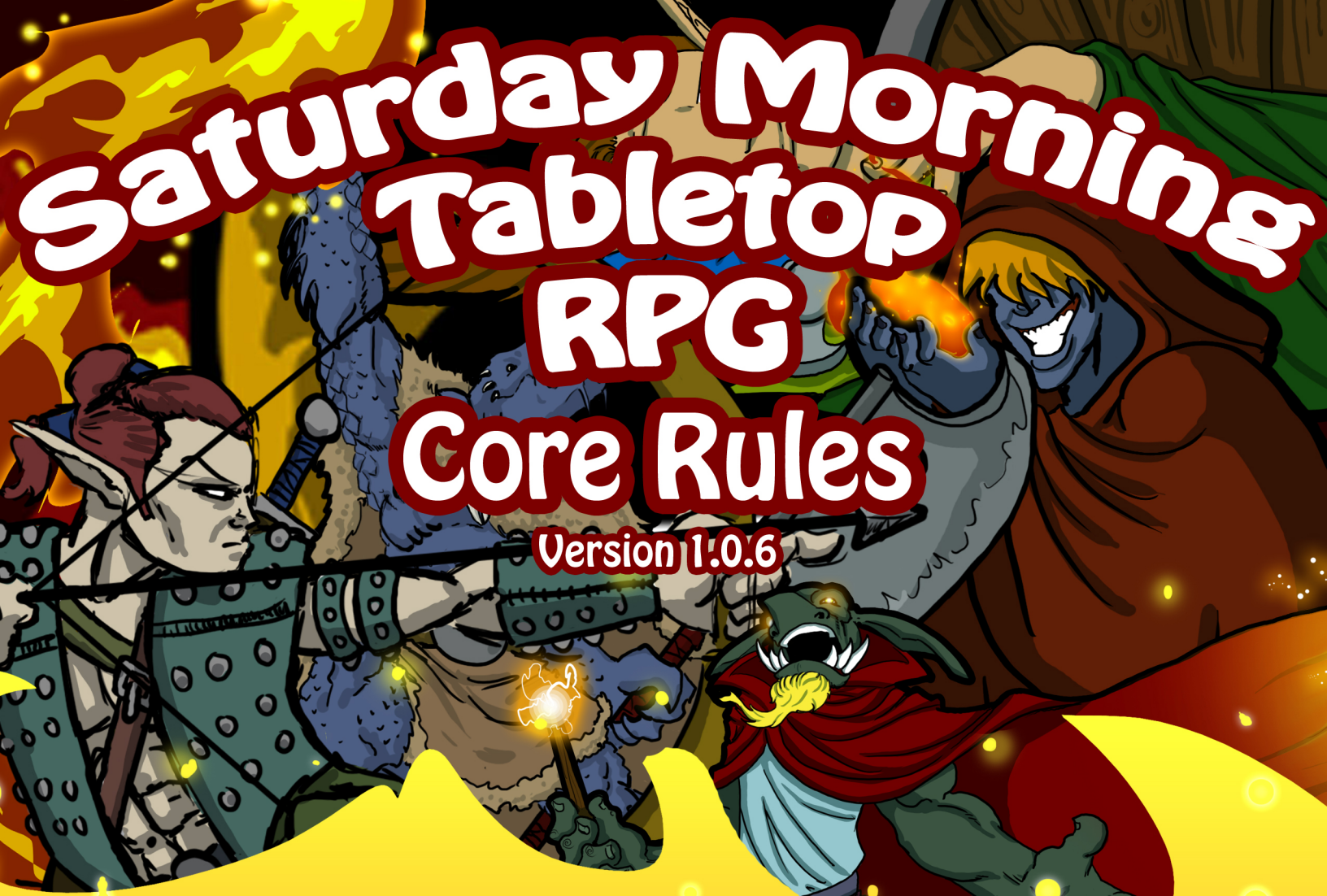
Saturday Morning Tabletop RPG

Core Rules

Version 1.0.6



RATED RP G

RATED RP 13

RATED RP MA

WRITTEN & ILLUSTRATED BY NEFTHALIE N. RAMOS

Role Play
Unity, Fellowship Fun

SATURDAY MORNING TABLETOP RPG

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SATURDAY MORNING TABLETOP

WITH MORE OVER THE TOP CARTOON ACTION

THAN CHANNEL 5 CAN HANDLE

I remember when I was young, before all the 24 hour cartoon channels. When all the BEST cartoons came on only once per week! Skinny little me just sitting in front of the TV, early on a Saturday with a bowl of dry frosted corn flakes. Munching away, waiting for those awesome toons. Man do I love those cornflakes! Probably why I'm not so skinny anymore.

Even now, I remember the big 3 I used to love . . . Bravestar, GI Joe and Inhuminoids. I remember the big skeletal monster that kept prisoners in his ribcage. Hell, I used to sit through Jem to make sure I didn't miss a single bit of Inhumanoids. Do you guys remember Jem? Raise your hands if you can remember Jem. Now I'm not slouching on any of the Hanna Barbera shows, but those for me were the BIG 3! With that said I still have fun screaming out, CAPTAIN CAAAAVEMAAAAN!!! Suffice to say Saturday morning cartoons were totally amazing! So I'm here reminiscing about those crazy good Saturday morning cartoons, and let's face it, in the 80's cartoons were really great. So here's an RPG with a bit of a Saturday morning twist.

Throughout the book I'll be switching back and forth between good old fashioned technical & mechanical talk, to explain the mechanical and technical stuff! Otherwise known as the rules. To some fun light spirited cartoon talk, to describe the "fluff". The goal of this book is to get some fun action packed gaming with that old 80's cartoon feel. To stay in that young hearted vibe and sneak in some items where creative problem solving and tactical thought are really important. Appealing to both the combat tactician and goofy child in me hasn't been easy, but I think I'm well on my way to doing so.

To support that awesome cartoon vibe I'm going for, a few things had to be done. I needed to have a core mechanic that supports that over the top cartoon action. I've written a few new core mechanics and replaced others. While D&D was where I started and I've kept the core mechanic changes to a minimum, each change is very impactful to the setting and vibe. These changes include, but not limited to the removal of death, because let's face it . . . When was the last time a pizza eating turtle or a real American hero actually died?

Included in this first book are a handful of familiar races and classes, but even more over the top, unique races and classes. Like the Crystal caretaker, Yeti, Arcane warrior and green knight to name a small few. As well as a whole lot of new gear. Some of the core classes start familiar but branch off into very unique archetypes that interact with the world very differently. Many other archetypes, classes and items are in the works and will be part of future releases.

This is the core rules book for my Saturday Morning Tabletop RPG series and is a complete standalone product. This will be the only book necessary to start gaming but many more setting and adventure books will be released to flesh out Gemini, the world of SMTT.

So, for those of us wanting to share our hobby with our children, or those of us that are just old grognards that remember the "save or die" rolls &

the cartoons in those days that showed the earths destruction . . . Jump in and have some fun!

-------- oh, and don't Forget the cornflakes! --------

Written & Illustrated

By Nefthalie Nelson Ramos

RATING SYSTEM

Man, reflecting on the work I've put into this project and the play testing . . . I really feel like I've got something here for that over the top action packed cartoon game I'd like to run. Saturday Morning Tabletop can be run with a few different feels though. For myself I feel like I naturally gravitate towards the more silly route. Not all gags and whatnot, but that really fun and silly type of backdrop to the story. The types of enemies I've created are mean and designed to combo together in really vicious ways. Meaning that a fairly heavy, violent and painful combat encounter is pre-set into the mechanics. However I've supplied all the rules you need to create whatever enemies you'd like at the end of this book.

So if you want to go all bugs . . . or . . . devil man, you can. Seeing as how we can play and run quite the gambit of action cartoon genres and subgenres, we have a rating system! It's for the most part kept pretty simple and lets you as a consumer, GM or player know at a glance what the theme and animated ideas are behind all Saturday Morning Tabletop books.

Another great thing about the rating system, is that it lets you know right up front the tone and difficulty of the game you're going into. RP-G being that fun silly game where next to nothing can really stop the heroes. RP-MA Being that uphill battle, where grit and gore make themselves at home. Where the heroes have to fight tooth and nail for each minor victory they can. Finally we have the fun middle ground in RP-13.

RP-G

No adult language, no adult themes. Violence is without consequence, or blood. Focused on fun, silly, shenanigans. . .Products and campaigns that adopt the RP-G rating are intended to be lighthearted and not taken seriously. Games best suited for younger children or adults that just need a break from deep immersive RP, but still want to game. Focusing on player agency, player empowerment and whatever funny/goofy cartoon trope you can think of.

As far as combat encounters, they are more for fun than anything else. Feel free to shift "non-important" combat encounters to "narrative combat scenes". Meaning that when our heroes are doing battle against meaningless minions, they can take turns describing how they dispatch of these minions in a heroic fashion! These narrative combat scenes are for helping the players feel powerful, get them used to giving description and to drive the narrative. If you would like to be a nice GM, give your players EXP equal to the encounter failure EXP of their heroic tier. A full EXP reward is too much for a guaranteed win! Evil doers that represent someone important, as in a boss or mini-boss . . . should be treated as any other combat encounter.

Cartoon styles to think of . . . Looney tunes, wacky racers, captain caveman etc.

RP-13

This is the mid ground of the three ratings. Being a mixture of the other two ratings, the most variety happens right here in RP-13! Personally I find that I gravitate toward the silly side of this rating. Here we have slightly stronger language, reference to adult themes and harder choices to be made. As well as the choices made by the players being slightly more impactful.

Combat encounters should be hard but beatable. If you need to "pull your punches" as a GM . . . do so. The only real battles that should be very difficult should be "boss battles", or battles that are made to be meaningful in the narrative.

Think of this rating applying to cartoons like; Voltron, the Bionic six, Darkwing duck, Fairy tale, DBZ, etc.

RP-MA

Over the top, mature, bloody violence. This is built for high octane action, blood, gore and all manner of violence. Definitely oriented towards the more "mature" gamer. Combat encounters are not only hard but should be abusive! It should take every player character using ever ability, feature feat and piece of gear, working in unison to come out victorious. Mature themes, politics, petty crime, adult language and narrative death. It's time your players put their big boy pants on, and learn some serious teamwork. That is if they want the slightest chance at victory.

Every RP-MA encounter should be a deadly one, enemies need to work / combo together, setting ambushes and using the environment to their benefit. If the enemy is bigger / has a higher Awesome Power, they are going to take advantage of that! Throwing around heroes like ragdolls . . . forcing the party to split by using the terrain and their abilities to split the party. Enemies should be played smart and exploit every strength they have and any weakness they see in the heroes.

This rating would apply to cartoons mostly found in anime. Think of: Akira, Devil man, Heavy metal, Aeon flux, Vampire hunter D and if you know it… maybe even Urotsukidoji. All cartoons meant for a mature audience. Play responsibly.

AWESOME POWER

You know, a lot is possible in the world of cartoons! Like a dwarf happily walking around whistling carefree, all the while wearing more armor than an entire battalion of evildoers. Or, how about a thief that can dance around the swords, claws and teeth of evildoers without breaking a sweat? OK, but let's not forget magic. Magic is pretty darn powerful, but you have some mages that just have more bang for the buck! Point is there are some heroes that have just a little extra, and well, Awesome Power represents that little extra umph that our heroes have.

Not all of our heroes have that extra bit of umph, but Awesome Power represents the potential of a player character be perform grand feats of heroism and power. It's a measure of how much more awesome you are than the evildoer your fighting, or how much more awesomely powerful they are than you!

What this means is that while the average person, even your average hero can't wrestle a dragon to the ground or single handedly roll around those pesky boulders blocking their way . . there are the rare few that can. Many things in the world have **Awesome Power**, not just our heroes. **AP** is used to measure how potentially "over the top" our heroes can be in regards to what they're doing. The introduction of **Awesome Power** / **AP** as a mechanic, helps streamline grappling as well as introduce new feats, class features and my favorite . . . WRESTLING!

AP is a measure of many things, but the measurement is categorically different. For example, AP as a category of strength independent of your strength score, can be used to determine whether or not you are able to lift/carry, grapple/wrestle a target or break through a rather inconvenient wall standing in your way. A target may be a person, creature, object or that wall that's been taunting you.

Now the bigger you are, the more categorically powerful you are. To represent this, your **AP** score is primarily based on your size category.

Being of a small size your AP=0.5. You're not very awesome, but you have the potential to be! Anything smaller than small is rarely if ever awesome, so they have 0 AP or less.

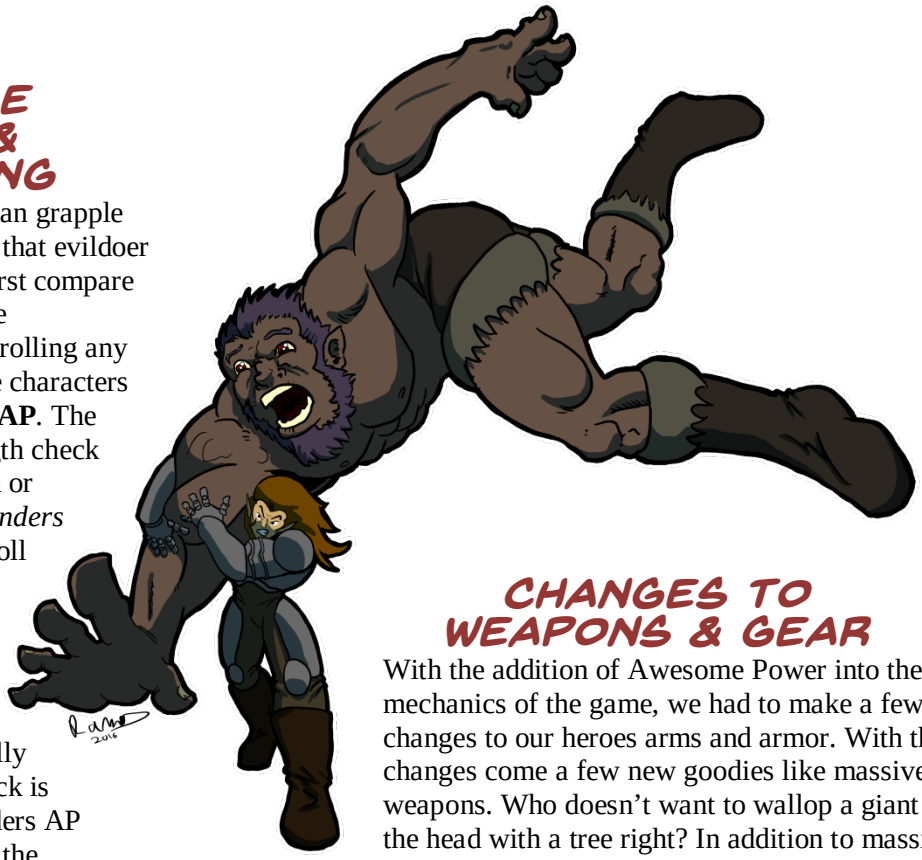
SIZE	AWESOME POWER
Infinitesimal	-2
Miniature	-1
Tiny	0
Small	0.5
Medium	1
Large	2
Huge	3
Gargantuan	5
Colossal	7
Titanic	10
Momentous	15

Awesome Power however can be modified. New spells, abilities, feats, class/racial features & by somehow changing your size. Many of the new methods for altering you AP are introduced in this & further books.

Awesome power effects many of the mechanics of the Saturday Morning Tabletop RPG. The following is a list of how Awesome Power is reflected in the general rules of the game.

Awesome Power & Grappling

To Determine if you can grapple with an evildoer, or if that evildoer can grapple you . . . first compare the attackers **AP** to the defender's **AP** before rolling any opposed checks. If the characters **AP** equals the targets **AP**. The grappler rolls a Strength check opposed by a Strength or Dexterity Check *(defenders choice)*. The highest roll wins the grappling contest as normal. If the attackers **AP** exceeds the defenders **AP**, the attacker is automatically successful and no check is required. If the defenders AP exceeds the attackers, the attacker automatically fails.



Refer to example below

The same is true for any evildoer. As the GM you may take advantage of this by throwing bigger and more heinous evildoers at your heroes. Like a grumpy red dragon that wants its treasure back!

Example

Billy Brawn the beefy barbarian battles the big bad red dragon. Billy is medium sized, so he has and **AP** 1. The dragon however is HUGE & has an **AP** 3. Billy, even with his massive strength score of 18 can't hope to grapple the red dragon to the ground. Thomas the titan slayer however has a couple of important feats, "I work out" & "Firewalker". Thomas's feats add +2 **AP** and he's medium size, giving him a total **AP** 3. Thomas can actually grab the dragon by the tail and keep it from flying away . . . with a successful strength check of course.

Changes to Weapons & Gear

With the addition of Awesome Power into the core mechanics of the game, we had to make a few changes to our heroes arms and armor. With the changes come a few new goodies like massive weapons. Who doesn't want to wallop a giant over the head with a tree right? In addition to massive weapons we now have to have light and heavy weapons on a sliding scale, rather than having static tags. As well as the ability to wield two handed weapons in a single hand, dependent on your Awesome Power. The weapon tags, light and heavy have essentially been removed. The only weapons that still require two hands to use regardless of AP will have the "two-handed" tag.

Weapons & Awesome Power

- A weapon with an AP requirement equal to or less than you're AP, requires one hand to wield.
- A weapon with an AP requirement one or more less than your AP, may be wielded in your off hand as a secondary weapon. As a bonus action, you may gain an attack with your secondary weapon that does not benefit from your ability modifier to damage. This rule replaces the Light descriptor.
- A weapon with an AP requirement no more than one step higher than your AP, requires 2

hands to wield. This rule replaces the normal Two-handed, descriptor.

- A weapon with an AP requirement 2 steps higher than your AP requires 2 hands to wield but grants disadvantage to all attack rolls with it. This rule replaces the HEAVY, descriptor.
- A weapon with an AP requirement greater than 2 steps higher than your AP can not be wielded.

THROW RANGE & AWESOME POWER

There are a few weapons whose range depends on the wielders Awesome Power. Those weapons list their range as AP x *. Simply multiply the AP & second number to get the range. Such as the great slings max range of APx60. For example if a AP3 giant uses the great sling, its max range = 180ft. However if a bigger AP5 uses that same great sling, the max range=300ft.

ARMOR & AWESOME POWER

- Armor with an AP requirement less than your AP is light armor
- Armor with an AP requirement equal to your AP is medium armor
- Armor with an AP requirement one step higher than your AP is heavy armor
- Armor with an AP requirement two or more steps higher can not be worn without specific race / class features, or increasing your AP.

SHIELDS & AWESOME POWER

- Shields with an AP requirement one step higher than your AP may be wielded with a single hand.
- Shields with an AP requirement two or more steps higher than your AP may be wielded without specific race/class features, or increasing your AP.

IMPROVISED WEAPON ATTACK DAMAGE & AWESOME POWER

Awesome Power	Improvised Damage
1	1d4+STR
2	1d6+STR
3	1d8+STR
4	1d10+STR
5	1D12+STR
6	2D8+STR
7	2D10+STR

An object that bears no resemblance to a weapon, deals damage as listed in the Improvised weapon table. To determine the damage add 1 to the attackers Awesome Power, and refer to the improvised weapon table. *(the GM assigns a damage type appropriate to the object)*. If a hero uses a ranged weapon to make a melee attack, they use the number listed as the weapons AP requirement as a bonus to the attackers Awesome Power for the purpose of determining damage *(but they might damage the ranged weapon)*. A hero may also throw a melee weapon that does not have the thrown property. The range of a thrown melee weapon without the thrown property is the heroes **APx5ft/APx10ft.** A hero may also throw a grappled evildoer as an improvised weapon, but that's a whole other mess…

UNARMED ATTACK DAMAGE & AWESOME POWER

The bigger you are, the harder you hit! Usually . . . There are feats, class's and features that may increase your ability to deal unarmed damage. Most notably, **WRESTLING MOVES**! So here we

have a chart letting you know how Awesome Power affects your unarmed damage output!

Unarmed damage comes in two major flavors, Striking damage and Slam damage *(Wrestling)*. The bigger and/or more awesome a hero is, the more damage they can do to nasty, nasty evildoers with their punches, body slams etc..

Unarmed Damage		
Awesome Power	Strike Damage	Slam Damage
0.5	0+STR	2+STR
1	1+STR	4+STR
2	1d4+STR	8+STR
3	1d6+STR	12+STR
4	1d8+STR	16+STR
5	1d10+STR	20+STR
6	1D12+STR	24+STR
7	2D8+STR	36+STR
8	2D10+STR	48+STR
9	2D12+STR	60+STR
10	3D8+STR	72+STR
11	3D10+STR	80+STR
12	3D12+STR	100+STR
13	4D12+STR	120+STR
14	5D12+STR	146+STR

Unarmed strikes dish out bludgeoning damage of an amount listed in the Strike damage section on the unarmed damage table.

Wrestling moves that deal damage, deal impact damage of an amount listed in the Slam damage section on the unarmed damage table.

In a future release, the martial artist and all their wondrous moves and techniques will enter the SMTT world. Greatly expanding the possibilities for unarmed combat.

AWESOME POWER & SPECIAL FEATURES

For grappling, unarmed weapon damage, improvised weapon damage and gear, Awesome Power behaves in the same manner regardless of your characters race and class. However, there are race and class features that may benefit from increased Awesome Power. Such as the AP multiplier to sneak attack damage, the priests healing spells or the dwarves combat training.

CHARACTER CREATION

Creating your first character is an easy six step process. If this is your first character or you're not yet experienced with character creation, follow the steps below. If you're familiar with the rules and are a veteran of creating characters *(probably because your characters keep getting kidnapped by the bad guys)*, you can follow the steps in any order that you are comfortable with.

STAT ARRAYS:

15, 15, 12 10, 10, 9

--OR--

15, 14, 13, 12, 10, 8

Step one, assign your ability scores. Choose one of the two above stat arrays and choose which values are assigned to which ability scores.

Step two, choose a race (and its subrace if it has one) and age category. Adjust ability scores accordingly and mark down any special features.

Step three, chose a background. Gain bonus skill proficiencies, gear and background features dependent on the background chosen.

Step four, choose a heroic class. Mark down your Hit Points, recoveries, Proficiency and all other class features. Gain your listed starting equipment.

Step five, make sure you character sheet has the following areas filled in;

- Ability scores = Stat array + racial modifiers.
- Hit Point = Class HP + Constitution modifier per level.
- BEAT UP threshold = Half of your max HP rounded up.
- Armor Class = 10 (or armor value)+Shield bonus + Dexterity modifier (if applicable) + Miscellaneous bonus.
- Maximum HAGGARD levels = Heroic tier (Age, Race, class & feats may modify this).
- Awesome Power = Size category+/- Racial/Class features & feats (age may modify this).
- Encumbrance threshold = Highest ability modifier x Awesome Power.
- Special abilities: Any feats, features, bonds or spells that you have should be noted on your character sheet.

Step six, go on your first quest with fellow Saturday Morning Heroes and stomp some evildoers!

O.K., so going on an adventure / quest isn't technically part of character creation, but one full quest arc should let you learn about who your Saturday morning Hero is and how they get along with the other heroes. So learning the type of personality your hero has is in my opinion the final step of character creation.

THE LANGUAGE BARRIER

LANGUAGES KNOWN

When creating your Saturday Morning hero you will gain languages known from several sources. Your race, background and possibly even you class. Eventually in your career as a hero, you may pick up a feat or two that grants you additional languages.

Your hero /player character has the ability to carry on conversations or read and write a letter in any of the languages you learn in any of the above mentioned fashions

LANGUAGES UNDERSTOOD

Some of the smarter heroes *(or simply characters with higher Intelligence scores)* may pick up additional languages during their adventuring careers. When you're trying to negotiate a truce between warring clans of goblins, dwarves and giants . . . it helps to be able to at least understand what everyone is saying right?

Languages understood are languages that the hero/player character understands but can't quite speak. Such as a human understanding goblin, the human may be able to understand the goblin perfectly but may have trouble speaking goblin. To represent this, any ability (skill) rolls made while speaking a language understood gains ***Disadvantage***.

Any hero/player character may gain a number of additional languages understood, equal to their Intelligence modifier if their Intelligence modifier is positive. This choice may be made at character creation or reserved for during gameplay. Learning how to understand a language and adding to your languages understood during gameplay requires some role play *(the amount to be deciphered by the GM)* and an Intelligence check DC: 15.

Once the choice for a heroes/player characters languages known has been made and feel like the languages the hero knows and can understand are becoming less relevant. . . FEAR NOT! While the Languages known are permanent, the languages your hero can understand may be changed any time during gameplay. To change a language understood requires only a bit of role play *(the amount to be deciphered by the GM)* and an Intelligence check DC: 15.

Keep in mind that your hero/player character still may only have a number of total languages understood equal to their Intelligence modifier *(if positive)*.

The GM may increase the DC or impose disadvantage to a roll when trying to gain a new language understood, if that language is an uncommon or dead language. Also secret languages may be handled entirely differently because they are a secret . . . so how would you learn to understand them?

COMMON LANGUAGES

The most common spoken languages of the world of Gemini.

Common	Giant	Halfling
Dwarvish	Gnomish	Orc
Elvish	Goblin	

UNCOMMON LANGUAGES

The most uncommon and hard to come by languages

Deep speech – language of stone

Wind speak – language or air

Sylvan – language of the trees

Lesser Draconic – language of lesser & pseudo dragons

Infernal – language of flames

Under common – Common language of those that live deep beneath Gemini's surface.

SECRET LANGUAGES

Secret languages are secret and only those that know the language know that the language even exists. For instance, Street speak . . . but you didn't here that from me . . . .

DEAD LANGUAGES

Dead languages are the languages studied by scholars and believed to be impossible to speak by any creature.

Celestial – The language of the mythical divine realm.

Eather talk – the language of ghosts and the endless sea.

Primordial – Believed to be the language of Gemini itself.

Runic – A language or power believed to be the root language of dwarves, but has yet to be proven as such.

Fae – The languages of fairies & the ancient form of elven. While fairies can actually still speak Fae they seem to be the only ones still able to vocalize many of its words.

Greater Draconic – Only true dragons can speak this deep guttural language.

RACES

The following section outlines the races as they would function in our cartoonized Saturday Morning gaming.

Certain aspects of the racial rules are omitted or generalized as well. To fit with the spirited vibe & humor of this book. Those aspects and traits are listed below.

SUBRACES

Some of the races in the Saturday Morning Tabeltop RPG have a subrace. Subraces are just a set of races that are different, yet are a bit similar at their very core. For example, take Gnomes. There's the tinker gnome, such as Captain Augustus Mustachio . . . a rather dashing young fellow. Then there's Nixlax the gremlin.

In more than just their looks, they are vastly different. Being a tinker gnome, Mustachio will never be able to wrap his head around magic as well as some of the other races, but is naturally inclined & skilled with various bits of technology.

The gremlin Nixlax on the other hand can see in complete darkness as easily as she can see in the light. Which facilitates her mischief making very well. Because she's mischievous. Which has nothing t do with being a gremlin, I SWEAR!

Now besides their small stature, they have some other things in common too. All gnomes are naturally tough and are particularly resistant to magic. Halflings are small too, but they don't have magical resistance . . and that's why they're Halflings and not Gnomes.. so there!

AGE OF HEROES

Cartoon characters age in seasons and not years. So if anyone asked how old are you? Answer with: Old enough to kick some butt! However, as far as the game is concerned your character may be one of three age groups. Child, Not a child or Old fart. Depending on what age group you chose for your character, it may modify, add, or remove certain racial features. Once you make this choice at character creation, the only ways to modify your age is by spells Feats/features, items or evildoer abilities.

Another great way to modify a characters age is to play in mini-campaign's & advance a characters age by 1 step at the beginning of a new saga.

BABY

You're too young to be a hero! You can't voluntarily be a baby but magic may change you into a baby, in which case, you may not take any actions or reactions in any combat encounters. You're 2 size categories smaller and have the strong need to cry and nap. Additionally if you take any damage you become down and out!

CHILD

Children aren't very strong, but they are young and irrepressible!! Reduce your size category by one and adjust your Awesome Power accordingly. Your max ***HAGGARD*** levels equal twice your heroic tier, instead of your heroic tier.

NOT A CHILD

You are in the prime of your life and do not gain or lose any features.

OLD FART

With age come's great wisdom, knowledge and creaky bones. Increase your Maximum Intelligence, Wisdom and Charisma by 2. You may treat your Awesome Power as being one point higher for the purpose of spellcasting, if your spellcasting would benefit from a higher AP. Your maximum ***HAGGARD*** levels are halved (rounded down). Meaning your max Haggard levels become one when you reach Known hero, heroic tier and two only after reaching the legendary hero, heroic tier.

RETIREE

You're too old to be a hero! You can't voluntarily be a retiree but magic may change you into a retiree, in which case, you may not take any actions or reactions in any combat encounters. You have the strong need to complain . . . . . and nap. Additionally if you take any damage you become down and out!

SIZE

Really, does size even matter? Well yes it does but the feet and inches don't. Size is listed by category and not numerically.

ALIGNMENT

Dude you're a Saturday Morning cartoon HERO! In other words, you're one of the good guys. What more do you need to know?

CARETAKER

Forged from a marriage of Gnomish technology and Dwarven magic's, these constructs have grown far beyond their intended use and become self-aware and self-replicating. Most Caretakers carry on working in mundane jobs, such as mining, cobbling or keeping ancient dwarven labyrinths clean and tidy. The rare few Caretakers however, seek to find their limits and grow beyond them!

CARETAKER TRAITS

I'm not your run of the mill wind-up toy!

SIZE

Your size is Medium.

SPEED

Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

IMMUTABLE AGE

Your age category is Not a child and may never be anything else other than Not a child. You are an ageless construct.

PLUGGED IN

All caretakers (with the exception of the Crystal caretaker) may attach engines to themselves.

DARKVISION

Originally designed to care for vast dwarven labyrinths, you have superior vision in dark and dim conditions. Your darkvision requires a bonus action to activate or deactivate. Treat no light as bright light and bright light as no light. Dim light remains unchanged.

LIVING CONSTRUCT

You have no need to eat, breathe or sleep, but require "rest" to allow your construct body to self-repair. As a living construct you may be healed by healing magic, though most are unsure as to why this is possible. Additionally, Caretakers may not take the "Lycanthrope", "Raised by Animals" "I Don't Want to grow up" or "Unlikely Orphan" Backgrounds.

HYDROPATHICAL INTERFACE

Some care takers have mouths, some don't . . . either way, every Caretaker has a method of consuming and benefiting from potions & other consumables.

GUTLESS

No, you're not easily frightened, you just don't have any guts and as such gain immunity to the poisoned condition and poison damage.

STURDY CONSTRUCTION

Heavy loading is nothing to a Caretaker the Caretaker may treat the AP requirement of all gear as two points lower *(to a minimum of zero)*.

LANGUAGES

You can speak, read, and write Common, Gnomish and Dwarvish.

CRYSTAL

The old dwarven fathers took what they learned from creating the first Caretakers and decided to create a pure construct, one closer to the rhythms of the earth and stone. You are one of those constructs, a Caretaker forged from pure crystal.

ABILITY SCORE INCREASE

Your Charisma score increases by 2.

CRYSTAL FORM

Your entire form is made of crystal, meaning you have crystal LIMBS!

MAGICAL RESONANCE

Increase the size of your mana well by your Charisma bonus. At 6th level, increase the size of your mana well by twice your Charisma bonus. If the Crystal Caretaker doesn't have a mana well, they gain no benefit from this feature.

NO MOUTH, NO PROBLEM

May communicate telepathically with any living creature that you can see within 30 feet. Communicating telepathically breaks through any language barrier. The Crystal Caretaker and creature they are telepathically communicating with, both fully understand each other. Additionally a crystal caretaker may ignore the verbal spell component.

CRYSTAL INFUSION

A Crystal Caretaker reduces the Awesome Power requirement of crystal weapons, armor & other crystal gear by the Crystal Caretakers Charisma bonus. Additionally the Crystal Caretaker may instead spend a recovery to benefit from the crystal items feature *(a weapon upgrading a normal weapon hit into critical a hit & armor reducing a critical hit into a normal one)*.

STEAM POWERED

You are made of a mass of Dwarven alloys and powerful pneumatics. You're a large, slow hulk of a caretaker covered in pressure valves and steam whistles. You're not the prettiest or most advanced type of caretaker but your simple tech makes you easy to maintain and keep running.

ABILITY SCORE INCREASE

Your Strength score increases by 2.

TOTALLY TECH

A Steam Powered Caretaker may NEVER have a mana well higher than zero.

LARGE & LOUD

Your size Category is Large & you gain Disadvantage on all stealth checks.

POWER SOURCE

You are steam powered and have the option of plugging into and powering other Steam Powered devices. You're treated as being a steam tank with a maximum of 5 charges.

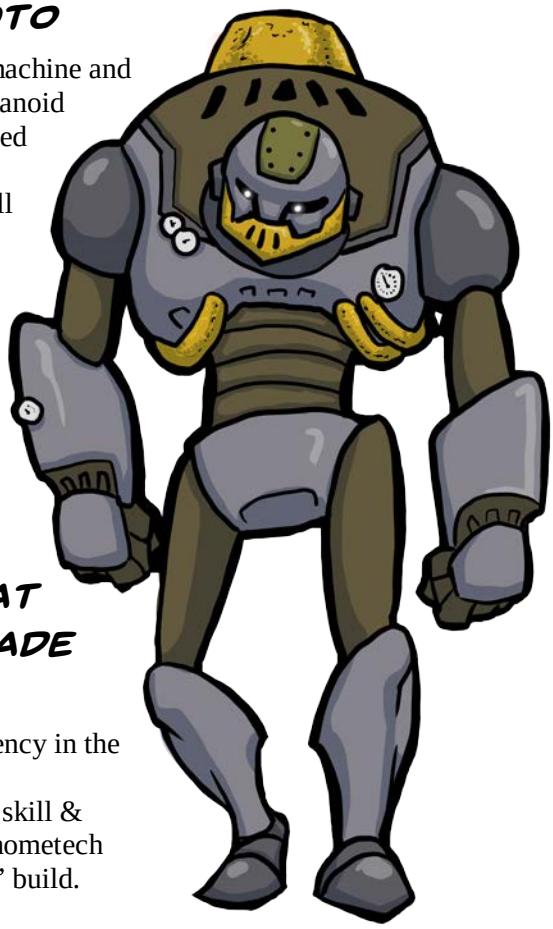
You may regain any spent charges in the same way as a Steam Tank.

UNDER PRESSURE

When you are critically hit *(and dealt damage)* you lose one charge. If you have zero charges, you instead gain a level of Haggard. If you have max Haggard levels, you instead gain a level of exhaustion.

MR. ROBOTO

You're a living machine and all 4 of your humanoid Limbs are Tinkered Limbs. You can remove and install any Tinkered Limb as a full round action.



THICK PLATING

You gain a +3 Bonus to armor class.

KNOW WHAT YOU'RE MADE OF

You gain Proficiency in the Thermonuclear Whatchamacallit skill & training in the Gnometech "Steam Powered" build.

MAGNOTOMIC

Like many other caretakers, you're forged from dwarven alloys but there's lightning in your bones! Ok, not bones but you get what I mean.

Ability Score Increase

Your Constitution score increases by 1.

Totally Tech

A Magnotomic Caretaker may NEVER have a mana well higher than zero.

Power Source

You have a Magnotomic design and have the option of plugging into and powering other Magnotomic devices. You're treated as being a Lightning Tube with a maximum of 5 charges.

You may regain any spent charges in the same way as a lightning tube.

Fill Me Up!

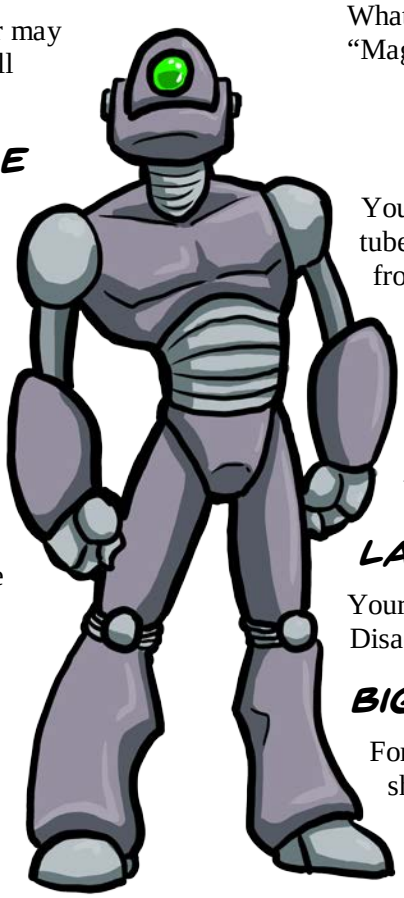
If you have less than 5 charges & are struck by an attack that deals Lightning damage you may as a free action spend a recovery to regain X charges and ignore the lightning damage. If the attack deals lightning and another type of damage, you're damaged by the other type of damage normally. X= your heroic tier.

Alternatively you can as a standard action, gain a level of Haggard & siphon all the power from any single lightning tube that you're touching.

Mr. Roboto

You're a living machine and all 4 of your humanoid Limbs are Tinkered Limbs. You can remove and install any Tinkered Limb as a full round action.

Thick Plating



You gain a +1 Bonus to armor class.

Know What You're Made Of

You gain Proficiency in the Thermonuclear Whatchamacallit skill & training in the Gnometech "Magnotomic" build.

Rev Head

You've got fire flowing through every pipe and tube in your oversized metal body. Your made from twice as many layers of dwarven alloy as the rest and it makes you bigger, tougher and tougherer. Really like, awesomely tougher, no seriously . . . .

Ability Score Increase

Your Strength score increases by 2.

Large & Loud

Your size Category is Large & you gain Disadvantage on all stealth checks.

Bigger 'N' Badder

For the purpose of wearing armor, wielding shields and weapons, the Rev Head counts as being a huge character.

Cumbersome Behemoth

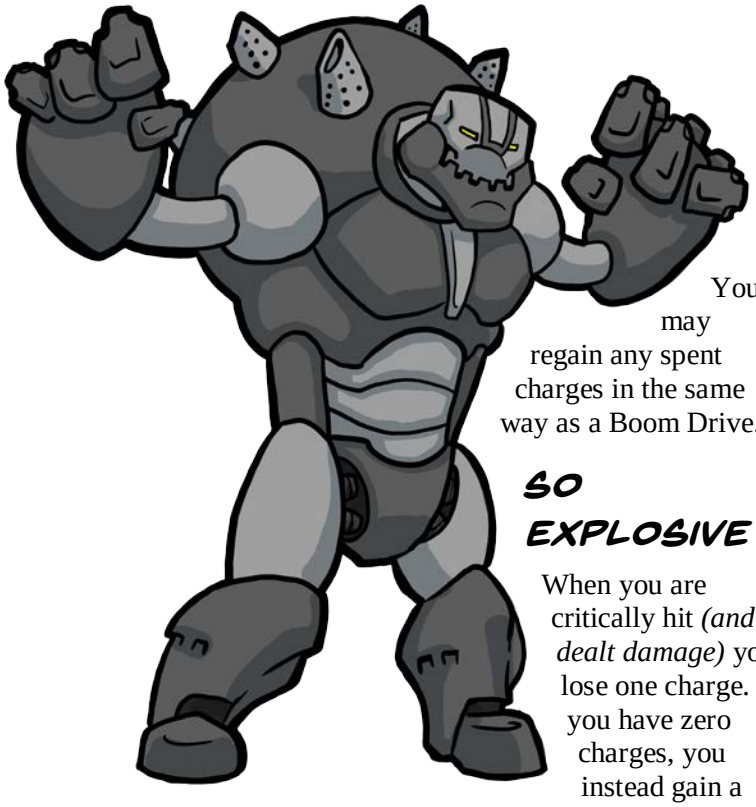
Moving all that metal is hard work. In addition to the action required, it costs you 1 charge to dash. If you can't pay this 1 charge, you cannot dash.

Totally Tech

A Rev Head Caretaker may NEVER have a mana well higher than zero.

Power Source

You are a Rev Head and have the option of plugging into and powering devices that use Dragon Spit. You're treated as being a Boom Drive with a fire tank that can contain a maximum of 5 charges.



You may regain any spent charges in the same way as a Boom Drive.

So Explosive

When you are critically hit *(and dealt damage)* you lose one charge. If you have zero charges, you instead gain a level of Haggard. If you have max Haggard levels, you instead gain a level of exhaustion.

Additionally when you reach zero Hit Point you have a minor explosion, dealing XD6 fire damage to each adjacent creature for every charge you have remaining. X=heroic Tier.

Mr. Roboto

You're a living machine and all 4 of your humanoid Limbs are Tinkered Limbs. You can remove and install any Tinkered Limb as a full round action.

Extra Thick Plating

You gain a +3 Bonus to armor class & are resistant to Bludgeoning, Slashing & Piercing damage.

Know What You're Made Of

You gain Proficiency in the Thermonuclear Whatchamacallit skill & training in the Gnometech "Black Powder" build.

Fleshforged

While other Caretakers are built from Crystal or metal, you're form is stitched together from flesh and bones. Not all of which came from the same place . . . You look like a tall human covered in stiches and scars & it's not unheard of for some Fleshforged caretakers to even think that they really are humans.

Ability Score Increase

Your Constitution score increases by 2.

Faster Feet

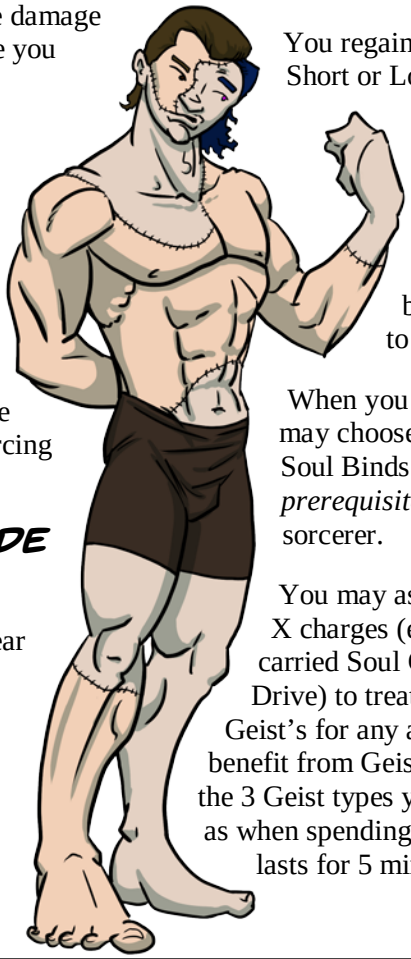
Your Speed is 30.

Covered in Stiches

You gain proficiency in the Intimidation skill.

Power Source

You have Soul Gems instead of a heart and have the option of plugging into and powering Ghostforged devices. You're treated as being a Ghost Drive with a maximum of 5 charges.



You regain all spent charges during a Short or Long rest.

Devilish Construction

If your Class is Sorcerer you may **NEVER** gain a Geist but you don't require a Geist to Gather Power.

When you Gain a character option, you may choose to gain one of the Sorcerers Soul Binds *(ignoring the Geist prerequisites)* even if you're not a sorcerer.

You may as a bonus action spend up to X charges (either from yourself, any carried Soul Gems or any attached Ghost Drive) to treat yourself as having X more Geist's for any ability that uses or gains benefit from Geist's. You choose which one of the 3 Geist types your spent charge(s) behave as when spending the charge(s). This effect lasts for 5 minutes or you become

unconscious. X=Heroic Tier.

NOT SO DEAD FLESH

You may look human but all 4 of your Limbs are Flesh Forged Limbs *(you may choose to ignore this in favor of playing a more human looking caretaker)*.

Additionally you're Resistant to Necrotic Damage.

SPELLFORGED

Like many of your metal brethren you're forged from Dwarven alloys but unlike your metal brethren, you're forged from technomancy for technomancy . . take that crystal caretaker!

ABILITY SCORE INCREASE

Your Constitution score increases by 2.

POWER SOURCE

You have an Arc-Craft design and have the option of plugging into and powering other Arc-Craft devices. You're treated as being an Arcane Power Tube *(except you don't glow)* with a maximum of 5 charges.

You may regain any spent charges in the same way as an arcane power tube.

SUPREME TECH

A Spellforged Caretaker may NEVER have a mana well higher than zero.

Additionally the Spellforged Caretaker is able to perform Technomancy without a technomantic adapter. They are treated as having one Damage Capacitor & one Range capacitor installed.

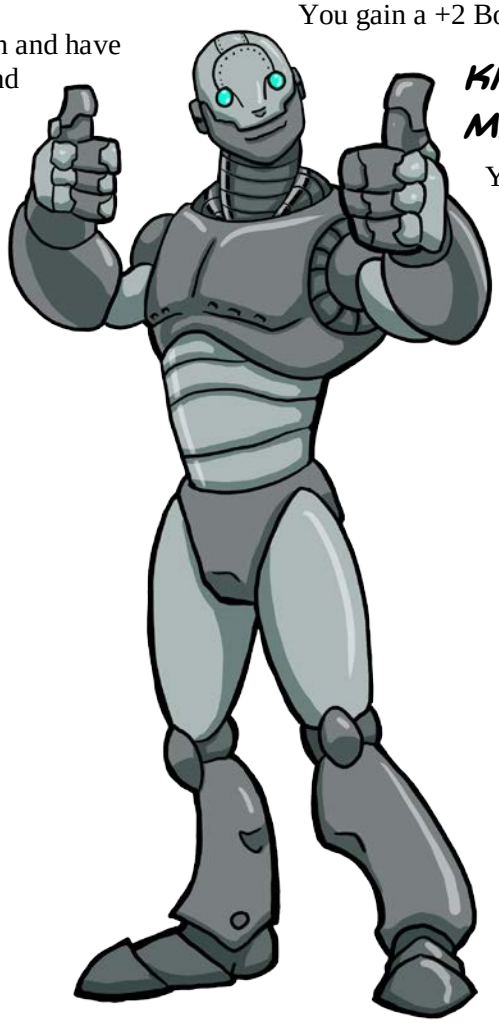
-Technomancy is not included in this book-

MR. ROBOTO

You're a living machine and all 4 of your humanoid Limbs are Tinkered Limbs. You can remove and install any Tinkered Limb as a full round action.

THICK PLATING

You gain a +2 Bonus to armor class.



KNOW WHAT YOU'RE MADE OF

You gain Proficiency in the Thermonuclear Whatchamacallit skill & training in the Gnometech "Arc-Craft" build.

