beacon-Light

Annunciator - Feeble/Limited/Exquisite/Grand

Enchantment Level: Trinket/Curiosity/Rarity/Marvel

Acceptable Shapes: A tube or cone, open at both sides

Aspects Required: Air, Earth, Void [Note that these are in order]

Effect: This item amplifies the volume of anything the attuned individual says through it, the degree dependent on the level of the enchantment. Intelligible speaking range is multiplied by 1.5/2/3/5x.

[Normal outdoor voice of 500ft]

(Lesser/Greater) Folding - Can reduce size but not weight (1/4, 1/16, 1/64)

(Lesser/Greater) Lodestone - Can be made heavy

Odor/Sound-Replicating - Store an odor or sound, recreate once later (must be a sealed container like a bottle)

Featherweight - Reduce weight, impairs weapon/armor

Resistant - Grants DM against a type of energy damage. If on a cloak or similar, can be wrapped around to grant DM to an individual.

Steady - Not truly Immovable, but part way there. Has an innate restoring force which biases the enchanted item towards remaining in whatever position it was placed, as if someone was holding it there.

Dramatic

Tracing - Object can record and repeat a motion

Dancing - Can be directed

Flavoring - Changes the flavor of things consumed from it

Shrouded (?)

Talking - Singing/Encouraging/Insulting (not sapient)

Repairing

Clamor/Cacophony - When object is struck, it makes a loud sound

Tattooed - Can store item as tattoo.

Independent Enchantments

Elevator

Icebox

Costs of Common Purchases

Unless otherwise noted, costs are in silver pieces.

Combat Equipment

Item	Ordinary	Well-Made	Fine	Exquisite	Legendary
Light Weapon	50	100	200	400	800
One-Handed Weapon/ Ranged Weapon	60	120	240	480	960
Two-Handed Weapon	70	140	280	560	1120
Light Armor	60	120	240	480	960
Medium Armor	90	180	360	720	1440
Hefty Armor	120	240	480	960	1920
Heavy Armor	180	360	720	1440	2880
Light Shield	40	80	160	320	640
Medium Shield	55	110	220	440	880
Heavy Shield	70	140	280	560	1120

[Need arrow costs, and probably duplicate these costs on the actual weapon tables]

Modifications: Weapons, Armor and Shields can have Modifications, as per the lists accompanying such equipment above. Unless otherwise noted, each modification increases the cost of an object at all qualities by 20% for the first modification and by a further 30% for the second modification (for a total of +50%). Items with two modifications are considered “exotic” and cannot be effectively wielded without proper training.

Special Materials: Combat equipment can be made out of special materials which confer additional effects, usually at a modified price. See the relevant material to find the appropriate cost-multiplier for items made from that material.

Food

Meal, Poor - 25cp
Meal, Decent - 50cp
Meal, Nice - 100cp
Meal, Extravagant - 250cp
Beverage, Poor - 10cp
Beverage, Decent - 20cp
Beverage, Nice - 40cp
Beverage, Extravagant - 100cp
One Day Rations, Unpleasant - 100cp
One Day Rations, Nice - 200cp
One Day Mount Feed - 50cp

Services

Hired Help, Unskilled (+0) - 4sp per day
Hired Help, Novice (+2) - 6sp per day
Hired Help, Adept (+5) - 10sp per day
Hired Help, Expert (+8) - 17sp per day
Hired Help, Master (+12) - 36sp per day
-Uncommon trade: Price x1.5
-Rare trade: Price x3
-Month hire: Price x10

Animals

Pigeon - 50cp
Raven - 150cp
Falcon - 60sp
Dog - 4sp
Riding Horse - 125sp
War Horse - 3gp
Chicken - 75cp
Pig - 15sp
Cow - 75sp

Lodgings

Barn - 10cp per night
Inn, Poor - 50cp per night
Inn, Decent - 200cp per night
Inn, Nice - 500cp per night
Inn, Extravagant - 1500cp per night

Containers

Pouch (¼ cu. ft., 10 lbs) - 15cp
Sack (1 cu. ft., 40 lbs) - 70cp
Backpack, Basic (2 cu. ft., 50 lbs) - 1sp
Backpack, Intermediate (2 cu. ft., 100 lbs) - 2sp
Backpack, Advanced (2 cu. ft., 200 lbs) - 4sp
Vial - 20cp
Bottle
Flask
Waterskin - 75cp
Chest
Barrel
Saddlebag - 1sp
Scroll Case - 60cp
Scroll Case, Waterproof - 1.5sp

Vehicles

Cart
Wagon
Carriage
Rowboat
Caravel
Carrack
Galleon
Paid Passage, Land
Paid Passage, Sea
-Dangerous Travel: x1.5-x5

Tools and Adventuring Supplies

Bedroll [120cp]
Candle
Torch - 10cp
Whistle - 1sp
Horn
Rope, 50' - 3sp
Cooking Pot or Pan
Lamp

Lamp Oil
Paper, 20 sheets
Pen/Quill [40cp]
Ink [20cp per vial, 25 pages]
Bag of 20 marbles - 75cp
Clothes, Poor - 1sp
Clothes, Decent - 5sp
Clothes, Nice - 10sp
Clothes, Extravagant - 20sp
Ladder, 10ft
Pole, 10ft
Tent, Small
Tent, Medium
Tent, Large
Tent, Huge
Shovel
Crowbar
Tinderbox [30cp]
Mirror [2sp]
Hourglass - 3sp
Pocketwatch
Chalk [5cp]
Blank Book (100 pages) [1sp]
Spyglass
Mallet
Lumber Axe
Miner's Pick
Nails x50
Iron Spike - 5cp
Map, Local [5sp]
Map, Kingdom [10sp]
Map, World [25sp]
Riding Gear [5sp]

Chapter 9: Combat

Combat

-Initiative: $2d10 + \text{Cunning} + \text{Spirit}$

-Move as a Minor or Major actions

-Two defense options: Block, and dodge. Dodge has penalty from armor, block has modifier from weapon. However, you cannot block projectiles without a shield, and cannot block AoE or energy attacks without an ability. Dodge modified by Cunning. Block modified by Valor.

-Basic attack: Roll attack vs defense. If you beat, deal damage equal to MoS plus weapon damage, plus $\text{Valor} * 2$ (Up to weapon damage).

-Wounded: If an attack would deal an amount of damage equal to half or more of the defender's remaining hit points, they instead gain one Wound, which acts as an all-action penalty and a penalty to all defense scores (Block, Dodge, etc.)

-Knocked Out: If an attack would deal an amount of damage equal to or greater than the defender's full remaining hit points, it knocks them out, inflicts two wounds and reduces them to 0 HP.

-Felled: If an attack would deal an amount of damage equal to or greater than the defender's maximum hit points, they are Knocked Out and gain an additional two wounds (to a total of 4)

-Destroyed: If an attack would deal an amount of damage equal to or greater than twice the defender's maximum hit points, they are immediately killed and their body severely damaged.

-Killed: If an individual ever has $3 + \text{Pers}$ wounds, they are killed.

Cunning and Valor:

By default, Cunning is applied as a to-hit bonus with weapons, but this bonus cannot exceed the accuracy of the weapon that you are using. Likewise, Valor multiplied by two is applied as a damage bonus on weapon attacks, but this bonus cannot exceed the base damage of the weapon you are using.

-Most debilitating effects ask target to make a Resistance skill check to combat it, which is modified by Perseverance. (Generally roll reduces severity or duration).

Actions: Major, Minor, Quick. Each turn you get one Major, one Minor, and one Quick. Full consumes both Major and Minor. Response actions can be taken on other turns and consume a corresponding action from your next turn. Attacks of Opportunity are Quick Responses by default.

-Two-handing: When you two-hand a non-projectile weapon, you deal $3 * \text{Valor}$ bonus damage instead of $2 * \text{Valor}$ bonus damage, and this damage is capped at $1.5 * \text{Weapon damage}$ instead of at weapon damage itself. [Really just $1.5 * \text{total damage}$, which includes base weapon

damage [Maybe Two-handing only increases Valor damage to 3*, no base weapon increase?]]

-Offhand/Dual-Wielding: You can wield a one-handed or light weapon in your offhand. You can attack with it as a Minor action, though it gets only one times your Valor to damage, and suffers a -4 on attack rolls. If the weapon is a Light weapon (see weapon properties), it instead only suffers a -2 penalty.

-Onslaught: -1 to all defenses for each attack you've already been targeted with since your last turn.

-Bleed: Each minute you lose an amount of health equal to the amount of wounds you are currently suffering from. Each round of strenuous activity causes you to lose half this much, rounded up. Bleed Damage can cause additional wounds, as per normal damage rules (if it equals or exceeds half current health).

-Nonlethal Damage: Certain attacks inflict "non-lethal damage". Non-lethal damage never causes wounds, but can still Knock Out an opponent (thus rendering them unconscious but without wounds). If nonlethal damage would usually cause a wound but not Knock Out the target, the target loses an amount of health equal to half the damage dealt.

Hit Points: $24+4*\text{Resistance Skill Modifier}$

-Recovery

You naturally recover health with a full night's rest. The degree to which you recover is dependent upon the quality of the rest you receive. "Very Poor" quality rest covers situations like sleeping on the ground, in a tree, on a stone slab, and so forth. "Poor" quality rest describes situations that are mildly uncomfortable, such as using a bedroll on the ground. "Standard" quality rest is your regular sleeping in a bed or other average accommodation. "Good" quality rest represents some sort of unusually nice sleeping arrangement, like an exceptionally well-made bed in a restful location. For each full night of rest, you recover an amount of hit points, down-grade any fatigue effects you are suffering from, and have a chance to recover from wounds, all defined by the table below.

When recovering from a wound, roll a Resistance check after completing a full night's rest, adding a bonus based on the quality of the rest received, and an amount equal to the number of days of rest you have spent trying to recovery from this wound. If your roll meets or exceeds thirteen plus twice your number of wounds, you recover from one wound. If you still have more wounds to recover from, your cumulative bonus from multiple nights of rest resets.

