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PREFACE

"Heroes of Estaria" is a game of creativity and free spirit. Hero Players create their own characters by selecting the traits, abilities, and feats they will use to pass challenges designed and orchestrated by the Game Master (GM).

The player who takes on the role of GM must not only be creative, but also willing to devote considerable time preparing the narrative levels and enemy designs. Within this context, Hero Players will fight monsters, grow stronger, and act out the roles of the fictional characters they create.

Below details how all books are meant to be read:

HEADING - Sections highlighted in red are essential to gameplay mechanics. Read in advance.

HEADING - Sections highlighted in green are best read if they apply to you (*situational mechanics*.)

HEADING - Sections highlighted in blue are necessary for the GM, but optional for Hero Players.

GAME MASTERS: Should read the Basic Rulebook and GM Book. In addition, the GM should skim through all other books.

HERO PLAYERS: Should read through Character Creation, the Class Book, and the Basic Rulebook.

INTRODUCTORY LORE

While the game can be played in any setting you choose, the following represents the *default setting*.

The world of Estaria takes place in a parallel universe, where Earth remains mostly the same, but the surrounding planets do not. For a moment, let's pretend that planet Mars was full of strange alien life forms, ecosystems, sorceries, artifacts, and foreign elements. Now, let's imagine if planet Earth, through the act of intense and unfathomable magic, were to safely merge with the planet Mars. This would certainly create an interesting world to live in and explore.

Estaria was formed by a process just like this. Only instead of merging with planet Mars, it merged with another nearby planet; **The Magical Planet of Abyssia**. This event, known as the *"Fusion"*, happened in the mid 1700's, right before the industrial revolution. An event like this, happening at such a pivotal moment in history, forever changed the previous Earth's fate; for the mass destruction, chaos, and wars caused by the Fusion took hundreds of years of recovery. The industrial revolution was delayed 300 years, and when it finally did happen, technology took on an early clockwork styled route.

At the time of the Fusion, Earth had faced destruction akin to a nuclear apocalypse. Certain areas of the world were unsafe to live in, and society had fallen back to the middle ages. Earth's ecosystem, races, and elements were forced to coexist with that of the Abyssal planet's; Complicating life in Estaria. Fortunately, this did cause humans to benefit from two random boons:

New races were found and formed. Races from the Abyssal planet were warm and welcoming, as they explained how this act of merging saved their planet from complete annihilation. The Abyssal races met were as follows: Abyssians, Titans, Astrals, Baleful, and Amuken. Through intense exposure to radiation, new Earthly races were also formed. Most notably: Goblins, Felions, Dryads, Dwarves, Elves, and J-10's.

Social structures were done away with. No more social class systems, racial or gender inequalities. In a time like this, everyone had to be as united as possible. The exact same was expected out of every race and gender, with almost no exceptions. This was further encouraged by the people of Abyssia.



While the people from the Abyssal planet brought magic, wisdom, and friendship, they also brought many unnatural evils with them. Curses and disease spread among the races, hellish creatures and artifacts filled the wastelands, and dark sorceries lit up the night.

This is the world of Estaria. A dark, yet abundantly colorful world, where new creatures, races, and elements are discovered every day. Acid, ice, fire, lightning, poison, and darkness are almost as common as grass on this planet. Most of the world's water is irradiated, and unsafe to drink. Some areas have become so toxic, that new mutations known as the "*Fusion Born Sentinels*", have organized and begun their own attempt at world domination, believing they are the true heirs to this new planet.

Essentially a melting pot, Estaria is filled with countless creatures, magic, technologies, and elements. Abyssal and Earthly ruins spread across the vibrant wastelands, inspiring all races to venture out in search for lost treasures and relics. Abyssal ruins and relics are bursting full of astrological and elemental magic, as their basic survival depended on it. Human remnants on the other hand, were mainly engineered recipes and schematics, and while they didn't know it at the time, divine magic as well. For both science and religion shaped the way humans are today.

HOW TO PLAY









In this game, **1 player will designate themselves the GM (Game Master.)** The GM is responsible for telling the story, orchestrating the game, and controlling the enemies. In games like these, GM's will create ongoing stories, called campaigns. Typically, the GM and however many other players will meet up every week or so, and continue where they last left off.

The other players will each create a Hero and are referred to as Hero Players. This game is best played with a group of 3-5 people (1 GM and 2-4 Heroes.)

This game can either be roleplayed out, or played using the game pieces provided. The GM will decide which, if any, game pieces will be used. By default, all game pieces will be used.

GAME PIECES

The Core Game (Full Version) comes with many physical pieces; dice, game mats, character sheets, ability/talent cards, tokens, environmental pieces, enemies, and 72 Hero portraits. On the backside of each of these portraits are environmental pieces that the GM will use to design the map. This allows Hero players a ton of options for character portraits, while not taking away from the GM's tools. One quick tip is to use the game box to roll the dice in (so they don't roll off the table.) Primarily, these pieces exist to help you play right away. In a long-term, busy, or windy setting (like a convention), we suggest using better mats and miniatures.

GAME PIECE	DESCRIPTION
 	<p>Cooldown Counter (CDC) – Used to keep track of cooldowns. Typically, 1 is removed from each Ability each turn during your natural cooldown.</p> <p>Token – If necessary, used to track minions or tokens, such as the Alchemist's "<i>Potion Tokens</i>".</p>
 	<p>Status Effect Stack – These circular shards are used to track status effects. While there are only so many of each symbol to use, the backside can be used to represent any status effect.</p>
 	<p>Wound Stack - These circular shards are used to track wounds. While there are only so many of each symbol to use, the backside can be used to represent any wound.</p>
 	<p>Hero Portrait – Hero players may choose 1 of the 72 Hero portraits provided with the game to represent their character on the game mat. GMs may use these to represent NPCs (<i>Non-Player Characters</i>) should they wish.</p>

 	Barrels & Boxes – These pieces are used to decorate the map. They may be perfect to use for cover, to fill with traps, or to warrant a search from <i>Table 1CI</i> .
 	Walls & Trees – These pieces are used to decorate the map. They are perfect for building rooms or guiding the Heroes down a path. By default, both walls and trees block movement and line of sight. Trees may be perfect for enemies or Heroes to set up a trap or ambush.
 	Objective Tokens – Perfect for setting up visible objectives, such as a lever that needs to be pulled. Objective tokens may or may not be visible, and may need to be interacted with to complete an objective. They are mainly tools for the GM, inside or outside of combat.
 	Pawn Portrait – This portrait represents the “ <i>Ghoul</i> ” pawn, the most common pawn in Estaria. While a few other pawn portraits are included in the game, you may always use the backside to represent any custom-made pawn enemy.
 	Monster Portrait – This portrait represents the “ <i>Fusion Born</i> ” monster, the most common monster in Estaria. While a few other monster portraits are included in the game, you may always use the backside to represent any custom-made monster enemy.
 	Boss Portrait – This portrait represents the “ <i>Academy Mage</i> ” boss, one of many bosses in Estaria. While this is the only boss portrait included in the game, you may always use the backside to represent any custom-made boss enemy.
 	Door & Normal Chest – The gray piece with a handle represents a door. Doors can be placed next to each other to represent double doors. In some cases, these doors may be locked or trapped. Next to the door is a normal chest, that warrants 1 standard search roll.
 	Locked Chest & Trapped Chest – The first chest is clearly locked, which Heroes notice with ease. Likewise, the trapped chest has obvious yellow and red warning marks on it, clearing warning people that the chest is trapped. Each warrant 2 standard search rolls.
 	Grand Chest & Jewelry Box – The grand chest is full of loot, offering 3 standard search rolls, 2 gold search rolls, and 1 roll from <i>Table 1KI</i> , pg. 24. It has either 2 visible traps or 2 visible locks. Jewelry Boxes are locked and sometimes trapped. If trapped, the trap is typically unnoticeable. They offer 1 gold search roll, 1 roll from <i>Table 1KI</i> .
 	Supply Chest & Custom Chest – Supply chests are red and stuffed full of supplies, offering 1D6 rolls from <i>Table 1CI</i> , pg. 21. Custom chests are ambiguous; They may or may not have traps on them, may or may not be locked, and if so, they may or may not be visible. Also, they could even just be empty. Custom chests may contain anything the GM wants to fill it up with.
 	Bonus Tokens & NPC – Bonus tokens allow any player to reroll any 1D6 of their choice. They’re awarded by the GM for positive or encouraging roleplay behavior. The NPC portrait may be used when you want an NPC to stand out. (<i>such as escorting a VIP.</i>)
Game Mat	The white squared game mat is what you can use for combat and/or exploring. Trees, Walls, etc. can be used to decorate these game mats.
Ability Card/Talent Card	Ability cards are smaller score cards used for keeping track of abilities. On the backsides of these are Talent Cards, which are used to keep track of traits.
Character Sheet Front	The character sheet is located on the front side of the larger score pad. It is used to keep track of almost all your character information. Most importantly, stats. (<i>Refer to pg. 7 in the Character Creation book.</i>)
Character Sheet Back	On the backside of the character sheet, you’ll keep track of your experience points and other character information that isn’t relevant during combat. (<i>Refer to pg. 9 in the Character Creation book.</i>)



TERMINOLOGY

AT WILL

At Will means something does not require an action of any sort and may **instantly** be used at any given time (*inside or outside of combat, at **Instant speed**.*)

HL & EL (*Hero Level & Epic Level*)

HL stands for “**Hero Level**” and is one of the most important statistics in the game. Numerous factors scale off HL, such as abilities and difficulties. HL is capped at 5 to keep numbers from getting out of control.

EL stands for “**Epic Level**”, which exists to keep track of how epic your character becomes. EL has no limit, meaning characters can become infinitely powerful.

DICE

1D6 = 1 Six-sided die. When a game mechanic refers to something as 3/4/5/6, or 4/5/6, or even 5/6, etc., it's usually referring to the sides of the D6 only. In some cases, such as rolling for accuracy, it may accept bonuses added to it. You will be made aware if that is the case.

1D10 = 1 Ten-sided die. When a game mechanic refers to an “**RNG**”, or randomly generated number, you will typically use the two D10 provided with the game to determine the number. These are also known as percentile die, and are explained more on pg. 21.

DMG & SP-DMG

DMG is the abbreviation for “**Damage**” and refers to physical damage (*mitigated by Armor.*) **SP-DMG** is abbreviated for “**Spell Damage**” and refers to damage dealt by magical or non-physical means (*mitigated by SP-Armor.*) If anything says Almighty Damage, Trauma Damage, Ice Damage, etc., it is referring to Elemental Damage types (*that can't be mitigated.*)

COOLDOWN COUNTERS (CDCs)

Counters, normally known as “*Cooldown Counters*”, or “*CDCs*”, are simple count down counters. They're used to track when an ability may be used again. It is possible to have an activated ability cost 0 CDC, allowing you to use it multiple times during 1 turn. The max amount of CDCs any ability can have on it is 10.

EQUIPMENT & ITEMS

Equipment consists of armor, weapons, rings, mods, accessories, and anything that must be equipped in one of your equipment slots to benefit from them. You have **2** x Hand slots, **1** x Helmet Slot, **1** x Gloves Slot, **1** x Suit Slot, **1** x Pants Slot, **1** x Boots Slot, **2** x Ring Slots, **2** x Accessory Slots, and **5** x Mod Slots.

Items consist of potions, scrolls, keepsakes and anything that isn't equipment. They need to be equipped in your utility belt to be used inside of combat.

HEALING, GAINING, & LOSING HP

HP (*Hit Points*), keep you conscious and fighting in combat. Whenever you **Lose** HP, you lose up to that much of your current HP (*no mitigation.*) When you **Gain** HP, you recover up to that much of your current HP. When you **Heal** a creature's HP, the same applies, *except* you add your **Healing Mastery** stat to that amount.

TOKENS

Tokens are tangible representations of a unique item, such as the Alchemist's *Potion Tokens*, or the Astrologist's *Moonglow Tokens*. They don't take up spaces in your backpack, and in tangible form, are more for the actual player to keep track of rather than the Hero. These tokens may also be used to represent minions.



BONUS TOKENS & REROLLS

Bonus Tokens are awarded by the Game Master to players that actively roleplay their Hero. Significant acts of roleplay, such as roleplaying their Heroes' backstory, combat ideals, traits, or even simple shenanigans may award a bonus token. *(The GM has full control over this mechanic and may use it in any way that they please.)* By Default, bonus tokens are given out to encourage flavor and roleplay in all areas of the game. Lastly, **bonus tokens may be used to reroll any 1D6 (attribute tests, DMG, abilities, etc.)** The most any player can have is 2 bonus tokens per Hero that they control, but they may give excess tokens to other players. Keep in mind, that as a general rule, **all rerolls are final, even if they're worse.**

SCALING & ROUNDING (2xHL, AGI/3, INT/4, etc.)

Many abilities scale in this game, so that they never become weak. Some abilities may scale off your HL or your attributes to maintain effectiveness. **Let's assume that you're HL 3.** If you have an ability that says, "Frost HL", then that translates to "Frost 3." An ability that reads Poison 2xHL, will translate to Poison (2 x 3), which equals Poison 6.

Now let's say you have 6 AGI (Agility, an attribute explained in the Character Creation booklet.) If you have an ability that scales off an attribute, such as an ability that says Dissolve (AGI/3), that means it will be 1 Dissolve for every 3 Agility you have. Therefore, still assuming we have 6 AGI, this "Dissolve (AGI/3)" will translate into Dissolve 6/3, which equals Dissolve 2. (7 AGI and 8 AGI would equal the same. Only at 9 AGI would it change to Dissolve 3.) Unless otherwise noted, **everything in this game rounds down.**

PAWNS, MONSTERS, & BOSSES

Enemies in this game come in 3 types: *Pawns, Monsters, and Bosses.* This is vital to know when learning abilities, as some abilities only target a specific type (most commonly Monsters.) Anything that says "Enemy", refers to any/all of the 3 types.

Pawns are 1 HP cannon fodder, and are known to spawn during combat, crawling out of vents, ceiling tiles, holes in the ground, or simply summoned from thin air. While they only have 1 HP and die in 1 hit, their attacks are nearly as strong as their Monster counterparts, making them deadly in swarms, or if ignored.

Monsters are the most common enemy Heroes will encounter. Typically, monsters are inhuman fiends and beasts, but thugs, barbarians, and any standard humanoid enemy can be considered a monster to the Heroes. Monsters have attributes and stats just like the Heroes do, with a few variances.

Bosses are the big baddies. They're similar to monsters in most ways, except they're stronger and have more perks. Plenty more about this in the *GM Book*.

COOLDOWN & WARMUP

Whenever you "Cooldown", you will **remove 1 CDC** off of every ability that you have. Whenever you "Warmup", you will **add 1 CDC** on every ability that you have. This includes equipment abilities (*like wands.*)

Cooling down allows you to refresh abilities so that you can use them again (*you catch your breath and gather your senses.*) Warming up allows you to extend the cooldown on your abilities, making certain abilities stronger (*you prepare, maintain, heat up, or enrage.*) You can never choose which specific abilities lose or gain a CDC during cooldown/warmup (*it's all or nothing.*) This game mechanic will make sense as you read more and is **only necessary for Hero players.** The max you can ever cooldown or warmup is twice per round (Your natural cooldown is not included in this limit.) An ability that has a Hero cooldown or warmup themselves, does not affect itself.



STACKS



Stacks in this game refer to something that can stack or pile up on itself multiple times. In most cases, you do not want to accumulate stacks. The two stacks you can accumulate are status effects and wounds. You can only have up to 10 stacks of any 1 type. Think of it like a 1-10 scale of how bad you have it.

CURING vs REMOVING STACKS

Cure means to remove all stacks of 1 status effect or wound. If something says “cures Poison”, it will remove all stacks of Poison from the character. Likewise, curing a head wound would remove all head wound stacks a creature currently has. When something says **Remove 2 stacks** of Burning, then **only 2 are removed**.