CHANGELING

Changeling's come into being in a pretty unique way. They are actually born to mothers of the various races of the world and they are that race! Some changelings are born human, other born dwarven . . . it's an odd thing, but there is an explanation you know. There are many women in the world that want to care for a child of their own but can't have children, so some of them pray and others make deals. Deals with fairies! Now when one of these ladies makes a deal with a fairy, 9 months later they have a cute little bundle of joy to call their own. The baby grows to a child, who eventually grows to be a productive member of society. Until of course they realize they are a bit more than what they thought they were.

CHANGELING TRAITS

They can be anywhere, anyone and even anything!! They are changelings and quicker than you can change your shoes, they can change who they are! Well not really who they are but who they look like they are.

ABILITY SCORE INCREASE

Your Dexterity and Charisma scores increase by 1.

SIZE

Changelings in their true form are built much like humans, but a little leaner. Your size is Medium, most of the time.

SPEED

Your base walking speed is 30 feet.

I CAN'T TELL A LIE!

You gain proficiency in the Deception skill.

SHAPE CHANGER

As an action, you can polymorph into any humanoid of small, medium or large size that you have seen, or back into your true form. However, your equipment does not change with you. If you are ***DOWN & OUT,*** you revert to your natural appearance, which is usually an off color version of the race you were born to. If you change your size, your Awesome Power changes accordingly. Changelings are never raised by animals & can never take the "raised by animals" background. Additionally as an action you may permanently change your age category.

FEY

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

LANGUAGES

You can speak, read, and write Common and two other common or uncommon languages of your choice.

DIVY SAVAYAN

Born from a dark history & hidden away in the deep shadows of a jungle, the Divy Savayan are the twice blessed felines of Baaghraaje & favored of Indra.

DIVY SAVAYAN TRAITS

They are cat people!

ABILITY SCORE INCREASE

Your Dexterity score increases by 1.

SIZE

Your size is Medium.

SPEED

Your base walking speed is 30 feet.

KEEN SENSES

Gain advantage to perception checks.

LEAP

When rolling a Strength (athletics) check to make a jump you gain advantage.

ALREADY ANIMALS

Divy Savayan may never take the raised by animals or lycanthrope background.

LANGUAGES

You can speak, read, and write Common & Giant.

DAITORA

The big cats of the jungle are made of a lot more than fluffy fur and soft purring sounds.

ABILITY SCORE INCREASE

Your Dexterity score increases by 2.

FOUR PAWS

Increase base walking speed to 40ft. A Daitora cannot benefit from ever becoming mounted. (The silver knights divine mount feature does not benefit a Daitora).

Any weapon that can be wielded in one hand (with the exception of fist weapons) may be wielded in the mouth of a Daitora.

Daitora may ignore the somatic spellcasting component for casting spells.

FOUR LEGGED FELINES

Armor must be custom made for the Daitora & cost twice as much (double the cost of all armor).

A Daitora may perform any wrestling move that can be performed with a single hand.

Unarmed strikes instead deal piercing or slashing instead of bludgeoning. The choice of piercing or slashing damage is made by the player.

CHOSEN OF INDRA

Daitora have a close affinity with Indra & Indra's power. Daitora may ignore ALL spellcasting components when casting any Scion of Indra spell.

Additionally Daitora storm priests may double the size of their mana well.

BIG CATS

When a Daitora becomes an ***OLD FART*** they become large creature, in addition to the normal effects for being an ***OLD FART***.

KYOJIN

I'm not gonna say they have bad attitudes, because I like my arms to remain just where they are.

ABILITY SCORE INCREASE

Your Strength score increases by 2.

ON ALL FOURS

Increase base walking speed to 40ft. A Kyojin cannot benefit from ever becoming mounted. (The silver knights divine mount feature does not benefit a Kyojin).

HYBRID BEASTS

Armor must be custom made for Kyojin's & cost twice as much (double the cost of all armor).

Unarmed strikes may deal bludgeoning or slashing, player's choice.

Kyojin's double their encumbrance threshold. If a Kyojin takes the workhorse background, their encumbrance threshold is instead tripled.

CHILDREN OF FURY

If a Kyojin takes the barbarian class (or anger management feat), they may increase their maximum anger rating by 1, for every point of Awesome Power that they have. **Example**: A ninth level barbarian Kyojin with an Awesome Power of 3 will have a max anger rating of 9 instead of 6.

NEKOHITO

They're just like kitties . . . but not!

ABILITY SCORE INCREASE

Your Dexterity score increases by 1 & you may increase two other ability scores by 1.

FURIES CALL

As an action you may spend 3 recoveries to unleash a vicious roar that begins a rapid transformation. You gain +2 Strength, +2 Constitution & +1 Awesome Power for the next five minutes.

DROP TO ALL FOURS

If you have no items in your hands, you may drop on all fours & dash as a bonus action.

SWIFT CLAWS

Unarmed strikes may deal bludgeoning or slashing, player's choice.

Additionally the unarmed strikes of Nekohito gain the finesse feature.

DWARF

The hard underground life of dwarves is hard & underground. In like, the dark. That's pretty scary when you think about it. So Dwarves are pretty tough, pretty brave and pretty smelly, but great fun at parties!

DWARF TRAITS

You're a dwarf. Short, stout and always thirsty for some sort of adult beverage.

ABILITY SCORE INCREASE

Your Constitution score increases by 2.

SIZE

Your size is Medium.

SPEED

Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

DARKVISION

Accustomed to life underground, you have superior vision in dark and dim conditions. Your darkvision requires a Bonus action to activate or deactivate. Treat no light as bright light and bright light as no light. Dim light remains unchanged.

DWARVEN RESILIENCE

You have advantage on saving throws against poison, and you have resistance against poison damage.

DWARVEN COMBAT TRAINING

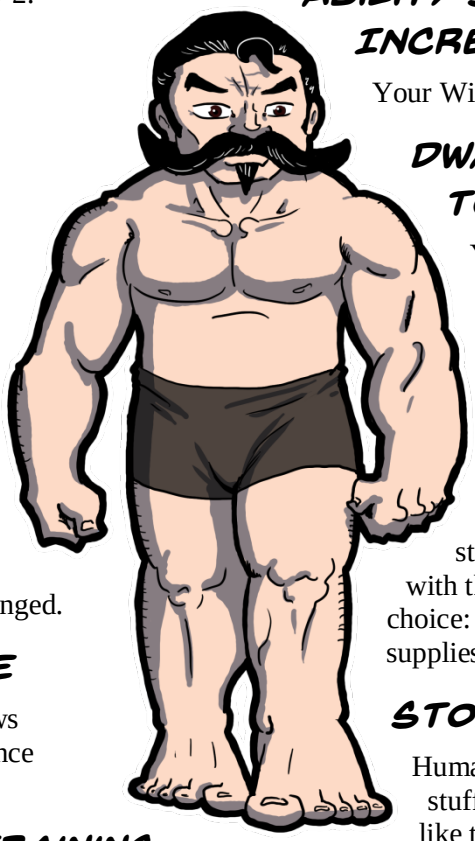
You may not be as tall as the rest of the gang, but you carry a bigger stick! Treat the Awesome Power requirement for weapons and armor as two points lower.

LANGUAGES

You can speak, read, and write Common and Dwarvish.

WISENHEIMER

As a Wisenheimer, you have the answer to almost anything, or at least you think you do. This tends to get you in a fair bit of trouble from time to time.



ABILITY SCORE INCREASE

Your Wisdom score increases by 1.

DWARVEN TOUGHNESS

Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

TOOL PROFICIENCY

Some fight, others make stuff. You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

STONE CUNNING

Human kids like to talk to small stuffed animals that look nothing like the real thing. Dwarves, talk to stone. So much so that the stone eventually talks back! When you touch stonework you can ask it one question and it will answer you honestly and to the best of its ability. You may use this once per short rest.

BEAST

While other dwarves toil away, mining and building their structures. Beast dwarves have embraced the freedom of the wild and found favor with the ferocious mother.

ABILITY SCORE INCREASE

Your Dexterity score increases by 1

BIG APPETITE

To gain the benefits from a short rest you need to drink 2 water skins worth of water and to gain the benefits from a long rest you need to eat two rations.

PRIMAL NATURE

Gain the beast blood feat. However you may gain a number or abilities from the Beast ability table or beast blood table whose total cost does not exceed 15. (Instead of 10). Gaining the beast blood feat after this point grants you a number or abilities from the Beast Ability table or beast blood table whose total cost does not exceed 15 (instead of 10).

If the beast dwarf can no longer transform normally, they may expand X recoveries to transform into their hybrid form. X= the number of beast blood feats they have.

The beast dwarf cannot take the "lycanthrope" or the "raised by animals" background.

FURY OF THE MOTHER

While the beast dwarf is transformed, they exude the primal anger of the goddess that blessed them all those eons ago. When a beast dwarf is transformed into their hybrid form, all minions (who are susceptible to the fear condition) fear the beast dwarf.

ELF

Pointy eared, slender and looking really good for your age. You're an elf!

ELF TRAITS

After thousands of years of trying, you finally got it right!

ABILITY SCORE INCREASE

Your Dexterity score increases by 2.

SIZE

Your size is Medium.

SPEED

Your base walking speed is 30 feet.

DARKVISION

Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. Your darkvision requires a Bonus action to activate or deactivate. Treat no light as bright light and bright light as no light. Dim light remains unchanged.

KEEN SENSES

With ears like those you can hear them coming from a mile away! You have proficiency in the Perception skill.

FEY ANCESTRY

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

TRANCE

Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

LANGUAGES

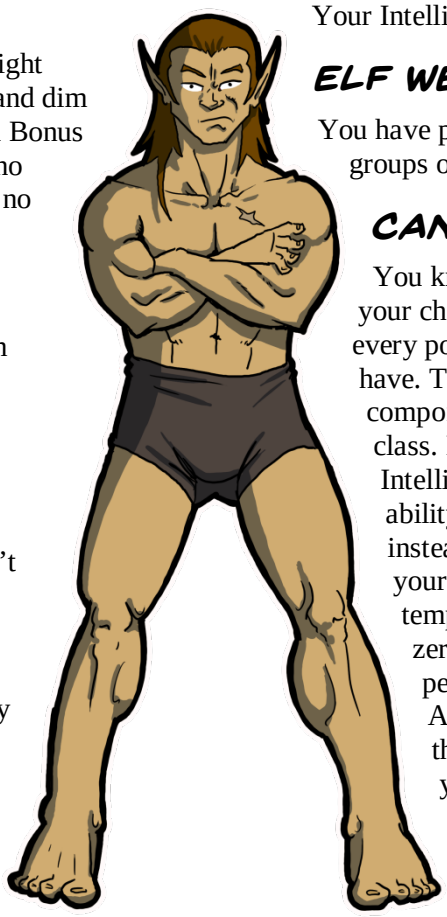
You can speak, read, and write Common and Elvish.

HIGH & MIGHTY

Magic is in your blood, no really it is!

ABILITY SCORE INCREASE

Your Intelligence score increases by 1.



ELF WEAPON TRAINING

You have proficiency with weapon groups of Sword & Bow.

CANTRIP

You know one level zero spell of your choice from any spell school for every point of Awesome Power you have. The Spellcasting ability and components are the same as your class. If your class can't cast spells, Intelligence is your spell casting ability and the somatic component instead. Temporary increases to your Awesome Power don't grant temporary access to additional zero level spells, but a permanent increase to your Awesome Power does increase the number of zero level spells you know from this racial feature.

EXTRA

LANGUAGE

You can speak, read, and write one extra common or uncommon language of your choice.

MOON GLADE WANDERER (MOON ELF)

Gemini is a twined world, two worlds existing in the same place at the same time. The one we know and the fey world. The moon glade is a part of both worlds and at the same time it isn't. Some wander into and out of the glade, you are one of those wanderers.

ABILITY SCORE INCREASE

Your Charisma score increases by 1.

TWILIGHT STEP

You gain shadow glide. As part of your movement you may step into and out of a shadow *(an area of low light or no light)*, acting as a limited teleport. The total distance of the glide may not exceed your speed *(30ft normally)*. The total distance moved with or without the glide may not exceed the creature's total movement.

BETWEEN WORLDS

A moon glade wanderer may move between our realm, the moon glade and the fey realm. Doing so is physically effortless but mentally difficult. As part of a shadow glide the moon glade wanderer may gain a level of insanity to move between realms. When moving between realms, the moon glade wanderer may take any number of willing creature's *(or heroes)* with them. The moon glade wanderer may take a number or creatures up to their heroic tier without suffering an additional insanity. If taking a number of creatures between worlds that exceeds the wanderer's heroic tier, they gain one additional level of insanity for every additional creature they take between worlds.

Twilight Step example

Shadow gliding a distance of 20ft allows you to move the remainder of your speed up to 10ft. Increasing total movement via the Dash action will allow you to shadow glide a greater distance.

Between Worlds example

A group of five known heroes (tier 2) accidently woke an ettin and are trying to escape their fate. The moon glade wanderer in the party chooses to save his friends by taking them between worlds and to safety. There are plenty shadows in the ettin's cave so the wanderer and his allies glide between worlds, however the wanderer suffers a total of 3 levels of insanity.

FROST GOBLIN

Sometimes when heroes go to save children from the Frost Goblin King, they get there just a little bit too late . . . At least you were saved and got to grow up in a kind of, sort of . . . remotely normal'ish way.

FROST GOBLIN TRAITS

You weren't born a Frost Goblin *(probably)*, but your one now . . . so let's make the best of it!

ABILITY SCORE INCREASE

Your Dexterity score increases by 2.

SIZE

Your size is medium.

SPEED

Your base walking speed is 30 feet.

IM'A FROST GOBLIN!

Gain resistance to cold damage and immunity to the adverse effects of cold environments.

LANGUAGES

You can speak, read, and write Common.

AGE IS IMPORTANT

The magical curse that makes you a Frost Goblin grows stronger with time, as the frost goblin gets older they gain different features.

- **Child**: When you get back in the fight, you disappear in a puff of snowfall and may teleport 30 ft. to a point you can see for free.
- **Not a Child**: Treat your Awesome Power as one point higher for Grapple checks and unarmed damage.
- **Old Fart**: Increase your resistance to Immunity to Cold damage. As an action, you disappear in a puff of freezing mist and can teleport up to 60 ft. away to a point that you can see *(This teleport happens for free when you get back in the fight)*.

GNOME

What can be better than bundles and bags of gears, gadgets of massive whizamagoo's? NOTHING! That's what! Well, put all those gears, gadgets and whizamagoo's together to build the best Gnomish technology in forever.

GNOME TRAITS

Whizamagoo's . . . . nough said.

ABILITY SCORE INCREASE

Your Constitution score increases by 1.

SIZE

Your size is small.

SPEED

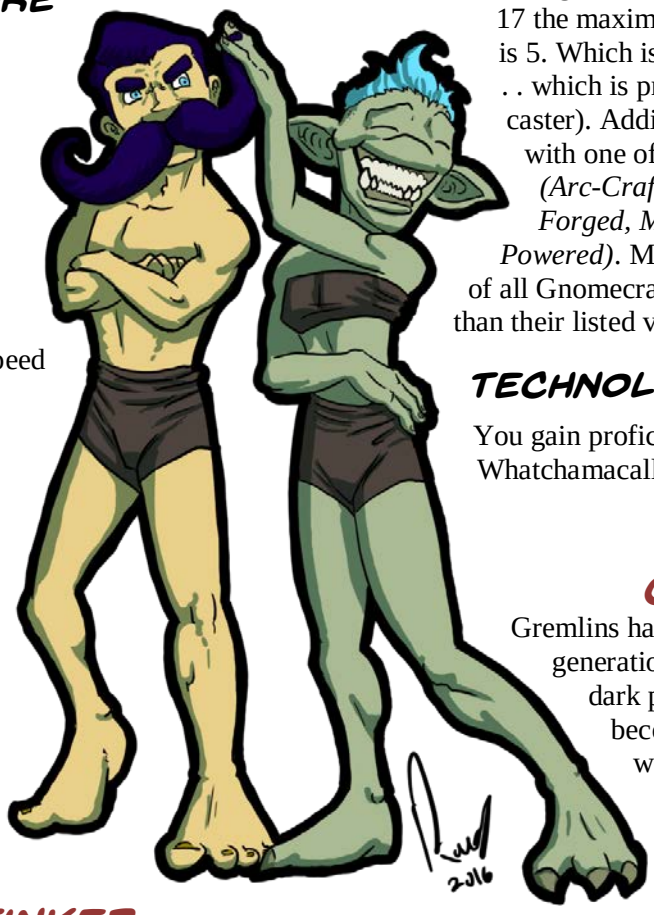
Your base walking speed is 25 feet.

ARCANE FORTITUDE

Gain advantage to all saves versus magic.

LANGUAGES

You can speak, read, and write Common and Gnomish.



TINKER

A Tinker Gnome knows many things, not the least of which is that gnomish technology is much more better than poultry magic . . . because GUNS!

ABILITY SCORE INCREASE

Your Intelligence score increases by 2.

MATH BEFORE MAGIC

A Tinker gnomes mana well may never exceed the sum total of their Intelligence, Wisdom & Charisma modifiers (**Example**: Augustus Mustachio is not a spell caster of any kind, but with an Intelligence-14, Wisdom-10 & Charisma-17 the maximum his mana well could be is 5. Which is quite small for any wizard . . . which is probably why he isn't a spell caster). Additionally you gain training with one of the five Gnometech builds *(Arc-Craft, Black Powder, Ghost Forged, Magnotomic or Steam Powered)*. May treat the AP requirement of all Gnomecraft gear as one point lower than their listed value (minimum 0).

TECHNOLOGICAL GENIUS.

You gain proficiency in the Thermonuclear Whatchamacallit skill.

GREMLIN

Gremlins have spent countless generations hidden away in small dark places and have only recently become a part of the civilized world. Or at least mostly . . . partially . . . somewhat civilized world….

ABILITY SCORE INCREASE

Your Constitution score increases by 2

DARKVISION

Thanks to generations in shadow, you have superior vision in dark and dim conditions. Your darkvision requires a Bonus action to activate or

deactivate. Treat no light as bright light and bright light as no light. Dim light remains unchanged.

SCARY

You gain proficiency in the Intimidation skill.

LITTLE STINKERS

You have advantage on saving throws against poison, and you have resistance against poison damage.

HALF-ORC

It's a beautiful thing when two loving individuals can look beyond racial boundaries and just come together isn't it? Why yes, yes it is! This however isn't one of those times! Let's face it, you're a mutt. Your momma didn't like your daddy and it's probably because your daddy was an evildoer! Or maybe it was your momma that was the evildoer? POINT IS, YOU'RE GREEN!

HALF-ORC TRAITS

Don't make me angry, you wouldn't like me when I get angry. . . .

ABILITY SCORE INCREASE

Your Strength score increases by 2, and your Constitution score increases by 1.

SIZE

Your size is Medium.

SPEED

Your base walking speed is 30 feet.

DARKVISION

Thanks to your orc blood, you have superior vision in dark and dim conditions. Your darkvision requires a Bonus action to activate or deactivate. Treat no light as bright light and bright light as no light. Dim light remains unchanged.

SCARY

You gain proficiency in the Intimidation skill.

DON'T COUNT ME OUT

When you are reduced to 0 hit points but not Down & Out, you can wipe the snot off your nose and raise your hit points up to your BEAT UP threshold. You can't use this feature again until you finish a long rest.

UPSIDE YOUR HEAD

When you score a critical hit with a melee weapon attack, you deal max damage on the weapon's damage dice.

LANGUAGES

You can speak, read, and write Common and Orc.

HALFLING

You're small and often overlooked. Not many pay attention to what you're doing or what you're saying but that never bothered you. You just put yourself in the most ridiculously dangerous situations to prove that it never bothered you. Not a single bit!

HALFLING TRAITS

It's better to be lucky than skilled and you my friend, are really lucky!

ABILITY SCORE INCREASE

Your Dexterity score increases by 2.

SIZE

Your size is small.

SPEED

Your base walking speed is 25 feet.

LUCKY

When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

BRAVE

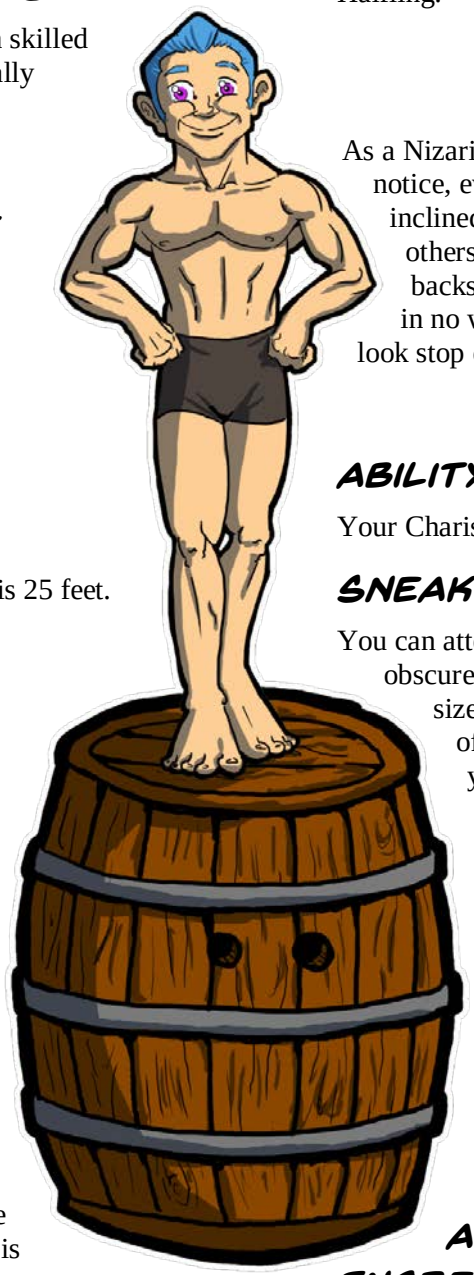
You have advantage on saving throws against being frightened.

HALFLING NIMBLENESS

You can move through the space of any creature that is of a size larger than yours.

LANGUAGES

You can speak, read, and write Common and Halfling.



NIZARI

As a Nizari halfling, you can easily hide from notice, even using other people as cover. You're inclined to be affable and get along well with others. Nizari are more prone to backstabbing than other Halfling's, but that in no way means they're bad, or evil or . . . look stop discriminating already!

ABILITY SCORE INCREASE

Your Charisma score increases by 1.

SNEAKY S.O.B.

You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you. Also for the purpose of a thief's sneak attack ability, treat your Awesome Power as 1 or one point higher if your base AP ever becomes one.

NIMERIGAR

The Nimerigar Halfling's are unlike any other. Most live tribal lives and make up for their lack of size with ferocious ferocity! . . . . Ferociously . . .

ABILITY SCORE INCREASE

Your Constitution score increases by 1.

BIG APPETITE

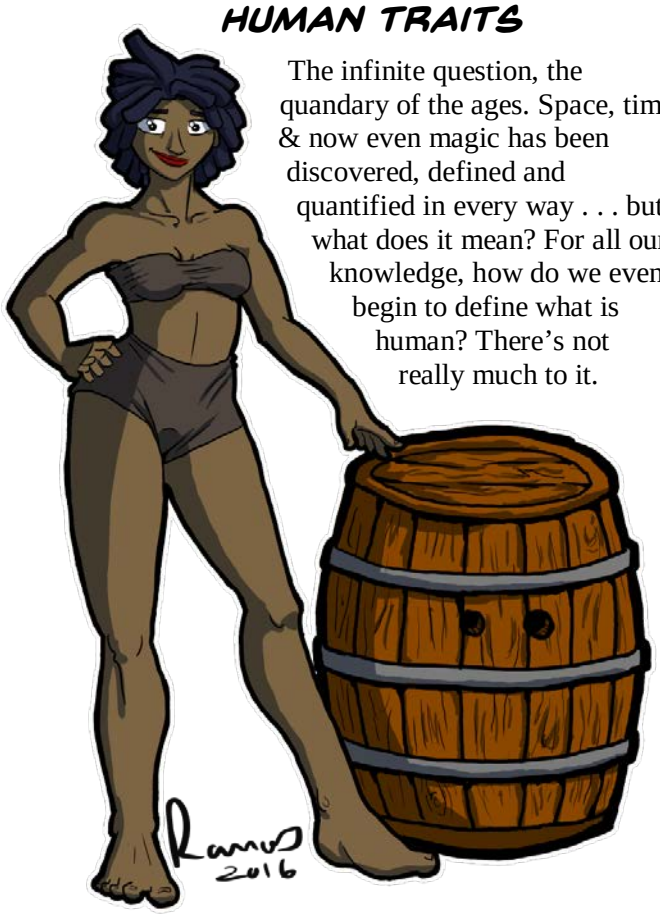
To gain the benefits from a short rest you need to drink 2 water skins worth of water and to gain the benefits from a long rest you need to eat two rations.

CARNIVOROUS

You gain a bite attack. Your Bite is a natural weapon attack that deals 1D4+Strength modifier Slashing damage per heroic tier *(1D4 at tier 1, 3D4 at tier 3 etc.)*. If the target you bite is "made of meat" you regain a number of Hit Points equal to your Constitution Modifier *(minimum 1)*. Alternatively you may eat 2 rations to regain a number of Hit Points equal to your Constitution Modifier *(minimum 1)*. Additionally, if the Nimerigar is in an alternate form (such as a wild shape) they will retain their carnivorous bite attack as long as they have a mouth to bite with.

HUMAN

You're not a plague, your just EVERYWHERE!



HUMAN TRAITS

The infinite question, the quandary of the ages. Space, time & now even magic has been discovered, defined and quantified in every way . . . but what does it mean? For all our knowledge, how do we even begin to define what is human? There's not really much to it.

ABILITY SCORE INCREASE

Increase two ability scores by 1.

SIZE

Your size is Medium.

SPEED

Your base walking speed is 30 feet.

LANGUAGES

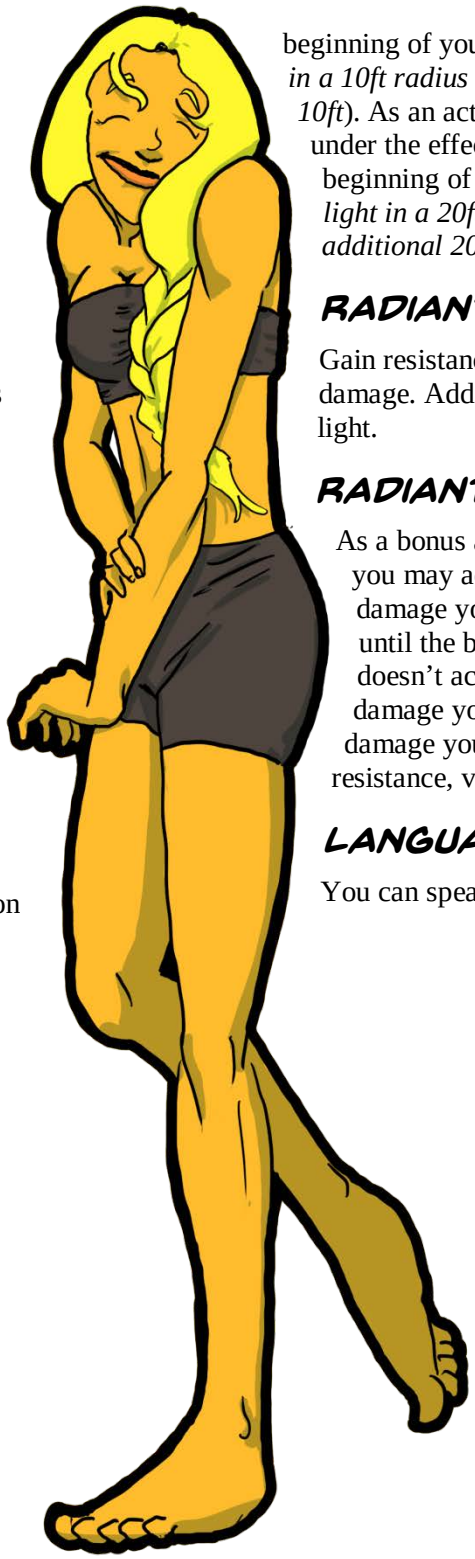
You can speak, read, and write Common and one extra common or uncommon language of your choice.

DIVERSE

You gain one Character Option *(ability boost, feat or bond of your choice that you qualify for).*

KINGS BLOOD

Descended from the sons and daughters of the Godseed, the kings blood swell with divinity . . . or at least that's what your parents told you.



KINGS BLOOD TRAITS

My power is at your disposal.

ABILITY SCORE INCREASE

Your Charisma score increases by 2, and your Wisdom score increases by 1.

SIZE

Your size is Medium.

SPEED

Your base walking speed is 30 feet.

RADIANT BODY

You shed bright light in a 5ft radius & dim light for an additional 5ft. As a bonus action you may double the brightness & distance of light until the beginning of your next turn *(You shed bright light in a 10ft radius & dim light for an additional 10ft*). As an action you may treat yourself as under the effects of a light spell until the beginning of your next turn *(You shed bright light in a 20ft radius & dim light for an additional 20ft*).

RADIANT SOUL

Gain resistance to necrotic damage and radiant damage. Additionally you cannot be blinded by light.

RADIANT POWER

As a bonus action and the cost of one recovery you may add Radiant damage to the type of damage you deal with melee weapon attacks until the beginning of your next turn. This doesn't actually increase the amount of damage you can do but adds to the type of damage you do, for the purpose of calculating resistance, vulnerability or immunities.

LANGUAGES

You can speak, read, and write Common.

REAVER

You look to be born of dragons. Thick scales, a long tail, ebony horns and eyes to match. Most believe you're born of dragons but your heritage is much darker. You are descended from soul reaver's. Mortals that sought power through consuming the souls of other creatures. Reaver's are destined to the abyss and most fall prey to this destiny and become evildoers. Others fight against this destiny and become heroes, like you.

REAVER TRAITS

Destiny is for children and fools.

ABILITY SCORE INCREASE

Your Charisma score increases by 2, and your Strength score increases by 1.

SIZE

Your size is Medium.

SPEED

Your base walking speed is 30 feet. & Swim speed or 30 feet.

AMPHIBIOUS

You can breathe just as well in water as in air.

THICK SCALES

You gain a bonus to your armor class of +2.

BORN OF A THOUSAND SOULS

Your soul is not your own, but a fragmented patchwork of thousand other souls. You gain Eather talk as a language understood. This is in addition to any other languages understood and does not count against the maximum amount of languages understood & you will never forget Eather talk, No matter how much you wish you could.

Additionally, a Reaver Sorcerer may never gain the Poltergeist Geist, however for the purpose of Soul Binds, a Reaver is treated as having a number of Poltergeists equal to their Heroic Tier.

SUCCUMB TO YOUR NATURE

When you score a critical hit with a melee attack, you may choose to gain a level of insanity to regain a number of hit points equal to your beat up threshold. This may not bring you above your maximum hit points. Any creature looking can easily see you pulling the life energy out of the target you crit.

HAUNTED

You see yourself as a demon in your reflection and are haunted by nightmares *(**RP:MA** variant- you must also succeed a Wisdom save DC:15 to gain the benefits of a short rest).*

LANGUAGES

You can speak, read, and write Common.

ORC

Big bad brutes with a bad attitude . . . most of the time. You however, have an only slightly aggravated attitude . . . making you much more suited to being a hero . . . of sorts . . .

ORC TRAITS

Don't make me break you . . .

ABILITY SCORE INCREASE

Your Strength score increases by 2, and your Constitution score increases by 1.

SIZE

Your size is Medium.

SPEED

Your base walking speed is 20 feet.

GORILLA WALK

If you have nothing in your hands, you may walk on all fours like a gorilla. Increase your speed by 10 feet. The orc does not benefit from gorilla walk while mounted . . . in case you were wondering.

DARKVISION

You're an orc, dark don't scare you! Your darkvision requires a Bonus action to activate or deactivate. Treat no light as bright light and bright light as no light. Dim light remains unchanged.

WHO NEEDS SPINACH?

You gain +1 Awesome Power *(meaning you start with a base AP 2)*. For the purpose of wearing armors, wielding shields & wielding weapons, Orcs are treated as ***LARGE*** creatures.

YOU CAN'T BEAT ME!

When you are reduced to 0 hit points but not Destroyed *(or made Down & Out)* outright, you may instead be brought to 1 HP. You can do this once per combat encounter.

DAT HURT!

When you are critically hit, you deal maximum damage with all your attacks until the end of your turn.

LANGUAGES

You can speak, read, and write Common and Orc.

WILD MAN

Being a large scary creature with big teeth and a deep voice does not automatically make you a monster, but let's face you are a monster aren't you?

WILDMAN TRAITS

You're big and hairy . . . and big. . .

ABILITY SCORE INCREASE

Your Constitution score increases by 2.

SIZE

Your size is Large.

SPEED

Your base walking speed is 30 feet.

BIG APPETITE

To gain the benefits from a short rest you need to drink 2 water skins worth of water and to gain the benefits from a long rest you need to eat two rations.

LANGUAGES

You can speak, read, and write Common and Giant.

YETI

Generations ago the Yetis lived in the mountains free and happy, but when the mad mountain fauns came a knocking, they came knocking hard! Most Yeti's left their cave homes and have spread throughout the north, settling in towns and using their size to earn their place.

ALL THAT FUR

You have resistance to cold damage, cold environments have no effect on you and you can add your Awesome Power to your Armor Class as long as you never wear anything heavier than light armor.

ELUSIVE

All that fur and hair works as great camouflage. While in either forests or mountainous terrain, the Yeti gains advantage to stealth checks.

BREATH ATTACK

Spend a number of recoveries and gain a cone attack that deals Cold damage. Creatures within the Area of Affect must make a Constitution save. The DC of the save is based on the Yeti's Constitution modifier;

BREATH SAVE DC = 10 + YOUR PROFICIENCY BONUS + YOUR CONSTITUTION MODIFIER

The amount damage is based on the number of recoveries spent. Refer to the Breath attack table.

Breath attack table		
Recoveries Spent	Damage	Range
1	7(2D6)	15 ft. cone
2	11(3D6)	15 ft. cone
3	14(4D6)	20 ft. cone
4	21(6D6)	20 ft. cone
5	28(8D6)	30 ft. cone

TAO-SAMOTT

Generations ago the Tao-Samott swam to the shores of Abadu and were greeted by tiny little creatures known as gnomes. The Tao-Samott's homeland Kaoh-Lom is a small island far to the North-west of Abadu and swimming back wasn't in their best interest.

BLUBBER

You gain damage resistance to ALL damage dealt by minions and are unaffected by cold environments. Additionally the Tao-Samott may add their Awesome Power to Hit Points gained at each level. *(this only applies to permanent AP, temporary AP gain results in gaining a number of Temp HP equal to temp AP gained times level).* Permanent increase to the Tao-Samott's Awesome Power are retroactive. Meaning that they will always have their level times their Awesome Power in bonus Hit Points.

ABILITY SCORE INCREASE

Your Wisdom score increases by 2.

TOO FAT FOR LAND

May only use the dash action when swimming.

BODY BUILT FOR WATER

Gain a swim speed of 30ft.

ONI

Large powerful one eyed creatures whose fierce appearance betrays there normally gentle and inquisitive nature. Many Oni strive to master sword & spell, thought & action, mental and martial ability . . . To many Oni, unifying these two aspects of who they are is to achieve perfection.

ABILITY SCORE INCREASE

Your Intelligence score increases by 2.

SCHOLARLY

SWORDSMEN

Gain proficiency with the weapon group: Sword. May treat the AP requirement of all swords they wield as one point less.

ONE WEIRD EYE

The Oni may cast any spell they know through their eye by gaining one level of *Exhaustion*. Doing so reduces the spells mana cost to zero &will have the spell automatically hit without the need for a roll. If the spell has a save to reduce its effect, it no longer allows for a save and instead has its full affect. If the spell has any dice (rolled for damage, healing etc.) all dice are treated as rolling the maximum total possible.

OGRE

Ogres are large powerful brutes that are trained to fight from birth. Mental acuity takes a back seat to making massive muscles in many ogre societies. Many believe that Ogres are hewn from stone rather than born, because they are so dang large and an Ogre flexing their famous forms if a far more than formidable foe to fell.

ABILITY SCORE INCREASE

Your Strength score increases by 4.

BURLY BEHEMOTH

For the Purpose of wearing armor, wielding shields and wielding weapons, Ogres are treated as ***HUGE*** creatures.

FLEX

As an action the ogre gains resistance to all damage until the beginning of his next turn.

CLASSES

This is the section with all the juicy options. Multi-classing is not currently a part of SMTTRPG and may never be. However classes, class option and archetypes supplied should have more than enough unique diversity to create endless types of heroes.

BARBARIAN

A wild man filled and fueled by anger, driven by rage and totally unable to handle problems peacefully. Barbarians can channel their anger and become a force as fearsome as any other, but on the side of good. Barbarians are a hearty people who dislike hiding behind armor and tend to not only wield some of the biggest weapons but hit unreasonably harder with them. Barbarian berserkers flying into blind rages whirling giant axes and cleaving through evil while the barbarian shamans follow close behind summoning totems and casting spells and the barbarian druid who embodies animalistic ferocity and form. yeah, Barb's are scary .

Level	Proficiency Bonus	Features	Anger Rating	Furies
1	+2	War cry, Rage	2	-
2	+2	Fighting style	2	-
3	+2	Barbaric Path	3	1
4	+2	Character Option	3	1
5	+3	Extra attack(1)	4	2
6	+3	War paint	4	2
7	+3	Path Feature	5	2
8	+3	Character Option	5	3
9	+4	-	6	3
10	+4	Path Feature	6	3
11	+4	-	7	4
12	+4	Character Option	7	4
13	+5	-	8	4
14	+5	-	8	5
15	+5	Path Feature	9	5
16	+5	Character Option	9	5
17	+6		10	6
18	+6	Path Feature	10	6
19	+6	Character Option	11	6
20	+6	-	11	7

CLASS FEATURES

As a Barbarian, you gain the following class features.

HIT POINTS

Recoveries: 15 HP per recovery spent. 1 recovery gained per level of Barbarian

Hit Points at 1st Level: 15 + your Constitution modifier

Hit Points at Higher Levels: 10 + your Constitution modifier per Barbarian level after 1st

PROFICIENCIES

Armor: None

Weapons: Simple and martial melee weapons

Saving Throws: Strength, Constitution

Skills: Choose two from Animal Handling, Athletics, Intimidation, Nature, Perception, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- A really big axe or (*b*) two martial melee weapons totaling no more than 75gp.
- Two hand axes or (*b*) any simple melee weapon totaling no more than30gp.
- A good gear bundle.

ANGER

The barbarian works off of anger and rage, as such the barbarian has a listed anger column in the barbarian class table. The number listed in this column is the maximum anger a barbarian may have at any given time.

Though a barbarian may be easily provoked they aren't always angry and that chip on their shoulder isn't nearly as big as it would seem. So the barbarian's anger always starts at ZERO and any anger gained during an encounter is lost shortly after the encounters end. The barbarian gains anger in 4 ways:

- Being attacked by an evildoer (enemy) or taking damage.
- Attacking an evildoer (enemy) with a melee weapon attack.
- Damaging an enemy with a level zero spell.
- War cry!

WAR CRY

At 1st level the barbarian gains the ability to War cry. As an action, gain anger equal to Constitution bonus *(minimum 1)*. The barbarian only benefits from War cry when in a combat encounter.

RAGE

The anger column in the barbarian class table shows the max anger a barbarian may have at any moment, if a barbarian reaches this maximum *(gains an amount of anger equal to their anger rating)* they enter a rage. The rage ends at the end of any turn where the barbarian's anger reaches zero. The barbarian may enter another rage by simply maxing out their anger again.

During a rage a barbarian is a fearsome force of tribal fury! While raging a barbarian may roll melee weapon attacks with advantage. If the barbarian can cast spells, they lose the ability to do so during a rage. They also may not perform any skill that requires patience and/or careful attention.

FIGHTING STYLE

By 2nd level you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

HEAVY HANDED STYLE

Add your Awesome Power to the damage you deal with melee weapons.

REALLY BIG WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with an AP requirement one or more greater than your AP, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

CHARACTER OPTION

When the Barbarian reaches 4th level, and again at 8th, 12th, 16th and 19th level, you can choose a character option, or increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20(normal maximum) using this feature.

Instead of an ability score improvement, your hero may learn a feat or take a bond for which they meet the requirements.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

War Paint

Some barbarians paint themselves, others gain tattoos so that they may honor the spirit of their ancestors and receive their protection during times of war.

At 6th level the barbarian unlocks the wonders of war paint! From this point on whenever the barbarian rages they will now reduce the damage of the first weapon attack they are hit with to zero as a free action.

As barbarians increases in level they become more resilient. At 10th level, the first time they are damaged, weather by weapon, spell or any other means they reduce the damage to zero. At 14th level they benefit from their war paint even when they're not in a rage. The barbarian may only benefit from war paint during a combat encounter and only once per round.

War Paint example

Sahov Rong is in a furious rage, battling against 2 trolls. Both of the trolls hit Sahov, the first troll deals 0 damage because of Sahov's war paint, but Sahov has no choice but to take the 13 damage that the second trolls attack deals.

Barbaric Paths

Shaman

Spellcasting

When you choose this path at 3rd level, you gain a Spellcasting level 1. This means that the highest level spell the Shaman can cast is first level spells and lower. As a shaman levels they grow in power and spell casting level, gaining the ability to cast higher level spells.

Spells Known

When you choose this path at 3rd level the Shaman learns 3 spells chosen from any spell school except the **Traditionalist** and **Bartleby's school of arcane shaping** spell schools. Whenever you learn a new spell, it may be of any level you currently have the ability to cast.

Spellcasting Components

A Shaman Calls upon deep inner fury and the anger of their ancestors to shape magic. Through wild patterns of motion and deep guttural chants and pounding on their chests they may summon forth the power of a spell. If they are unable to move or speak they are unable to cast a spell.

(Verbal & Somatic)

Spellcasting Level

When you choose this archetype at 3rd level the Shaman gains a Spellcasting level 1. This means that the highest level spell they can cast is first level spells and lower. As a Shaman levels they grow in their magical power and spell casting level, gaining the ability to cast higher level spells.

SPELLCASTING ABILITY

Constitution is your spell casting ability, since you draw power from guttural anger and fury. Use your Constitution whenever a spell refers to your spell casting ability. In addition, you use your Constitution modifier when setting the saving throw DC for a Shaman spell you cast and when making spell attack rolls.

SPELL SAVE DC = 10+ YOUR PROFICIENCY BONUS + YOUR CONSTITUTION MODIFIER

SPELL ATTACK MODIFIER = YOUR PROFICIENCY BONUS + CONSTITUTION MODIFIER

ANGRY MAGIC

The Shaman gains a lot of anger from up close fighting only to unleash it with furious magic! Shamans use anger to cast their spells instead of mana. Anger isn't mana and may not be used to activate any features that are activated using mana other than spells that require mana.

The shaman may not cast spells while in a rage, however they will automatically pass any concentration checks to maintain concentration on a spell while they are raging.

Level	Spells Known	Spellcasting Level
3	3	1
4		
5	4	
6		
7	5	2
8		
9	6	
10		3
11	7	
12		
13	8	
14		
15	9	
16		
17	10	
18		
19	11	
20		

Weapon of the Ancestors

At 3rd level as a bonus action you can call upon the wind, the earth and fire to forge a weapon for you. This weapon may take the form of any non-Gnometech melee weapon that you can wield. The weapon summoned need not be the same weapon as one previously summoned. It may be any simple or martial weapon that you can wield whose cost does not exceed 100GP x your level. The weapon summoned remains for as long as it remains in your grasp (the weapon is unsummoned at the end of your turn if it's not held in hand). The weapon summoned is a physical weapon and may be destroyed via evildoer features or you may be disarmed of the weapon. Alternatively you may summon 2 weapons, for the purpose of dual wielding but each weapon summoned may not exceed the price of 50gp per character level. You may choose to unsummon a summoned weapon at any point as a free action.

Furious Mage

At 15th level the Shaman is infused with the anger of their ancestors and flying into a rage is no longer a barrier between them and their magic. The shaman gains the ability to cast their spells during a rage by spending twice the requisite amount of anger.

Avatar of Anger

Upon reaching 18th level whenever a Shaman enters a rage, they may choose to transform into their avatar of anger. The avatar of anger is a golem formed from ancient totems. While in avatar of anger form, several angry ancestor spirits dance around you, chanting and swinging their weapons, waiting and wanting enemies to draw close. At the beginning of each of your turns during a rage (& in this form), any enemy within 15ft. takes 1D8 fire & force damage for every point of Awesome Power you have. No save required, the damage is just dealt.

Berserker

Anger fuels the barbarian and all that they do but the berserker redefines what anger and rage can really be. Tirelessly beating back endless tides of giants, trolls and all manner of horrifying evildoer and beast, the berserker is a devastating force to be feared by evildoers everywhere . . . and maybe even some heroes!

