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LOOKING FOR SOMETHING?

If you have a question about a certain rule, or are looking for more information on one, it's probably in this book. Make strong use of the table of contents on the previous page. This book exists to multiply and extend the content provided. It also provides an in depth look into some of the rules and lore.

PREFACE

The *Advanced Rulebook* has a lot of features to it, most of which are **not recommended for newer players**. *Summoning*, *Combat Terrain*, *Force Breaks*, and *Crafting* are all examples of mechanics that are best saved for later.

Some mechanics such as *Interrupt*, *Negate*, *Instant Speed (Holding an Action)*, *Temporary HP*, *Crafting*, *Repeat*, *Ammunition*, etc. may be basic, but only apply to a select few. For that reason, they're also located in this book.

QUESTIONS

Hero Players will have plenty of questions about advanced mechanics. **As a GM, you must read this book.** However, you do not need to know everything in this book by heart. A quick glance over certain areas may suffice as well. The main thing is, you want to know where to look when a Hero Player (or you) has a question.

OVERVIEW

This book is where the game really begins to shine, especially for more experienced roleplayers. Many mechanics, like *Lighting*, *Travel*, *Weather*, *Vitality Taxing*, and *Mounts* exist to add gritty realism to the game and are meant to be optional. If you don't like a specific mechanic, you're encouraged to alter it, ignore it, or come up with your own alternative (*this would be especially relevant to those using their own custom worlds.*)

IN-DEPTH LOOK AT BASIC MECHANICS

In complicated situations, **even basic mechanics can get a little tricky**. An example would be running into a situation where the following questions may arise: *"Well what happens when my next attack is a critical hit, and it has Repeat? How much weight can my character lift with 8 STR? How many feet are in a space?"* and so on. As you can imagine, answering all these questions in the *Basic Rulebook* goes beyond the theme of "Basic Rules." Therefore, most of these technical questions can be answered here.

ENVIRONMENTAL MECHANICS

Environmental mechanics are important, but not important enough for Hero Players to have to learn by the first play session. These mechanics are best read by the GM and explained to the Hero Players when the situation arises.

FUN ADDITIONAL CONTENT

This game also includes fun optional content and rules for you to explore. Want to be devoted to a powerful god? You can. Want to craft potions and make helpful gadgets? You can do this as well. Want to hold your normal actions in combat, and use them at instant speed? Then check out pages 12-13 and learn how to do so! *Heroes of Estaria* is what you make of it and can be considered a modular game. As a Game Master, you're encouraged to alter or disregard mechanics that don't appeal to you.



FEATS

The following pages outline all the feats located on your Character Sheet. Every box filled on the Character Sheet represents 1 rank attained. It takes **1 Feat Point to increase any rank by 1**. Feats are **not relevant at Character Creation**, and only come into effect once you've reached Hero Level 2 (HL 2.) Some feats are level restricted. Newer ranks of feats replace older ranks. Feat ranks of the same feat are *not cumulative*. Only Heroes have feats.

Table 1F: FEATS

All feats start at Rank 0. Some feats offer you basic abilities at Rank 0, some do not. Unless otherwise noted, all decimals are rounded down. Also, **you cannot have a feat ranked higher than your associated attribute score** (you cannot have *Stamina 4* with *1 CON*. The best you could have is *Stamina 1* with *1 CON*.) As you gain Feat Points from leveling up, you will be able to incrementally increase your choice of the following feats:

ATTRIBUTE	FEAT	DESCRIPTION
CONSTITUTION	Stamina 0	Nothing at Rank 0.
CONSTITUTION	Stamina 1	This feat grants you +5 Max HP.
CONSTITUTION	Stamina 2	This feat now grants you +10 Max HP.
CONSTITUTION	Stamina 3	This feat now grants you +15 Max HP. You must be HL3 to learn this feat.
CONSTITUTION	Stamina 4	This feat now grants you +20 Max HP. You must be HL4 to learn this trait.
CONSTITUTION	Second Wind 0	Nothing at Rank 0.
CONSTITUTION	Second Wind 1	Once per combat, at will, you may gain +10 HP and cure yourself of any 1 status effect or wound.
CONSTITUTION	Second Wind 2	Once per combat, at will, you may gain +20 HP and cure yourself of any 1 status effect or wound.
CONSTITUTION	Second Wind 3	Once per combat, at will, you may gain +30 HP and cure yourself of any 1 status effect or wound. You must be HL3 to learn this feat.
CONSTITUTION	Second Wind 4	Once per combat, at will, you may gain +40 HP and cure yourself of any 1 status effect or wound. You must be HL4 to learn this feat.
CONSTITUTION	Immune System 0	Nothing at Rank 0. (Refer to the "Illnesses & Disease" rule, pg. 9.)
CONSTITUTION	Immune System 1	You gain +1 attribute test score when testing against an illness or disease.
CONSTITUTION	Immune System 2	You now gain +2 attribute test score when testing against an illness or disease, and now also gain +1 Poison Resistance.
CONSTITUTION	Immune System 3	You now gain +3 attribute test score when testing against an illness or disease, and now also gain +2 Poison Resistance.
CONSTITUTION	Immune System 4	You now gain +4 attribute test score when testing against a disease, are immune to illnesses, and now also gain +3 Poison Resistance.
AGILITY	Mobility 0	You can climb and swim at 25% of your Speed.
AGILITY	Mobility 1	Same as Mobility 0, but you now gain +1 Speed and +1 Initiative.
AGILITY	Mobility 2	Same as Mobility 0, but you now gain +2 Speed and +2 Initiative.
AGILITY	Mobility 3	Same as Mobility 0, but you now gain +3 Speed and +3 Initiative.
AGILITY	Mobility 4	Same as Mobility 0, but you now gain +4 Speed and +4 Initiative. In addition, you no longer provoke attacks of opportunity by moving.
AGILITY	Speed Jumping 0	For each point in AGI, you have the potential to jump up to 0.5 feet vertically and 1 foot horizontally. (This stacks with the Strong Jumping feat.)
AGILITY	Speed Jumping 1	You may now jump 1 foot and 2 feet per AGI, respectively.
AGILITY	Speed Jumping 2	You may now jump 2 feet and 3 feet per AGI, respectively.
AGILITY	Speed Jumping 3	You may now jump 3 feet and 4 feet per AGI, respectively.
AGILITY	Speed Jumping 4	You may now jump 4 feet and 5 feet per AGI, respectively.
AGILITY	Finesse 0	Nothing at Rank 0.
AGILITY	Finesse 1	You have 1 Finesse Point per combat. At will, you may use 1 Point to add +1 to any accuracy roll of yours. Alternatively, you may use 1 Point to subtract 1 from any accuracy roll made against you. (Limit once per attack.)



AGILITY	Finesse 2	Same as Finesse 1, but you now have 2 Finesse Points per combat instead.
AGILITY	Finesse 3	Same as Finesse 1, but you now have 3 Finesse Points per combat instead. You must be HL3 to learn this feat.
AGILITY	Finesse 4	Same as Finesse 1, but you now have 4 Finesse Points per combat instead. You must be HL4 to learn this trait.
INTELLECT	Searching 0	Nothing at Rank 0.
INTELLECT	Searching 1	After each combat (<i>where 3 or more non-pawn enemies are defeated</i>) you may gain the GM's choice of either 1D6 A.U.'s, M.U.'s, or T.U.'s.
INTELLECT	Searching 2	Same as Searching 1, but you now gain 2D6 Units instead.
INTELLECT	Searching 3	Same as Searching 1, but you now gain 3D6 Units instead.
INTELLECT	Searching 4	Same as Searching 1, but you now gain 4D6 Units instead.
INTELLECT	Perception 0	You may try to sense someone's ambitions by testing INT vs the sources CHA. Also, you may try to determine how many traps/locks are on a custom chest by testing INT vs X.
INTELLECT	Perception 1	Same as Perception 0, but you now gain +2 Initiative and +1 attribute test score against traps (<i>no matter what attribute is being tested.</i>)
INTELLECT	Perception 2	Same as Perception 0, but you now gain +4 Initiative and +2 attribute test score against traps (<i>no matter what attribute is being tested.</i>)
INTELLECT	Perception 3	Same as Perception 0, but you now gain +6 Initiative and +3 attribute test score against traps (<i>no matter what attribute is being tested.</i>)
INTELLECT	Perception 4	Same as Perception 0, but you now gain +8 Initiative and +4 attribute test score against traps (<i>no matter what attribute is being tested.</i>)
INTELLECT	Focus 0	Nothing at Rank 0.
INTELLECT	Focus 1	You have 1 Focus Point per combat. At will, you may use 1 Point to add +1D6 healing to any ability that heals. Alternatively, you may use 1 Point to add +1D6 SP-DMG to any attack or ability that deals SP-DMG.
INTELLECT	Focus 2	Same as Focus 1, but you now have 2 Focus Points per combat instead.
INTELLECT	Focus 3	Same as Focus 1, but you now have 3 Focus Points per combat instead. You must be HL3 to learn this feat.
INTELLECT	Focus 4	Same as Focus 1, but you now have 4 Focus Points per combat instead. You must be HL4 to learn this feat.
STRENGTH	Brawn 0	For each point in STR, you may push, lift, pull, and throw 20lbs easily, and 40lbs with full effort and attention.
STRENGTH	Brawn 1	You may now push/lift/pull/throw 30lbs and 60lbs per STR, respectively.
STRENGTH	Brawn 2	You may now push/lift/pull/throw 40lbs and 80lbs per STR, respectively.
STRENGTH	Brawn 3	You may now push/lift/pull/throw 50lbs and 100lbs per STR, respectively.
STRENGTH	Brawn 4	You may now push/lift/pull/throw 100lbs and 200lbs per STR, respectively. You must be HL4 to learn this feat.
STRENGTH	Strong Jumping 0	For each point in STR, you have the potential to jump up to 0.5 feet vertically and 1 foot horizontally. (<i>This stacks with the Speed Jumping feat.</i>)
STRENGTH	Strong Jumping 1	You may now jump 1 foot and 2 feet per STR, respectively.
STRENGTH	Strong Jumping 2	You may now jump 2 feet and 3 feet per STR, respectively.
STRENGTH	Strong Jumping 3	You may now jump 3 feet and 4 feet per STR, respectively.
STRENGTH	Strong Jumping 4	You may now jump 4 feet and 5 feet per STR, respectively.
STRENGTH	Brutality 0	Nothing at Rank 0.
STRENGTH	Brutality 1	You have 1 Brutality Point per combat. At will, you may use 1 Point to add +2 wounds or +1D6 DMG to any attack that deals DMG. (<i>Limit once per attack.</i>)
STRENGTH	Brutality 2	Same as Brutality 1, but you now have 2 Brutality Points per combat instead.
STRENGTH	Brutality 3	Same as Brutality 1, but you now have 3 Brutality Points per combat instead. You must be HL3 to learn this feat.
STRENGTH	Brutality 4	Same as Brutality 1, but you now have 4 Brutality Points per combat instead. You must be HL4 to learn this feat.
WILLPOWER	Curse Resistance 0	Nothing at Rank 0. (<i>Refer to the "Curses" rule, pg. 10.</i>)



WILLPOWER	Curse Resistance 1	When testing WILL to resist a curse, you may roll 1 additional D6, and choose the any of dice rolled as your result.
WILLPOWER	Curse Resistance 2	Same as Curse Resistance 1, except you may now roll 2 additional D6.
WILLPOWER	Curse Resistance 3	Same as Curse Resistance 1, except you may now roll 3 additional D6.
WILLPOWER	Curse Resistance 4	Same as Curse Resistance 1, except you may now roll 4 additional D6.
WILLPOWER	Will to Live 0	Nothing at Rank 0. (Refer to "Attribute Tests", Basic Rulebook, pg. 10.) This feat does not affect <i>critical misses</i> (as <i>critical failures</i> are different.)
WILLPOWER	Will to Live 1	Once per combat, when you critically fail an attribute test, you may have the dice roll a 3 instead of a 1. (Avoiding the critical failure.)
WILLPOWER	Will to Live 2	Once per combat, when you critically fail an attribute test, you may have the dice roll a 4 instead of a 1. (Avoiding the critical failure.)
WILLPOWER	Will to Live 3	Once per combat, when you critically fail an attribute test, you may have the dice roll a 5 instead of a 1. (Avoiding the critical failure.)
WILLPOWER	Will to Live 4	Once per combat, when you critically fail an attribute test, you may have the dice roll a 6 instead of a 1, critically passing the test instead.
WILLPOWER	Mental Resistance 0	Outside of combat, you may resist mental magic and technology, such as alignment detection, x-ray vision, and mind reading by testing your WILL vs the sources INT (or "X" in some cases, like a lie detector machine.)
WILLPOWER	Mental Resistance 1	Same as Mental Resistance 0, except now you may automatically pass any 1 failed concentration check per combat.
WILLPOWER	Mental Resistance 2	Same as Mental Resistance 0, except now you may automatically pass up to 2 failed concentration checks per combat.
WILLPOWER	Mental Resistance 3	Same as Mental Resistance 0, except now you may automatically pass up to 3 failed concentration checks per combat.
WILLPOWER	Mental Resistance 4	Same as Mental Resistance 0, except now you no longer need to make concentration checks. <u>Outside of combat</u> , while you have at least 50% of your Max Vitality, you become immune to mental magic and technology.
CHARISMA	Salesmanship 0	You can sell items and equipment for 50% of their gold value.
CHARISMA	Salesmanship 1	For every 100 gold you earn from selling, you gain an additional +2D6 gold.
CHARISMA	Salesmanship 2	For every 100 gold you earn from selling, you gain an additional +4D6 gold.
CHARISMA	Salesmanship 3	For every 100 gold you earn from selling, you gain an additional +6D6 gold.
CHARISMA	Salesmanship 4	For every 100 gold you earn from selling, you gain an additional +8D6 gold.
CHARISMA	Bargaining 0	You can buy items and equipment at 100% of their value.
CHARISMA	Bargaining 1	For every 100 gold you spend from buying, you gain +2D6 gold (in rebates.)
CHARISMA	Bargaining 2	For every 100 gold you spend from buying, you gain +4D6 gold (in rebates.)
CHARISMA	Bargaining 3	For every 100 gold you spend from buying, you gain +6D6 gold (in rebates.)
CHARISMA	Bargaining 4	For every 100 gold you spend from buying, you gain +8D6 gold (in rebates.)
CHARISMA	Distract 0	Nothing at Rank 0.
CHARISMA	Distract 1	You have 1 Distract Point per combat. At will, you may use 1 point to negate any attack made by any adjacent pawn.
CHARISMA	Distract 2	Same as Distract 1, but you now have 2 Distract Points per combat instead.
CHARISMA	Distract 3	Same as Distract 1, but you now have 3 Distract Points per combat instead. You must be HL3 to learn this feat.
CHARISMA	Distract 4	Same as Distract 1, but you now have 4 Distract Points per combat instead. You must be HL4 to learn this feat.

Here's a quick rundown of how feats work in practice. The feat of STR, *Brawn*, simply determines how much your Hero can lift, push, pull, or throw. At Rank 0 and 1 STR, the most you can possibly lift is 40lbs, and you're probably not going to be able to pick up or carry anything heavy. In contrast, at Rank 4 Brawn and 12 STR, you practically have super human strength, as you're capable of throwing up to 2,400lbs.