STATUS EFFECTS

Status Effects are commonly dealt ailments. They can be a sort of a rock, paper, scissors deal in combat, as most enemies have 1-3 immunities. Use the circular shards included with this game to keep track of these stacks. You may feel free to keep track of these in any other way that you please. The table on the next page explains the status effect, the element tied with it, the shard associated with it, and the description of its effect. (Remember to multiply the effect by the number of stacks your character has.)



Elements are what make the dark world of Estaria so colorful. Even opposing elements mix with one another to create interesting combinations. (For example, Fire + Ice = Frostfire.) The following section explains the mechanics around elements and their associated status effects. (Elemental logic can be found on the last page of this book, pg. 38, and their design can be found on pg. 37 of the Advanced Rulebook.)

RESISTANCES

Resistance is your mitigation against a specific status effect. If you have Stun Resistance 2, and are dealt Stun 6 by an enemy, you will only receive 4 stacks of Stun. The max Resistance any Hero can have to any status effect is 5. Heroes will naturally acquire resistances through the Willpower attribute, or through traits or racial bonuses. Enemies will never have resistances, as they have immunities instead.








VULNERABILITIES & IMMUNITIES

If a character is **Vulnerable** to something, they will take double of whatever they're dealt. For example, if a character vulnerable to both Burning and SP-DMG is dealt Burning 2 and 5 SP-DMG, they will instead take Burning 4 and 10 SP-DMG. Resistances, Armor, and SP-Armor are taken into consideration after vulnerabilities are. If a character is immune to something, such as Frost, they cannot ever be dealt Frost (or Ice Damage.) Gaining a temporary immunity to a status effect does not affect or remove any stacks you currently have. A character cannot become vulnerable to something they are immune to. The only exception to this, would be if something states they *lose their immunity*, like the Sorcerer's ability “Vulnerability”.

ELEMENTAL DAMAGE

Elemental Damage is the *ultimate and purest form of damage*. In Estaria, everyone can resist the elements for a bit, even being coated in frost or fire much before taking actual Elemental Damage. But once overcome by these status effects, creatures will quickly begin to die. The max of any status effect is 10 stacks, and for most status effects, any stack dealt past the 10th is converted into 3 Elemental Damage instead. There are absolutely no resistances to Elemental Damage. SP-Armor does not mitigate Elemental Damage either. The only way a creature can avoid Elemental Damage is if they are immune to the associated status effect. (A creature immune to the Status Effect Burning will not be able to take Fire Damage.) The only exception is Trauma Damage, (being immune to Knockback won't give you Trauma Damage Immunity.)

Almighty Damage is considered the Element of Spirituality. Trauma Damage can be considered the Element of Blood, Bone, Impact, and Anguish. No creature is or can be immune to these 2 Damage types.

Status Effect	Icon	Description Per Stack
Burning (Fire)		Lose 3 HP as soon as your turn ends. <u>You cannot have or gain Stealth while Burning.</u>
Frost (Ice)		Lose 3 HP as soon as your turn ends. <u>At 10 stacks of Frost, you suffer DMG vulnerability.</u>
Poison (Poison)		Lose 3 HP as soon as your turn ends. <u>At 10 stacks of Poison, you suffer SP-DMG vulnerability.</u>
Dissolve (Acid)		Lose 3 HP as soon as your turn ends. <u>At 10 stacks of Dissolve, you have a total of 0 Armor & 0 SP-Armor.</u>
Stun (Lightning)		Creatures that attack you gain +0.5 accuracy on their attacks (<i>critical misses will still miss you.</i>)
Blind (Light/Darkness)		You suffer a -0.5 accuracy penalty on your attacks (<i>critical hits will still hit.</i>) <u>You cannot have or gain Lethal while Blinded.</u>
Slow (Earth)		You suffer a -1 Speed penalty. Also, as an instantaneous effect, you lose 1 Initiative score (<i>this part alters the turn order list and <u>does not</u> come back when you remove or cure Slow.</i>)
Knockback (Water/Wind) & (Trauma)	N/A	You're instantly moved one space away from the source. The GM determines the direction of the Knockback, and <u>must let players know</u> the direction before they initiate Knockback on a target. Knockback <u>does</u> trigger attacks of opportunity from other creatures, but never from pawn creatures or the source dealing the Knockback. The source dealing Knockback may decide whether to deal Knockback, and if so, how much. (<i>For example, if you deal Knockback 3 to a creature, you may decide to deal Knockback 0, 1, 2, or 3.</i>)

At 1 stack of Burning, you will lose 3 HP at the end of your turn. (You also cannot have or gain Stealth.)
 At 2 stacks of Frost, you will lose 6 HP at the end of your turn.
 At 3 stacks of Poison, you will lose 9 HP at the end of your turn.
 At 4 stacks of Dissolve, you will lose 12 HP at the end of your turn.
 At 5 stacks of Stun, creatures that attack you gain +2.5 accuracy (so 2, round down) on their attacks.
 At 6 stacks of Blind, your attacks suffer a -3 accuracy penalty. (You also cannot have or gain Lethal.)
 At 7 stacks of Slow, you immediately lose 7 Initiative. You also suffer a -7 penalty to your Speed Stat.
 At 8 stacks of Knockback, you're instantly moved 8 spaces (40ft) away from the source.

Any stack dealt past 10 (Over-stack) is converted into 3 Elemental Damage, shown in the table below:

Element	Condition for Elemental Damage
Fire	You're dealt 3 Fire Damage for each stack of Burning you're dealt past 10.
Poison	You're dealt 3 Poison Damage for each stack of Poison you're dealt past 10.
Earth	You're dealt 3 Earth Damage for each stack of Slow you're dealt past 10.
Acid	You're dealt 3 Acid Damage for each stack of Dissolve you're dealt past 10.
Lightning	You're dealt 3 Lightning Damage for each stack of Stun you're dealt past 10.
Ice	You're dealt 3 Ice Damage for each stack of Frost you're dealt past 10.
Light & Darkness	You're dealt 3 Light or Darkness Damage for each stack of Blind you're dealt past 10.
Holy & Unholy	You're dealt Almighty Damage from specified circumstances, such as a trait or ability that causes Almighty Damage.
Water, Wind, & Trauma	You're dealt 3 Water, Wind, or Trauma Damage if you've ever dealt Knockback and can't be moved anymore (for each extra stack. For example, being pushed back into a wall or wall-like structure.) Specified circumstances may also deal Trauma Damage.






WOUNDS

Combat can get bloody fast, and *Wounds* typically involve bleeding or trauma of some sort. This can be internal or external. Wounds can represent a deep bleeding cut, a cracked rib, or even a brain hemorrhage. *The more wound stacks, the deeper the wound.* (Max of 10 stacks per wound type.)

Some characters are capable of dealing *Wounds*. The type of wound dealt depends on where the attacking creature was aiming their attack, ability, item, etc. Most of this comes down to how you describe your attack. If you decide not to describe your attack, the default wound dealt is an *Upper Body Wound*.

When you attack a wounded creature, your attack will gain +1 DMG for each wound the creature has. (For example, a creature with 10 *Head Wounds* and 5 *Upper Body Wounds* will take an additional +15 DMG whenever they're attacked, hit, and dealt DMG (not SP-DMG.)) This +1 DMG per wound effect only accounts for the wounds a creature already has; Not from the wounds your current attack might inflict. Dealing SP-DMG will not trigger this effect. Upon reaching 10 wound stacks, a debilitating effect will also occur:

Wound	Icon	Effect upon receiving 10 Wound Stacks (of the same type)
<i>Head Wound</i>		When you have 10 <i>Head Wounds</i> (stacks), using any Song, Spell, or Enemy Ability that requires an Action to use, will cause you to lose 10 HP. (Head or neck injury.)
<i>Upper Body Wound</i>		When you have 10 <i>Upper Body Wounds</i> (stacks), attacking will cause you to lose 10 HP. (Chest, arm, shoulder, back, or stomach injury.)
<i>Lower Body Wound</i>		When you have 10 <i>Lower Body Wounds</i> (stacks), you will lose 10 HP the first time you initiate any kind of movement each round. (Any injury below the waist.)

Loss of Hit Points from the above effects cannot defeat you. Instead, it will reduce you to 1 HP. Therefore, if you have 10 HP and 10 *Upper Body Wounds*, attacking will cause you to lose 9 HP, leaving you at 1 HP.

*The above loss of Hit Points (HP) happens immediately, before your action resolves.

*The Game Master may determine if Head, Lower Body, or Upper Body wounds would logically apply to the use of unusual attacks, abilities, or items; Like an enemy that only attacks with their feet (Lower Body.)

If a creature has a generic bonus to wounds, like the Great Axe's "+2 Wounds", it applies to each attack that causes their target to lose Hit Points. The wound types dealt are the attacker's choice.

HOW TO CURE & REMOVE STACKS

- **Items & Abilities** – Bandages, Magic Moss, Med Kits, and abilities are the most common remedies.
- **Heal Action** – You may use the "Heal" action (explained on pg. 12.)
- **Regeneration (Zen)** – Heroes have the uncanny ability to recover after combat. Once combat ends, Heroes may recover all Hit Points, and cure all status effects and wounds. (More on this on pg. 37.)

ATTRIBUTE ABBREVIATIONS

Constitution	Agility	Intellect	Strength	Willpower	Charisma
CON	AGI	INT	STR	WILL	CHA

Above are your 6 Core Attributes. The 7th Attribute is known as Technique (TEC). (These attributes are explained more in the Character Creation booklet.) For now, it's just important to know these abbreviations.



ATTRIBUTE TESTS

The GM will often have Heroes perform attribute tests (such as testing AGI to dodge a trap, CHA to persuade someone, or even WILL to resist an enemy's ability.) If the GM requires such a test, they will let you know by asking you to "Test Agility 7, or just Test Strength, etc." To do so, you will roll 1D6, known as the **1 Attribute Test D6**. After that is rolled, the Hero will then add their **associated attribute score** to their roll, as well as any bonuses or penalties they may have. The process is shown below:

EXAMPLE 1: Timmy with **3 AGI** and no bonuses or penalties must test AGI 7.

$1D6 + \text{AGI} + (\text{Any Bonuses or Penalties}) = \text{Test Score.}$

Timmy rolls a **2**.

$2 + 3 + 0 = 5$

Timmy fails the test.

EXAMPLE 2: Becca has **6 INT** and decides to try to decipher a hidden message in a letter they found. The GM just says test your INT (keeping the difficulty of 10 to themselves.) Becca rolls a **5** on her **1 attribute D6**. After adding her **6 INT** to the roll, she comes up with an **11** for her INT test score and passes the test.

Attribute tests against enemy abilities are not always a straight pass/fail. The degree to which you fail determines the outcome. If an enemy requires a Hero to Test STR 7, and the Hero rolls a 6 STR test score, the ability will not affect them as much, as if they had rolled a 5 or below. Each individual point on your test score matters. This is known as the **DPD** or **Dealt Per Difference**. Hero players do not have to worry about this this mechanic, they just need to understand that it exists. The GM takes care of measuring the DPD. (*This mechanic is found on pg. 26 of the Advanced Rulebook and pg. 14 of the GM Book.*)

There are no draws when it comes to attribute tests. If a Hero and an enemy tie, the Hero wins. If a character rolls 10 on a test that requires a 10, they pass. If two Heroes (or two enemies/NPCs) tie each other on an attribute test, they simply reroll, or draw if it's outside of combat, and the GM allows it.

CRITICAL SUCCESS

No matter the score, if you roll a **6** on your **1 attribute test D6**, you critically pass the test. Outside of combat, this may be a huge victory, or if your overall score is low, it may be a minor or non-substantial victory (*but a victory nonetheless.*) In combat, you pass any ability that targets you.

CRITICAL FAILURE

No matter the score, if you roll a **1** on your **1 attribute D6**, you critically fail the test. Outside of combat, this can be a huge loss, or if your overall score is high, it may be a minor loss (*that may or may not cost you Vitality, determined by the GM as a penalty.*) In combat, the ability hits you, and your score against the ability is equal to 1 (*no associated attribute score, bonuses, or penalties are added to this amount. It's just 1.*) The only way you can change this score of 1, is if you have the *Will to Live* feat, or if you have a way to reroll the attribute test. In combat, *Critical Failures* are meant to be just as brutal as they sound.

Critical Successes and *Critical Failures* apply to attribute tests. *Critical Hits* and *Critical Misses* are different, and apply to accuracy rolls.

DOUBLE CRITICAL

If any creature happens to roll 2 critical misses/failures or 2 critical hits/successes in a row, this is known as a *double critical*. If a double critical happens, the GM determines a bonus effect to happen. For example, if a creature critically misses an attack twice, they may accidentally shoot their ally, drop their weapon, or provoke an attack of opportunity. Another example would be if they critically hit on an attack, then critically hit on a following attack; They might throw their opponent off balance and deal Knockback to them. Alternatively, the GM may award them an attack of opportunity. (*Don't count rerolls.*)



COMBAT

Combat happens in *Rounds*, and each round last about **10 seconds**. During a round, everyone is fighting simultaneously, with of course some creatures taking their individual *Turns* before others. To determine what order Heroes and enemies take their turns, you will **roll for Initiative** and make a **Turn Order List**.

INITIATIVE & TURN ORDER

As soon as combat starts, every character in combat will roll for Initiative, in no particular order (*left to right if necessary*.) Initiative is:

$$2D6 + \text{Initiative (stat)} = \text{Initiative Score}$$

There are no critical failures or successes with Initiative, and when 2 creatures tie in Initiative score, the Hero will go first. If 2 Heroes or 2 enemies are tied, they may decide who goes first.

Once Initiative is rolled, **make a Turn Order List**, in descending order (*highest Initiative Score at the top, descending to the lowest character's score at the bottom*.) This can be done on scratch paper or on the backside of the Enemy Sheets (*where there's a nice area to manage stacks and HP*.) You can set a dice on that paper (*over the character's name*) to keep track of whose turn it is. Then, you can use that dice to also keep track of what round you're currently on, by starting at 1, and working your way up to 2, 3, 4, 5, and 6.

Minions take their turn immediately after their controlling Hero's turn, no matter when they were summoned. *Pawn* enemies always have an initiative score of 10. Neither have to roll for Initiative.

Once every character on the list has taken their turn, the list repeats itself (*until one side defeats their opponents*.) 1 Round in combat is finished once every (*conscious*) character has taken their turns.

Abilities with **1 Round durations** are a little more dynamic. For example, if a Hero who is 3rd on the list uses an ability that lasts 1 round, the ability won't expire until the start of their next turn, on the following round (*it expires right after their natural cooldown and does not last until the end of the Hero's turn. If the Hero is slowed and has their following turn delayed, the duration will end on whomever is 3rd next round*.)

DELAYING INITIATIVE

Any character may reduce their Initiative score by any amount at will, if they have not spent any Action Points or Quick Action Points yet this current round. Doing so will permanently reduce their score for the remainder of combat. If a character wants to delay a specific action, but doesn't want to alter their Initiative score, refer to the *Holding an Action* section in the *Advanced Rulebook*, pg. 13.

If the status effect *Slow* changes a creature's Initiative score, it's a permanent change for this combat. Removing *Slow* does not restore Initiative. If any effect causes a creature to move down the Initiative list after already taking their turn, causing their turn to come up again, it is simply skipped. **No creature may ever have 2 turns in 1 round by any means.**

TAKING YOUR TURN

Starting with the character at the top of the Turn Order list, each creature will take their turns in descending order. Heroes will start with a natural cooldown phase, and then start the beginning of their turn. All other creatures (*like enemies and minions*) will jump straight into the beginning of their turn.