Rage Blood

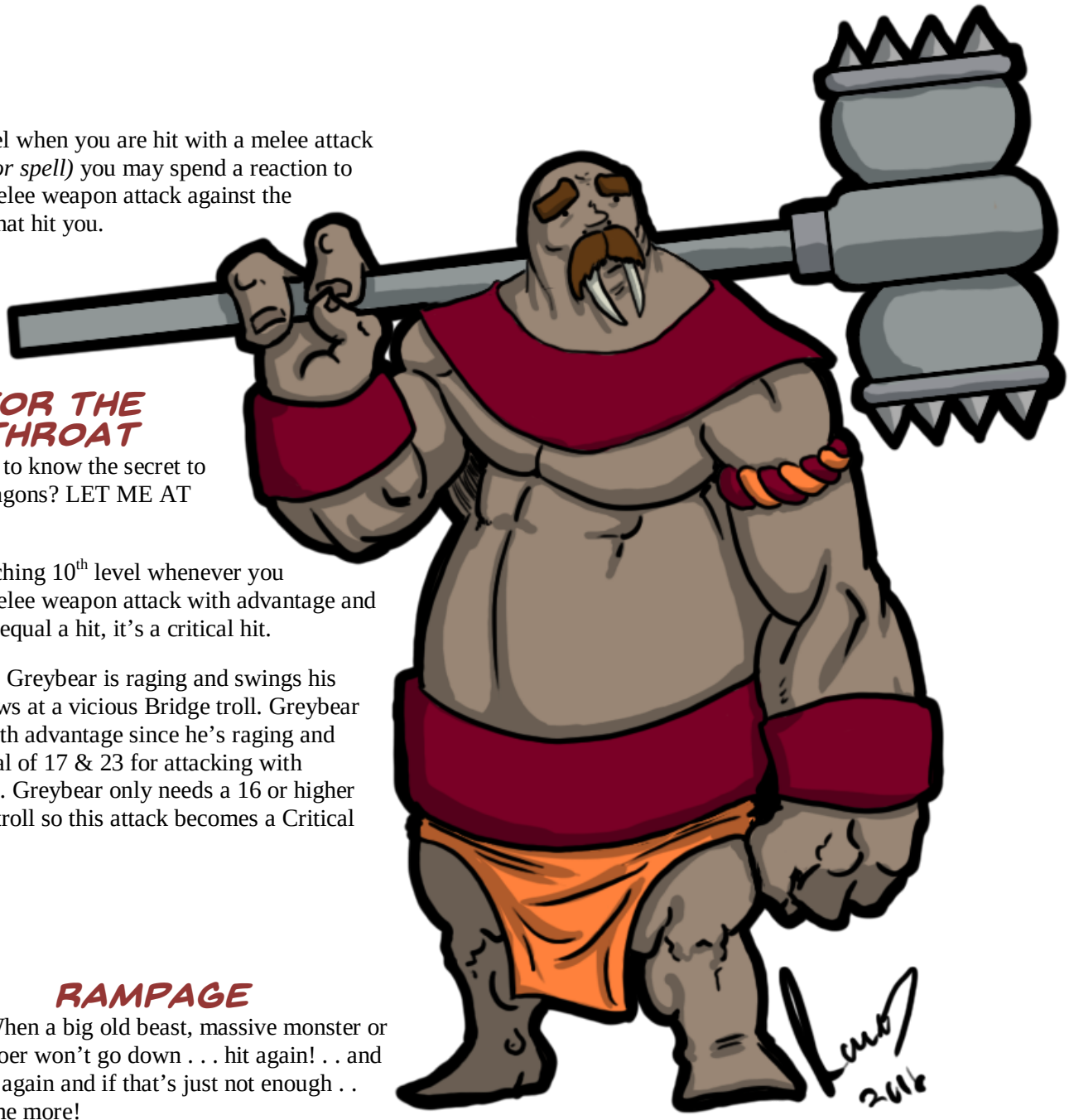
The only thing that makes fighting hurt less is . . . MORE FIGHTING!!!!

At 3rd level when you drop an enemy to zero HP or when defeating minions. You gain *Temp HP* equal to your Constitution Bonus *(minimum one)*. The amount of Temp HP you gain from rage blood doubles while raging, meaning that if you take the defeat minions action and defeat 4 minions you gain 4 times your Constitution bonus. Or 8 times your constitution bonus while raging! Unlike all other methods of gaining Temporary Hit Points, the temporary HP gained from rage blood is able to stack with all other forms of temp HP.

Wrath of the Berserker

Most heroes like to hide behind layers of armor, or duck behind a shield. Other heroes hide behind the heroes hiding behind their armor and shields. All hoping that the evildoers attack will hit all that armor and bounce right off. The berserker . . . . well . . .the berserker HOPES you hit him!

At 7th level when you are hit with a melee attack *(weapon or spell)* you may spend a reaction to make a melee weapon attack against the evildoer that hit you.



GO FOR THE THROAT

You want to know the secret to killing dragons? LET ME AT EM'!

Upon reaching 10th level whenever you make a melee weapon attack with advantage and both D20 equal a hit, it's a critical hit.

Example: Greybear is raging and swings his heavy claws at a vicious Bridge troll. Greybear attacks with advantage since he's raging and rolls a total of 17 & 23 for attacking with advantage. Greybear only needs a 16 or higher to hit the troll so this attack becomes a Critical hit!

RAMPAGE

When a big old beast, massive monster or epic evildoer won't go down . . . hit again! . . and again and again and if that's just not enough . . . hit it some more!

At 15th level when you critically hit with a melee weapon attack you may immediately make another melee weapon attack with the same weapon for free. The berserker may only gain a number of free attacks per round in this fashion equal to their Constitution modifier *(minimum 1)*.

UNDYING FURY

When a berserker rages, they will not be stopped and can't be stopped. They are an engine of fury and wrath.

Upon reaching 18th level while raging you can continue fighting normally when "DOWN but not DOWN & OUT".

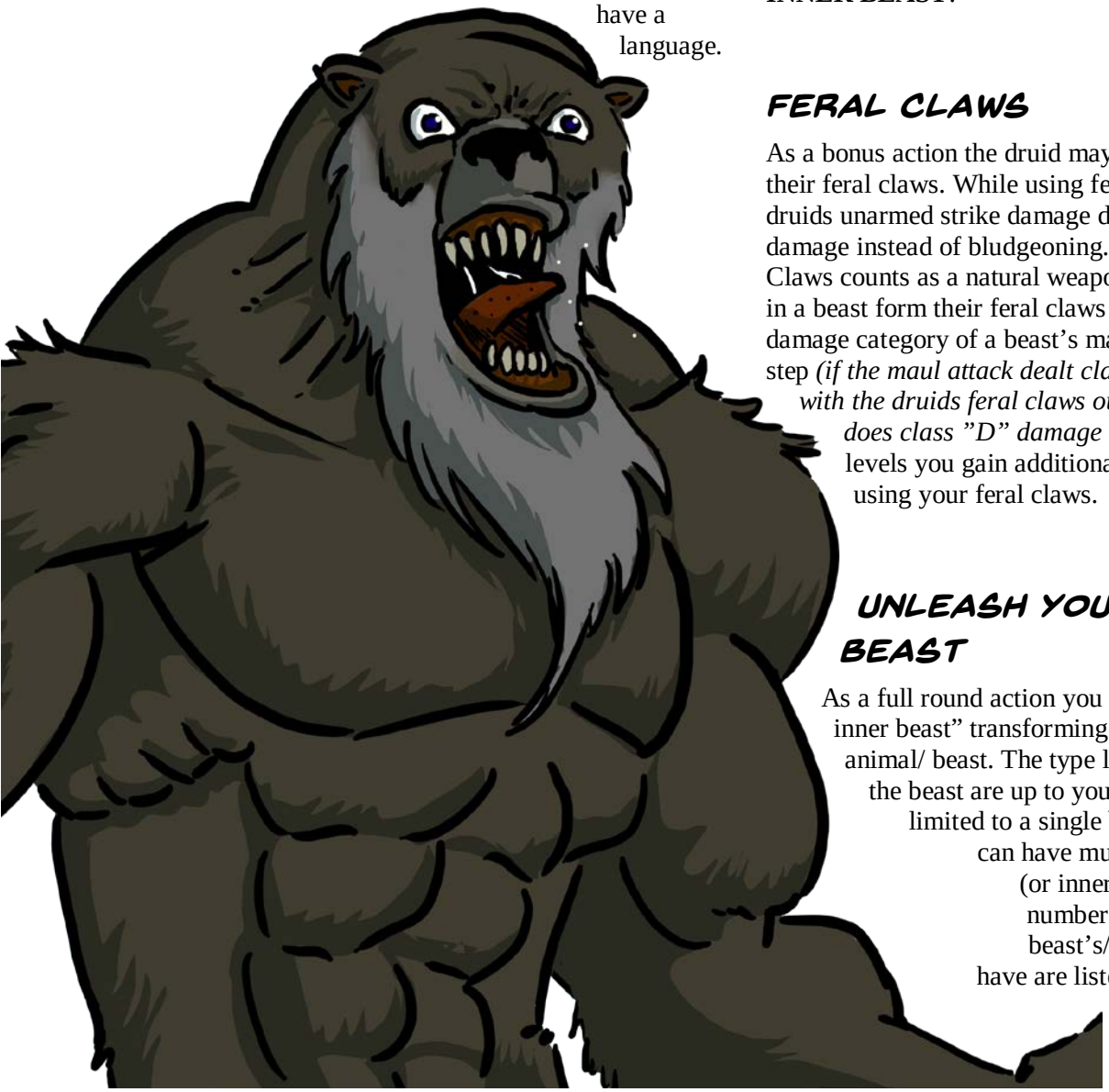
DRUID

The untamed tribes of barbarians have warriors that can connect with the beasts of the wilds and the beasts within. The druid is a force of nature's fury that exercises their anger in a feral form.

INNER BEAST

The only thing worse than an angry barbarian, is an angry barbarian with claws!

At 3rd level the druid gains several bestial benefits. Firstly, they gain the ability to speak with any beast/animal/pet/companion that doesn't already have a language.



Secondly, they gain the ability to take Beast Blood feats, ignoring the first level only prerequisite. Meaning that at any level they gain a character option, they may choose to gain a Beast Blood feat. Thirdly (yes, I'm still counting this way), they gain the **FERAL CLAWS** ability. Finally (you thought I was going to say "fourthly" didn't you?), the druid gains the ability to **UNLEASH THEIR INNER BEAST**!

FERAL CLAWS

As a bonus action the druid may grow or retract their feral claws. While using feral claws the druids unarmed strike damage deals slashing damage instead of bludgeoning. The druids Feral Claws counts as a natural weapon attack & while in a beast form their feral claws will upgrade the damage category of a beast's maul attack by one step *(if the maul attack dealt class "E" damage, with the druids feral claws out the maul will does class "D" damage instead)*. At higher levels you gain additional benefits from using your feral claws.

UNLEASH YOUR INNER BEAST

As a full round action you may "unleash your inner beast" transforming yourself into an animal/ beast. The type look and abilities of the beast are up to you. You are not limited to a single beast form, you can have multiple beast forms (or inner beasts). The number of inner beast's/beast forms you have are listed in the inner beast table below.

Whenever you gain a level, you may alter or completely change one of your inner beasts.

You create your inner beasts/beast forms using the "Beast creation" rules, gaining additional benefits from the Inner beast table below.

While in beast form, you take damage as a beast. In other words, when you are damaged, you take a wound instead of reducing your Hit Points.

You may remain in your beast form for as long as the beast form has more than zero wounds and you may recover lost wounds by unleashing your inner beast again (which is a full round action normally).

While in beast form, you keep your physical stats, saves and ability to speak. Your speed, senses & Awesome Power (if it's higher) become that of the beast form you're in.

When dealing damage in your beast form you add your strength modifier to melee damage, Dexterity modifier for ranged damage & your Constitution modifier for AOE damage.

Some beast forms have special attacks (purchased from the "specials table" in the Beast creation section). To use these special attacks **costs a standard action & 6 anger**. Some of these attacks may call for the target to make a save, the save DC for these attacks is equal to your Constitution score.

While you're in beast form, any healing you receive follows the same rules for healing as any other beast/pet.

READING THE "INNER BEAST TABLE".

Beast table used

This is the companion table used in the creating a companion rules, there are 6 tables to set the beast's stats. On the inner beast table "Beast table used", tells you which of the 6 tables you may generate those stats from.

Ability points

This is the amount of ability points each of the

INNER BEAST TABLE

DRUIDS LEVEL	BEAST TABLE USED	ABILITY POINTS	INNER BEAST/ BEAST FORMS KNOWN
3	Table 2: or below	10	3
4			
5		12	4
6	Table 3: or below		
7		15	
8			5
9		20	
10			
11	Table 4: or below	25	6
12			
13		30	
14			
15		35	7
16	Table 5: or below		
17		40	
18			8
19		50	
20			9

druids inner beasts/beast forms has to customize it, instead of the listed ability points on the beast table.

PRIMAL RAGE

The druid connects more deeply with their animal spirits and it shows when they rage.

At 7th level during a druid's rage, they may as a standard action transform into any beast form (from unleashing their Inner Beast or Wild Shape) or were-beast form (for being a beast blood) they have. This does not count against the maximum transformations for Beast Bloods. However the druid may only remain in their were-beast form for as long as they rage. Additionally during your primal rage you may add your max anger to the damage you deal with unarmed strikes, claw attacks, bite attacks or any other natural weapon attack the druid has.

SAVAGE CLAWS

You grow in size and toughness and . . . well . . . do you need to be anything else but bigger!?!?

Upon reaching 10th when dealing unarmed strike damage with your FERAL CLAWS you may treat your Awesome Power as 2 points higher. Additionally, while in any beast form granted to you from unleashing your inner beast (or Wild Shape), you may choose to apply any damage taken to your Hit Points instead of the beast forms wounds.

SAVAGE FEROCITY

Every animal is at its most dangerous when wounded. The same is true for you!

At 15th level, during a rage and while transformed into a beast form (weather it is one of your inner beast forms, a were-beast form from the Beast Blood feat or Wild Shape), whenever you make a successful melee natural weapon attack, your attack deals the maximum possible damage.

DIRE BEAST

You are a king of beasts. Slipping between powerful and furious animal forms with ease.

Upon reaching 18th level while raging, as a standard action or bonus action, you may switch forms (by unleashing your Inner Beast, Wild Shaping or becoming a were-beast). This does not count against the maximum transformations for Beast Bloods. However the druid may only remain in their were-beast form for as long as they rage.

FURIES

FURY

As a barbarian gains levels, they gain the ability to learn Furies. At third level the barbarian learns their first Fury and learns additional Furies as denoted in the Furies column in the barbarian class table. Most Furies require an anger to be used, much in the same way spells require mana. To activate a fury simple pay the cost (remove the cost in anger points). If you don't have enough anger, you can't use the Fury. If paying the cost to activate a Fury brings you to zero anger during a rage, the rage ends at the end of that turn. Dealing damage with a Fury doesn't give you any anger points.

TOTEMIC SUMMONS

Some furies allow the barbarian to summon a totem. The barbarian can only have 1 totem summoned for each heroic tier they have. IE: Famous hero (Tier 3) Barbarian may have up to 3 totems active at any given time. Unless otherwise stated the barbarian may not have more than one copy of a totem active at any given moment *(summoning a copy of a totem already summoned, destroys the first iteration of that totem)*.Alternatively, the barbarian that summoned the totem may spend a bonus action to unsummon any amount of their summoned totems. Totems are treated as objects with an AC:10 & 1 HP. Any undestroyed totem disappears at the end of the combat encounter.

LEAP

TYPE: Special movement.

COST: 2 anger.

ACTION: Standard Action.

Jump to any location that you can see within 20ft.

Forceful leap: Spend an additional 2 anger (4 anger in total) to deal impact damage to every creature adjacent to you (when you land) equal to your Constitution score.

WHIRLWIND

TYPE: Special attack.

COST: 2 anger

ACTION: Standard action.

As a standard action make a single melee weapon attack, any creature friend or foe within 5ft of you that has an Armor Class (AC) lower than your attacks value will be dealt your melee weapon attacks damage. This is not an AOE & each creature is attacked once, applying any affects that would be triggered by an attack (except gaining anger) for each creature within the whirlwind.

SLAM

TYPE: Special attack.

COST: 2 anger

ACTION: Standard action.

Make a single melee weapon attack. A creature hit with the attack is stunned until the end of the targets turn.

FORCEFUL BLOW

TYPE: Special attack.

COST: 2 anger

ACTION: Standard action.

Make a single melee weapon attack, a creature hit by this attack is pushed a number of feet equal to your Strength modifier x 10ft.

RAGE BUFF: A creature hit by this attack is pushed your Strength modifier x 20ft. instead.

DEVASTATING BLOW

TYPE: Special attack.

COST: 2 anger

ACTION: Standard action.

Make a single melee weapon attack and increase the damage done from this attack by +1D6 damage per heroic tier.

RAGE BUFF: Increase the damage to +1D8 instead of +1D6

GROUND STOMP

TYPE: Special attack.

COST: 2 anger

ACTION: Standard action.

All enemies adjacent to you must make a Constitution save or take your Strength score in damage and be moved 10ft away from you on a failure, or take half as much damage and not be moved on a success. *(The DC of the Constitution save equals your Constitution score plus your heroic tier.)*

REND

TYPE: Special attack.

COST: 2 anger

ACTION: Bonus action.

For the rest of the round, whenever you make a melee weapon attack with advantage and if both D20 hit, the target of the attack is actually hit twice instead of once.

SPIRITUAL SPEAR

TYPE: Special attack.

COST: 2 anger

ACTION: Standard action.

The fury of your ancestors takes the form of a spear that when thrown may bring your enemy before you so that you may do battle as the gods intended. Make a single ranged attack at a target up to 60ft. away *(you are proficient with this attack)*. A creature hit by this attack takes damage equal to your strength score and is pulled adjacent to you (regardless of Awesome Power).

FRENZY

TYPE: Special attack.

COST: 2 anger

ACTION: Bonus action.

You may make 2 melee weapon attacks with an off-hand weapon instead of one.

CHALLENGING SHOUT

TYPE: Special feature.

COST: 0 anger

ACTION: Special.

When you perform a War Cry action, instead of gaining anger, choose 1 enemy within 60ft. that can see and hear you. That target gains the taunted condition and must attack you and only you whenever they attack until the beginning of your next turn.

RAGE BUFF: Instead of a single enemy, all enemies within 60 ft. of you that can see and hear you gain the taunted condition and must attack you and only you whenever they attack until the beginning of your next turn.

THIS IS MY FIGHT!

TYPE: Special feature.

COST: 0 anger

ACTION: Reaction.

Whenever an enemy adjacent to you attacks anyone other than you, you may spend a reaction to perform a melee weapon attack against that enemy.

LEGENDARY BEAST OF WAR

TYPE: Special feature.

COST: 0 anger

ACTION: Special.

With this feature you have 1+Dexterity modifier Reactions instead of the normal one reaction a round. You will never have less than 2 reactions per round.

FERAL SPIRITS

TYPE: Special action.

COST: 2 anger.

ACTION: Standard action.

As an action you can summon a feral spirit that may take any animal form you wish. The feral spirit(s) encircle you waiting for prey to come with in 15ft. of you. While the feral spirits are active, any enemy that starts their turn or enters the AOE must roll a Dexterity save equal to your constitution score. They take 4(1D6) force damage for every feral spirit summoned on a failed save or half as much on a successful one. Every additional point of anger spent summons 1 additional feral spirit. The spirits last until the beginning of your next turn. You may only have a maximum number of feral spirits active equal to twice your Constitution modifier (minimum 2).

RAGE BUFF: During a rage, you may spend 3 additional anger as a bonus action to maintain ALL your summoned feral spirits.

TOTEM OF HEALING

TYPE: Totemic summons.

COST: 2 anger.

ACTION: Standard action.

As an action the barbarian calls upon his ancestors to summon a totem of healing within 10ft. of the barbarian. When any of the barbarians allies *(including the barbarian)* within 30ft. of the totem regain Hit Points from any source, regain an additional 15 HP.

RAGE BUFF: Summoning a totem of healing during a rage costs 5 anger and summons a greater totem of healing. Any of the barbarians allies *(including the barbarian)* within 30ft. of the greater totem of healing regain 15 Hit Points at the beginning of their turn & and additional 15 HP whenever they regain HP from any other source.

TOTEM OF RAGE

TYPE: Totemic summons.

COST: 2 anger.

ACTION: Standard action.

As an action the barbarian calls upon his ancestors to summon a totem of rage within 10ft. of the barbarian. Any of the barbarians allies (including the barbarian) within 30ft. of the totem gain 1 point of anger at the beginning of their turn.

RAGE BUFF: Summoning a totem of rage during a rage costs 5 anger and summons a greater totem of rage. Any of the barbarians allies (including the barbarian) within 30ft. of the greater totem of rage gain 1 point of anger at the beginning of their turn and any enemy adjacent to a barbarian within the totems radius take force damage equal to the barbarians Awesome Power. (As the barbarians fury become palpable).

TOTEM OF PROTECTION

TYPE: Totemic summons.

COST: 2 anger.

ACTION: Standard action.

As an action the barbarian calls upon his ancestors to summon a totem of protection within 10ft. of the barbarian. Any of the barbarians allies *(including the barbarian)* within 30ft. of the totem gain +1 AC.

RAGE BUFF: Summoning a totem of protection during a rage costs twice as much anger and summons a greater totem of protection. Any of the barbarians allies *(including the barbarian)* within 30ft. of the greater totem of protection may treat the first weapon attack that they are hit with in a round as if it missed instead.

TOTEM OF SERENITY

TYPE: Totemic summons.

COST: 2 anger.

ACTION: Standard action.

As an action the barbarian calls upon his ancestors to summon a totem of serenity within 10ft. of the barbarian. Any barbarian (or creature with an anger

rating) within 30ft. of the totem losses all of their anger at the beginning of their turn.

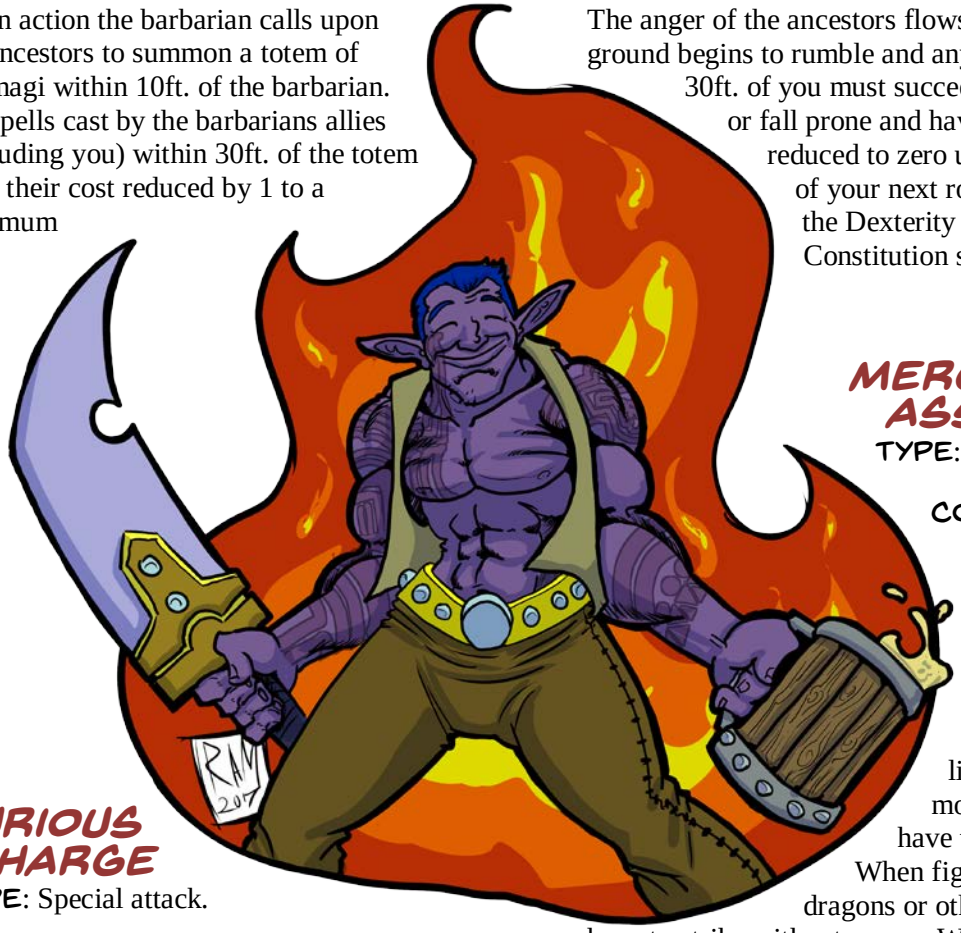
TOTEM OF THE MAGI

TYPE: Totemic Summons.

COST: 4 anger.

ACTION: Standard action.

As an action the barbarian calls upon his ancestors to summon a totem of the magi within 10ft. of the barbarian. All spells cast by the barbarians allies (including you) within 30ft. of the totem have their cost reduced by 1 to a minimum of 1.



FURIOUS CHARGE

TYPE: Special attack.

COST: 2 anger.

ACTION: Bonus action.

May make a single melee weapon attack as a bonus action after using a standard action to dash. A target hit by this attack take an additional 5 damage.

RAGE BUFF: May make two melee weapon attacks as a bonus action instead of one.

EARTHQUAKE

TYPE: Special action.

COST: 4 anger.

ACTION: Standard action.

The anger of the ancestors flows through you, the ground begins to rumble and any enemy within 30ft. of you must succeed a Dexterity save or fall prone and have their speed reduced to zero until the beginning of your next round. The DC of the Dexterity save equals your Constitution score.

MERCILESS ASSAULT

TYPE: Special action.

COST: 4 anger.

ACTION: Special.

While others hide behind their stone walls of safety, barbarians live amongst monsters and often have to battle them. When fighting trolls, dragons or other barbarians you have to strike without mercy. When you critically hit a creature you may spend 4 anger to deal additional damage equal to your strength score.

KNIGHT

While the sword and shield is necessary in the defense of the innocent peoples of Gemini it alone is not enough. It takes a true sense of justice, unshakeable faith and a selfless soul to stand up against the darkness. A knight is the embodiment of faith, justice and selfless sacrifice.

Level	Proficiency Bonus	Features	Healing pool	Divine Blessings
1	+2	Lay on hands, Fighting style	10	-
2	+2	Channel Divinity (1/rest),	11	2
3	+2	Knights Oath	13	3
4	+2	Character Option	16	3
5	+3	Undead Bane, Extra attack(1)	19	3
6	+3	Channel Divinity (2/rest),	22	4
7	+3	Oath Feature	25	4
8	+3	Character Option,	28	4
9	+4	-	31	5
10	+4	Oath Feature	34	5
11	+4	-	38	6
12	+4	Character Option	41	6
13	+5	-	45	6
14	+5	-	49	7
15	+5	Oath Feature	53	7
16	+5	Character Option	58	8
17	+6	-	63	8
18	+6	Channel Divinity (3/rest), Oath Feature	68	8
19	+6	Character Option	73	9
20	+6	-	78	9

CLASS FEATURES

As a Knight, you gain the following class features.

HIT POINTS

Recoveries: 10 HP per recovery spent. 1 recovery gained per level of Knight

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 6 + your Constitution modifier per Knight level after 1st

PROFICIENCIES

Armor: All armor and shields

Weapons: Simple melee weapons and martial melee weapons

Trinkets: Holy Symbol's

Saving Throws: Wisdom, Charisma

Skills: Choose two from Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- A martial weapon(costing 50gp or less) and shield or (*b*) two martial weapons totaling no more than 75gp.
- Any simple weapon (costing 30gp or less) or (*b*) five javelins.
- Chain mail, a good gear bundle and a Figurine of Devotion.

FIGHTING STYLE

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

DURABLE STYLE

Treat the Awesome Power requirement (AP req.) of armor as one less, to a minimum of zero.

HEAVY HANDED STYLE

Add your Awesome Power to the damage you deal with melee weapons.

REALLY BIG WEAPON FIGHTING

When wielding a weapon whose size category is larger than your size category, you may reroll 1's on your damage dice (keeping the second roll, even if it results in another 1).

DEFENDER STYLE

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

LAY ON HANDS

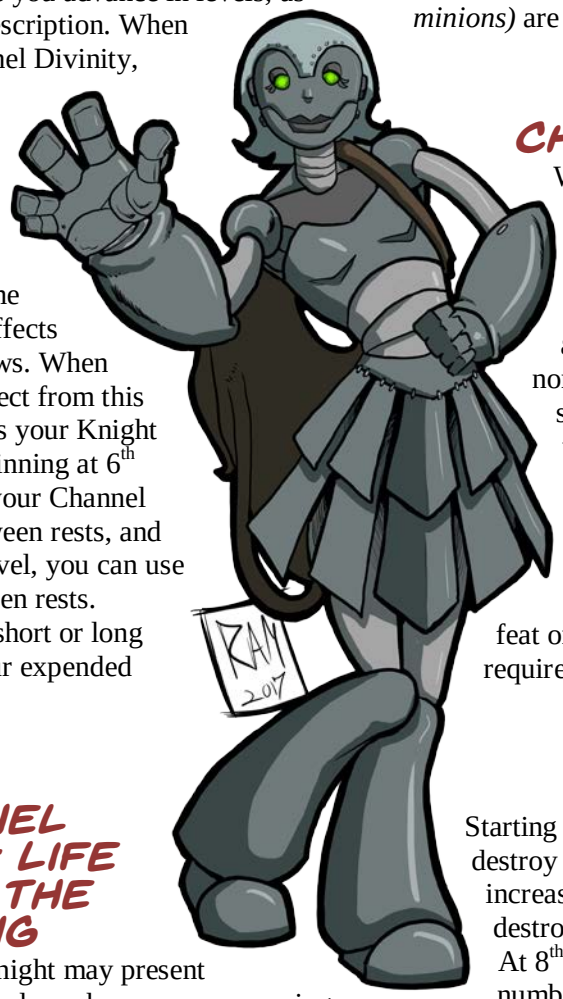
The knight has a pool of healing energy that as an action can be called on to heal those whom they touch (the knight may not "lay hands" upon themselves). The healing pool grows in size as the knight gains levels. To regain HP, simply expend 1 point from the healing pool to regain 1 point it Hit Points. The knight may expend points from the healing pool in its entirety or incrementally *(players choice)* each time they choose to take the lay on hands action. The healing pool refills at the end of a short of long rest.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

CHANNEL DIVINITY

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Life is for the living and an effect determined by your path. Some paths grant you additional effects as you advance in levels, as noted in the path description. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your Knight spell save DC. Beginning at 6th level, you can use your Channel Divinity twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.



Channel Divinity: Life is for the Living

As an action, the Knight may present their holy symbol and speak a prayer, censuring the unliving. The Knight may defeat/destroy a number of undead or sorrow minions in the encounter. The number of undead or sorrow minions defeated/destroyed in this fashion equal the Knights level. The power of life is for the living seeks to destroy the most undead possible, beginning with destroying the undead, before destroying sorrows.

Example: Dwarfington (a 4th level healmonkey) is surrounded by the vile unliving. There are 4 giant wolf zombies, 6 goblin zombie 's and 8 Sorrowborn bandits. Dwarfington decides to use his channel divinity: Life is for the living and destroys 4 giant wolf or goblin zombie's (players choice), championing the charge against the unliving threat!

Undead and Sorrows who's tier of villainy equal or exceed the Knights heroic tier *(and are not minions)* are unaffected by life is for the living.

Character Option

When the Knight reaches 4th level, and again at 8th, 12th, 16th and 19th level, you can choose a character option, or increase one ability score of your choice by 2 or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20*(normal maximum)* using this feature.

Instead of an ability score improvement, your hero may learn a feat or take a bond for which they meet the requirements.

Undead Bane

Starting at 5th level, the Knight's power to destroy undead via life is for the living increases. Whenever one undead is destroyed, destroy one additional undead. At 8th level this power increases to destroy a number of additional undead equal to the Knight's Awesome Power *(minimum1)*.

Example: Dwarfington (a 6th level healmonkey) is surrounded by the vile unliving. There are 4 giant wolf zombies, 6 goblin zombie's and 8 Sorrowborn bandits. Dwarfington decides to use his channel divinity: Life is for the living and destroys all of the zombies and 2 of the sorrowborn bandits.

Knights Oath

RADIANT OATH

The crusade of light can trace its roots to the godseed itself. Started by the oldest of kings blood the crusade of light sought to destroy profane magic and its practitioners. The truth behind the crusade however is obscured by eons past. Some believe it was to stop soul reaver's, others say it was to destroy wizards of all types. Regardless of its true origins, knights who take the oath of the crusade are powerful mage hunters.

TEMPLAR

Upon taking this oath at 3rd level, the knight gains the ability to cast level zero spells from the radiant servant spell school and knows all the level zero spells in the Radiant Servant spell school. The knights spell components are **VERBAL & HOLY SYMBOL**. Charisma is the spell casting ability modifier for a knight.

FOLLOW MY LEAD

At 7th level when the knight and his allies are forced to make a saving throw, the knight's allies may use the knight's result on the D20 instead of their own if their result is lower.

SEAL BEARER

Upon reaching 10th level the knight may treat the AP requirement of holy seals as being *X* points lower, to a minimum of 1 or 0(1). *X*= the knights heroic tier + their Awesome Power.

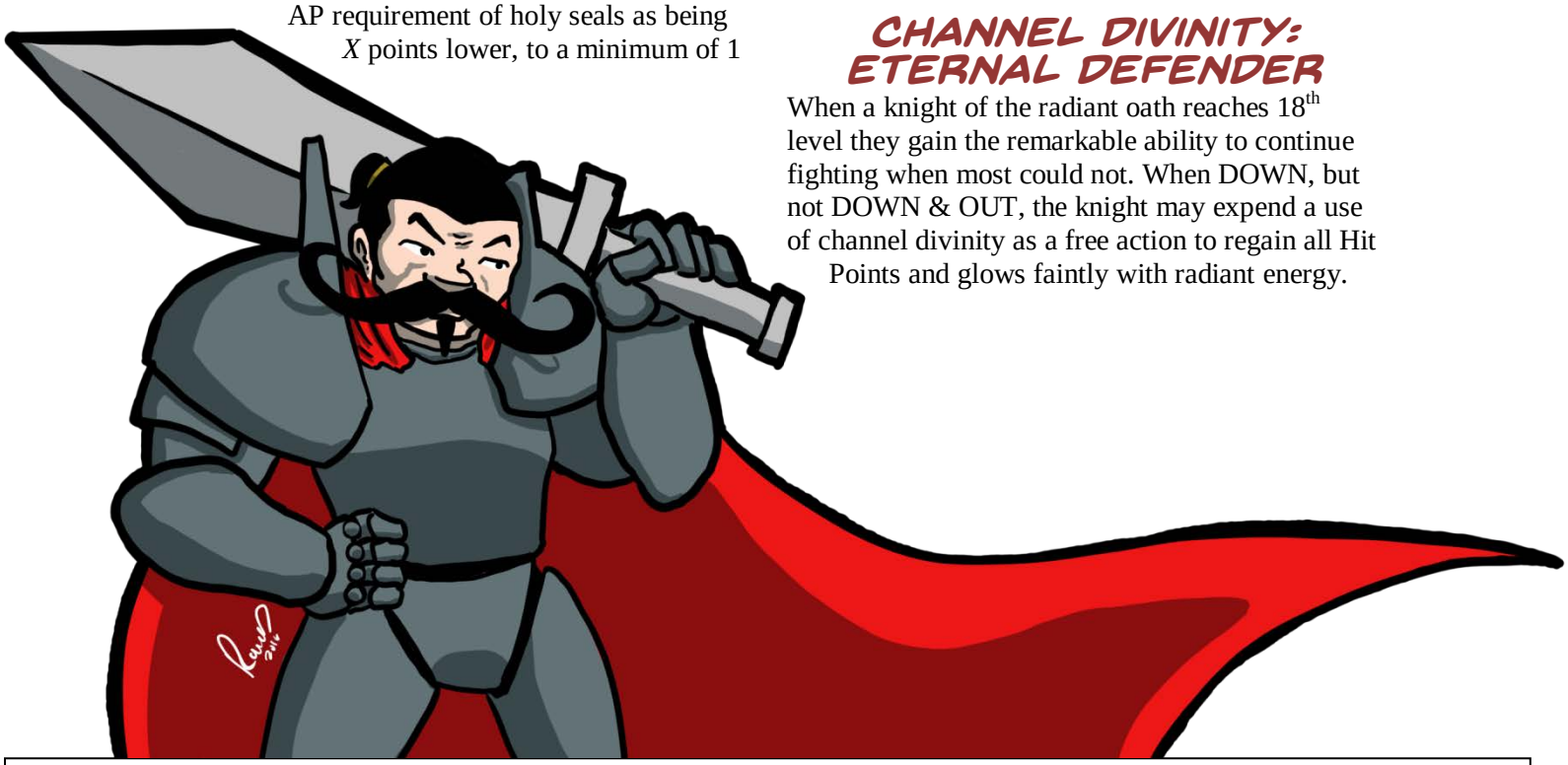
SUFFER NOT THE UNCLEAN

At 15th level the knight gains the ability to detect magic at will. Additionally as long as the knight wields a holy symbol, they may absorb incoming magic.

Reaction- When you are hit with a spell or spell like ability that targets you or includes you in its area of affect and you are wielding a holy symbol, you may use your reaction to completely negate the spell or any magical affect it would have. This does not require a roll and completely dispels the spell, protecting the knight and all the knights' allies.

CHANNEL DIVINITY: ETERNAL DEFENDER

When a knight of the radiant oath reaches 18th level they gain the remarkable ability to continue fighting when most could not. When DOWN, but not DOWN & OUT, the knight may expend a use of channel divinity as a free action to regain all Hit Points and glows faintly with radiant energy.



Silver Oath

Mirthsworn's silver 3, embodied righteousness and valor. They inspired many in their lives and many more is their memory. The silver oath is founded on the silver knight's three pillars . . . to defend the weak , to fight with valor and to have a righteous and honest heart.

Devoted Defender

Upon taking this oath at 3rd level a knight of the silver oath learns to put others safety first. When an adjacent ally is hit by an attack you may use your reaction to jump in the way of an incoming attack, taking the damage that would have been dealt to an adjacent ally or innocent (NPC).

Angelic Mount

At 7th level the knight may as a Standard action reach into the depths of the endless see and pull forth a righteous soul to assist in the eternal battle against evil. The soul is made manifest through a flash of silver light as an angelic mount for the knight.

The angelic mount follows the Pet rules & is created following the **Beast Creation** rules with the following exceptions. The angelic mount is always large enough for the knight to ride, has 1 wound, is immune to all but awesome damage, grants a speed bonus of +20ft. & 20 ability points to purchase **Beast abilities** to customize it (it may purchase any Beast abilities with the exception of special attacks). When calculating the mounts damage, treat it as being created from a beast table equal to your heroic tier. The mount is automatically unsummoned if it is reduced to zero wounds, the Knight is reduced to zero HP or if the knight unmounts (whether willingly or forcibly). The mount appears magical, however it cannot be dispelled or counter spelled & may still be summoned even within the area of an anti-magic field.

Silvered Soul

When the knight reaches 10th level the silver oath has ingrained itself into the very soul of the knight and any melee weapon in the knight's hands gain all the benefits of being a silvered weapon.

Divine Shield

At 15th level the knight may reduce all bludgeoning, piercing & slashing damage taken from an attack to zero. This may be done a number of times per round equal to your Charisma bonus *(minimum 1)*.

Channel Divinity: Silver Shield

To defend the meek, fight with valor and have a righteous heart. Those are the three pillars of the silver oath and a knight of the silver oath can do no greater deed then to embody the three pillars in a single action.

Upon reaching 18th level the knight gains the ability to use a channel divinity to protect all others from harm. The knight may expend a use of channel divinity to grant all their allies *(excluding the knight using this ability)* within line of sight damage immunity to all damage until the beginning of the knights next turn.

Emerald Oath

A knight of the emerald oath has been blessed by the land and trees. Wherever a knight of the emerald oath walks, small flowers grow in their footsteps. The flowers are not long lived but it is a sight to behold. For this, these knights are known as green knights.

Headman's Axe

Green knights are trained extensively in the use of axes in combat and in their hands, a normal axe seems to have magical properties.

At 3rd level any axe in the green knight's hands deals an additional 2D6 damage as long as the green knight wields it.

Channel Divinity: Grasping Vines

As an action, the Knight may present their holy symbol and speak a prayer, summoning magical vines at a point that the knight can see with within 120ft. Every creature *(huge or smaller)* that is not a green knight within 20ft. of that point, are grasped by the vines and have their speed reduced to zero. The grasping vines last 1 minute of until the knight of the emerald oath is incapacitated.

Healing Sprites

You extend your hand and summon small twinkling orbs of light, no bigger than a coin. These lights can channel your healing abilities.

Upon taking this oath at 3rd you can now use your lay on hands out to a range of 30ft. and if you have the blessing; ***Mark of the martyr***, you may now use your Mark of the martyr out to a range of 30ft.

Regrowth

A green knight need no longer fear injury. The can recover from just about anything but the most fatal of ouchies.

When the knight reaches 10th as a bonus action the knight may use one of his recoveries to regain 10 HP.

If the Knight of the emerald oath had ever had a forcibly misplaced limb, finger, foot etc. That crucial and much missed part of the knight's anatomy regrows with a good night's sleep (long rest).

Channel Divinity: Verdant Vengeance

The knight imbues himself with nature's fury. His eyes begin to glow, skin grows green and from the knights head sprouts small trees, growing outward in the likeness of antlers.

At 15th level as an action, the Knight may present their holy symbol and speak a prayer, the knight of the Emerald oath for the next 5 minutes gains the ability to make an opportunity attack (as a Reaction) against any creature that attacks him.

The Eternal Forest

Upon reaching 18th level as long as the Green knight remains 1 of the 3 heroic ages (Child, Not a child or Old fart) the green knight cannot die. Not even by beheading. Regardless of injury, as long as the green night has higher than zero HP &higher than zero in an ability score, they may fight on. Though being beheaded might make it a bit hard to see.

Blessings

Knights are holy knights trained to battle evildoers and protect the meek. As a knight gains levels they are infused with many divine powers and holy blessings. The divine blessings column in the Knight's class table shows how many blessings a knight may know. Whenever a knight gains a new level they may change what blessings they know. Each blessing may only be taken once. A knights blessings are beyond reproach & do not count as a spell, spell like ability or magic for the purpose of countering, dispelling or deciding whether or not it works in a null magic zone (cause it works in a null magic zone).

Auras

Some of the blessings a knight may choose from are auras. The knight may activate/deactivate an aura as a bonus action. An active aura lasts as long as the knight is conscious but the knight may only have a single aura active at any given time.

Smite

After you hit an evildoer you may channel divine energy through your weapon, spend a recovery to add radiant damage equal to 10 times your heroic tier.

Improved Smite

Prerequisite: smite.

Increase Smite damage to 20 times your heroic tier.

Mark of the Martyr

As an action you may expend one of your recoveries, to heal a target a number of HP = to ten times your Awesome Power. You can't use this ability on yourself.

Divine Sustenance

The knight may benefit from a short or long rest without the need for drink or food as long as the knight prays for one full hour before resting.

Shield Master

Gain +1 AC when wielding a shield. Additionally when forced to roll a Dexterity save for half damage *(from an AOE attack)* may take zero damage on a successful save.

Divine Health

The knight becomes immune to natural and magical aging. When recovering from temporary ability damage (or removing levels of exhaustion) due to benefiting from a long rest, may recover your 1+Awesome Power instead of just 1.

None Shall Pass

If the knight hits with a melee weapon attack, the target hit has its speed reduced to zero until the beginning of the knights next turn.

Channel Divinity: Light of the Sun

Gain the ability to use a channel divinity to cast the daylight spell.

Armor of Faith

As an action the knight may reduce their current Hit Points by their **Beat Up** threshold to gain a number of temporary HP equal to their ***Beat Up*** threshold.

Channel Divinity: Divine Weapon

As an action, use a channel divinity to transform any object in your hands into your divine weapon. The object loses all its properties when being transformed into your divine weapon. Your divine weapon can take the form of any weapon that you can wield *(& whose cost is no more than your Heroic Tier x 300gp)*. Your divine weapon lasts until your next long rest & radiates with divine energy and deals radiant damage in addition to its normal damage.

Selfless Protagonist

As a bonus action may spend 1 recovery to regain points to the knight healing pool equal to the knight's Charisma score. Alternatively as a bonus action spend 1 recovery to remove a condition *(with the exception of Exhaustion & Insanity levels)* instead of healing with your lay on hands action.

Halo of Fire

You bear a halo of divine flame. While this aura is active any evildoer within a 10ft. radius of the knight takes fire and radiant damage at the end of the knights turn equal to the knights Charisma bonus *(minimum 1)*. You may spend your action to double the radius and damage.

Divine Strength

Permanently increase your Awesome Power by 1.

Aura of Regeneration

While this aura is active, the knight and the knight's allies regain hit points every round equal to the knight's Charisma bonus *(minimum 1)*. As an action you can empower your divine healing aura to gain double the healing and radius of the aura. Healing from this aura may not bring a hero above their *beat up* threshold.

Aura of Vengeance

While this aura is active, all the knight's allies in the encounter may add the knight's Charisma bonus to the damage of their weapon attacks.

Aura of Mercy

While this aura is active, heroes do not gain a failure on their ***Get back in the fight*** roll for taking damage while they are ***Down***.

Aura of Command

While this aura is active, all the knights allies within the encounter may add the knight's Charisma bonus to all their attack rolls.

Aura of Purity

While this aura is active, any evildoer engaged with the knight is outlined with divine energy and any attack made against that evildoer gains advantage.

Aura of the Hospitaller

While this aura is active friendly priests have the mana cost of their spells reduced by the knights charisma bonus, to a minimum of 1 mana.

Aura of Courage

While this aura is active the knight is immune to the effects of fear & insanity. Additionally the knight's allies within 50ft. gain advantage to their wisdom save versus fear & insanity.

Aura of Truth

While this aura is active, the knight and any other creatures within 20ft may not lie without consequence. For every lie told, the liar gains a level of insanity.

LAWMAN

When an evildoers dark deeds have come under the notice of a lawman, running and hiding are no longer options. Evildoers will be tracked and found because a Lawman always gets their man!

CLASS FEATURES

As a Lawman, you gain the following class features.

HIT POINTS

Recoveries: 8 HP per recovery spent. 1 recovery gained per level of Lawman

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 6 + your Constitution modifier per Lawman level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, Martial weapons

Saving Throws: Strength, Dexterity

Skills: Choose three from Athletics, Insight, Investigation, Perception, Persuasion, Stealth and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- Two short swords or (*b*) Longbow and Ammunition.
- Leather armor two daggers and a good gear bundle.

STREET SPEAK

During your training you learned Street Speak, a secret mix of dialect, jargon, and code that allows others to hide messages in seemingly normal conversation. Only another creature that knows Street Speak understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols

Level	Proficiency Bonus	Features	Maneuverer points
1	+2	Street speak, Fighting style, Bringing down the big ones, Lawman maneuvers	2
2	+2	Always get my man, I am the law	
3	+2	Lawman Archetype, Cunning action	4
4	+2	Character Option, Sitting duck	
5	+3	-	
6	+3	Character Option	6
7	+3	Uncanny dodge	
8	+3	Character Option	
9	+4	-	
10	+4	-	
11	+4	Evasion	8
12	+4	Character Option	
13	+5	-	
14	+5	Character Option	
15	+5	-	
16	+5	Character Option	10
17		-	
18	+6	-	
19	+6	Character Option	
20	+6	-	

used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people will provide a safe house for thieves on the run.

Fighting Style

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery Style

Treat your Awesome Power as two points higher when wielding a Bow or Crossbow.

Hawkeye Style

You gain a +2 bonus to attack rolls you make with ranged weapons.

Heavy Handed Style

Add your Awesome Power to the damage you deal with melee weapons.