The Salesmanship and Bargaining feats of CHA apply to each individual transaction with a buyer or seller, not your overall, long-term history of buying/selling. (If you spend 50 gold today and 50 tomorrow, Bargaining won't apply.)



IN-DEPTH MECHANICS

CLIMBING & SWIMMING

Your efficiency at climbing and swimming is directly tied to your Speed stat; Speed determines your overall movement potential while climbing or swimming. This should only matter if someone tries to climb or swim during race, combat or a chase scene. (Example: Hero A jumps off the boat and tries to swim to shore, before the boat explodes.) In urgent cases, or situations where upper body strength is more important, a suitable STR test can work as well. Other cases, where swinging or tightrope walking may be involved, an AGI test can work.

JUMPING

Your potential jumping distance is determined by both your STR and AGI, and the feats that go with them: *Strong Jumping* & *Speed Jumping*. These two feats **do stack** with each other and any other similar effects. At Rank 0's, with 1 STR and 1 AGI, your jumping distance would be abysmal, and less than 2-3 foot in any direction. At Rank 4's, with 12 STR and 12 AGI, your jumping distance would be 96 feet vertically and 120 feet horizontally. At this point, however, speed will limit your potential. Jumping is factored into your movement speed, so a leap farther than your movement speed may take multiple movement actions to complete. **You cannot jump farther than 4 times your speed.** Jumping triggers attacks of opportunity, if you're moving away from an opponent (*just like moving away would.*)

ACROBATICS

Acrobatics allow Heroes with 10 or more speed to safely perform extraordinary feats of balance and motor coordination at **50% of their normal Speed**. If, say, a Hero wants to swing on a chandelier across the room from balcony to balcony (*potentially gaining Airborne*), this would either involve a very difficult AGI test, or, if they have 10 or more Speed, they could passively do so at 50% of their Speed. Examples of acrobatics include gymnastics, running up walls, swinging or walking on ropes, dangerous acts of balancing, etc. *Acrobatics alone cannot be used to completely avoid attacks of opportunity, unless the act somehow grants you Airborne. For example, propelling yourself off a trampoline, wall, or steel beam would grant you Airborne until your movement ends, and would protect you from Melee attacks of opportunity.*

PUSH, LIFT, PULL, & THROW RULES (*Knockback & Fall Damage rules*)

The amount Hero characters can push, lift, pull, and throw is determined by the STR feat *Brawn*. With "**full effort and attention**" means that at bare minimum, the task would take **1 Action Point + 1 Quick Action Point**. So, if in combat, A Hero tries push over a heavy statue using *full effort and attention*, it will cost them an Action and a Quick Action (*This is assuming they can move the statues weight, and the weight of the statue is determined by the GM.*) If they can do so "**easily**", it would only take **1 Action Point**. Utilizing these actions in combat counts as an ability.

A creature can only lift and carry another creature on their back if they can do so *easily*. Otherwise, they may only carry the creature a short distance with full effort and attention, costing them a significant amount of Vitality, (*determined by the GM.*) Carrying another creature during combat will cost both creatures a -3 Attribute Test Score Penalty against enemy abilities and traps. Based on the creatures' sizes and situation, the GM may decide whether they share the same space or not.

Throwing is a little trickier, because aerodynamics come into play. For example, throwing a metal bar shaped like a javelin would be easier than throwing a large hollow pot, even if they both weighed 2lbs. (*The metal javelin would likely be thrown farther.*) So, as a default rule, a Heroes' throwing distance of random objects should be 5 spaces, and +5 spaces if the object is aerodynamic or designed to be thrown. (*This does not include or change the throwing distance of consumable items such as throwing knives, fireworks, or cherry bombs, as they must be thrown in a more technical manner.*) Throwing a creature is entirely different, however.

Any creature may try to push, lift, pull, or throw another creature. Doing so triggers an attribute test between the two creatures. The aggressor must test **STR vs the defender's choice of AGI, STR, or WILL**. If the aggressor wins, they succeed their task. If the defender succeeds, the aggressor fails their task. A push, lift, pull, or throw is considered Knockback (*a special kind that creatures cannot be resistant or immune to*) and the amount of Knockback dealt is equal to the difference in the attribute test scores (*or in GM terms, the DPD, pg. 26*) In cases like this, Knockback may be aimed vertically up or down, causing immediate Trauma Damage (*like choke slamming a creature. Remember,*



each excess stack of Knockback deals 3 Trauma Damage.) A character must be able to push, lift, pull, or throw the creature's weight to attempt any of this. **Throwing one creature into another will deal STRxD6 Trauma Damage to each of them.** Alternatively, if you knock a creature into another creature (via Knockback from an ability, trait, weapon, or any of the above), you may deal 2 Trauma Damage to each of them per (excess) stack of Knockback.

Hero A tries to pick up Monster B and throw it into the wall. The monster weighs 200lbs, and the Hero has 4 STR and Brawn 3. Hero A can throw 200lbs easily, and 400lbs with full effort and attention. **Because Hero A can do this easily, it will only cost them 1 Action Point** to throw Monster B into the wall, so Hero A decides to do so. Hero A tests STR and rolls an 8, while Monster B chooses WILL, but only rolls a 5. Because the Hero wins, and the **difference in their test scores is 3, Monster B is dealt Knockback 3.** (Nothing would be dealt if Monster B won.)

A Hero with a lot of STR and a high rank in Brawn may want to throw heavy objects at creatures, such as a Hero with Brawn 4 and 12 STR throwing 2,000lbs slabs of concrete at an enemy. The GM will determine the DMG potential of this, in terms of D6. **By default, it's 1D6 of DMG per 100lbs.** Based on the situation, there are 3 ways accuracy of improvised thrown weapons may be figured; **First**, you could roll 1 accuracy D6 that only hits on a 5/6. **Second**, (the default way), the Hero could test STR (for throwing Speed) vs the enemies choice of INT (perception), AGI (reaction Speed), or STR (to catch it.) **Third**, the percentile die may be used. In all cases, the GM determines what's required.

If any creature is thrown high into the air, or falls from a high distance, **Fall Damage will equal 1D6 Trauma Damage per 10 feet.** This Trauma Damage will be negated if the Hero can vertically jump higher than the distance they fell. (Except for situations where the creature tumbles down dangerous terrain, like the side of a mountain.)

SOCIALIZING

Most social situations should be handled with roleplay. However, there should be pivotal moments where CHA needs to be tested. **CHA encompasses any social skill**, such as: *Seduction, Intimidation, Friendship, Bluffing, Negotiation, Rapport, Lying, Charm, Empathy, Persuasion, Comedy, Performance, etc.*

While **CHA is the governing attribute for all things social**, the GM may allow or request a different attribute to be tested (for example, allowing a Hero to test STR instead of CHA when they're trying to intimidate a creature with a display of strength, like throwing a boulder.) Certain Traits, like Trait #28 Intimidating, allows a character to test STR whenever they need to test CHA. In almost all cases, **WILL should be the opposing attribute**, but like the above, the GM may allow the defending creature to test something different, like INT if someone is trying to lie to them.

Hero A tests CHA vs Guard B's WILL, attempting to Seduce him. Hero A rolls an 8, while Guard B rolls a 6. The guard is seduced, to a degree determined by the Game Master. (In this situation, by beating the guard by only 2, the guard would likely be interested in the Hero, but not head over heels for them.)

ENVIRONMENT

Environment refers to surrounding, or external factors that affect the party, such as lighting, travel fatigue, weather, nourishment, etc.

LIGHTING

There are 3 types of lighting in this game, they are as follows:

- 1. Light** – Creatures can see normally. This is the common lighting for both indoors & outdoors, even during most nights. In Estaria, the stars, wild elements, and glowing plants illuminate the night.
- 2. Dark** – Creatures can't see past 5 spaces, and you can only see creatures within 5 spaces, or that are in light (from a torch, campfire, etc.) This is common inside dark dungeons or sewers that aren't lit up very well.
- 3. Pitch-Black** – Creatures cannot see anything, except for any areas that are lit up. This is common for caves and ruins. Minions that do not have line of sight of their controller cannot perform any actions.

The status effect **Blind** only **hinders** your vision, therefore it doesn't **prevent** vision (Line of Sight) like Lighting does.



If combat ever arises in pitch black conditions, no one will be able to target each other, and no game mat should be used. It should all be roleplayed out. To target a creature with anything, ability or attack, each creature must pass an *INT* test 8 "Sense Tests", to detect where their desired target is located. Sense tests are performed before accuracy or any damage is rolled. You only need to pass a sense test once to determine where your target is for the remainder of combat. Up to 2 sense tests can be performed each round, and sense tests may be performed as free actions.

TRAVEL

Travel is an integral part of this game's default setting. The farther Heroes venture outwards from the cities and into the wastelands, the stronger enemies will get. A feral goblin right outside city walls cannot compare to another feral goblin that has lived its life deep in the wasteland's violent atmosphere.

Initially, Heroes should travel short distances on foot from the city (5-10 hours, 20-40 hours), but much later in their career they could be travelling up to 50 hours. While mounts in this game are possible to acquire, and can absorb travel fatigue, they're incredibly expensive and more of a luxury. (They're also hard to keep safe.)

TRAVEL VPH

Travel VPH is how much *Vitality* you lose *Per Hour* from traveling. If your journey to the catacombs from town is 10 hours, and it has an VPH of 1, then it will cost you 10 *Vitality*. ($10 \text{ Hours} \times 1 \text{ VPH} = 10 \text{ Vitality lost.}$) If that same 10-hour trip has an VPH of 2, then it will cost you 20 *Vitality* to make the trip. ($10 \text{ Hours} \times 2 \text{ VPH} = 20 \text{ Vitality lost.}$) The standard VPH is 1 but may change due to terrain and weather conditions.

VPH = Vitality Per Hour (The amount of *Vitality* you will lose per hour of travel.)

If you're riding a mount, or simply riding on a strong creature's back (like a fellow Hero's), that creature's VPH will double, but yours will be reduced to 0 (if multiple creatures are riding the mount, VPH will still only double once.) The creature/mount must be able to carry the total weight easily (determined by the creature's STR and Brawn feat.)

Travel through the Estarian wastelands can be quite harsh; Hills, cliffs, rocks, elements, radiation, weather, and even plants and wildlife will stand in your way. As you progress in the world, you'll likely have to travel farther and farther away from the civilized areas, and into these wastelands. This can cause just as much wear and tear on your body as combat. Wise Heroes pack plenty of Rations, Purified Water, and Safety Tents when travelling.

WEATHER

Weather can be quite unforgiving during travel (especially in the world of Estaria.) It also helps give a sense of reality. Here are the default weather types:

- 1. Radiation Storm** – A heavy storm of acid rain and nerve-frying radioactivity sets in. During the *climax* of the storm, creatures must find deep shelter or perish to the dramatic effects of these intense radioactive emissions (or lose any amount of *Vitality* determined by the GM. You should know a good 30 minutes before the climax sets in. Roleplay the act of finding deep shelter out. Towns have safe shelters for this event.) **+2 Travel VPH.**
- 2. Heavy Precipitation** – A heavy rain, snow, sleet, or storm sets in. In certain areas, storms of sand, ash, acid, tar, ember, sparks, and poison may also be possible. **+1 Travel VPH.**
- 3. Light Precipitation** – A light sprinkle or flurry sets in. Not bad enough to cause any detrimental effect.
- 4. Cloudy** – The most common weather in Estaria. Full of gray clouds, with a toxic red or green undertone.
- 5. Partly Sunny** – Same as cloudy, with sunlight shining through the clouds.
- 6. Sunny** – A rare occurrence in Estaria. Sunny weather in Estaria is bright, vivid, and energizing.

Just roll 1D6 to determine the type of weather every 24 hours, or whenever convenient. Typically, you will want to do this before the Heroes travel. GM's are encouraged to alter this list for custom settings/worlds.



FOOD & WATER

Heroes need to stay nourished to survive. A Hero that hasn't eaten or hydrated after 48 hours can no longer recover Vitality. That is the only penalty to not eating or drinking (*aside from eventual death.*)

Fresh, perishable food is inexpensive in Estaria, and will only cost the Heroes about 5 gold for a full meal (4 for the food and 1 for the drink.) However, non-perishable food is a little more valuable, at 10 gold per ration.

Most water in Estaria is dirty and needs to be purified before it can provide adequate Vitality recovery. Water created by traits or abilities is considered dirty as well, unless otherwise noted. **Dirty Water**, (such as water provided by a pond) hydrates but does not recover Vitality. Occasionally, drinking dirty water may cause a character to test for an illness or disease (*this is determined by the GM.*) Towns that are small typically don't take great care of their water supply, because they don't have the mechanical or magical prowess to purify large amounts of water like bigger cities do. (*If you're feeling adventurous, incorporate the great medieval water myth; citizens prefer to drink alcoholic beverages instead of water, as the alcohol can't spread diseases like the bubonic plague.*) Since smaller towns typically don't maintenance their wells or supply free Purified Water, this can be an ideal side quest for Heroes. (*In contrast, Large Cities are typically clean and offer unlimited Purified Waters.*)

Any Hero with at least 3 Craft Mastery knows how to purify dirty water. This process of turning 1 Dirty Water into 1 Purified Water costs 1 Vitality (*for the labor involved*), and requires either the Crafting Lab Keepsake item, a steady supply of fire, or access to freezing temperatures. (*By filtering, boiling, or freezing water to purify it.*) Naturally, using a Water Purifying Kit (*consumable item*) is less laborious, and much more efficient. To build a device large enough to supply a town with clean (*purified*) water, will require 20 Craft Mastery and 2,000 gold worth of mechanical or magical parts (*200 Units Total = 150 M.U.'s + 50 A.U.'s or 50 T.U.'s.*)

ILLNESS & DISEASE

Illnesses are common in any world and can have a detrimental impact on your day to day tasks. If you come in close contact with someone that is sick with an illness, such as a bad flu or cold, you must test CON 8. If you fail, you catch the illness. Illnesses expire after 1 long rest. While you have an illness, you suffer a +1 Travel VPH penalty.

ILLNESS - CON test 8. (*Penalty to Travel.*)

DISEASE - CON test 12. (*Penalty to Attribute Tests & Vitality recovery.*)

Diseases are less than common in Estaria, but they certainly aren't rare. They flourish in some areas of the wasteland and can also be found in the slums of larger cities. If you come in close contact with someone who has a disease, such as small pox or mumps, you must pass CON test 12. If you fail, you catch the disease. Diseases start off mild and must be treated by some sort of special healer (*or treated with the Purging Rod keepsake item.*) After 1 long rest, a disease gets worse; Mild disease turns into a serious disease (*and a serious disease turns into a fatal disease.*)

The 3 Stages of Disease:

1. **Mild** - The creature suffers a -1 CON test score penalty.
2. **Serious** - The creature suffers a -1 attribute test score penalty.
3. **Fatal** - The creature suffers a -3 attribute test score penalty, and can no longer recover Vitality.

The GM has the discretion to limit certain diseases from advancing stages, such as a disease that never becomes serious or fatal. You can have multiple diseases at once, and their effects do stack.