The following page explains what you can do during your turn:



TAKING YOUR TURN

1. NATURAL COOLDOWN (*Heroes only*)

Before a Hero's turn begins, they must cooldown 1. There is no way around this effect, it *must happen*, and it must happen before they can do anything on their turn. Naturally, abilities that currently do not have CDCs on them aren't affected by any cooldown effect.

Beginning of turn (below) happens after natural cooldown. This is important to know when using anything that says "at the beginning of your next turn."

2. BEGINNING OF TURN

GAIN ACTION POINTS – You gain +2 Action Points and +1 Quick Action Point.

ACTIONS – 1 Action Point can be used to do one of the following actions:

- **Attack** – You may attack an enemy within your range.
- **Ability** – You may use an ability that you know, or are capable of using (*via equipment, gadgets, etc.*)
- **Move** – You may move up to your Speed. Each 1 Speed allows you to move 1 space (5 feet), at any time during your turn. (*You have 5 Speed and declare movement. After moving 3 spaces forward, you perform an attack action, and then move 2 spaces back. You may perform actions of any type mid movement.*)
- **Heal** – Heal yourself for 1D6 HP. Alternatively, you may remove up to 1D6 wound stacks or status effect stacks from yourself, of any combination. Only works on yourself. (*Limit once per turn.*)
- **Cooldown** – You may cooldown 1 or warmup 1. You may only use this action once per round.
- **Revive** – You may revive an adjacent defeated Hero. (*You may heal an adjacent defeated Hero for 1D6 HP and bring them back to consciousness. If you had a lower Initiative score than them, their Initiative score is now immediately after yours. If they have already taken their turn this round, then they skip this upcoming turn.*) No items are required to perform this action. You cannot heal a defeated Hero any other way, unless an ability, trait, or item specifies it.

QUICK ACTIONS – 1 Quick Action Point can be used to do one of the following actions:

- **Use/Give Item** – You may use any token, keepsake, or consumable item. Or, give any token, item, or equipment to any Hero within 2 spaces (*that is currently outside of your backpack.*)
- **Pick Up Object** – You may pick up or take an idle object next to you.
- **Swap** – You may switch positions with a willing adjacent creature. This does not provoke attacks of opportunity. (*Limit once per round.*)
- **Switch Weapon** – You may switch any equipped weapons and/or Shields with those in your utility belt.
- **Attribute Test** – You may perform a light attribute test, such as an INT test to quickly examine something, a STR test to pull a stuck lever, a CHA test to persuade somebody to yield, etc. Some attribute tests may take an entire action though, determined by the GM. (*Example: An AGI test to hop a 6ft fence would take 1 Quick Action Point, but an INT test to mess around with a computer during combat would take 1 full Action Point.*)
- **Take Cover** – You may Take Cover if the proper environment is available (*tree, rock, box, chest high wall, etc.*) This is explained more in the Cover & Range section, pg. 15.

Action Points and Quick Action Points do not carry over to the next round if unspent. You lose any unspent points at the end of your turn. 1 Action Point may be used to perform any 1 action a Quick Action Point could.

Action Points and Quick Action Points can be spent in any order you want. Once your done spending all the points you want to spend, your turn will end.

ATTACK & DEFENSE

ATTACKING

1. Range Check
2. Accuracy Roll (1D6)
3. Attack Roll (Roll your weapons DMG or SP-DMG, then add the appropriate stat bonus.)

1. RANGE CHECK – For melee attacks, the target must be adjacent to you (unless your weapon states that it's a melee weapon with a range of 2, like a Spear.) For ranged attacks, the target must be within your range. (Range 3, target must be within 3 spaces of you, not 3 spaces between you and the target.)

2. ACCURACY – Roll **1 accuracy D6** to see if your attack hits. (Example: You attack with a Hand Axe, that has an accuracy of 4/5/6. You roll a **4**, meaning your attack hits. You would have missed on a 1/2/3. If you roll a **3**, but have a +1 bonus to accuracy, your accuracy roll would equal **4**, therefore hitting.)

If the **1 accuracy D6** lands on a **1**, the attack will miss (this is known as a **Critical Miss**.) You do not add accuracy bonuses or penalties to critical misses.

If the **1 accuracy D6** lands on a **6**, the attack will hit (this is known as a **Critical Hit**.) You do not add accuracy bonuses or penalties to critical hits.

When the dice lands on a 6, you score a critical hit. If the dice lands on a 5, but you have a +1 accuracy bonus making it a 6, it is not a Critical Hit. When determining critical hits, only the dice is considered, not the overall accuracy score.

3. ATTACK – When you hit with an attack, you will roll the weapon's DMG or SP-DMG D6, and then add the appropriate MAD, RAD, and/or SP Mastery stat to that roll.

For example, Hero A attacks an adjacent enemy with a 1H Sword, that deals 2D6 DMG. That Hero rolls 2D6, and then adds their MAD (Melee Attack Damage) to that value (dealing that much DMG to the enemy.) If it were a ranged weapon, they would have added their RAD (Ranged Attack Damage) stat to the 2D6 instead, and if the weapon dealt SP-DMG, that Hero would have added their SP Mastery stat to the roll instead.

If the weapon has a bonus effect, such as +Dissolve 2, the enemy would be dealt that as well.

CRITICAL HITS – If you *Critically Hit* an opponent, you instead add **double** your MAD, RAD, or SP Mastery to that attack. (If your Minion critically hits, double the Minion Damage bonus they receive from you.)

DEFENDING

1. Armor (DMG mitigation)
2. SP-Armor (SP-DMG mitigation)

ARMOR - Your Armor is your DMG mitigation. This applies any time you're dealt DMG, either through attacks or abilities.

The enemy hits you for 20 DMG, and you have 8 Armor. You lose 12 HP.

SP-ARMOR – Your SP-Armor (Spell Armor) is your SP-DMG (Spell Damage) mitigation. This applies any time you're dealt SP-DMG, through attacks or abilities.

The enemy hits you for 10 SP-DMG, and you have 4 SP-Armor. You lose 6 HP.

*NOTE: Armor and SP-Armor do not mitigate "Loss of HP" effects or any kind of Elemental Damage.

MELEE

There isn't much to **standard melee attacks** that hasn't already been explained on the previous page. However, not every character is going to have a standard fighting style, like simply wielding a Great Sword. In certain situations, you may have to improvise.

IMPROVISED WEAPONRY

Typically, **1D6 DMG** and an **accuracy of 5/6** is a good starting point for improvised weaponry. Any extra details or enhancements to improvised weaponry will have to be determined by the GM, as the situation can vary dramatically. (*Adding more DMG D6, better accuracy, or even status effects are great ways to determine how these types of attacks will work.*) For example, bashing someone with an oil lantern might deal **1D6 DMG**, have an accuracy of 5/6, and deal **Burning 2** (*at this point, the lantern would most likely break.*) Unless the improvised weapon is excessive, you should not have to unequip your current weapons to use one.

FIGHTING BAREHANDED

If a character has nothing equipped in both their Left Hand and Right Hand slots, then they're considered **Barehanded**. Barehanded characters may attack and use their bare hands as melee weapons. These weapons have an **accuracy of 4/5/6** and deal **1D6 DMG**. Like normal melee weapons, **your MAD stat still applies as bonus DMG**.

A creature with only 1H empty, such as a Sword and Shield user that dropped their Sword, may attack with a fist using the barehanded attack above. However, for the purposes of abilities and mechanics, they will not be considered "barehanded".

DUAL WIELDING

Dual wielding is straightforward; you equip any two weapons in your 2 hand slots, and you're good to go. **There are no restrictions on dual wielding, and anyone can do it.** You can have a Sword and a Pistol equipped, a Hand Axe and a Battle Wrench, a Mace and a Trumpet, or even two Trumpets equipped. If you can hold it in your hands, you can equip and use them. (*The only exception is, you can't Dual wield Shields without the Guardian's "Shield Fighting" ability.*) Dual Wielding 2 of the same focus will cause their bonus effect to stack.

If you have 2 weapons equipped and attack, you will **only roll accuracy once**. If you hit, then you combine their DMG, SP-DMG, and any effects they provide on that attack (*but you must choose whether to add your MAD or RAD to the attack (if applicable) and you can only add one of these stats once.*)

There is one drawback to dual wielding. If you have 2 weapons equipped, that each have an accuracy, you must use the lower of the two accuracies. For example, if you have a 1H Sword (*accuracy 3/4/5/6*) equipped and a 1H Hand Axe (*accuracy 4/5/6*) equipped, you will use the Hand Axe's accuracy of 4/5/6 when you attack.

DUAL WIELDING WITH A FOCUS OR SHIELD

Not all weapons have accuracy, and this is especially true for focus weapons. If your other equipped weapon has an accuracy, your attacks will use its accuracy. If both weapons do not have an accuracy, then you cannot attack at all. (*Only the Guardian Skill "Shield Fighting" turns shields into weapons with accuracy.*)

If you have 2 Shields equipped, their basic bonus of +5 Armor and +5 SP-Armor *will stack*. (+10 and +10.)

DUAL WIELDING WITH A 1H RANGED & 1H MELEE

Some people prefer the flexibility of always having a ranged and melee weapon equipped. If you attack at range, you will only attack with the ranged weapon, using its accuracy and DMG roll. If you attack an adjacent enemy, you may either choose to attack with just your melee weapon, just your ranged weapon, or both. If you choose to attack an adjacent enemy with both, you will use the lower of the two weapon's accuracies as normal, but must choose whether to apply either your RAD bonus or MAD bonus to this attack (*not both.*) This attack would count as both a ranged and a melee attack.



COVER & RANGE

While anyone may *Take Cover*, given the proper environment, only characters with ranged weapons can attack from cover. *Taking Cover* grants you bonuses, depending on the type of cover used:

1. **Full Cover** – You hunker down behind something like a chest high wall, giving you +10 Armor and +10 SP-Armor bonus against ranged attacks/abilities that target you (*if they can.*)
2. **Half Cover** – You interpose an object, such as a crate, barrel, or chest between you and the aggressor, granting you +5 Armor and +5 SP-Armor against ranged attacks/abilities that target you.

Proper environment just means being able to reasonably use something as cover. *If it makes sense to the GM, you can do it.* Common examples would be using the corner of a building, a barrel, a box, or a large rock (*but never a creature.*) The general rule of thumb about *Taking Cover*, is that if you can see an enemy, it can see you. You are not invisible or hidden, just better protected against ranged attacks and abilities.

The object you are taking cover from must be between you and the enemy. If for any reason the object is destroyed, moved, or you're attacked from behind, you will either lose your cover bonus, or it will not apply (*determined by the GM.*)

RANGED ATTACKS

You do not have to keep track of basic ammunition when attacking with a ranged weapon. (*It's assumed that your character can manage basic ammunition in their own unique way.*) When making a ranged attack, you will typically attack an enemy within your weapon's range. However, there may be situations where you want to shoot farther than normal (*sniping someone before combat, shooting down someone trying to run away, etc.*) For those reasons, we have 3 different ranges:

1. **In Range** – Your target is within your ranged weapon's range, and you may attack it with normal accuracy. (*This is considered your "Effective" range and is typically a short distance.*)
2. **Beyond Range** – Your target is farther than your normal weapon's range, but within at least *double* its normal range. You may attack an enemy using up to double your ranged weapon's range, but your maximum accuracy on this attack is 5/6, unless you have Lethal 2, then it's 4/5/6. (*Abilities that have you attack cannot be used this way. Only a normal attack action may be aimed this way.*)
3. **Out of Range** – Your target is farther than double your ranged weapon's range. **You cannot attack it.**

In Range is a normal weapon's range, and it's meant to be short, because it's your "**Effective Range**" with the weapon. Attacking a target beyond your effective range limits your potential. Certain traits and abilities may add range to your ranged attacks. In these cases, it is assumed your ranged weapon's range is increased by that amount.

CONCENTRATION (Spell Casters)

Concentration checks are required a Hero uses any Summon or Offensive Spell Ability (*that take at least 1 Action Point to use*) while there's an enemy adjacent to you. **If no enemies are adjacent to you, you do not have to make this check.**

A concentration check simply involves rolling 1 Concentration D6 upon using the Spell Ability. On a 1, the ability does not work (*the spell fails, fizzles, foils, or you miss your target.*)

Failed concentration checks *do not incur CDCs* on your ability. So, if you fail your concentration check, you simply lose the action(s) spent trying to use the ability (*and that is all.*)

Certain Traits and the "**Mental Resistance**" Feat help you avoid having to roll concentration checks. This mechanic exists to keep spell casters balanced and add a sense of realism to the game. However, should your group wish, **the GM may decide to forego using this mechanic to simplify gameplay.**



ATTACK MODIFIERS

LETHAL

Lethal is an attack modifier that allows your attacks to be critical hits, if your **1 accuracy D6** lands on a **5** or a **6 (5/6)**. All instances of Lethal stack on itself, to a maximum of **1** time. Lethal 2 is the highest amount of Lethal you can ever have, meaning your attacks critically hit on a **4/5/6 (unless you're Blinded.)** If you ever have an effect that says your attack cannot miss, you will still roll accuracy to see if it's a critical hit.

IGNORE (SPELL) ARMOR

If any effect says that it *Ignores Armor* or *Ignores SP-Armor*, it does just as it sounds. The target of this effect cannot use its Armor or SP-Armor to mitigate any kind of damage, and the stat is ignored.

SWITCH

The *Switch* mechanic exists but is rare. If an equipment has *Switch*, it means that you're allowed to switch between two different bonuses, at will, but only once per round. For example, if a weapon has +Switch (Burning/Frost), you may switch the bonus from +Burning to +Frost at will, or vice versa. When you first roll for Initiative, you may, at will, choose what each of your switch bonuses are set on. If you choose not to, or forget, then they are set on the first option by default. *(In this case, Burning.)*

SPLASH

Splash means that the attack or ability you use targets all hostile creatures adjacent to your original target. If you have Splash 2, that means the attack or ability you use targets all hostile creatures within 2 spaces of your original target. Splash 3 would mean within 3 spaces, and so on. This effect does not harm friendly creatures in any way. If this attack or ability is interrupted or negated, then it is for all targets involved. *(If an effect says something like "Deal 10 SP-DMG and Burning with Splash", it means that both the SP-DMG and Burning effects are Splashed, not just the Burning.)*

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. All the repeated attacks must target the same creature as the original attack. There is much more to this mechanic in the *Advanced Rulebook*, pg. 19.

ALTERNATIVE FIGHTING STYLES

By default, these alternative fighting styles are allowed, but best used with caution and GM discretion. The following 2 mechanics override any **(CA)** or **(AA)** abilities that alter accuracy.

TWO HANDING 1H WEAPONS

You may wield any 1H weapon with 2H. If you do, you're allowed to reroll accuracy on 1 attack each round. *(Just remember that rerolls are final.)* **It still counts as a 1H weapon and does not allow you to perform 2H weapon skills.** *(Polearms are the only exception, as they will count as 2H weapons when used this way.)*

Polearm and 1H ranged weapons *(like the Spear and Pistol)* do not gain the above accuracy bonus when wielded with 2H, as they provide their own unique bonuses instead.

ONE HANDING 2H WEAPONS

(Only Heroes with 12 STR have access to this mechanic.) You may wield any 2H melee weapon with 1H. If you do, you must roll 2 accuracy D6 and choose the lower of the two as your result. Wielding weapons this way allows you access to 1H weapon skills, 2H weapon skills, and 1H dual weapon skills of the weapon types you wield. *(For example, if you had a 2H Great Axe equipped in each hand, you would be able to use Dual 1H Weapon Skills such as the Tempest's "Flurry" ability, or 2H Melee Skills like the Justicar's "Objection" ability.)*



POSITIONING

Positioning in this game refers to where your characters are located. Character position determines many factors in combat, as attacks and abilities all have a specific range. In the bottom left we have a human (Hero C), the bottom middle with have a blue abyssian (Hero A), and right in front of her we have a green goblin (Hero B). The colored stars all represent enemies, while the mat they are standing on represents a 5 x 5" section of the game mat. The remainder of this section will refer to the diagram to the right:



LINE OF SIGHT

Line of sight rules in this game are basic: **If you can see it, it's in your line of sight.** You cannot use an attack, item, or ability on anything that you cannot see. Creatures do not block or obstruct your line of sight. Walls, terrain, and combat terrain that blocks sight do obstruct your line of sight.