Quality	Hit Points Recovered	Wound Recovery Modifier	Fatigue Levels Recovered
Very Poor	Resistance-1	-1	0
Poor	Resistance	+0	1
Standard	5 + Resistance	+1	2
Good	10 + Resistance	+2	3

Conditional Modifiers

Condition	Attack Mod	Defense Mod
Higher Ground	+1	+1
Surprised [Partial?]	-	-5
Flanked	-	-2
Partially Obscured Vision	-1	-1
Blinded	-3	-3
Onslaught	-	-1 per attack
At Weapon Point	-3	-6

Tactics

“Tactics” describe various maneuvers that combatants may employ to attempt to get the upper hand over an opponent, other than simply attacking them with their weapon. In any turn in which a combatant uses a minor or major action to attack an opponent, they may decide to use an additional minor action (if available) to employ a Tactic as part of the attack. Unless otherwise noted, Tactics can only be used when it is the attacker’s turn.

Characters begin with access to a basic set of tactics, listed below, but may gain access to additional tactics and improve ones they already have access to through courses. Some tactics are exclusive to specific weapon types.

[Make notes about which ones can be used in melee/ranged]

Charge - Melee - As part of executing this tactic, you may move as if taking the Move action, and must move at least half of your speed (IE if you can move 20ft per move action, you must move at least 10ft to use this tactic). The attack made as part of using this tactic is made with a +1 bonus.

Ward Off - Any weapon type - Your target gets -1 to hit you until the start of your next turn.

Drive Back - Melee or Projection - If the attack is successful, the target is moved back 5ft away from you. This tactic does not work on targets more than one size category larger than you. [Course that allows you to respond to being pushed, by sidestepping, grabbing them, etc.]

Prepare - Any weapon type - Any attack roll you make against your target during your next turn receives a +1 bonus.

Aim - Ranged or Projection - You receive a +1 bonus on the accompanying attack.
Special: You may use the Aim tactic as a Major action instead of a minor action. When doing so, you must select the target of your attack, who must be within line of sight and within range. On a turn following a turn in which you Aimed in this manner, any ranged or projection attack you make against the target receives a bonus on the attack roll equal to the number of consecutive Aim actions you took (up to +2).

Withdraw - Any weapon type - Move up to half your speed directly away after your attack has been completed, not provoking attacks of opportunity from the target of your attack

Trip - Melee - Attacks made with this tactic suffer from a -2 penalty. The attack, if successful, deals no damage but instead causes your opponent to fall prone.

Sunder - Melee or Projection - The attack, if successful, deals damage to a targeted object either worn or wielded. If the targeted object is one being used to block, you receive a +2 on this attack.

Impede - Melee - By interposing yourself between your target and wherever they'd like to go, you slow their movement. The target of your attack may not take a 5ft on their turn, and any movement they take is reduced by 5ft.

Disarm - Melee - Attacks made with this tactic suffer from a -2 penalty. The attack, if successful, deals no damage but instead forces the target to drop a held item of your choice. Disarming while you unarmed suffers from an additional -2 penalty.

Jump/Drop Attack - Melee - As part of this attack, you may take a move action and/or jump (as per that use of Athletics) as long as it results in you reaching your opponent by dropping on them from above. Doing so gives you a +1 bonus on the attack roll, and adds any damage from your fall to this attack (IE if you fell 20ft, you'd add an extra five damage to a successful attack). [You can normally jump as part of a move] [This does not prevent you from taking any fall damage]

Feint - Melee or Projection - As part of using this tactic, roll a Deception check against the target of your attack opposed by an Insight check made by them. If your result is higher, you get a +1 bonus on the attack roll, with a further +1 for each five by which your result was higher. You can only feint against a target aware of you.

Strike to Incapacitate - Melee - The accompanying attack receives a -1 penalty to hit and deals only nonlethal damage.

Called Shot - Any weapon type - As part of using this tactic, select the area of the target which you want to aim for. Called shots receive a penalty on the attack roll due to the difficulty of aiming at such an area, but in return have bonus effects if the attack causes a wound. These effects persist until the target heals one wound. You may only target a given area if your opponent actually has that piece of anatomy (You can't headshot a

headless monster). Additionally, you cannot target a region which you cannot identify (IE if the giant blob monster has a heart, you can't target it unless you know where it is, such as with an appropriate knowledge check)

Region	Penalty	Effect
Primary appendage (arm, tentacle, etc.)	-2	Target loses use of that appendage (cannot hold items)
Movement appendage (leg, wing, etc.)	-2	Target has their appropriate speed reduced by half. If all such appendages are wounded in this manner, they are rendered incapable of using this mode of transport.
Head	-4	Target does not receive their usual minor action each turn (they only get their Major and Quick actions)
Vital Area (Heart, etc.)	-4	The target suffers an additional wound

Not Implemented Tactics

[Something to apply one turn of a set of conditions, such as Blind]

Collateral - [Attack can hit an adjacent target]

Distract - Impede use of supernatural stuff? Costs increased by 50% (mana/faith/ki/narrative) [Course(s)?]

Aim - [Not sure if tactic or separate action? Ranged combat class]

Charge-Blast - [Projection combat class]

Get Attention - Target gets -1 to hit anyone but you. [Course?]

Steal - [Accessed via the Repossession class]

Reckless Assault - Get a penalty of up to your Valor [to defense or to-hit?] to deal twice that much as bonus damage on a successful hit. [Gotten from melee combat class]

[Yes, 5ft steps are a thing]

Chapter 10: Social Interaction

Social Interaction

Language

Characters generally know only a small subset of all the world's myriad languages and often at variable levels of fluency.

Gaining Language Proficiency

Proficiency in languages is measured on a scale of proficiency levels 0 through 5 as defined below. By default, you begin with proficiency level 5 in the regional language determined by the GM. Effects which grant Language Proficiency (such as the Language Studies series of classes) allow you to select a single language to improve your proficiency in. Unless otherwise stated, a single source can only improve your proficiency in a single language (IE Intense Language Studies could not be used to improve your proficiency in two different languages). Your proficiency in a language cannot exceed 5. Certain languages have special requirements, in which case these cannot be starting languages and cannot be selected for acquisition unless you meet the requirements.

Language Proficiency Levels

0. Non-proficient - You cannot speak, understand, read or write any portion of the language. If you have encountered the language before, you may be able to identify it.
1. Phrasal - You know only a small set of basic phrases and words without understanding the grammatical structure of the language or being able to modify these phrases. You can probably convey some basic ideas ("Help", "Food", "Danger" etc.) and little else.
2. Elementary - You have learned the basic grammatical structure of the language and can form simple sentences in present, past and future tenses.
3. Intermediate - You have a solid grasp of both intermediate grammatical structure and a more robust vocabulary, allowing you to participate in most conversations. You still lack knowledge of idioms, figurative speech, colloquialisms and more obscure words.
4. Advanced - You are now sufficiently proficient with the language to take advantage of its unique quirks. Each language has listed a set of topics which it is particularly efficient at conveying. As long as you have Advanced Proficiency in the language, you can convey these topics in half the normal volume of words (meaning that conversations

moves twice as quickly and that written language is much more compact) and you receive a +1 bonus on all Linguistics and social skills used while using the language in question.

5. Fluent - You now have complete fluency with the language as per a native speaker and are now indistinguishable from such. This includes all the aspects of language which Intermediate Proficiency did not grant access to.

Regional Languages

Wind-Speech

Region: Riverlands City-States

Favored Topics: Farming, food, rivers, peace, dependence, cooperation

Umbral

Region: Haunted Ashlands

Favored Topics: Death, the dead, unsavory occult, grudges, omens, the dark, fate

Reverent

Region: Lands of Divine Light

Favored Topics: Religion, deities, afterlife, morality, philosophy, miracles

Sea-Speech

Region: Archipelago

Favored Topics: Water, sea-travel, boats, islands, weather

Savage

Region: Untamed jungles

Favored Topics: Nature, survival, instinct, abundance

Fire-Speech

Region: Rolling Deserts

Favored Topics: Sand, sun, heat, light, freedom, wandering, brief respite

Stone-Speech

Region: Broken Mountains

Favored Topics: Stone, mining, smithing, hard labor, responsibility, tradition

Academic

Region: Central Observatory

Favored Topics: Academia, research, engineering, observations, sorcery

Feudal

Region: Feudal Kingdoms

Favored Topics: Betrayal, chaos, glory, war, battle

Mercantile

Region: Merchant Kingdoms

Favored Topics: Trade, money, prosperity, abundance, exchange

Ascetic

Region: Monastic Isles

Favored Topics: Meditation, self-improvement, enlightenment, the body, ki

Imperial

Region: The three great empires

Favored Topics: Politics, just rule, economic classes, expansion, familial duties, law

[Cold place]

Special Languages

High-Speech

Requirements: Inspiration and Craft: Art equal to twice the proficiency level to be gained

Favored Topics: Luxuries, small-talk, wealth, parties, appearance, art, beauty

Low-Speech

Requirements: Larceny and Stealth equal to twice the proficiency level to be gained

Favored Topics: Crime, anarchy, vengeance, disgust

Ancient

Requirements: History equal to twice the proficiency level to be gained

Favored Topics: World-shaping history, the world, time

Draconic

Requirements: A number of rating 3+ attachments equal to the level of proficiency to be gained

Favored Topics: Sin, desire, temptation, wrath, greed, gluttony, sloth, lust, envy, pride

Hidden Speech

Requirements: Total language proficiency equal to four times the proficiency level to be gained

Special: Instead of having favored topics, Advanced proficiency in Hidden Speech allows individuals speaking it to specify a single target within 30ft. Only that target can hear you speak.

Far Speech

Requirements: Total language proficiency equal to four times the proficiency level to be gained

Special: Instead of having favored topics, Advanced proficiency in Far Speech allows individuals speaking it to project their voice. While projecting in Far Speech, other individuals who have proficiency in the language can hear you at a range of three miles regardless of obstacles (other individuals hear you at your normal volume).

True Speech

Requirements: Total language proficiency equal to eight times the proficiency level to be gained

Special: Instead of having favored topics, Advanced proficiency in True Speech allows individuals speaking it to speak the Word of Truth before making a statement. The statement they make following the Word cannot be a known lie to the speaker. Individuals with lesser proficiency in True Speech can identify the Word of Truth and its use, but cannot speak it themselves.