*NOTE: If you pass the CON test against an illness or disease, you're immune to that illness or disease, even while exposing yourself to it. This effect lasts 1 day only.



CURSES

As an unfortunate side effect of the fusion, curses have spread all throughout Estaria. Heroes have a 5% chance of finding cursed equipment. Cursed equipment can be found via standard search rolls, in custom chests, or unknowingly given as quest rewards. **Being cursed is incredibly dangerous**, and it's obvious when a Hero is cursed.

While cursed, a Hero's scar will begin to glow red instead of purple. If a cursed Hero is defeated (reduced to 0 HP), they will immediately die, regardless of Vitality, and bypass the Death's Door process (Death, pg. 18.)

A creature will become **Cursed** if they ever touch or equip something that is cursed. There are no clear signs to show if something is cursed or not. Once cursed, a Hero must **test WILL 8+QL (Quality Level)** of the equipment that cursed them and pass, otherwise they are stuck with the curse until removed by another means. If they pass, not only do they remove the curse, but they themselves are immune to the cursed equipment forever, meaning that they can equip it without ever having to worry about its curse again. Just be aware that the equipment is still cursed to other creatures that may come into contact with it.

Non-Hero creatures that are cursed feel an overwhelming sensation of despair and will immediately die if knocked unconscious through violent means (*falling asleep wouldn't kill them.*) In most cases, their heart will stop beating.

SURPRISE & AMBUSH

Surprises are when a group of creatures gain a small head start on their opponents. Sometimes, failed ambushes turn into these, and work as a great compromise. When a group of creatures manage to surprise their opponents with sudden combat, (*such as surprising them with light, sound, or spontaneous assault*), **the surprised creatures will suffer a -5 Initiative Penalty.**

Prepared creatures may plan an **Ambush** against their opponents. If they're successful, they may gain a free *half round* of combat against all, or some of their opponents. (*This half round does not count towards unlocking a Hero's force break.*) You will roll initiative as normal, but **before the first round of combat, a half round occurs (round 0.)** During the half round, ambushed characters skip their turns, and all other characters gain only +1 Action Point and +1 Quick Action Point (*as opposed to the normal +2 Action Points and +1 Quick Action Point.*)

TRAPS & LOCKS

Traps can be planted anywhere by the GM, such as under a floor tile, in a barrel, a trip wire, in a door, etc. Most commonly, Heroes will find traps in chests. Heroes will need certain items or traits to search for traps without it requiring Vitality. **If a creature doesn't have any items or traits that discover traps, they may spend 15 Vitality and 15 minutes thoroughly looking for all traps within 15 spaces.** (*During these 15 minutes, the GM may require an INT test of any difficulty in order to find well-hidden traps. Otherwise, the searching Hero will find all traps within the 75ft radius.*) Traps may be unwillingly or willingly triggered. Those that trigger a trap must make the associated test:

Trap Effect = Attribute Test X, DPD = 10 DMG. ("X" value and DPD explained more on pages 25-26)

The above is just a generic formula, used inside or outside of combat. **GM's are encouraged to modify traps to their liking; For example, making a trap that Curses the creature, saps Vitality from the creature, causes straight loss of HP through blood magic, or simply deals more/less DMG or SP-DMG. The Attribute associated with the test is determined by the GM,** or the nature of the trap. While AGI and INT should be the most common, here are examples of each type of trap:

CON: A biological, gas, sleep, energy draining, or respiratory trap. (*Great for directly targeting Vitality.*)

AGI: A dart, arrow, or explosion. (*Great for dealing DMG or SP-DMG.*)

INT: An avoidable trap, like a camouflaged bomb, an ancient sigil, or tiny Disease spreading insects.

STR: An adhesive, gravitational, pulling, or mimic trap. (*Great for dealing Trauma Damage.*)

WILL: A hypnotic, vomit inducing, or visually disturbing trap. (*Great for attempting to Curse a creature.*)

CHA: A luck-based trap, or an unforgiving Genie, that could cause serious Almighty Damage if you don't appease it.



Disarming traps requires knowledge that there is a trap, then a Trap Disarm Kit. You must be in a space adjacent to the trap or trigger to disarm it with a kit. By default, **Disarm Kits never fail**. While some Heroes may have ways to avoid common dungeon traps, (*like triggering traps with inanimate objects*), **Trapped Chests are always Tamperproof**.

Tamperproof means that a chest (*or other object*) is equipped with a **security measure**, that will trigger if it detects something is tampering with it. The security measure may either teleport the contents of the chest away to an unknown location or incinerate the contents instead. See below.

If a creature tries to set off a trapped chest via creative means, like using a rope, rock, stick, or another object to trigger it, *they may*. This would require any attribute test determined by the GM (*usually with the difficulty of X+2*.) **If the creature fails**, it's assumed that they rattled or abused the chest to a point where it's security measure kicked in (*thus removing the contents*.) **If the creature succeeds**, it's like the chest was opened by a normal means; The normal trap will spring (*affecting no one*), subside, and then the contents of the chest will be revealed.

If you open a **Trapped Chest** by normal means: **A trap will trigger**, then **the loot will be revealed**. If you open the chest with a **Trap Disarm Kit** (*or the above green box method*): **No trap will trigger** then **the loot will be revealed**.

Locks are common on doors and chests. **To unlock a lock**, you either need a **Knockpick**, or need to pass an **AGI or INT test X+2** (*depending on the lock*), to manually pick the lock (*by finesse, tech, or mechanical ingenuity*.) By default, Knockpicks never fail on normal locks. **If a character fails**, an alarm may be triggered, or in most cases, the lock becomes jammed. It takes a Trap Disarm Kit to dismantle jammed locked (*or normal lock*.) Depending on the type of lock, a **STR test X+2** to break the lock may also work. Guns may also be used to shoot the lock off if it's a padlock, but keyhole locks should be more common. The GM may decide if they want to make a **Locked Chest** tamperproof or not.

THE LAW

The law is a serious deal in Estaria. Giant **law stones**, magical stones imbued with the power of the law, are buried under every city. In fact, burying these stones is the first step to starting most cities. They weigh 5,000-15,000lbs and imbue the city's guards with the power of the law. It allows them to use **light bluish law magic** that greatly enhances their weapons, but only within city limits. This magic protects cities from enemy invasion but leaves them vulnerable to long range sieges. (*That's what Heroes, Mercenaries, and Militia are for!*)

In Estaria, the law is straight forward. **If you break the law and don't get caught, you're innocent.** Just don't brag about it. Obviously, this is still not a wise thing to do. Government officials that suspect you, at any time, *may* request a brain chip be put in your head. These chips work as recorders that show the town guard your every move in town, as well as prevent you from committing any evil acts whatsoever while within the city limits. Removing these chips is a 1,000-gold fine. In some cases, they may even hire bounty hunters to chase you down or put a ransom on your name.

If you're ever in trouble with law enforcement, there are two ways to avoid conflict:

Evade the Law: Pass a CHA test, INT test, and WILL test.

Escape the Law: Pass a STR test, AGI test, and CON test.

When **Evading the Law**, you try to **talk your way out of it**. You test CHA to get them to listen to you, INT to fabricate or give them a reason why you're innocent, and test WILL to stand firm and pull the above off, without sweating, twitching, or fumbling your words.

When **Escaping the Law**, you've **passed the point of dialogue**. **Light bluish tendrils** of **raw law magic** emerge from the ground and try to restrain and capture you. First, you must test STR to wrestle away from the guards, or any small, quick tendrils that manage to slow you down. Then, you test AGI to dodge the larger tendrils and run away, while passing a CON test ensures you have the stamina to make it out of town.

The difficulty of these tests is determined by how heavy the town's law stone is (*1 difficulty per 1,000 lbs.*) For example, a **9,000lbs stone** has **test difficulties of 9**. Once restrained by **law magic**, *there is no chance of escape.*



Because law breaking Heroes cannot rot in jail or they'll Descend into Madness, they're treated differently. Using law magic, the town guard will detain a small portion of your knowledge (1 ability of the GM's choice.) This ability cannot be used in any way until you pay the fine associated with your crime. The fine is determined by the GM.

Guards are average citizens with a 3 in every attribute. Without law magic, Heroes could easily fight them. But, within city limits, there is little chance combatting the law, as the giant law stone will continually attempt to restrain them with its tendrils, every single round if it must. This immortal stone is commanded by the town guards.

LANGUAGE BARRIER

Having a language barrier does not mean you have a mental disorder of any sort, and most Estarians sympathize for those disorders. It does, however, mean that while you are fully capable of speaking, you either babble like a buffoon, speak like a savage, use a foreign/unpopular language, or your dialect is so far off it sounds ridiculous.

Example: You have the #199 Wildling Trait and try to tell someone that you don't agree with their well thought out argument, and instead say "Me no like what you say."

Example 2: You have the #194 Undeniable Charm trait, and when someone asks where the treasure is specifically located, you respond with "Oh my gosh I just love treasure, it's in a chest!"

TEMPORARY HP

Temporary HP is a pool of Hit Points that is depleted before your normal Hit Points are lost. For example, Hero A has 30 HP and 10 Temporary HP. Hero A then loses 15 HP. First, you remove the 10 Temporary HP from Hero A, and then remove the remaining 5 HP from Hero A, leaving this Hero with 25 HP and 0 Temporary HP. Temporary HP cannot stack on itself, and anytime you gain temporary HP, it replaces the current value of temporary HP you may already have. So, if you have 10 temporary HP, and gain 5 temporary HP, you'll be reduced to 5 temporary HP instead of going up to 15. Temporary HP lasts until you rest, decide to remove it, or it gets depleted. Therefore, it's a common practice to buff your party with any temporary HP abilities you may have before and outside of combat. **Armor and SP-Armor still apply to temporary HP.** (Temporary HP does not protect you from an effect that causes you to lose Vitality.)

SPACE TO FEET

Heroes of Estaria is meant to be played as a roleplaying game, with or without an actual mat or miniatures of your choice. If you don't want to use a tiled map with 1" x 1" or smaller squares, nor do you want to use miniatures or portraits, you may simply roleplay it out. In this case, follow the general rule:

1 SPACE = 5ft

1 Space is a 5'x5' square. So, if an ability or weapon has a range of 3 spaces, it means it can target anything within 15 feet. A spell that targets a 3x3 square (of terrain) would target a 15ft x 15ft square instead.

INSTANT SPEED

Instant Speed actions happen just as they sound; at instant speed. The only exception to this rule is that no two instants can happen at the same time. The last called instant goes first. **Think of them as reactions.**

CALLING INSTANTS

Instants must be called in a timely manner, or the GM may ignore it. At the same time, it's ok to rewind combat a second or two for the Heroes' sake. Generally, you should feel free to call instants whenever you want, but here are a few cases of when instants should ideally be called when *responding* to certain actions:

- **Enemy Ability:** In the case of a Hero responding to an enemy ability, they may call it once the ability is declared, but before any attribute tests are rolled by any Hero.
- **Hero Ability:** An enemy responding to a Hero's ability will be up to the GM.



- **Enemy Attack:** If an enemy makes an attack, the Hero may declare their instant speed action either before or after the accuracy D6 is rolled.
- **Hero Attack:** The same protocol as above.
- **Movement:** Any Hero or enemy may call their instant at any time during another creature's movement, if that creature has yet to take another action. Since some players may make their movement actions quicker than others, this would be where it's ok to rewind combat a quick second or two.

HOLDING AN ACTION

Holding an action means you **end your turn to hold the chosen action to use at instant speed.** Any character may use **1 Action Point + 1 Quick Action Point** together to **hold an action** (that would normally cost 1 Action Point or less to use) until their next turn (or up to 1 round.) **The chosen action is generic, not triggered.** For example, you may hold an attack action without having to specify who you're going to use it on. If you don't end up using the action you're holding, you suffer no penalty other than losing the actions you spent holding it.

While you can be *unspecific about how* you're going to use the chosen action, **you must be specific about which action** you're holding (like specifying that your holding and action to use a Voodoo Doll Item, or the Acid Blast Ability.) If you do not use the action you're holding, it does not cause items to be lost or abilities to gain or lose CDCs.

HOLDING AN ACTION EXAMPLE

Hero A and Hero B are each **holding an attack action.** After their turn, the following occurs:

Monster 1: "The monster brings down her claws for an overhead attack!"

Hero A: "Before that monster attacks, I attack it at instant speed!"

Hero B: "I also attack that monster at instant speed now too!"

Hero B would attack monster 1, then Hero A would. Then, if monster 1 is still able to, it would finish its attack.

**NOTE: If there is ever a case where both a Hero and an enemy are in a stalemate, waiting for the other to act first so that they can respond with an instant speed action, the enemy will simply act first. Enemies have no patience.*

As usual, all other odd cases are determined by the GM. As a Hero, just ask the GM if you're allowed to perform certain instants if you're uncertain. For example, asking the GM if you can attack the monster's legs as it moves past a certain space (after the monster has already moved.) Situations like this should be allowed and are encouraged.

Again, it's always ok to travel back in time an action or 2 in combat for this, if the GM feels it's not abused.

WHAT ACTIONS CAN I HOLD?

You may hold any action that would normally take 1 Action Point or less to perform otherwise. To clarify, you may hold any action, quick action, or free action (for the same cost of 1 Action Point and 1 Quick Action Point each.) An attack, ability, or movement action would be common actions to hold.

WHY HOLD AN ACTION?

Holding an action can help you be involved in combat even when it's not your turn. Holding an action to use a potion item, potion token, or support spell may save a life. Holding an attack action or Equipment Skill may turn an enemy's action against them. Even holding a Spell Ability that targets an area or that has splash could be perfect for setting up a trap against monsters that suddenly move next to each other. Summon spells can even be used to block movement, as you could summon a minion between you and an enemy as they're trying to charge you.



DISRUPTION

There are 2 ways a character can be disrupted in combat. They are as follows:

1. **Interrupt** – Interrupting a creature’s attack or an ability means that the attack/ability does not resolve, and the interrupted creature loses that action. The only way you can interrupt a creature is if an ability or trait says you can, or, if you **deal a critical hit at instant speed to the attacker** (*while they’re attacking.*) An attack at instant speed cannot simply interrupt attacks, it must be a critical hit. (*Some enemies may have the “Poise” trait, which means they cannot be interrupted.*)
2. **Negate** – Negating an attack or ability means the attack/ability does not affect you (or the target you’re negating the attack/ability for.) If it’s a **multi-target** attack or ability, it **will still affect the other targets that did not negate the attack/ability** (or that didn’t have the attack/ability negated for them.)

Some enemies may be **immune to interrupt, but not negation**. (*You can use the Guardian ability “Defender” to negate an attack against an enemy who can’t have their attacks interrupted.*) CDC costs and per combat/time/long rest mechanics are not triggered as a result of being interrupted. They are triggered as a result of being negated.

HEALING ARTS

(Only characters with 10 or more Healing Mastery have access to this mechanic.) In Estaria, healing is known as a work of Art. **An Art allows you to sacrifice raw healing power to instead add a special effect to your healing**. At will, anytime a character heals a creature (*even itself*), it may take a -10 Healing penalty on the healing effect, to perform one of the following arts:

- **Suspend** – Your healing is delayed, and for 1 round, your target may receive that healing at any time (*at will.*)
- **Synergize** – You (*the healer*) gain the same amount of HP that you healed your target for.
- **Revive** – You may target a defeated creature. This effect revives them for the amount healed.
- **Mend** – Cure your target of 1 status effect or wound.