To determine if you can see something or not, trace any corner of the space you are on to any corner of the space the object or creature is on. If they can connect unobstructed, you can see the object or creature. **In more complicated situations, or if no game mat is used, the GM may determine what you can see.**

With the proper ability or ranged weapon, Hero A and Hero B may target the purple star in the top left. The pink line shows the corners of their spaces connect, unobstructed. Unfortunately for Hero C, the **black square represents a wall**, therefore he cannot target that same enemy. *(In rare cases, Hero C could target that unseen enemy, if the action specifies the Hero can, such as with the Invoker's ability "Brightblaze".)*

RANGE

All **Melee Weapons** have a range of 1 and can only attack adjacent enemies (*with exception to the Spear when two handed.*) In the diagram, if Hero A is using a melee weapon, such as a Sword, she will only be able to target the red star enemies. If she is equipped with a Spear, and using 2H on it, she may also attack the yellow stars (*even with creatures in between them.*)

All **Ranged Weapons** have a range noted on *Table 1W*, pg. 26, and under the "Range" column, if it says Y, it's a ranged weapon. The number following that is the weapon's range. If Hero A is using a Pistol weapon, she may target the red, yellow, and green star enemies, but the purple star enemies will be too far away. That is because the Pistol has a range of 3, meaning she can only attack enemies *within* 3 spaces of her. By *Aiming Beyond Range*, it is possible to hit all these enemies with a Pistol weapon (*refer to the "Cover & Range" section on pg. 15.*)

Abilities work the same as ranged weapons in terms of range and line of sight. If an ability says it targets an enemy within 3 spaces, it would target the same red, yellow, and green star enemies as the Pistol could. **If an ability doesn't specify a range**, then you can target anything within your line of sight. Average, unobstructed line of sight (*for abilities*) is **20 spaces**, or 100ft. If a Hero uses an ability that targets a 3x3 square of terrain within 3 spaces, only 1 space of the 3x3 square needs to be within 3 spaces of the Hero.

ATTACKS OF OPPORTUNITY

Attack of Opportunity is a mechanic that is triggered when any creature moves from a space adjacent to you, to a space non-adjacent to you. No matter how they move, this mechanic will always trigger, unless otherwise noted. When this mechanic triggers, you will be able to make 1 attack of opportunity. Each character may only attack this way once per round. If any effect gives you **+1 Attack of Opportunity**, you're allowed to either attack an additional time against that target when this effect is triggered, or you may allow the mechanic to trigger again later during the same round. This bonus can stack on itself.



Example: The Red Star enemy to the left of Hero B in the diagram moves 1 space to the left. The enemy moves from a space adjacent to both Heroes A and B, to a space non-adjacent to both Heroes A and B, and therefore the Heroes each are able to make an attack of opportunity against that enemy. They, or the GM, may choose the order in which they attack.

KNOCKBACK

Knockback is a unique status effect that does not linger. In addition to being instantaneous, it can, but not always, trigger attacks of opportunity.

Example: The Red Star enemy to the right of Hero A in the diagram is dealt Knockback, by Hero A herself. As that enemy is moved back one space from the Knockback effect, it moves from a space adjacent to both Heroes A and B, to a space non-adjacent to both Heroes A and B. Because Hero A is the cause of the Knockback, she does not get to make an attack of opportunity. Hero B, however, does get to, and if Hero B didn't make one in the previous example, he may now. Otherwise, he would have used his 1 attack of opportunity allowed per round.

SPLASH (EXAMPLE)

Example: Hero C uses the Hunter ability "Arrow Hail" and targets the middle Green Star Enemy. This ability gives the Hero's attack Splash and Frost 3. If Hero C rolls accuracy and misses, nothing happens. If Hero C hits, however, all 3 Green Star enemies, The Purple Star enemy above it, and the Yellow Star enemy below it, are all hit by this attack. The Hero only rolls their attack roll once, and the same value is dealt to each enemy.

PATH BLOCKING & AIRBORNE

By default, **you're not allowed to move through enemies** and they block your path (*friendly creatures will never block your path, but you can never end or halt your movement on the same space they're on.*) If there is a space diagonal to you, in any situation, you may move to it. For example, Hero B may move diagonally to the upper left or right, between the red and yellow star enemy's in the diagram. (*Doing so would trigger attacks of opportunity from the bottom two red stars.*) Hero B can't move straight through the red and yellow star enemies, but there is a way around this.

Airborne means that you may move through enemies, melee attacks cannot target you (*unless you perform adjacent melee attacks yourself while Airborne*), and you may ignore combat terrain effects. Creatures with ranged attacks can still target you and gaining Airborne while adjacent to enemies will trigger attacks of opportunity. If a character is ever 20ft high or more in the air, they're considered Airborne. Heroes that can jump this high can easily achieve this, or Heroes that are lightweight and thrown by stronger Heroes may also achieve this. Unless otherwise noted, **default Airborne is 20ft high and only lasts 1 round.**

Depending on the terrain, situation, flavor, and GM ruling, diagonal movement might not be possible.

STEALTH

When you gain **Stealth**, you become invisible, and are **no longer in anyone's line of sight** (*except your own.*) Since creatures cannot use an attack, item, or ability on anything that they cannot see, you practically disappear from the battlefield for a moment (*even in plain sight.*) However, this applies to both friend and foe, so allies won't always be able to support you with their abilities. Only abilities that affect all Heroes, or indirectly affect a Stealth character (*such as the Druid's "Fae Beam" ability, the High Priest's "Holy Nova" ability, and monster traits and abilities that effect all nearby creatures*), will still affect them. Combat Terrain will also affect you.

Stealth DMG = Bonus DMG gained on attacks from Stealth.



Stealth bonuses (like Stealth DMG) from traits, abilities, equipment, etc. only apply while Stealth. A Stealth character will lose Stealth after they take any type of action other than moving (*even performing something at will.*) **Any instance of Stealth has a maximum duration of 1 round.** Some enemies and Heroes may possess items or traits that instantly negate Stealth, or negate the Stealth bonus that a creature would normally gain upon attacking. If you have an effect that says “target does not gain Stealth bonuses against you”, or “immune to stealth bonuses”, that means the creature’s Stealth bonus does not apply to their attacks against you, but it doesn’t remove their Stealth. Stealth bonuses only apply to attacks.

Any creature may use an action to try to **Spot** the Stealth character. To do so, they must test their INT vs the Stealth creature’s AGI. Doing so will remove the creature’s Stealth. **INT (Perception) vs AGI (Mobility)** is also a common attribute test to perform when Heroes are trying to sneak past enemies outside of combat.

If an enemy tries to move through a space a Stealth Hero is on, one of two things may happen; The Hero may simply let the enemy move through them, OR, the enemy may test INT vs the Heroes AGI. If the enemy wins, the Hero loses Stealth. If the Hero wins, the enemy becomes determined that an unknown source or magic is blocking their way, and avoids that space. If the Hero had let the enemy move through them, and the enemy moved through the Hero and away from them, it will trigger an attack of opportunity, as normal. If the Hero took this attack of opportunity, the Hero would of course lose Stealth *after* the attack. All the above applies vice versa, if a Hero tried to move through a space a Stealth enemy was on.

TAUNT & REPEL

Taunt is a way for Heroes to direct an enemy’s attention to a specific Hero (*such as a Defender class.*) Enemies typically don’t deal Taunt, but the GM may always create a way for them to do so.

Any creature that is dealt Taunt, can only target their attacks and abilities on the creature that taunted them. If the taunted creature moves, it can only move towards the taunting creature. Taunt only lasts 1 round. (*This effect also ends if the two creatures ever end up 4 spaces or more away from each other.*) The taunted creature cannot use abilities if they target only friendly targets (*such as a Hero trying to use a Support Spell on themselves or another Hero while taunted. They cannot do this.*)

Repel is a way to prevent a specific enemy from targeting you. Typically, this is best used by Heroes with low HP, Armor, and SP-Armor. Like Taunt, Enemies don’t often deal Repel, but it’s always possible.

Any creature that is dealt Repel, can only target their attacks and abilities on creatures *other* than the one that repelled them. If the repelled creature moves, it cannot move closer to the repelling creature. Repel only lasts 1 round. The repelled creature must target attacks and abilities at any other available target within their range. If there are no other targets within their range, then they may move closer to the repelling creature to acquire a different target. As a *last resort*, the repelled creature may target the creature that repelled them.

Under odd circumstances, the GM decides if the Taunt or Repel is lost. A creature that is currently taunted or repelled cannot be either taunted or repelled by another effect. If the two creatures lose sight of each other, the Taunt is negated. If the repelled creature can’t see or target any other hostile creature other than the one repelling it, then the Repel is negated.

BACKPACK

Backpacks are special gear given to Heroes. They are leather backpacks that are made from 10 smaller stitched sacks, known as **Magic Sacks.** (*Magic sacks are finicky, imperfect devices that were first created in the Abyssal Realm.*) These magic sacks will hold any 1 equipment or item, smaller than 10’x10’ that weighs 100lbs or less. They may hold up to **12 of the exact same item** in each space (sack), but for some unknown reason they won’t accept any more than that. (*Equipment cannot ever stack.*) Heroes can only hold 1 backpack at any given time, and backpacks cannot be stored inside other backpacks or utility belts.

Equipment that you have equipped does not take up space in your backpack or utility belt.



Each Hero will start the game with a backpack that has 10 magic sacks (has 10 inventory spaces.) It is up to the GM how they will be given their backpacks, but typically they will either start with them or be given them by any city, town, or NPC. A Hero may pay 25 gold to any merchant to buy a Magic Sack, upgrading their backpack capacity by 1 space. While there is no limit to how many Magic Sacks your backpack can have, your character sheet only has room for 10 spaces (so you will have to keep track on scratch paper.)

It takes 2 Action Points and 1 Quick Action Point to access your backpack during combat. If you do, you're allowed to use any 1 item/equipment in it, and are also allowed to refill your utility belt however you please.

DWARVEN CANISTERS

Dwarven Canisters are attached to every backpack and allow you to hold up to 99 of each *Alchemical Units (A.U.)*, *Material Units (M.U.)*, and *Technological Units (T.U.)*. These units are used in crafting.

These 3 canisters **recycle quality components**: polished wooden shafts, refined ores, or even functioning electronics into Units; **which can then be repurposed** into various items, gadgets, and equipment. For more information, please refer to *Crafting*, pg. 20, of the *Advanced Rulebook*, or *Table 1CI* on pg. 21 of this book.

As a GM, be picky about what products yield units. For example, if someone spends the time to carve and polish 2 wooden shafts, give them 2 M.U. (Material Units).

If a Hero grabs a bunch of flowers and shoves them into the canister, it will yield nothing. If someone carefully picks 4 pristine flowers, and inserts them into the canister, it will yield 2-4 A.U.

Essentially, the GM will determine if substances yield units, and of what type. 1 Unit is worth 10 gold.

UTILITY BELT

Utility Belts are a Heroes best friend in combat. Like the backpack, they come equipped with 10 magic sacks (and can only ever hold 10 magic sacks at any given time.) However, because of the way magic sacks are stitched onto the belt (for ease of access), they suffer one major drawback; **items in your utility belt cannot stack**. Therefore, if you have 6 Health Potions, and want all of them to be in your utility belt, it will take up 6 individual spaces. So, you'll have to be wise about your Utility Belt's loadout. (Like the Backpack, each Hero starts the game with a Utility Belt.)

Items equipped on your utility belt can be used as quick actions. (Reminder, *Equipment* and *Items* are different. Pg. 5) In addition, for only 1 Quick Action Point, you may switch any equipped weapons and/or Shields with those in your utility belt. This is perfect for Heroes that like to use multiple weapons in combat. To make use of any item or equipment during combat (*weapon, Shield, gadget, keepsake or consumable item*), you must have it in your utility belt. And of course, just like the backpack, only 1 utility belt can ever be equipped at any given time. Utility belts cannot be stored inside of other utility belts or backpacks.

GOLD, H.C., & REWARDS

Gold is everyone's **common currency**. It can take the form of both gold coins or a gold paper alloy (*paper money*). Gold can be used to buy almost anything in the game, and is typically awarded by NPCs as quest/mission rewards. An **Average Quest** (such as slaying a notorious monster) reward is **4D6 x 10 gold for the party**. An **Average Mission** (pertinent to the main story) reward is **4D6 x 10 gold per Hero** involved.

H.C. stands for **Hero Credits**, and it's a Heroes **secondary currency**. Hero credits may take the form of purple coins, or credits loaded onto credit sticks (*creds*), which are used like debit cards. Each year, every citizen in Estaria is given Hero Credits, so that even the poorest of people may still offer quest rewards to Heroes without costing them actual wealth. An **average H.C. reward** for anything should be **6D6 H.C. per Hero**. Finally, as an alternative to gold, Hero Credits may be used to buy almost any item from an item merchant only (*but not equipment from an equipment merchant.*)



ITEM BASICS

Items are considered anything that cannot be equipped in equipment slots. (They do, however, need to be equipped somewhere in your utility belt to be used in combat.) All items take up 1 space in your backpack or utility belt. Items that are the exact same may share the same *backpack* slot, up to stacks of 12. For example, if you have 13 stamina potions, 12 may take up one space, and the 13th must take up a different space on its own. There are **2 types of items** sold by item merchants: Consumable Items and Keepsake Items. **Consumable Items** are all one-time use items (*Potions, Scrolls, etc.*) and are discarded upon use. **Keepsake Items** are *multiple use* items that never need to be discarded until you decide you no longer want them. Keepsake items cannot stack like consumable items can.

RNG & PERCENTILE DICE

RNG means **Random Number Generation** and is typically involved in rolling something from a table. To use an RNG, roll the two D10 included with the full version (*or any other percentile die will work*) to roll a number between 1 and 100. If all numbers rolled are 0, that means you rolled 100. Most tables have an RNG associated with them, that is numbered 1-100, but some may be numbered 1-6, or 2-12. In the latter cases, rolling 1D6 or 2D6 accomplishes this same task.

Table 1CI: CONSUMABLE ITEMS

Item merchants should be readily available to Heroes. They're widespread merchants that accept either Gold or H.C. as payment. These merchants should have the following 2 tables available for sale:

Item Name	RNG	Value (Gold)	Value (HC)	Item Description
Alchemical Unit	1-11	10	3	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.
Material Unit	12-22	10	3	An item used in crafting. Material Units may consist of <u>Quality</u> Woods, Metals, Ores, Papers, Glass, Pelts, or Synthetic Materials.
Technological Unit	23-33	10	3	An item used in crafting. Technological Units may consist of <u>Quality</u> Electronics, Wires, Lights, and Batteries.
8ft Chain	34	50	6	A magic, linkable 8ft chain with a lock. Extremely sturdy and secure for 1 day when used, but dissipates after that day. Can be lock picked.
Airhorn	35	20	3	Deal 1D6 stacks of Stun to an adjacent creature. If you roll a 6, you deal taunt to them as well. (<i>Limit once per creature per combat.</i>)
Alarm Rune	36	25	3	Place on any empty adjacent terrain. Magically alerts you when any creature steps on this terrain. If the creature is Hostile, they will be dealt Stun 2 and lose Stealth. After this rune has been triggered, it vanishes.
Antidote	37	25	3	Use to cure Poison on yourself or an adjacent Hero.
Bandage	38	5	2	A bandage made with a fast, medicinal, and versatile adhesive. Used to remove any 3 wound stacks <i>and</i> any 3 status effect stacks.
Birdfeed	39	20	2	Attracts birds. Use to deal Blind 2 to target adjacent creature.
Blessed Water	40	250	35	Use to heal yourself to full HP, cure all wounds, and cure all status effects. (<i>Limit once per long rest.</i>)
Bone Charm	41	25	3	Used <i>at will</i> to turn any minion's attack into a critical hit.
Caltrops	42	25	3	Makeshift caltrops. Deal 1D6 stacks of Slow to target adjacent terrain.
Cherry Bomb	43	25	3	Use to deal (Craft Mastery x 2) SP-DMG to target creature within 2 spaces. You do not benefit from SP Mastery when using this item.
Firecrackers	44	20	2	Use to deal Stun and Burning to target creature within 2 spaces.
Flow Spectrometer	45	50	6	Use to detect all traps and Stealth creatures within 5 spaces.
Gag	46	20	2	Use to restrain someone's head outside of combat.