Attachments and Impassioned Actions

-Includes Attachments and Impassioned Actions

-Attachment ratings go from 1-3, normally, for Minor, Moderate, or Major attachments.

Impassioned Action: Before making a roll that is in line with one of your attachments, you may spend an amount of Willpower up to the rating of the relevant attachment to get an equal bonus on the roll.

Attachment Tags

Trust/Distrust - Apply to Convince checks

Like/Dislike - Enjoy seeing a person happy/unhappy or are fond of a concept

Care/Hate - Stronger version of like/dislike, where you are personally invested in the recipient's success/failure.

Desire/Detest - Being around or having/possessing

After any interaction with another person, you may change your listed Attachment to them, as long as you can justify the change, by a single step. Attachments that were made or modified during a scene cannot be changed until the next day, unless you spend one willpower.

Attachments are comprised of a list of tags which determine where their modifier applies
Trust/Distrust: Affect checks made by the target to convince you that they are speaking the truth. [Can someone else cash in on the target's good rep? Dunno]

-Seduction ability to give bonus to Manipulation under certain circumstances

-Self-Knowledge to use Insight vs Modify instead of Conviction?

Social Actions

Discern Attachments: Opposed Insight versus Deception. Margin of success determines how many attachments are revealed. GM decides semi-randomly which, preferentially choosing ones that likely came up during the time you were observing the target. 1 plus one per 3 MoS.

Instill Attachments: Opposed Inspiration or Intimidation versus Conviction. If successful, creates the desired attachment, at level 1 (+1 for each 5 MoS) which lasts minimum until end of scene, at which time target may decide to keep, downgrade, or ditch.

Modify Attachments: Manipulation vs Conviction, if successful you can tweak an existing attachment up to one step, plus one step for each 5 over. Increasing or decreasing level of attachment is one step, as is slightly redefining target or nature. Significant but still related targets or natures are 2 steps. Completely redirecting target or nature (Love to hate) is 3 steps. Changes last a minimum of one scene.

Persuade: Must target an applicable Attachment, and the target can refute by calling on an attachment of higher level. **Opposed Negotiation vs Conviction.** If successful, target can pay 1 willpower (plus 1 for each 5 over), or they are compelled to perform the requested service. Persuader has a modifier based on how reasonable the request is.

-Time taken, retry? Duration? "Change mind"?

Discern Truth: Insight versus either Deception if target is lying, or their choice of Logos, Pathos or Ethos if telling the truth. For lying, it's a simple opposed check. For truth, for every 5 over 11 that the negotiator rolls, they reduce the difficulty of the Discerner's check by 2. Discerner rolls against a DC 11 and if successful believes target. In both cases, there's a believability modifier that affects the DC that Discerner is rolling against. These rolls are only made if the Discerner specifically says they want to dissect something that was just said.

Introspection: In addition to the slight attachment changes that can occur after an interaction, you may to a bit of deep-digging, spend a willpower, and shift any attachment you have by one step.

Social Defenses

Conviction and Rebuttal: These skills represent your standard defenses against attempts to sway or persuade you.

Interrupt: The majority of social actions take time. These actions can often be interrupted by forcing the target to engage in a different action. For example, initiating combat will frequently end ongoing social actions. Similarly, physically departing ends any ongoing social checks.

Ignore: When another individual begins speaking to you, you may elect that you are going to ignore them. It is clear to the other person that you are doing so. Doing so costs one willpower, but allows you to automatically ignore the other person's action.

Appeal: When someone succeeds at a Persuasion check against you but you want to reject the persuasion, it is possible to reduce the willpower cost to do so through an Appeal. If you can cite another attachment you hold which contradicts what you are being asked to do and which is of a rating equal to or greater than the rating of the targeted attachment, you may reduce the willpower cost of rejecting the persuasion by one.

Ex: Someone is trying to convince you to buy a necklace because you have a Jewelry-Like-1 attachment, and they successfully persuade you by a margin greater than 5, meaning that it will cost two willpower to reject the persuasion. However, you also know that the only money you have on you is intended to buy a present for your friend, who you have a Care attachment of 3 towards, and who would be very sad if they didn't receive the present, and as such you need pay only one willpower to reject the persuasion.

Social Interaction in Combat

As a general rule, your opponents are more intent on trying to kill you or not be killed by you than in whatever you have to say. Attempting any social interaction skill check against someone actively engaged in combat suffers a -4 penalty.

[This was before I had the line of abilities for diplomacy mid-combat... Need to rethink this.]

[Social situations for me to evaluate]

- Trying to get your husband to take out the trash
- Trying to get someone to buy your wares
- Trying to get someone to lower their price (Bargaining on the prior check?)

Note to self: Remember ad-hoc modifier based on how good/reasonable the deal seems

Chapter 11: Environment and Adventuring

Environment Stuff

Lighting

Fall Damage (1 damage per 2 ft beyond the first 10)

High-Speed Collision Damage

Holding Breath (Can safely hold for $4 * \text{Pers} + 8$ rounds if taking no actions. If you take any action beyond a single Quick action, that round counts as double. When you're out of rounds of breath-holding, you must try to breathe. If underwater or otherwise in an environment where this is impossible, you begin suffocating and drop to -1 health)

Fire

Overland travel

-Walk: 5 hours+Pers, then one fatigue level per hour after

-Hustle: 1 hour, then Athletics check of TN 13+# hours hustled today each hour

-Run: 1+Pers rounds, then Athletics checks each round of TN 13+# rounds running without break

Fatigue Levels:

-Each level of Fatigue you are experiencing decreases base landspeed by 5ft to a minimum of 5ft, gives a penalty on all physically intensive actions equal to fatigue level, a penalty to all other actions equal to half of fatigue level.

Encumbrance

Statuses:

Disoriented - While Disoriented, you do not reset your onslaught penalty to physical defenses at the start of your turn.

Winded - While Winded, you do not receive the Minor action you usually do each turn. You may still use a Major action in place of a Minor action.

Chapter 10: Sorcery

Sorcery

Mana Capacity (Per)

Mana Control (Cunning)

Mana Sensing (Spirit)

Mana Wielding (Valor)

When you cast a Sorcery, you must determine how much mana to spend, some amount ranging from the minimum listed on the spell, to an amount equal to your Mana Wielding skill. Once per day after a full night's rest, you replenish an amount of Mana equal to three times your Mana Capacity skill, up to your capacity as defined by the table below. Mana Control governs accuracy and effective range of spells, as well as the ability to make use of metamagic effects. Mana Sensing governs the efficacy of divination spells and determines your proficiency with Rituals.

Rituals: Many spells can be cast as rituals, increasing their cast time in exchange for reducing their mana cost, possibly down to 0. The amount that mana casts are reduced by is dependent on the amount of time spent on the ritual.

Time	Cost Reduction
1 minute	Mana Sensing modifier/2
10 minutes	Mana Sensing modifier
1 hour	Mana Sensing modifier*2

Mana Capacity	Mana ($x^2/2+2*x+4$)
1	7
2	10
3	15
4	20
5	27

6	34
7	43
8	52
9	63
10	74

Mastery of Mana Flow

Req: Mana Control 8

Credits: 3

1st: Mana Control +1, Mana Sensing +1

2nd: Mana Control +1, Mana Wielding +1

3rd: Ability: Mana Flow - You have begun to master the flow of Mana and become more efficient with its use. Reduce the mana cost of all sorceries you cast by one quarter your Mana Control, to a minimum of 0.

Ritual Extension

Requirements: Mana Sensing 5

Credits: 3

1st: Mana Sensing +1

2nd: Conviction +1

3rd: Mana Sensing +1

Ability: Grand Ritual - You may perform a ritual for 8 hours to reduce the cost of the spell by an amount equal to four times your Mana Sensing bonus.

Sorcerous Exclusion

Req: Mana Control 3

Credits: 2

1st: Mana Control +1

2nd: Mana Control +1

3rd: Ability: Exclude (Metamagic) - When casting a sorcery which targets an area, you can exclude one 5ft square for every 3 Mana Control you have.

Sorcerous Extension

Req: Mana Control 3

Credits: 2

1st: Mana Control +1

2nd: Mana Control +1

3rd: Ability: Extend (Metamagic) - When casting a sorcery with a duration greater than Instant, you can increase its duration by 25% for every 2 Mana Control modifier you have.

Of Needles and Haystacks

Credits: 1

1st: -

2nd: Mana Sensing +1

3rd: Sorcery: Trinket-Finding - Ritual. Attempt to locate a nearby nonliving object. Specify one physical trait of the item ("Red", "between five and six feet tall," etc.) for every 3 mana sensing you have. This spell scans an area with radius $(2 + \text{Mana Spent})^2$ feet. Every object within range which meets the specifications given provides a mental "ping" to you, giving you their relative locations.

Scholastic Identification

Req: Mana Sensing 4, Of Needles and Haystacks

Credits: 2

1st: Mana Sensing +1

2nd: Linguistics +1

3rd: Mana Sensing +1. Sorcery: Locate Text - Ritual. This spell acts as Trinket-Finding, except that instead of specifying physical properties, you specify one word per 3 mana sensing. You choose whether these words must be in sequence or not. All text in any language you can speak which fulfills your criteria provides a mental ping, as per Trinket-Finding. As Trinket-Finding, the radius searched is $(2 + \text{Mana Spent})^2$ feet.

Combat Casting

Credits: 2

1st: Mana Capacity +1, Mana Wielding +1

2nd: Melee +1, Block +1

3rd: Ability: Combat Casting - Preventing a hit in melee increases mana cost by one quarter instead of one half.

Normal: Casting in melee means you either take a hit, or increase mana cost by half.