If you manage to heal multiple targets with 1 action, you may choose whether to perform an art on each target individually, as well as which type of art(s). You can perform multiple healing arts at once, per target, as long as they aren’t the same art, and it’s only 1 art for every 10 HP that you heal.

Example: You heal target Hero for a total of 40 HP and decide to use the “Mend” art, (*taking a -10 Healing Penalty on this action, so you can cure your target of 1 status effect.*) That target would then only heal for 30 HP.

Healing Arts exist to reward a healing focused Hero with more options. It is definitely not intended for everyone.

SUMMONING

Summon Spells can only be used inside of combat, as they all involve a magically signed contract between you and the minion. The minion agrees to allow you to *Enlighten* it, and in return, it will aid you in combat situations only (*regardless if your life may be in danger outside of combat, like during a natural disaster.*) Being enlightened means the minion is able to understand all languages and commands, is entirely loyal, and can understand the world from the perspective of an average person. Unfortunately, minions cannot talk.

For **1 Action Point + 1 Quick Action Point**, you may perform a ritual known as **Mass Summon** (*if you know multiple Summon Spells.*) You may only do this **once per combat**, and mass summon is described below:

Mass Summon – You may use any amount or all your Summoning Spells at once.

***NOTE:** Using mass summon will put CDCs on all of your chosen Summon Spells. If mass summon is somehow interrupted, negated, or you fail your concentration check, you will still put CDCs on all these abilities and none of them will resolve. You must declare which abilities you are going to include for mass summon before you begin summoning minions. **Mass Summoning triggers attacks of opportunity from adjacent creatures.**



MINION RULES

To reiterate, minions are creatures that you have signed a magical contract with, that agree to aid you in combat only (they can never be summoned outside of combat and unsummon once combat ends.) **It even takes a little magic to get mechanical minions to aid you in battle**, otherwise it would be too easy to hack or remotely shut them off. **If a minion ever loses sight of you, it becomes idle.** Minions can only take actions if their controlling Hero is in sight.

When you summon a minion, it must be summoned on an empty space within sight. Minions take their turn immediately **after the Hero** that summoned them. (*Minions have no Initiative Score and always act right after you.*) In the case of multiple summoned minions, they may take their turns in any order the Hero Player chooses. The Hero may either take their turn for them or write a script for them and let the GM control them (*a script such as this golem attacks anything close, or this wolf always stays adjacent to me and attacks those that attack me.*) This decision is decided between the Hero Player and the GM. **By default, the Hero Player controls the minion.**

WILL and CHA are vital for summoners. WILL improves your *Minion Mastery* stat, while CHA improves your *Minion Speed* and *Minion Damage* stats. Because each minion requires a certain amount of your Minion Mastery to control, this must be a high stat if you are looking to summon multiple minions at any given time.

Few minions have Armor or SP-Armor, and your **non-pawn minions have an attribute test score equal to your Minion Mastery stat** (*no rolling is necessary*), to a max of **10**. However, pawn minions roll 1D6 for attribute tests and receive no bonuses to the roll. Minions gain +2 Action Points and +1 Quick Action Point per turn but can only attack once per turn. If they're given an additional Action Point by any *other* means, they may use that Action Point to attack, allowing them to attack multiple times in one round. (*Traits/abilities may allow them to as well.*)

Minion abilities take an action for them to use and may be used the same round they attack. Unless otherwise noted, they cannot use items or tokens. **You can only control 1 of each minion "kind"**, unless they're a pawn minion. (*If you know the acid golem ability, you can only have 1 acid golem out at any given time. You can potentially have an acid golem, a fire golem, 3 ghoulish pawns and a slush golem out at the same time but can never have 2 acid golems or 2 fire golems, etc. active at the same time.*) For example, if you use the summon fire golem spell while you already have a fire golem on the battlefield, the original will be defeated and you will summon a brand new one.

When minions use abilities, they use your stats. Therefore, even an offensive mage who primarily focuses on SP-DMG can use a minion as a spell casting device. Minions that can use abilities can only use them once per combat, because they must recharge their abilities. Even summoning the minion again can't change this fact.

Minions are immune to both status effects and wounds (*except knockback. A spiritual veil envelops and protects them.*) Your minions cannot heal or gain life by any means, unless noted otherwise. **When a minion critically hits**, you'll double the Minion Damage bonus that they receive from you, on their attack. Finally, friendly abilities that target "Heroes" cannot target minions (*as they must be able to target "Creatures" to affect a minion.*)

MINION TYPES

There are **4 minion types**: *Pawns, Melee, Ranged, and Magic.*

1. PAWNS

Pawn minions count as pawns for any Heroes' abilities (*such as the Enchanter's "Enchant Pawn: Attack" ability.*) They all have 1 HP, 0 Armor, and 0 SP-Armor.

2/3. MELEE/RANGED

Simply put, minions that are melee can only attack adjacent targets. Minions that are ranged can attack targets within their range.

4. MAGIC

While all minions are a little magical in their own way, magic minions deal SP-DMG instead of DMG. This means that your *Minion Damage* stat gives them bonus SP-DMG instead of bonus DMG.



SUMMONER WARNING

Minions constantly scale off your HL, Minion Damage, Minion Mastery, and Minion Speed stats. Because of this, it can be hard to keep track of multiple minions' stats at once. Just keep in mind that summoners are fun but require lots of micromanagement. Certain enemies may be able to instantly wipe out your minions or turn them against you, so it's best to prepare for that. Lastly, respect other players and plan your turn ahead of time, so that it doesn't last too long. The GM can always help by controlling your minions. **Summoners are not recommended for newer players.**

FLAVOR

Flavor means giving something descriptive detail, and it's best explained by examples. If a player wants to say their Great Sword is a katana, or that their Shotgun is double barreled, it most certainly can be, as long as it doesn't change any actual gameplay mechanics or numbers. Same protocol would follow, if someone wants to say their Spell Abilities take the form of projected punches, spirit animals, or even ghostly visages. A player could even mention that even though they have equipment equipped in every slot, and benefit from them, that their character appears barely clothed. They cannot, however, say they look exactly like another person, for the purposes of cheating a disguise. Flavor that influences actual gameplay mechanics is strictly forbidden. Finally, weapons such as Staves and Guns can offer tons of flavor potential. Even though it would not add any status effects or extra DMG/SP-DMG to their attacks, a Hero could say they shoot skulls of acid out from their Staff, or that their Shotgun shoots a spread of vengeful wraiths instead of actual pellets. Below are some examples of flavoring:

Action	Action now "Flavored"
Drinking a Potion	"I shake the potion up real fast like a soda bottle, and then pop the lid to spray it all in my face!"
Attacking an Enemy	"I drag my Sword across the floor, creating sparks as I swing upwards at the enemy!"
Using a Battle Ability	"I roar and spit on the enemy's face as I use this ability!"
Using a Summon Spell	"I giggle like a maniac as I romantically summon my golem."
Using a Support Spell	"I do a jolly gig while throwing multicolored sparkles at my ally!"
Attacking with a Staff	"Spinning my Staff around, I swirl a helix of both water and fire together, spraying the enemy with boiling water!"

In this game, flavor is highly promoted. Everyone has so much more fun when there's cool themes around everything. Again, as long as it does not affect actual gameplay mechanics, and only bits of roleplay, it should be allowed. The GM has the final say on this, however. This section will end on an example of what is not allowed; flavor affecting actual game mechanics: *The Heroes come across a locked metal door, and Hero 1 decides to just say they shoot acidic skulls out from their Staff to melt down the metal door. Unless the Staff normally deals Dissolve, this would be strictly forbidden.*

FORCE BREAKS

Force Breaks are ultimate abilities that are awarded to role players that encourage (but not force) descriptive gameplay. In this game, taking an action is great, but it's always going to be better when you add flavor to it (adding descriptive detail to your action.) Sometimes, simply describing where you aim your attack can be enough to flavor it. If you've flavored at least 1 action in the current combat, you'll be able to use your force break after the 3rd round. Just know that the GM has full control over this mechanic, and whether you unlock your force break or not.

Force breaks may be used at will, but only during your turn (unless otherwise noted.) You can only use 1 Force Break between long rests. No Hero Player should be able to obtain their force break before the 4th round of combat.

MOUNTS

Mounts in this game cost 2,500 gold. Normal mounts like horses (5 CON, 6 AGI, 6 STR, 1 INT, 1 WILL, 1 CHA) are very rare in Estaria and are usually prized for their strange mutations. Vehicles such as cars, airships, camper vans, and motorcycles do exist, but are even more rare, and are usually self-made prototypes (not mass produced in any way.) Mounts are typically used for travel only. When you ride your mount during travel, you won't lose any Vitality. Your mount, however, will lose double the amount of Vitality it would normally lose (double the travel VPH.)



Generally, mounts may never participate in combat in any way. However, they may be trained or enhanced for warfare, meaning they're able to be ridden while in combat. **This type of training or upgrade costs 2,500 gold.**

After the above, Mounts can then be trained or enhanced for actual combat, meaning they can participate in combat as a full independent character, even while you're riding it. This type of training or upgrade is exceptionally rare, and **costs 5,000 gold.** (Any attacks or abilities made at you may target either you or your mount. Same goes with attacks of opportunity triggered by you or your mount.)

MOUNT CRAFTING (GM only)

Creating a Mount is the same as creating a Monster (although you should be less likely to give them any sort of offensive abilities or traits.) A mount can be anything (horse, motorcycle, dragon, etc.) Teaching someone how to ride a flying or swimming mount will cost 5,000 gold and can only be done by the few griffin riders or sea captains left in Estaria. A mount's most important attributes are CON, STR, and AGI. They need to have enough STR to be able to carry people easily (1 STR = 50lbs "easily" for Monsters.) Since they suffer double travel VPH while mounted by any number of people they can carry, CON is vital. Mounts can never wear equipment or use items but do have an extended attribute cap of 20. In custom worlds, you're encouraged to modify mounts to your own liking.

TERRAIN

Terrain can form, shape, and alter the battlefield. **One terrain**, or "**Target Terrain**" means **one space**. If something targets multiple terrain, (like a 3x3 square), it's referring to spaces. (3 Spaces by 3 Spaces, or 15ft by 15ft.) Some characters can even manipulate terrain with the appropriate abilities. There are 2 types of terrain:

- **Normal Terrain** - Normal Terrain is what you would expect it to be (walls block the way, floors are for stepping on, and lava kills.)
- **Combat Terrain** - Combat Terrain is a space that is targeted by Items or Abilities, to create a variety of effects. **Anything that has you target "terrain" creates combat terrain. Combat terrain is not recommended for newer players** and can quickly get complicated. The GM should also avoid using it until later on.

AGITATION

Agitation refers to the **effects** that combat terrain deal. If an ability deals 10 SP-DMG to target terrain, it creates combat terrain with an agitation (effect) of 10 SP-DMG. Every time that combat terrain deals agitation, it will deal 10 SP-DMG to any creature on it (whether the creature is friendly or hostile to the combat terrain's creator.) If one space of a 3x3 square of combat terrain deals agitation, only that one space deals its agitation, not the whole 3x3 square. (A creature moving onto a 3x3 square of combat terrain wouldn't agitate for all creatures in the 3x3 square.)

An ability that may heal or deal physical DMG to terrain would follow similar protocol. Likewise, if an ability deals Poison 2 to target terrain, every time that terrain deals agitation, it will deal Poison 2 to the creature on it. Some combat terrain lack an agitation effect, such as the Low Priest's "Flesh Wall", as its main purpose is to disrupt movement and sight (and since it has HP, can be destroyed by attacking it.) **You cannot miss when attacking terrain but cannot critically hit it either.** The Druid's "Toxic Healing Tree" is similar; Even though the toxic healing tree blocks movement and allows for a couple specific free actions to adjacent Heroes, it has no agitation effect.

Agitation is dealt when a creature...	Details
1. Moves into/onto it.	Whenever a creature <u>moves onto a space</u> of combat terrain, they're dealt the terrain's agitation.
2. Ends its turn on it.	Whenever a creature <u>ends its turn</u> on combat terrain, it is dealt the terrain's agitation.
3. Is moved into/onto it.	If any source were to <u>Knockback or move</u> a creature into combat terrain, that creature is dealt that terrain's agitation.
4. Is on targeted terrain.	Whenever something has <u>terrain they're currently on changed</u> into combat terrain, they are dealt that terrain's agitation. (A Hero targets terrain an enemy is on, for example.)



COMBAT TERRAIN RULES

1. **Combat terrain last 2 rounds**, then expires.
2. If a **combat terrain changes** or transforms into a new combat terrain, it **resets its 2 round duration** the very moment it was changed/transformed.
3. **Only some terrain blocks movement, or line of sight.** All combat terrain may be targeted by anything, but the result is determined by the GM (*rain may or may not douse a flame or wash away acid, just as an earthquake may or may not rip apart a wall of stone.*)
4. **When you roll DMG, SP-DMG, or healing for combat terrain, you only roll once.** That value is kept for the terrain's duration as the terrain's agitation.
5. **Any creature that takes up more than one space** will be dealt the effects of combat terrain as if it only took up one space. However, if they are standing on multiple different combat terrain, they will be dealt the agitation for each terrain. (*for example, a 2x2 large creature standing on both a firewall and a frozen floor will be dealt the agitation for both. If the creature was standing on 2 spaces of the same firewall, it would still only suffer firewall's agitation once.*)
6. **Combat terrain affects any creature** (*friendly fire is possible.*) For instance, if Hero A summons a fire wall on a terrain that friendly Hero B is on, then Hero B will be dealt the firewall's agitation effect.
7. **A creature can only suffer each Agitation effect once per turn** yet may suffer it numerous times per round. For example, a Hero runs across a 3x3 square of combat terrain (*that deals 10 SP-DMG*) on their turn, suffering 10 SP-DMG only once. On the following turn, that same Hero is dealt Knockback through all 3 spaces of that 3x3 square, and is again only dealt 10 SP-DMG (*as opposed to triggering the effect 3 times each turn.*)

Example: Hero A uses the item "Caltrops" to deal 1D6 stacks of Slow to **target terrain (1 space)** Monster B is currently standing on. Hero A rolls a 3, dealing 3 stacks of Slow to that terrain, in turn dealing Slow 3 to Monster B.

Example 2: Monster C is ridiculous and moves through 5 different types of combat terrain on their turn. Since they're not the same types of combat terrain, Monster C is dealt 5 different agitation effects.

Targeting terrain is a great form of battlefield control and zoning. If a combat terrain with HP is ever summoned on a space with creatures on it, it will either not be summoned on those spaces, or deal Knockback to the creatures on those spaces. This result is determined by the GM and the way the ability is used/flavored.

DEFEAT & DEATH

When you're reduced to 0 HP, you're defeated and cannot do anything. Any excess loss of Hit Points past 0 HP comes directly out of your Vitality. All minions you control will immediately unsummon and disappear. You cannot do anything while defeated, and skip your turn (*including your natural cooldown, so your CDCs "freeze" during defeat.*) You keep your status effects and wounds while defeated, and may continue to lose Vitality from them (*Poison, Burning etc.*) **Any of your ongoing abilities**, such as the Warden's "Stoneskin" and Guardian's "Telekinetic Shield", will **immediately cease their existence.** Once revived, they will resume as normal. Combat terrain created by a defeated character is unaffected. It will last its normal duration and then expire.