Grappling Hook	47	25	5	Use to move up to 6 spaces. You gain Airborne while moving this way.
Guiding Compass	48	25	3	Use to point in the general direction of your current or closest quest or mission objective. May determine cardinal direction at will, without use.
Happy Token	49	20	2	Use to reroll any CHA test against any NPC (<i>limit once per NPC.</i>)
Handcuffs	50	20	2	Use to restrain someone's upper body outside of combat.
Icicle Stix	51	20	2	Use to deal 1 SP-DMG and Frost 2 to target adjacent creature.
Kit, Binding	52	150	10	Use to completely restrain a person, head to toe, outside of combat.
Kit, Disguise	53	150	10	Use to disguise your appearance only (<i>not vocals.</i>)
Kit, Hacking	54	150	10	Use to instantly hack (<i>seize control of</i>) one normal computer system.
Kit, Massage	55	150	10	Use to restore +50 Vitality to an adjacent Hero outside of combat.
Kit, Poison-Makers	56	150	10	Use to give adjacent or equipped weapon Poison 2 until your next long rest. (<i>Limit once per weapon per long rest.</i>)
Kit, Med	57	100	10	Use to <i>either</i> cure all wounds, cure all status effects, heal 50 HP, or recover 50 Vitality. Takes 1 Action Point to use this item.
Kit, Repair	58	150	10	Use to fix a mechanical device that 4 or less people could fix.
Kit, Scroll-Makers	59	150	10	Use to make any scroll from <i>Table 1WS</i> on pg. 29. (<i>You can make and immediately use a scroll item this way with the same 1 quick action.</i>)
Kit, Trap Disarm	60	150	10	Use to instantly disarm any adjacent trap or dismantle an object.
Kit, Water Purifying	61	150	10	Use to turn 10 gallons of dirty water into 3D6 purified waters.
Knockpick	62	25	3	A mechanical lock pick. Use to unlock most locks.
Magic Moss	63	10	3	Use to point you in the direction of the nearest water source. May also be used to remove any 3 wound stacks <i>and</i> any 3 status effect stacks.
Magic Stone	64	15	2	Use to deal 1 SP-DMG to target creature within 3 spaces.
Mechanical Fireflies	65	30	3	Use to make target creature within 5 spaces unable to gain Stealth for 1 round. Makes a target visible under any lighting conditions.
Miner's Pick	66	25	3	Use to break through most 6 in. thick walls or barricades.
Night Vision Glasses	67	50	6	Disposable night vision glasses that when used, allow all dark or pitch black areas to appear light to you for up to 8 hours. Cannot turn off.
Parachute	68	50	6	Use to safely land from great heights. May be used from your backpack.
Pencil Sharpener	69	10	2	Use (<i>outside of combat</i>) to give your next ranged attack that hits Lethal.
PoisonGlow Stick	70	25	3	A simple green glowstick, that when activated, glows brighter the closer it gets to Poison. Use to activate it for 8 hours.
Potion, Health	71	25	5	Use to gain 20 HP.
Potion, Mana	72	25	5	Use to either cooldown 1, warmup 1, or remove 3 CDCs from a single ability.
Potion, Max Health	73	200	25	Use to heal yourself to full HP. (<i>Limit once per long rest.</i>)
Potion, Max Mana	74	200	25	Use to either cooldown 3, warmup 3, or remove 9 CDCs from a single ability. (<i>Limit once per long rest.</i>)
Potion, Motion	75	25	5	Use to immediately gain a free movement action.
Potion, Rejuvenation	76	75	10	Use to gain 20 HP, then you may either cooldown 1, warmup 1, or remove 3 CDCs from a single ability.
Potion, Stamina	77	75	10	Use to gain 20 HP, then gain a free movement action.
Potion, Zest	78	75	10	Use to either cooldown 1, warmup 1, or remove 3 CDCs from a single ability. Then, gain a free movement action.
Powder, Sleep	79	25	3	Use outside of combat to render someone unconscious for 8 hours.
Powder, Smoke	80	25	3	Use to summon a Sorcerer's smoke on an adjacent terrain.
Powder, Teal Fire	81	25	3	Use to either light a small object on fire, freeze it, or poison food and drink. Potent, but once triggered, takes a full minute to activate.
Purified Water (12 FL OZ)	82	5	1	Use to either remove 1 stack of Burning or recover 1 Vitality. (<i>Cannot be sold to merchants.</i>) Great for hydrating, cooling, or cleaning.



Radar	83	200	20	Use to detect any living creature or trap within 10 spaces. Detects through any type of wall or barrier. Lasts 2 minutes (12 rounds.)
Rations	84	10	2	Use to recover 5 Vitality. (Consists of either beef jerky, noodles, salad, or a fruit ensemble.)
Safety Tent	85	250	15	A magical and technological tent used to allow up to 20 people to enter a pocket universe for 10 hours, although only 2 hours will pass in the normal universe. (Use to take 8 hour rests on the go.) You must be near a body of water at least as big as a small pond or a flowing well to use this tent. Plugs into water for energy (and pollutes it too.) The tent distorts reality and is undetectable by others while active.
Scroll	86	75	6	Buy a specific scroll or roll a random one from Table 1WS.
Shackles	87	20	2	Use to restrain someone's lower body outside of combat.
Shield Amulet	88	200	10	Used at will to negate any 1 trap, attack, or ability that targets you. (Limit 1 Shield Amulet per combat. Might not work against some traps.)
Sparkler	89	15	1	Use to deal Stun and Burning to an adjacent creature.
Throwing Knife	90	20	2	Use to deal 2D6 Trauma Damage to target creature within 4 spaces.
Tomahawk	91	20	2	A spiritually blessed Tomahawk. Use to deal 2D6 Almighty Damage to target creature within 3 spaces.
Torch	92	10	2	Use to provide a light in a 15ft radius for up to 8 hours. May also be used to deal Burning to an adjacent creature.
Voodoo Doll	93	20	2	Use to deal 3xHL Almighty Damage to target creature within 3 spaces.
Warding Stick	94	25	3	A ceremonial twig that's snapped for protection. Use to gain either +5 Armor or +5 SP-Armor for 1 round. This effect can stack on itself.
Whetstone	95	10	2	Use (outside of combat) to give your next melee attack that hits Lethal.
Wind Charm	96	50	6	Use to gain Airborne for 1 round, or until you've moved up to your Speed.
'Y' Oil	97	100	6	Use to give your melee weapon +"Y" 2 for 6 rounds, where Y is determined by the name or by the GM. (Burning oil, Frost oil, Dissolve oil, etc.) This effect cannot stack with itself.
'Y' Arrow	98	20	2	Use to give your next attack with a Bow or Crossbow weapon +"Y" 2, where Y is determined by the name or by the GM. (Burning arrow, Frost arrow, Stun arrow, etc.) This effect cannot stack with itself.
'Y' Bullet	99	20	2	Use to give your next attack with a Gun weapon +"Y" 2, where Y is determined by the name or by the GM. (Burning bullet, Frost bullet, Poison bullet, etc.) This effect cannot stack with itself.
'Y' 'Z' Oil	100	200	12	Use to give your melee weapon +"Y" 2 and +"Z" 2 for 6 rounds, where Y and Z are determined by the name or by the GM. (Burning and Dissolve oil, Knockback and Stun oil, etc.) This effect cannot stack with itself.

Table 1KI: KEEPSAKE ITEMS

The following keepsake items (multi-use items) should be available from most item merchants.

Item Name	RNG	Value (Gold)	Value (HC)	Item Description
Ammo Belt	1-5	300	30	Bullet consumable items in your backpack may be used as though they were in your utility belt.
Bag of Bones	6-10	150	10	Once between long rests, you may pull 1 normal sized skeleton from this bag, of any humanoid race of your choice.
Binoculars	11-15	200	20	May use to get a better look at objects up to 10-30 spaces away.
Carving Knife	16-20	200	25	A sharp cutting and crafting knife. For 2 Vitality, you may use on a fresh corpse to gain 1 A.U., or use on some quality wood to gain 1 M.U.
Crafting Lab	21-25	250	25	Compactable crafting lab gives you +2 Craft Mastery during long rests only. This bonus cannot stack.



Crovel	26-30	300	25	A multi-use, crowbar shovel. Halves the Vitality cost of certain strength based labors outside of combat. +1 STR test score when used.
Everglowing Lamp	31-35	200	15	A belt-lamp that produces light in a 15ft radius. May be turned on or off as a quick action. Magically produces a torch-like flame.
Flask	36-40	100	10	A flask with two different compartments that can be filled with enough strong alcohol to get any normal person drunk, or to trick people into drinking Poison, Sleep Powder, etc.
Hand Mirror	41-45	20	10	Multiple uses: Look around corners, reflect light, reveal vampires, etc.
Hip Quiver	46-50	300	30	Arrow consumable items in your backpack may be used as though they were in your utility belt.
Ice Satchel	51-55	250	20	May produce 3 Icicle Stix and 3 Purified Water items, once per long rest. These items cannot be sold, and expire at your next long rest.
Lucky Satchel	56-60	400	30	An empty bag. Once per long rest, if there is 25 gold in this bag, you may reroll any attribute test. If you do, the gold will be removed.
Magic Sack	61-70	25	10	Increases your backpack capacity by 1 space. The Magic Sack itself does not take a space in your backpack or utility belt.
Magnifying Glass	71-73	400	40	A magic magnifying glass. +2 INT test score when trying to find hidden details or clues on paper (<i>or on any situation the GM deems applicable.</i>)
Omnigun	74-76	500	50	May shoot almost anything the size of an 8-ball or smaller. Has an accuracy of 4/5/6, range of 5, and is considered a ranged weapon when used. Does not need to be equipped to use, but needs to be in your utility belt. Great for shooting Magic Stones, Cherry Bombs, and Icicle Stix, allowing you to use them at longer ranges (<i>although with a chance to miss.</i>) Alternatively, you can shoot random items like rocks, glass, etc. Typically, random items shot do 1D6 DMG, but based on the item shot, the GM may award extra damage or status effects.
Oxygenator	77-80	300	30	Allows you to breath normally underwater or in moderately hazardous conditions outside of combat.
Peaceful Lute	81-83	300	25	An enchanted lute. The party recovers an additional +10 Vitality at long rests. This effect cannot stack with other Peaceful Lutes.
Pendant	84-85	300	25	Once between long rests, you may look at it to recover +20 Vitality.
Playing Cards	86-88	300	25	Enchanted playing cards. The party recovers an additional +10 Vitality at a long rest. This effect cannot stack with other Playing Cards.
Prayer Book	89-91	300	25	Once between long rests, you may look at it to recover +20 Vitality.
Purging Rod	92	400	35	Has 1/1 charges. Use 1 charge to cure any illness, disease, status effect, wound, or curse from any 1 target creature or object. Recovers 1 charge at a long rest.
Seer's Sundial	93	400	45	Holds 1/1 charges. You may use 1 charge to reveal any enemy's next planned action (<i>the GM must either tell you, or refund your charge/action points.</i>) Recovers 1 charge at a long rest.
Star Charm	94	400	35	Holds 1/1 charges. You may use 1 charge to reroll any critical failure at will. Recovers 1 charge at a long rest. Only 1 Star Charm can be used long rest.
Stardust Flask	95	400	20	Has 3/3 charges. Use 1 charge to cure 1 wound or status effect on yourself or any adjacent Hero. Recovers 3 charges at a long rest.
Talking Skull	96	200	15	A mindless skull that talks and says whatever you verbally tell it to say.
Teddy Bear	97	5	5	May be used to calm down certain people, especially children.
Telescope	98	250	25	A hand telescope used to get a better look at objects 30-50 spaces away.
Trophy Belt	99	300	30	+1 WILL test score when in combat with a boss. This bonus cannot stack with itself.
Whistle	100	100	10	A sonic booming whistle that creates an irritating, yet harmless noise.



EQUIPMENT BASICS

Equipment consists of Armor, weapons, rings, accessories, mods, and anything that must be equipped in one of your equipment slots in order to be used. You have 2 Hand slots (1 for each hand), 1 Helmet slot, 1 Gloves slot, 1 Suit slot, 1 Pants slot, 1 Boots slot, 2 Ring slots, 2 Accessory slots, and 5 Mod slots. Anything that can be equipped in these slots are considered equipment. Any equipment that is not equipped will take up 1 space in your backpack or utility belt, and equipment can never stack. There are 3 equipment types:

- 1. Armor** – Your primary equipment for survival. Armor is equipped in the Helmet, Suit, Gloves, Pants, and Boots Slots. If you're using a Shield, it can be equipped in either of your Hand Slots.
- 2. Rings, Accessories, & Mods** – Secondary equipment that may either provide stat bonuses, or powerful yet conditional effects. Because of their delicate nature, wands are equipped in your accessory slot. Rings have 2 subtypes: Basic and Unique.
- 3. Weapons** – Your primary equipment for slaying. Weapons are equipped in your Hand Slots.

QUALITY & PRICE

Each equipment has a Quality, from +0 to +5. Value is determined by intervals of 100. A +0 Sword is worth 0 gold, a +1 Sword is worth 100, a +2 Sword is worth 200, a +3 Sword is worth 300, a +4 Sword is worth 400, etc. (All Unique Rings and Accessories are an exception and are always worth 400 gold.)

ARMORS

At first, most Armors are mundane (+0 quality), and don't provide bonuses for wearing them. As you progress in the game, you will find and purchase many armors that are Designed with specific bonuses. (For example, a +3 Suit of Armor that gives you +3 to your Armor stat just for having it equipped.)

Table 1AR is a table that shows your basic Armor equipment, the slots they take up, and the basic bonus they provide just for wearing them. Armor equipment of any quality/design always has the same basic bonus.

Table 1AR: ARMORS

Description	Armor	RNG	Equipment Slot	Basic Bonus
<i>This table emphasizes that Armors do not provide a stat bonus, unless designed to do so. Shields are the exception.</i>	Helmet	1	Helmet	Nothing
	Suit	2	Suit	Nothing
	Gloves	3	Gloves	Nothing
	Pants	4	Pants	Nothing
	Boots	5	Boots	Nothing
	Shield	6	1 Hand	+5 Armor, +5 SP-Armor

RINGS, ACCESSORIES, & MODS

Rings can be both Basic and Unique. Like Armors, Basic Rings are simple; A +3 Ring of Healing Mastery, gives you +3 to your Healing Mastery stat just for having it equipped. Unique Rings are located on Table 1URA. Pg. 27 and are designed to be like Accessories; Equipment that typically provide powerful, yet conditional effects.

Mods are level restricted equipment that provide minor enhancements. At HL 1, you can only have 1 Mod equipped, and at HL 2, you can have 2 Mods equipped. Once you reach HL 5, you can have up to 5 Mods equipped. 5 is the maximum number of Mods any Hero can have equipped at any time. (For example, a Mod of RAD gives you +1 to your RAD stat, or a Mod of MAD gives you +1 to your MAD stat.)