Techno-Punk Style

You gain training in one of the 5 Gnometech/Gnomecraft builds; Black Powder, Arc-craft, Magnotomic, Steam Powered or Ghost Forged.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Bringing Down the Big Ones!

Whenever you *(or your companion)* damage a creature that is at less than maximum Hit Points, you deal an additional 1D4 damage. *(This damage increases to 1D6 at tier 2, 1d8 at Tier 3, 1D10 at Tier 4 & 1D12 at Tier 5).*

I Am the Law!

At 2nd level when trying to extract truth from a target *(evildoer, misunderstood monster, villager, etc.)*, you may gain a level of insanity to gain the best possible result. Ask 3 questions and you will get the most truthful answer the "target" can give.

Always Get My Man

Upon reaching 2nd level you can roll survival checks when tracking a target with advantage.

Lawman Archetype

At 3rd level, you choose an archetype that you emulate in the exercise of your lawman abilities: Gunslinger or Ranger, all detailed at the end of the class description. Your archetype choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Cunning Action

Starting at 3rd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Sitting Duck

Starting at 4th level any target you hit with a weapon attack that is prone or has its movement reduced to zero, you deal the maximum damage possible. *(this applies to your companion as well, if you are a Ranger).*

Character Option

When you reach 4th level, and again at 6th, 8th, 12th,14th, 16th and 19th level, you can choose a character option, or increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20*(normal maximum)* using this feature.

Instead of an ability score improvement, your hero may learn a feat or take a bond for which they meet the requirements.

Uncanny Dodge

Starting at 7th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attacks damage against you.

Evasion

Beginning at 11th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *ice storm* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Lawman Maneuvers

The lawman has maneuvers that they may perform and a number of maneuver points to execute their maneuvers. Performing a maneuver is a free action that only requires the expenditure of the required amount of maneuver points to execute. Unless otherwise stated, you may only perform maneuvers on your own turn. For more on the cost and benefits granted by the various maneuvers a lawman may perform, refer to the maneuvers description.

During your turn you may expend all your maneuver points if you wish. Any and all expended maneuver points are regained at the beginning of your turn.

If you are Down, or Down & Out you may ***NOT*** perform any maneuvers *(unless it's to cheat death)*.

Maneuver: Cheat Death

Cost: 8

Description: instead of rolling to GET BACK IN THE FIGHT you pay this maneuvers cost to Get back in the fight. You may get back in the fight this way even if you have maximum HAGGARD levels.

Maneuver: Extra Attack

Cost: 5

Description: Every 5 points spent on this maneuver increases the amount of attacks per attack action by 1.

Maneuver: Jab

Cost: 3

Description: Every 3 points spent on this maneuver increases the amount of attacks per attack action by 1 if attacking with an unarmed strike or dagger.

MANEUVER: QUARRY

Cost: 2

Description: Your quarry will not escape unscathed, whenever an evildoer moves you may as a reaction make a melee or ranged weapon attack on that evildoer.

LAWMAN ARCHETYPES

GUNSLINGER

When you choose the archetype at 3rd level you gain the techno-punk fighting style if you don't already have it as well as several features; Kill shot, local constable, custom kit and gunslinger maneuvers.

KILL SHOT

When you roll a critical hit with a ranged gnomecraft weapon, you reduce the target you critically hit to zero HP. Weapons that attack with an area of effect*(like the blunderbuss)*, abilities that damage more than a single target *(like explosive shot)* and attacks against targets immune to critical hits, immune to the type of damage done or who for any reason are undamaged by the initiating attack of the kill shot do not have their HP reduced to zero from kill shot.

LOCAL CONSTABLE

While dealing with town's people (in a village, town or city) you may roll Insight and Investigation checks with advantage.

CUSTOM KIT

Being a gunslinger is more than just picking up a piece of Gnomecraft tech and letting loose a barrage of bullets. Gunslingers forge a close relationship with their firearms, rebuilding them to suit their needs. Learning how to best grip the handle, the best stance to shoot the specific gun they have.

At 3rd level lower the limited ammo value of gnomecraft ranged weapons by 2 and the AP requirement of gnomecraft ranged weapons by 1. Additionally may replace spent power sources from ranged Gnomecraft weapons & get ammunition from a gear bundle as a bonus action stead of a standard action.

At 9th when attacking with ranged gnomecraft weapons you critically hit on a D20 roll of 19 & 20.

Upon reaching 13th level lower the limited ammo value of gnomecraft ranged weapons by 4 and the AP requirement of gnomecraft ranged weapons by 2.

Finally at 17th level when attacking with ranged gnomecraft weapons you critically hit on a D20 roll of 18, 19 & 20.

GUNSLINGER MANEUVERS

Maneuver: Tumble

Cost: 2

Description: You tumble out of a dangerous situation. Move 10ft., this movement does not provoke attacks of opportunity.

Maneuver: Trick Shot

Cost: 2

Description: Ignore cover penalty to ranged weapon attack with a Gnometech ranged weapon.

Maneuver: Doves!

Cost: 2

Description: Until the beginning of your next turn, treat your AP as 1 point higher (each time you pay for this maneuver) when performing a **DEFEAT MINIONS** action. You are truly awesome and doves fly about you at the end of this maneuver to illustrate how truly awesome you are!

Maneuver: Bullet Time

Cost: 4

Description: Add your proficiency to your AC until the start of your next turn.

Maneuver: Crippling Shot

Cost: 3

Description: Until the start of your next turn, when you successfully hit the target with a Gnomecraft ranged weapon, the attack halves the targets land speed or reduces fly speed to zero *(if target flies with wings)*. If you pay for this maneuver twice *(6 points)* you can reduce the targets land speed to zero.

Maneuver: Lightning Reloads

Cost: 2

Description: Remove loading feature of Gnomecraft ranged weapons until the end of your current turn.

Maneuver: Rapid Shot

Cost: 3

Description: Every 3 points spent on this maneuver increases the amount of attacks per attack action by 1 if attacking with a Ranged Gnomecraft weapon. When attacking with this maneuver you can't critically hit with this attack, regardless of the roll.

Maneuver: Explosive Shot

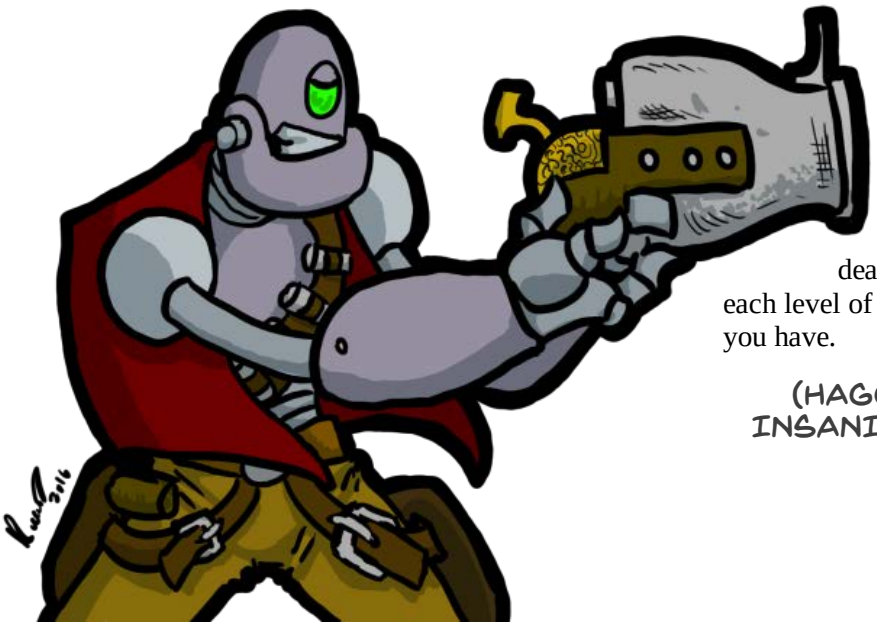
Cost: 3

Description: Until the start of your next turn, any successful ranged Gnomecraft weapon attack deals damage to each creature adjacent to the one hit with the initial attack.

Maneuver: Dance!

Cost: 2

Description: Instead of dealing damage, move the target 10ft. for every attack your "hit" them with. When you hit them with a Gnomecraft ranged weapon until the end of your current turn.



Maneuver: True Grit

Cost: 5

Description: deal bonus damage with every Gnomecraft ranged weapon attack,, until the beginning of your next turn. Whenever you deal damage you may add You AP for each level of HAAGARD, Exhaustion and Insanity you have.

(HAGGARD + EXHAUSTION + INSANITY) X AWESOME POWER= BONUS DAMAGE.

Marshal

Marshals are the type of Lawman that leads the people to greatness!

The Marshal is an archetype that requires a great deal of role play and is by far best suited for campaign play. Unlike a Ranger & Rangers companion, the Marshal does NOT automatically gain their followers. Followers are gained through role play and the deputize maneuver. Meaning that to gain the best followers possible, will require searching or training your followers. Additionally a Marshal will require a lot of "housekeeping" and micro-management, in that you and all your followers have actions, abilities, gear and most importantly . . . personalities! The Marshal lends itself to a particular play style and my not be for everyone.

At 3rd level when you take this archetype you gain "One of the boys/girls", "Heartache" & "Leadership".

One of the Boys/Girls

The Marshal needs enough food (rations) to feed both themselves and all their followers to gain the benefits of a long rest.

Heartache

A Marshal may at times, be made to make the hard decisions, decisions that may result in the demise of a beloved follower. It's never easy as a hero to be the cause of a good persons undoing, but Marshals take it really hard. If any of your current Followers die in combat, you gain a level of **Insanity**. *(though Followers are sort of heroic and your GM should probably not be killing them off all that much other than in an RP:MA game)*

Leadership

A Marshal is a leader of men and women, commanding them in battle against the forces of evil, inspiring them through action as much as words.

The Marshal via the "**Deputize**" maneuver may gain Followers. The NPC's Deputized in this way are created using the **Hireling Creation** rules. A Marshall, while skilled at leading others, has limits to their ability. To find out the limits to the Marshals Leadership, refer to the Leadership table.

How to read the Leadership Table

Character level – This is the level at which the Marshal gains the following benefits.

Value – This is the value of the maximum Command cost of any one follower (or the max command cost that any one hireling can have and still be deputized).

Level Limit – This is the maximum level a follower may be.

Discount – This is the discount that a Marshal gets when paying a Hirelings salary (when combined with the Noble birth back ground, the Marshals discount is applied BEFORE the "status" feature of the "Noble birth" background).

Number of Followers

The maximum number of Followers that a Marshal may have is equal to the Marshals Charisma bonus (minimum one). IE: A Marshal with a Charisma score of 16 can have up to 3 followers.

Building a Follower?

NO! Player's do NOT build the hirelings that will become their followers. Hirelings are built by the GM and the Marshal will find them, hire them and possibly Deputize them to become followers. A player has access to the Hireling Creation rules, so that they may better understand Hirelings and may level a hireling up via training. A lazy, underprepared or really nice GM may allow a player to create their own Hirelings, but the idea is to allow for an organic flow to the story and the idea that the Marshal's followers may come and go because they are people and not animals.

Leadership Table

Level	Value	Level Limit	Discount
3	15	1	-
6	30	4	Salary - 10%
10	45	8	Salary - 20%
14	60	12	Salary - 25%
18	75	16	Salary - 50%

Damarius Deepstone is a tenth level dwarven Marshal with a Charisma score of 14. He's recently arrived in a rural Mulboshi village that has suffered bandits for some time. With the help of several of the villages strongest residents, Damarius was able to route the bandits. After which one of the villagers expressed a desire to carry on the fight against evildoers. The villager has a total Command cost of 28.25 (as the villager is a table 1:weak hireling with the hard hitting and puny traits). Damarius' deputizes the villager (gaining 1 follower) who he will take under his tutelage and train as they adventure.

MARSHAL MANEUVERS

DEPUTIZE

Cost: 4

You gain a hired Hireling or loyal NPC (one that you have helped/befriended/adventured with) as a follower. You may only Deputize Hirelings of a Lower Tier than yours. Consult the Leadership table to see if you're able too.

FOLLOWER: FOLLOW ME LADS!

Cost: 4

You and your followers spend your standard actions to Gang up on an evildoer in melee. Roll your melee weapon attack with advantage and gain a bonus to damage equal to your followers total tier, for every follower within 5ft. of the evildoer that you're attacking.

You can perform this maneuver as part of a normal Gang up action with your heroic allies, treating your followers as heroes for the purpose of this.

FOLLOWER: STRIKE MY TARGET

Cost: 4

You and your followers spend your standard actions to focus fire onto an evildoer at range. Roll your ranged weapon attack with advantage and gain a bonus to damage equal to your followers total tier, for every follower attacking the same evildoer at range.

FOLLOWER: CHARGE

Cost: "Special"

As a Standard action you send in your follower(s) to attack a target in melee, costing 2 maneuver points for each participating follower. Alternatively, you may perform this maneuver as a bonus action by paying 4 maneuver points for each participating follower. Your followers charge one evildoer within range and perform a melee gang up action & benefit from the "bringing down the big ones" feature.

FOLLOWER: ON ME

Cost: 2/follower

If for any reason you &/or your follower(s) are separated, you let loose a rally call, high pitched whistle or some such thing to call your follower(s) to your side. As a bonus action & 2 maneuver points per follower called, you may "summon" your called followers to you.

There are some places your Follower(s) can't reach, but we'll leave that to GM decision, or just common sense.

FOLLOWER: SKIRMISH

Cost: 2/follower

This maneuver requires that you spend a bonus action.

You coordinate a loosely organized attack to cull the number of weaker evildoers you're fighting. If

you perform a defeat minions action on the same round that you performed this maneuver, you may treat your Awesome Power as 1 point higher for each participating follower (it costs 2 maneuver points for each participating follower).

FOLLOWER: "COMMAND THE MEN"

Cost: 4

This maneuver can only be performed as a full round action.

While performing this maneuver you directly command and coordinate your follower's attacks. Your Followers may Add your Charisma bonus to their attack & damage rolls until the beginning of your next turn.

FOLLOWER: "BE MY CHAMPION"

Cost: 6

This maneuver can only be performed as a full round action.

Nominate one of your followers to be your champion until the start of your next turn. You and all your other followers do nothing but cheer your champion on into combat (hooray for moral support!). Your champion (the follower chosen), may perform 2 standard actions this round & add your Charisma modifier to attack & damage rolls as well as benefit from the "bringing down the big ones" feature.

FOLLOWER: NO TIME TO REST

Cost: 4

Choose one follower within 30ft. of you that can hear you to regain all lost wounds. -OR- Every follower within 30ft. of you that can hear you regain 1 lost wound.

FOLLOWER: BRACE FOR IMPACT

Cost: 3

Your followers gain a bonus to their Armor Class equal to your Charisma bonus until the beginning of your next round.

RANGER

When you choose the archetype at 3rd level you gain proficiency with Animal handling skill, a Beast/animal companion and Ranger maneuvers.

RANGER'S COMPANION

Early on it was discovered that many of the beasts of Gemini could be trained and made great hunting pets. Some even able to accompany heroes as their partners in the battle against evil. A Rangers Companion is the Rangers most dependable partner & is what makes a Ranger so fearsome. Many Rangers prefer the Aamarok wolves as a Companion, as they are easily trainable & Aamarok cubs are as small as other wolves. Thing is Aamarok's tend to grow to immense size and strength.

Upon taking this archetype at 3rd level you gain an Beast Companion. If you are ever brought to zero Hit Points, you can't command your Companion to perform any Pet Action or Maneuvers, in fact your Companion will rush back to your side and protect you at all costs. If you ever become ***DOWN & OUT*** your Companion will try and drag you to safety.

Your Companion Follows all the same rules as other Beasts/Pets with the following exceptions. A Rangers Companion may be Commanded using the standard **Pet Commands**, or with a Rangers Companion Maneuvers. When you create your Beast Companion you refer to your Companion Mastery Level.

Companion Mastery Level

A Rangers Companion is so much more than a normal Pet, but not every Ranger has the skill or ability to command the strongest companions. To represent this, the Ranger gains a Beast dependent on their Companion mastery level. The Companion mastery level is determined by the Rangers **Wisdom modifier + Awesome Power***(their Awesome Power will be treated as no lower than 1 for the purpose of the Companion mastery level)*. Once a Ranger knows their companion mastery level they will know how powerful their companion actually is.

Example: Nixlax is a playful 8th level ranger with a Wisdom score of 17 & Awesome Power of 2 (for calculating her companion mastery). To find out her companion mastery level, we add 3 (her Wisdom mod) to her Awesome Power 2 *(which again is 2, for calculating her mastery level)* for a companion mastery score of 5.

COMPANION MASTERY= WISDOM MODIFIER + AWESOME POWER

Creating your Companion

A Rangers Companion follows all the same **Beast Creation** rules with the exceptions and additions afforded to them via their companion mastery. Consult the companion mastery table below to see how powerful of a Companion you may get.

The **Beast table** used, is the table used to generate your companions base scores / information (wounds, speed, speed bonus & ability points).

Companion Mastery Table

Mastery Level	Companion Table Used	Special Ability
1	Table: 1	-
2	Table: 1	Bonus AC +1
3	Table: 2	Bonus Ability Points 10
4	Table: 2	Ranger's eyes & ears
5	Table: 2	Bonus AC +2
6	Table: 3	Bonus Ability Points 20
7	Table: 3	Terrifying Howl
8	Table: 3	Bonus AC +4
9	Table: 4	Swarm Fighter
10	Table: 4	Killer Instinct
11	Table: 5	Bonus AC +7
12	Table: 5	Bonus Ability Points 30
13	Table: 6	-

When creating your companion, choose a size no smaller than tiny & no larger than the one listed on the Beast table used to create your companion. Creating a companion smaller than size listed on the companion table has no effect on its wounds, speed, speed bonus & ability points. It only effects its size category and base Awesome Power.

Bonus AC

Every Beast/Pet has an Armor Class but your Companion is better than all of them. Your companion increases their Armor Class by the listed value. This bonus is not cumulative with itself. Meaning that at a mastery level of 5, where your companion would get an AC bonus +2, they only get a +2. Ignoring the earlier bonus of +1 as the new bonus replaces it.

Bonus Ability Points

Beast/Pets gain ability points to mechanically fulfill their concepts & customize the creatures. Your companion increases their total ability points, used to purchase the abilities and customize the companion by the listed value. This bonus is in addition to the listed ability points on the derived Beast table, however is not cumulative with itself.

Example: Clovelia is a Master Ranger and Norix, her Aamarok companion is a vicious force to behold! This is because Clovalia has a Mastery Level of 9 & as such, Norix is a Tier 4 Beast created using the Beast Table 4: Large & a pool of 34 ability points (14+20). The bonus received at Mastery Level 3 being replaced by the bigger bonus gained at Mastery Level 6.

Rangers Eyes & Ears

You and your companion are so linked that as a bonus action you may switch your senses to your Companions, seeing from their eyes and hearing through their ears.

Terrifying Howl

When performing the Howl maneuver, all affected targets are also frightened (gain the feared condition) of your companion.

Swarm Fighter

The lesser evildoers can do nothing but run in fear of your powerful partner! Your companion becomes immune to the damage caused by minions & swarms.

Killer Instinct

The emotional link between you and your companion is so tight, that seeing you Beat Up drives your companion to obliterate the badies that would hurt you so . . . um . . . badly. Your companion deals double damage when you are at or below your Beat Up threshold.

Ranger Maneuvers

Maneuver: Call Companion

Cost: 2

Description: If for any reason if you or your companion are separated, you let loose a high pitched whistle to call you companion to your side. There are some places your companion can't reach, but we'll leave that to GM decision, or just common sense.

Maneuver: Companion: Attack

Cost: 5

Description: With hand signals and verbal commands, you send your companion in to attack. Your companion will remain in attack mode until told otherwise. Your companion will make one melee weapon attack *(bite)* against the enemy you told your companion to attack at the beginning of each of your turns until told otherwise. If the target you told your companion to attack moves, your companion moves to keep attacking. If the enemy your companion was attacking drops to zero HP, your companion moves to your side awaiting new

commands. Your companion can't both attack and guard, if ordered to guard your companion will stop attacking.

Maneuver: Companion: Disarm

Cost: 4

Description: Your companion lashes out and disarms your foe.

Maneuver: Companion: Fetch

Cost: 2

Description: your companion gets an item for you.

Maneuver: Companion: Guard

Cost: 2

Description: You command your companion to guard a creature or a point. Your companion will guard until told otherwise. Any enemy/evildoer that adjacent to your companion gains disadvantage to their attack rolls. Your companion can't both guard and attack, if ordered to attack your companion will stop guarding.

Maneuver: Companion: Harry/Harass

Cost: 4

Description: your companion doesn't do any harm but does a good job of throwing the target off balance. Any enemy/evildoer that your companion is harassing grants advantage to attack rolls against that enemy/evildoer until the beginning of your next round.

Maneuver: Companion: Howl

Cost: 3

Description: Your companion lets out a bone chilling howl that draws attention to itself. Making your companion a priority threat in the eyes of evildoers. Until the beginning of your next turn, any enemy/evildoer within 30ft. that can hear your companions howl gains the Taunted condition and will attack only your companion until the beginning of your next turn.

Maneuver: Companion: Maim

Cost: 4

Description: Your companion attacks an adjacent target with increased ferocity. Your companion deals double damage with their next attack.

Maneuver: Companion: Protect

Cost: 2

Description: If an ally (including yourself) that your companion is adjacent to is hit by an attack, you may spend a reaction to use this maneuver and your companion is hit instead.

Maneuver: Companion: Special Attack

Cost: 6
Description: As an action (yes this maneuver consumes your standard action), you pay 6 maneuver points & command you companion to use one of its special attacks. A Special attack can be gained from the Beast **Specials table** upon companion creation.

Maneuver: Companion: Takedown

Cost: 3

Description: Instead of dealing damage with a successful attack, your companion attempts to knockdown a target to the floor. Your companion can takedown creatures of up to the same size

category. Attack the target normally, if hit the target is knocked prone instead of dealt damage

Maneuver: Good Boy

Cost: 2

Description: Your companion often battles evildoers on the front lines and sometimes gets brought down, but with the help of the Ranger can get back in the fight! You must be adjacent to your companion to perform this maneuver. When you perform this maneuver, your companion regains its entire Hit Points.

Maneuver: Hail of Arrows

Cost: 3

Description: Until the beginning of your next turn all shots from your bow benefit from a hail of arrows. As part of your normal attack, choose a point within the bows range and make an attack roll, all enemies within 20ft. of that point must make a Dexterity save or be hit with an arrow from your bow. The DC for the save equals your ranged weapon attack roll and deals damage as if the target were hit by your bows attack normally. A successful save half's the damage. *(If combining hail of arrows and twin shot; the attack is from hail of arrows and the damage is from twin shot).*

Maneuver: Heart Stopper

Cost: 8

Description: Until the beginning of your next turn, when you deal damage with a bow and that damage exceeds the targets Constitution score, reduce the target to zero HP. This has no effect on undead, constructs or any other enemy without a Constitution score.

Maneuver: Twin Shot

Cost: 4

Description: Each ranged attack with a bow fires 2 arrows instead of one, until the beginning of your next turn. A target hit with twin shot is hit twice and you roll damage as if you hit with 2 attacks.

PERFORMER

To be a good performer there are 3 key elements. The ability to observe, learn and most importantly . . . DRAMATIZE! Every performer has their own little set of neat tricks, but it always comes down to the drama, the performance. . . .

CLASS FEATURES

As a Performer, you gain the following class features.

HIT POINTS

Recoveries: 8 HP per recovery spent. 1 recovery gained per level of Performer

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 5 + your Constitution modifier per Performer level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: Three musical instruments or gaming sets of your choice

Saving Throws: Dexterity, Charisma

Skills: Choose Any 4

Level	Proficiency Bonus	Features	Performances known
1	+2	Path of entertainment, street speak	-
2	+2	Song of rest	
3	+2	Expertise	1
4	+2	Jack of all trades, Character Option	
5	+3	-	2
6	+3	Bonus common language, Path feature	
7	+3	-	3
8	+3	Character Option,	
9	+4	Bonus proficiencies	4
10	+4	Path feature	
11	+4	-	5
12	+4	Character Option	
13	+5	-	6
14	+5	-	
15	+5	-	7
16	+5	Character Option	
17	+6	Path feature	8
18	+6	-	
19	+6	Character Option	9
20	+6	-	

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- a rapier or (*b*) long sword (c) any simple weapon costing 30gp or less.
- Any musical instrument, Leather armor, a dagger and a good gear bundle.

Street Speak

During your travels you learned Street Speak, a secret mix of dialect, jargon, and code that allows others to hide messages in seemingly normal conversation. Only another creature that knows Street Speak understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people will provide a safe house for thieves on the run.

Jack of All Trades

Add half your proficiency bonus to any skill that you are not proficient in.

Expertise

Choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

Song of Rest

Your soft soothing songs can assist in the healing process. During a short rest any ally (including yourself) may add you Charisma bonus + your Awesome power to the number of Hit Points regained from spending recoveries. This only increases the amount of Hit Points regained naturally. Magical healing and healing from other special features supersede the song of rest.

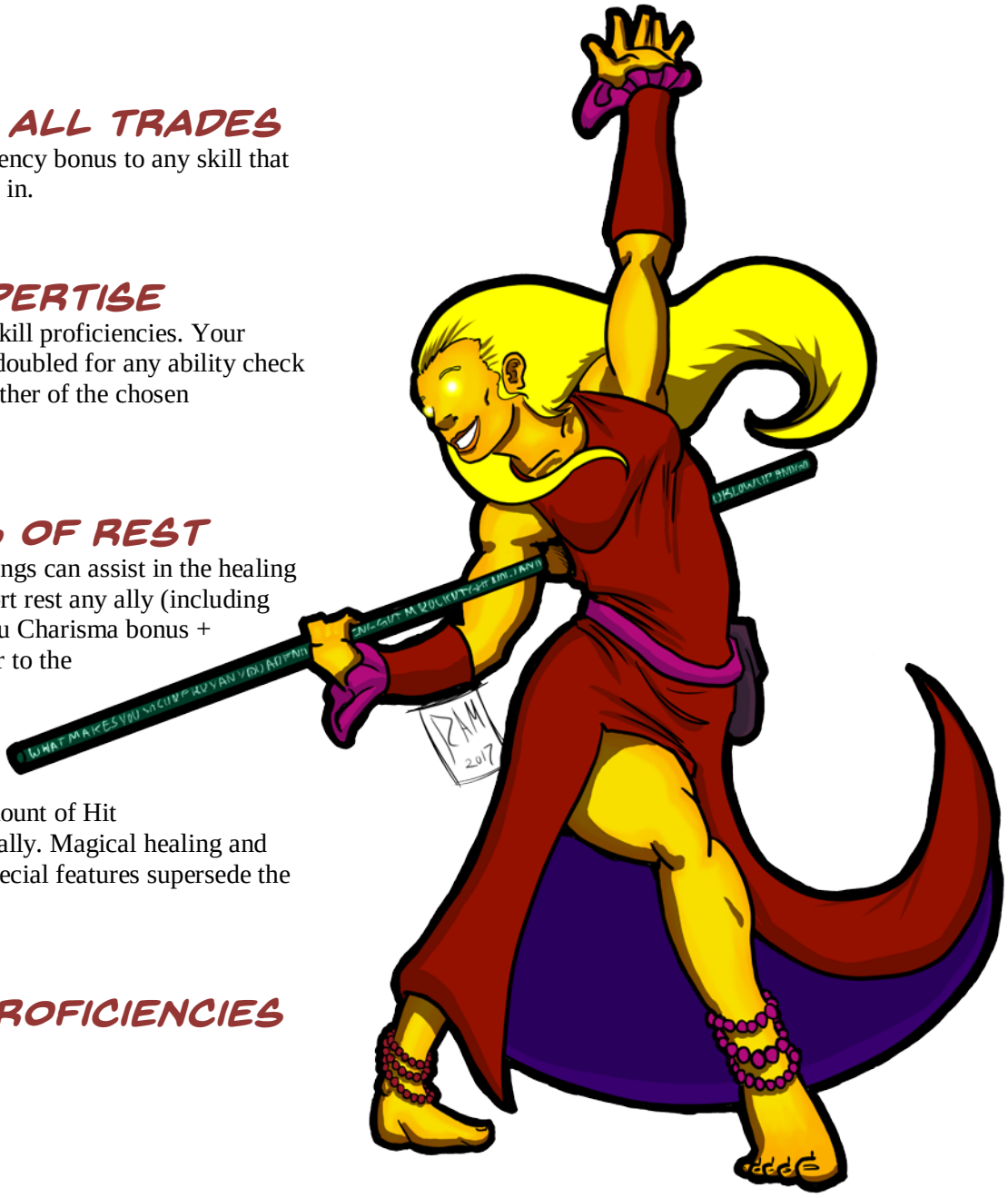
Bonus Proficiencies

Gain proficiency in 3 more skills.

Bonus Common Language

Gain 2 more languages to your languages known, but they must be common languages.

Paths of Entertainment



Warrior Poet

It takes a brave soul to delve into the dark and stand shoulder to shoulder with true heroes just to chronicle their deeds. To witness the trails of a hero and the difficulties they face. Forging those deeds into epic tales for the people. To spread the legends of the men and women who face down the dark and suffer for the safety of all others! That brave soul is what's required to be a warrior poet. . .

Inspiring Presence

You can inspire others through stirring words, music or motion starting when you take this path at 1st level. To do so, you use a bonus action on your turn and choose one ally *(other than yourself)* within 60 feet of you who can see or hear you. That ally gains one Inspiration die, a D6. Once within the next 10 minutes, the ally can roll the die and add the number rolled to one ability check, attack roll, or saving throw they make. The ally can wait until after they roll the d20 before deciding to use the Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Inspiration die is rolled, it is lost *(expended)*. A creature can have only one Inspiration die at a time. You can have a number of inspiration dice equal to your heroic tier. The number of inspiration die you can have at any one time may not exceed your heroic tier. You regain the maximum amount of inspiration dice you can have at the end of a short or long rest.

As your abilities increase as a warrior poet you become increasingly more inspiring. You inspiration die becomes a D8 at 5th level, a D10 at 11th level, and a D12 at 16th level.

At 1st level a warrior poet has knowledge of two special performances that don't count against performer's maximum performances known.

A Midnight Tale of a Daytime Hero

Recalling the heroic dead's of your own adventures and that of those you've traveled with you manage to rekindle your own inspiration.

Performance DC: 15

Crescendo DC: 25

Performance effect – Gain 1 inspiration die.

Crescendo effect – Gain a number of inspiration dice equal to your Charisma bonus.

The Night is Long but Our Fires Bright

The tide of darkness is endless but it is we who wade through the darkness that carry the lights of salvation.

Performance DC:15

Crescendo DC:25

Performance effect – Give yourself and a number of allies equal to heroic tier Temp HP equal to your Charisma bonus at the end of your turn. Temp HP doesn't stack so the Temp HP gain from a source that gives them the most Temp HP.

Crescendo effect – Give yourself and all your allies a number of Temp HP equal to the Performance check rolled for the crescendo.

Colorful Parry

Beginning when you take this path at 1st level whenever an enemy attacks you or an adjacent ally with a melee attack, you may as a reaction expend an inspiration die to reduce the attack by the number rolled on the inspiration die.

The Soliloquy of the Silver Three

The legend of the silver three may change from one performer to the next but the meaning remains constant. Face evildoers, protect the innocent and live with great valor!

Upon reaching 6th level you or an ally that you've given an inspiration die to may expend it to add to the damage of a single successful attack.

A Dance of Blades

You understand that battle is more than just a clash of metal and magic. It's an elegant dance, fluid movements and emotions. The story unfolds to you before your eyes and even when faced with fierce evildoers, to you . . . it's all just part of the performance.

At 10th level you gain the ability to add your proficiency in your Performance skill to your melee weapon damage. If you have expertise in Performance you may add twice your proficiency to you melee weapon damage.

Wordsmith

The force of your personality, skill and elegance can't be contained. Your movements exude beauty but your words, your words can move even the most stalwart heart.

At 17th level when you or any ally roll an inspiration dice that you've given them, your Charisma bonus is added to the total of that roll.

Fortune Teller

The endless web of fate isn't weaved for us, we can see its delicate strands and trace them to their origins. What is, was and may be is known to us. We can read the fortunes of all, and twist them as we see fit. Some of us squander this power, disguising it as mere parlor tricks, but there are those of us not willing to hide from the future. The courage to look into the possible futures and the strength to bend and twist fate for the better is what it takes to be a true fortune teller.

Read Fortunes

The fortune teller has an innate ability to pear into infinite possibilities and read fortunes. Doing so surrounds the fortune teller in mystical energies that can not be explained. Lights may flicker, a cool breeze may blow and even noises resembling voices may be heard *(spirits speaking in eather talk. What may be said depends on the GM).*

At 1st level as an action roll a number of D20's equal to heroic tier, the rolled value on each D20 becomes a known fortune. The fortune teller may only have a maximum of known fortunes equal to their Charisma bonus at any given moment.

Example: At level 3 (heroic tier 2) you may roll 2D20. The D20's roll a 13 & 7. The 13 & 7 become 2 known fortunes that the fortune teller may use for other abilities.

TWIST FATE

Seeing the endless possibility begins to affect the fortune teller, they learn how to twist fate. Whenever a D20 is rolled *(attack roll, skill roll, ability save, etc.*) as a reaction, the fortune teller may replace the value rolled on that D20 with the value of one of their known fortunes.

This is when ANY D20 is rolled, whether rolled by the fortune teller or any of their allies, as well as any enemy. The fortune teller can twist ANYONE'S fate!

SIGHT BEYOND SIGHT

A fortune teller can pear into the infinite, they can already see what others can't but it doesn't end there.

At 6th level the fortune teller gains Blindsight 10ft. This increases to 20ft. at 10th level and 30ft. at 16th level.

SHOW FATE

Not all can handle piercing the veil and seeing infinite possibility and such.

At 10th level when you touch a creature that is willing *(or unaware)* or make a successful melee attack roll against a creature that is not willing *(and it probably won't be)*. The creature is made to see what you see and the target creature *(who surely wasn't willing at all)* takes temporary Charisma damage equal to the value of an expended fortune. *(Yes you use up one of your fortunes, get over it!)*

FORTUNES FAVORITE

Seining into the infinite and twisting fate was a neat trick but now you are one of fortunes favorite. The infinite bends to you, fate is no longer just twisted but molded by you.

Upon reaching 17th level the fortune teller may add or subtract their Charisma bonus *(minimum 1)* to each of the D20 results from reading fortunes. A fortune can never be lower than 1 or higher than 20.

EXAMPLE: When reading fortunes you roll 5D20 (for being tier 5) and get a 6, 15, 10, 5 & 16. Being fortunes favorite (and have a Charisma of 18 & Charisma mod of 4) you can change the fortunes to be; 2, 19, 14, 1 & 20 and add 4 of those values to your fortunes known (for only having a Charisma of 18 & Charisma mod of 4)

PERFORMANCES

A performance can be learned through gaining levels. Each performance has a perform DC. The performer must (as an action) make a perform skill check that meets or exceeds the performance DC for the performance to take effect. At the beginning of each of the performer's turns, they may continue the performance by successfully making the perform skill check once *again* ***(a consecutive success on the same performance means that the performance's effects do not end at the beginning of the performers turn and simply continues)***. Each performance has a Crescendo and a crescendo DC. The performer must make a perform skill check that meets or exceeds the crescendo DC for the crescendo to take effect. Attempting the crescendo will end the performance, whether or not the crescendo is successful.

EVERY ROUND A PERFORMANCE IS SUCCESSFULLY PERFORMED GRANTS A CUMULATIVE +1 BONUS TO THE PERFORMANCE CHECK MADE TO ACTIVATE THAT PERFORMANCES CRESCENDO.

RUSHING THE PERFORMANCE

A proper performance is all about the buildup to that amazing moment where the entire performance comes together. However, moments where a proper performance can't be made or if the performer is just in an extreme hurry. . . may rush a performance.

Rushing a performance is simply jumping straight to the crescendo and attempting to gain the crescendo's effect straight away. There is no penalty for this, but crescendo DC's are difficult and it takes a performer of extreme skill or luck to pull it off.

BATTLE CRIES

A battle cry is a performance without build up. It can be a single, powerful utterance that moves the crowd *(or allies and enemies in battle)*. To activate a battle cry is very much the same as activating any other performance with the exception that a battle cry only has a crescendo. So roll your performance skill check normally and if it meets or exceeds a battle cries crescendo DC, the battle cry takes effect.

PERFORMANCES & THE GOLDEN COIN OF INSPIRATION

If a performer has a golden coin of inspiration, they may spend it to automatically succeed the Crescendo DC of a performance.

A CRUSADERS TRIUMPHANT QUEST

You sing a song/tell a tale of the radiant crusade and how they hunted evil mages.

Performance DC: 20

Crescendo DC: 30

Performance effect – The performer's enemies gain disadvantage on their spell attacks until the beginning of the performer's next turn.

Crescendo effect – The performer's enemies are unable to use any spell, spell like ability or spell attack until the beginning of the performer's next turn.

A Storied Blade, Tells its Tale

Through speech, flourishes and possibly a bit of dance . . you make it difficult for enemies to fight. The performance makes

Performance DC: 15

Crescendo DC: 25

Performance effect – Enemies of the performer gain a penalty to their attack rolls and saving throws equal to the performer's charisma bonus *(minimum 1)* until the beginning of the performer's next turn.

Crescendo effect - Enemies of the performer gain a penalty to their attack rolls and saving throws equal to the performer's Charisma score until the beginning of the performer's next turn.

A Song to Sooth the Savage Beast

With soft soothing tones you are able to sway even the most ferocious beast to your aid.

Performance DC: 20

Crescendo DC: 30

Performance effect – Creatures with the "beast" type that can see and hear you are charmed by you until the beginning of your next turn. A beast immune to the charm condition is immune to this effect.

Crescendo effect – Choose a single creature with the "beast" type that can see and hear you, you can command that creature as a bonus action to do anything within its capability until the end of your next turn. A best immune to the charm condition is immune to this effect.

So Many Times Do I Love Again

Your looks, your moves, your tone . . . everything about you leaves others spellbound.

Performance DC: 20

Crescendo DC: 30

Performance effect – Any humanoid creatures *(humans, dwarves and just about any other creature that the GM agrees is "humanoid")* that can see and hear you are charmed by you until the beginning of your next turn. Humanoids immune to the charm condition are immune to this effect.

Crescendo effect - Choose a single humanoid creature *(humans, dwarves and just about any other creature that the GM agrees is "humanoid")* type that can see and hear you, you can command that creature as a bonus action to do anything within its capability until the end of your next turn. Humanoids immune to the charm condition are immune to this effect.

Chorus of Broken Dreams

You tell this tale through song, dance or a passionate recital. The emotion in your eyes, empowering your performance and enthralling your audience.

Performance DC: 15

Crescendo DC: 30

Performance effect – Making it difficult for creatures to take their eyes off of you, any creature that can see or hear you have their speed reduces by half.

Crescendo effect – You manage to bring some in your audience to deep and emotional tears. A number of creatures equal to your heroic tier that can see or hear you, are Stunned & have their speed reduced to zero until the beginning of your next turn. Not to mention made to look like big ole softies!

What is Love if Not Madness

A tale of triumph, tragedy and love that resonates deeply in the minds and hearts of your audience.

Performance DC: 15

Crescendo DC: 25

Performance effect – A number of creatures equal to your Charisma bonus that can hear you take 3(1D4) Psychic damage.

Crescendo effect - A number of creatures equal to your Charisma bonus that can hear you take 5(1D8) Psychic damage per heroic tier and gain disadvantage to their attack rolls until the beginning of your next turn.

Darkest Days Yet To Come

You begin to move and speak in a manner as terrifying as the main villain in this torrid tale.

Performance DC: 15

Crescendo DC: 25

Performance effect – Any ally rolling an intimidation check before the beginning of your next turn may add your Charisma bonus to the result.

Crescendo effect – Choose one enemy that can see and hear you, that enemy becomes Frightened of you and all your allies until the beginning of your next turn.

When The Piper Comes Calling

Even the smallest creatures find your voice mesmerizing and flock to you.

Performance DC: 20

Crescendo DC: 20

Performance effect – Emerging from every small dark space, little critters come to you. On the first round of your performance you summon a small rat swarm. Every round after the first you continue the performance, the swarms size increases by 1 step *(small to medium, medium to large, etc.)*. The swarm centers itself on you and will move with you. Any creature other than yourself *(friend or foe)* that is within the range of the swarms thousand hungry mouths attack at the end of your round are subjected to the attack as if the swarm had made the attack. The swarm lasts until the end of your next round.

Crescendo effect – You instantly unsummon the rat swarm, because let's face it . . . you don't look very heroic surrounded by rats.

Before The Final Curtain

If he tells you how it's done, it stops being magic.

Performance DC: 10

Crescendo DC: 20

Performance effect – Add your Charisma bonus to your AC. This effect lasts as long as you maintain this performance or use this performances crescendo effect.

Crescendo effect – the performer and a number of allies equal to their Charisma modifier may disappear from the encounter until the beginning of the performers next turn. They are not invisible and as such may not be detected by any means. When the performer and their allies reappear it may be any location in the area of the encounter.

Lost Loves Reuniting

You haunting voice, sultry stance and mesmerizing gaze leaves your audience longing, their hearts and minds tormented by lost loved.

Performance DC: 15

Crescendo DC: 25

Performance effect – Choose a number of targets up to your Charisma *modifier (minimum 1)* that must immediately move towards you as fast as they possibly can. If any target is unable to reach you *(due to obstruction, having a speed of zero, etc.)* they take 1 psychic damage for every 10ft. of distance between them and you.

Crescendo effect - Choose a number of targets up to your Charisma *modifier (minimum 1)* that must

immediately move towards you as fast as they possibly can, the targets are also *Charmed* by you. If any target is unable to reach you *(due to obstruction, having a speed of zero, etc.)* they take 1 psychic damage for every 10ft. of distance between them and you.

THE WORLD IS FILLED WITH MAGIC BOTH DARK AND LIGHT

A tale of magic, mages and their masterful craft.

Performance DC: 25

Crescendo DC: 35

Performance effect – Reduce the mana cost of allies spells by your *Awesome Power* to no lower than 1 mana until the beginning of your next turn.

Crescendo effect - Choose one ally, reduce the cost of that allies spells to 0 until the beginning of our next turn.

CRY HAVOC!

With an utterance you call an ally to press the attack!

Crescendo DC: 25

Crescendo effect - As an action you allow 1 ally that can hear you to immediately take a standard action (not holding action B.S. here!).

HEROES NEVER REST!

The wicked never rest and neither shall we!

Crescendo DC: 20

Crescendo effect - Until the beginning of your next turn, a number of allies equal to your heroic tier may add your Charisma modifier to their *Get back in the fight rolls.*

HALT!

Stand before us and face judgment!

Crescendo DC: 20

Crescendo effect - You may reduce the speed of a target creature that can hear you by your Charisma modifier x 10ft. (the speed reduction lasts until the beginning of your next turn.

FALL BACK!

Sometimes even heroes need to run!

Crescendo DC: 15

Crescendo effect - Choose an ally that can here you to benefit from taking a disengage action.

STAY STRONG!

Let me voice invigorate your efforts!

Crescendo DC: 15

Crescendo effect – Spend one of your own recoveries and choose 1 ally that can hear you. That ally may regain *Hit Points* equal to their recovery amount.

VICIOUS MOCKERY!

Let my words wound your evil heart deeper than any blade!

Crescendo DC: 25

Crescendo effect - Choose 1 enemy that can hear you, that enemy takes a number of D6 psychic damage equal to your *Awesome Power* and until the beginning of your next turn, whenever that creature attacks and misses, they take an additional amount of psychic damage equal to your Charisma score multiplied by your Awesome Power.

Ruse of the Fiends Clothing

Sometimes to defeat evil, you must walk a mile in their shoes.

Performance DC: 25

Crescendo DC: 35

Performance effect – You can mimic the look, sound and mannerisms of a creature that you have interacted with before *(the amount of interaction before the benefit is dependent on the GM)*. You can mimic them near perfectly until the end of your next turn. The target creature that you are mimicking must is some way resemble you general size and shape. Unless you are a Changeling, in which case you may mimic any form ranging from small to large. *(the form being mimicked must have an opaque physical form).*

Crescendo effect – Your mimicry of the creature becomes so perfect that you even begin thinking like them. You can ask the GM 3 questions regarding the target you mimicked and the GM must answer them truthfully. The questions must be about the creatures past, possible present and potential plans for the future. The answers must be from the mimicked creatures point of view.

Rejuvenating Serenade

With sweet whispers and somber tones you can sooth the pains of a friend.

Performance DC: 15

Crescendo DC: 25

Performance effect – Choose one ally that can hear you *(other than yourself)* that ally may spend 1 of their recoveries to regain Hit Points.

Crescendo effect - Choose 1 ally that can hear you *(other than yourself)*, that ally may spend one of their recoveries to regain Hit Points equal to their recovery amount + your Charisma modifier.

A Dance of a Dragon's Tail

A beautiful body in motion stays in motion, until it crashes on your face.

Performance DC: 20

Crescendo DC: 30

Performance effect – You may treat any acrobatic or athletic check you are called to make as a success until the beginning of you next turn.

Crescendo effect – As part of this performance you may make a melee attack roll against 1 target and multiply the total damage dealt by your Awesome Power.

A Flurry of Rhythmic Verve

Dancing, flipping and tumbling in near effortless motion. With weapon in hand, you can glide across a field of battle overcoming obstacles and enemies alike.

Performance DC: 20

Crescendo DC: 30

Performance effect – You may treat any acrobatic or athletic check you are called to make as a success until the beginning of you next turn.

Crescendo effect – You hit a number of targets with a melee weapon attack equal to your Dexterity bonus.

PRIEST

In a world beset by monsters, ghosts and all manner of other evildoers the Priest plays an important part in the world. Priests are servants to a higher power and are heroes on more than just the battlefield. They care for innocents and heroes alike. The healing touch of a priest is like getting a kiss from your mom in front of all your friends after scraping your knee. It's a bit awkward, embarrassing and exactly what you needed when you needed it! Not that you would admit it though.

CLASS FEATURES

As a Priest, you gain the following class features.