Sorcery Foundations

Sensing Training

Credits: 2

Skill Bonuses: Mana Sensing +2, Mana Control +1, Perform +1

Control Training

Credits: 2

Skill Bonuses: Mana Control +2, Mana Wielding +1, Engineering +1

Wielding Training

Credits: 2

Skill Bonuses: Mana Wielding +2, Mana Capacity +1, Feats of Strength +1

Capacity Training

Credits: 2

Skill Bonuses: Mana Capacity +2, Mana Sensing +1, Profession +1

Sensing Techniques

Credits: 3

Skill Bonuses: Mana Sensing +2, Aspect +2, Mana Capacity +1, Mana Wielding +1

Control Techniques

Credits: 3

Skill Bonuses: Mana Control +2, Occult +2, Mana Sensing +1, Mana Capacity +1

Wielding Techniques

Credits: 3

Skill Bonuses: Mana Wielding +2, Command +2, Mana Control +1, Mana Sensing +1

Capacity Techniques

Credits: 3

Skill Bonuses: Mana Capacity +2, Resistance +2, Mana Wielding +1, Mana Control +1

Matter Sorcery

Introduction to Matter and Structure

Credits: 5

1st: Mana Capacity +1, Mana Control +1, Mana Wielding +1

-Detect Composition: Major Action, 1 mana. Ritual. By placing your hand to a solid object or surface, you can detect the rough composition of that object or surface. You learn the materials involved, their basic properties, and the relative quantities of each. A single casting of this spell can analyze a volume as per the table below. For example, you could use Detect Composition on a puzzle box to learn that while the exterior is oak wood, the interior has a fair bit of steel and a small crystal.

Mana Spent	Volume (Cubic inches)	Mana Spent	Volume (Cubic inches)
1	8	6	343
2	27	7	512
3	64	8	729
4	125	9	1000
5	216	10	1331

2nd: Mana Capacity +1, Engineering +1

-Repair: Major Action, 1 mana. Ritual. By touching a damaged object which has all of its parts present, you may return one HP to that object. Each additional mana spent increases the HP regained by one, to a maximum of its original HP. In order to Repair an object, you must additionally have a good idea of how the pieces fit together before you recreate the original object.

3rd: Mana Sensing +1, Mana Control +1

-Structural Failure: Major Action, 1 mana. Ritual. A ripple exudes from your outstretched hand, disrupting the structure of objects it contacts. Target an object or structure within 30ft and make a Mana Control check to hit your target, treated as a ranged attack with an artificial weapon. While this attack can be blocked, doing so results in the item used to block being subjected to the spell instead. If the spell contacts an object or structure, that object or structure loses an amount of health equal to the amount of mana spent on this spell, multiplied by two.

Destabilization of Solids I

Credits: 3

Requirements: Introduction to Matter and Structure

1st: Mana Control +1, Mana Wielding +1

2nd: Search +1

3rd: Mana Control +1, Mana Flow +1

Minor Liquification: Major Action, 2 mana, Ritual. Either a surface or object with a total surface area in square feet up to the amount of mana spent on this spell squared becomes particularly slick as you temporarily liquify a tiny amount of it. This renders surfaces slippery to traverse, forcing Acrobatics checks of a TN 16 to remain standing (Crossing at half speed grants a +2

bonus (This should just be part of the Balance action description)), and makes objects difficult to hold, also requiring an Acrobatics check TN 16 to avoid dropping said object. If the targeted object is being held, you must succeed at a ranged attack roll with Mana Control against the creature bearing the object in order to affect it.

[I'm aware the wording here is awful]

Decreasing Hardness and Resilience

Credits: 3

Requirements: Introduction to Matter and Structure

1st: Mana Control +1, Mana Sensing +1

2nd: Profession +1

3rd: Mana Sensing +1, Mana Flow +1

Sculpt: Major Action, 3 mana, Ritual. For one minute after casting this spell, you treat the hardness of all objects that either you or items you hold interact with as being one lower for every three mana spent. This can potentially allow you to treat steel like wood or stone like clay if their hardnesses are reduced sufficiently. (See rules for item hardness for more information)

[Later class that gives you the ability to temporarily improve a piece of equipment]

[Later class that allows you to touch a piece of something broken to learn what it was part of]

Light Sorcery

Introduction to Illumination

Credits: 5

Skill Bonuses: Mana Capacity +2, Mana Control +2, Mana Sensing +1, Mana Wielding +1, Search +1

Sorcerous Spells:

-Candlelight: Major action, 1 mana, ritual, short range. Creates a small candle-sized source of light in a space within range. This source sheds white light as a candle, and persists for ten minutes per mana spent.

-Gloom: Major action, 2 mana, ritual, medium range. Creates an area of reduced illumination, centered in a space within range. This area has a radius of five feet per mana spent, and reduces the light level by one step within that area (to a minimum of pitch black). This effect persists for one minute per mana spent.

-Obscure: Major action, 3 mana, ritual, short range. Upon casting this spell, specify an object or person within range. For the duration of the spell, light is distorted around the target, making it more difficult to make out clearly. Any notice or search checks made to spot the target at a distance receive a penalty equal to the amount of mana spent, and while the rough shape and size of the target can be discerned, identifying details

requires a Search check against a base TN of 11 plus the amount of mana spent. This effect persists for one minute per mana spent.
[Short Range = 5ft * Mana Control bonus]

Energy Sorcery [Empty]

Force Sorcery [Empty]

Chapter 11: Miracles

Miracles

Devotion (Perseverance) - Faith/day

Diligence (Cunning) - Flat bonus to Faith rolls

Prayer (Spirit) - Quick cast

Grace (Valor) - Strong cast

You begin each day with an amount of Faith based on your Devotion (see table below). Whenever you use a Miracle you know, you must choose how much Faith to wager. You roll 2d10 and add your Diligence and your wager, and compare this to the Divinity of the Miracle being cast. If you meet or beat the divinity, you retain access to the miracle. If your result is less than the miracle's divinity, this is the last time you can cast that Miracle this day, and you cannot cast that miracle for an extra day for every 4 by which you fail. Regardless, the Faith is expended and the miracle executes. This roll is called a Faith Roll. Once per day after a full night's rest, you replenish an amount of Faith equal to your Devotion skill, up to your capacity as defined by the table below.

Prayer: You may cast your Miracles as Immediate actions, as a response to something else happening when it's not your turn. Doing so requires you to make a Divinity check, using only your Prayer skill modifier divided by two, rather than the usual Diligence + Faith wager. Some Miracles may have special rules for what their Prayer effect is, and how Prayer functions on Miracles with casting times longer than a Major action. You may only use one Prayer per round.

Grace: Whenever you cast a Miracle, you may choose to invoke Grace. Doing so means that you use the effects listed under "Grace" in the miracle's entry. You begin each day with an amount of Grace equal to twice your Grace skill. When you invoke Grace, you must roll 1d10 and compare it to your current Grace. If you rolled equal to or under your current Grace, you lose one current Grace, or more if specified in the Grace section of the Miracle being cast. If you rolled over your current Grace, you cannot use Grace for the rest of the day.

You cannot use both Grace and Prayer on the same spell.

(Low level Miracle has a Divinity of ~13?)

Devotion	Faith Capacity ($x^2/4+x+2$)
1	3
2	5
3	7
4	10
5	13
6	17
7	21
8	26
9	31
10	37

Small Favors

Credits: 2

1st: Devotion +1

2nd: Diligence +1, Prayer +1

3rd: Grace +1

-Blessing: Minor Action, Divinity 11. Target an individual within 30ft. They get a +1 on all 2d10 rolls until the start of your next turn.

Prayer: Casting time reduced to Quick Response action

Grace: Effect increased to +2

Interpreting the Will of Gods

Credits: 2

1st: Devotion +1

2nd: Diligence +1, Prayer +1

3rd: Grace +1

-Seek Guidance: One minute, Divinity 11. As part of casting this miracle, specify an action. You learn whether or not this action would be offensive, pleasing or neutral to the deity or religion which you follow.

Prayer: Casting time reduced to a Quick Response.

Grace: Instead of specifying an action, specify a situation or dilemma. If the deity or religion which you follow has a clear opinion on what should be done in such situations, you learn of it.

Beneficence

Credits: 2

1st: Devotion +1

2nd: Diligence +1, Prayer +1

3rd: Medicine +1

-Provide Succour: Length of the action being supplemented, Divinity 11. This miracle is used to supplement a Medicine check made to provide First Aid or Long Term Care, providing a +1 bonus on the check.

Prayer: The action being taken requires only half the usual time on your part.

Grace: The bonus provided is increased from +1 to +2.

Litany Recital

Credits: 2

1st: Devotion +1

2nd: Diligence +1, Prayer +1

3rd: Grace +1. Ability: Practiced Miracle - When you gain this ability, choose one miracle you know. You gain a +1 bonus on Faith rolls made to cast that miracle. Special: You may take this class multiple times, picking a different Miracle you know each time.

-Lightning bolt

-Lightning damage buff

Miracles Foundations

Prayer Training

Credits: 2

Skill Bonuses: Prayer +2, Diligence +1, Medicine +1

Diligence Training

Credits: 2

Skill Bonuses: Diligence +2, Grace +1, Humanities +1

Grace Training

Credits: 2

Skill Bonuses: Grace +2, Devotion +1, Command +1

Devotion Training

Credits: 2

Skill Bonuses: Devotion +2, Prayer +1, Harvest +1

Prayer Techniques

Credits: 3

Skill Bonuses: Prayer +2, Religion +2, Devotion +1, Grace +1

Diligence Techniques

Credits: 3

Skill Bonuses: Diligence +2, Resistance +2, Prayer +1, Devotion +1

Grace Techniques

Credits: 3

Skill Bonuses: Grace +2, Inspire +2, Diligence +1, Prayer +1

Devotion Techniques

Credits: 3

Skill Bonuses: Devotion +2, History +2, Diligence +1, Grace +1

Hearth Miracles

Lighting the Hearth

Credits: 5

Note: Miracles which reference preparing food require a suitable quantity of ingredients.

1st: Devotion +1, Diligence +1, Prayer +1

-Hearty Meal - Divinity 13. You spend ten minutes preparing a hearty and nutritious meal to reinvigorate even the most abused souls. This is enough for one person, and takes one minute to consume, allowing them to immediately regain health as if they had just rested for a full night (By default healing 2+Pers). The meal remains good for only one hour after being made.

>Prayer: It takes only one full round to prepare the meal instead of ten minutes, and it can be consumed in one Major action, remaining good for only one minute.