Unique Rings & Accessories are always considered +4 Quality: 400 Gold value.
 Mods are always considered +1 Quality: 100 Gold value.



WEAPONS

Weapons start off much stronger than Armors, but the same concept applies. You will find/purchase better weapons as you progress in the game. All weapons in the table below are basic, and are considered +0 Quality. (A Basic weapon is synonymous with a +0 weapon. You may call it a Sword, or a +0 Sword.)

Table 1W: WEAPONS

Type determines how many hands it requires and what weapon type the equipment is. **ACC** is accuracy. The Sword, for example, would hit if you roll a 3, 4, 5, or 6 on your **1 accuracy D6**. **Range** determines if the weapon has range. A **Y** means yes, it's a ranged weapon, and the number following is its range. **Bonus Effects** are passive bonuses, penalties, or options granted while wielding the weapon.

Name	RNG	Type	ACC	DMG	SP-DMG	Range	Bonus Effect
Sword	1-5	1H Sword	3/4/5/6	2D6	-	-	-
Great Sword	6-9	2H Sword	3/4/5/6	3D6	-	-	You may decline rolling 3D6 DMG and instead take 10 as your DMG roll.
Dagger	10-13	1H Dagger	3/4/5/6	1D6	-	-	+2D6 Stealth DMG
Hand Axe	14-18	1H Axe	4/5/6	2D6	-	-	+1 Wound
Great Axe	19-22	2H Axe	4/5/6	4D6	-	-	+2 Wounds
Mace	23-26	1H Blunt	4/5/6	1D6	-	-	Critical Hits Ignore Armor
Maul	27-30	2H Blunt	4/5/6	3D6	-	-	Critical Hits Ignore Armor
Spear	31-34	1H Polearm	4/5/6	2D6	-	-	+Lethal +1 Melee Range if 2H
Pistol	35-39	1H Gun	4/5/6	2D6	-	Y, 3	+Lethal if 2H
Shotgun	40-44	2H Gun	3/4/5/6	3D6	-	Y, 3	-
Repeater	45-48	2H Gun	5/6	3D6	-	Y, 4	+Repeat
Sniper Rifle	49-52	2H Gun	4/5/6	3D6	-	Y, 10	+Lethal 5/6 Accuracy against adjacent creatures or while mounted.
Rod	53-56	1H Stave	4/5/6	-	1D6	Y, 3	Critical Hits Ignore SP-Armor
Cane	57-61	2H Stave	4/5/6	-	2D6	Y, 5	+3 Healing Mastery
Staff	62-66	2H Stave	4/5/6	-	2D6	Y, 5	+3 SP Mastery
Shortbow	67-71	2H Bow	3/4/5/6	2D6	-	Y, 5	-
Longbow	72-76	2H Bow	3/4/5/6	3D6	-	Y, 8	5/6 Accuracy against adjacent creatures or while mounted.
Crossbow	77-81	2H Crossbow	4/5/6	3D6	-	Y, 5	You may decline rolling 3D6 DMG and instead take 10 as your DMG roll.
Orb	82-84	1H Focus	-	-	-	-	+2 SP Mastery
Tome	85-87	1H Focus	-	-	-	-	+2 Healing Mastery
Shrunken Head	88-90	1H Focus	-	-	-	-	+2 Minion Damage
War Trumpet	91-93	1H Focus Instrument	-	-	-	-	+2 Song Effect
Bladed Guitar	94-96	2H Axe Instrument	4/5/6	3D6	-	-	+2 Song Effect
Battle Wrench	97-100	1H Focus	3/4/5/6	1D6	-	-	While you're adjacent to a Gun Turret minion, it gains +2 range.

*NOTE: Feats, Traits, and Abilities can enhance your character's accuracy/effectiveness with weapons.

*NOTE: Using a Spear with 2 hands will give you a melee attack range of 2.



Table 1URA: UNIQUE RINGS & ACCESSORIES

Unique Rings & Accessories are all worth **400 gold** each and considered **+4 Quality**. All equipment listed in the table below are unique, meaning you can never have two of the same one equipped.

Ring or Accessory	RNG	Description
Blood Band	1-5	+5 Max HP. May be equipped in a Ring Slot or an Accessory Slot.
Ring of Bloodthirst	6	Berserker/Warrior activated abilities may cost 1 less or 1 more CDC.
Ring of Destruction	7	Decimator/Gunner activated abilities may cost 1 less or 1 more CDC.
Ring of Entertainment	8	Bard/Jester activated abilities may cost 1 less or 1 more CDC.
Ring of Evocation	9	Conjurer/Invoker activated abilities may cost 1 less or 1 more CDC.
Ring of Fun	10	Deck Master/Battle Brother activated abilities may cost 1 less or 1 more CDC.
Ring of Honor	11	Samurai/Justicar activated abilities may cost 1 less or 1 more CDC.
Ring of Idols	12	High Priest/Paladin activated abilities may cost 1 less or 1 more CDC.
Ring of Ingenuity	13	Thief/Ballista activated abilities may cost 1 less or 1 more CDC.
Ring of Knucklebones	14	Monk/Necromancer activated abilities may cost 1 less or 1 more CDC.
Ring of Manipulation	15	Sorcerer/Tempest activated abilities may cost 1 less or 1 more CDC.
Ring of Meat	16	Low Priest/Werebeast activated abilities may cost 1 less or 1 more CDC.
Ring of Mechanics	17	Tinker/Engineer activated abilities may cost 1 less or 1 more CDC.
Ring of Nature	18	Druid/Warden activated abilities may cost 1 less or 1 more CDC.
Ring of Nights	19	Astrologist/Night Lasher activated abilities may cost 1 less or 1 more CDC.
Ring of Preservation	20	Alchemist/Guardian activated abilities may cost 1 less or 1 more CDC.
Ring of Prey	21	Hunter/Ninja activated abilities may cost 1 less or 1 more CDC.
Ring of Steam	22	Pyromancer/Hydromancer activated abilities may cost 1 less or 1 more CDC.
Ring of Spell Swords	23	Enchanter/Azure Battlemage activated abilities may cost 1 less or 1 more CDC.
Ring of Tacticians	24	Captain/Soldier activated abilities may cost 1 less or 1 more CDC.
Ring of Toxicity	25	Geomancer/Acidomancer activated abilities may cost 1 less or 1 more CDC.
Wand	26-30	Roll a wand from <i>Table 1WS, pg. 29</i> . (Choose if you're purchasing.)
Trinket, Blood Drinking	31	You gain 1 HP for every wound that you deal.
Trinket, Chilling	32	Critical hits gain Frost 2 and allow you to cooldown 1 if you want.
Trinket, Dark Water	33	Your attacks gain +Switch (Knockback/Blind).
Trinket, Energy Drain	34	Critical hits allow you to remove up to 2 CDCs from any 1 ability of yours.
Trinket, Flash-Bang	35	Critical hits gain Stun 2 and Blind 2.
Trinket, Flash-Crackle	36	Critical hits gain Stun 2 and Burning 2.
Trinket, Flash-Freeze	37	Critical hits gain Frost 2 and Slow 2.
Trinket, Flash-Mud	38	Critical hits gain Knockback 2 and Slow 2.
Trinket, Flash-Melt	39	Critical hits gain Dissolve 2 and Burning 2.
Trinket, Flash-Puke	40	Critical hits gain Knockback 2 and Poison 2.
Trinket, Green Fire	41	Your attacks gain +Switch (Poison/Burning).
Trinket, Heating	42	Critical hits gain Burning 2 and allow you to warmup 1 if you want.
Trinket, Netherfire	43	Your attacks gain +Switch (Blind/Burning).
Trinket, Reanimation	44	Creatures you defeat with an attack turn into a ghoulish pawn minion. This pawn is your minion. (<i>Limit of up to 2 ghouls created this way.</i>)
Trinket, Angelic Chorus	45	Critical hits allow you to add your Song Effect as Almighty Damage to the attack.
Trinket, Spider Nest	46	Your first critical hit each combat spawns 1 spider swarm pawn minion in the closest empty available space(s) to your target. This pawn is your minion.
Trinket, Static Ice	47	Your attacks gain +Switch (Frost/Stun),
Trinket, Steam	48	Your attacks gain +Switch (Burning/Knockback).
Trinket, Toxic	49	Your attacks gain +Switch (Dissolve/Poison).
Trinket, Tundra	50	Your attacks gain +Switch (Slow/Frost).
Cape, Pink Embers	51	Once between long rests, as an action, you may deal Burning 3 and Blind 3 to an adjacent enemy, and then gain Airborne for 1 round. You can only have 1 Cape Accessory equipped at any given time.

Cape, Static Escape	52	Once between long rests, as an action, you may move up to your speed, with the ability to move through enemies, and ignore attacks of opportunity. You can only have 1 Cape Accessory equipped at any given time.
Cape, White Glaciers	53	Once between long rests, as an action, you may deal Frost 3 and Blind 3 to an adjacent enemy, and then gain Airborne for 1 round. You can only have 1 Cape Accessory equipped at any given time.
Pauldron, Flaming	54	Adjacent attackers that deal critical hits to you are dealt Burning 3.
Pauldron, Holy	55	+2 Healing Mastery. Whenever you're dealt a critical hit, the attacker is dealt 10 Almighty Damage.
Pauldron, Ice Spiked	56	Once per 10 minutes, at will, you may emulate an Icicle Stix.
Pauldron, Necro-Glow	57	Whenever you're dealt a critical hit, for 1 round, each of your currently summoned minions gain Lethal on their next attack.
Pauldron, Snake	58	Adjacent attackers that deal critical hits to you are dealt Poison 3.
Pauldron, Unholy	59	+2 SP Mastery. Whenever you're dealt a critical hit, the attacker is dealt 10 Almighty Damage.
Absorption Stone	60	You gain 10 HP whenever you heal from anything. <i>(limit twice per round.)</i>
Acidic Sheath	61	Your first melee weapon attack each combat gains +Dissolve 3.
Adrenaline Infuser	62	+5 Initiative.
Blade Launcher	63	Once per 10 minutes, at will, you may emulate a throwing knife.
Bone Recycler	64	Whenever an adjacent enemy defeated, you may gain 10 temporary HP.
Bottled Ghost Ship	65	As a quick action, you may deal Repel to all enemies. If you do, this item will destroy itself.
Bullet/Arrow Loops	66	Special Arrows may be used at will if you have the Hip Quiver Keepsake Item. Special Bullets may be used at will if you have the Ammo Belt Keepsake Item.
Burning Heart	67	Whenever you heal another Hero in combat, choose either you or that Hero. For 1 round, the chosen Hero gains +Burning on their attacks. This effect can stack and can trigger multiple times with a multi-target healing ability.
Cloak of Flesh	68	Once per 10 minutes, at will, you may gain 10 temporary HP.
Cloak of Shadows	69	As a quick action, you may roll 1 cloak D6. On a 5/6, you may gain Stealth.
Coat of Arms	70	Activated equipment abilities may cost 1 less or 1 more CDC.
Coin Generator	71	Whenever the party defeats an enemy, you gain 2 gold.
Cowboy Coat	72	+1 Pistol Weapon Range, +2 Initiative.
Crown of Benevolence	73	Whenever you heal another Hero, you may remove 2 stacks of a wound or status effect from them as well.
Death Metal Belt	74	+1 Armor, +1 Song Effect, +1 Minion Damage.
Dragon Fly	75	Once per 10 minutes, as an action and a quick action, you may deal Burning Vulnerability to target enemy within 3 spaces. This effect lasts for 1 round.
Dreamcatcher	76	+2 Blind Resistance.
Dwarven Hilt	77	If you have a melee weapon equipped, you may equip a ring as a free equipment slot. <i>(The ring slides onto the weapon's hilt.)</i>
Forbidden Poison	78	Whenever you deal Poison to a creature with a weapon attack, you ignore all Poison resistances and immunities that enemy may have.
Frozen Moth	79	Once per 10 minutes, as an action, you may deal Frost 5 and Dissolve 5 to target enemy within 5 spaces. You must have 5 or more CHA to equip this Accessory.
Grappling Hook Cannon	80	Once per 10 minutes, at will, you may emulate a grappling hook.
Jetpack	81	Once per 10 minutes, at will, you may gain Airborne for 1 round.
Jeweled Finger	82	+1 MAD, +1 RAD, +1 Minion Damage.
Jeweled Skull	83	+1 SP Mastery, +1 Healing Mastery, +1 Minion Mastery.
Jeweled Tibia	84	+1 Initiative, +1 Speed, +1 Minion Speed.
Lethal Catalyst	85	Your attacks gain Lethal against enemies that have at least 1 stack of Poison.
Life Steal Gem	86	Once per 10 minutes, at will, you may have target enemy within 3 spaces lose 3D6 HP. If you do, you gain that much HP as well.
Lightning Bug	87	Once per 10 minutes, as an action and a quick action, you may deal Stun Vulnerability to target enemy within 3 spaces. This effect lasts for 1 round.
Lightning Holster	88	Your first ranged weapon attack each combat gains +Y Lightning Damage, where Y equals your initiative score.



Oddity Frog	89	Immediately after a long rest, roll 1D6. On a 1, you gain Burning Resistance 2. On a 2, you gain Frost Resistance 2. On a 3, you gain Stun Resistance 2. On a 4, you gain Slow Resistance 2. On a 5, you gain Knockback Resistance 2. On a 6, you gain Blind Resistance 2. (All until your next long rest.) If you forget to roll this immediately after your long rest, or forget to notify the GM about your roll, you gain Poison Vulnerability until your next long rest. This Accessory can only be unequipped during a long rest.
Oiled Griffin Quiver	90	Activated Bow and Crossbow skills may cost 1 less or 1 more CDC to use.
Oxygen Regulator	91	Activated song, battle, and captain skills may cost 1 less CDC.
Plutonium Shard	92	Once per 10 minutes, as a quick action, you may deal Dissolve 5 and Poison 5 to both yourself and an adjacent enemy. (You have a lead holster for this.)
Quilled Tabard	93	Whenever an adjacent monster or boss causes you to test STR, you may have them immediately lose 10 HP.
Radio-Active Tuner	94	Once per 10 minutes, as an action and a quick action, you may deal Poison 5 and Dissolve 5 to any enemy within 5 spaces. If you do, your attacks against this enemy will gain Lethal. You must have 5 or more INT to equip this Accessory.
Remote Control	95	As long as you are within 4 spaces of your turret minion, if able, it may make an attack of opportunity when you're allowed to instead.
Sparkling Ankh	96	+1 Healing Mastery. Whenever you heal another Hero, you may remove 2 stacks of a wound or status effect from yourself as well.
Technicolor Coat	97	+Switch (+1 Burning Resistance / +1 Frost Resistance / +1 Poison Resistance / +1 Dissolve Resistance / +1 Stun Resistance / +1 Blind Resistance / +1 Knockback Resistance.)
Tool Belt	98	+1 Craft Mastery, +1 Healing Mastery, +1 Song Effect.
Vine Wraps	99	Once per 10 minutes, at will, you may have any attack gain Slow 3 or Poison 3.
Wind Bracers	100	Activated 1H and 2H equipment abilities may cost 1 less CDC to use.