HIT POINTS

Recoveries: 8 HP per recovery spent. 1 recovery gained per level of Priest

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 5 + your Constitution modifier per Priest level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons

Trinkets: Holy Symbol's

Saving Throws: Wisdom, Charisma

Skills: Choose two from History, Insight, Medicine, Persuasion, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- A mace or (*b*) a war hammer (if proficient).
- scale mail, (*b*) leather armor, or (*c*) chain mail (if proficient).
- a light crossbow and Ammunition *(bolts)* or (*b*) any simple weapon costing 30gp or less.
- A not so good gear bundle, a large shield and a Basic Holy symbol.

SPELLCASTING LEVEL

At level 1 the Priest gains a Spellcasting level 1. This means that the highest level spell they can cast is first level spells and lower. As a Priest levels they grow in power, devotion and spellcasting level, gaining the ability to cast higher level spells.

Level	Proficiency Bonus	Features	Mana Well	Spellcasting Level
1	+2	Divine Path	1	1
2	+2	Channel Divinity (1/rest), Divine Path Feature	2	1
3	+2	-	3	1
4	+2	Character Option	4	2
5	+3	Undead Bane	5	2
6	+3	Channel Divinity (2/rest), Divine Path Feature	6	3
7	+3	-	7	3
8	+3	Character Option, Divine Path Feature	8	3
9	+4	-	9	3
10	+4	Gawd Help Me	10	3
11	+4	-	11	4
12	+4	Character Option	11	4
13	+5	-	12	4
14	+5	-	12	4
15	+5	-	13	4
16	+5	Character Option	13	5
17	+6	Divine Path Feature	14	5
18	+6	Channel Divinity (3/rest)	14	5
19	+6	Character Option	15	5
20	+6	Gawd Help Me Improvement	15	5

SPELLS KNOWN

The Priest knows every spell in the Radiant Servant spell tree that they are currently able to cast.

HOSPITALLER

First and foremost a priest is a healer, a soother of great pains. Like a bowl of hot soup, a priest is there to make you feel better. For this reason, whenever a priest casts a spell that restores HP, they may apply their Awesome Power as a multiplier to the HP restored. Cast the spell, roll the dice and add your wisdom modifier as normal. After totaling up the amount of HP healed, multiply it by your characters Awesome Power. *(Xd8 HP+WIS) x AP*

Example: Kronk, a 3rd level priest casts cure light wounds on another unfortunate hero. Kronk's players rolls a on the die and adds his wisdom modifier of +2 for a total of 8 HP x AP of healing. Kronk has an AP of 2, bringing the healing to a total of 16 HP.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your Priest spells. The power of your spells comes from your faith and devotion. You use your Wisdom whenever a Priest spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a Priest spell you cast and when making an Attack roll with one.

SPELL SAVE DC = 10 + YOUR PROFICIENCY BONUS + YOUR WISDOM MODIFIER

SPELL ATTACK MODIFIER = YOUR PROFICIENCY BONUS + YOUR WISDOM MODIFIER

MANA WELL

The priest's uses mana to cast their spells, and their mana well represents the maximum amount of mana they can hold on to at any given moment. Like many Casters a Priest must rest to regain any spent mana. The Priest fully refills their mana well after a Short or Long rest.

SPELLCASTING COMPONENTS

A Priest requires a holy symbol and the ability to speak their prayers, to cast spells. If the priest does not have both of these, they are not able to cast any of their spells. The priests spells emanate from their holy symbol.

(VERBAL & HOLY SYMBOL)

CHARACTER OPTION

When the Priest reaches 4th level, and again at 8th, 12th, 16th and 19th level, you can choose a character option, or increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20(normal maximum) using this feature.

Instead of an ability score improvement, your hero may learn a feat or take a bond for which they meet the requirements.

DIVINE PATH

Every Priest walks their own path, it's time you choose yours. Chose a Divine path: Healmonkey, Storm Priest or War Priest. Each path is detailed at the end of the class description. Your choice may grant you additional mana, spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

CHANNEL DIVINITY

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Life is for the living and an effect determined by your path. Some paths grant you additional effects as you advance in levels, as noted in the path description. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your Priest spell save DC. Beginning at 6th level, you can use your Channel Divinity twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

CHANNEL DIVINITY: LIFE IS FOR THE LIVING

As an action, the priest may present their holy symbol and speak a prayer, censuring the unliving. The priest may defeat/destroy a number of undead or sorrow minions in the encounter. The number of undead or sorrow minions defeated/destroyed in this fashion equal the priests level. The power of life is for the living seeks to destroy the most undead possible, beginning with destroying the undead, before destroying sorrows.

Example: Dwarfington (a 4th level healmonkey) is surrounded by the vile unliving. There are 4 giant wolf zombies, 6 goblin zombie 's and 8 Sorrowborn bandits. Dwarfington decides to use his channel divinity: Life is for the living and destroys 4 giant wolf or goblin zombie's (players choice), championing the charge against the unliving threat!

Undead and Sorrows who's tier of villainy equal or exceed the priests heroic tier *(and are not minions)* are unaffected by live if for the living.

CHARACTER OPTION

When the Priest reaches 4th level, and again at 8th, 12th, 16th and 19th level, you can choose a character option, or increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20*(normal maximum)* using this feature.

Instead of an ability score improvement, your hero may learn a feat or take a bond for which they meet the requirements.

UNDEAD BANE

Starting at 5th level, the priest's power to destroy undead via life is for the living increases. Whenever one undead is destroyed, destroy one additional undead. At 8th level this power increases to destroy a number of additional undead equal to the priest's Awesome Power *(minimum1)*.

Example: Dwarfington (a 6th level healmonkey) is surrounded by the vile unliving. There are 4 giant wolf zombies, 6 goblin zombie's and 8 Sorrowborn bandits. Dwarfington decides to use his channel divinity: Life is for the living and destroys all of the zombies and 2 of the sorrowborn bandits.

GAWD HELP ME

Beginning at 10th level, you can call on your deity to help you out of a jam when your need is great. Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your Priest level, your deity intervenes. The GM chooses the nature of the intervention; the effect of any Priest spell or Priest path spell would be appropriate. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest. At 20th level, your call for intervention succeeds automatically, no roll required.

HEALMONKEY

Many Priests are blessed with that divine touch, the ability to cleanse all the bumps, bruises & sicknesses with a simple touch and a little prayer. This is often a thankless job, even more so for those Priests that follow the Divine Path of the healmonkey. It takes quite the selfless individual to wade into battle & suffer the slings and arrows of evildoers, for the benefit of those that would take them for granted. They know however, that it is by their prayers and their faith that the other heroes can carry on in the battle against evil as they do.

Bonus Mana

When you choose this path at 1st level, you increase you mana well by 1 for every level of priest you have. This increase is retrospective.

Example: A Healmonkey has a mana well of 12 at level 6 instead of 6.

Disciple of Life

Also starting at 1st level, your healing spells are more effective. Whenever you cast a healing spell, you may treat your Awesome Power as being one point higher for determining the amount of HP healed.

Channel Divinity: Preserve Life

Starting at 2nd level, you can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy. You can restore a number of hit points equal to five times your Charisma modifier times your Awesome Power, to a number of targets equal to your level *(5xCHAxAP, hit points to targets=Level)*. Every target you heal in this manner must be within line of sight and not undead or a construct. Additionally, this healing is not a spell and does not gain any benefit from the Priests hospitaller feature.

Example: Kronk a 3rd level priest with a Charisma score of 14 and AP2. He channels divinity to preserve the life of the villagers and the heroes fighting to protect them. Every hero and villager alike regains 20HP.

Blessed Healer

Beginning at 6th level, the healing spells & abilities you cast on others heal you as well. When you cast a spell, or use an ability that restores hit points to a creature other than you, you regain hit points equal to your priest level (for each creature healed). Meaning when you heal another and do not benefit from the healing of a spell that you cast or ability you use, you may regain hit points equal to your priest level. If you heal two creatures and do not heal yourself, you instead regain twice your level in HP.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can mark that target with divine energy. The next ally that attacks that target before the end of your next turn, gains temporary hit points equal to you priest level + your Charisma modifier. When you reach 14th level, any evil doer that hits you is marked. The mark lasts until the end of your next round, If the target marked is not hit before the end of your next round, the mark fades.

Supreme Healing

Starting at 17th level your healing spells grow in power. Whenever you cast a healing spell, you may treat your Awesome Power as being two points higher for determining the amount of HP healed. This feature supersedes Disciple of life.

Storm Priests

Most Priests can be found in buildings of elaborate design. Preaching their sermons and spreading their faith. However, the feeling of earth beneath their feet and open sky above them is all that a Storm Priest requires. They embody their divine power through wind and lightning. The Flash and crackle of lightning has stopped many an evildoer in their tracks.

Disciple of the Storm

When you choose this path at 1st level, the Storm priest learns two Scion of Indra spells and two more Scion of Indra spells for each heroic tier beyond the first. Whenever you learn a new spell, it may be of any level you currently have the ability to cast.

Example: At tier 3 (Famous hero) the Storm priest knows 6 Scion of Indra spells.

Breath of Storms

When you choose this path at 1st level, you can take your first steps towards embodying the winds of the storm.

As an action you can pay 1 mana to teleport 15ft to any location that you can see. You may take up to your encumbrance in gear as well as one creature who's AP is one or more less than yours. At 6th level remove the mana cost.

Strength of Storms

Also starting at 1st level, when you would deal lightning or thunder damage you may instead deal no damage and push the target(s) of that attack up to 10xAPft away from you. If they are pushed from their point of origin into a wall, or significantly hard surface, they may take Impact damage at the GM's discretion.

Channel Divinity: Storm Heart

Starting at 2nd level, you can use your Channel Divinity to damage evildoers. As an action, you present your holy symbol and evoke crackling energy to damage your foes. You may deal a number of hit points of lightning damage equal to twice your Priest level to a number of creatures equal to your Wisdom modifier, minimum one. You must be able to draw line of sight to each creature you wish to damage in this fashion. The number of creatures you may target equal twice your Wisdom modifier if you are at or below your Beat Up threshold.

Gods Hammer

Beginning at 6th level, any bludgeoning weapon you wield becomes "Gods hammer". Your gods hammer deals both bludgeoning and thunder damage. In addition it gains Thrown *(range 30xAP ft)* and returning. Meaning you can throw any bludgeoning weapon up to 30ft and it will return safely to your hand before the end of your turn. Additionally you may use your "Gods hammer" as a holy symbol.

Storm Strike

At 8th level, you gain the ability to infuse your weapon strikes with storm stuffs. Once on each of your turns when you hit a creature with a weapon attack, you can mark that target with crackling energy. The next ally that attacks that target before the end of your next turn deals an additional 1d8 lightning damage. When you reach 14th level, the amount increases to 2d8. The number of die in damage is double if you chose to pay 1 mana.

Ride the Lightning

Starting at 17th level, you can become a bolt of lightning. As an action, you can move to any point you can see within 30xAP ft and may deal damage equal to half your level to any creature you move through. The damage dealt is optional, as you may only want to damage evildoers. While moving in this fashion, you are intangible and may move through solid objects. The amount moved and damage dealt are doubled if you pay 3 mana or your HP is below your BEAT UP threshold.

You may take up to your encumbrance in gear as well as any number of creatures who's total AP less than twice yours.

War Priests

Priests are men and women of healing, people who care for the people and ease their pains. War priests however like to spread the beat down to the bad guys in a big way! Side by side with the knights, warriors and wizards.

Martial Skill

When you choose this path at 1st level, the War priest gains proficiency with martial melee and martial ranged weapons.

War Gallery

When you choose this path at 1st level, you can begin building your armory, your own personal war gallery. Your war gallery in an extra dimensional space that can only be accessed by you.

As an action you can attune to a weapon (melee or ranged) or armor (armor or barding) to add it to your war gallery. After attuning to the item, it may be dismissed into your war gallery. Items in your war gallery don't count against your encumbrance threshold as long as they remain in your war gallery. You may have no more than your (Wisdom modifier + Heroic tier) items in your war gallery. As an action you may equip any one item from your war gallery.

As you level your war gallery and skill with your war gallery grows. At 5th level you may as an action or bonus action, equip any one item from your war gallery. At 8th level items from your war gallery become weightless. Any item you equip from your war gallery adds nothing to your encumbrance threshold when equipped. Additionally you double the number of items that you may have in your war gallery *(Wisdom modifier + Heroic Tier x 2)*.

Channel Divinity: War God

Starting at 2nd level, you can use your Channel Divinity to become a fierce warrior in the battle against evildoers. As an action, you present your holy symbol and evoke a radiant force to fill you with power to battle your foes. You may add Your Awesome Power to all your attack and damage rolls, as well as to your Armor Class. The effects of Chanel Divinity: War God last as long as you remain above your Beat Up threshold (or the duration of a combat encounter if you are never brought below you beat up threshold). If you at any

point during a combat encounter drop below your Beat Up threshold, the duration of Chanel Divinity: War God comes to an end.

EXTRA ATTACK

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

COMMANDERS STRIKE

At 8th level, you become skilled at leading the charge into combat. Once on each of your turns when you hit a creature with a weapon attack, any ally adjacent to that target may as a reaction, make an opportunity attack against that target.

ARMY OF ONE

Starting at 17th level, you may as an action, bonus action or reaction equip any number of items from your war gallery. You may now ignore the AP requirement to wield any item from your war gallery. The effects of Channel Divinity: War God now last until you are brought to 0 HP.

SORCERER

While some tap into the power of Gemini to draw mana from the world to fill their wells, the Sorcerer draws from the source. A Sorcerer forges bonds with souls that for some reason or another have yet to find their home in the endless sea. Souls being a near infinite well of power makes a sorcerer very dangerous but they lack any form of formal magical education.

Level	Proficiency Bonus	Features	Spell casting level	Spells known	Soul binds known
1	+2	Geist, Gathering power, Attuned	1	2	0
2	+2	-			1
3	+2	-			
4	+2	Character Option	2	3	2
5	+3	Spell shatter			
6	+3	Geist	3	4	3
7	+3	-			
8	+3	Character Option			4
9	+4	-		5	
10	+4	Endless embrace			5
11	+4	Geist	4	6	
12	+4	Character Option			6
13	+5	-		7	
14	+5	-			7
15	+5	Geist			
16	+5	Character Option, Beyond the veil	5	8	8
17		-			
18	+6	-			9
19	+6	Character Option			
20	+6	-			10

CLASS FEATURES

As a Sorcerer, you gain the following class features.

HIT POINTS

Recoveries: 8 HP per recovery spent. 1 recovery gained per level of Sorcerer

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 5 + your Constitution modifier per Sorcerer level after 1st

PROFICIENCIES

Armor: None

Weapons: Simple weapons

Saving Throws: Constitution, Charisma

Skills: Choose two from Arcana, Deception, Insight, Intimidation, Persuasion and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- a light crossbow & Ammunition or (*b*) any simple weapon costing 30gp or less.
- Two daggers & a good gear bundle.

SPELL CASTING LEVEL

At 1st level the Sorcerer gains a Spellcasting level 1. This means that the highest level spell they can cast is first level spells and lower. As a Sorcerer levels they grow in power and spellcasting level, gaining the ability to cast higher level spells.

SPELLS KNOWN

The Sorcerer learns spells that can be chosen from any spell school with the exception of the **Radiant servant**, **Traditionalist** and **Bartleby's arcane shaping** spell schools. Whenever you learn a new

spell, it may be of any level you currently have the ability to cast.

SPELLCASTING ABILITY

Charisma is the Sorcerers spellcasting ability for their spells. The power of a Sorcerer spells comes from forging a bond with powerful wayward spirits. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a Sorcerer spell you cast and when making an Attack roll with one.

SPELL SAVE DC = 10 + YOUR PROFICIENCY BONUS + YOUR CHARISMA MODIFIER

SPELL ATTACK MODIFIER = YOUR PROFICIENCY BONUS + YOUR CHARISMA MODIFIER

SPELLCASTING COMPONENTS

A Sorcerer casts spells through the motion of their hands, drawing sigils in the air as they focus their power. If the Sorcerer isn't able to freely move at least one open hand, they can't cast any spells.

(SOMATIC)

GATHERING POWER

A sorcerer needs mana to cast spells but have no mana well. Instead through intense focus and their Geist the can gather power, they can CREATE mana!

Starting at 1st level as an action as long as the sorcerer has one of their Geist's within 5ft. of them they may gather power. Doing so gives them one point of mana. The mana gained through gathering power lasts only until the end of their next turn and disappears if not used.

Gathering power requires intense focus and it's impossible to concentrate of a spell while doing so. Spells that you cast with a concentration duration end whenever you Gather power.

There are Soul binds that may alter the effects of gathering power, such as increasing the amount of mana gained and even allowing limited flight.

ATTUNED

Every Sorcerer gains a sensitivity to magic and with the help of their Geist(s) can see it all around them. As long as your Geist is within 5ft. of you, as a bonus action you gain the ability to detect magic until the beginning of your next turn.

The Sorcerer is able to see magic as a faint glow around creatures, items and locations, while able to see magic they may discover from what spell school the magic originate. *(if it originates from any)*

GEIST

Every Sorcerer has at least one Geist that they have forged a link with. It's this Geist that is at the center of the sorcerer's power.

Beginning at 1st level you gain a Geist and must choose to gain a Familiar, Soul blade or Poltergeist. At higher levels *(6, 11 & 15)* you have the option of gaining additional Geist's. Alternatively instead of gaining another Geist you may choose to gain two extra Soul Bind or one Character Option. For the purpose of being counter spelled, dispelled, detected or nullified in any way your Geist's do not count as being spells, spell like abilities or magic.

Familiar – The spirit you gain power from manifests physically in the form of a tiny animal. As a Standard action you can summon your Familiar(s) to your side. Your familiar(s), unless otherwise commanded, will hold on to you, occupying the same space and will try to be no more than a few breaths away. You Familiar(s) have a movement of 10ft, an **Armor Class (AC)=**

to your Charisma score and 1 wound & no natural attack. Through gaining Soul Binds you may be able to manifest your Familiar(s) into stronger corporeal forms, Such as the Monstrous Familiar, Creature from the Abyss or Darkest Creation. You may only have one type summoned at any given time *(you can have all your normal familiars summoned OR your monstrous Familiar OR Creature from the Abyss . . . . OR Darkest Creation)*. You Familiar(s), or any of their stronger forms, remain for as long as you want them to or until reduced to zero wounds. Though solid, with a corporeal form mimicking an actual beast, your Familiar(s) is native to the endless sea and unable to act entirely of its own volition, as such your Familiar(s) needs to be commanded. A Familiar or any of its stronger forms can be commanded verbaly, visually or psychically using the **Pet Commands**. With the exception of the Call "Beast"Command, as your creature is one formed from the endless sea. When attacking with a familiar or one of its stronger forms, your familiar makes an attack using your proficiency bonus and applies your Charisma bonus instead of your Wisdom.

Soul blade – The spirit you gain power from takes the form of a ghostly sword. As an action you can summon your soul blade and may wield it as if proficient. You may only have a single blade summoned at any given time. The soul blade you summon takes the form of a sword and deals 1D8 Slashing and Force damage for every Soul blade Geist you have plus your Strength modifier. Your soul blade is only as tough as steel and may be destroyed in the same fashion as any other steel weapon, however your soul blade is weightless to you and adds nothing to your encumbrance. *(You may never have more soul blade Geist's than your Strength modifier (minimum 1))*

Poltergeist – The spirit you gain power from takes residence in your body. There is no need to summon your poltergeist(s) as it can and will never leave you. However you gain glimpses into the endless sea and past lives while you sleep that you GM may use to prevent you from benefiting from a long rest. *(You may never have more* poltergeist *s than your Constitution modifier (minimum 1))*

****SPECIAL RESTRICTION REAVERS CAN NEVER TAKE A POLTERGEIST GEIST!!**

& FLESHFORGED CARETAKERS MAY NEVER TAKE ANY GIEST!!!**

SPELL SHATTER

At 5th level your Geist gains the ability to destroy magic and magical effects. As long as you have a Geist within 5ft. of you, you may Dispell magic *&/or* Shatter magic. If you do not have a soul blade in hand, at least 1 familiar active or a poltergeist, you can't Dispell magic or Shatter magic.

Dispell (Action) – Range 30ft. Choose a creature, object, or magical effect within range. To attempt to dispel make an ability check, using your spellcasting ability. The DC for the check equals 15 + the casters Tier of villainy. A successful check ends the spell or magical effect.

Shatter Magic - (Reaction) – Range 60ft. Choose a target within range that you can see casting a spell or using a spell like ability. To attempt to shatter magic make an ability check, using your spellcasting ability. The DC for the check equals 15 + the enemy spellcasters tier of villainy. A successful check ends the spell or magical effect.

Based on your Geist(s) you may gain a secondary benefit to Shatter magic. Each secondary benefit is tied to a Geist, if you don't have at least one of that type of Geist you may not use the secondary benefit.

Soul blade: if you use a soul blade to Shatter magic, you may add your Proficiency bonus to the spellcasting ability check to shatter magic.

Poltergeist: if you spend 1 recovery for every Tier of villainy of the spellcaster who cast the spell or spell like ability you're attempting to shatter, you automatically succeed your ability check to Shatter magic. Additionally the creature casting the spell takes 10 damage for every Poltergeist Geist you have.

Familiar: if you sacrifice 1 familiar, you automatically succeed your ability check to Shatter magic. Additionally you gain 1 mana for every Familiar Geist you have.

ENDLESS EMBRACE

Having had so much soul power flow through you, you gain a closer connection to the infinite realms . . . you draw closer to the endless sea. You can effortlessly move between bodies of water as if a ghost phasing through realms.

Reaching 10th level you gain Water Glide. As part of your movement you may step into and out of a body of water *(River, lake, pool, puddle or even the water in a mug)*, acting as a limited teleport. The total distance of the glide may not exceed your speed *(ussually30ft)*. The total distance moved with or without the glide may not exceed the your total movement.

EXAMPLE: WATER GLIDING A DISTANCE OF 20FT ALLOWS YOU TO MOVE THE REMAINDER OF YOUR SPEED UP TO 10FT. INCREASING TOTAL MOVEMENT VIA THE DASH ACTION WILL ALLOW YOU TO WATER GLIDE A GREATER DISTANCE.

If you have the Blood magic soul bind, you may treat any creature that has blood, as a body of water for the purpose of this water glide. To do so however you must expend one of your recoveries. You may glide through any number of creatures until the beginning of your next turn. Using creatures in this fashion deals damage to them equal to your level, though no one creature may be damage this way more than once per round.

BEYOND THE VEIL

Upon reaching 16th level you may focus your vision to see only truth and your Geist given powers to reveal that truth. You gain True sight and True strike.

True sight – As an action you can see things as they truly are, until the beginning of your next round. This reveals to you any illusions, invisible creatures, spirits and the true form of any creature that is not currently in their true form.

True strike - Once seeing things as they are you may attempt to spell shatter to manifest the true nature of a thing. Take care, as the true nature of things may be more than you can handle.

SOUL BINDS

Having a Geist does more than simply fuel the Sorcerers ability to cast spells, it gives them the ability to gain Soul Binds.

Soul binds are special features that must be learned. Once learned the sorcerer will always have access to their soul binds. The Sorcerer gains a number of soul binds as they level. Refer to the soul binds column of the Sorcerer class table.

For the purpose of being counter spelled, dispelled, detected or nullified in any way your soul binds do not count as being spells, spell like abilities or even magic.

Arching Power

Prerequisite: Charged power.

When Gathering power as a bonus action you may make a ranged spell attack at a target within 30ft. On a Hit deal **4(1D6) lightning** damage per heroic tier.

Assault of Blades

Prerequisite: Field of swords

If you have a field of swords summoned, you may as an action force every enemy within your field of swords AOE to make a Dexterity save versus your spell save DC, or take damage as if hit by your soul blade. The damage dealt by your soul blade from this attack does not benefit from your ability modifier. You may choose which soul blade to attack with if you have multiple soul blades *(from the Re-forged soul, soul bind)*.

Beast of the Abyss

Prerequisite: Poltergeist -&/OR- Soul Blade Geist

As an action you can summon forth the power of your Geist's in the form of claws (*Both your hands turn into claws, the look & theme of which is up to you*). While using these claws you may treat your Awesome Power as 1 point higher for every (*Poltergeist & Soul Blade*) Geist you have, & your unarmed strikes (with the claws) deal slashing & necrotic damage instead of bludgeoning. With these claws summoned, you may not summon your Soul Blade (*unless you have the ability to summon the Shackles of the Abyss*).

If the Beast of the Abyss is used while in beast form *(or on your Monstrous Familiar via, Darkest Creation)* it instead increases the claw damage that form deals by one damage class (F to E for example) for every Poltergeist & Soul Blade Geist you have. If used on the Creature of the Abyss (via darkest creation), the claws deal damage equal to the "created hirelings" magic ability damage.

THE CLAWS FROM BEAST OF THE ABYSS CANNOT BE COMBINED WITH "FIST WEAPONS".

Blood of My Blood

Prerequisite: Blood magic soul bind & at least 1 Soul Blade Geist

You can now invoke blood of my blood, which allows your heroic allies to summon copies of your Soul blade.

As an action you take damage equal to your Beat Up threshold. This damage cannot be resisted, mitigated or ignored at all for any reason. You're taking this damage dangit! While Blood of my Blood is active, any hero/player character may as a bonus action on their turn spend a number of recoveries to summon your soul blade (even if it's one gained from re-forged soul) & wield it as if proficient. The number of recoveries spend equals the number of Soul Blade Geist's you have. Additionally while blood of my blood is active, your Hit Points may not exceed your Beat Up threshold for any reason. You can end Blood of my Blood as a free action.

Blood Magic

Gathering power takes time and sometimes you don't have any time. Gain the ability to cast spells by spending an amount of recoveries equal to the mana required to cast a spell. (Any spells cast via blood magic count as being soulbinds)

Charge Increase

May be taken multiple times. Gain +1 mana when Gathering power.

Charged Power

While Gathering power, you're surrounded by arcane lightning. Any evildoer/enemy within 5 ft. of you must roll a Dexterity save DC= to your spell save DC or take damage equal to your Charisma score on a fail or half that on success.

Creature from the Abyss

Prerequisite: At least 1 Poltergeist Geist & at least 1 Familiar Geist

Instead of a demonic Beast forged from your Familiars, you call upon a humanoid Demon. This demon follows the same rules & benefits from all other Familiar based soul binds *(with the exception of monstrous and greater monstrous familiar)*, and is commanded in the same way as a normal Familiar.

Create this demon in the same way as you would a **Hireling**, using table 1: weak hireling & who's total **Command cost** does not exceed your level +(10 per Poltergeist Geist you have).

While the Creature from the Abyss is created as a Hireling, it is much more monstrous. You can purchase abilities from the **Creating a Beast** abilities table. While you may purchase special abilities, you may not purchase special attacks. Where there are 2 costs listed you may pay the **HIGHER** of the two listed costs.

You have 10 ability points per Familiar Geist you have, to add **Beast abilities** to your Creature from the Abyss.

The Creature from the Abyss may be a Hireling whose level is no higher than your own & while the Creature from the Abyss is a Hireling and not actually a beast, as such it follows the rules listed as if was a beast blood/hero.

Culling Power

Prerequisite: Charged power.

When Gathering power, deal damage equal to your level, to every enemy within 30ft. at or below their ***BEAT UP*** threshold.

Darkest Creation

Prerequisite: At least one Familiar Geist, at least one Poltergeist Geist, at least one Soul Blade Geist & (either Creature from the abyss or Monstrous Familiar).

Your dark creation draws as much power from you, as you do it.

Your Monstrous Familiar &/or your Creature from the Abyss can now use your Soul Blade & benefit from every Soul Blade based Soul Bind that you have.

Familiar Focus

Prerequisite: Familiar Geist

Your familiar can be a point of origin of any spell you cast as well as melee spell attacks.

Field of Swords

Prerequisite: Soul blade

As an action reduce your speed to 0 and summon a field of ghostly blades that surround you out to a radius of 10ft for every soul blade you have *(for every Geist: soul blade you took)*. This field lasts for as long as you remain stationary *(unless you are moving through your ghostly wings or wading through the endless see soulbinds)*. Any enemy beginning its turn, or entering your field of swords for the first time, must roll a Dexterity save versus your Spell save DC or take 1D8+Charisma slashing and force damage.

Ghostly Wings

Prerequisite: Wading through the endless waters

You gain a fly speed equal to your base speed when Gathering power. This fly speed lasts until the end of your next turn.

Greater Creature from the Abyss

Prerequisite: Creature from the Abyss soul bind

Your Greater Creature from the Abyss follows the same rules as your Creature from the Abyss with the below exceptions.

Your Greater Creature from the Abyss may now be commanded as a bonus action instead of a standard action.

You can as a bonus action see, hear and even speak through your Creature of the abyss. This lasts until you revert your senses back to your own as a free action.

Blood Glide: Your Greater Creature from the Abyss gains Blood glide. Any creature *(that has blood of course)* used to blood glide takes damage equal to your Charisma score. No one creature may be damaged more than once from your monstrous Familiars blood glide.

The Total **Command Cost** of the Hireling & Hireling table used for creating the creature you summon fourth is dependent on how many Poltergeist Geist's you have.

- One poltergeist would grant the use of the Hireling table1 & total command cost of (your level +10).
- Two poltergeists would grant the use of the Hireling table2 & total command cost of (your level +30).
- Three poltergeists would grant the use of the Hireling table3 & total command cost of (your level +40).

When purchasing abilities from the **Beast ability** tables and two costs are listed, you may now pay the **LOWER** of the two costs.

Greater Monsterous Familar

Prerequisite: Monstrous Familiar Soul Bind

Your greater Monstrous Familiar follows the same rules as your Monstrous Familiar with the below exceptions.

You may now command your Monstrous Familiar with a bonus action instead of a standard action.

You can as a bonus action see and hear through your Monstrous Familiar. This lasts until you revert your senses back to your own as a free action.

Blood Glide: Your Monstrous Familiar gains Blood glide. Any creature *(that has blood of course)* used to blood glide takes damage equal to your Charisma score. No one creature may be damaged more than once from your monstrous Familiars blood glide.

The Ability Points your Monstrous Familiar has is equal to the ability points listed on the table + (10 per Familiar Geist you have). When buying **Beast Abilities** for your Monstrous Familiar and 2 costs are listed, you may now pay the **LOWER** of the 2 costs.

Greedy Power

From the time when you gather power up until the beginning of your next turn, any spell or spell like ability that is cast/used within 60ft. of you will grant you 1 additional mana.

Healing Power

You may spend a recovery to regain HP while Gathering power.

Lifesense

Prerequisite: Poltergeist.

Requires a Bonus action to activate or deactivate. You know the location of every living thing out to a number of feet equal to your Constitution score.

Lighting conditions, cover and concealment do not affect your vision.

Monstrous Familiar

Prerequisite: Familiar Geist

When you summon your Familiar(s) you may instead summon a single, larger, more dangerous & demonic looking monstrosity.

Make your Monstrous Familiar using the **Beast Creation** rules. The Monstrous Familiar created is the same one that appears every time you summon it.

The **Beast Table** (and size) used is equal to the number of Familiar Geist's you have to make your Monstrous Familiar. IE, 2 Familiars = a Monstrous Familiar made from table 2: Small beast in the beast creation rules.

Tier: Your monstrous Familiars tier is equal to your Heroic Tier. The amount of **Ability Points** a Monstrous Familiar has to customize it is equal to the Ability Points listed on the table + 10

Attacking with your Monstrous Familiar works in the same way as attacking with a pet, however you always add your proficiency bonus & your Charisma bonus instead of Wisdom. Additionally, your Charisma modifier is what the monstrous Familiar adds to their natural weapon attacks damage, instead of Wisdom modifier

Abilities: You can purchase abilities from the Creating a Beast table. While you may purchase special abilities, you may not purchase special attacks. Where there are 2 costs listed you must pay the **HIGHER** of the two listed costs.

Overwhelming Power

After Gathering power, any damaging spell you cast before the end of your next turn deals maximum damage.

Re-forged Soul

Prerequisite: Soul Blade

You may attune to any (non-morphic, non-Gnomecraft) melee weapon you have and make it into one of your soul blades. Meaning that you can summon that weapon, wield it normally *(ignoring the AP requirement, but not size limitation)* and use it as your Geist. Isn't that nice . . . You may have as many weapons attuned in this way as you have soul blade Geist's.

Shackles of the Abyss

Prerequisite: Soul Blade Geist

Instead of your normal Soul Blade, you manifest your Geist's power as bladed chains *(or some other ominous looking weapon-like thing that you can wield without hands)* that respond to your will. After taking this Soul Bind you can now summon and wield your Soul Blade without using your hands. Your Soul Blade is not "*dancing*" and will remain (*somehow*) in contact with you. While in this form your Soul Blade still benefits from all other Soul Binds related to the Soul Blade Geist, including "Re-forged soul". Though the weapon gained from reforged soul takes on the appearance of your "Shackles of the Abyss". Additionally, you may attack with your "Shackles of the Abyss " as an "off-hand" weapon. With your "Shackles of the Abyss" summoned you may not summon your normal Soul Blade (but you may summon forth the claws gained from the Beast of the Abyss).

Shield of Power

Gain AC bonus *(& spell save bonus)* equal to your Charisma bonus when Gathering power.

Skilled Swordsman

Prerequisite: Soul Blade

Gain two attacks per attack action when attacking with your Soul blade Geist.

Soul Tether

Prerequisite: Familiar Geist

When your familiar(s), Monstrous Familiar, Creature from the Abyss or Darkest Creation would take damage, you may expend one of your recoveries to prevent it from taking a wound.

Spectral Visage

Prerequisite: Poltergeist

You react to attacks as a ghost would… they move right through you. You become immune to impact, bludgeoning, piercing and slashing damage from non-cold iron weapons. This immunity is only against a number of attacks a round equal to the number of times you have taken the Poltergeist, Geist.

Spell Chain

Gain a special overcharge: spell chain.
Overcharge: Cast another spell *(paying the spell's cost)* immediately after this overcharged spell. This overcharge can't be used on level zero spells. *(You can only cast a number of spells per action via spell chain equal to one plus your heroic tier).*

Tricky Power

You may cast one level zero spell as a bonus action when you take the Gathering Power action.

Twin Spell

Gain a special overcharge: twin spell. Overcharge: Cast this spell twice.

Vampire

You can absorb life energy from a target creature and regain X recoveries. The method of this attack depends on your Geist.

- **Familiar** – Cannibalize: As an action you may sacrifice any number of your Familiars within 5ft. of you. You regain a number of recoveries equal to your Awesome Power for each familiar sacrificed.
- **Soul Blade** – Strike at the soul: You regain a number of recoveries equal to your Awesome Power whenever you Critically hit with your soul blade.
- **Poltergeist** – Vampiric bite: Special action that may only be performed on an unconscious or grappled creature. To perform this action on a grappled creature you must succeed an unarmed attack and instead of dealing damage, you regain a number of recoveries equal to the number of Poltergeist Geists you have plus your Awesome Power. To benefit from this move, the creature must be of the "living" variety, undead, constructs, animate objects & caretakers provide no benefit.

Wading Through the Endless Waters

You gain a fly speed of 10ft while Gathering power. This fly speed last until the end of your next turn.

THIEF

While not the most heroic of heroes, there is a measure of honor among thieves. While not the strongest, or able to command awesomely power magic's the Thief is a highly skilled and opportunistic hero. They can get places where most others just can't and what evildoer doesn't deserve a taste of their own medicine right?

CLASS FEATURES

As a Thief, you have the following class features.

Level	Proficiency Bonus	Sneak Attack	Features
1	+2	1d6	Expertise, Sneak Attack, Street Speak
2	+2	1d6	Cunning Action
3	+2	2d6	Thief Archetype
4	+2	2d6	Character Option
5	+3	3d6	Uncanny Dodge
6	+3	3d6	Expertise
7	+3	4d6	Evasion
8	+3	4d6	Character Option
9	+4	5d6	Thief Archetype Feature
10	+4	5d6	Character Option
11	+4	6d6	Reliable Talent
12	+4	6d6	Character Option
13	+5	7d6	Thief Archetype Feature
14	+5	7d6	Blind sense
15	+5	8d6	Slippery Mind
16	+5	8d6	Character Option
17	+6	9d6	Thief Archetype Feature
18	+6	9d6	Elusive
19	+6	10d6	Character Option
20	+6	10d6	I Meant To Do That

HIT POINTS

Recoveries: 8 HP per Recovery. 1 Recovery per level of Thief

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 5 + your Constitution modifier per Thief level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, hand crossbows, long swords, rapiers, short swords

Tools: Thieves' tools

Saving Throws: Dexterity, Intelligence

Skills: Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- a rapier or (*b*) a short sword.
- a short bow and Ammunition *(arrows)* or (*b*) a shorts word.

- Leather armor, two daggers and thieves' tools.
- Good gear bundle.

EXPERTISE

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

SNEAK ATTACK

Beginning at 1st level, you know how to strike subtly and hit when the evildoers aren't looking. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse weapon or a Bow/Crossbow. You don't need advantage on the attack roll if an ally (another hero) within 5ft of the target, that isn't incapacitated, and you don't have disadvantage on the attack roll. The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Thief table. After rolling damage for your sneak attack, you may multiply the total by your Awesome Power *(minimum 1)*.

STREET SPEAK

During your Thief training you learned Street Speak, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows Street Speak understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

CUNNING ACTION

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

THIEF ARCHETYPE

At 3rd level, you choose an archetype that you emulate in the exercise of your Thief abilities: Expert Thief, Spell Thief or Ruffian, all detailed at the end of the class description. Your archetype choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

CHARACTER OPTION

When the Thief reaches 4th level, and again at 8th, 12th, 16th and 19th level, you can choose a character option, or increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20(normal maximum) using this feature.

Instead of an ability score improvement, your hero may learn a feat or take a bond for which they meet the requirements.

Uncanny Dodge

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Evasion

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *ice storm* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Reliable Talent

By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Blindsense

Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Slippery Mind

By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Elusive

Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

I Meant to Do That

At 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20. Once you use this feature, you can't use it again until you finish a short or long rest.

Thief Archetypes

Thieves have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different Thieves steer those talents in varying directions, embodied by the Thief archetypes. Your choice of archetype is a reflection of your focus not necessarily an indication of your chosen profession, but a description of your preferred techniques.

EXPERT THIEF

It's not so much about the money as it is about the . . . uh . . . well yeah it's pretty much about the money. Thieves really do want to do the right thing, but it's that shining glorious coin that calls out to them. Especially those Thieves that become experts in their craft. Which is getting money, while not necessarily getting paid

FIGHTING DIRTY

Well, you know they say . . . WOLFMANS GOT NARDS! You may not be the biggest or the strongest but you've learned how to expertly exploit evildoers squishy bits!

Starting at 3rd level, your sneak attacks become particularly potent. You may treat your Awesome Power as one point higher when making a sneak attack.

DON'T LOOK DOWN

When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement.

In addition, when you make a running jump, add your AP to your Dexterity modifier.

SUPREME SNEAK

Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed x AP *(up to your max speed)* on the same turn.

USE MAGIC DEVICE

By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items. In addition you may treat your Encumbrance threshold as two higher for the purpose of carrying magic items.

ME FIRST!

When you reach 17th level, you have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.

Spell Thief

Some steal coins, others steal little statues, others still at times steal hearts! Not in the gross way but the kissy kissy way. Anyhow, a Thief is compelled to take what interests them and in the case of the spell Thief . . . that's magic.

Spellcasting

When you choose this archetype at 3rd level, you gain a Spellcasting level 1. This means that the highest level spell the spell thief can cast is first level spells and lower. As a spell thief levels they grow in power and spellcasting level, gaining the ability to cast higher level spells.

Spellcasting Components

A Spell thief gains proficiency, arcane focus. However they may use any melee finesse weapon as an arcane focus. If the spell thief is not wielding an arcane focus they are not able to cast their spells.

(Arcane focus)

Spell Schools Known

When you choose this archetype at 3rd level and again at 6th, 11th, and 16th, you can choose to learn a spell school from the following list.

Teaching of Belinos

Disciple of Skadi

Scion of Indra

Twisting Serpents

Traditionalist

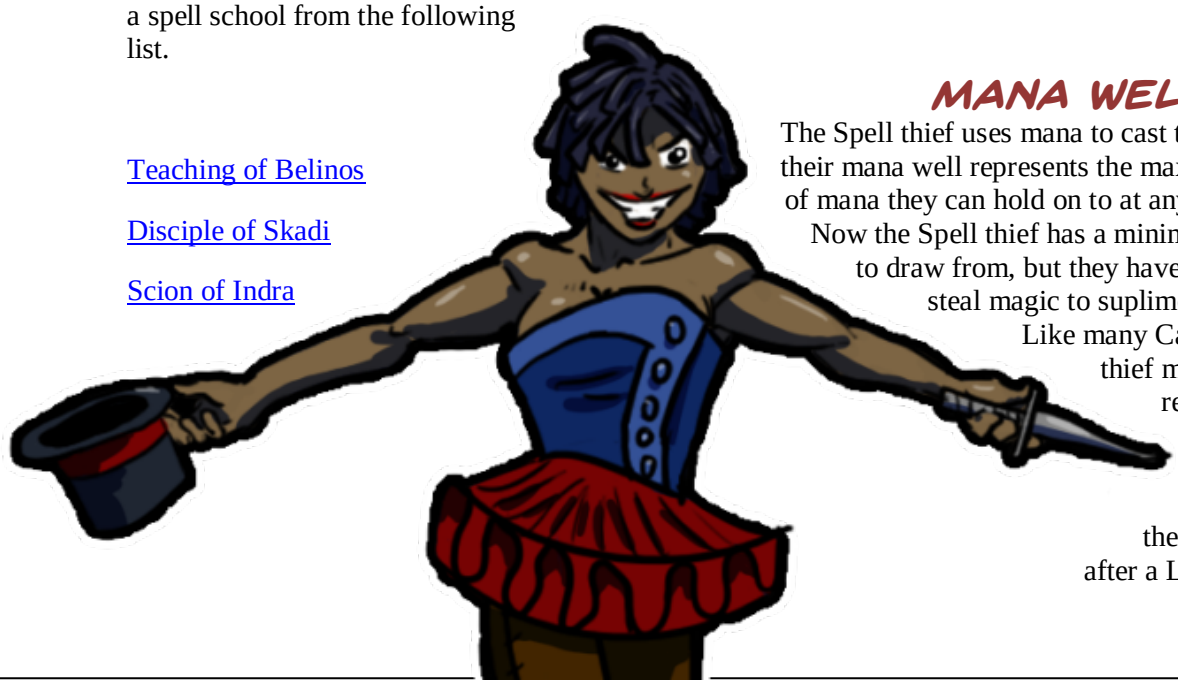
Bartleby's school or arcane shaping

Spells Known

When you choose this archetype at 3rd level the Spell thief learns one spell chosen from any spell school they know. The spells known column on the spell thief's magic table shows when you learn new spells. Whenever you learn a new spell, it may be of any level you currently have the ability to cast.

Spellcasting Level

When you choose this archetype at 3rd level the Spell thief gains a Spellcasting level 1. This means that the highest level spell they can cast is first level spells and lower. As a Spell thief levels they grow in their arcane power and spellcasting level, gaining the ability to cast higher level spells.



Mana Well

The Spell thief uses mana to cast their spells, and their mana well represents the maximum amount of mana they can hold on to at any given moment. Now the Spell thief has a minimal mama well to draw from, but they have the ability to steal magic to supliment their power. Like many Casters a Spell thief must rest to regain any spent mana. The Spell thief fully refills their mana well after a Long rest.

Level	Spells Known	Mana Well	Spellcasting Level	Spell schools known
3	1	0	1	1
4	1	0		
5	1	0		
6	2	1		2
7	2	1		
8	2	1		
9	3	1		
10	3	2		
11	4	2	2	3
12	4	2		
13	4	2		
14	5	3		
15	5	3		
16	6	3	3	4
17	6	3		
18	6	4		
19	7	4		
20	8	4		

SPELLCASTING ABILITY

Intelligence is your spell casting ability, since you learn your spells through mimicry. Use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making spell attack rolls.

SPELL SAVE DC = 10+ YOUR PROFICIENCY BONUS + YOUR INTELLIGENCE MODIFIER

SPELL ATTACK MODIFIER = YOUR PROFICIENCY BONUS + INTELLIGENCE MODIFIER

SENSE MAGIC

You learn to manipulate magic through watching, hearing stories of mages and trying to recreate those magical effects, but you gotta' see magic before you can steal magic!

Starting at 3rd level, you gain the ability to see magic in the form of a faint aura around heroes, evildoers and misunderstood monsters. You can even see the magic in magical items. If you spend a bonus action to examine the magic you're seeing, you can determine from what spell school, if any the magic originates from. Not much can block your ability to sense magic, but 1ft. of stone or at least 3ft. of dirt can do the trick.

STEALING MAGIC

Life is quite a wondrous and magical thing wouldn't you say?

Starting at 3rd level, you gain the ability to steal magic. To steal magic, make a melee sneak attack against an evildoer. If the attack roll is successful, you do not benefit from your sneak attack damage dice, but instead gain mana equal to the number of sneak attack dice you would have rolled. Meaning that at level 3 when you first get this feature, you can use your sneak attacks to steal magic and gain 2 mana. The spell thief can steal magic much more powerful than they can normally embody. Any mana gained from steal magic that is in excess of the spell thief's mana well, must be used before the end of their next turn. If the excess mana is not spent before the end of the spell thief's next turn, it is lost.

Example: Sylin, a level 8 elven spell thief, that when making a sneak attack would deal +4D6 sneak attack damage, but steals magic instead of dealing the additional sneak attack damage. Gaining 4 points of mana.

You can't steal magic from fellow heroes, because that's just wrong and we don't roll like that!

HEART OF THE SPELL

Everything living thing has a beating heart & magic is no different. You can hear the pulse of magic and have learned to strike at it.

Starting at 9th level; As an action you may use a melee weapon attack against an enchantment, to

dispel it. The attack must target an engaged enchanted creature or enchanted object. This attack can only be made with a finesse weapon. Also this attack deals no damage and you do not benefit from *stealing magic*. If the attack hits, make an ability check, using your spellcasting ability. DC for the check equals 15 + the Tier of villainy of the creature who cast the spell. A successful check ends the spell or magical effect.

Overcharge: if you spend 2 mana for every Tier of villainy of the creature who cast the spell you're attempting to dispel, you automatically succeed your ability check to dispel.

Additionally, when you are hit with a spell or a spell like ability that targets you or includes you in its area of effect, you can use your reaction to make an ability check using your spellcasting ability. The DC for the check equals 15 + the Tier of villainy of the creature who cast the spell. A successful check negates the spell or any magical effect it would otherwise have on you *(and only you)*.