>Grace: You choose whether your meal heals twice as much as it otherwise would, or additionally removes one negative condition [I need to write negative conditions still, but this can remove them!]

2nd: Devotion +1, Survival +1

-Hospitality - Divinity 14. You prepare a lavish meal to share with strangers. Doing so takes ten minutes and can feed up to two individuals. Anyone who consumes even one bite of the food is incapable of taking any hostile actions for the next hour, unless they are either subject to hostile action first, or they spend three willpower to overcome the effect.

>Prayer: Major Action. You present a peace offering to an adjacent hostile target. Roll Devotion against their Conviction. If they roll less than you, they are compelled to take the food on their turn as a Minor Action and consume it as a Major Action. If they are attacked before they can receive the offering, the effect ends and they ignore it. If they successfully consume the offering, they are prevented from taking hostile action for the next 10 minutes unless they are either the subject of hostile action first, or they spend two willpower.

>Grace: The meal can feed five, and its effects persist for 8 hours. During the first hour it costs 4 willpower to overcome, or 2 willpower for any time after that.

3rd: Prayer+1, Grace +1

-Feast - Divinity 15. You prepare a huge quantity of food to prepare your allies for their coming trials. Doing so takes half an hour, as does fully consuming the meal. Up to five allies may benefit from the meal. During the next 8 hours, allies which benefitted from the feast may each select one of the following benefits as a free response: Get a +2 bonus on one 2d10 roll they are making, immediately recover two willpower, or reduce the damage of an incoming attack by half, rounded down.

>Prayer: Major action. You may quickly prepare a toast before a dangerous encounter. Select up to five allies to benefit from this. During the next five minutes, each selected ally may choose one of the following benefits as a free response: Get a +1 bonus on one 2d10 roll they are making, immediately recover one willpower, or reduce the damage of an incoming attack by one quarter, rounded down.

>Grace: Each ally may select up to two of the listed benefits, but may not select the same benefit twice during one use of this ability.

Warmth of Home

Credits: 3

Requirements: Lighting the Hearth

1st: Grace +1, Devotion +1

2nd: Inspiration +1

3rd: Grace +1, Diligence +1

-Hearthfire - Divinity 15 - Major Action - Target a creature within 30ft of you and who is within 15ft of an individual who you hold a positive attachment towards, who in turn is neither you nor the target. This miracle produces a ranged attack with an effective attack result equal to the result of your Faith roll minus two, which deals an amount of fire damage equal to half of your current Grace. If you use an Impassioned Action to boost this casting of this Miracle, gain an additional +1 bonus on the roll.

>Prayer: Casting time is reduced to a Minor Action.

>Grace: The attack roll does not suffer from the -2 it otherwise would, and it does damage equal to half of your maximum Grace.

Doors and Gates

3c, requires Lighting the Hearth

1st: Diligence +1, Devotion +1

2nd: Craft Wood and Stone +1

3rd: Diligence +1, Prayer +1

Sanctify Threshold - Divinity 14 - One minute - As part of casting this miracle, specify a threshold within 30ft which is no more than 15ft wide, such as a door, arch, or gate. For the next hour, creatures intending harm upon individuals past the threshold cannot cross it without first spending an amount of willpower equal to the difference between the higher of their Conviction or Rebuttal and the result of the Faith Roll used to cast this miracle.

>Prayer: Casting time is reduced to one Major action, but the protection lasts for only five minutes.

>Grace: Creatures which spend willpower to cross the threshold take an amount of untyped damage equal to three times the amount of willpower they were required to spend.

Note: Should things like the healing provided by Hearty Meal scale off of current/max Grace, or have their current effects?

Storm Miracles

Gathering Storm

Credits: 5

1st: Devotion +1, Diligence +1, Grace +1

-Morning Mist - Major Action, Divinity 13. Fog (water vapor) fills a 20ft radius area centered at a location of your choosing within 100ft and persists for 10 minutes.

>Prayer: Casting time reduced to Immediate Action.

>Grace: The fog fills a 100ft radius, centered somewhere within 500ft, and lasts for one hour.

2nd: Devotion +1, Command +1

-Blustering Wind - Major Action, Divinity 14. Create a billowing wind pointing along a 50ft line, 15ft wide, somewhere within 100ft which persists for 10 minutes. Characters moving with the wind move twice as fast (every 5ft of movement along it moves them 10ft), while characters moving against the wind move at half speed. Additionally, any items lighter than a chair are liable to get thrown around by the winds.

>Prayer: Casting time reduced to Immediate Action.

>Grace: The winds are significantly faster! Make a Grace check (2d10+Grace).

Anyone beginning in the wind or entering it must make a Resistance check against that TN, with a bonus equal to the maneuverability penalty of their armor, or be blown 15ft back along it and land prone. If a character succeeds on their check, they may move against it at one-third speed.

3rd: Grace +1, Prayer +1

-Prelude to Lightning - Major Action, Divinity 15. Make a ranged attack with an attack result equal to the result of your Faith roll minus 2 against a target within 10 feet. This attack does electricity damage equal to half of your current Grace.

>Prayer: Casting time reduced to Minor Action

>Grace: The attack roll does not suffer from the -2 it otherwise would, and it does damage equal to half of your maximum Grace.

Wilderness Miracles [Empty]

Judgement Miracles [Empty]

Chapter 12: Threadcasting

Fate

Narrate (Pers) - Resource pool/day

Compel (Val) - Duration

Complicate (Cun) - Number active at once

Immerse (Spirit) - Hide effect

At the beginning of the day, prepare your Weaves, Binds and Breaks. Each of these costs a certain amount of Narrative, and your maximum Narrative is dependent on your Narrate skill, via the table below. As a Full-Round action, you may assemble a thread, utilizing and expending a prepared Bind, and optionally a Weave and/or Break. Once per day after a full night's rest, you restore an amount of Narrate equal to three times your Narrate skill. Once assembled, the Thread must be placed on its target within the next minute [?].

The maximum number of concurrent threads you can have active at one time is determined by the Complexity of each thread, given by their Bind, and your Complicate skill. If laying a thread would cause the total complexity of all your active threads to exceed your Complicate skill, the thread fails to take effect but is still expended.

Every Bind specifies its duration scale: Rounds, minutes, tens of minutes, hours or days (Rarely longer). The actual duration a thread remains active is equal to this interval multiplied by your Compel skill. That is to say, a Bind with a duration in minutes would last a base of five minutes if the caster had a Compel of 5.

If someone suspects an individual may be under the effect of a Thread, they can check by examining the target as a Minor action and making an Insight check against a TN of 11 plus the Immerse skill of the caster. If successful, they learn that the target is indeed under the effects of a thread, and the Break, if any. When an individual first becomes affected by a thread, they get a free Insight check to recognize it.

Weaves and Breaks add weaknesses to your threads, by making them more difficult to cast in the first place or adding a way they can be ended prematurely. In exchange for these drawbacks, they often improve the effect in some way, usually by increasing the duration, reducing the complexity, or somehow augmenting the effect of the Bind.

Every Threadcaster begins with the following default Weave and Break, which are used if no other Weave or Break are specified:

The Tap

Glory/Downfall Break: Apply the Thread by touching an adjacent target. The target must either be willing, be unaware, or you must succeed at a melee attack roll using your Narrate skill.

Narrative: 0 (Special: You do not prepare The Tap, you always have it available)

Benefits: None

The Persistence

Downfall Break: At the end of each interval, the target innately attempts a Resistance or Conviction check (whichever is higher) against your Immerse skill, with a cumulative +2 for each failed attempt. On a success, the Thread immediately ends.

Glory Break: If the target takes damage or loses willpower, the Thread ends.

Narrative: 0 (Special: You do not prepare The Persistence, you always have it available)

Benefits: None

Narrate	Narrative Capacity ($x^2/2+x*2+4$)
1	7
2	10
3	15
4	20
5	27
6	34
7	43
8	52
9	63
10	74

Active Storytelling

Credits: 2

1st: Narrate +1

2nd: Complicate +1, Immerse +1

3rd: Compel +1. Ability: Recite - By spending a minor action, you can extend the duration of all of your active Threads with durations in rounds by one round.

Principles of Fate

Credits: 2

1st: Narrate +1

2nd: Complicate +1, Immerse +1

3rd: Compel +1.

-Glory Bind: Twist of Glorious Fate - Minutes - 1 Narrative - Complexity 1 - Once per minute while this Bind lasts, the subject may choose to reroll a skill check before results of the roll are revealed.

-Downfall Bind: Twist of Cursed Fate - Minutes - 1 Narrative - Complexity 1 - Once per minute while this Bind lasts, the individual who cast it may force the subject to reroll any skill check which the caster observes before the results of the roll are revealed.

-Class that teaches you how to modify already woven Threads? Maybe a second one that lets you do so very quickly. Another that allows you to hold prepared Threads for longer. And another that lets you make the initial weaving faster.

[Voodoo rules for making effigies that allow threadcasting at increased range?]

Threadcasting Foundations

Immersion Training

Credits: 2

Skill Bonuses: Immerse +2, Complicate +1, Handle Animal +1

Complication Training

Credits: 2

Skill Bonuses: Complicate +2, Compel +1, Deception +1

Compulsion Training

Credits: 2

Skill Bonuses: Compel +2, Narrate +1, Inspire +1

Narration Training

Credits: 2

Skill bonuses: Narrate +2, Immerse +1, Survival +1

Immersion Techniques

Credits: 3

Skill Bonuses: Immerse +2, Insight +2, Narrate +1, Compel +1

Complication Techniques

Credits: 3

Skill Bonuses: Complicate +2, Linguistics +2, Immerse +1, Narrate +1

Compulsion Techniques

Credits: 3

Skill Bonuses: Compel +2, Athletics +2, Complicate +1, Immerse +1

Narration Techniques

Credits: 3

Skill Bonuses: Narrate +2, Resistance +2, Compel +1, Complicate +1

Tragedy Threadcasting

The Mighty Crumble (Tragedy)

Credits: 5

Skill Bonuses: Narrate +2, Immerse +2, Complicate +1, Compel +1, Insinuate +1

-Bind: The Tragic Mistake

Glory: Hours - Complexity 1 - 2 Narrative - After making what the subject considers to be a mistake, they may reroll up to one check per hour made to correct that mistake.