While defeated, you cannot be missed by attacks and critically fail any attribute test you are subject to. However, enemies will not bother using most of their abilities on a defeated Hero, unless they have a specific reason to.

Again, any kind of damage or loss of HP you suffer while being defeated directly targets your Vitality. You will still benefit from your stats and equipment (*such as Armor, SP-Armor, resistances, etc.*), but will not benefit from any abilities of yours. **While defeated, unconscious or asleep, your GM may determine if a coup de grâce is possible.**

DEATH (*Death's Door*)

Before going forward, the *Death's Door* system is **only meant for Heroes.** All other characters that reach 0 Hit Points or 0 Vitality may simply die (*although the GM may determine otherwise.*)

At death's door, your Hero scar will release a burst of your own soul energy that attempts to resuscitate your body.



All Heroes start with 4 **Death D6**. Upon reaching 0 Vitality (or any amount past 0), you'll encounter **Death's Door**. During death's door, you will roll your 4 death d6. If you reach a score of 10 or higher, you're resuscitated with that much Vitality (*still unconscious though*), and you'll be cured of all status effects and wounds. If you roll below a 10, you'll die and turn into the item **Stardust**. Each time you resuscitate, you permanently lose 1 of your Death D6, meaning that if you reach death's door again, you'll only be able to roll 3 Death D6, then 2D6, then 1D6 (*again, needing to reach a score of 10 or higher.*) If you only have 1 death D6, you have no chance of resuscitation.

There's only one way you can recover lost Death D6; Use Loyalty Points (LP.) 10 Loyalty Points may recover 1 Death D6. See more in the *Basic Rulebook*, pg. 36.

Heroes won't always die in combat. In the rare occasion that a Hero dies outside of combat (from loss of Vitality in any way), they're assumed to have had a stroke, aneurysm, heart attack, or other severe medical problem that would have caused the death. **You can absolutely die from stress.**

If a Hero fails to resuscitate, they die. That Hero's body will then immediately combust into **purple flames**, along with all their equipment, items, gold, and H.C. They will then turn into the item **Stardust**. If the stardust is taken to a healer or an academic astrologist (*a rare profession, not the class*), they may attempt to resurrect the player from death to full HP and Vitality, with all their gold, equipment, items, and H.C. intact. To do so, they must roll 1D6 until one of them lands a 6. Once a 6 is landed, the stars align with the Hero's soul, and they'll be resurrected. The ceremony costs 100 gold for each D6 rolled. (*Some banks are known to help Heroes take out loans, if they don't have the gold to pay for the ceremony.*) If the above is not possible within 1 year, the character will permanently be dead, and the controlling Hero Player may create another Hero with the same experience as their last Hero but will not start out with any items or equipment. (*Being resurrected does not restore any Death D6 the Hero has lost.*)

The **purple flames** imply that a Hero's items, equipment, gold, and H.C. carries on with them into the afterlife. Heroes have no memory of the afterlife (*memories of the afterlife can never transfer over into the physical world.*)

REPEAT IN-DEPTH

REPEAT

Repeat is a term used for turning one attack into multiple attacks. When you use an action or ability that has you attack, and your attack has Repeat, you may roll accuracy one additional time. If you have Repeat 2, you roll accuracy an additional 2 times, and so on. All instances of Repeat stack on itself, to a maximum of 3 times (*Repeat 3.*) Each accuracy roll that hits is considered its own individual attack for (SP) Armor mitigation purposes. So essentially, if you have Repeat 3 on your attacks, and use 1 Action Point to attack, you will attack 4 separate times for that 1 attack action. All the repeated attacks must target the same creature as the original attack.

There is 1 **special rule for repeat**, and that is the **first attack rule of thumb**. If an ability has you attack, any bonuses that ability grants applies only to the very first attack. For example, if you use the Gunner ability "**Ready Headshot**", and then attack with a weapon that has Repeat 3, only your first attack would be a critical hit, the following four attacks will be normal attacks (*as opposed to 4 critical hits in a row, which would be insane.*)

The first attack rule of thumb also applies to any item, trait, or ability that modifies a onetime attack, such as the Soldier's "**Chainsaw Attachment**" ability. (**Temporary & Triggered bonuses affect the first attack only.**) Abilities and traits that offer a constant bonus, however, such as the Battle Brother's "**Battle Banner**", would still apply to the repeated attacks. (**Constant bonuses affect the repeated attacks as well.**) Basically, if the bonus to your attack is sustained and lasts more than 1 turn, it will apply to your repeat attacks.

Here's a couple more examples on triggered effects: The Tempest's ability "**Cutting Spree**" will only trigger off the first attack, and not the repeated attacks that follow (*you'll only acquire CDCs on the ability from the first attack.*) On the flipside, if an enemy trait triggers an effect when attacked (*for example, the enemy has a chance to block it with a shield, or makes an attack of opportunity if you miss, etc.*) it will still only trigger for the first actual attack. (*Repeat 3 wouldn't trigger an enemy's response multiple times, like an enemy that bleeds fire when hit.*)

Conditional/triggered **equipment** bonuses are no exception, and they won't apply to each repeated attack either. (*Like the "Flash-Bang Trinket" Accessory, that adds Stun 2 and Blind 2 on critical hits.*)



MISCELLANEOUS RULES

EMULATION

Emulation refers to imitating something. In this game, it commonly refers to emulating an item, such as a *Disguise Kit*. For example, if you don't have a *Disguise Kit* and need to disguise as something, but you have the "Spy" Trait (which allows you to emulate a *Disguise Kit*), you could get around this problem. In the same way, the Accessory "Blade Launcher" allows you to emulate the effects of a *Throwing Knife* (dealing 2D6 Trauma Damage to target within 4 spaces) without actually creating a *Throwing Knife* item. **Emulating an item does not produce one, it merely allows you to imitate the effects the item would have.**

DROPS

In Estaria, drops are typically illegal drugs, and the use of them is frowned upon. They're very cheap to produce and can provide potent bonuses. Drops are useful in situations where you can predict attribute tests. Depending on how the GM runs their game, they may or may not be legal, and may or may not be available to purchase or sell (25 gold each is their value.) Otherwise, they can only be obtained through crafting. **You can only benefit from the effect of 1 Drop at any given time.**

AMMUNITION

Ammunition includes things like arrows and bullets. There is no need to keep track of simple ammunition in this game. It is assumed that Heroes are able to come up with their own basic munitions at any time, and these never take a spot in their backpack or utility belt. Only special bullets and arrows do, such as a *Dissolve Arrow* or *Burning Bullet* consumable item (Heroes can only purchase or craft these munitions.) Because this game can be played in either an early medieval, clockwork, steampunk, or even late sci-fi setting, arrows can be anything from wooden arrows to carbon fiber arrows, and bullets can be anything from stones and pebbles to lasers.

CRAFTING

Crafting is for Heroes that prefer more in depth and creative gameplay. Crafters supply the party with a wealth of options, making use out of everyday junk they find during their journey. From potions, to custom arrows and bullets, to even gadgets that shoot electricity, crafters can be an adaptable force to be reckoned with. Thieves and scavengers make their greatest allies, as they can help supply crafters with the crafting supplies they require.

The 3 dwarven canisters on a Hero's backpack condense quality crafting components into multi-purpose units. You have 1 cannister for each type of crafting unit. Each cannister holds up to 99 of one of the following units:

CRAFTING UNIT	DESCRIPTION
1. Alchemical Unit (A.U.)	An item used in crafting. Alchemical Units may consist of <u>Quality</u> Chemicals, Fuels, Plants, Glands, Organs, Elemental Crystals, Magic Powders, and Radioactive Materials.
2. Material Unit (M.U.)	An item used in crafting. Material Units may consist of <u>Quality</u> Woods, Metals, Ores, Papers, Glass, Pelts, or Synthetic materials.
3. Technological Unit (T.U.)	An item used in crafting. Technological Units may consist of <u>Quality</u> Electronics, Wires, Lights, and Batteries.

Each backpack is equipped with 3 dwarven canisters: 1 Alchemical, 1 Material, and 1 Technological canister.

To Craft something, you will first need to choose an item from *Table 1CRI* (on the next page) that you wish to craft. Then, you must have the ingredients listed under "Formula" available to craft the chosen item. (Upon crafting the item, these ingredients will be lost. If something like the *Torch* requires 1 M.U. + 1 A.U./T.U., that means it requires 1 M.U. and either 1 A.U. or 1 T.U.) As for the "Unique Description" column, this can show a few different things. If it shows N/A, that means it produces 1 of that item, and there is nothing special to note about it. If it says something like "Produces 3 Bandages", then that means the formula produces 3 of that item (you would only need 1 M.U. and 1 A.U. to create 3 Bandages.) Finally, items such as drops, that can only be crafted, explain their effects here. The formula still only produces 1 of that drop. (More on drops at the top of this page.)



Finally, in the last column “**CM/GOLD**”, you will want to make sure you have the minimum **Craft Mastery** score required to be able to craft the item (it also shows the amount of **gold** the formula would cost, in case you want to buy all the ingredients from a merchant.) CM requirements can get pretty high, but with traits, stat points, and temporary bonuses, you should be able to reach them. You may just have to be a little crafty... (even if you only possess the required Craft Mastery for 1 round, that will work for 1 craft.)

Table 1CRI: CRAFTING ITEMS

ITEM	FORMULA	UNIQUE DESCRIPTION	CM/GOLD
Torch	1 M.U. + 1 A.U./T.U.	N/A	2/20
Bandage	1 M.U. + 1 A.U.	Produces 3 Bandages.	3/20
PoisonGlow Stick	1 M.U. + 2 A.U.	N/A	4/30
Tomahawk	3 M.U.	N/A	4/30
Caltrops	3 M.U.	N/A	5/30
Voodoo Doll	2 M.U. + 1 A.U.	N/A	6/30
Grappling Hook	3 T.U.	N/A	7/30
Parachute	6 M.U./T.U.	N/A	7/60
Health Potion	3 A.U.	N/A	7/30
Mana Potion	3 A.U.	N/A	7/30
Motion Potion	3 A.U.	N/A	7/30
Antidote	3 A.U.	N/A	8/30
Throwing Knife	3 M.U.	N/A	8/30
Icicle Stix	3 A.U.	N/A	8/30
Burning Arrow	2 M.U. + 1 A.U./T.U.	N/A	9/30
Frost Arrow	2 M.U. + 1 A.U./T.U.	N/A	9/30
Poison Arrow	2 M.U. + 1 A.U./T.U.	N/A	9/30
Stun Arrow	2 M.U. + 1 A.U./T.U.	N/A	9/30
Dissolve Arrow	2 M.U. + 1 A.U./T.U.	N/A	9/30
Slow Arrow	2 M.U. + 1 A.U./T.U.	N/A	9/30
Knockback Arrow	2 M.U. + 1 A.U./T.U.	N/A	9/30
Blind Arrow	2 M.U. + 1 A.U./T.U.	N/A	9/30
Burning Bullet	2 M.U. + 1 A.U./T.U.	N/A	9/30
Frost Bullet	2 M.U. + 1 A.U./T.U.	N/A	9/30
Poison Bullet	2 M.U. + 1 A.U./T.U.	N/A	9/30
Stun Bullet	2 M.U. + 1 A.U./T.U.	N/A	9/30
Dissolve Bullet	2 M.U. + 1 A.U./T.U.	N/A	9/30
Slow Bullet	2 M.U. + 1 A.U./T.U.	N/A	9/30
Knockback Bullet	2 M.U. + 1 A.U./T.U.	N/A	9/30
Blind Bullet	2 M.U. + 1 A.U./T.U.	N/A	9/30
Drop of CON	1 A.U. + 1 T.U.	Consumable item, gives +1 CON test score for 1 round.	9/20



Drop of AGI	1 A.U. + 1 T.U.	Consumable item, gives +1 AGI test score for 1 round.	9/20
Drop of INT	1 A.U. + 1 T.U.	Consumable item, gives +1 INT test score for 1 round.	9/20
Drop of STR	1 A.U. + 1 T.U.	Consumable item, gives +1 STR test score for 1 round.	9/20
Drop of WILL	1 A.U. + 1 T.U.	Consumable item, gives +1 WILL test score for 1 round.	9/20
Drop of CHA	1 A.U. + 1 T.U.	Consumable item, gives +1 CHA test score for 1 round.	9/20
Drop of Temp HP	1 A.U. + 1 T.U.	Consumable item, gives +5 Temporary HP.	9/20
Drop of Cleansing	1 A.U. + 1 T.U.	Consumable item, cure yourself of 1 status effect or wound.	9/20
Sparkler	2 A.U.	N/A	10/20
Firecrackers	3 A.U.	N/A	10/30
Cherry Bomb	3 A.U.	N/A	10/30
Burning Oil	1 M.U. + 10 A.U.	N/A	12/110
Frost Oil	1 M.U. + 10 A.U.	N/A	12/110
Stun Oil	1 M.U. + 10 A.U.	N/A	12/110
Dissolve Oil	1 M.U. + 10 A.U.	N/A	12/110
Slow Oil	1 M.U. + 10 A.U.	N/A	12/110
Knockback Oil	1 M.U. + 10 A.U.	N/A	12/110
Blind Oil	1 M.U. + 10 A.U.	N/A	12/110
Rejuvenation Potion	8 A.U.	N/A	14/80
Stamina Potion	8 A.U.	N/A	14/80
Zest Potion	8 A.U.	N/A	14/80
Med Kit	6 M.U. + 6 A.U./T.U.	N/A	15/120
Trap Disarm Kit	8 M.U. + 8 T.U.	N/A	15/160
Hacking Kit	8 M.U. + 8 T.U.	N/A	15/160
Repair Kit	8 M.U. + 8 T.U.	N/A	15/160
Disguise Kit	8 M.U. + 8 T.U.	N/A	15/160
Poison-makers Kit	8 M.U. + 8 T.U.	N/A	15/160
Scroll-makers Kit	8 M.U. + 8 A.U.	N/A	15/160
Binding Kit	8 M.U. + 8 T.U.	N/A	15/160
Water Purifying Kit	8 M.U. + 8 T.U.	N/A	15/160
Massage Kit	8 M.U. + 8 T.U.	N/A	15/160
Shield Amulet	12 M.U. + 10 T.U.	N/A	16/220
Max Health Potion	22 A.U.	N/A	24/220
Max Mana Potion	22 A.U.	N/A	24/220



Table 1CRC: CRAFTING CUSTOM

If a Hero wants to craft something random or from scratch, like a torch out of a stick and slime, or handcuffs out of wire, they must adhere to the following *Table 1CRC*, which works akin to *Table 1X*, mentioned later.