Overcharge: if you spend 2 mana for every Tier of villainy of the creature who cast the spell, you automatically succeed your ability check to counterspell.

BLOOD OF A MAGE

Your ability to mimic spell effect intensifies. You can reproduce some effects by channeling the spell through your weapon.

By 13th level, when The spell thief would benefit from a sneak attack, they may sacrifice the additional damage dice gained from sneak attack to instead cast a spell as part of the attack. After hitting with a melee sneak attack you may spend the spells required mana cost + 3 instead of dealing the additional sneak attack damage to have the target of your sneak attack suffer the full effects of the spell you channeled.

No spell attack, or ability save need be made, your spell automatically has its FULL effect!

A Spell cast in this way cannot have its cost reduced by wielded gear (such as a wizards wand).

SORRY, THAT'S MINE

Your ability to steal magic has exploded! You can now steal magic AS ITS BEING USED! Oh boy are you awesome!

At 17th level, immediately after an evildoer casts a spell or uses a spell like ability that targets you or includes you in its area of effect, you can use your reaction to force the evildoer to make a saving throw with its spellcasting ability modifier. The DC for the save equals your spell save DC. On a failed save, the evildoer's magic fizzles and you steal not only the spell but the magic used to cast it. Until the end of your next round, you may cast the stolen spell or use the stolen spell like ability. You use your spell save DC & spell attack modifier but the spells level and effects are exactly the same, as if cast by the evildoer they were stolen from.

RUFFIAN

In the dark corner of every tavern, in every town, in every kingdom sits a mildly temperamental. . no wait . . . a brooding . . . . a quiet person that keeps to themselves. Yeah we'll go with that! Anyhow the ruffian is a lot less sneaky and a hole no magical than most other thieves. Ruffians like to get in a fight and introduce the faces of their enemies to the solidity of the ground. Most introductions don't go well.

BREAK YO NECK

The Ruffian knows how to wrestle and how to inflict . . . a bunch of pain! Like, OW!

Starting at 3rd level, when a Ruffian performs a wrestling move that results in slam damage, they may add their sneak attack damage to it.

QUICK SLAM

Wrestling moves tend to take a lot of setup and precision. But who cares about all that!?!?!

At 3rd level the Ruffian may perform a wrestling move on a grappled target as a bonus action.

BRAIN BUSTER

Despite what some people say about you, you're a really nice person. For instance you oh so selflessly introduced Billy's face to the sweet cobblestone road just minutes ago. You secret cupid you!

At 9th level you gain a new wrestling move known as the brain buster.

Brain Buster: You may only Brain Buster a target no more than 1 size category larger than you. The target must already be grapple before attempting to perform a Brain Buster. Roll a grapple check. Failure=No change. Success =Deal slam damage, the target is paralyzed until the start of your next round, the grapple ends and both you and your target are prone. Treat your AP as 2 points higher when dealing slam damage with a Brain Buster. Both hands are required to perform this move. You may only perform this move on creature's no more than one size category larger than your character.

BELOW THE BELT

Um, were not gonna talk about this one. Like . . . you really don't wanna talk about this one do you? No? O.K. then um . . . yeah this conversation never happened.

By 13th level, you have learned that.. um . . . you learned stuff & any target damaged by your sneak attack is also stunned until the end of their turn.

BRUTAL BEAT DOWN

They're going to need a cleanup crew, a priest and two clowns just to identify that evildoer now.

When you reach 17th level, you have become skilled at picking people up and slamming them exceptionally violently on the ground. When dealing sneak attack damage from the *Break Yo Neck* feature, you deal the maximum possible sneak attack damage. *(IE: you only deal max sneak attack damage with wrestling moves).*

WARRIOR

While others battle evildoers by wit and by skill, the warrior strives on strength and determination. For most warriors there is no retreat, just the constant push forward. Driving out evildoers from their homes, towns and lands.

CLASS FEATURES

As a Warrior, you gain the following class features.

HIT POINTS

Recoveries: 10 HP per recovery spent. 1 recovery gained per Warrior level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 6 + your Constitution modifier per Warrior level after 1st

PROFICIENCIES

Armor: All armor, shields (except gnomecrafted armor)

Weapons: Simple weapons, martial weapons

Saving Throws: Strength, Constitution

Skills: Choose two skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- chain mail or (*b*) leather armor, longbow and Ammunition *(arrows)*.

Level	Proficiency Bonus	Features
1	+2	Fighting Style, Second Wind
2	+2	Action Surge (one use)
3	+2	Martial Archetype
4	+2	Character Option
5	+3	Extra Attack
6	+3	Character Option
7	+3	Martial Archetype Feature
8	+3	Character Option
9	+4	Indomitable (one use)
10	+4	Martial Archetype Feature
11	+4	Extra Attack (2)
12	+4	Character Option
13	+5	Indomitable (two uses)
14	+5	Character Option
15	+5	Martial Archetype Feature
16	+5	Character option
17	+6	Action Surge (two uses) Indomitable (three uses)
18	+6	Martial Archetype Feature
19	+6	Character Option
20	+6	Extra Attack (3)

- a martial weapon and a large shield or (*b*) two martial weapons totaling no more than 75gp.
- a light crossbow and Ammunition *(bolts)* or (*b*) two hand axes.
- a Good gear bundle.

Fighting Style

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery Style

Treat your Awesome Power as two points higher when wielding a Bow or Crossbow.

Hawkeye Style

You gain a +2 bonus to attack rolls you make with ranged weapons.

Durable Style

Treat the Awesome Power requirement (AP req.) of armor as one less, to a minimum of zero.

Heavy Handed Style

Add your Awesome Power to the damage you deal with melee weapons.

Really Big Weapon Fighting

When wielding a weapon whose size category is larger than your size category, you may reroll 1's on your damage dice (keeping the second roll, even if it results in another 1).

Defender Style

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Techno-Punk Style

You gain training in one of the 5 Gnometech/Gnomecraft builds; Black Powder, Arc-craft, Magnotomic, Steam Powered or Ghost Forged.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Second Wind

You have a limited well of stamina that you can draw on to keep battling evil. When you are Downed, you can wipe the snot off your nose and raise your hit points up to your BEAT UP threshold. You can't use this feature again until you finish a short or long rest.

Action Surge

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

Martial Archetype

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. Choose Pit Warrior, Massive Weapon

Warrior or Bigmouth Warrior, all detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

CHARACTER OPTION

When you reach 4th level, and again at 6th, 8th, 12th,14th, 16th and 19th level, you can choose a character option, or increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20(normal maximum) using this feature.

Instead of an ability score improvement, your hero may learn a feat or take a bond for which they meet the requirements.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

INDOMITABLE

Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

MARTIAL ARCHETYPES

You would think there's just two ways to swing a sword. The wrong way and the right way. Right? WRONG! Good thing these warriors know what they're doing.

PIT WARRIOR

Their will and drive to overcome is to be feared by evildoers everywhere. Pit Warriors eat, sleep and breathe battle. Their lives completely dedicated to finding and stamping out evil wherever it may be. These types of warriors often compare deeds of great heroism and strength with one another, ever on the quest to be the most heroic and feared of their peers.

NO WEAPON, NO PROBLEM

Starting at 3rd level, treat your AWESOME POWER as 1 point higher for Improvised weapon damage and Unarmed attack damage.

THE GUTWRENCHER

At 7th level, the Pit warrior learns a new unarmed attack action. The Gutwrencher is a special combat action that can incapacitate an enemy. To perform a gutwrencher attack, the Pit Warrior sacrifices all extra attacks gained from the extra attack feature. If a creature is hit with the Gutwrencher, they become **PARALYZED** with sickness. The Target of the gutwrencher rolls a Constitution save at the end of their round to overcome the Gutwrencher. Once a creature has been affected by the Gutwrencher, it may not be affected again for the rest of the encounter. Undead and constructs are not affected by The Gutwrencher.

THIRD WIND

At 10th level, you gain a second use of second wind before needing to take a short or long rest.

THE BIG BEATDOWN

Starting at 15th level, When the Pit Warrior gets a critical hit with an unarmed strike or an attack with an improvised weapon, the Pit Warrior may immediately make another unarmed strike/improvised weapon attack for free. The pit Warrior may only gain a number of free attacks per round in this fashion equal to their Dexterity modifier (minimum1).

SURVIVOR

At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier, so long as you have less than your ***BEAT UP*** threshold. You don't gain this benefit if you have 0 hit points.

MASSIVE WEAPON WARRIORS

These guys seem to have something to prove. They tend to be, but not always are total hulking brutes. Whether on a lifelong quest to stop a giant or halt a huge dragon in its tracks, somehow they manage to wield weapons of enormity. The training that it takes to swing about such awesome weapons tend to result in the ability to perform other deeds of utterly enormous strength.

MASSIVE WEAPON WIELDER

Beginning when you choose this archetype at 3rd level, you may wield a weapon as if you were one size category larger & treat the AP requirement to wield a weapon as one point less. This does not change your AP, or the actual AP requirement *(the amount of encumbrance it gives you remains unchanged)*. This bonus is applied AFTER racial and class features.

Massive Swing

Beginning at Level 7 you learn how to utilize the sheer size of your weapon to attack multiple targets, all in one massive swing.

When wielding a weapon in two hands you may as a standard action make a single melee weapon attack, any creature friend or foe within 10ft of you that has an Armor Class (AC) lower than your attacks value will be dealt your melee weapon attacks damage. This is not an AOE & each creature is attacked once, applying any affects that would be triggered by an attack for each creature within your massive swing.

Massive Throw

When you reach 10th level, you learn that the only thing more dangerous than swinging a massive weapon is throwing it.

Any melee weapon that you can wield, you can throw. They gain; Thrown –range 30ft./60ft.

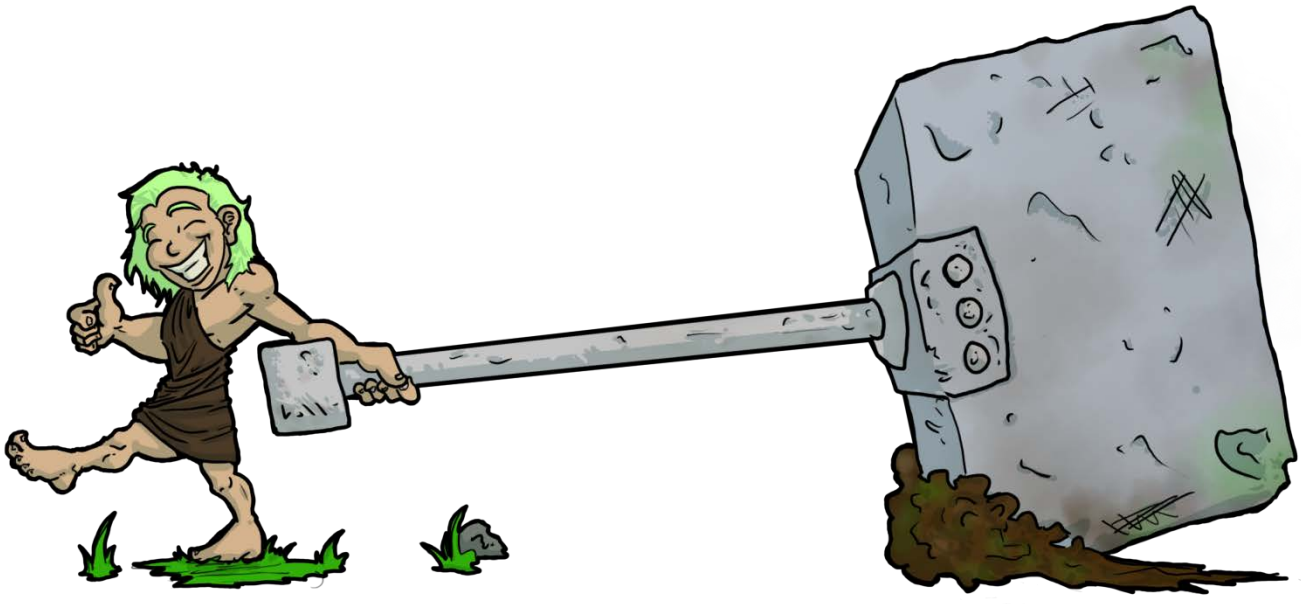
Truly Massive Weapon Wielder

When you reach 15th your ability to use increasingly larger weapons, well . . . increases! You may wield a weapon as if you were two size categories larger & treat the AP requirement to wield a weapon as two points less. This does not change your AP, or the actual AP requirement of the weapon *(the amount of encumbrance it gives you remains unchanged)*. This replaces the massive weapon wielder feature granted when you took this archetype. This bonus is applied AFTER racial and class features.

Steal Cyclone

At 18th level you can become a cyclone of destruction. Massive metal flies through the air, whirling and twirling. At its very center, spins a very powerful, very dizzy warrior…. YOU!

As a bonus action, all your attacks granted by the extra attack feature may benefit from the massive swing feature.

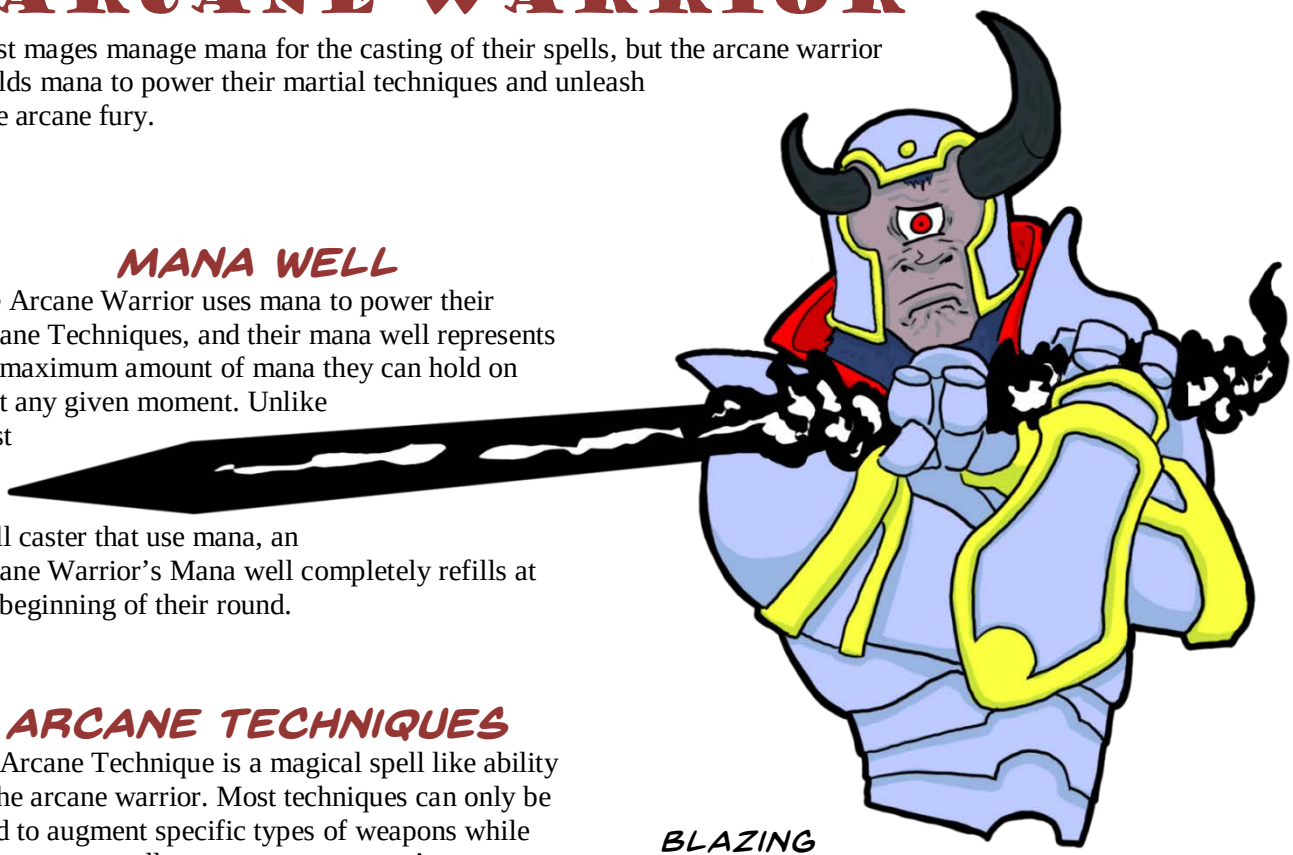


Arcane Warrior

Most mages manage mana for the casting of their spells, but the arcane warrior wields mana to power their martial techniques and unleash pure arcane fury.

Mana Well

The Arcane Warrior uses mana to power their Arcane Techniques, and their mana well represents the maximum amount of mana they can hold on to at any given moment. Unlike most spell caster that use mana, an Arcane Warrior's Mana well completely refills at the beginning of their round.



BLAZING FEVER'S AOE MUST ROLL A DEXTERITY SAVE DC:18 OR TAKE THE TECHNIQUES FULL DAMAGE.

Arcane Techniques

An Arcane Technique is a magical spell like ability of the arcane warrior. Most techniques can only be used to augment specific types of weapons while others can actually summon weapons. Arcane Techniques aren't spells but they are spell like abilities and as such may be countered or dispelled in the same manner as spells.

Though an Arcane Warrior can't cast spells, they are treated as having the ability to cast spells for the purpose of items and feats.

When an Arcane Technique calls for a save, the Arcane Warrior rolls a single attack. The value of that attack roll becomes the save DC for their Arcane Technique. This means that the DC of the arcane warrior's techniques may be different every time they use a technique that calls for a save.

EXAMPLE: TORA WHO IS A 6TH LEVEL ARCANE WARRIOR, SLAMS HIS HAMMER ONTO THE GROUND USING THE BLAZING FEVER ARCANE TECHNIQUE & MAKES A SINGLE ATTACK ROLL. TORA 'S ATTACK ROLL IS AN 18, MEANING THAT EVERY CREATURE CAUGHT IN HIS

Whenever an arcane warrior gains a character option they may instead choose to gain 4 mana and learn 1 new Arcane Technique.

Reserve Mana

Some arcane warriors have Arcane Techniques that are very taxing. When an Arcane Technique calls for "reserve mana" that means you have to reduce the size of your mana well for as long as that Arcane Technique is active. You can stop maintaining an active arcane technique whenever you want for free but it would better benefit you to stop maintaining them at the beginning of your turn so that you may maximize your mana well.

PERSONA

Beginning at Level 7 the Arcane Warrior gains the ability to force any item to reflect their warriors soul and transform into their favored weapon, their "persona".

Choose one non-Gnometech weapon to become your Persona. As a bonus action you may transform any mundane item into our persona by spending an amount of mana equal to the weapons AP req. For as long as in remains in your hands. Your persona is weightless & adds nothing to your encumbrance.

ABSORB POWER

When you reach 10th level, you gain the ability to absorb another's magical power and nullify their spells. When you are hit with a spell or a spell like ability that targets you or includes you in its area of effect, you can use your reaction to absorb the spells power, gain one level of ***INSANITY*** to negate the spell/spell like ability and any magical effect it would otherwise have. In addition to negating the spell you may remove one level of ***HAGGARD***.

TITAN'S STRIKE

When you reach 15th your ability to focus your arcane might increases to such a degree that you can break through any barrier. As an action you may break through a door, wall or even a wall of force with a successful DC:20 Strength (athletics) check.

OF MEN & MONSTERS

At 18th level you can focus your skills to facing down a single powerful opponent at a time. As an action, you can challenge one creature that you can see to a duel of single combat. Every round your challenged target doesn't attack you, they take 10 psychic damage & if they attack anyone other than you they take 30 psychic damage every time they attack a target that isn't you. This is NOT a taunt and does NOT grant the taunted condition. If you attack any target other than the one you have challenged, the effects of your challenge come to an end. Otherwise the challenge ends with the targets defeat or the encounter ends. You can only make a single challenge per short or long rest.

ARCANE WARRIOR MANA WELL & NUMBER OF KNOWN TECHNIQUES.

Level	Mana well	Number of known Arcane techniques
3	3	3
4		
5		
6		4
7	4	
8		
9		5
10	5	
11		
12		6
13		
14	6	
15		7
16		
17	7	
18		8
19		
20	8	9

ARCANE TECHNIQUES

APOCALYPSE TSUNAMI

Action: Action

Cost: 10

As long as the Arcane warrior wields a melee weapon, they may use this arcane technique.

As an action you may throw your melee weapon down to the ground. Every creature within 20ft. of the point where your weapon lands takes damage from this arcane technique. The damage dealt equals your weapons damage multiplied by 1 for every full 10ft. toward the ground it traveled.

BLAZING FEVER

Action: Action

Cost: 3

As long as the Arcane warrior wields a melee weapon that deals bludgeoning damage, they may use this arcane technique.

As an action you swing your weapon and unleash a 30ft blazing cone of fire. Any creature within the 30ft. cone must roll a Dexterity save. On failure a creature takes fire damage equal to your weapons damage or half as much on a success.

CRASHING ZEPHYR

Action: Bonus action

Cost: 8

As long as the Arcane warrior wields a melee weapon that deals Slashing damage, they may use this arcane technique.

A torrent of air swirls around you and your weapon, as a bonus action until the end of your turn your slashing weapon deals an additional 10 damage every time it deals damage.

DARK BOMB

Action: Action

Cost: 6

As long as the Arcane warrior wields a Bow & has Ammunition, they may use this arcane technique.

As a special action you may you fire an arrow imbued with great power. Choose a point within the bows range that you can see. Every creature within a 20ft. radius of that point must make a Dexterity save. On a failure a creature takes 11(3D6) damage or half as much upon a success. This damage cannot be resisted, reduced or ignored in any way. The DC for the Dexterity save equals your attack roll.

DREAMERS FRENZY

Action: Action

Cost: 3

As long as the Arcane warrior wields a melee weapon, they may use this arcane technique.

You dissolve into countless ethereal copies of yourself. As an action you gain 1 level of insanity and hit every enemy within a 20ft. radius with your weapon *(no attack roll needed)*. Each enemy is dealt your weapons damage.

FANG FLASH

Action: Bonus action

Cost: 8

As long as the Arcane warrior wields a melee weapon that deals piercing damage, they may use this arcane technique.

You strike with a seemingly unending flurry of thrusting attacks. As a Bonus action you may make a full attack action with your piercing weapon, gaining the benefits of the extra attack feature.

FATAL DRAGONS SURGE

Action: Bonus Action

Cost: 10

You invoke draconic power, a power that you can barely contain. As a bonus action you gain a level of ***HAGGARD*** & increase the damage of whatever weapon your welding by your ***Beat Up*** threshold until the end of your round.

FIERY VOLCANO

Action: Bonus action

Cost: 8

As long as the Arcane warrior wields a melee weapon that deals Bludgeoning damage, they may use this arcane technique.

Your weapon glows red hot with your power, as a bonus action until the end of your turn your bludgeoning weapon deals double damage & adds fire to the type of damage it deals.

FORSAKEN CONDOR

Action: Reaction

Cost: 3

As a reaction you may reduce the amount of impact damage you take by 5 per heroic tier.

Example: a sixth level arcane warrior falling from 50ft. would take 10 impact damage instead of the full 25 impact damage when using the forsaken condor technique.

GALE'S TRUE BLAST

Action: Action

Cost: 5

As long as the Arcane warrior wields a melee weapon that deals Slashing damage, they may use this arcane technique.

As an action you may you unleash waves of slashing wind in a 60ft. line with your slashing weapon. Any evildoer/enemy within the 60ft. line must roll a Dexterity save. On failure a creature takes damage as if hit by your weapon attack(s) or half as much on a success. *(**Example**: an arcane warrior with the extra attack(2) will deal damage as if hit by 3 of your weapon attacks).*

ICE ERUPTION

Action: Action

Cost: 16

As long as the Arcane warrior wields a melee weapon that deals bludgeoning damage, they may use this arcane technique.

You strike your enemy and ice explodes out from within them. As an action you make one melee attack with your bludgeoning weapon. If you hit, the target takes cold damage equal to ***THIER Beat Up*** threshold.

INFERNO FLASH

Action: Bonus action

Cost: 12

As long as the Arcane warrior wields a melee weapon that deals slashing damage, they may use this arcane technique.

You strike out with burning fury, as a bonus action until the end of your turn, every melee attack that hits while using your slashing weapon instead critically hits. Additionally your slashing weapon adds fire to the type of damage it deals.

LONELY FALCON COMES TO ROOST

Action: Bonus action

Cost: 4

As long as the Arcane warrior wields a melee weapon, they may use this arcane technique.

After throwing your weapon you disappear in a flash of arcane energy and reappear with explosive might at the point you threw your weapon. When

you throw your melee weapon *(whether from the thrown weapon feature or because of another arcane technique)* you may as a bonus action teleport to your weapon. When you teleport to the location of your thrown weapon you deal thunder damage equal to your level & have the previously thrown weapon in hand.

MANA WAVE

Action: Action

Cost: 3

As an action you may gain a level of ***Exhaustion*** to give all your allies an amount of mana equal to your Constitution modifier.

MOLTEN HAMMER

Action: Bonus action

Cost: 5

Reserve mana: 5

War Hammer (16 bludgeoning, force & fire – AP req. 2(0) – Versatile 20, special)

When you critically hit with the Molten Hammer, instead of increasing the damage the target critically hit takes the Molten Hammers damage to their Constitution score.

OMNI BREEZE

Action: Bonus action

Cost: 3

Reserve mana: 3

As long as the Arcane warrior wields a melee weapon, they may use this arcane technique.

Your arcane power imbues your weapon to fight on its own. The weapon can fly around and attack on its own. As a bonus action the weapon may move up to 30ft and attack once as if you were attacking with the weapon.

ONYX ROSE

Action: Reaction

Cost: 6

In response to being attacked you form a small onyx wall to defend you. As a reaction when you are hit by an attack or the magic missile spell you form an onyx defense and gain +5 AC against all attacks, including the triggering attack until the start of your next turn.

PARAGONS SPEAR

Action: Bonus action

Cost: 4

Reserve mana: 3

Spear (2D6 piercing, force & radiant – AP req. 1(0) – Thrown (range 30,60), 2handed, special)

When the paragons spear damage an undead it instead deals 20 radiant damage.

PYRO FIST

Action: Bonus action

Cost: 6

Your fists burst with magical fire and as a bonus action until the end of your round you deal damage with your unarmed strikes as if your Awesome Power were 4 points higher.

Example: A human with an AP:1 (1+STR), would instead deal damage as if they had an AP 5 (1D10+STR).

RAIN OF BLADES

Action: Action

Cost: 3

Reserve mana: 2

As long as the Arcane warrior wields a melee weapon that deals Slashing damage, they may use this arcane technique.

You throw your weapon and it shatters into countless copies of itself. As an action you may throw your weapon up to 30ft. to a point that you can see. Any evildoer/enemy within 10ft. radius of that point takes damage equal to the slashing weapon used to form the rain of blades. They take this damage the first time they enter the rain of blades AOE and on every turn they end in the rain of blades AOE, for as long as you maintain the rain of blades. When you stop maintaining the rain of blades, the weapon used to make the rain of blades reforms and flies back into your hands.

RAIN SHATTER

Action: Action

Cost: 6

You gather up your arcane power and unleash it in a flurry of arcing destruction. As an action you create 10 arcs of arcane power. Each arc can target can target 1 enemy or all arcs can target the same enemy. Each single arc deals force damage equal to your Awesome Power *(minimum 1)*.

REBORN BLAZE

Action: Free action

Cost: 3

You may use this arcane technique as a free action when you ***Get Back in the Fight***.

Once you get back in the fight any creature within a 10 ft. radius of you must roll a Dexterity save. On a failure, creatures within 10 ft. of the target take **7(2D6)** Fire damage and are **pushed 10 ft**. away from the target. On a success no damage is taken, but affected creatures are still pushed away 10 ft. Additionally you gain a 30 ft. fly speed until the beginning of your next turn. The DC for the Dexterity save equals your Constitution score.

RETRIBUTIONS BOLT

Action: Bonus action

Cost: 5

As long as the Arcane warrior wields a Bow & has Ammunition, they may use this arcane technique.

You fill your bow with your arcane power to increase the damage of your shots. As a bonus action, until the end of your turn arrows fired from your bow deal +2D6 damage. Additionally your bow adds radiant to the type of damage it deals.

Spiraling Barrage

Action: Action

Cost: 4

You become a mote of arcane light and travel forwards in a straight line, damaging your foes and healing yourself. As an action you become a beam of light that attacking in a 20ft. line. Every evildoer/enemy within that 20ft. line takes 10 force damage & you may spend 1 recovery (to regain HP) for each enemy damaged by the spiraling barrage. You then appear at the end of the 20ft. beam of light.

Storm Shroud

Action: Bonus Action

Cost: 3

Reserve mana: 2

As long as the Arcane warrior is wearing armor or wielding a shield, they may use this arcane technique.

Your technique charges your armor (or shield) with the power of lightning. Any enemy/evildoer adjacent to you at the start of your turn takes 1 lightning damage. When you use your action surge, the lightning shroud pulses dealing 10 lightning damage to all adjacent evildoers/enemies.

Tears of Infinite Sorrow

Action: Action

Cost: 8

Reserve mana: 6

As long as the Arcane warrior wields a pole arm weapon, they may use this arcane technique.

As an Action, you throw your weapon up into the clouds. Your weapon takes the form of a giant lightning warrior at a point that you can see 100ft. in the air directly above you. The arcane technique fails if you can't see a point in the air where the lightning warrior could appear *(such as being in a small room or deep underground in a dungeon)*. On the turn you create the lightning warrior & for every turn you maintain the tears of infinite sorrow, you can spend an action to call down a bolt of lightning to strike at a point you can see within range. Each creature within 10 ft. of that point must make a Dexterity save. A creature takes lightning damage equal to your weapons damage on a failed save or half as much on a successful one. You gain 1 bolt of lightning for every attack you would normally get with an attack action. The DC for the Dexterity save equals your attack roll.

Void Rose

Action: Bonus action

Cost: 3

Reserve mana: 3

Large Shield (+2 AC – AP req. 1(0) - Special)

When a minion attacks you while wielding the void rose you may as a reaction regain 1 recovery.

Consuming Void: While wielding the void Rose, as an Action you may throw the void rose to a point that you can see within 30ft. Every creature within 10ft. of that point must roll a Dexterity save. On failure a creature takes 7(2D6) damage that cannot be resisted, reduced or ignored in any way. The DC for the Dexterity save equals your attack roll. The void rose disappears after its thrown.

Wind Scar

Action: Action

Cost: 3

As long as the Arcane warrior wields a melee weapon that deals Slashing damage, they may use this arcane technique.

As an attack action you may make your melee weapon attacks with your slashing weapon out to a range of 30ft. (This special attack benefits from your extra attack feature).

Zephyr's Dance

Action: Action

Cost: 8

Reserve mana: 5

As an action & the cost of 8 mana you begin the Zephyr's dance, you may maintain the Zephyr's dance as a free action reserve mana of 5. The round you begin the Zephyr's dance and every round its maintained you gain the ability to air glide.

Air Glide: As part of your move action you may step into and out of any area of air, acting as a teleport limited by whether or not there's any air around *(which there should be cause that stuffs practically everywhere!)*. The total distance of the air glide may not exceed the Arcane warriors base movement. The total distance moved with or without the glide may not exceed the Arcane warriors total movement.

Zephyr's Shadow

Action: Bonus action

Cost: 4

Reserve mana: 3

Long sword (2d8 slashing, force & necrotic damage –AP req. 1(0) - Versatile 2D10, finesse, special)

While wielding the Zephyr's Shadow, whenever you use your action surge the Zephyr's Shadows damage becomes 2D12 slashing, force & necrotic damage – Versatile 4D8

WIZARD

Countless hours reading books, studying, testing and retesting have all paid off! You can now use magic, and while others enjoy wearing armor and swinging weapons all about . . . As a wizard you can do your mumbo jumbo and toss about big flashy spells. I guess going to class really does pay off!

Level	Proficiency Bonus	Features	Mana Well	Spells Known	Spellcasting Level	Spellcasting School
1	+2	Arcane Praxis, Detect magic	4	2	1	1
2	+2	Arcane Praxis Feature	5	3	1	
3	+2	-	6	4	1	
4	+2	Character Option	10	6	2	
5	+3	-	11	7	2	
6	+3	Arcane Praxis Feature	14	9	3	2
7	+3	-	15	10	3	
8	+3	Character Option	16	11	3	
9	+4	-	17	12	3	
10	+4	Arcane Praxis Feature	18	13	3	
11	+4	-	22	15	4	3
12	+4	Character Option	23	16	4	
13	+5	-	24	17	4	
14	+5	Arcane Praxis Feature	25	18	4	
15	+5	-	26	19	4	
16	+5	Character Option	30	21	5	4
17	+6	-	31	22	5	
18	+6	-	32	23	5	
19	+6	Character Option	33	24	5	
20	+6	-	34	25	5	

CLASS FEATURES

As a Wizard, you gain the following class features.

HIT POINTS

Recoveries: 6 HP per recovery spent. 1 recovery gained per level of Wizard

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 4 + your Constitution modifier per Wizard level after 1st

PROFICIENCIES

Armor: None

Weapons: Daggers, Slings, Staves & light crossbows.

Trinkets: Arcane Focus

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- A Quarterstaff or (*b*) a Dagger.
- A basic arcane focus or *(b)* 3 first level spell scrolls.
- A Good gear bundle.

SPELLCASTING LEVEL

At level 1 the Wizard gains a Spellcasting level 1. This means that the highest level spell they can cast is first level spells and lower. As a Wizard levels they grow in power, devotion and spellcasting level, gaining the ability to cast higher level spells.

SPELL SCHOOLS KNOWN

Wizard's most powerful weapon is their spells and they learn spells from spells schools. At 1st level and again at 6th, 11th, and 16th, you can choose to learn a new spell school. The spell school chosen at 1st level is the Wizards PRIMARY spell school. The wizards primary spell school gains additional benefits from the Wizards Arcane Praxis. A Wizard may select the following spell schools to learn;

Teaching of Belinos

Disciple of Skadi

Scion of Indra

Twisting Serpents

Traditionalist

Radiant Servant

SPELLS KNOWN

The Wizard learns spells that can be chosen from any spell school they know. The spells known column on the Wizards class table shows when you learn new spells. Whenever you learn a new spell, it may be of any level you currently have the ability to cast.

SPELLCASTING ABILITY

Intelligence is the Wizards spellcasting ability for their spells. The power of a Wizards spells comes from years of study and a bit of talent. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a Wizard spell you cast and when making an Attack roll with one.

SPELL SAVE DC = 10 + YOUR PROFICIENCY BONUS + YOUR INTELLIGENCE MODIFIER

SPELL ATTACK MODIFIER = YOUR PROFICIENCY BONUS + YOUR INTELLIGENCE MODIFIER

MANA WELL

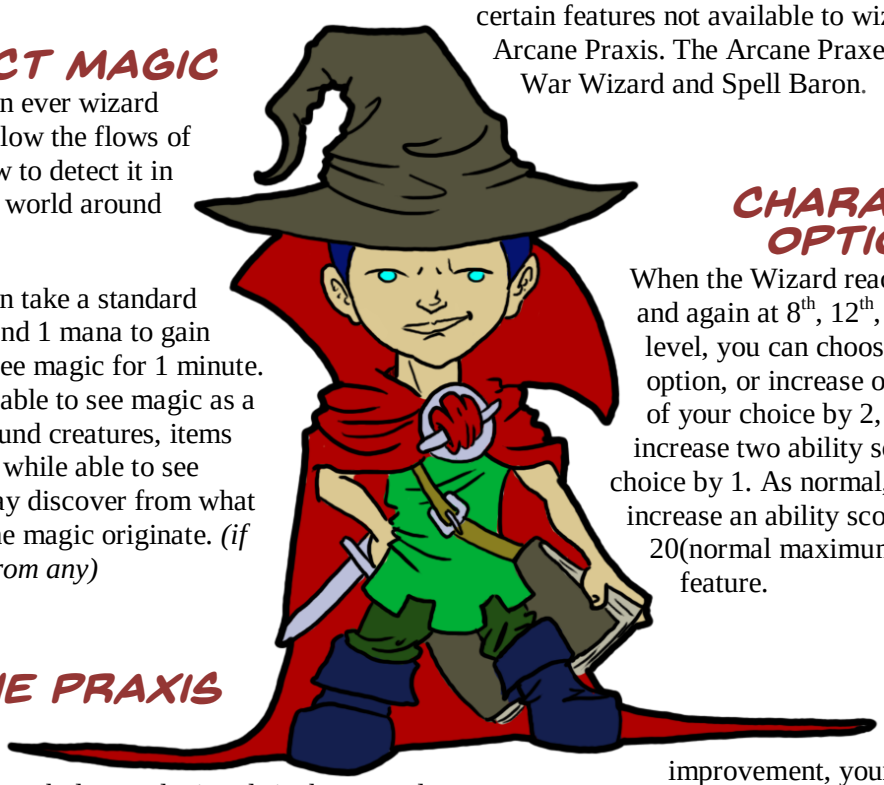
The Wizard uses mana to cast their spells, and their mana well represents the maximum amount of mana they can hold on to at any given moment. Like many Casters a Wizard must rest to regain any spent mana. The Wizard fully refills their mana well after a Long rest.

SPELLCASTING COMPONENTS

A Wizard casts spells through precise motion of their hands, drawing sigils in the air as they speak the requisite incantations. Additionally the wizard needs an arcane focus to channel their spells. If the Wizard doesn't have all of these components available to them at the time they wish to cast a spell, they can't cast any spells.

(Verbal, Somatic & Arcane Focus)

Each mage has a different Praxis (or practice) that they follow. Their arcane Praxis dictates how they interact and cast spells, as well as unlocking certain features not available to wizards of another Arcane Praxis. The Arcane Praxes are; Evoker, War Wizard and Spell Baron.



Detect Magic

The first lesson ever wizard learns is to follow the flows of magic and how to detect it in others and the world around them.

The wizard can take a standard action and spend 1 mana to gain the ability to see magic for 1 minute. The wizard is able to see magic as a faint glow around creatures, items and locations, while able to see magic they may discover from what spell school the magic originate. *(if it originates from any)*

Character Option

When the Wizard reaches 4th level, and again at 8th, 12th, 16th and 19th level, you can choose a character option, or increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20(normal maximum) using this feature.

Arcane Praxis

The difference between arcane scholars and wizards is theory and practice. While every wizard takes years of study to learn and shape magics, there comes a point where a stuffy library and a bunch of dusty books just isn't enough!

Instead of an ability score improvement, your hero may learn a feat or take a bond for which they meet the requirements.

Evoker

When there are big meanies and other threats to innocent villagers, it's the evokers job to make those threats go away. So the Evoker makes things go boom . . . with a BIG BOOM! I mean HUGE!

Focused Destruction

Starting at 1st level, the damage dealing spells from the evokers primary spell school have their damage multiplied by your evokers Awesome Power *(this is applied AFTER damage is rolled)*. If the evokers Awesome Power is less than one, treat as one for the purpose of focused destruction.

Additionally the evoker gains a special Overcharge that only the evoker has access too. **Overcharge**: Deal the maximum possible damage with the overcharged damage dealing spell.

Bigger Booms!

Starting at 2nd level, the evoker gains a special Overcharge that only the evoker has access too. **Overcharge**: The Ranged of any Area Of Effect is multiplied by the Evokers Awesome Power

HUNGERING MAGE

Beginning at 6th the evoker becomes so in tune with magic, that they can devour it! Like tasty cheese balls.

Eat Magic - (Reaction) – Range 60ft. Choose a target within range that you can see casting a spell or using a spell like ability. To attempt to Eat magic, pay 1 mana for every Tier of villainy of the spellcaster who cast the spell or spellike ability you are attempting to eat. Then make an ability check, using your spellcasting ability. The DC for the check equals 15 + the enemy spellcasters tier of villainy. A successful check ends the spell or magical effect. **Overcharge**: if you spend 2 mana for every level of the spell or magical effect your attempting to Eat, you automatically succeed your ability check to Eat magic.

Tasty treat – If you are successful with Eat Magic and the spell or spell like ability would have dealt damage associated with your primary spell school, you are refunded all the mana you spent. Additionally you gain an amount of mana equal to your Awesome Power.

Your own magic tastes like a black fuzzy apple. Which is bad, trust me. If a spell that the evoker casts is somehow reflected and the evoker is now a target of their own magic, they can still eat it but it costs twice as much mana and they may not benefit from Tasty treat.

SPELL HIDE

At 10th level, the evoker can resist damage associated with their primary spell school. If the evildoers Tier of villainy equals or exceeds the evokers heroic tier, the evoker gains Damage resistance to any attack that deals damage associated with the evokers primary spell school.

If the evildoers Tier of villainy is less than the evokers heroic Tier *(if they are a minions)*, the evoker gains Damage immunity to any attack that deals damage associated with the evokers primary spell school.

RESISTANCE IS FUTILE

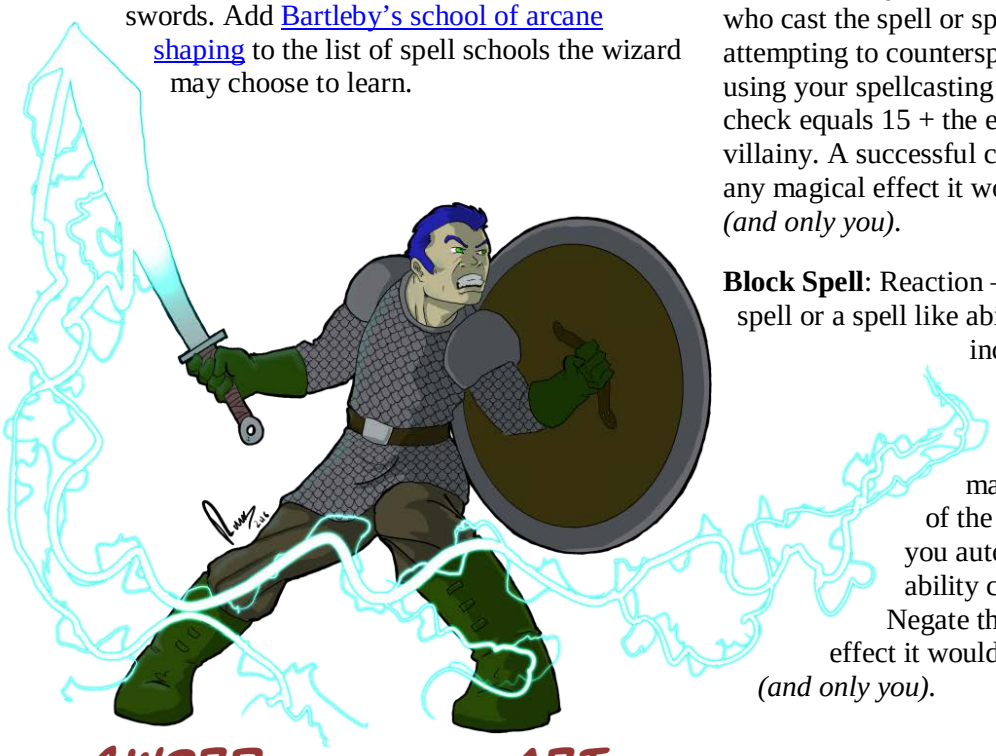
Starting at 14th level, the evoker gains a special Overcharge that only the evoker has access too. **Overcharge**: The overcharged spell can't have its damage resisted, Additionally if the overcharged spell is from the evokers primary spell *school (the spell school chosen at 1st level)*, the spell deals half damage to any target that would normally be immune.

WARWIZARD

Wizards are usually smarty pants that learn to throw around spells. War wizards though, learn how to toss about spells when needed but can still fight on long after their mana wells run dry. The War wizard learns how to cast in armor, while wielding swords and eventually a shield. A war wizard is the big bad beat'em up mage! So evildoers beware.

MARTIAL MAGICIAN

Also starting at 1st level, Gain +2 HP per level, proficiency with medium armor, shields and swords. Add Bartleby's school of arcane shaping to the list of spell schools the wizard may choose to learn.



SWORD ART

Starting at 2nd level, you may use a one handed sword to perform the somatic component for spells *(In other words the war wizard can still cast spells, even when wielding a one handed sword)*

BY SWORD & BY SHIELD

Beginning at 6th level, shields become an arcane focus *(In other words the war wizard can still cast spells, even when wielding a shield)*. Additionally the war wizard gains 2 new abilities that may be taken as reactions.

Parry Spell: Reaction – when you are hit with a spell or a spell like ability that targets you or includes you in its area of effect, you can use your reaction to attack the spell with your sword, pay 1 mana for every Tier of villainy of the spellcaster who cast the spell or spellike ability you are attempting to counterspell make an ability check using your spellcasting ability. The DC for the check equals 15 + the enemy spellcasters tier of villainy. A successful check negates the spell or any magical effect it would otherwise have on you *(and only you)*.

Block Spell: Reaction – when you are hit with a spell or a spell like ability that targets you or includes you in its area of effect, you can use your reaction to block the spell with your shield, pay 2 mana for every Tier of villainy of the creature who cast the spell, you automatically succeed your ability check to negate the spell. Negate the spell or any magical effect it would otherwise have on you *(and only you)*.

POWER AT COST

At 10th level, the war wizard may take a bonus action to partially refill their mana well. Spend a recovery and gain mana instead of HP. The mana gained equals the recovery amount + your Awesome Power (this uses your permanent AP, temporary AP increase has no effect on Power at Cost).

FINAL FORM

The war wizards final form makes them a fearsome engine of battle. Forming multiple arms all equipped with fierce blades made from pure magic, as well as infusing their bodies with this magic.

Making the war wizard a frightening opponent to stand tow to toe against.

Starting at 14th level, as a bonus action the war wizard can pay 5 mana at the beginning of the round and 5 mana at the beginning of every following round. Doing so surrounds the war wizard with arcane energy, the war wizard grows 4 additional arms, all wielding swords of arcane force and gains temporary HP equal to their beat up threshold. While in this form the war wizard can attack 4 time when performing the attack action against a creature that is within 5ft. These 4 attacks are melee spell attacks that deal 11(3D6) + Intelligence modifier Force damage every hit. If the war wizard fails to pay the 5 mana at the beginning of the round or loses the entire temporary HP granted by the final form, the final form ends immediately.

SPELL BARON

The spell baron is a wizard who masters all the neat little tricks that makes a spell truly useful. They're also the only wizards not limited by spell schools, they can learn any spell that they have the power to cast. Magic is a wonderful friend when you take the time to really get to know it.