Table 1WS: WANDS & SCROLLS

Wands are equipment that can be **equipped** in your **accessory slots** and used for **1 Action Point**. **Scrolls** are **one time use** consumable items, that can be used for **1 Quick Action Point** from your utility belt. Both count as using a Spell Ability, but **do not require Concentration checks**. When using this table for scroll items, replace 'Y' with scroll, and likewise if you are rolling for wands. (*Scroll of Magic Bolt, Wand of Magic Bolt, etc.*)

Enchantment	RNG	CDC	Description
'Y' of Healing Breeze	1-5	4	Heal target Hero within 4 spaces for 1D6 HP.
'Y' of Magic Bolt	6-10	4	Deal 1D6 SP-DMG to target enemy within 2 spaces.
'Y' of Treat Affliction	11-15	4	You may cure 1 status effect or wound from target Hero within 4 spaces.
'Y' of Meat Shield	16-20	4	Target Hero within 4 spaces gains (WILL x 3) temporary HP.
'Y' of Melt	21-25	5	Deal 1D6 stacks of both Dissolve and Burning to target enemy within 3 spaces.
'Y' of Acid Bolt	26-30	5	Deal 1D6 SP-DMG and (Dissolve x HL) to target enemy within 3 spaces.
'Y' of Arcane Beam	31-35	6	Deal 10 SP-DMG to target enemy within WILL spaces.
'Y' of Drain Life	36-40	6	Deal 2D6 SP-DMG to target enemy within 4 spaces. You gain HP equal to the SP-DMG dealt (before it's mitigated by SP-Armor.)
'Y' of Fae Beam	41-45	6	Trace a WILL space straight line from you. Deal 1D6 SP-DMG to all enemies in that line, and heal all Heroes in that line for 1D6 HP.
'Y' of Foulwater Blast	46-50	6	Deal 10 SP-DMG and 1D6 stacks of both Knockback and Poison to an adjacent enemy.
'Y' of Healing Beam	51-55	6	Heal target Hero within WILL spaces for 10 HP.
'Y' of Shroud	56-60	6	Target other creature within 4 spaces gains Stealth.
'Y' of Earthen Fist	61-65	7	Deal HLxD6 SP-DMG, Slow 2 and Knockback 2 to target enemy within 3 spaces.



'Y' of Frostfire Bolt	66-70	7	Deal 2D6 SP-DMG, Burning 2, and Frost 2 to target enemy within 3 spaces.
'Y' of Greenfire Bolt	71-75	7	Deal 2D6 SP-DMG, Burning 2, and Poison 2 to target enemy within 3 spaces.
'Y' of Healing Light	76-80	7	Heal up to 1D6 target Heroes for 2D6 HP.
'Y' of Ice Ray	81-85	7	Deal 1D6 SP-DMG and Frost 4 to target enemy within 6 spaces.
'Y' of Netherfire Ray	86-90	7	Deal 1D6 SP-DMG, Burning 2, and Blind 2 to target enemy within 6 spaces.
'Y' of Redflame Bolt	91-95	7	Deal 2D6 SP-DMG and Burning 4 to target enemy within 3 spaces.
'Y' of Steam Bolt	96-100	7	Deal 2D6 SP-DMG, Knockback 2 and Burning 2 to target enemy within 3 spaces.

Wands are equipment, that should have an associated Ability Card linked with them. Use the Ability Card to write down what the wand does, just like you would an ability (*they even have CDC costs as well.*) Because wands require special handling, they must be equipped in your accessory slot to be able to be used. (*You cannot use a wand from your utility belt.*) Scrolls do not have CDC costs as they are discarded upon use.

Mechanically, using any wand ability or scroll item does count as if you were using a Spell Ability.

EQUIPMENT DESIGN

QUALITY & DESIGN

A +1 Helmet of RAD gives you +1 to your RAD stat. A +2 Helmet of RAD would give you a +2 to your RAD stat. A +3 Helmet of RAD gives you a +3 to your RAD stat, and the protocol continues until +5, *the maximum quality possible*. Weapons follow the same protocol. Equipment quality cannot be upgraded after being purchased or found (*unless a trait or the GM allows you to do so.*) Starting weapons are +0 Quality and offer nothing other than what's listed on Table 1W.

Again, +0 Armor offers no benefits unless it's a Shield, as Shields have a basic bonus of +5 Armor and +5 SP-Armor. Since you always keep an equipment's basic bonus, a +1 Shield of Armor will give you +6 to your Armor stat and +5 to your SP-Armor stat.

ARMOR DESIGN

Not all Armors are designed to protect. For example, a +1 Suit of Armor, that gives you +1 to your Armor stat, would be focused around protecting you from physical DMG, whereas a +1 Suit of MAD, that gives you +1 to your MAD stat, would be designed to help you deal more DMG.

When any Hero equips something that gives them +Max HP, it only affects their maximum HP and Vitality values. (*It does not immediately give the wearer current HP or Vitality.*)

WEAPON DESIGN

Weapons come in many different designs. Some do more DMG, some have longer range, some deal status effects, and some are meant to be more efficient while Stealth. For example, a +1 Pistol of Range (*which gives this weapon an additional +1 range*), might be better for a marksman, whereas a +1 Pistol of Songs (*Which gives +1 to your Song Effect Stat, and allows this weapon to count as an instrument*), might be better off in the hands of a Bard.

2H Weapon design effects are doubled. Therefore, if you have a +1 Great Sword of Burning, it will deal 2 stacks of Burning instead. If you have a +2 Sniper Rifle of Range, it will give you +4 Range instead.



SEARCH ROLLS

There are **3 types** of search rolls: **Gold**, **Miscellaneous**, and **Standard**.

Gold searches are rolled when Heroes find gold. Standard searches are rolled when Heroes find valuable treasure. Miscellaneous searches are everything in between (*minor treasures*.) Pre-rolling some rolls ahead of time is strongly advised.

1. GOLD SEARCH ROLLS

Gold Search Rolls are just rolling any number between **1-100**, using the two D10 provided. The value rolled is the amount of gold found. **This is a simple, easy reward.**

2. MISCELLANEOUS SEARCH ROLLS

Miscellaneous Search Rolls may or may not be the most common rolls your party makes. Heroes love to search for loot just about anywhere, and each Hero in the party usually wants a chance to search as well. In some cases, such as searching through an abandoned house, cave, old windmill, or even a single box or barrel at times, the GM may allow the Heroes each **1 roll (using the two D10 provided)** from *Table 1C1, pg. 21*.

3. STANDARD SEARCH ROLLS

Standard Search Rolls are **2-part rolls**, commonly rolled when opening treasure chests:

- 1. Roll #1:** Roll once from Table 1SS (*next page*.)
- 2. Roll #2:** Determined by the above roll. (*See the light gray text next to the treasure you roll.*)

Standard search rolls include Armors, Weapons, Mods, gold, and even valuable keepsake items. When performing a standard search, roll the two D10's and check Table 1SS, to see what you find (*or generate*.)

Focus weapons may use either the **~ Weapon Design ~** or the **~ Armor Design ~** column. Any extra DMG or status effects it gains would apply to whatever other weapon you attack with. (*For example, wielding a 1H Sword and 1H Orb.*)

Every time you roll for equipment it starts off at +1 Quality. If you roll an 86-100 on the second roll, the quality increases by +1, and you may roll again (*to a max of +5 Quality*.) Refer to the below example:

You roll a standard search roll using RNG #1 on Table 1SS, rolling a 42, and finding a +1 Mace weapon. Then you roll again using RNG #2 (*using the ~ Weapon Design ~ column since it's a weapon.*) You roll an 86, so it increases from a +1 to a +2 in quality, and you roll RNG #2 again. then you roll an 85, landing you on the Stealth design. The outcome is that you find a +2 Mace of Stealth, that gives you +2D6 Stealth Damage.

CRITICAL GM ADVICE

Keep treasure rare! (*at least keep standard and gold search rolls rare.*) If you give out too much too soon, you're going to find a huge imbalance between Heroes and enemies. Furthermore, you're going to frustrate your Hero players with an overwhelming amount of numbers and stat inflation. (*A Hero should only have 1-2 pieces of +1 or +2 equipment by Hero Level 2.*) Then an additional 1-3 pieces per level. (*Don't expect for every Hero to have every slot filled up by Hero Level 5.*)

PRE-ROLL treasure! Go ahead, roll some random treasure from the table and make a list. Feel free to cross out some equipment that might not apply to your party (*like minion gear for a party with no minions.*) Then you don't have to waste time rolling for treasure during gameplay.



Table 1SS: STANDARD SEARCH (2-Part Roll)

RNG #1	Treasure	RNG #2	~ Weapon Design ~	~ Armor Design ~
1-5	+1 Helmet (Now roll for Design →)	1-5	CURSED This equipment is cursed, roll RNG #2 again.	CURSED This equipment is cursed, roll RNG #2 again.
6-10	+1 Suit (Now roll from Design →)		6-17	DAMAGE Stave weapons gain +1 SP-DMG, all other weapons gain +1 DMG.
11-15	+1 Gloves (Now roll from Design →)	18-29		RANGE Ranged weapons gain +1 Range. Melee weapons gain the above effect (Damage.)
16-20	+1 Pants (Now roll from Design →)		30-35	BURNING +Burning 1
21-25	+1 Boots (Now roll from Design →)	36-40		FROST +Frost 1
26-30	+1 Shield (Now roll from Design →)		41-45	STUN +Stun 1
31-32	+1 Sword (Now roll from Design →)	46-50		SLOW +Slow 1
33-34	+1 Great Sword (Now roll from Design →)		51-55	KNOCKBACK +Knockback 1
35-36	+1 Dagger (Now roll for Design →)	56-60		BLIND +Blind 1
37-38	+1 Hand Axe (Now roll for Design →)		61-65	POISON +Poison 1
39-40	+1 Great Axe (Now roll for Design →)	66-70		DISSOLVE +Dissolve 1
41-42	+1 Mace (Now roll for Design →)		71-75	SONG EFFECT +1 Song Effect (this weapon is now also an instrument.)
43-44	+1 Maul (Now roll for Design →)	76-80		WOUNDS +1 Wound
45-46	+1 Spear (Now roll for Design →)		81-85	STEALTH +1D6 Stealth DMG
47-48	+1 Pistol (Now roll for Design →)	86-100		UPGRADE This equipment gains +1 Quality, roll RNG #2 again.
49-50	+1 Shotgun (Now roll for Design →)			
51-52	+1 Repeater (Now roll for Design →)			
53-54	+1 Sniper Rifle (Now roll for Design →)			
55-56	+1 Rod (Now roll for Design →)			
57-58	+1 Cane (Now roll for Design →)			
59-60	+1 Staff (Now roll for Design →)			
61-62	+1 Short Bow (Now roll for Design →)			
63-64	+1 Long Bow (Now roll for Design →)			
65-66	+1 Crossbow (Now roll for Design →)			
67-68	+1 Orb (Now roll for Design →)			
69-70	+1 Tome (Now roll for Design →)			
71-72	+1 Shrunken Head (Now roll for Design →)			
73-74	+1 War Trumpet (Now roll for Design →)			
75-76	+1 Bladed Guitar (Now roll for Design →)			
77-78	+1 Battle Wrench (Now roll for Design →)			
79-80	+1 Ring (Now roll for Design →)			
81-91	+1 Mod (Now roll from Table 1M, pg. 33)			
92-97	Gold (Now roll 1-100 for a gold amount)			
98-100	Keepsake (Now roll from Table 1KI, pg. 23)			

EXAMPLE 1

You roll 6 and find a +1 Suit (**Armor**.) Now you must roll for its Design (on the right side.) You then roll a 42 and find that it's designed for Speed. You find a +1 Suit of Speed. (It gives +1 Speed.)

EXAMPLE 2

You roll a 32 and find a Sword (**Weapon**.) Then you roll a 33 and find that it's designed for Burning. You find a +1 Sword of Burning. (Attacks gain Burning 1. If it was a 2H weapon, attacks would gain Burning 2 instead.)



Table 1M: MODS








Flavor wise, Mods can resemble anything, from cybernetic enhancements to magical tattoos. The Mods in **Blue Text** may be purchased from any merchant for **100 Gold**. Other Mods can only be found (rare.) Mods that are marked with an asterisk are unique. You may only have 2 unique mods equipped at any given time.

Mod	RNG	Description / Flavor Suggestion <i>(You can detail Mods as anything.)</i>
HP	1-4	+1 Max HP <i>(Neural Regulator)</i>
Armor	5-8	+1 Armor <i>(Metallic Implant)</i>
SP-Armor	9-12	+1 SP-Armor <i>(Synthetic Skin)</i>
RAD	13-16	+1 RAD <i>(Tracking Circuit)</i>
MAD	17-20	+1 MAD <i>(Forearm Stabilizer)</i>
Wounds	21-24	+1 Wound on attacks <i>(Bio-Exposer)</i>
Range	25-28	+1 Ranged Weapon Range <i>(Zeroing Lens)</i>
Initiative	29-32	+1 Initiative <i>(Adrenaline Infuser)</i>
Stealth	33-36	+1D6 Stealth Damage <i>(Translucent Nano-Flesh)</i>
Speed	37-40	+1 Speed <i>(Calf Boosters)</i>
Healing Mastery	41-44	+1 Healing Mastery <i>(Tattoo of Sacred Writings)</i>
SP Mastery	45-48	+1 SP Mastery <i>(Tattoo of an Arcane Symbols)</i>
Minion Speed	49-52	+1 Minion Speed <i>(Glowing Wind Tattoo)</i>
Minion Damage	53-56	+1 Minion Damage <i>(Glowing Fang Tattoo)</i>
Minion HP	57-60	+1 Max Minion HP <i>(Glowing Heart Tattoo)</i>
Song Effect	61-64	+1 Song Effect <i>(Bionic Speaker)</i>
*Burning	65	Attacks gain Burning
*Frost	66	Attacks gain Frost
*Stun	67	Attacks gain Stun
*Slow	68	Attacks gain Slow
*Knockback	69	Attacks gain Knockback
*Blind	70	Attacks gain Blind
*Poison	71	Attacks gain Poison
*Dissolve	72	Attacks gain Dissolve
*Burning +	73	Anytime you deal Burning, you deal 1 additional stack of Burning
*Frost +	74	Anytime you deal Frost, you deal 1 additional stack of Frost
*Stun +	75	Anytime you deal Stun, you deal 1 additional stack of Stun
*Slow +	76	Anytime you deal Slow, you deal 1 additional stack of Slow
*Knockback +	77	Anytime you deal Knockback, you deal 1 additional stack of Knockback
*Blind +	78	Anytime you deal Blind, you deal 1 additional stack of Blind
*Poison +	79	Anytime you deal Poison, you deal 1 additional stack of Poison
*Dissolve +	80	Anytime you deal Dissolve, you deal 1 additional stack of Dissolve
Burning Resistance	81	+1 Burning Resistance
Frost Resistance	82	+1 Frost Resistance
Stun Resistance	83	+1 Stun Resistance
Slow Resistance	84	+1 Slow Resistance
Knockback Resistance	85	+1 Knockback Resistance
Blind Resistance	86	+1 Blind Resistance
Poison Resistance	87	+1 Poison Resistance
Dissolve Resistance	88	+1 Dissolve Resistance
*Fire Damage	89	Attacks gain +1D6 Fire Damage
*Ice Damage	90	Attacks gain +1D6 Ice Damage



*Lightning Damage	91	Attacks gain +1D6 Lightning Damage
*Earth Damage	92	Attacks gain +1D6 Earth Damage
*Water Damage	93	Attacks gain +1D6 Water Damage
*Wind Damage	94	Attacks gain +1D6 Wind Damage
*Trauma Damage	95	Attacks gain +1D6 Trauma Damage
*Light/Dark Damage	96	Attacks gain +1D6 Light or Darkness Damage
*Poison Damage	97	Attacks gain +1D6 Poison Damage
*Acid Damage	98	Attacks gain +1D6 Acid Damage
*(Un)Holy Damage	99	Attacks gain +1D6 Almighty Damage
*CDC Modifier	100	Activated Abilities may cost 1 more or 1 less CDC

TABLE 1TC: TREASURE CHESTS

NAME	CHEST DESCRIPTION & CONTENTS	DETAIL	RARITY
Normal Chest 	A simple looking chest. 1 <i>Standard Search Roll</i> (pg. 32)	None	Normal
Locked Chest 	A normal looking chest with a padlock, or an obvious built in lock. 2 <i>Standard Search Rolls</i> (pg. 32)	1 Lock	Uncommon
Trapped Chest 	A normal chest with blatant warning signs on it. 2 <i>Standard Search Rolls</i> (pg. 32)	1 Trap	Uncommon
Supply Chest 	A large maroon leather chest. 1D6 <i>Rolls from Table 1CI</i> (pg. 21)	None	Very Uncommon
Jewelry Box 	A small locked Jewelry box. Always locked, and sometimes trapped. 1 <i>Gold Search Roll</i> , 1 <i>Roll from Table 1KI</i> (pg. 23)	1 Lock, 0-1 Trap	Rare
Grand Chest 	A large, ornate chest that is heavily decorated. 3 <i>Standard Search Rolls</i> , 2 <i>Gold Search Rolls</i> , 1 <i>Roll from Table 1KI</i> (pg. 32 and pg. 23)	2 Locks or 2 Traps	Very Rare
Custom Chest 	An odd and ambiguous looking chest of custom design. (<i>GM decides the contents.</i>)	0-2 Locks and/or 0-2 Traps	GM Determined

MERCHANT BASICS

Almost every merchant in Estaria is licensed with the government. Doing so awards merchants a *minor law stone* for a set monthly fee. These *minor law stones* offer 2 functions. First, it offers **teleportation** for the merchant and all their unsold wares to any *major law stone* sanctuary that they've attuned it to, if the merchant becomes compromised and/or the stone senses illegal activity (*to a degree set by the merchant.*) Secondly, if any ware is stolen, it will become cursed after 1-24 hours (*another degree set by the merchant.*) Sold items and equipment must be scanned by the *minor law stone* during transactions to negate this cursing effect.