Downfall: Hours - Complexity 1 - 2 Narrative - The next major decision the subject makes has some unintended consequence, with negative repercussions which persist until this Thread expires (at which time any extra consequences caused by this Thread conveniently wrap themselves up). These consequences tend to be very emotional and distracting, but usually not lethal in nature.

-Weave: The Omen

Glory: 1 Narrative - The caster of the thread must somehow convey to the subject the fate that is in store for them (according to the Bind used) without telling them directly, and the subject must correctly comprehend this. The omen is prepared for a specific individual, and will not activate until they recognize it.

Downfall: 1 Narrative - The caster of the thread must somehow convey to the subject the fate that is in store for them (according to the Bind used) without telling them directly, and the subject must correctly comprehend this. The omen is prepared for a specific individual, and will not activate until they recognize it.

-Break: The Anguish

Glory: 1 Narrative - Any individual witnessing the effects of the Thread that is honestly dismayed by them senses that mourning these events and spending three willpower will cause them to end. [This needs some rethinking]

Downfall: 1 Narrative - The subject, at least one interval into the duration of the Bind, may voluntarily break down in anguish over their fate, expending three willpower to end the Thread.

Epics Threadcasting

Of Trials and Tribulations (Epics)

Credits: 5

1st: Narrate +1, Compel +1, Immerse +1

-Glory Bind: The Quest - Hours - 1 Narrative - Complexity 2 - Specify a task that the individual wishes to accomplish in the immediate future. For the duration of the Thread, the recipient may benefit from a +2 bonus to a skill check made in direct service of their task, up to once per hour.

-Downfall Bind: The Compulsion - Hours - 1 Narrative - Complexity 2 - Specify a task for the recipient to carry out which is not immediately harmful to it and which is feasible to accomplish in the given time. The recipient is compelled to move towards the completion of that task for the duration of the Thread, losing a willpower at the end of each hour if it did not make significant effort to accomplish the given task in that time.

2nd: Narrate +1, Perform +1

-Glory Weave: The Determination - 1 Narrative - Complexity -1 - Can spend one minute applying to an ally within 30ft as they detail an immediate goal.

-Downfall Weave: The Consequence - 1 Narrative - Applied to a target within 30ft by detailing a reason they owe you a debt, which you must believe is legitimate and worthy of the full Thread you are laying on them. As part of the Weave, you must explain to them what they are to suffer through as a result of the Thread.

3rd: Compel +1, Complicate +1

-Glory Break: The Reward - 1 Narrative - The recipient may end the Thread as a quick response upon completing a task significant to them. Doing so allows them to immediately recover two willpower.

-Downfall Break: The Debt Repaid - 1 Narrative - Performing a task to repay a debt to someone you have wronged immediately ends the effect.

Tales of Legendary Items

Credits: 3

Requirements: Of Trials and Tribulations

1st: Compel +1, Narrate +1

2nd: Feats of Strength +1

3rd: Compel +1, Immerse +1

-Glory Bind: Hero's Boon - Hours - 1 Narrative - Complexity 2 - Upon placing this Thread, specify an object in the target's possession. For the duration of the thread, they may spend a quick action to recall the item from wherever it is to their open hand. Additionally, attempts to steal, disarm, or sunder the item receive a -2 penalty. On command as a free action, the subject can cause the item in question to shed light like a torch.

-Downfall Bind: Hero's Burden - Hours - 1 Narrative - Complexity 2 - Upon placing this Thread, specify an object in the target's possession. For the duration of the thread, the subject is compelled to keep the item in their possession, losing two willpower for each

hour the object is not on their person. Additionally, the object's weight increases to 20 pounds if it did not already weigh at least that amount for the duration of the Thread.

Farce Threadcasting

Beginner's Slapstick (Farce)

Credits: 5

1st: Narrate +1, Complicate +1, Immerse +1

-Glory Bind: The Whack - Minutes - Complexity 1 - 2 Narrative - Every time that the target makes a successful attack, the recipient of the attack is thrown back 10ft away from the target, stopping at any solid object. Additionally, the target may choose to deal non lethal damage with any of their attacks without penalty.

-Downfall Bind: The Clutz - Hours - Complexity 1 - 2 Narrative - The target gets a -1 on all checks, and up to once per hour, as comedically appropriate, may fall prone, drop a held item, or otherwise do something clumsy, at GM's discretion.

2nd: Narrate +1, Perform +1

-Glory Weave: The Grudge - 1 Narrative - Can be applied as a quick response to an ally within 30ft that you can see when they take damage.

-Downfall Weave: The Banana - 1 Narrative - Applied to a single small object and left on the ground in a space as part of the action to weave the Thread. During the next minute, you can use a quick response to trigger the Thread to effect a target in the same space as the object.

3rd: Complicate +1, Compel +1

-Glory Break: The Gloat - 1 Narrative - Spending a Minor action to gloat immediately ends the Thread and causes any individuals the target damaged during their turn to take an amount of additional damage equal to half the Threadcaster's Compel skill modifier.

-Downfall Break: The Straight Man - 1 Narrative - Spending one Major action doing nothing immediately ends the Thread.

Romance Threadcasting [Empty]

Chapter 13: Martial Arts

Martial arts

Martial artists practice controlling the flow of an internal vital energy, commonly referred to as “Ki” as a way to augment their physical capabilities by activating techniques. By expending an amount of their Ki listed in the technique description, they may activate one of their techniques as a Major action, up to a maximum dependent on their Discipline skill, or one if out of combat. You cannot activate a technique if doing so would put you over the maximum number of techniques you can have active at once. Techniques remain active until deactivated as a Free action. Techniques may be activated with faster actions by expending more ki; Minor action activation doubles the ki cost of the technique, while Quick activation quadruples the ki cost of the technique. Ki is drawn from an individual’s ki pool, which has a maximum as dictated by their Reserve skill, and which refills at a rate equal to their Meditation skill bonus each round. Many techniques have improved effects for individuals with Mastery skill bonus equal to or above a certain threshold. Some particularly powerful techniques count as multiple techniques for the purposes of the maximum number you can have active at once.

Reserve (Pers) - Maximum Ki

Mastery (Val) - Scales effect of techniques at set thresholds depending on the technique

Meditation (Spi) - Ki generated per round

Discipline (Cun) - Level divided by three, rounded down, is the max number of techniques you can have active at once during combat, beyond the default max of one.

Reserve	Ki ($x^2/4+x+2$)
1	3
2	5
3	7
4	10
5	13
6	17
7	21
8	26

9	31
10	37

Martial Arts Foundations

Meditation Training

Credits: 2

Skill Bonuses: Meditation +2, Discipline +1, Medicine +1

Discipline Training

Credits: 2

Skill Bonuses: Discipline +2, Mastery +1, Stealth +1

Mastery Training

Credits: 2

Skill Bonuses: Mastery +2, Reserve +1, Athletics +1

Reserve Training

Credits: 2

Skill bonuses: Reserve +2, Meditation +1, Ride +1

Meditation Techniques

Credits: 3

Skill Bonuses: Meditation +2, Notice +2, Reserve +1, Mastery +1

Discipline Techniques

Credits: 3

Skill Bonuses: Discipline +2, Acrobatics +2, Mastery +1, Reserve +1

Meditation Techniques

Credits: 3

Skill Bonuses: Meditation +2, Feats of Strength +2, Discipline +1, Mastery +1

Reserve Techniques

Credits: 3

Skill Bonuses: Reserve +2, Resistance +2, Mastery +1, Discipline +1

Warden Martial Arts

Initiation to the Way of the Warden

Credits: 5

Skill Bonuses: Mastery +2, Reserve +2, Meditation +1, Discipline +1, Block +1

-Designate Ward - 1 Ki - Upon activating this technique, you must specify one willing individual within 30ft of you which you can see. Until you cease this technique, this individual is your Ward.

To begin with, you can always sense the direction your Ward is in. Beginning at Mastery level 5, you know how many Wounds they have. Beginning at Mastery level 10, you know their exact location relative to you. At Mastery level 15, by closing your eyes and meditating as a full-round action, you can receive whatever sensory information they're experiencing.

-Defensive Stance - 2 Ki - While this technique is active, your landspeed is halved, rounded down, but in exchange you may increase the Block bonus granted by one of your equipped weapons by one for the duration of the technique. At Mastery level 5, you additionally ignore the onslaught penalty incurred by the first attack you receive each round. At Mastery level 10, the block bonus increases to +2. At Mastery level 15, you ignore the the onslaught penalties incurred by the first two attacks you receive each round.

-Keep Watch - 3 Ki - While this technique is active, you ignore any penalties from fatigue conditions (Tired, Fatigued or Exhausted), though this does not prevent you from passing out from gaining further fatigue while Exhausted. Beginning at Mastery level 5, up to two consecutive hours spent using this technique while not engaged in physically strenuous activities can count as uninterrupted sleep for the purpose of a full night's rest. Beginning at Mastery level 10, up to four hours spent using this technique can count in this fashion. At Mastery level 15, you receive Darksight I while using this technique.

The Path of Watchfulness

Credits: 3

Requirements: Initiation to the Way of the Warden

1st: Discipline +1, Reserve +1

2nd: Notice +1

3rd: Discipline +1, Mastery +1

-Ever-Vigilant - 2 Ki - While this technique is active, reduce the penalty you suffer from the Surprised condition by two. At Mastery level 5, reduce the Surprised penalty by three instead. At Mastery level 10, additionally reduce the penalty you suffer from the Flanked condition by one. At Mastery level 15, reduce the Surprised penalty by four instead.

Hellion Martial Arts

Initiation to the Way of the Hellion

Credits: 5

1st: Discipline +1, Reserve +1, Meditation +1

-Dash - 1 Ki - Increase your base landspeed by 5ft. This bonus increases to 10ft at Mastery level 5, 15ft at Mastery level 10, and 20ft at Mastery level 15.