MASTER OF SPELLS

Starting at 1st level, unlike other wizards, whenever a spell baron learns spells, the spells chosen may be chosen from ANY spell school & of a level for which the spell baron has the ability to cast.

Also unlike other wizards, the spell baron can have more than one primary spell school. At 1st, 6th, 11th & 16th levels (when wizard learn spell schools) any spell school the spell baron chose to learn is added to his collection of "primary" spell schools. A spell baron (again, unlike other wizards), may choose ANY spell school to learn when adding to the spell schools they know.

Additionally the spell baron gains a special Overcharge that only the spell baron has access too. Only spells from one of the spell barons primary spell schools may benefit from this special overcharge.

Overcharge: Create a number of "safe zones" within a spells area of effect. You may choose a number of creatures (equal to your Awesome Power) within your spells AOE to be immune to the spell.

A MIND FOR MAGIC

Starting at 2nd level, the spell baron gains the uncanny ability to concentrate on more than one concentration duration spell at once! Now that's CRAZY!! The spell baron may have a number of spells with the concentration duration active equal to the spell barons Awesome Power at any given moment.

SPELL SHIELDING

Beginning at 6th the spell baron learns how to interfere with the flow of magic and spells coming from others.

Spell Shield – (Reaction) - When you are hit with a spell or a spell like ability that targets you or includes you in its area of effect, you can use your reaction to unravel a bit of the spells magic, pay 1 mana for every Tier of villainy of the spellcaster who cast the spell or spell like ability you are attempting to shield yourself from. Make an ability check using your spellcasting ability. The DC for the check equals 15 + the enemy spell casters Tier of villainy. A successful check negates the spell or any magical effect it would otherwise have on you (and only you).

Stifle Spell – (Reaction) - When you are hit with a spell or a spell like ability that targets you or includes you in its area of effect, you can use your reaction to trace the magic to it's source an block it

up! Pay 3 mana for every Tier of villainy of the spellcaster who cast the spell or spell like ability you are going to stifle. After that spell casters spell or spell like ability takes effect, that spell or spell like ability can't be used again for the next 24 hours.

SELFLESS SPELLS

The spell baron has learned how to share spells never meant to be shared to help their friends and how to focus the destructive powers of other spells, into a simple touch.

At 10th level, the spell baron gains two special Overcharges that only the spell baron has access too. Only spells from one of the spell barons primary spell schools may benefit from these special overcharges.

Overcharge: Any beneficial spell with a range of self (such as the arcane armor of invulnerability) now has its range changed to Touch.

Overcharge: Any spell that deals damage or gives a negative effect that has a range other than "special" (such as fireball) now has its range changed to touch. If the spell had an AOE it loses that AOE and may only affect a single target. If that spell required a ranged spell attack, it now requires a melee spell attack. If that spell required a melee spell attack, it still requires a melee spell attack.

PRISMATIC MAGE

The spell baron gains a mastery over their spells and spell schools associated damage like no other.

Starting at 14th level, the spell baron may as a bonus action change the type of damage that one of their spells does to any type of damage that is the associated damage with any of their primary spell schools.

SATURDAY MORNING BACK GROUNDS

A HEROES BEST FRIEND

You got a friend for life, a pet, and this beastie had stuck with you through thick and thin ever since you were a child. It goes were you go, sleeps were you sleep and it's never afraid to help in on the action.

Skill Proficiencies: Animal Handling

Equipment: Treats.

Feature: Datta Boy!

You have a trusted Companion and a **Companion Mastery** level equal to your Wisdom modifier (refer to companion mastery in the ranger archetype of the lawman class). You don't have the Rangers maneuver points, but may still issue **Pet Commands**. If you take the Lawman class and the Ranger Archetype, you may treat your Awesome Power as being one point higher for the purpose of calculating your Companion Mastery level.

ALTAR BOY/GIRL

Raised in the church you served at the side of a priest for many years. Self-sacrifice and the righteous path have been so thoroughly drilled into your head that saving people is your nature. There is a divine energy running in you. A spring of purity, spark of justice, the makings of a hero.

Skill Proficiencies: Insight, Religion

Languages: Two common languages of your choice

Equipment: A figurine of devotion, Prayer book, Common Cloths, Belt pouch and 15 gp

Feature: Founded in Faith

As an altar boy/girl, you apprenticed to a priest for many years and are versed on the various ceremonies of your religion. You may perform ceremonies as if you were a priest of your religion. To perform these ceremonies you've learned to use proper priestly implements. Gain proficiency with holy symbols.

AMNESIAC

Who are you? What are you? Where did you come from? From the moment you woke up the only thing you know is…you have awesome power.

Equipment: An item of your past and simple clothing.

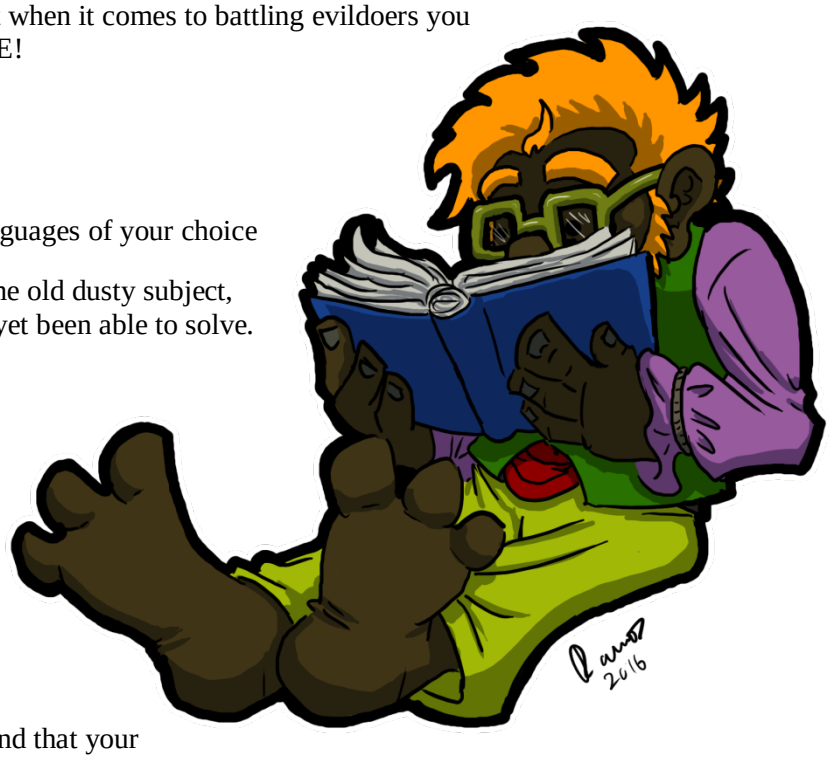
Feature: Who am I?

The item you carry with you is the only clue you have to a complicated past, the link that will bring you closer to finding out who you really are as your progress through the campaign. How your past unravels

will be determined by the GM but you can expect a multitude of flashbacks to your road to discovery. Additionally, you may try and "force a flashback" by rolling a Wisdom (insight) check DC 20.

BOOK WORM

You spent your childhood in a grand library surrounded by books. You may not have the best people skills, or be the strongest hero around . . . but when it comes to battling evildoers you have the best weapon around, KNOWLEDGE!



Skill Proficiencies: Arcana, History

Languages: Two common or uncommon languages of your choice

Equipment: One large dusty book about some old dusty subject, some old dusty cloths and a riddle you have yet been able to solve.

Feature: Magical pages

You're not the brightest and are far from having all the answers, but there's power in books. Gain proficiency with arcane foci and my treat the AP requirement of 1 tome as zero.

BRAWLER

You never backed away from a fight and found that your fist were often your only tool for negotiation. When people took notice of your talent for breaking noses, you travelled from place to place fighting for coin. You are well versed in slamming people against the floor or punching them in the face. Not the greatest profession, but it toughened you up enough for your next job . . . . . Being a hero!

Skill Proficiencies: Athletics, Acrobatics

Equipment: Simple Clothes, belt pouch.

Feature: Hard knocks

You've learned how to breach barricades by bashing through them with an evildoers face, broken bones with a brief backhand and habitually leaved beaten bodies aching and bruised. When attacking with an unarmed strike treat your Awesome Power as one point higher.

CARTOGRAPHER

You have always been interested in mapping and have used your investigative knowledge of cartography putting it to good use when situations arise. You have a great sense of coordination and you can navigate through areas with ease, recording everything.

Skill Proficiencies: Survival

Languages: Three Common or uncommon languages of your choice.

Equipment: Traveling clothes, a spyglass and a compass.

Feature: Lay of the land

Being an explorer and cartographer comes with its perks so it's very hard for you to ever get lost. Having a trained eye to understand the lay of the land, you are experienced in locating landmarks to help you and avoiding danger. When traveling overland and called to roll for that days "danger", you/your party may roll with advantage.

CHARLATAN

Well, you are a hero for sure, but you have a certain knack at spinning a yarn, telling a tale and stretching the truth farther than the eye can see . . . a talent so great in fact that people buy into what you're saying even when you claim that you're something you're not. Even if you weren't directly involved in something glorious, a famous battle, epic adventure or the savior of an entire town. With a silver tongue and honeyed words you can convince people what you didn't do. Just be careful though, some untruths can come out and finally bite you in the butt.

Proficiencies: Deception, Persuasion

Equipment: simple clothing, belt, bag

Feature: It was me!

It was you, of course it was. If it weren't for you your fellow adventures would have no hope to escape. Lucky you were there…or else. Convincing others of your deeds of elaborately exaggerated heroic proportions is what you do, and probably what you do best! By gaining a level of insanity *(because your idea is so farfetched, it's insane!)* you gain advantage on Persuasion and Deception skill checks.

CIRCUS CLOWN

Flips, trips, tumbles, and coconut cream pies. Fluffy, frilly outfits and layers of makeup. Juggling small swords while being chased by an angry bull. Enduring hours of what some would say is utter humiliation, just to put a few smiles on some young faces. Not everyone has what it takes to be a clown. Coincidently it does give you a great skill set for becoming a hero.

Skill Proficiencies: Acrobatics, Performance

Tool Proficiencies: Disguise kit

Languages: One common or uncommon language of your choice

Equipment: Frilly Clown costume, Clown makeup, 3 short swords

Feature: Fool for a night

You're a skilled entertainer and can put a smile on the most dour of faces. A little laughter goes a long way, long enough to get you a good meal and bed to sleep in, without the need for coin. That is if you play the fool in a tavern, noble's court, theatre or your old home . . . the circus. Daily/nightly performances tend to make you a bit popular in the area and villagers may start noticing you in the streets.

CON ARTIST

You are an artist . . . a con artist . . . Using your wit and your charm to get your way is what you do. Or at least, what you used to do. For some reason you've turned to hero'ing. Maybe there was an event in your past that put you on the noble path. Or maybe you pretended to be a hero so long, that you actually become one!?! Whatever the reason, your one of the good guys now.

Skill Proficiencies: Deception, Persuasion

Tool Proficiencies: Disguise kit, Forgery kit

Equipment: A rigged game of your choice, Belt pouch, a fancy scarf and 30gp

Feature: Secret life

You have had many alter egos and personas in your time as a con. Becoming another person is totally easy for you. Thing is keeping track of all the people you've been gets a bit more difficult. You may choose to succeed one deception roll. You may make the choice to use this feature after you roll, but before determining whether the roll was a success or failure. After you've used this feature, the GM at any point of the game may have an NPC recognize you for one of your not so heroic personas of your past. You can use this as many times as you like, however the more you do . . . the more likely it is that your past comes back to haunt you.

CRAFTSMAN

Blacksmith, brewer, baker or mason, you my good friend are a craftsman. Whatever your craft may have been, you were driven to the life of a hero. Maybe you were a Blacksmith who made their own armor for a quest, or a mason that was forced to defend an unfinished castle. You'll never forget your skills, but you're a hero now.

Skill Proficiencies: Insight, Persuasion

Tool Proficiencies: one set of artisans tools

Languages: one common language of your choice

Equipment: Commoners cloths, artisan's tools, belt pouch, 30gp worth of mundane gear

Feature: Good deal

Once being a craftsman in your own right, you know what it takes an around about how much it costs to make stuff. You may negotiate down the price of a large purchase. Roll a Charisma (Persuasion) skill check, reduce the gold cost by the amount rolled for every 100gp in the initial purchase price. *((IE: A Charisma(persuasion) check rolls a total of 15 when trying to buy 500gp worth of gear. You may reduce the cost by 15gp for every full 100gp in the initial purchase price, reducing the price to 425gp))*

DARK TAINT

Whoops, you're followed by sinister forces and destined for darker things. Yes, you're a hero but maybe one day…who knows? The feelings of negativity around you have a pronounced effect on one's mind. Creepy shadows, mist and the fact that the undead seem to follow you wherever you may go. The thing is, you don't know why this has happened to you, or even what you might become. It scares you and others . . . wherever you tread you are never really welcome. Only through heroic actions have you tried to keep this darkness at bay. Just.

Skill proficiencies: Intimidation, Survival

Equipment: Simple clothes with cloak and hood.

Feature: Madness makes me well

There is an air about you that others find disturbing. You know you're not an evildoer and your deeds should show others of your good intent, but there's something about you. You slip in and out of madness too easily, showing little to no concern for the things that drives other heroes to the brink of utter insanity. Whenever you gain a

level of ***INSANITY*** you may regain *Hit Points* equal to your recovery amount, you need not spend a recovery to do so. Alternatively as an action you may spend a recovery to lose one level of insanity.

DECK HAND

You were born and raised on the high seas, but when swabbing the deck and scraping away barnacles became your life . . . You left in search of more. Your knowledge of the sea, your home, has been a great deal of help while battling pirates and various other aquatic evildoers. You have also made more than a few friends across many sea side towns that are willing to give you a hand, or just a place to lay your head.

Skill Proficiencies: Athletics, Perception

Tool Proficiencies: Navigators tools, vehicle (water)

Equipment: Club, 50ft rope, lucky rabbits foot, common cloths, belt pouch, 10 gp

Feature: Call of the sea

You've served on many ships in your time, fallen overboard a few times and had to jump into the sea to save a person or two. So when you need to, you can swim like a fish! Maybe even better. You have a swim speed equal to your normal speed.

FAIRY GODCHILD

There are fairies in the world that see mortal children in need and come to their aide! These fey defend their godchildren with unwavering ferocity. When these fairy godchildren grow up and can protect themselves . . . their overbearing godparents will still "give them aide" when needed.

Language: Any 3 languages of your choice

Equipment: A masterfully woven, tailored, silk clothing that will not rip, tear, burn or take stains. It will **forever** remain as beautiful as the love between fairy parent and child…

Feature: Fairy blessing

It's not easy for you but you have learned to defend yourself in the way your godmother did. As an action you can spend recoveries to summon a "FEY BLADE". The type of fey blade summoned, depends on the number of recoveries spent. A fairy godchild my treat the AP requirement of all fey blades as zero and a fey blades AP req. to encumbrance is never applied. You may only have a single fey blade summoned at any given moment. The duration of the Fey blade summoned, depends on the type of Fey blade summoned. For the statistics on fey blades, refer to the magical gear section.

- **Minor Fey Blade**: 1 recovery spent summons a Minor Fey blade that lasts as long as it remains in your grip and you remain conscious or take a short or long rest.
- **Lesser Fey Blade**: 2 recovery spent summons a Lesser Fey blade that lasts as long as it remains in your grip and you remain conscious or take a short or long rest.

- **Fey Blade**: 4 recovery spent summons a Fey Blade that lasts as long as you remain conscious or take a short or long rest.
- **Greater Fey Blade**: 8 recovery spent summons a Greater Fey blade that lasts until you take a short or long rest.
- **Master Fey Blade**: 16 recovery spent summons a Master Fey blade that lasts until you take a long rest.

GRAVE ROBBER/TOMB ROBBER

Evildoers come and go, they live and… well ... stop living. No one misses them when they are gone right? I mean good riddance! So it's not they need any of their ill-gotten gains. Best to put those forgotten items to good use and for that matter a not so alive anymore hero isn't really using their stuff either!

Skill Proficiencies: Stealth, Perception

Tool Proficiencies: Thieves tools

Equipment: Thieves tools a dark set of common clothes, small spade and a crowbar.

Feature: Deathly insight

It takes a pretty strong will to do what you do, and though you may have had a few partners in the past, they have all gone a bit mad from the sights, smells and even sometime sounds that come along with this line of . . . "work". You're made of sterner stuff them they all were however and it takes a bit more to make you crazy then some disturbing sight. Whenever you are called to make a Wisdom save versus insanity, gain advantage.

HISTORIAN

Kamaruk and his hunts. Huridim and the quest for the golden fire render sword. Lady Ashem the silver and the battle of Aurkwood. You have read the stories of great battles, quests and myths. There is little of Gemini's past that you haven't read somewhere. This knowledge has lit the fire of a hero in your heart and guides you to victory in your adventures.

Skill proficiencies: History

Equipment: Encyclopedia of beasts, monsters and the heroes that battled them as well as some fairly comfortable clothes.

Feature: Hey, I've read about that!

Whatever it is you encounter. a monster, legendary evildoer or a mythical creature that you thought was… just a myth . . . there's a good chance you may have read about it in some old tome and there's a chance of putting that knowledge to good use. You may as an action roll an Intelligence *(History)* skill check DC:20 and gain 1 piece of factual information. You may ask the GM to tell you something about one target(your choice) and the GM must tell you a short piece of history or myth that carries with it one honest piece of information about the target *(such as 1 type of damage resistance/vulnerability, special move, etc.)*.

I DON'T WANT TO GROW UP

Some kids just never want to grow up and you are no exception. Long ago you were enchanted by the grand great and glorious tales of adventure told by Puffwillow and her fairy friends. Tales to inspire your endless imagination as a child, tales that went on forever and ever. Tales that kept you mind spirit and body a kid forever and ever and ever . . . .

Languages: Fae and two other languages of your choice.

Feature: Not So lost boy/girl

With all the tales told by Puffwillow & her friends you've learned a thing or two about a thing or two . . or three . . . and in this mean old world full of big ole bad guys, mean old monsters & water born reptiles with a ticking sounds coming from their bellies . . . you've learned how to fight, to survive and have do it all with a smile that only a child can muster! You've never wanted to grow up, and you never have! Your age category is Child & you will always be a Child, you can't age or be aged by any means, even magical. (this background cannot be taken by caretakers or the living undead).

LUCKY STIFF

Better to be lucky than skilled right? Well, for you this saying has never been truer. You've lived a charmed life and because of the ridiculous luck that's blessed your life, you thought it would be a good idea to become the next totally legendary hero. What could go wrong?

Equipment: A totally useless lucky charm

Feature: NO WAY!

Lucky is a fickle thing, sometimes it can be extraordinary good luck or extraordinary bad luck. Which, if you get the bad luck side . . . really sucks, but for you it's ALL good! You are immune to a luckstealer's "steal luck" & "Ill fated" abilities. Not only that, but when you roll a natural 1 on a D20, it counts as a natural 20 instead!!! (yes that means you can critically hit when you roll a 1).

LYCANTHROPE

You were born something more than you appeared. The call of the forest, light of the moon or the scent of fear . . . you are not like a normal member of your race, you are a lycanthrope! Able to tap into the beast within and transform into a powerful hybrid monstrosity.

Skill Proficiencies: Survival

Equipment: A silver bullet affixed to a chain.

Feature: Were-beast

You are a were-beast with a hybrid form. You gain the ***Beast Blood*** Feat. However you may gain a number or abilities from the Beast Creation table or Beast Blood table whose total cost does not exceed 20 (instead of 10). Gaining the beast blood feat after this point grants you gain a number or abilities from the Beast Creation table or Beast Blood table whose total cost does not exceed 10 (as per the feat).

MEDICINE MAN/WOMAN

You willingly placed yourself in the front line of battle. Violent conflict was something you saw on a daily basis and you used your skills in easing others pain to heal the needy. All the while an inner calling pushing you towards something much more!

Skill proficiencies: Medicine, Insight

Languages: One common language of your choice

Equipment: Healers kit

Feature: Thanks Doc!

Any ally/hero that is *DOWN* may add your Awesome Power *(minimum1)* to their roll to *GET BACK IN THE FIGHT* rolls as long as you are not *DOWN* or *DOWN & OUT*. Additionally You may roll a DC:20 Wisdom *(Medicine)* check while performing a *YOU'RE FINE* action. If the check is successful, the target of the *YOU'RE FINE* action may *GET BACK IN THE FIGHT* without gaining a level of *HAGGARD (or EXHAUSTION)*.

NATURE BOY/GIRL

Many heroes arose from towns and cities, but not you. You prefer the fresh open air, the feeling of dirt and grass between your toes, the sights and all the sounds of the natural world. The sparkling of the starts overhead can never be matched by a fluffy pillow, and heaven forbid you sleep in one of those bed thingies!

Skill Proficiencies: Athletics, Survival

Languages: You learn to speak with one type of animal of your choice. *(Wolf, bear, etc.)*

Equipment: Hunting trap, trophy from an animal, animal skin outfit, belt pouch, 10 gp

Feature: Clear blue sky

Nature is your home, the grass your carpet and the sky your roof. While traveling outdoors you always know where's north. Getting lost outdoors is not impossible for you, but really, really difficult! However, villages, towns and cities turn you around pretty easy. While outdoors in the wild you may ignore the requirement of water skin and rations to benefit from short and long rests.

NOBLE BIRTH

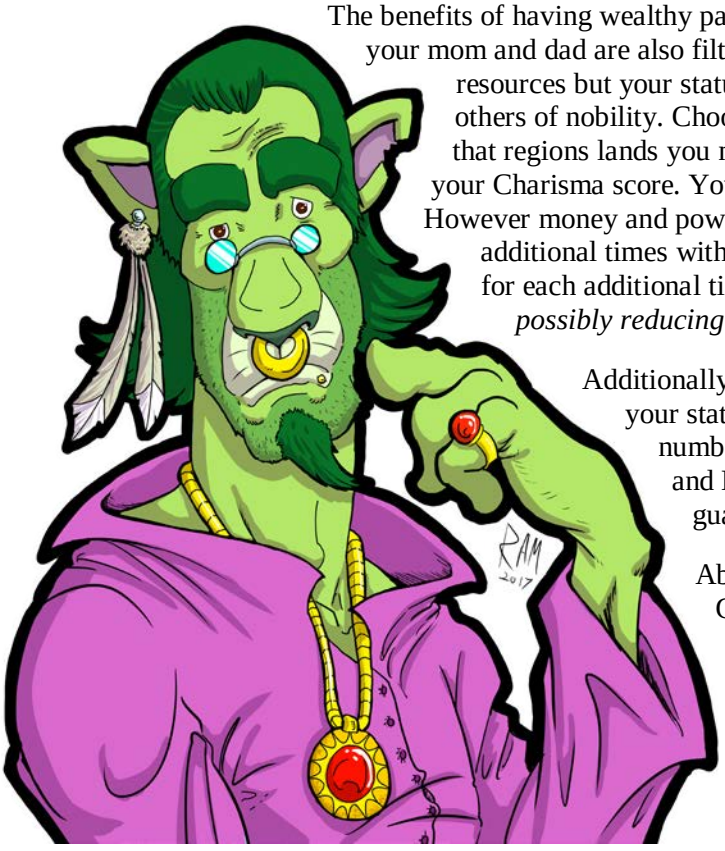
You have position and status. You were born from a noble household and had it all. However it is wasn't enough for you and dreams of becoming something more filled your head. You longed for excitement and adventure.

Skill Proficiencies: Persuasion, History

Languages: One common or uncommon language of your choice.

Equipment: Lavish clothing, cloak, signet ring of station.

Feature: Status.



The benefits of having wealthy parents with title and estate are yours, not to mention that your mom and dad are also filthy rich. Not only can you call upon their help and resources but your status also allows you equal standing when conversing with others of nobility. Choose a region *(to be approved by your GM)*, while within that regions lands you may reduce the cost of one item by 50gp multiplied by your Charisma score. You may do this once per long rest with no ill effect. However money and power have driven men mad before and you may do this additional times without the need for a long rest by gaining 1 level of insanity for each additional time *(You may apply the additional times to a single item, possibly reducing the cost of a highly expensive piece of gear to nothing)*.

Additionally while within the region of your noble birth you may use your status to reduce the cost of a Hirelings salary by half (for a number of Hirelings Equal to your Charisma bonus). Mommy and Daddy wouldn't want you walking around without body guards you know!

Abusing your status isn't very nice and depending on your GM may come with consequences.

NOT SO EVILDOER

Your moma was an evildoer, your daddy was an evildoer, your grandparents were evildoers and you were . . . well, you wouldn't call what you did evil, per se. Maybe just a tad bit mischievous. You know, the occasional scaring an unsuspecting villager for laughs. Maybe even pulling down the trousers of a town official, as an innocent joke of course. Point is, you never really wanted to be part of the family business. Thing is, no matter how much good you do as a hero, your still juuuust a little bit bad and you know it!

Skill Proficiencies: Deception, Stealth

Tool Proficiencies: One type of gaming set

Languages: One common language of your choice

Equipment: black cloths, old letter from Mom and Dad, belt pouch, 20 gp

Feature: Not so heroic friends & family

You have a small handful of reliable and trustworthy friends, maybe family members. That like you, aren't entirely evildoers. Unlike you however, they never managed to cross the threshold into heroism. You stay in contact with them and exchange messages. When they get the chance to, they help you out with information on real evildoers.

NOT SO IMAGINARY FRIEND

Through some family air loom, magical item or indeed a curse . . . you are followed by a…spirit. One that is connected to you in some way. Often, with or without provocation the spirit appears to you offering some form of comfort…or scathing ridicule.

Equipment: A spiritually infused item *(ring, dagger, necklace, book, etc.)*, simple clothing.

Skill proficiencies: Arcana, Religion

Feature: I see dead people

You're not mad, you really can see a spirit and have done so for quite some time. Though, in truth most can't see the spirits unless they too have some special skill too. Otherwise you appear to be talking to yourself or at the very least, an imaginary friend. As a bonus action you can summon your not so imaginary friend and carry on a conversation. What you say to it is of course your choice and while it can understand you, you can only understand it of you can understand Eather talk or have the spiritually infused item on your person. Your spirit friend can come to you at any time as well, however that is upon the GM's discretion. The spiritual item in can't be destroyed or damaged in any way, it is protected by spiritual forces. However it may be misplaced, forgotten somewhere or just plain stolen. The good news is that the spiritual item is so tied to you that as an action you may gain a level of insanity to call the item into your hands, no matter where it had gotten off to. Even if it was in a different plane of existence.

ONCE A SLAVE

You grew up as a slave to a dark lord, scrubbing the dirty halls, tending the fields and working the mines of a miscreant lord. Chained, beaten and humiliated, you longed for the day to be free of this existence, until one night brave and noble heroes freed you and your fellow slaves. With their guidance and your strength you rose up against the evil one.

Skill Proficiencies: Athletics, Acrobatics

Languages: One common language of your choice.

Equipment: Simple clothes.

Feature: Unbound.

Bound by chains and the will of others you come from a place without freedom, a place you will never return. You have shattered the shackles of your past and will do so over and over. Nothing will ever bind you again. When you are bound, tied up, shackled etc. you may gain a level of exhaustion to break free of your bindings.

PERSON'S PERSON

You are a social butterfly, a person of likeable demeanor and charisma. You are a person's person and people love you! No matter where you go, or who's there when you get there, they will all probably end up your friend.

Skill Proficiencies: Persuasion, Insight

Languages: Any Two languages of your choice

Equipment: Really fancy party cloths

Feature: Oozing charisma

Yup, that's right you're just OOZING charisma! Raise your Charisma score by one point. Your maximum Charisma score may be 22. You sexy devil you.

RAISED BY ANIMALS

Your birth parents were mysteriously missing and you were raised by animals. The beasts treated you as one of their own and for a time you thought you were one of them. So much so that you could become in body what you were in spirit . . . a beast!

Language: You speak the language of the beasts that raised you.

Equipment: An old beat up trinket that has a photo of your birth parents.

Feature: Feral form

With all the years you spent pretending you were a wild beast, you unlocked the power to actually become a wild beast! Gain the ***Wild Shape*** feat. However when you decide to transform into your wild shape, you do so as a standard action instead of a full round action.

RELIC HUNTER

Oh man, whether it be tombs, ruins, dungeons or forgotten kingdoms. Whatever it is and wherever it may be, you'll find it and pilfer it. So many delights and treasures to track down and be found. Discovering the next big relic will bring you fame and glory, tales of your adventure will be told by your grandchildren's grandchildren. At least that's the genera idea.

Proficiencies: Thieves tools, Investigation

Languages: Two common or uncommon languages of your choice.

Equipment: Whip, common clothes, belt pouch, thieves Tools.

Feature: No, no . . . I got it. . .

You're skilled in tracking magical things down, how to follow leads and where to look for clues. You have discovered so many magical relics and held them in your possession for so long . . . that magical gear doesn't drain you as much as others. The encumbrance value of a number of pieces gear equal to your Awesome Power *(minimum 1)* is reduced to two if it would be higher than two.

SAVAGE

You grew up with a savage and primal people, a member of a wild tribe until the day you returned to society . . . possibly to find your true family. You know the savage ways, customs and language.

Languages: One Common or uncommon language of your choice

Equipment: Tribal effigy of your choosing, simple clothes

Feature: Savage ways

Your upbringing has made you strong and shown you how strength can be used to settle matters without bloodshed. You may use your Strength modifier instead of your Charisma modifier for Deception, Intimidation & Persuasion skill checks. Additionally if you are a barbarian, you may as a bonus action gain 1 level of insanity to gain your Maximum anger and fly into a rage.

STREET RAT

Life was rough on the mean streets. Having to outrun town guards, cause you nicked a bit of bread to eat. You would have paid for it if you had any coin. You did what you had to to get by and now that you have the strength and skills . . . You're going to do all you can to make sure no one else has to go through what you had to.

Skill Proficiencies: Acrobatics, Stealth

Tool Proficiencies: Thieves tools

Languages: Street speak

Equipment: A small knife, tiny animal pet, common cloths, belt pouch 5gp

Feature: Back alley spot

You grew up on the streets, and to do things you're not totally proud of. Running was your best option back in those days, followed by hiding. This has made you good at spotting hidden places within the confines of a city, town, or village. When searching for hidden places on the streets of a village, town or city, you may roll with advantage.

TOWN GUARD

You were trained and drilled daily. Taking watch on the town walls, calming down the tavern drunkards or whatever it was you had to do, you did what you had to too defend your home town from all manner of miscreants. In your journey of upholding the law and defending the innocent, becoming a hero, was only the next step.

Skill Proficiencies: Athletics, Intimidation

Equipment: You have a mark of service (this may take any form you choose), common cloths, belt pouch, 10gp

Feature: One of the boys/girls

You've served as a member of a towns guard, and to some that's not much but to other towns guard your one of the boys/girls! If you show a member of a towns guard your mark of service, they will treat you as one of their own. They'll let you sleep in a bunk in the barracks and even share in their meals. If you have no weapons or armor, they will even equip you with some cheap equipment. Totally for free, except if something bad happens . . . then they come to you looking for help.

UNLIKELY ORPHAN

Whether you grew up in an old English orphanage or as the adopted child of an eccentric tavern owner, you had humble beginnings. That was of course until one day when all the real heroes were down and out, unable to defend the town against a relentless evildoer, and you rose up to stand in that evildoers way. You may not know who your real parents are, but you have the blood of heroes in you!

Skill Proficiencies: Athletics, Acrobatics

Equipment: A small figurine of your favorite hero, common cloths, belt pouch, 5 gp

Feature: You're a natural

You never trained for battling evil doers but for some reason you're a total natural! You have a small toy weapon, the weapon is useable but deals no damage . . . . cause it's a toy. However you gain proficiency in the non-toy version of that weapon, if you already have proficiency with that weapon you gain a +2 to attacks rolls made with that weapon.

WAYFARER

The forests are your shelter, the skies your roof and the ground your bed. You have much in common with animals, the spirits and even the Fae within the trees. You know that Gemini is alive and you feel and hear the whispers of the planet resonate within you.

Skill proficiencies: Religion, Nature

Languages: One uncommon language of your choice.

Equipment: Leaves, seeds, a staff and simple robes

Feature: Dreams of Gemini

While in deep mediation a wayfarer can converse with the world of Gemini and ask it for guidance. The wayfarer may as an action enter a deep trance, during which they cannot take any physical action. While in this trance the wayfarer may speak and understand primordial, the very language of Gemini itself. Gemini is the planet and its knowledge and concepts are very different from a small mortal creature and it is up to the wayfarer to interpret Gemini's message. It takes one hour to ask a single question and receive an answer and at the end of that hour you gain a level of exhaustion.

WORK HORSE

Miners, lumberjacks porters etc. They are often thankless, back breaking jobs. Yet all that heavy lifting and long hours of work, have forged you into a mass of muscle. Perfect for picking up a massive blade to battle evil. So that's exactly what you did! Good job.

Skill Proficiencies: Two (non-Intelligence) skills of your choice

Equipment: Old worn clothing, belt pouch and good intensions

Feature: You call that heavy?

Having heaving lifting being a part of your daily life for so long, has made you so sturdy that you laugh at what others call heavy. Your encumbrance threshold is double.

ZEALOT

You follow the laws of the land and your faith to the letter, you're unquestionably devout and you will not tolerate any deviation. Evildoers across the face of Gemini will be expunged and only goodness will remain. So do your good works and spread the word brother! Spread the word!

Proficiency: Religion, Insight

Languages: One common language of your choice

Equipment: Mark of your faith, simple robes and a prayer book.

Feature: My faith is my armor

When you're overcome with passion to such a degree that your fanaticism takes control and dulls your senses, no pain shall impede you, no weapon strong enough to mar your belief. As a free action, when you are dealt damage from any source you may reduce that damage to ZERO by gaining a level of *INSANITY*.

CHARACTER OPTIONS

FEATS

Feats are great! Believe me, they really are. No question about it. So knowing that you are going to choose a feat instead of doing something silly like raising your Constitution score two points higher (or some other such nonsense), here's a list of seriously awesome feats that I know you're gonna love! Just one thing before I let you take a look at the feats . . . I know, I know . . . but be patient, we're almost ready. When choosing a feat to take when you have the ability to take a "character option" you can only chose a feat once (unless otherwise stated in the feats description). Meaning that you can't take 26 inch pythons twice, no matter how much you want to say that you have 52 inch monster arms . . . . There are a few exceptions to this such as the "Beast Blood feat. The description of the feat will let you know if it can be taken more than once.

26 INCH PYTHONS

Prerequisite: Strength 15 or higher

What you gonna' do when these 26 inch pythons come looking for you!?!?….

Increase your Strength score and its normal maximum by one.

Treat you Awesome Power as one point higher for determining unarmed and improvised weapon damage.

You gain a new unarmed attack that you may perform, the lariat.

- **Lariat**: The Lariat is a special combat action that can knock an enemy prone. To perform a Lariat attack, you must sacrifice all extra attacks gained from the extra attack feature (if you have that feature). If a creature is hit with the Lariat, deal your unarmed damage and the target is knocked PRONE. As a bonus action, you may drop prone and grapple the creature struck by the Lariat.

ACCIDENT PRONE

Prerequisite: none (but you may want to be careful as this feat lowers your Dexterity score).

Lower your Dexterity score to 6. Your Dexterity may not be raised higher than 6.

Increase your Awesome Power by 1.

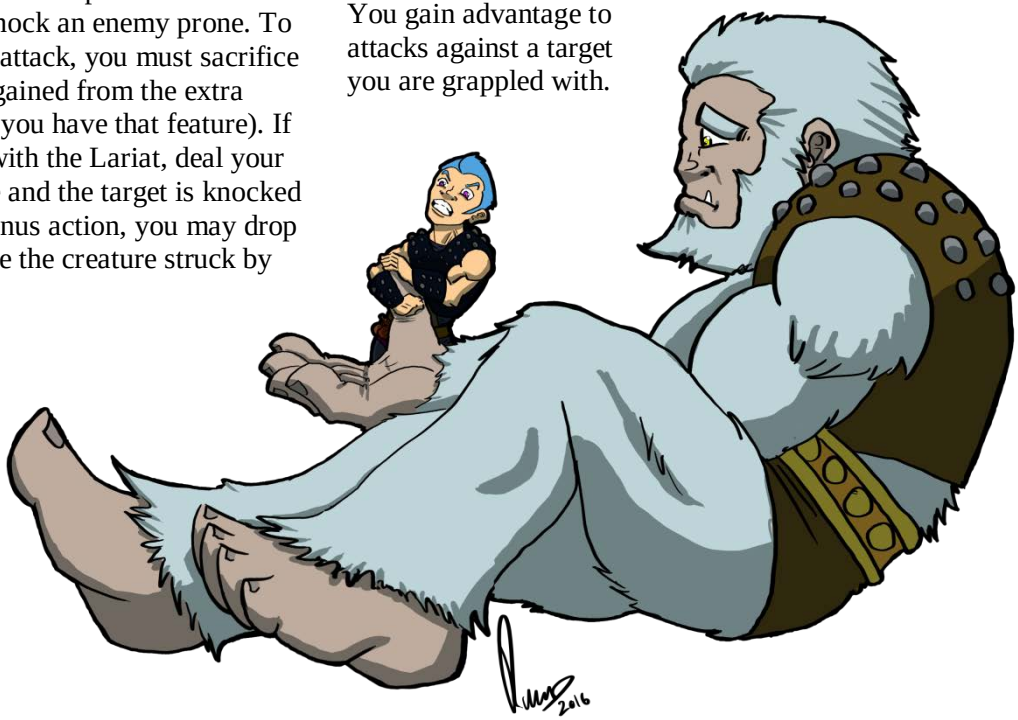
AMATEUR WRESTLER

Prerequisite: Strength 15 or higher.

You've been wrestling for a while and have picked up a few new tricks.

When performing a grapple check, treat the Awesome Power of the target you are grappling as 1 point lower.

You gain advantage to attacks against a target you are grappled with.



You gain two new wrestling moves. The Pile Driver and 3 Count. Additionally you may now use your wrestling moves on targets one size category larger than normal.

- **Pile Driver**: You may only Pile Drive a target of the same size category as you (or no more than 1 size category larger than you with this feats other feature). The target must already be grapple before attempting to perform a Pile Driver. Roll a grapple check. Failure=end grapple. Success =Deal unarmed damage, the grapple ends and both you and your target are prone. Treat your AP as 4 points higher when dealing unarmed damage with a pile driver. Both hands are required to perform this move. You may only perform this move on creatures no more than one size category larger than your character.

- **3 Count**: This move may only be performed on a prone target to more than target of the same size category as you (or no more than 1 size category larger than you with this feats other feature). Roll a grapple check. **Success** = You & your target become ***RESTRAINED***. **Failure**= end grapple.

ANGER MANAGEMENT

Prerequisite: Constitution & Strength 16+ -OR- Barbarian class.

You gain an anger rating of 5 (or increase your existing anger rating by +5).

You may choose to gain +1 anger whenever you make a melee attack, get attacked (in melee) or take damage. Alternatively you may choose to not gain anger when you normal would instead.

At max anger, if you have the ability to cast spells, you may only cast spells of up to zero level (ignoring the normal limitation of Angry Magic). However you may NOT overcharge the zero level spell while at max anger.

At max anger you rage. While raging you gain advantage to attack rolls and may not cast spells higher then level zero.

APEX PREDATOR

Prerequisite: Beast Blood feat -OR- Wild Shape feat -OR- an anger rating of 1 or higher

It's only fun, when they run.

When an engaged evildoer moves away from you, you may as a reaction move up to half your speed towards that evildoer. Increase the number of reactions you can perform a round by +1.

ARMOR MASTER

Prerequisite: Proficiency in armor worn and AP one or higher.

Increase your Strength by one, to no more than its normal maximum *(usually 20)*.

While you are wearing armor, any bludgeoning, piercing and slashing damage that you take is reduced by your Awesome Power *(for light armor)*, you AP +1 *(for medium armor)* and your AP +2 *(for heavy armor)*.

BASIC ARMOR PROFICIENCY

Prerequisite: None.

You may take this feat multiple times.

You gain Proficiency with the next heaviest armor for which you're not currently proficient starting with light armor. If you are already proficient with Light armor you then gain proficiency with Medium armor. If you are already proficient with Medium armor you gain proficiency with heavy armor. If you are already proficient with heavy armor, you may now treat all worn armor as having an Awesome Power requirements (AP req.) of one lower to a minimum of zero.

BE MY MEAT SHIELD!

Prerequisite: Dexterity score 14+

You gain a bonus to AC (and Dexterity saves) from attacks made further than 5ft. away, when adjacent to a creature larger than you. This bonus is +1 for every size category larger then you the creature is.

This bonus is cumulative per larger creature. Meaning that if Grimtooth the halfling is locked in combat with 2 large opponents, he than would gain a total of +4 (+2 for each ogre) to his AC vs attacks from any opponent not adjacent to him.

A character in Golem armor counts as being the size category of the golem armor for the purpose of this feat.

ARMOR PROFICIENCY: SHIELD

Raise your Strength score Strength OR Dexterity score by one.

Gain proficiency with shields.

BEAST BLOOD

Prerequisite: this feat can only be taken for the first time at first level.

When you take this feat, you gain the ability to transform into a were-beast/hybrid creature (were-creature. Such as a werewolf, were bare, etc.). The transformation lasts until you fall unconscious (whether by taking a nap, or something much worse). You may transform into your were-beast/hybrid form once per long rest for every time you have taken this feat.

While transformed into your were-beast form, you gain resistance to bludgeoning, slashing and piercing damage from non-silvered weapons.

To create your were-beast/hybrid form, first choose a bestial theme that you can partially transform into. Next choose some abilities/traits from the Beast Blood or Beast Creation ability table (normal or specials table). You may gain a number of abilities whose total cost don't exceed a value of 10. When you use any attack that you've purchased from the Beast Creation specials

table, you do so as a full round action.

You may take this feat multiple times, each time you may gain a number of abilities whose total cost don't exceed a value of 10. However no one character may have more than 5 instances of this feat. Instances of this feat are the Beast dwarf, "primal nature" racial ability and the "Lycanthrope" background. When purchasing abilities from the Beast Creation table & 2 costs are listed, you pay the higher of the two costs.

See "***example of creating a beast blood***".

Beast Blood abilities

- **Hardened Form**
  - Cost: 3
  - Gain a number of temporary HP equal to your ***BEAT UP*** threshold when you transform.
- **Reinvigorated**
  - Cost: 3
  - Regain lost Hit Points equal to your ***BEAT UP*** threshold when you transform.
- **Silver immunity**
  - Cost: 10
  - You are now resistant to all bludgeoning Piercing & Slashing damage.
- **Physical Powerhouse**
  - Cost: 6
  - Choose 1 physical ability score (Strength, Dexterity or Constitution). While transformed, you increase the chosen ability score by 1 per heroic tier. You may purchase this a second time. Choosing one of the two remaining physical ability scores. This may bring you beyond the normal maximum of 20.
- **Rapid Special**
  - Cost:6 (& you must already have a special action purchased)
  - You can now perform any attack you have purchased from the Beast Creation specials table as a standard action instead of a full round action.

BRITTLE BONES

Prerequisite: none (but you may want to be careful as this feat lowers your Constitution score).

Lower your Constitution score to 6. Your Constitution may not be permanently raised higher than 6.

Increase your Awesome Power by 1.

CALCULATED ATTACK

Prerequisite: Intelligence 15 or higher.

You may use your intelligence modifier instead of your Strength or Dexterity to attack rolls.
Gain advantage on initiative rolls.

CRO-MAGNON

Prerequisite: none (but you may want to be careful as this feat lowers your Intelligence score).

Lower your Intelligence score to 6. Your intelligence may not be permanently raised higher than 6.

Increase your Awesome Power by 1.

Roll all social checks except intimidation with disadvantage.

CROP TOP

Prerequisite: none (but you may want to be careful as this feat lowers your Strength score).

Like Samson you gained great strength from your enchanted lochs . . . until of course you went to the barber . . .

Lower your Strength score to 6. Your Strength may not be permanently raised higher than 6.

Increase your Awesome Power by 1.

DEDICATED RIDER

While mounted (on a beast with wounds & not HP), you may as a free action expend a recovery to prevent your mount from taking a wound.

DEVOUT

Prerequisite: Wisdom 15+.

Gain Proficiency with holy symbols.

Gain; **Channel Divinity: life is for the living** *(refer to priest entry on page 20)* If you already have Channel divinity, gain one additional use per long rest.

EXPERT RIDER

Increase your Dexterity score by +1

You learn to ride and command your mount with your knees and no longer require at least 1 hand on the reigns.

FAKE IT, TILL YOU MAKE IT!

Prerequisite: Charisma 15+

Increase your Charisma score by 1

You my use you Charisma instead of your Intelligence score when rolling for intelligence skill checks.

FE FI FO FUM!

Prerequisite: Strength 16 and AP 2+.

Deal double your strength modifier damage to targets with a lower AP than yours.

Gain damage resistance to non-magical bludgeoning, piercing and slashing if attacker's size category is lower than yours.

FERAL SHIFT FEAT

Prerequisite: Changeling race

You learn the ability to alter your form to a greater degree and are now able to transform yourself into a beast, in whole or in part.

As a standard action you may transform yourself in whole or in part. You may spend the ability points you gain from this feat to you to gain any of the abilities available on the companion's ability table. Any attack gained may be used as part of an attack action gaining the benefit of the extra attack(x) feature. With the exception attacks that are from the specials table. Attacks gained from the specials table require a full round action to perform.

Regardless of whether transforming fully or partially, you retain all your scores, abilities, modifiers and most importantly, your Hit Points (a changeling in beast form uses the changelings HP "NOT" the beasts wounds). When choosing beast abilities, any trait affecting wounds or barding must be treated as if being purchased for a beast blood or sorrow born.

Your Ability Points equal your level +5. You may take this feat up to 2 additional times (for a maximum of 3), each additional time you take this feat increase your Ability Point pool by +5. When purchasing beast traits, you pay the lower of the 2 listed costs.

If you are in a beast form or were-beast form (from any source other than feral shift) you may not use your feral shift until you revert to your "normal, non-beast" form.

You're a changeling and as such your form in not limited. You may become an entirely new beast or use totally different bestial aspects (when you partially transform) each time you choose to transform. For this reason, please have a readymade list of the desired transformations you can become (if you can afford the total point cost for them), so that you're not slowing down gameplay.