- 1. Item Merchants** – These merchants will buy/sell any items from *Tables 1CI* and *1KI* (pages 21-24.)
- 2. Equipment Merchants** - These merchants will buy/sell +1 and +2 equipment of any type and design. +3/+4/+5 Quality equipment are *extremely rare* and should only be made obtainable from the highest quality smiths, in the biggest of cities. (*Although absurdly rare, it is still possible to find +4/+5 equipment.*) At *heavy DM discretion*, they *might* sell any unique ring or accessory from *Table 1URA*.

EQUIPMENT PRICES

Equipment	Value (Gold)
+1 Quality (All Mods)	100
+2 Quality	200
+3 Quality	300
+4 Quality	400
Unique Ring/Accessory	400
+5 Quality	500

To the left is the standard pricing guide. A standard +1 Helmet is valued at 100 gold, whereas a +2 Helmet will be worth 200 gold. A +3 Shotgun will be worth 300 Gold, a +4 Shield will be worth 400 gold, and a +5 pair of Pants are worth 500 gold. *(The design of a product does not change its value.)* Any Unique Ring or Accessory from Table 1URA is worth 400 gold, and Mods are always 100 gold.

Merchants sell Items and Equipment at 100% value to the Heroes.

Heroes sell items and Equipment at 50% value to the Merchants.

The Bargaining and Salesmanship feats may allow Heroes to gain a little extra gold while buying and selling *(through haggling for better prices and instant rebates.)*

As a GM, you may alter buying and selling however you want. The above and below are just default rules for game balance. If you prefer haggling, you may allow the Bargaining feat to give a +1 CHA test score (per rank) when trying to haggle for cheaper prices. If you do, you should also allow the Salesmanship feat to also give +1 CHA test score (per rank) when Heroes try to sell items and equipment for a better price.

MERCHANT SELLING IN DEPTH (Equipment & Items)

Equipment Merchants should buy any *Equipment* from the Heroes for half their value.

Item Merchants should buy any items from Heroes for half their value. However, they **will not buy starting items** from Heroes *(they're off brands or outdated goods.)* In addition, Heroes cannot buy an item for H.C., and then sell it back to the merchant for gold; Nor can they exchange H.C. for gold. By contract, merchants are not allowed to engage in such transactions, and risk losing their **minor law stone** (pg. 34) if they do.

There is no exchange rate for H.C. and gold. At best, a Hero could buy 1 H.C. for 25 gold *(or sell 1 H.C. for 1 gold.)* **Selling H.C. for gold is illegal** and can result in a hefty fine and a permanent ban from using H.C. or selling goods *(perhaps a lock on their cred sticks.)* Because of these severe punishments, few people care to engage in these types of transactions. *(Mechanically speaking, H.C. exists to encourage Hero Players to purchase and use consumable items, without having to worry about dipping into their equipment funds.)*

Item Merchants gain tax benefits for doing business with Heroes, so H.C. is beneficial to them. H.C. also allows Heroes better access to basic goods and travelling gear for helping citizens with everyday needs.

EQUIPMENT AESTHETICS

ARMOR AESTHETICS

The Aesthetics and design of various Armors can be changed at any time, and is usually determined by the Hero, but approved by the GM. For example, a +3 Gloves of Armor could presumably look like steel gauntlets, or the Hero may decide to have it appear red, lacey, and flamboyant. Aesthetics can only go so far, and **should not affect actual game mechanics** *(such as disguising, maneuverability, visibility, etc.)*

WEAPON AESTHETICS

Like Armor, Weapon aesthetics shouldn't matter. Determined by the Hero and approved by the GM, a Hero may choose to customize the appearance of their Weapons. Their +1 Great Axe of Song Effect would presumably be a Great Axe with a large flute as the shaft or a small amp at the base of the handle, but if they desire, it could faintly glow purple with musical notes occasionally floating out of it. Like with Armor, aesthetics can only go so far, and **should not affect actual game mechanics** *(such as visibility, causing an elemental effect, lighting something on fire, etc.)*



LOYALTY POINTS

Loyalty Points, or **LP**, refers to how committed you are to your **Party and Soul Purpose**. These points can be earned by working with your fellow party members in a variety of ways (*cooperation, agreement, concession, understanding, conflict resolution, etc.*) Basically, doing anything that promotes and maintains a strong bond of comradery and trust within your party. **Most importantly, actively pursuing your Soul Purpose and pushing the story forward** for the group will also award you LP. Only significant acts can give you LP, and what counts as significant is determined by the GM. As a general rule, you can't do the bare minimum to earn LP, and there has to be significant effort involved. (*Helping a party member kick an unpleasant habit or finishing quests related to your Soul Purpose would certainly award LP. Telling a party member "good job" would not.*) By default, completing story related missions or milestones awards 2D6, or 2-10 LP.

The GM may also give you 1 LP for giving another Player a bonus token. (*Naturally, bonus tokens given this way cannot be given to other players for more LP.*) If it's ok with the GM, you may give other Players bonus tokens at will, regardless of the Heroes' situation (*limit once per round per party though.*)

Your LP starts at 0 and has no maximum value. You may spend 10 LP to earn a **Sigil**, which is an inscribed mark on your skin that you can remove and use at any time (*this takes 10 minutes outside of combat.*) The following Sigils that you can choose from are below:

- **Sigil of Rebirth** – You may completely recreate your character, with all the experience you have earned so far. (*You do not gain or lose any items, currency, or equipment this way.*)
- **Sigil of Treasure** – You may roll once from 1 of the following tables: *Table 1URA, pg. 27 (Unique Rings & Accessories)*, *Table 1WS, pg. 29 (for a Wand)*, or *Table 1M, pg. 33 (Mods)*.
- **Sigil of Restoration** – You may recover 1 Death D6.

DESCENT INTO MADNESS

Certain Heroes may find themselves slowly succumbing to an obsessive madness. Heroes experience violence, the supernatural, and foreign lands far more often than the average person. They're also the only beings known to have had any contact with the divine beings of this world; The Stars.

The Stars can keep a Hero's mind from descending into madness, but only if they remain interested. Stars will quickly lose interest in Heroes that are toxic to the party (*but may lose interest for any reason.*) A Hero Player that doesn't at least try to work with the other Players in the party will slowly *Descend Into Madness*; losing control of their character altogether (*it will become an NPC.*) A Hero that kills *important* NPCs, just to disrupt the game, is an example of a Hero that would go mad. Another might be a self-righteous Hero that is too good to try to work with evil Heroes, or a greedy Hero that would rather hoard all the treasure than share.

The True Alignment of the Stars is both unknown and beyond mortal comprehension.

There are 5 forewarned stages of madness, simply numbered 1-5, to give Hero Players a chance to correct their behavior (*or not, should they wish.*) Madness is accrued 1 stage at a time, and all Heroes start with 0 stages of madness. No single act, no matter how terrible, should ever advance a Hero more than 1 stage of madness. However, certain acts leading up to an ultimate event can each cause a Hero to gain a stage of madness (*for example, a Hero gathers C4 to blow up a church. The act of stealing the C4 for vile purposes, and the act of blowing up the church, would each cause the Hero to gain 1 stage of madness.*)

Upon reaching the 5th stage of madness, a Hero player loses control of their Hero, and the Hero becomes an NPC. The NPC continues doing what they were doing (*murdering innocent NPCs, blowing up buildings, etc.*) in a glorious fashion, as opposed to a sour ending. In some cases, the now NPC may become a villain, or legendary NPC relevant to the story.



HEALTH, REST, & VITALITY

Vitality is your overall physical and mental stamina and is directly correlated with your health and stress. Characters with a low maximum Vitality cannot handle mental stress or physical abuse well, and those with high maximum Vitality are great at managing stress and handling pain. Likewise, those currently at 50% or less of their Max Vitality will begin to become stressed, irritated, and constantly in pain, while those with near %100 of their current Vitality will be in an absolute great mood.

VITALITY

When you lose all your HP, you're defeated and begin losing Vitality, and when you lose all your Vitality, you either die or face death's door. (More on death in the Advanced Rulebook, Defeat & Death, pg. 18.)

*NOTE: It is important to know that whenever you're defeated by any kind of damage, or loss of life that brings your HP below 0, it carries over to your Vitality. If you have 4 HP, and are dealt 10 DMG (after Armor mitigation), you will be reduced to 0 HP, become defeated, and lose 6 Vitality. Any loss of HP following that directly affects Vitality. While defeated, you critically fail all attribute tests. Armor/SP-Armor mitigation, Resistances, Immunities and Vulnerabilities still apply, however.

LONG REST & SHORT REST

A long rest can consist of an 8-hour sleep anywhere (that's safe and peaceful), like in a **Safety Tent**. Rest is extremely important for maintaining your characters physical and mental safety. You may perform only one long rest per 24 hours. During a long rest, Heroes will recover: (CON x 5) Vitality.

Characters with more CON will have more overall Vitality and recover more as well.

Once every 4 hours, you may take a 1-hour short rest (with food & water) to recover half your Max Trait Points, or TP (explained more in Character Creation, pg. 19.)

REGENERATION (ZEN)

Heroes have exceptional recovery potential due to being blessed with the healing powers of **Zen**. If conditions are somewhat peaceful (Zen), outside of combat, Heroes may enter a meditative state, that allows them to heal to full HP, cure all wound/status effect stacks, and remove all CDCs. They do not, however, heal illnesses, curses, diseases, or recover any Vitality. (This keeps gameplay moving forward.)

Pawns lurking in the shadows wouldn't interfere with Zen, but they'd likely interfere with long rests.

ALIGNMENT (optional)

Alignment is an optional mechanic to enhance roleplay, by giving a Hero a sense of morality (by which the Hero Player embodies.) The overall alignment of the party does not matter, as plenty of good Heroes partner up with evil Heroes that share a common Soul Purpose. No matter the route, as long as the party shares a Soul Purpose, they are allies to one another. Heroes *must* work together. Alignment choices are as follows:

ALIGNMENT	DESCRIPTION
Twisted Good	Twisted Good characters are mostly good, but have a slightly perverted sense of good, and may commit evil acts, such as killing or stealing, because they truly believe it is for the greater good. (Think of witch-hunts and misguided crusades.)
Good	Good characters try to do good, and in general, if it helps others and doesn't harm innocents, it's good.
Gray	Gray characters prefer to do whatever they want, or to remain ambiguous (neutral.)
Evil	Evil characters are typically selfish, willing to hurt others or steal from people just to benefit themselves. Profiting is their primary concern.
Twisted Evil	Twisted Evil characters are mostly evil, but are willing to help good people, just so they can hurt others (think of medieval torturers, helping the church force confessions, as an example.) At extremes, they will commit reckless acts of evil, for no benefit.



Alignment is *not* intended to restrict the party or Heroes in any way. However, this decision is purely up to the GM. If the GM wants to restrict certain alignments, they can. By default, Good and Gray alignments are the only ones a new player may choose. Twisted Good, Twisted Evil, and Evil alignments require GM approval.

ELEMENTAL LOGIC

With enough **Burning**, you will become so aflame (or sizzling) that you begin to take **Fire Damage**. When your body is filled with enough **Poison**, your organs will begin to shut down, (eventually hindering your natural resistance to spells), and will deal you **Poison Damage**. Once enough **Slow** has been put on you, your heart either dangerously decelerates, or you've become caked in rock, earth, or plants, and it begins to constrict you and your blood flow, dealing **Earth Damage**. **Dissolve** has the potential to melt you and your armor into a bloody heap of soft tissue, and with enough stacks, will deal **Acid Damage**. With enough **Stun**, your neurons may begin to backfire, or the lightning you've been dealt maybe start to burn your nerves, and deal you **Lightning Damage**. With a thick enough coat of **Frost**, you may begin to become brittle or half-frozen, and be dealt **Ice Damage**. Once **Light** has dealt enough **Blind** to you, it begins to pierce through your skin and into your soul, dealing **Light Damage**. When **Darkness** deals enough **Blind** to you, it begins to sneak nightmares and demons of the nether into your body, allowing the darkness to nip, bite, and gnaw at your very soul, dealing **Darkness Damage**. **Holy** and **Unholy** creatures deal **Almighty Damage** as they're divine beings, whether good or evil. Some Heroes, like Paladins acquire the ability to deal **Almighty Damage** as well. **Holy** and **Unholy** are opposite ends of the same straw. When pushed back into a solid surface by **Knockback**, you become crushed by the source, and are dealt either **Wind**, **Trauma**, or **Water Damage**.

FAQ (and other good questions)

What's a Creature?

Any living, breathing entity. It can also refer to undead, constructs, and essentially any "character".

I understand Cooldown, but why Warmup?

To keep certain abilities up and active, such as the Warden's *Stoneskin* or *Orb of Earthen Delight*.

Does the status effect "Blind" affect Line of Sight or the use of abilities?

No, it's more of a disorienting effect that befuddles attackers (an impairment as opposed to total sight loss.)

What happens if I attack a wall, gate, or door?

Your attack cannot miss (if it's within your weapon's range) but cannot critically hit either.

Exceptions to rules?

There can be an exception to just about any rule. In these cases, your GM is the judge. For example, if you have 10 Lower Body Wounds and use a grappling hook, do you still lose HP? Yes. But that's up to the GM.

Why does my Trait, Talent, or Ability seem underpowered, overpowered or simply game breaking?

Keywords. In most cases, someone misses a keyword. For example, an ability only targets *Monsters*, meaning it won't work on *Pawns* or *Bosses*. Or something that seems weak only takes a Quick Action.

Does the act of gaining Airborne while adjacent to an enemy trigger Attacks of Opportunity?

Yes, unless otherwise noted (like the #31 *Land Master* and #200 *Zephyr* traits.)

Dealing status effects and wounds feel erratic, either very strong or very weak. Is that Intended?

Absolutely. This game is about rock-paper-scissors, well-rounded parties, options and strategy. Status effects like *Slow* can utterly debilitate some enemies, while others may simply be immune to it. You might be able to kill enemies quickly with wounds, only to find out that the next enemies are immune to them. Therefore, the more options your party has, the better off you'll be.

I can't find the ruling about something very specific?

If you have the PDF version, CTRL+F is your best friend. Otherwise, feel free to message us directly at:

Support@Silentcandlegames.com, and we will do our very best to answer your question in a timely manner.