2nd: Reserve +1, Acrobatics +1

-Sucker Punch - 2 Ki - While this technique is active, you may declare any of your unarmed melee attacks to be a Sucker Punch. A Sucker Punch receives a -3 penalty to hit, but if successful gives the target the Disoriented condition for one round in addition to normal damage. At Mastery level 5, the penalty to hit is reduced to -2. At Mastery level 10, this attack counts as two attacks for the purposes of Onslaught if successful. At Mastery level 15, this effect lasts for two rounds if your target was Surprised.

3rd: Mastery +1, Discipline +1

-Traverse - 3 Ki - Ignore movement penalties due to difficult, but not impassable terrain. You may pass through the space of creatures of at least your size category, though doing so still provokes an attack of opportunity. At Mastery level 5, you additionally get a +1 bonus to your physical defenses against attacks of opportunity made against you for passing through threatened spaces. This bonus increases to +2 at Mastery level 10, and +3 at Mastery level 15.

Redirection of Force

Credits: 3

Requirements: Initiation to the Way of the Hellion

1st: Discipline +1, Reserve +1

2nd: Engineering +1

3rd: Discipline +1, Meditation +1

-Redirect Blow - 3 Ki - While this technique is active, any melee attack which misses you by a margin of 5 or more may be redirected against another enemy which is both adjacent to you and within range of the original attacker. The original attacker rolls a new attack roll to resolve this attack against the target you selected. You cannot use this technique to make people attack themselves. At Mastery level 5, the margin required is 4 or more. At Mastery level 10, the attacker receives a +1 bonus on the new attack roll. At Mastery level 15, the margin required is 3 or more.

Brawn Martial Arts [Empty]

“Feral”?

Lurker Martial Arts [Empty]

Universal Martial Arts

Combat Trance

Credits: 2

1st: Reserve +1

2nd: Mastery+1, Meditation +1

3rd: Discipline +1. Ability: Inner Focus - Spend a minor action to to increase your choice of effective Meditation, Mastery or Discipline skill bonus by one for the next five minutes. Using this ability while it is already active cancels any previous uses.

Reactive Martial Arts

Credits: 2

1st: Reserve +1

2nd: Reserve +1

3rd: Ability: Accelerated Stance-Shifting I - You may activate a technique as a major response at double its normal ki cost and may deactivate techniques as a free response.

Reactive Martial Arts II

Credits: 3

Requirements: Reactive Martial Arts, Sophomore

1st: Reserve +1, Meditation +1

2nd: Mastery +1

3rd: Reserve +1, Discipline +1. Ability: Accelerated Stance-Shifting II - You may activate a technique as a minor response at four times its normal ki cost.

Reactive Martial Arts III

Credits: 4

Requirements: Reactive Martial Arts II, Junior

1st: Reserve +1, Meditation +1

2nd: Mastery +1, Discipline +1

3rd: Reserve +1, Meditation +1. Ability: Accelerated Stance-Shifting III - You may activate a technique as a quick response at eight times its normal ki cost.

BOOK OF THE GM

Chapter 14: Being a Game Master

[Advice]

Flow of play, spacing of adventures
More story/world stuff

Chapter 15: The World

More stuff about my world and kingdoms

Chapter 16: Friends and Foes

Sample NPCs and monsters

Chapter 17: Homebrew

Homebrew

OTHER NOTES [This won't be in final version]

Each quarter, you gain a bonus point. You can use bonus points to buy advantages or buy off disadvantages, or spend them to increase stats as per the table below.

Current Score	Bonus Point Cost to Increase by One
0-2	1
3-5	2
6+	3

Players are sent into the field once a month for an unspecified length of time. (Arbitrated by an artifact, maybe?) and are given a warning ping before being recalled, and try to accomplish whatever they can before being recalled.

- Races are collections of traits and disadvantages with a set cost
 - Dominant and Recessive-blooded templates?
- OR maybe

Familiars:

By default, familiars are somewhere between the size of a mouse and a housecat. You have a number of points with which to build your familiar depending on your rating of the Familiar trait.

- 1: 1 point
- 2: 3 points
- 3: 6 points

Your familiar has stats and skills the same way you do. By default, when you first obtain your familiar, you have 6 points to distribute among the 4 stats, but all stats start at -2 and cannot be increased past 1. Additionally, pick 3 skills. It has a number of points in those skills equal to whatever quarter you are currently on. You can always speak to your familiar, though if you don't

increase its Cunning, it might not be the best conversationalist. It has an amount of health equal to $4 * \text{Perseverance} + 12$.

Additionally, you can spend familiar points on the following options:

Impressive

Cost: 1-4

Effect: Each point spent on Impressive grants your familiar an additional 2 stat points to work with, and increases the max that a stat can start at by one.

Multitalented

Cost: 1-4

Effect: Each point spent on Multitalented allows you to select an additional skill your familiar is trained in.

Expert

Cost: 2 or 4

Effect: For each point spent on Expert, choose one skill your familiar is trained in. It has a number of points in that skill equal to twice your completed quarters, minimum one, instead of a number of points equal to whatever quarter you are currently in.

Speech

Cost: 1

Effect: Your familiar is capable of humanoid speech!

Flight

Cost: 1-4

Effect: Your familiar can fly at a speed of 20ft plus 10ft for each point past the first.

Magical Burst

Cost: 2 or 4

Req: Valor of at least 1.

Effect: Your familiar is capable of emitting a burst of energy once every ten minutes. This targets either one adjacent target if the two point version, or a 10ft cone if the 4ft version. The attack roll is made with the familiar's Valor plus twice the number of quarters you've completed, minimum one, and does an amount of damage equal to $\text{Valor} * 3 + 3$.

Talking Raven:

HP: 12

Speech (1)

Flight (2)

Val: -2
Cun: 1
Spirit: -1
Pers: 0
Skills: Larceny, Survival, Dodge

Impdrake:
HP: 16
Flight (1)
Magical Burst (4) - Fire
Impressive (1)
Val: 2
Cun: -2
Spirit: -1
Pers: 1
Skills: Perform, Melee, Block

ASSORTED NOTES:

- Something that says you can't benefit from the same effect more than once at a time unless otherwise specified
- Reorganize chapters, put Equipment/Combat before Courses?
- Glossary?
- Index
- Power Level = Quarter
- Doubled double = triple
- Use "Long Rest" and "Short Rest" vocab. Long rest is a default of 8 hours, but can be altered.
- Armor vs Natural DM. Stack?
- Note that players start w/12 gold
- Basic equipment costs
- Skills: Nature? Plants vs Animals. Maybe Animals in Handle Animal, Plants in Medicine?
- Note on requirements that skill requirements are assuming the base stat+skill total, not other bonuses like from Club
- Maybe change how Valor adding to weapon damage works, with the whole "cap based on weapon damage" thing?
 - Current: [Weapon damage]+[2*Valor, up to Weapon Damage]
 - Possible: If your valor is twice or more the weapon damage, add weapon damage again. Otherwise, add full valor.
 - Also: Maybe just don't cap valor based on weapon?
 - Goal: We want people with high valor to use high-damage weapons. Maybe use caps on both, but have weapons baseline by like, 2 points? [THIS SEEMS LIKE A GOOD IDEA]

What if Melee was governed by Valor, Projection by Cunning, Ranged by Spirit? [Nah, but Cunning still gets a bit too much right now]

-It seems like perseverance should play a larger part in determining max health.

Current= $24+(4*\text{Resistance (which includes Pers)})$

- Alternate: $20+4*\text{Pers}+4*\text{Resistance}$ [Or simply have Resistance count Pers twice]
 - $20+\text{Resistance (1*Pers version)}+\text{Pers*PL}$

Assuming Pers 2, Medium Resistance

Quarter	$20+4*\text{Resistance (2*Pers)}$	$20+\text{Resistance (1*Pers)}+\text{Pers*PL}$
1	$20+4*(2+2*2)=44$	$20+4*(2+2)+2*1=38$
4	$20+4*(6+2*2)=60$	$20+4*(6+2)+2*4=60$
8	$20+4*(10+2*2)=76$	$20+4*(10+2)+2*8=84$
12	$20+4*(12+2*2)=84$	$20+4*(12+2)+2*12=100$

Assuming Pers 1, Slow Resistance

Quarter	$20+4*\text{Resistance (2*Pers)}$	$20+4*\text{Resistance (1*Pers)}+\text{Pers*PL}$
1	$20+4*(1+2*1)=32$	$20+4*(1+1)+1*1=29$
4	$20+4*(4+2*1)=44$	$20+4*(4+1)+1*4=44$
8	$20+4*(6+2*1)=52$	$20+4*(6+1)+1*8=56$
12	$20+4*(8+2*1)=60$	$20+4*(8+1)+1*12=68$

-Assuming 3 3c courses/quarter and one 1c, that's 6.5 skills and three abilities per quarter.
[Outdated]

Credits	Points	Max points on abilities
1	2	1
2	5	2
3	8	3

4	11	4
5	14	5
6	17	6

Skill +1: 1pt

Skill +1 twice: 3pt

Option between skills: 1 pt

Ability: 1-4 pts (Minor circumstantial/solid+applicable/very powerful or often applicable)

Repeatable: 1pt

1c: -/A/B

2c: A/B/C2, A/BC/A, A/A/2

3c: A/B/AB2, A/BC/A3, AB/CD/AB

4c: AB/AC/BC2, AB/CD1/AB2, AB/C2/AB2

5c: AB1/AC2/BC2, ABC/ABD/CD2

6c: AB1/ACD2/BCD2

	Damage	Accuracy	Block
Hammer	3	0	0
Falchion	2	1	0
Greatsword	2	0	1
Arming Sword	1	1	1
Rapier/Dagger	1	2	0

-Maybe gear should only come at 3pt increments?