CM REQUIRED	DIFFICULTY RATING
1	A very easy craft, like a torch from a stick and some glowing slime.
2-4	An easy craft, like shaping clay into a pot or cup.
5-7	A simple, but not overly easy craft, such as sewing a simple pattern.
8	An AVERAGE craft, such as making and fitting a shirt.
9-11	An above average craft, such as making cosplay armor.
12-14	A challenging craft, such as crafting and fitting a watch.
15-17	A more challenging craft, such as building a basic machine.
18-20	A difficult craft, such as building a component for a computer.
21-25	An extremely difficult craft, such as building a robot.
25-30	An (<i>almost</i>) unrealistically hard craft, like bio-engineering a mechanical heart.
31-50	Near impossible craft, such as making a portal to a different dimension.

To craft +1/+2/+3/+4/+5 Armor & Weapon Equipment of any design, you'll need 10/20/30/40/50 Craft Mastery and 10/20/30/40/50 combination of any crafting units. This may not always be economically beneficial, but it is certainly flexible, and allows you to turn junk into gear on the fly. *It takes months to years of trial and error to craft a "Custom Gadget", and while Heroes are intelligent, they normally don't have the time or the resources for this.*

CRAFTING GADGETS

Crafting gadgets is like crafting items, and therefore you should read the previous sections before continuing on. With that said, this is where crafting can get extremely powerful. **Gadgets are Keepsake Items** that allow you to use a specific ability **once per combat, as an action**. You automatically reassemble and recharge them outside of combat, so that they may be used again. Gadgets can only be used while they're in your utility belt though, so you'll have to be wise about your loadout. Keep in mind that other party members can use the gadgets you create as well, so it may not be a bad idea to supply everyone with the gadget that fits your party the best. Just note that whomever is using the gadget's ability, will have their own stats and attributes applied to it, not yours.

Like most item crafting, each formula produces 1 gadget. Gadgets also require a formula and a minimum Craft Mastery. They also have their own gold values. The main difference is that gadgets have an "*Ability*" column, that describes what ability the gadget allows you to use once per combat. It also tells you what class the ability is from, so please refer to the "*Class Book*" for more information about each ability.

Some abilities are used a bit differently when used via a gadget, however. **Using abilities via gadgets allows you to ignore Equipment Skill and Song Skill requirements.** Therefore, if a Song Skill is used via a gadget, it allows you to use it without having an instrument equipped. Same is applied to melee abilities like the Warrior's "*Taunt*", you won't need a melee weapon equipped to use it either. Abilities like the Deck Master's "*Double Draw*", however, would only benefit you if you have a deck to draw from. The *Aim Bot* gadget can be used without having a Gun weapon equipped either. Lastly, Thief abilities are a little more complicated, as they aren't activated abilities, but rather passive. The *Metal Detector* item allows you to use the "*Forage*" ability, but this ability is an always active (AA) ability that triggers after combat. Therefore, just having it in your utility belt will trigger this effect after combat. The *Change Dispenser* is similar, as it allows you to use the "*Heal Baiting*" ability, an ability that is combat active (CA). This ability only triggers once per combat anyways, so as long as it's in your utility belt, it works exactly the same. (*Multiple instances of these 2 Thief abilities cannot stack in any way.*)

Using a gadget gets around anything that says you cannot use Spell Abilities, Thief Abilities, etc. Using a Spell Ability via a gadget, while you have 10 head wounds, will not cause you to lose HP.



Table 1CRG: CRAFTING GADGETS

GADGET	FORMULA	ABILITY	CM/GOLD
Power Bracelet	10 M.U.	Power Attack (Warrior)	6/100
Port-O-Potty	6 M.U. + 6 A.U./T.U.	Foulwater Blast (Hydromancer)	8/120
Lemon Charger	6 M.U. + 6 A.U./T.U.	Charge Weapon (Warden)	8/120
Music Box	10 T.U. + 3 M.U.	Madrigal of Frostfire (Bard)	9/130
Medicinal Mortar	10 T.U. + 3 A.U.	Healing Gush (Warden)	9/130
TBS Grade Roman Candle	10 T.U. + 4 A.U.	Greenfire Bolt (Pyromancer)	10/140
Tentacle in a Box	10 T.U. + 4 M.U.	Dominate (Nightlasher)	10/140
Tesla Rod	10 T.U. + 5 M.U.	Lightning Storm (Geomancer)	11/150
Ice Rod	10 T.U. + 5 A.U.	Ice Ray (Hydromancer)	11/150
Smoking Bottle	12 T.U. + 4 A.U.	Smoke Bomb (Ninja)	12/160
Card Dealer	16 T.U.	Trips (Deckmaster)	12/160
Change Dispenser	17 T.U.	Heal Baiting (Thief)	13/170
Microwave Gun	12 T.U. + 6 M.U.	Melt (Acidomancer)	14/180
Amp Backpack	12 T.U. + 7 M.U.	Presto (Bard)	15/190
Bile-Water Mine	12 T.U. + 8 A.U.	Bile-Water Bomb (Acidomancer)	15/200
Captain's Log	20 T.U.	Co-operative Strike (Captain)	16/200
Shriekhorn	20 M.U./T.U.	Taunt (Warrior)	17/200
Toxic Emitter	12 T.U. + 10 A.U.	Toxic Spray (Acidomancer)	18/220
Metal Detector	12 T.U. + 10 M.U.	Forage (Thief)	18/220
Decontaminator	13 T.U. + 10 M.U.	Cleansing Water (Conjurer)	19/230
Aim Bot	24 T.U.	Ready Headshot (Gunner)	20/240
Forcefield Generator	20 T.U. + 5 M.U.	Tri-Barrier (High Priest)	21/250
Stealth Panel	20 T.U. + 5 M.U.	Shroud (Conjurer)	22/250
Radiographic Exposer	20 T.U. + 7 M.U.	Vulnerability (Sorcerer)	23/270
Adrenaline Infuser	25 T.U. + 3 M.U.	Haste (Conjurer)	24/280
2-Way Teleporter	20 T.U. + 9 M.U.	Relocate (Sorcerer)	25/290
Signal Storm	20 T.U. + 12 A.U.	Storm Phoenix (Invoker)	28/320



Signal Flare	20 T.U. + 13 A.U.	Brightblaze (<i>Invoker</i>)	29/330
Signal Beacon	20 T.U. + 14 A.U.	Glowscream (<i>Invoker</i>)	30/340
Flame Cannon	15 M.U. + 10 T.U. + 10 A.U.	Soul Scorch (<i>Pyromancer</i>)	31/350
Environmental Manipulator	12 M.U. + 12 T.U. + 12 A.U.	Crystal Patriarch (<i>Invoker</i>)	32/360

GM MECHANICS

Knowledge of the following Game Master (GM) mechanics may help any type of player understand the game a little better. Therefore, they are explained in this book as well as the GM Book.

“X” Value

“X” is a factor used to measure difficulty. The higher the “X” value, the higher the difficulty. As a GM, you’ll use this table quite often; When you create enemies, place traps, prepare treasure, prepare encounters, etc. Hero players, as creative as they are, will ask if they can do or try many different things. Some of the things they ask may be borderline unrealistic. In all cases, determine how difficult the attribute test would be if you or a normal person attempted it, and then choose the appropriate value from the following table:

Table 1X: “X” VALUE

HERO LEVEL (HL)	“X” VALUE	DIFFICULTY RATING
1	5	A pretty easy attribute test.
	6	An easy attribute test.
2	7	A simple, but not overly easy attribute test.
	8	An AVERAGE attribute test.
3	9	An above average attribute test.
	10	A slightly challenging attribute test.
4	11	A challenging attribute test.
	12	A difficult attribute test.
5	13	An extremely difficult attribute test.
	14	An unrealistically hard attribute test.
	15-20	Near impossible attribute test for any creature.

If a character has an outside influence, like history or experience related to the attribute test, don’t make the attribute test easier. Instead, you’re encouraged to give them a +1 or +2 attribute test score bonus instead.

Example 1: Hero A would like to see if he can convince the drunk Thug B that Thug C has been talking about him behind his back. This is a simple, but not overly easy attribute test, so the GM may either have the Hero test CHA vs Thug B’s INT, or simply have the Hero test CHA 7.

Example 2: Hero B wants to figure out how to use a nearby computer to do something it’s not normally meant to do; such as open an electrically locked mechanical door. This sounds like a pretty challenging attribute test, so we would have Hero B test INT 11.

Example 3: Hero C is crazy and wants to try to break down a thick iron wall with her fists. She has 1 STR. This sounds like an unrealistic attribute test for anybody, so we would have her test STR 14. She rolls a critical success, a 6 on the dice, for a total score of 7. When something like this happens, the Hero would win, yet only gain a trivial victory. In this case, Hero C would manage to make a minor dent with one of her punches, but it would take hundreds more to break through it. In addition, continuing to punch this iron wall should start costing her 10 Vitality per attempt **(never be afraid to start taxing Vitality on attempts that are won over through time and repetition, as opposed to realism and creativity.)** You may also have the Hero test CON to see if they hurt themselves.



DPD (Dealt Per Difference)

DPD, or, **Dealt Per Difference**, is how you determine the **severity of the penalty** when someone fails an attribute test against a trap, enemy ability, or something similar. If you just barely fail an attribute test against a trap, you won't be dealt as much if say, you failed by a lot or critically failed. Only the GM needs to know what the DPD is. **Once the Hero rolls their attribute test, you will determine the difference and tell them what they're dealt** (if anything.)

Jimmy triggers a fatal **gas trap**, causing him to test **CON 7** (DPD = Lose **5 Vitality**, Only the GM knows the DPD.)

Jimmy rolls a 4. The difference is 3, therefore the GM tells Jimmy he loses **15 Vitality**. (3 x **5 Vitality**)

Becca is targeted by an enemy ability, called "**Toxic Breath**", causing her to test **CON 9** (DPD = Poison and Dissolve. Again, only the GM needs to know the DPD.)

Becca rolls a 4. The difference is 5, therefore the GM tells Becca she is dealt **Poison 5** and **Dissolve 5**. (If Becca had any **Poison** or **Dissolve Resistances**, then they would apply now.)

If a character rolls a **1** on the **1 attribute test D6**, they will critically fail, and their score will be a **1**, even if their attributes or any bonuses would bump it up to a higher value. This ensures that no matter what, Heroes should always worry about traps and enemy abilities, whether they have high attribute scores or not; They have at least a **16%** chance to fail and take a severe amount of punishment.

Let's say Jimmy triggers that **gas trap** (Test **CON 7**), and critically fails the attribute test. Even if Jimmy had **2 CON**, he would still take a **1** as his test score. The difference is **6**, therefore the GM tells Jimmy he loses **30 Vitality**.

On the other hand, let's say Becca rolls a **6** on the **1 attribute test D6**, critically succeeding. If she does, she will automatically pass, and DPD will not have to be determined. (Even if her overall score is lower than the test's difficulty.) They will always have at least a **16%** chance to pass the test.

The Willpower (WILL) feat "**Will to Live**" can help Heroes avoid critical failures.

Aside from the "**Will to Live**" feat, traits and bonus tokens may allow Heroes to reroll critical failures.

DPD RECAP

1. The GM tells the Hero(es) they are the target of an ability or trap, then tells them to what to test. (Test **AGI 5**, or just Test **AGI**, for example.)
2. The Hero performs the attribute test, explained on pg. 10 of the *Basic Rulebook*. (Again, if the **D6** lands on a **1** or **6**, they don't need to add attribute scores or bonuses, or account for penalties.)
3. The GM compares the difference between the Hero's test score, and the difficulty of the test.
4. If the Hero fails the test, the GM multiplies the *difference* by the DPD.
5. The GM then tells the Hero what they are dealt. At this point, **Armor**, **SP-Armor**, and **Resistances** apply.

VITALITY TAXING

At certain times, you might feel the need to tax your players of Vitality. To keep this simple, ask yourself this: "Would the action(s) the Hero is taking significantly tire or exhaust them?" If so, feel free to have them lose any amount of Vitality that you deem necessary. You may even have them lose a random amount, using **D6**.

Heroes are real, living, breathing creatures. You want your players to know this. In most cases, you will only need to tax Vitality if a Hero is reattempting an attribute test (like trying a **STR** test 5 times to break down a door.) Depending on how **real** or **gritty** you want your game to be, you may find other reasons to tax them. For example, participating in labor, a sporting event, or even hours of intense study might cause them to lose Vitality.



HALL OF HEROES

This is the Hall of Heroes: An outstanding group of individuals that risked their fortunes to bring forth new adventures; Not just for themselves, but for the enjoyment of others as well. These are the true Heroes of Estaria:

Guy "Mr Fists" Larke, Rillius Stormbreaker, Sir Reginald Hurth, Gennaro Caccavale, Cory Rutter, Dread-Sama, Michael Bradford, C. Brett Heneise, Sky Hawk, Grady Johnson, Kataigida, Bud Wright, Mark Vander Zanden, Ryssa Blackblood, Jake The FireManed_Viking, Ryker Wallace, Kheldoran Mundilfari, The Saul, Rowan Wilhelmina Bouma, Trevor A. Ramirez, Jeremy Welker, Cyril B., Ellen Power, Artemis Grayson, Sir C. D. Bailey, Brandon Hahne, Joel Mattson, Travis (ZeroCool3414) McConkey, Maximilian Fox, Squizdoo, Michael Douglas, Jessi (DemonicWaffle), Dorian Horwitz, Preston James Skinner, Brandon Rub, Davis Drury, The Creative Fund, Laurel Andrews, Nathan Black, Isaac and Kady Davis, Jesse Welch, Emilo and Elmer Thug, and a few unknown souls.

As a GM, you're also encouraged to use the above list if you're trying to come up with names for NPCs.

GODS & GUILDS

During the mid 1800's, about 100 years after the fusion, champions took it upon themselves to brave the wastelands, and rescue any survivors. Within just a few years, they found an abundance of newly mutated races, uniting them and establishing large settlements. These settlements eventually turned into grand cities by the early 2000's. While almost 10% of Estaria is safe, civilized, and inhabitable, most of the world is a harsh, unforgiving land filled with dark magic, hellish creatures, and radiation. Because of this, average citizens began to idolize these champions, praying to them for both safety and comfort... as if they were divine.

Gods are not meant to be taken literally. This section is more to stress the fanatical ideology formed by desperate people in frightful times. (These champions are more like Demigods than anything.) The only "real" divine beings of this land are the Stars. However, their lack of communication and clarity limit their renown.

In essence, these champions became well known as the gods of Estaria. Likewise, many Heroes, pulled from purgatory, would also be recognized as gods once they achieved their Soul Purposes. (Which is why there are gods of many races and alignments.) While some view gods as almighty beings (which may or may not be true), others view them as nonsense, or even threats. No matter the opinion, most large cities in Estaria have a church with a shrine dedicated to each commonly known god or guild.

GODS & GAMEPLAY

Should you wish, gods may play a bigger role in your game, as either a Hero Player or GM. A Hero Player could build their Hero's story, alignment, and mentality around a god's Ideals. Perhaps a Hero believes their Spell Abilities are of a divine nature, granted upon them through their deity. As for a GM, they may use gods as plot devices, NPCs, or even as a basis for their story (for example, one god fighting another, Heroes must choose a side.) Creating a party with Heroes devoted to different gods and guilds can create an interesting, dynamic, and slightly conflicted party (great for advanced role players. The idea would be that each Hero would be loyal to a different god, with different, or similar ideals. They might agree on some things together and might disagree on others.) **The degree to which gods play in your game is entirely up to the players.**



GODS & GUILDS

Starlight shines upon the scathed, reborn Hero.