	Damage	Accuracy	Block
--	--------	----------	-------

Hammer	5	1	0
Falchion	4	2	0
Greatsword	4	0	2
Arming Sword	2	2	2
Rapier/Dagger	2	4	0

ARMOR

Leather/Chainmail=Light, Breastplate=Medium, Plate=Heavy

Plate Armor	Pierce	Slash	Bash	Fire	Cold	Elec	Maneuv
Ordinary	3	5	3	2	2	0	-3
Well-Made	4	7	4	3	2	1	-4
Fine	5	9	5	4	3	1	-5
Exquisite	6	11	6	5	3	2	-6

-Projectile: Tag makes weapon a projectile weapon such as a bow or crossbow. Attacking in melee provokes attack of opportunity, with a -2 penalty for each 50ft distance, max 250ft. Consumes ammo to fire. Always two-handed but does not receive the bonus point from being two handed. Deals piercing damage by default. Costs another pt to make it deal slash or bludgeon. Requires two hands to fire (doesn't give normal +1pt). Cannot block.

-Projection: Tag makes weapon a projection weapon, such as a wand. No ammo consumed, max range 30ft, requires one hand to fire. Deals bludgeoning damage by default, costs another pt to make it deal slash or pierce. Cannot block.

-Melee: Default weapon type. Can freely pick any of the three physical damage types, attacks adjacent enemies.

Weapon Tags:

Note: Points from drawbacks cannot exceed half the normal points from crafting, minimum 1. (IE on a 4pt weapon, you cannot get more than 2 extra points from disadvantageous tags)

[What if some TAGS were Exotic, instead of the # making something Exotic?]

Light: Costs 1 pt. Weapon can be used off-hand for a -2 instead of a -4. Weapon can be used during grapple. Weapon can be concealed. Weapon cannot be wielded two-handed.

Two-handed: Gives one point. Attempts to wield weapon one-handed result in a -3 penalty to-hit.

Abnormal Damage Type: Costs 1 pt. Causes weapon to deal a different type of physical damage. (IE taken on Projectile, could allow Bludgeoning damage)

Extended Range: Only available for Projectile and Projection weapons. Increases range increment of projectile weapons by 20ft and max range by 100ft per point, increases range of projection weapons by 10ft.

Reach: Only on melee weapons, costs 2 points. Allows weapon to attack enemies 10ft away, but not adjacent enemies.

Nonlethal: Costs 1pt. Attacks with this weapon can inflict nonlethal damage instead of lethal damage at no penalty.

Throwing: Only on melee weapons. Costs 1 point. Weapon can be thrown a range increment of 10ft, to a max range of 50ft.

Barbed: Costs 1 point. Attacks with weapon are more difficult to heal. Heal checks to stop bleeding on individuals damaged by a Barbed weapon have their TN increased by 2, with this TN increase ceasing after the target has ceased bleeding.

Unwieldy: Gives 1 pt. Weapon is large and difficult to move around with. Gives a -3 Maneuverability penalty.

Hollow Compartment: Costs 1pt. Weapon can store one dose of poison which can be applied to the weapon as a quick action by pressing a button. Melee only.

Morph: Costs 2pt. Counts as two separate tags for the purposes of proficiency. Pick three 1pt tags. You can use a Minor action to swap which of those three is active.

Improvised: Gives 1pt. Cannot be added voluntarily to a weapon. Attacking with this weapon against an individual wielding a weapon which is not Improvised provokes an attack of opportunity from that individual.

Utility Function: Costs 1pt. The weapon doubles as a tool of your choice worth up to one gold.

-Rules for “customizing” a weapon by adding an extra 1pt tag

Shields:

Light: Block +1/Maneuv -1

Medium: Block +2/Maneuv -2

Heavy/Tower: Block +3/Maneuv -4/Penalty to-hit 1

-Do not give block bonus on any turn in which they're used to attack

Shield	Q1	Q4	Q7	Q10
Light	Bl+1, Man -0	Bl		
Medium	Bl+2, Man -1			
Heavy	Bl+3, Man -3			

OLD GEAR:
STANDARD GEAR:
Melee Weapons

Name	Point Value	Damage	Accuracy	Block	Tags
Club	0	2	0	0	
Dagger	1	2	0	0	Light
Pike	1	2	1	0	
Cudgel	1	4	0	0	
Hammer	2	4	1	0	
Shortsword	2	4	0	1	
Arming Sword	3	4	1	1	
Parrying Blade	3	4	0	2	
Rapier	3	4	2	0	
Balance 4	4	6	1	1	
Blocker 4	4	6	0	2	
Finesse 4	4	6	2	0	
Balance 5	5	6	2	1	
Blocker 5	5	6	0	3	
Finesse 5	5	6	3	0	
Reliable 5	5	4	2	2	

Projection Weapons

Name	Point Value	Damage	Accuracy	Tags
Stick	0	2	0	
Short Wand	1	2	1	

Blunt Wand	1	4	0	
Brute Wand	2	4	1	
Long Wand	2	2	1	Extended Range 1
Balanced Wand	3	4	2	
Marksman's Wand	3	4	1	Extended Range 1
Sword Wand	3	4	1	Abnormal Damage: Slash

Armor [Made with 4 DM per point]

Name	Pt Value	Pierce	Slash	Bash	Fire	Cold	Elec	Maneuv
Pads	0	1	1	1	1	1	1	-1
Leather	1	2	2	2	2	1	1	-2
Studded Leather	2	3	3	2	2	2	2	-3
Supple Leather	2	2	2	2	1	2	1	0
Chain	3	3	3	2	2	2	2	-1
Scale	3	4	4	4	2	2	2	-4

Shields

Name	Point Value	Block	Maneuv	Tags
Buckler	1	1	-1	
Round Shield	2	2	-2	
Heater Shield	2	1	0	
Kite Shield	3	3	-3	
Targe	3	2	-1	

Introduction to Vitae

Credits: 5

1st Term: Mana Capacity +1, Mana Sensing +1, Mana Wielding +1

-Sense Vitae: Major action, costs at least 1 mana, Instant, Ritual. Sense all life within a radius of $[\text{mana spent}]^2 \times 10\text{ft}$. You get a mental map of the relative locations of these life forms, a vague sense of their size (insect vs bird vs human vs cow, etc.).

2nd Term: Mana Capacity +1, Medicine +1

-Share Vitae: Major action, Ritual, allows you to transfer an amount of hit points equal to twice mana spent between two willing creatures. If the transfer is between you and another, you must be adjacent to the other creature. If the transfer is between two different creatures, you must be adjacent to both. This transfer never causes wounds, but cannot reduce an individual below 1 hit points.

3rd Term: Mana Sensing +1, Mana Control +1

-Draw Vitae: Minor action, costs 3 mana. Until the start of your next turn, you heal an amount of hit points equal to half the damage dealt within 15ft of you, to a maximum of your Mana Sensing skill. Each additional point of mana spent increases the range by 5ft.

Sparks and Cinders

Credits: 5

1st Term: Mana Capacity +1, Mana Wielding +1, Mana Control +1

-Produce Flame: Major Action, 1 mana, Ritual. At base cost, this spell creates a momentary spark, sufficient to light a readily flammable target (dry hay, kindling, someone's unattended cloak) that you can touch. Spending an additional mana increases the effect to a small flame, about that of a candle, which persists on the tip of your finger for up to a minute. Mana can be further spent to increase the scale of the flame, or the duration. Each mana spent on increasing duration increases it by one step (one minute to ten minutes to one hour, and each mana after that increases duration by another hour). At a total of 3 additional mana spent on scale, the flame produces light like a torch, and at 6, like a bonfire. As long as you've increased the flame to at least that of a candle, it can be used as a melee weapon or thrown weapon with a range increment of 10ft, and can be thrown as part of the action to create it, which deals an amount of fire damage equal to 3 plus the amount of mana spent on scale, modified by your Valor as normal, and with an accuracy of 0. (Mana Control is used for single-target attack rolls involving sorceries). Throwing the spell ends the effect, and can light unattended readily flammable materials where it hits.

I.E., you could spend 9 mana to cast this spell, one for the base cost, one to increase to candle-flame, 6 to increase to bonfire-intensity, and another one to increase duration to 10 minutes. It would have a damage of $3+6=9$.

2nd Term: Mana Capacity +1, Inspire +1

-Flamethrower: Major Action, 2 mana. Create a 10ft cone of flames starting from your position. Make a Mana Control attack against each target caught in the effect, with a base accuracy of 0, and dealing a base of three fire damage, modified by Valor as normal. Increasing the base damage of this spell costs one mana, and increasing the size of the cone by 5ft costs two mana.

3rd: Mana Wielding +1, Mana Sensing +1

-Immolate: Major Action, 3 mana. Target a 10x10 area within 100ft. Make a Mana Control attack against all targets within that space, with a base fire damage of 4, which can be increased by 1 for every additional mana spent, modified by Valor as normal.

Old Martial Arts:

Meditation (Pers) - Ki gen

Rage (Valor) - Strikes

Discipline (Cun) - Counters

Inner Power (Spirit) - Stances

There are three types of martial art techniques: Strikes, Counters and Stances. Using any of these consumes ki points. You have three ki pools, one for each type, which begins with an amount equal to the value of the associated skill (IE if you have a total Rage of 5, you'll start with 5 ki in your Strike pool). Additionally, at the start of each of your turns in combat, you generate an amount of ki equal to 1/3rd your Meditation, rounded up, which you can split among your three pools how you see fit.

Strikes: An augment to a regular attack of some sort.

Counters: Reactionary effects, usually used when it's not your turn.

Stances: Ongoing effects which consume ki every round they remain active.

Initiation to the Way of the Justicar

Credits: 5

1st: Discipline +1, Inner Focus +1, Meditation +1

-Punish Failure - Counter - 2 ki - When a target within your melee range attacks you and their attack misses by 2 or more, you may spend 2 ki and a quick action to immediately attack them. You cannot use Punish Failure more than once per round.

2nd: Meditation +1, Insight +1

-Goading Slash - Strike - 2 ki - If the strike hits, the target gets a -2 to hit anyone but you during their next turn.

3rd: Rage +1, Discipline +1

-Roster of Crimes - Stance - 3 ki/round - You can use Punish Failure multiple times a round, and the first use each round is free. You get a bonus on all Punish Failure attacks equal to your current Onslaught penalty to defense.

Combat Trance

Credits: 2

1st: Meditation +1

2nd: Rage +1, Rage +1

3rd: Discipline +1. Ability: Mind's Eye - Spend a Minor action to reduce the cost of the next technique you use before the start of your next turn by 2 ki, to a minimum of 0.