Estaria will survive.

For under the storms of radiation, and the maws of hellish mutation,

Heroes feel alive.

Mutations, demons, and feral creatures will challenge the Hero's Soul Purpose.

And they will not fail.

Survival, victory, and a new life; renown as gods,

For the Heroes will avail.

Alternatively, you may allow Heroes to create and follow their own god or guild. To do so, first pick any alignment. Then, pick 2 elements and 1 symbol. Finally, they may choose their god's or guild's ideals. To do this, they will choose 3 of the following ideal fragments (*picking only 1 of the 2 options listed in parenthesis*);

Slay (evil or good) people, (help or hinder) charity, destroy (evil or good) families, convert (evil or good) people, (help or hinder) crafting and technology, (help or hinder) nature preservation, (protect or pick on) the weak, (help or hinder) corrupt officials, (help or hinder) towns, (help or hinder) thieves, (help or hinder) religious fanatics, discover new treasures and lands, steal, spy, do mercenary work, help others have fun, seduce and deceive others, kidnap for ransom, show independence, benefit yourself, protect all families.

The following pages begins a list of Heroes that have completed their Soul Purpose and have become renown as gods. After this is a list of popular guilds, that are just as renown as these gods. You may be devoted to only 1.



AVOGADRO OF THE ALCHEMICAL LEGION

ALIGNMENT: Good

ELEMENTS: Acid, Lightning

SYMBOL: A green potion with yellow electricity.

IDEALS: Help crafting and technology, help towns, hinder nature preservation.

BIO: Born to a wealthy family in the jungle city of Kaleem, Avagadro spent his early years reading, playing with friends, and dabbling with potions. Because of the harsh prejudices his city had against chemistry and science, Avagadro had to keep his alchemical hobbies mostly to himself, letting only his inseparable friend Alan know. Every other night the two would meet in the same dark alley, toiling away with potions and beakers. They would often make painkillers for the homeless, medicine for the poor, and laxative to prank the nobles with. These good deeds soon ended, however, when Avagadro's friend Alan stopped meeting up with him. Avagadro suspected something was up, but nothing could have prepared him for the truth... His best friend Alan had contracted scarlet fever, presumably from some of the lower-class citizens they were helping. Alan's father, also a wealthy man, invited many flamboyant alchemists to the town to try to save him. Buying "Miracle Cures" for the low, low prices of 1,000 gold each, he fell straight for their scams. Days later, Alan perished. Finding out that these miracle cures were nothing more than sugar water and food coloring, Alan's father rallied a mob of local druids and shamans to execute all known alchemists in the area, and to ban this scientific practice from their city all together. But Avagadro was determined to find the cure for the scarlet fever as a way to avenge Alan. With his passion, he found the cure in less than a few days; An electric concoction made from kingsfoil... An overabundant plant guarded by Kaleem's very own nature reserve...



BEERCULES OF THE GOOD TIMES



ALIGNMENT: Good

ELEMENTS: Acid, Fire

SYMBOL: A mug of ale and an explosion.

IDEALS: Help others have fun, help crafting and technology, do mercenary work.

BIO: As a man of simplicity, Beercules had one rule that he followed: "Maximize Fun." Doing so in good nature, (*and never at anyone's expense*), Beercules made sure that no matter what he was doing, everyone was having a good time. No one knows much about his early background, but his recent conquests involve explosions and alcohol. As a known engineer, Beercules was the first person to ever create and utilize a portable Gun Turret for combat. His theory was that more guns equals more explosions, which in turn equals more fun. With a cigar in mouth, Beercules could be found blowing up evil all around the wasteland, working with inventors, or staging pyrotechnic shows for charity. A carefree, charming, and brotherly man, Beercules is a well-loved public figure.



CAL VEGA OF THE BLACK WIDOW

ALIGNMENT: Twisted Good

ELEMENTS: Light, Wind

SYMBOL: A golden sun and a black spider.

IDEALS: Help towns, destroy evil families, aid corrupt officials.

BIO: As commander and owner of the Black Widow airship, Cal Vega has led many successful diplomatic missions across Estaria. His most famous conquest was his mission to unite all the civilized races in Estaria under one banner; "The Global Initiative". Without Cal's social ingenuity and sharp wits, this mission would have never stood a chance. He rallied some of the greatest Heroes this world had to offer to help him on this objective; The mighty Sha, Zamerak, Nico, Geddeo, Beercoles, and Crouxious. While they all aided him in the success of this grand objective, Crouxious left Cal with a bitter reminder of their conquest. Turning on Cal at the last minute of their celebration, as if he was persuaded by some otherworldly voice, Crouxious thrust his frostfire Sword straight through Cal Vega's skull. After decapitating Cal Vega in front of all the unified races, he proceeded to rip out his spine, his heart, his innards, and so on until Geddeo managed to pull him off. Immediately disappearing in a spool of frostflame, the crowd's attention shifted towards Cal's remains. While the most talented healers managed to resurrect him, he came back a different, scarred, and spineless man. He ditched the idea of diplomacy in favor of poison and social espionage. To this day, Cal Vega can be seen roleplaying the diplomatic Hero he once was, while pulling the strings with the Watchers of the Desert Nightfire. Trusting only the Watchers and himself, Cal Vega believes he is not only the law, but the savior of all the unified races. Operating under the "ends justify the means" mantra, Cal Vega still upholds his good will towards the united people, just with questionable ethics. He holds brutally high standards for upcoming Heroes.



CROUXIOUS OF THE COLD FLAME



ALIGNMENT: Evil

ELEMENTS: Fire, Ice

SYMBOL: A light blue flame.

IDEALS: Hinder towns, hinder charity, destroy good families.

BIO: Born into a rich family, Crouxious had everything he wanted; Castles, land, a beautiful loving wife, and even two purebred white wolves named Fang and Jax. (In the new world of Estaria, purebred white wolves are rare and valued beyond measure.) After returning home from one of his many successful hunting trips, he came to find his wife standing over the corpses of his family, with a bloody knife in hand. He broke into a cold sweat, and just said "why..." Glaring back at Crouxious, she told him that she never loved him, and revealed herself as the disguised assassin Shayde. Without delay, Crouxious sicced his wolves on her. With this situation now proving too difficult for her to handle, Shayde abandoned her mission. Believing his love was always a lie, and blinded by rage, Crouxious grabbed his gear

and stormed out of the castle; Just missing the corpse of his real, truly loving wife that Shayde disguised as. He went on a murdering spree, first killing his servants, then citizens from the nearest town, named Bonehill. With a hard-fought battle, and the help of the travelling alchemist Avagadro, they managed to capture and subdue Crouxious. He was thrown into a cell, while they hung his wolves and prepared a noose for him. As he heard the last whimpers and wails of his wolves, he knew he was in too deep to stop now. Fueled by rage, he prayed to the Dark Lord, begging him to save his life and return Fang and Jax to him. Without delay, the Dark Lord answered back, asking only that he return the favor for him at a later time, no matter the request. Agreeing to this, Fang and Jax materialized in front of him out of the surrounding dirt and ash, but this time, as nightmare wolves. Soon after, the charismatic Hero Cal Vega approached his cell, offering him freedom in return for helping him on his global conquest...



DUB OF THE TWIN SHIELDS

ALIGNMENT: Gray

ELEMENTS: Physical, Earth

SYMBOL: 2 Shields and a cracked skull.

IDEALS: Protect the weak, help towns, help crafting and technology.

BIO: As a ruthless and spontaneous man, Dub is just as likely to smash your skull as he is to protect it. To Dub, the powers of both good and evil were equally terrifying. In battle, he found himself struggling to defend himself against one or the other, yet alone both. That is, until he adopted a second shield. With a childhood of a poor dwarven blacksmith, and the wealth of a Heroic legend, Dub crafted himself 2 unbreakable shields. One defends against the evil magics of this world, while the other guards him from overzealous crusaders. He has a long friendship and history with Beercules, and an interesting relationship with Neon.



GAMBLE OF THE LUCK BENDERS



ALIGNMENT: Evil

ELEMENTS: Water, Wind

SYMBOL: A shuriken and poker chips.

IDEALS: Steal, discover new treasures and lands, pick on the weak.

BIO: Gamble grew up in the sunken city of Shadowfall, not far from the Static Swamp. Shadowfall resides in a lake, where buildings are half sunken into the lake, and half above it. The sunken parts of the buildings were turned into underwater bars, casinos, or in the shadier parts of town, safe houses. This is where the elf Gamble spent most of his youth. Growing up as a thief and a swindler, Gamble racked up a strong criminal record. Eventually getting caught, the Shadowfall Sentinels (SFS) chopped off his hand for stealing and imprisoned him. It was here, that Gamble reflected upon himself and communed with lady luck. He learned that luck and fortune flowed freely, like water, and it was all around you. You simply had to be quick enough to seize the opportunities. When luck presented itself, he began

to gracefully bend it to his will, as if he could see its very essence drifting in the air. Within short time, luck would have it that a rich Hero was in town, and needed help. The Hero paid for his release, trained him in the arts of ninjutsu and disguise, and even bought him a cybernetic hand, among other enhancements. Currently Gamble lives a lavish life of cheating and stealing at casinos, manipulating outcomes, and becoming the most elusive criminal in Estaria.

GEDDEO OF THE POOR SWORD

ALIGNMENT: Good

ELEMENTS: Physical, Light

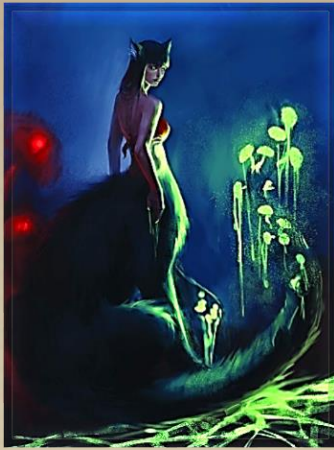
SYMBOL: A Sword and an empty coin purse.

IDEALS: Protect the weak, help charity, hinder corrupt officials.

BIO: Geddeo, an inspirational titan Hero, is your example of a peasant turned legend. Growing up poor and underprivileged, his family was taken away from him under false allegations of assault. Surviving the death penalty, because of his young age of 8, Geddeo managed to flee his hometown and live life as a nomad. Day after day Geddeo trained in the wild, honing his skill with giant Great Swords. No one knows where he found his Sword, or what he did to train, but by the time he was the age of 18, he was splitting mountains with one swing. Not a single creature has been known to live past 1 swing of his Great Sword. As Geddeo matured, he used his strength to relentlessly smite evil, and protect the weak... especially from corrupt dictators and officials. For in his eyes, law and order is just another tool for evil.



NEON OF THE TOXIC OFFSPRING



ALIGNMENT: Gray

ELEMENTS: Poison, Acid

SYMBOL: A glowing green mushroom.

IDEALS: Hinder nature preservation, protect the weak, protect families.

BIO: Neon is the leader of the savage, the feral, and all the highly radioactive creatures in Estaria, known as the wasteland children. When organized for battle, they are better known as the Fusion Born Sentinels. The Fusion Born Sentinels, while not evil by nature, are demonized for their fierce territorial instincts and gross disfigurements. As a loving and leading mother to all these creatures, Neon constantly fends for their rights to existence. With unmatched ferocity, she's claimed the majority of planet Estaria for her wasteland children, forcing all civilized races to unite against her. The civilized races have been successful at holding onto what's left of the planet, but due to the interference of other gods, both sides quickly found themselves at a standstill. The sisters Xiu and Sha played both sides.

Xiu chaotically antagonizes the Fusion Born Sentinels with a greenfire taint that emboldens their savage destruction. Sha on the other hand, marks off Neon's advances with her signature poison frost, that prevents the spread of unnatural vegetation, radiation, and of course, kills the Fusion Born on contact. Halting her toxic growth, Sha managed to buy the civilized races some time, and allow the god Dub to try an alternate plan; To show her love. Practically invincible, Dub walked straight through Neon's highly radioactive lairs, laid with her, and produced numerous offspring. After achieving such an impossible phenomenon, and proving his stalwart fertility, he gave Neon what she valued most; A loving family of her own. In exchange, Neon has agreed to a cease organized advances on the civilized, but assumes no responsibility for what her children might do. Despite this concession, the hybrid abyssian-felion Neon still remains the most dominant god in Estaria.

NICO OF THE RELIC HUNTERS

ALIGNMENT: Good

ELEMENTS: Darkness, Ice

SYMBOL: A purplish black icy gem.

IDEALS: Discover new treasures and lands, steal, help charity.

BIO: Promoting gender ambiguity, theft, dangerous hunts for treasure, and a high risk high reward policy, Nico became the most influential and controversial gods this world has ever known. Nico, a kind hearted felion of unknown gender, was the first creature from the Earth Realm to understand and use ancient relics from the Abyssal Realm. Upon realizing their potential, Nico's goal became to hunt for relics that could improve the lives of all creatures; including the feral and uncivilized. In most cases Nico succeeded, finding relics that quelled radiation, cured illnesses, purified water, cleared bad weather, and even created food. But a few times, Nico failed terribly. Accidental defilement of these relics led to the spread of ancient diseases and the bizarre appearance of curses; A consequence not even the Abyssal Realm was familiar with.

Determined to right the wrongs, Nico continues to journey as a lost necro-thief. Using skeletal minions as distractions, Nico can be found stealing treasures and relics from raiders, collectors, museums, sanctuaries, and feral creatures, all of whom have no idea the powers of the relics they possess. Because to Nico, stealing a relic to help the masses is better than allowing a few selfish people to profit from them; even if it means defiling their sanctity.



SHA OF THE BANEFUL SNOW



ALIGNMENT: Good

ELEMENTS: Poison, Ice

SYMBOL: A teal snowflake.

IDEALS: Convert evil people, hinder crafting and technology, help and preserve nature.

BIO: The mighty Sha protects nature from both industrialization and toxicity. She is most well-known for creating the Poison-Frosted Taiga: A sanctuary of wintry forestland, aerated with a murderous poison. Only all natural, non-mutated creatures are immune to this poison. Taking a more active role in protecting nature, Sha subdues villains with powerful poison that leaves them vulnerable to her purifying frost. Once froze, she cleanses them of their evil, and thaws them out during the Spring. Her sinful prey are then reincarnated as good and proper creatures, with a second chance at life.

SHAYDE OF THE NIGHT TERRORS

ALIGNMENT: Evil

ELEMENTS: Darkness, Physical

SYMBOL: A red bleeding moon.

IDEALS: Slay good and evil people, pick on the weak, do mercenary work.

BIO: Originally Shayde was born as a sickly Baleful named Shay. She was born without an immune system, and her single mother died giving birth to her. Taken back by this unfortunate turn of events, the curious Willow and supportive Beercules took Shay under their wings. Willow inflicted her with the werebeast affliction to give her an immune system, while Beercules enhanced her with cybernetics. Improving her life with both nature and technology, Shay grew up to be a happy young woman. She even fell in love with a handsome man named Gamble. The man taught her some of his elusive tricks, and even the basics of how to lie, cheat, and steal. Persuading her to continue bettering herself, Gamble introduced her to a local vampire, where she contracted vampirism. Soon after, Gamble vanished, breaking her heart leaving her with an overwhelming lust for love, flesh, blood, and pleasure. Shay then began taking up the name of Shayde, becoming a professional assassin for hire. She one day hopes to find, torture, and slay the elusive Gamble.



SYRUS OF THE DEEPWATER CUTTHROATS



ALIGNMENT: Evil

ELEMENTS: Water, Darkness

SYMBOL: A watery, indigo musical note.

IDEALS: Seduce and deceive others, steal, kidnap for ransom.

BIO: As a bitter astral-abyssian woman, Syrus' heart is filled with spite from losing her fiancé, Jamid. Separated after a violent altercation during a civil war, their royal wedding was interrupted, and their vows were never said. Since the altercation, their home city has been razed, and they've never again seen each other. Taking to the seas in the S.S. Shupe, in search for his lost love, Jamid can be found playing their wedding song on his Bladed Guitar. Inventing the amp for this purpose, Jamid's performance can be heard from miles and miles away, in hopes of resonating with her heart. Syrus, on the other hand, took the more alluring route, singing songs of seduction from various docks, shores, and islands. Night after night she sings these songs, hoping to lure Jamid back into her arms. Unfortunately, she has seduced only

random men and women, and the occasional god, such as Dub, Nico, and Xiu. Most notably, she is the only person alive to successfully seduce and capture the elusive Gamble, who naturally escaped soon after. Until then, she will continue luring countless men and women into kidnapping, theft, or at worst; Their watery graves.

WILLOW OF THE NEW LEAF

ALIGNMENT: Gray

ELEMENTS: Light, Earth

SYMBOL: A bright silver glowing leaf.

IDEALS: Help and preserve nature, discover new treasures and lands.

BIO: In Estaria, dryads are born during the first sunrise of Spring... unless you're the odd albino dryad like Willow. Born under moonlight during the deep winter, Willow was greeted with emotional distress; "What am I, where am I, and what is this cold pain?" These are questions she had to ask herself, as she frantically searched for her other kin. Quickly freezing to death while searching for answers, she collapsed next to a willow tree, and prepared for the sweet release of death... With tears swiftly freezing on her cheeks, she noticed how beautiful the moon was... and then saw Luna. A newborn baby owl, struggling to fly, cold and alone, came crashing down towards her, as if it were experiencing the exact same trauma. Cold, scared, but no longer alone, Luna led Willow to a nearby cave where they embraced each other's warmth. The next morning, they decided to start a new life of adventure and exploration, and not let this traumatic experience scar them. Evolving a mental toughness beyond measure, Willow and Luna began their new leaf of existence, preserving the nature that brought them together.



XIU OF THE CHAOS MAELSTROM



ALIGNMENT: Evil

ELEMENTS: Poison, Fire

SYMBOL: A green fireball.

IDEALS: Slay good people, hinder charity, destroy good families.

BIO: Xiu is the first Hero to have ever descended into madness. After accomplishing her Soul Purpose, she was given another, to which she refused to do. Realizing that she was no longer going to be a productive Hero, the Stars merely let her sanity slip away from her... Now, cackling and chaotic, the goblin Xiu will settle for nothing less than total destruction. Living under the wealth of her grandfather, an accomplished inventor, Xiu became both privileged and bored. She desired adventure. Akin to her sister, Sha, Xiu hunts down those that she despises; good people. If you're well renowned for your acts of kindness and charity, Xiu will send her greenfire minions for you. In a broken world, she is the Slayer of Saints; The Executioner of Hope.



ZAMERAK OF THE STATIC SWAMP

ALIGNMENT: Twisted Evil

ELEMENTS: Lightning, Water

SYMBOL: An undead hand, crushing a heart.

IDEALS: Slay good people, hinder charity, destroy good families.

BIO: Once a young and Heroic Amuken of only 13 years, Zamerak conquered many foes and saved many lives at the side of the mighty Sha. Falling for Sha at first sight, Zamerak joined her in her journey to save and restore nature. As they progressed in Sha's grand mission, so did Zamerak's romantic advances towards her; which were met with neutrality. Confused about what she wanted, Sha ultimately slayed Zamerak. Suddenly feeling both regret and an intense guilt for possibly leading the young and naïve man on, she decided to resurrect Zamerak... but he came back something entirely different. An unholy abomination, confused, scared, and enraged from rejection. Wanting nothing at all but to end his own misery, he ran away into the static swamp, where he could drown himself and die yet again. But every time Zamerak drowned, he'd eventually reawake, alive, and emerging from the pond. His heart was sore, broken, and even stopped beating, but his body never quit. To this day, Zamerak recklessly attacks people at random times and places, specifically targeting loving families. His attacks are always suicidal, and typically causes himself more harm than anyone else. When killed in anyway, (including suicide when captured), Zamerak simply burns away in a purple flame, and his soul returns to that same pond he drowned himself in. And when lightning strikes the static swamp, he will then arise again, but much uglier, with all the scars, scratches, and burn mark's he's accumulated over his past lives.



WATCHERS OF THE DESERT NIGHTFIRE



ALIGNMENT: Gray

ELEMENTS: Darkness, Light

SYMBOL: A pink fiery eye.

IDEALS: Spy, catch or help thieves, hinder or aid corrupt officials, stop or help religious fanatics.

BIO: The Watchers of the Desert Nightfire are an elite syndicate of spies, oracles, and diviners. Masters of secrecy, they see and know all. They hide in both the flashes of light and shadows of night. Many businesses pay tribute to them for protection, or for secrets on their competitors. They are not assassins, but they are an assassin's most potent resource... and enemy. To summon the aid of the Watchers, one must simply light a campfire and sleep in the middle of the dark desert. A watcher will then wake them up in the middle of the night to discuss business, and nothing more.

THE GODLESS

ALIGNMENT: Gray

ELEMENTS: Physical

SYMBOL: No symbol, though black & gray clothing are common.

IDEALS: Show independence, benefit yourself, stop religious fanatics.

BIO: If you're independent, atheist, and strive for self-enlightenment, you are fit for this guild. The Godless are a group of individuals that want to retain their independence yet stand for something greater. They are loyal to no one person or god, never congregate, and require nothing from their members. Just remember the one unifying theme of this guild is that religious fanatics are dangerous and should be stopped at all costs. The guild believes that history itself has proven this; for the godless are godless, but the religious are deceitful.



GAME SETTING

Heroes of Estaria can be played in any kind of universe or setting the GM wants to create. Here are **3 sample settings**:

- 1. Medieval** – In this setting, guns, technology, and crossbows are rare or primal. Crossbows may consist of wood and animal sinew, and fire hand-carved bolts. Guns are more flint lock based or shoot rocks and pebbles, and computers are vintage, huge, and offer very few functions. Technology overall is rough, ungroomed, understood by few, and typically foreign. A Bladed Guitar would be a sharp, durable, and wooden acoustic guitar. All other weapons are how you would imagine them in medieval fashion. H.C.'s are imprinted rocks.
- 2. Modern (Default)** – Modern is the default setting in the game and is the most flexible. In this setting, modern guns and technology have recently been invented. They just started to become popular and take on either a steampunk style, clockwork style, or both. Typically, +0 equipment of any type may take a medieval style appearance, and as they work their way up to +5, they start taking an almost sci-fi appearance (*Heroes of course may overwrite this with their own personal aesthetics.*) As for Bow ammunition, wooden arrows and carbon fiber arrows are both common, as are medieval, compound, clockwork, and steampunk bows. Bullets can be simple rocks, pebbles, marbles, modern bullets, or in very rare cases, lasers. Bladed Guitars are usually electric guitars with sharp bladed edges. Overall, early technology is common, modern technology is for the rich or privileged, and advanced technology is usually associated with the government.
- 3. Sci-Fi** – In a sci-fi universe, technology is everything. Computers are everywhere, and most guns will shoot lasers. A few bows and crossbows may even shoot laser arrows as well. Armor is made from sleek, tightfitting nano-weave. Spaceships are common, but usually associated with the government or space pirates. Bladed Guitars have laser edges and glowing strings. Most weapons consist of pure energy. For example, your +0 Maul could be just a handle with a switch, and when turned on, a large hammer shaped energy emits from it. Alternatively, weapons may consist of sharp, durable, and futuristic metals.

SETTING FLAVOR (Default Details)

In medieval and modern settings, guards are mostly melee. Very few guards, citizens, or criminals will wield ranged weapons, as they will always believe a blade is more efficient than a bullet. Guns are deemed unreliable and sometimes unsafe for the wielder (*propaganda spread by the government.*) Armor equipment is popular for anyone, because of the harsh environment (*the world of Estaria will always be in a post-apocalyptic state, and radiation floods most of the planet.*) Lastly, no matter the setting, elements will be wildly popular among the environment. Imagination can run wild on this part (*cold purple grass that turns a hot pink when stepped on, poisonous crystals that explode when exposed to fire or sunlight, forests full of glowing blue leaves that illuminate the darkness, glowing white mushrooms that explode with searing hot steam when touched, shrubbery that emits freezing cold radiation, showers of harmless and electrical sparks that glitter in the dark, or a teal colored fog that not only blinds you, but turns your saliva to slush and makes you want to vomit.*)

ELEMENTAL STACKS IN-DEPTH

Status Effect Clarifications

- Vulnerability** – If a creature is vulnerable to an element (*Fire*) they will receive double the status effect stacks (*Burning*) and double the elemental damage (*Fire Damage*).
- Over-stacks** – In the case of over-stacks (*any stack past 10*), each stack will be converted into 3 Elemental Damage of the appropriate type, for example (*1 Frost Stack = 3 Ice Damage.*) If a creature vulnerable to an element (*Frost*) receives over-stacks, don't double the amount of elemental damage they receive, since you're already doing that by doubling the amount of status effect stacks they're receiving. (*Don't double up twice.*)



ELEMENTAL DESIGN

This section is for those of you interested in naming elemental mixtures. For example, you may want a cool name for a trollish enemy that lives in a wet and poisonous area, so you could call it a "Foul Water Troll." This section is purely for flavor purposes and has no real bearings on game mechanics.

ELEMENT 1	ELEMENT 2	ELEMENTAL MIXTURE	ELEMENT 1	ELEMENT 2	ELEMENTAL MIXTURE
Fire	Water	= Steam	Acid	Lightning	= Instability
Fire	Poison	= Green Fire	Poison	Light	= Purging Light
Fire	Lightning	= Heat Lightning	Poison	Darkness	= Blight
Fire	Ice	= Frostfire	Poison	Ice	= Poison-Frost
Fire	Darkness	= Netherfire	Poison	Earth	= Hazardous
Fire	Light	= Radiant	Poison	Lightning	= Poison Jolt
Fire	Earth	= Magma	Lightning	Ice	= Static Ice
Water	Earth	= Mud	Lightning	Earth	= Tremor Shock
Water	Poison	= Foulwater	Lightning	Darkness	= Black Lightning
Water	Ice	= Slush	Ice	Light	= Bright Ice
Water	Darkness	= Darkwater	Ice	Darkness	= Black Ice
Water	Light	= Brightwater	Darkness	Light	= Voidal
Acid	Poison	= Toxic	Darkness	Earth	= Rot
Acid	Water	= Bile	Earth	Ice	= Tundra
Acid	Ice	= Sour Ice	Light	Acid	= Sour Light

EXTRA OPTIONAL RULES

Depending on your playstyle, these special rules may simplify or enhance your gameplay. Use the following with caution, as game balance can be slightly skewed with some of these rules (*Mages may become much more offensive at the cost of control, CON may be more important for some classes, some traits and abilities may have reduced effectiveness, or perhaps become completely useless.*) **Any extra optional rule must have GM approval.**

SOLO CLASSING / NO CLASSING

Solo Classing: Heroes may forego picking a subclass, choosing only a primary class (*thus learning only 1 Force Break.*) In this case, whenever you're allowed to learn a subclass ability, you may learn a primary class ability instead.

No Classing: Whenever you gain the ability to learn a primary or subclass ability, you may learn any ability from any class instead. Since you have no classes, you may learn any 1 Force Break of your choice (*and only 1.*)

PRECISE FOCUS

You no longer gain focus D6 from the focus feat. Instead, you gain +1 Stat Point for each rank of focus.

CONSISTENCY

Whenever you roll 3D6 or more for SP-DMG, DMG, or healing, you may forego rolling any 3D6 and replace that value with 10. You may do this any number of times, provided you roll enough dice. **This mechanic can help simplify math for players.**

ELEMENTAL ATTUNEMENT

Any Hero may attune to *Elemental Order* or *Elemental Chaos* at a long rest.

- **Elemental Order** - This is the **default attunement**. You deal and receive status effect stacks as normal. (*You believe in the natural order of things, letting the elements naturally stack in the form of status effects before they deal tremendous and consistent amounts of Elemental Damage.*)



- **Elemental Chaos** – The Character does not deal or receive status effects as normal, and instead, each status effect stack is converted into 1D6 Elemental Damage of the associated type (*2 stacks of Burning now equals 2D6 Fire Damage.*) If you deal Blind 2, you now deal 2D6 Darkness or Light Damage (*your choice.*) If you are dealt Poison 2, you now take 2D6 Poison Damage instead. If you had Poison resistance 1 and are dealt Poison 2, your Resistance would apply as normal, and you would only be dealt 1D6 Poison Damage. (*You don't have the patience for status effects, and although forcing the elements out of their natural order may be powerful, it can also be dangerously inconsistent.*)

It is the Hero Player's responsibility to let the GM know when they are supposed to take Elemental Damage, and how many D6 they should take. The GM should not have to manage this mechanic.

PHYSICAL ATTUNEMENT

Any Hero may attune to *Physical Order* or *Physical Chaos* at a long rest.

- **Physical Order** - This is the default attunement. You deal and receive wound stacks as normal. (*You fight with normal techniques and tactics.*)
- **Physical Chaos** – The Character does not deal or receive wounds, and instead, each wound stack is converted into 1D6 Trauma Damage. If you are dealt 3 Head Wounds, you will instead take 3D6 Trauma Damage. If you deal 2 Upper Body Wounds, you will instead deal 2D6 Trauma Damage. (*You fight like a savage, dealing and receiving blows like the reckless fighter that you are.*)

ABILITY ATTUNEMENT

Any Hero may attune to *Ability Order* or *Ability Chaos* at a long rest.

- **Ability Order** – Activated Abilities work as normal. (*You know overexerting yourself is dangerous.*)
- **Ability Chaos** – Activated Abilities no longer incur CDCs, but cost Vitality. The Vitality cost of each ability is equal to double their CDC cost. For example, the Berserker's "*Battle Roar*" ability has a CDC cost of 5, therefore, it will cost 10 Vitality to use. Under this attunement, Combat Active and Always Active abilities are unaffected, and some abilities may be useless altogether. (*Every battle is life or death. You give everything you got.*)

CREDITS & SPECIAL THANKS

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Karina Serdyuk – The incredibly talented artist responsible for most of the artwork included in this game. A wonderfully fun and easy person to work with, can be found at Chirun.deviantart.com.

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Silentcandle@silentcandlegames.com – **John Welch**, the primary author and creator of this game. Has a BA in Business Management from the University of Iowa. Feel free to contact him with any questions or concerns about this game. Feedback is always welcome! (*For questions about gameplay, email Support@Silentcandlegames.com.*)