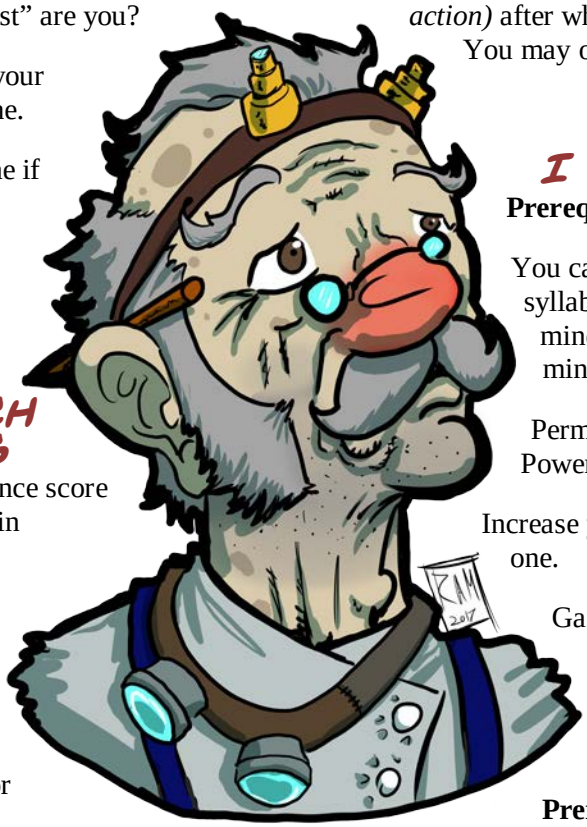
FIRE WALKER

Prerequisite: Constitution 17 or higher.

Red hot embers and still smoking coals is not something most would take a leisurely stroll on . . . but you're not "most" are you?

Permanently increase your Awesome Power by one.

Increase your AP to one if it is lower than one.



GNOMETECH TRAINING

Prerequisite: Intelligence score of 14 + or proficiency in Thermonuclear Whatchamacallit Skill

You gain training in your choice of the following; Arc-Craft, Black Powder, Ghost Forged, Magnotomic or Steam Powered builds.

HEAVY WEAPONS MASTER

Before making an attack with a melee weapon that you are proficient with and wielding with two hands, you may minus five from the attack roll and add ten to the damage.

On your turn, when you score a critical hit or you bring a target down to zero HP with a melee weapon attack *(& are wielding your weapon with two hands)* , you may spend your bonus action to make another melee attack.

HYPERACTIVE

Prerequisite: Age: Child -OR- Race: Changeling.

Only a Child may benefit from this feat.

On your turn you may perform an additional full round of actions *(move, bonus action & standard action)* after which, gain 1 level of ***HAGGARD***. You may only do this once per turn.

I DO HOMEWORK

Prerequisite: Intelligence 17 or higher.

You can pronounce words with more syllables than people have years! The mind is a powerful thing and your mind is just AWESOME!

Permanently increase your Awesome Power by one.

Increase your AP to one if it is lower than one.

Gain advantage on Intelligence *(History)* checks.

I DO YOGA

Prerequisite: Dexterity 17 or higher.

You can bend and twist and flip better than most. Actually most look at you like your weird when

you get into the sort of positions you can. The point is, you're awesomely flexible.

Permanently increase your Awesome Power by one.

Increase your AP to one if it is lower than one.

Treat your size category as one less when squeezing or trying to move through small spaces.

I HAVE FAITH

Prerequisite: Wisdom 17 or higher.

Increase Awesome Power by one *(gain 1 AP)*.

Increase your AP to one if it is lower than one.

IMPATIENCE IS A VIRTUE

Prerequisite: Age: Child -OR- Race: Changeling.

Gain +5 initiative

CHARGE!- Gain +1 damage to one attack for every 1 ft. you moved before that attack.

The hero must be a child to benefit from this feat

IMPRUDENT FOOL

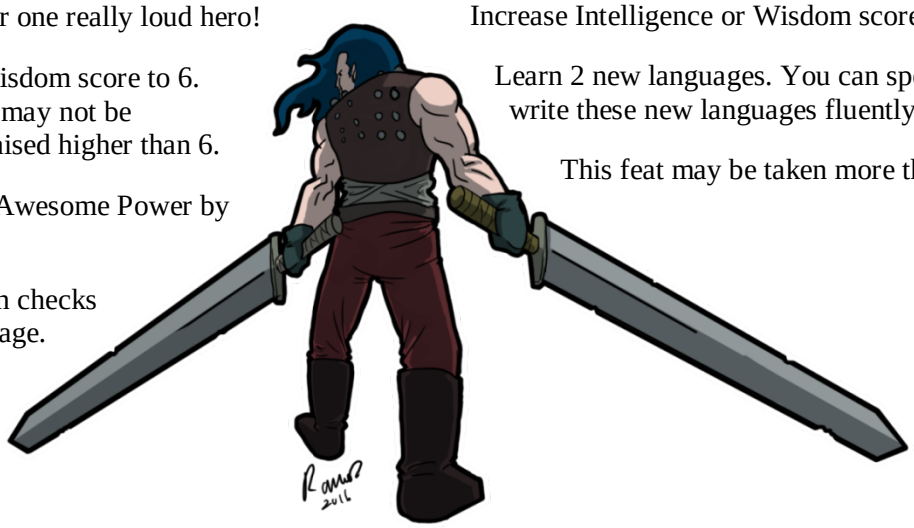
Prerequisites: none (but you may want to be careful as this feat lowers your Wisdom score).

You're rash, lack caution and some may even say misguided, but actions speak louder than words and your one really loud hero!

Lower your Wisdom score to 6. Your Wisdom may not be permanently raised higher than 6.

Increase your Awesome Power by 1.

Roll Perception checks with disadvantage.



INFINITE SURGE

Prerequisite: Action Surge -OR- a Constitution 16+

You may perform the warrior's action surge, after which you gain 1 level of ***Exhaustion.*** You may do this once per turn.

I WORK OUT

Prerequisite: Strength 17 or higher.

You like to feel the burn! Pushing around large boulders, carrying unconscious overweight tavern keepers, or just plowing fields on your own without a cow. Point is, you're alot stronger than you look!

Permanently increase your Awesome Power by one.

Increase your AP to one if it is lower than one.

LANCER

While mounted & wielding a lance, spear or "spear-like weapon" you may perform the bum rush action to deal double damage with your lance or "spear-like weapon" instead of the normal bum rush damage.

LINGUIST

You are either well-traveled or well educated because you can speak many languages.

Increase Intelligence or Wisdom score by 1.

Learn 2 new languages. You can speak, read and write these new languages fluently.

This feat may be taken more than once.

LOGICAL DEBATE

Prerequisite: Intelligence 15 or higher

Increase Intelligence score by 1.

Charisma *(Persuasion)* & Charisma *(Deception)* become Intelligence *(Persuasion)* & Intelligence *(Deception)*.

MAGIC DABBLER

Prerequisite: Intelligence score 14+ -OR- ability to cast spells.

Gain very limited level 0 spellcasting.

Gain proficiency arcane focus.

You may learn one + your Awesome Power in level zero spells. If your Awesome Power permanently increases after taking this feat you may learn an additional level zero spell. The spells learned in this fashion may be from any spell school and don't need to be from the same spell school.

If the hero with this feat currently has the spellcasting feature, use the spellcasting ability modifier and spell components required by the class.

If the hero with this feat does not currently have the spellcasting feature, Intelligence becomes the spellcasting ability modifier and the spell components needed to cast these spells are; Verbal & Arcane focus unless you have a spellcasting class or racial feature that requires different spellcasting components.

MIMIC

Prerequisite: Race; Changeling

You may now transform into a small, medium or large mundane object. While mimicking an object you cannot move, attack or use any spell components. However your gear still does not change size. While mimicking an object you gain resistance to bludgeoning, piercing & slashing damage.

Alternatively as a bonus action you can become a monstrous version of the object you're currently mimicking. While in this form you gain attack using a bite (1D4 piercing damage per heroic tier), can now speak (gaining the ability to perform the verbal spell component), can move at half speed & retain the damage resistance to bludgeoning piercing & slashing damage.

RAPID ANALYSIS

Prerequisite: Wisdom -OR- Intelligence score 16+

After at least one round of combat you may as an action roll in Intelligence check DC:15 to reveal something relevant & useful about the chosen opponent. You may do this multiple time in a single combat, however you may not use Rapid analysis if you have used it in the previous round.

RELIQUARY

Prerequisite: Wisdom 14 or higher & Proficiency with Holy Symbols

You have learned to become a vessel of power for holy items.

You treat the Awesome Power requirement (AP req.) of all holy symbols you wear/wield as being 2 points lower (to a minimum of 1).

SEXY AND YOU KNOW IT

Prerequisite: Charisma 17 or higher.

Wiggle wiggle wiggle wiggle wiggle . . . YEAH!

Increase Awesome Power by one *(gain 1 AP)*.

Increase your AP to one if it is lower than one.

SHIELD PROFICIENCY

Prerequisite: None.

You may take this feat multiple times.

You gain Proficiency with Shield's, if you already have proficiency with shields you may now treat

all wielded Shields as having an Awesome Power requirement (AP req.) of two points lower to a minimum of zero.

SIMIAN GRIP

Prerequisite: Strength score 15+

You may treat weapons as if they were one size category smaller than they actually are. Meaning that a human with the Simian Grip feat can wield a huge sword (as long as they have the Awesome Power to do so).

SKILL TRAINING

Gain proficiency in 2 skills of your choice, that you are not currently proficient. This feat may be taken more than once.

SMOOTH CRIMINAL

Prerequisite: Charisma 16+

Increase your Charisma score by 1

While in a crowd of people you may use your Charisma instead of your Dexterity for stealth checks & may hide in plain sight. Also, you can moonwalk & do this really cool lean thing . . . Shumon!

SNIPER

Prerequisites: Dexterity score 16+

Choose one of these options to apply to you ranged weapon attack.

- Ignore penalty for concealment or blind condition.
- Ignore all but total cover.
- Ignore range penalty.
- -5 to attack to gain +10 to damage.
- **Between heartbeats**: As an action you may automatically succeed one ranged weapon attack. When taking the between heartbeats action the attacker my not benefit from multiple attacks gained through the Extra attack feature.

SPARKLING PECKS

Prerequisite: Strength score 16 or higher

Raise your Strength score by one.

When not wearing any armor or using shields, you may add your Awesome Power plus your strength modifier to your AC.

If any other benefit allows you to add your Awesome Power to your AC, you must use *that* benefit or this feat. You may not use both.

STALWART

Prerequisite: Age: Old fart -OR- Race: Changeling

Gain special action **STALWART DEFENSE**.

Stalwart Defense: As an action, reduce your movement to 0. Gain your speed multiplied by your heroic tier as temporary HP as long as you don't move.

The hero must be an Old fart to benefit from this feat.

STREET BRAWLER

The streets can be a pretty mean place at times, so you had to become just as mean.

Increase your Strength or Constitution score by one, to no more then their normal maximum. (usually 20).

You become proficient with improvised weapons.

Treat you Awesome Power as one point higher for determining unarmed and improvised weapon damage.

SPEAR: If you move at least 10 feet before you successfully grapple a target, you deal your unarmed damage and may spend a bonus action to perform a takedown.

TALL DARK AND UGLY

Prerequisite: None (but you may want to be careful as this feat lowers your Charisma score)

U.G.L.Y. you aint got no alibi! Yup, you hear this wherever you go, from villagers and evildoers alike!

Lower your Charisma score to 6. Your Charisma may not be permanently raised higher than 6.

Increase your Awesome Power by 1.

Roll intimidation checks with advantage.

THE BIGGER THEY ARE

Prerequisite: 1 AP or less. You may not raise your AP above 1 after taking this feat.

The bigger they are the harder they fall right? RIGHT! So let's show these giant evildoers that they can't just push you around just because you're smaller.

You can completely ignore the Awesome Power requirements for one action. Doing so gives you 1 level of ***HAGGARD***.

You have advantage on fear checks versus creatures of a size category or more larger than you.

You have advantage on attacks against a creature with an Awesome Power higher than you.

UNFATHOMABLE SKILL

Prerequisite: Intelligence 16 or higher and the ability to cast spells.

Gain the Unfathomable skill overcharge action.

Overcharge: Ignore one spell casting component (Somatic, verbal, arcane focus or holy symbol).

WARRIORS WAY

Prerequisite: Constitution score 18+

Gain the warriors second wind feature.

If you are a warrior, you can increase the number of times you can use second wind before resting by +1 (meaning as a warrior you may use second wind twice per short or long rest).

WEAPON TRAINING

Prerequisite: None.

You may take this feat multiple times.

When you gain this feat, choose one weapon group to gain proficiency with. You become proficient with all weapons of the groups type, IE all swords, or all hammers. If you are already proficient with the weapon group selected, you instead may treat the AP req. for weapons in that group as 2 points lower.

WHAT HAD HAPPENED WAS . . .

Prerequisite: Charisma 16+

Increase your Charisma score by 1

X times per long rest you may re-roll a failed charisma (insert skill here) check. X=Tier of Heroism.

WILD SHAPE

Prerequisite: This feat can be taken for the first time at first level.

You are in touch with a specific animal spirit (choose one, anyone you'd like. That sets the tone & theme of your wild shape). As a full round action you may transform into your Wild Shape.

You have a single Wild Shape (animal form) that may grow in power. You use the "Beast creator" to create your Wild Shape, the beast created is what you turn into when you Wild Shape. The table used & available ability points to spend are dictated by how many times you've taken the Wild Shape feat. The Beasts tier is equal to your heroic tier.

Wild Shape (X), where X equals the number instances of this feat you have. The table of the beast you can become equal Table: X & Ability point equal X times ten. Again, X equals the number of instanced of the Wild Shape feat you have.

EXAMPLE: SWIFT WATER IS A HUMAN THAT HAS 3 INSTANCES OF THE WILD SHAPE FEAT & HAS A HEROIC TIER OF 3. SO HER RHINORION WILD SHAPE IS CREATED USING THE BEAST TABLE:3 , 30 ABILITY POINTS & IS A TIER 3 BEAST.

You may use any attack that you've purchased from the specials table as a full round action.

You may take this feat multiple times, each time you may gain 10 ability points to increase your Wild Shape (beast forms) power and ability. However no one character may have more than 3 instances of this feat. Instances of this feat are the "Raised By animals" background. When purchasing abilities from the Beast Creation table & 2 costs are listed, you pay the lower of the two costs.

You may remain in your Wild Shape for as long as your Wild Shapes (beast forms) wounds is higher than zero (even sleeping in your wild shape). If you attempt to Wild shape while already in your Wild Shape, you instead regain all your Wild Shapes lost wounds.

BONDS

Unlike feats, a bond gives you deeper ties you to your fellow heroes and to the world and peoples of Gemini. Some bonds represent a deeper connection your character has to themselves, representing a deep layer of personal growth. In many ways, a bond can promote role play and interesting interactions. All the while granting many bonuses throughout a hero's career.

Bonds become available at the same level's an ability bonus or feat does. A Hero/Player Character may take a bond instead of an ability bonus or feat. Bonds are another layer of customization, characterization and POWER!

Many bonds may benefit more than the Hero/Player Character that took the bond and can be very powerful and character changing, even more so than feats. For this reason a hero may only take a single bond.

BOND TARGET

Some bonds require that you choose a Hero/Player Character as the target of the bond when taking the bond, this is known as the bond target. Not every bond is limited to a single bond target and a single target may be the bond target for multiple bonds.

TIERS OF POWER

A bond can be taken at any time a feat can, but the bond has effects that unlock at certain tiers of heroism. The tiers of power are third, fourth and fifth *(or 6th level, 11th level & 16th level)*. Each tier unlocking a benefit that the bond gives, each benefit unlocked is in addition to the previous benefit. Regardless of what level the Bond is taken, the hero gains all the benefits for which they qualify.

A DANCE IN THE PALE MOONLIGHT

Prerequisite: Beast blood feat (or an instance of the Beast Blood Feat)

You are a child of the moon & wilds. When you FIRST take this bond you may transform into your were-beast (hybrid form) as a Standard action. This Bond does NOT count as an instance of the Beast Blood Feat.

- At 6th level a character may transform into their were-beast (hybrid form) without expending any of their uses if they can see the light of the moon.
- At 11th level you can now transform as a bonus action instead of a standard action &

gain additional abilities from the beast blood or Beast Creation ability table whose total point cost don't exceed 20.

- At 16th level you may remain in were-beast (hybrid form) even while unconscious and only a true strike can force you to revert to your normal form.

ALL ABOUT TEAM WORK!

You may not be the best, but when fighting alongside a friend, you push yourself to new limits you never thought you could reach! Good thing you have quite a few friends!

- At 6th level when you are adjacent to an ally and attacking the same target, you and one ally that you are adjacent to gain a bonus to your attack roll equal to your heroic tier. If you and the adjacent ally both have this bond you add both add your heroic tier and the ally's heroic tier as a bonus to attack the same target.
- Once you reach 11th level whenever you perform a "help action" to help an ally out with a skill, the ally may gain a bonus to their roll equal to your proficiency bonus.
- At 16th level your bond with your fellow heroes has become so powerful that you can protect them from harm by simply willing it. As a reaction you may spend a recovery to reduce the damage one ally *(not including yourself)* takes to zero.

FAVORED OF BELINOS

You are favored by the ancient fire dragon Belinos, who saw fit to gift mortals with the knowledge and control of fire.

You begin discovering the abilities of your latent draconic blood.

- At 6th level you become permanently resistant to fire damage.
- Reaching 11th level you have grown more comfortable with the fire inside. You gain immunity to hot and cold temperatures, ignoring any environmental effects that such temperatures would cause. Additionally you may ignite and extinguish any non-magical fire.
- Upon attaining 16th level as a bonus action you can spend a recovery and may sprout red dragon wings and gain a fly speed equal to your speed. If you are wearing any armor your fly speed is only half your speed. The wings retract automatically when you become unconscious, alternatively you may retract your wings as a bonus action.

FRIENDS TO THE END

You are a terribly friendly and awesome person. You have forged a deep friendship with your fellow heroes. Your bond with them runs deeper than family. If you're are ever separated from them, it never lasts for very long. If your friends ever go missing, you will find them and not rest until you do! Your friends inspire you and you them. There's nothing better than good friends, friends that you can call family!

- At 6th level you start every encounter with a coin of inspiration. Whenever you have a coin of inspiration as an action you may give the golden coin of inspiration to one target ally of your choice as long as they are within line of sight. Additionally you may have more than a single coin of inspiration at any given time.
- At 11th level but you have forged bonds with your fellow heroes. Bonds run deeper and stronger than just family. No matter how far apart you or your friends *(HEROES/PLAYER CHARACTERS)*, you can always find them. While adjacent to a HERO/PLAYER CHARACTER, you may as a reaction become the target of an attack directed at your friend friends *(HEROES/PLAYER CHARACTERS)*. If a HERO/PLAYER CHARACTER becomes

an evil doer and you do battle, you may add your heroic tier to all rolls against your bond target *(all attack rolls, damage rolls, skill rolls, saves etc.)*

- At 16th level you start every encounter with a number of golden coins of inspiration equal to your Awesome Power +1. Whenever you have a golden coin of inspiration, as an action you may give it to one target ally of your choice as long as they are within line of sight.

ILLORI FLEA

Small fighters are often looked down upon . . . .*cough* . . . I mean, that not as feared or respected as say, a beefy ogre. So the smaller races of the Illori Republic created a guild of Fleas (a wrestling guild for the small statured) & developed a few wrestling moves that don't rely on size so much as on your willingness to risk life and limb.

- Lvl-6: May initiate grapples with a Dexterity (acrobatics) check or Strength (athletics) check, players choice.

- Lvl-11: **Hurricanrana**: basically perform a pile driver with your legs! This is a wrestling move that may only be performed on a target that is not grappled (and requires the attacker to not be engaged in a grapple). Both legs are required for this move & this move may not be performed on a target more than one size category larger, however this move ignores the targets Awesome Power (meaning it is always opposed grapple checks). Roll apposed grapple checks, Success, deal unarmed slam damage & treat your AP as +4 higher, the grapple is immediately ended, you and your target are now prone. Failure, the grapple is immediately ended & you are now prone.

- Lvl-16: **Dragonrana**: You throw your body at an enemy and hope the best. When you perform the Hurricanrana wrestling move & are jumping from an elevated height (you begin higher than your target), you may choose to gain a level of haggard to gain a bonus to your AP for calculating slam damage. The bonus = (+1AP for every 10ft you fell before reaching the target). Your GM may decide that you take fall damage for performing the Dragonrana.

MULBOSHI BREWER

You are a member or know a member of the Mulboshi brewers. Dwarven ale makers of Mulbosh. Or possibly you've just drank so much that you fancy yourself an expert and have deemed the ale that comes out of Mulbosh to be the best!

- Upon reaching 6th level you whenever drink a normal drink or a potion you and up to one adjacent ally gain the full effects of that drink or potion *(the ally benefiting from this expends their standard action for the round)*.

- At 11th level you gain a keg of magical liquid that when you drink it, strengthens you against harm. As an action you drink from your magical Keg to gain Temporary HP equal to your Constitution score multiplied by your Awesome Power *(you are the only one that gains these Temporary HP, even if there are allies adjacent to you)*. These Temporary Hit Points last until the beginning of your next round. Your keg is magical and if you're ever separated from your keg, you can summon it to your side as a bonus action regardless of wherever it may have been.

- Once reaching 16th level your magical keg and its liquid contents grow in power. When you drink from your keg, any ally within 30ft. gains half as much *(rounded up)* Temporary Hit Points as you do.

MY OWN ENEMY (SORROW BORN)

Sorrows come in many shapes and sizes, all of which feed on the suffering of others. You have one such sorrow growing inside of you and

are battling it for control over your own body. By feeding it, you've learned to harness and control the sorrows power, be careful though, you never know when the sorrow inside will gain the upper hand.

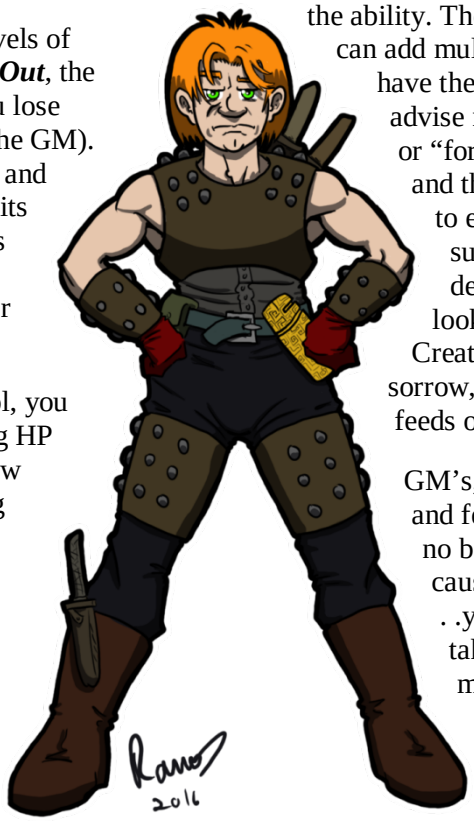
Starting from the point you take this bond, you become immune to the detrimental effects of gaining insanity, though you still gain levels of insanity normally.

Additionally, as a bonus action you may engulf yourself in whole or in part with the sorrows dark form and use its powers. You may spend the ability points your sorrow grants to you to gain any of the normal (non-special) abilities available on the Beast Creation ability table. Any attack gained may be used as part of an attack action gaining the benefit of the extra attack(x) feature. Your ability points equal (0 x current insanity levels). When purchasing abilities from the Beast Creation table & 2 costs are listed, you pay the higher of the two costs.

If you ever gain 7 levels of insanity or become ***Down & Out***, the sorrow inside takes over (you lose control of your character to the GM). The sorrow has all your stats and abilities, skills etc., however its health is measured in wounds (like a companion/follower). Your sorrow form has 7+your Heroic Tier in wounds.

While the sorrow is in control, you cannot benefit from regaining HP (by any means) and the sorrow remains in control for as long as its wounds are higher than zero.

- Starting at 6th level, you may as a standard action gain a number of levels of insanity equal to your heroic tier. You have a number of Ability points = (Heroic Tier x current levels of insanity).



- At 11th level, you may as a full round action remove all the levels of insanity and exhaustion from one ally. For each level of insanity and each level of exhaustion removed, you gain a level of insanity. When the sorrow inside you is in control, they may use this feature you regain all their wounds.

- Once you become 16th level, you gain the ability to purchase abilities from the Beast Creation specials table. Additionally, when the sorrow inside you takes over, you may as a free action gain a level of exhaustion to suppress its control for 1 round. It takes a full round action to perform an attack granted by the Beast creation specials table.

This bond is designed to be used primarily in a **RP:MA** rated game and is very intensive. It requires constant referencing to the Beast Creation ability tables as the player character with this bond can keep swapping out abilities as a bonus action, as long as they have the ability points to pay for the ability. The player character is not limited and can add multiple Beast abilities as long as they have the ability points to do so. I would advise make a list of the possible abilities or "forms" you wish your character to take and the requisite amount of ability points to ensure smooth gameplay. Also, be sure to have a twisted and weird description for how these abilities look (the abilities come from the Beast Creation table, but they're granted by a sorrow, a vile creature of darkness that feeds off negative emotion and insanity).

GM's, Sorrows are mean, nasty, hungry and feed on pain and suffering, but gain no benefit from killing (unless it would cause their host untold emotional pain . . .yummy). So when the sorrow inside takes over, give the party a hard time, make their lives difficult and try not to kill them straight away ok.

NOT A MEMBER OF THE THIEVES GUILD

You're a member of the Winking rat thieves guild, unless anyone asks you. Of course . . .

- At 6th level -- ***Parkour***: You may use Strength (*Athletics*) –or- Dexterity (*Athletics*). Additionally as long as you begin and end on a horizontal surface, you need not roll any skill checks to climb.
- At 11th level – You can stick a landing like a BOSS! Reduce any impact damage you take from falling (*and only falling*) by your level.
- At 16th level you increase your base speed by 10ft. and gain shadow glide.

POLYDRACONIC FAITHFUL

You are a member of the church of the twisting serpents. Paying homage to Yuzzot & Zhuzzot, the dragons that are represented by a symbol of two serpents twisting around each other.

- **First Gift**: At 6th level, the Polydraconic faithful learns the Dragon lash spell. The Polydraconic faithful may use their Strength modifier to attack rolls if they do not currently have a spell casting ability modifier. Additionally you become immune to the ***POISONED*** condition.
- **Second Gift**: At 11th level you can cast the Melt spell at will without the need to spend mana to do so. You cast melt as a first level spell, however you may increase the level at which melt is cast by gaining one level of ***HAGGARD*** for each level beyond first you wish to cast melt.
- **Final Gift**: At 16th level as an action you may gain one level of ***INSANITY*** and split yourself into 2 copies of yourself.
    - You have 2 fully independent versions of yourself, each able to take a move, bonus and standard action *(as if you were playing to separate characters)*.
    - The 2 copies of you take on many draconic features and count as being ***BEAT UP***.
    - Both copies share Hit Points, Mana and gear. Meaning that your copy will only have what you share with it, or will have nothing. If you or your copy becomes unconscious *(or you take a long rest)* or if you are brought to zero Hit Points, you become one person again.

RAVEN

You are part of Raven Watch.

Gain special benefits for fighting alongside your fellow Ravens against the undead.

- At 6th level the Raven can focus themselves and their life force to disrupt and destroy the dark magic animating the undead. You may spend a recovery to perform a **Channel divinity: Life is for the living.**
- At 11th level Gain advantage to all saves to save against the abilities, spells and spell like abilities of undead as well as Resistance to Necrotic damage.
- At 16th level you may as an action spend a recovery and teleport up to 60ft. away. The sound of a ravens wings flapping can be heard between the teleport points as well as a handful of falling raven feathers appearing at the point you teleport from as well as the point you teleport to. You can only teleport yourself in this manner.

REAPER

There are many cults of the Night Mother, the reapers are one such cult. Reapers have been gifted with the ability to tap into pure shadow and manifest a fearsome weapon.

From the point you take this bond you may as a bonus action to create a Reapers scythe. The

Reaper's scythe is a weapon made from pure darkness. The Reaper's scythe will remain for the duration of the combat, until you will the transformation away or if it is no longer in at least one of your hands at the end of your round. A Reaper's scythe deals 1D8 slashing damage + (Strength modifier -OR-Spellcasting ability modifier) & the scythe has the "two Handed" feature. When you deal damage with the reapers scythe, you may spend a recovery to deal full damage on that attack & ignore the target creatures damage resistance's. You can only create one reapers scythe at any given time.

- At 6th level. **Dark recovery**: If you reduce a target to zero HP (or zero wounds) with an attack made with your reapers scythe (that is NOT a defeat minions action) you regain 1 spent recovery.

- Once you reach 11th level. **Lightbane**: As a bonus action you add necrotic to the type of damage dealt by your scythe and may spend X recoveries to gain XD8 damage to attacks made with your reapers scythe until the end of your turn. The amount of recoveries spent in this fashion may not exceed your heroic tier.

- At 16th level. **Swift as shadow**: When you drop a target to zero HP (or zero wounds) with an attack made with your reapers scythe (that is NOT a defeat minions action) you not only regain 1 spent recovery but gain an action that must be spent immediately or it's lost (only 1 additional action can be gained this way per round).

STORY CATCHERS

Prerequisite: Race (Elf -OR- Changeling) -OR- Background ("Fairy Godchild" -OR- "I don't want to grow up")

Only those touched by the fae can get to be one of Puffwillow's story catchers. Those that travel all the worlds to find and even take part in grand adventures. The kind of awesome adventures that can be told over and over and over. The kind of tales that can only be powered by the imagination of a child!

- 6th level **Happy thoughts**: Outside of combat you have a fly speed equal to your movement speed. During a combat encounter you may, as a bonus action you may gain a level of HAGGARD to gain a fly speed equal to your movement speed until the end of your next turn.

- 11th level. **Second Star on the right**: Your connection to Puffwillow & her grand tales of adventure is so strong, that you gain the *between worlds* ability of a moonglade wanderer & can perform it without the need to shadow glide. If your character is a moonglade wanderer, when using between worlds they reduce the amount of insanity gained from between worlds by one to a minimum of zero

- 16th level. **Total fairy power!**: Your connection to the fae has become so great that you, even for just a short time, can become a fairy! As a bonus action, you can spend one recovery to become a fairy, your size becomes tiny, you gain a +2 bonus to AC, you grow fairy wings and gain a 40ft. fly speed. Your Awesome power remains unchanged and all of your equipment changes size with you (but retains all its stats). This transformation lasts up to 1 minute, until your become unconscious or will it away as a bonus action.

THE ANIMAL I'VE BECOME

Prerequisite: Wild Shape feat (or an instance of the Wild Shape Feat)

You have become so in tune with your Wild Shape that you spend more time as a beast then a man/woman.

When you first take this bond, you may transform into your Wild Shape (beast form) as a Standard Action.

- At 6th level you use your mouth, talons or tentacles to wield weapons. You can wield any melee weapon that you are proficient with in your animal form as well as you can in your normal form as long as the AP requirement of the weapon is lower than your current Awesome Power.

- At 11th level you can now transform as a bonus action instead of a standard action. Additionally you gain the benefits of gaining another Wild Shape feat without incurring its limit of 3 instances (meaning you may have 3 instances of Wild Shape & this bond to gain 40 ability Points to spend on customizing a Table:4 beast).

- At 16th level you can now purchase abilities from the Best Blood table. Additionally you gain the benefits of gaining another Wild Shape feat without incurring its limit of 3 instances (meaning you may have 3 instances of Wild Shape & this bond to gain 50 ability Points to spend on customizing a Table:5 beast).

THE BEST THERE EVER WAS

You're an egotistical little bugger with a big hero complex. I mean, you are a hero but you want to be THE hero. You feel like you are or, at the very least you were destined to be the best there ever was and all other heroes are nothing more than a support cast at best. You thrive in the heat of battle and when surrounded by evildoers. The most valuable and strongest bond you could possibly have . . . is to yourself.

- At 6th level your bond is yourself and to benefit from this bond, you must be adjacent to more than one evildoer and no other HERO/PLAYER CHARACTER may be within 5ft of any of those evildoers. When you expend a golden coin of inspiration, you gain advantage on all your attack rolls until the end of your turn.

- At 11th level you become so arrogant, that you want others to see how much more awesomely heroic you are. The closer they are the better look they can get at your ridiculous skills. When you expend a golden coin of inspiration, you gain advantage on all your attack rolls until the end of your turn.

- At 16th level you enjoy showing how much more of a hero you are than anyone else that you fight harder whenever another hero is powerless to do anything other than watch how heroic you are. You gain a +1 to hit and +5 to damage with weapon attacks for every HERO/PLAYER CHARACTER that is ***DOWN*** but not ***DOWN & OUT*** in the combat encounter.

THESPIANS GUILD

Around the known world and even some rather unknown parts of the world, you can find a chronicler, dancer or some other form of performer. The most refined, find themselves members of a thespians guild. A collective that believe excellence in one's performance can move even the gods to tears.

- At 6th level. **As easy as breathing**. Roll performance checks with advantage.

- Once you reach 11th level. **Inspiring recitation**. As an action, roll a performance check, DC:25 . . . Success: A number of allies equal to your Charisma bonus (min 1), gain advantage to any 1 D20 roll until the beginning of your next round.

- At 16th level. **Anti-magical Performance**. "When a spell or spell like ability is cast by an enemy/evildoer, you may as a reaction negate the spells damage &/or effect by rolling a performance check. The DC of the performance check = (15+ evildoers tier of villainy).

UNCHAINED BOXER

The Unchained arena is a not so secret fighting society that promotes that the arena fighters beat the crap out of each other for entertainment.

- At 6th level gain a **super punch** attack. You gain a special attack that knocks a target you hit with this attack away from you… forcefully. As an action you may make an unarmed strike (and must sacrifice all additional attacks from the extra attack action to do so) and if you hit, you may reduce your speed to zero and move the target hit backwards a number of feet equal to your speed.

- Upon reaching 11th level gain **ground and pound** wrestling move. Ground & Pound - You and the target must both be prone & the target may be no more than one size category larger or smaller than you. Roll a grapple check. Failure=nothing happens. Success = You mount the target and pummel them. You automatically succeed with a number of attacks equal to your Awesome Power (minimum 1). You may only ground and pound with a select few weapons: club, dagger, light hammer, unarmed strikes, fist weapons and small improvised weapons.

- At 16th level gain **Fastball special** attack. As an action you may throw a willing ally to a point that you can see within 30ft. + 30ft. for every size category smaller than you the ally is (you can't throw allies larger than you). Any enemy adjacent to the point where your thrown ally lands takes 10 Impact damage. The thrown ally may spend recoveries to increase the damage by 10 for every recovery spent.

SATURDAY MORNING EXP

A dozen goblins, Orc shaman and Ogre barbarian? SURE! Throw that at your players party of level one unknown heroes! The encounters are meant to be difficult and have that overwhelming feeling. The players are playing cartoon heroes that never die! So there's no need to take it easy on them. Heroes tend to fight those uphill battles, it's what makes them heroes!

The XP per encounter is set, with little to increase the per encounter XP amount. Refer to Experience Rewards table to determine how much XP an encounter is worth. Place however many or whatever type of evildoer you want in an encounter, making sure to have at least one evildoer of either an equal or higher tier than the heroes should be doing battle with. Just keep in mind the rating of the game. RP-G is all about the fun, funny good times that you can all have slapping around a few bad guys and slaying a few silly dragons. RP-13 is about tough, trying battles that in the end should have the heroes coming out on top. When running RP-13 think high fantasy, high adventure. RP-MA . . . . well, that's when you get to really make the players sweat. RP-MA encounters should require the party of heroes give their all, where defeat is ever present & the most likely outcome. When you run RP-MA games, think gritty, dark fantasy.

Freshly on the scene, green behind the gills heroes often learn a great deal from their failures. A lot more than those heroes that have been at it longer. So in addition to requiring less XP to level, There is also encounter XP gained when an encounter is lost. The encounter lost XP is often not as much as what would be gained if the heroes were successful and in time eventually becomes nothing. As a hero that's been through it all CAN get stronger but CAN'T learn from the minor missteps that lead to their defeat. That and to ensure that newbie heroes have a chance to learn from their mistakes while at the same time prevent more experienced heroes

from reaching total cosmic power by failing "enough".

EXP BANK

Experience is a resource that is held onto in an imaginary bank. To level up, a listed amount of XP must be spent *(removed from the XP bank)* to actually level. This can only be done as part of a long rest. Be careful as there are ways for your GM to steal from the bank!

NON-COMBAT ENCOUNTER EXPERIENCE

Fighting is so much fun, and as any action pact heroic adventure game should . . . You are rewarded for beating up the bad guys! That's great, but violence shouldn't and isn't always the answer. Sometimes a bit of forethought and investigation can go a long way towards keeping the innocent townsfolk safe. For this reason there are a few ways that a hero can gain experience outside of battle.

1 x Heroic tier XP, for making an important and meaningful discovery.

1 XP, for taking the damage from an attack directed at an "important" NPC.

1 x Heroic tier XP, for any other action you as the GM deem "WORTH IT"

Varied XP, for a GM activating a powerful Evildoer ability. There are Evildoers that can summon minions from mud & stone, call upon storms powerful enough to destroy an entire nation at a whim and transform into creatures of unimaginable power. Using these abilities is a tad to unfair, even in this system. So, when a GM decides to use any of these obscene super powered abilities, they grant an amount of XP that is listed on the ability. These abilities directly effect an encounter & is listed here in non-encounter XP because encounter XP is set & this is in addition to the set amount. In addition, this XP is awarded whether the encounter ends in success or failure. In other words, using these uber abilities is granted directly to the players XP BANK.

TIERS OF PLAY

There are 5 heroic tiers for the player's characters.

The heroic tiers are as follows:

Tier 0 – Bystander *(usually an NPC)*

Tier 1 - Unknown hero (lvl 1-3)

Tier 2 - Hero (lvl 4-5)

Tier 3 - Famous hero (6-10)

Tier 4 - Legendary hero (lvl 11-15)

Tier 5 – Epic hero (lvl 16-20)

There are also tiers of villainy for the evildoers that the players must face. When building an encounter there must be at least 1 evildoer of the appropriate tier.

The tiers are as follows:

Tier 0 - Whelp

Tier 1 - Lackey

Tier 2 - Goon

Tier 3 - Rival

Tier 4 - Adversary

Tier 5 – Arch Enemy

There will be a small bestiary at the end of this & every quest & setting book released for the Saturday Morning Tabletop RPG. Some of the creatures may seem unfair, others incredibly silly, others still may appear totally abusive. So put on your evil GM hat, that you have collecting dust there in the corner of your gaming room and ware it with pride!! But, maybe you should wash it first . . . or at least give it a light dusting. Oh, and check the inside of the hat for critters! It's been sitting there for years and it's better to be safe than sorry.

EXPERIENCE TABLE

The amount's listed in the XP table is per hero/character. The XP per encounter success & XP per encounter failure amount is rewarded to EACH player characters/heroes XP BANK. The Experience cost to level is paid individually for each player character/hero.

LEVEL UP

Once a player character/Hero has enough exp in their EXP bank to afford to pay for the next level, they may level up. Leveling up is a benefit of a long rest, so that's the first thing the hero needs to do . . . take a well deserved rest! After successfully taking a long rest the hero may expend exp to level up. The EXP cost to gain a level is located in the experience table. Remove the listed amount of Experience from the heroes EXP bank and gain the benefits of the next level listed on the heroes class.

LEVEL	Experience cost to reach next lvl	EXP per Encounter success	EXP per Encounter failure
1	4	2	2
2	5	2	2
3	6	2	2
4	9	3	2
5	10	3	2
6	14	4	2
7	15	4	2
8	16	4	2
9	17	4	2
10	18	4	2
11	23	5	1
12	24	5	1
13	25	5	1
14	26	5	1
15	27	5	1
16	33	6	0
17	34	6	0
18	35	6	0
19	36	6	0
20	*	*	*

BENEFITS OF LEVELING UP

Raise Max HP (amount dependent on class)

Gain one additional recovery (the amount the recovery heals for is dependent on class)

Gain a possible increase to the heroes Proficiency bonus

Gain new features dependent on class.

Only one level may be gained per long rest.

MAGIC
2016

Magic is totally awesome! Bigger and flashier than any regular old sword . . . and harder to control . . . But totally worth it!

In this section, we'll talk about what it takes to cast spells and exactly how those spells work! As with any other great thing, we need to start with a strong foundation. So let's begin.

CASTING SPELLS

Casting a spell takes a standard action to do unless otherwise noted in the specific spell. There are also abilities, feats & features that may alter the casting time of a spell as well.

Each spellcaster casts spells differently from one another. Wizards need material components, a free hand and the ability to speak incantations while priests need only the ability to speak their prayer and a holy symbol to manifest their power. The one thing many spellcaster's have in common is that their spells have a cost . . . usually mana.

DISPEL & COUNTERING

Some casters have been trained in rapid spell deconstruction. What this means is that they can end a spell or magical enchantment already in effect or stop a spell that's in the middle of being cast. Permanent enchantments can't be permanently dispelled so easily, instead the enchantment loses all power for one day. There are some casters that have a variation of Dispell and counterspell, dependent on their class, so be sure to reference the class, whose rules supersede these.

Dispell (Action) – Range 120ft. Choose a creature, object, or magical effect within range. To attempt to dispel pay 1 mana for every level of the spell or magical effect you are attempting to dispel. Then make an ability check, using your spellcasting ability. The DC for the check equals 15 + the casters Tier of villainy. A successful check ends the spell or magical effect. Overcharge: if you spend 2 mana for every level of the spell or magical effect you're attempting to dispel, you automatically succeed your ability check to dispel.

Counterspell (Reaction) – Range 120ft. Choose a target within range that you can see casting a spell or using a spell like ability. To attempt to counterspell pay 1 mana for every level of the spell or spell like ability you are attempting to counterspell. Then make an ability check, using your spellcasting ability. The DC for the check equals 15 + the casters Tier of villainy. A successful check ends the spell or magical effect.

Overcharge: if you spend 2 mana for every level of the spell or magical effect your attempting to dispel, you automatically succeed your ability check to counterspell.

OVERCHARGE

Some spells, abilities, feats and features that require mana to be used, may benefit from being overcharged. To overcharge, spend twice the required mana that the spell, ability, feat or feature requires to achieve the overcharge effect. To overcharge a level zero spell only costs 1 mana. A spell, ability, feat or feature may only benefit from a single overcharge effect. The mana cost to overcharge must be paid prior to casting the spell.

MANA

Mana is the force that powers magic. It's the breath of magic and the one link many have access to, to forge and shape spells. Without mana, a spell can be nothing more than some fomulea, or funny flicks of the wrist. With mana however spells become the powerful force that we all know them as. To cast a spell of first level or higher requires an amount of mana equal to its level. When a spell caster runs out of mana they can no longer cast spells of first level or higher until they can refill their mana well. Each spell requires mana equivalent to its level to be cast.

A level 3 spell requires 3 mana to cast. Lower level spells can have their levels and in turn their effects

increased by spending the mana to cast them at a higher level.

Mana Well

A mana well is the most common well of power that a spellcaster can draw from to shape and cast their spells. The depth of ones mana well and method of refilling it differ from caster to caster.

Spell Level

Ever spell has a level, from 0-5. A spells level is a general indicator of the spells relative power. The higher the level, the more awesome it is, usually. Spell levels and character levels don't directly *correspond (there's 20 character levels but only 5 spell levels for instance.)* However the spells level with heroic tiers. To represent the ever growing power of our heroes!

Level Zero

Every spell has a listed level and can be cast as a higher level except for zero level spells. A zero level spell is the pinnacle of magical power achieved by a bystander, but our heroes are far from bystanders. A level zero spell does not require mana to cast and cant be cast at higher levels. A level zero spell instead grows in power as the caster grows in power. Gaining increased effect at heroic tiers, 3, 4, & 5

Casting a Spell at Higher Level

Once a hero has the ability to cast higher level spells is no reason to abandon casting the old faithful spells they have been using up until this point. Many spells of lower level can be cast as if they were spells of a higher level. When they are cast this way they have increased damage or effect. The specifics of casting a spell at a higher level are stated on the individual spell.

Casting in Armor

Magical training doesn't always include the wearing of clunky armor. As a matter of fact there are spells that help to protect the caster, specifically so they don't have to worry about armor. However there are casters that just require the good old fashioned protection of iron and steel. A spell caster may continue to cast spells while wearing armor that they are proficient in, if they are not proficient in the armor that they are wearing than they may not cast any spells.

Casting Times

The casting time of a spell is represented in one of the three types of actions. Standard action, Bonus action and Reaction. The type of action required to cast the spell, and how it may benefit from any other type of action differs from spell to spell and may be found in the spell's description.

Range

The range of the spell is simply the maximum range at which the spell can take effect. I know

magic is a powerful thing, but it's power isn't infinite!

COMPONENTS

Spell components are what spellcaster's require to manifest and shape their immense power. However different types of spellcaster's require different components, as they have all learned to access magic in different ways. Each spell casting class will list what components they require to cast spells. If the caster is missing a single component, they cannot cast any spells. Note that some casters have the ability to use their mana in unique ways that are not actual spells. As well as some class's being able to produce magical effects without the need to cast spells.

Verbal – The caster needs to speak incantations of power or a few words of prayer. Whatever they need to say, they actually need to be able to speak to do it.

Somatic – The caster needs at least one free hand with nothing held in it to perform the correct gestures to cast a spell.

Focus – Each spell casting class that requires a focus, requires a specific focus they aren't always the same. Most do require a hand to hold them in.

SPELL DURATIONS

INSTANTANEOUS

Many spells are instantaneous. The spell heals, harms or creates some effect and it's done. No muss, no fuss. Instantaneous spells can't be dispelled because the magic that creates that spell only exists for a moment. However an instantaneous spell may still be conterspelled.

CONCENTRATION

Some spells can last longer than an instant and require the caster to maintain concentration in order to keep the magic active. A spell that requires concentration is specified in its duration entry, as well as how long the spell can be concentrated on.

To concentrate on a spell require no additional actions, however a caster can only maintain concentration on a single spell at a time. There are abilities, feats and features that can work around the limit of one concentration spell per caster.

Moving, attacking and even casting spells normally don't interfere with concentration. The following actions can break a casters concentration.

Willingly breaking your own concentration. It's your concentration and your spell. If you want to end it early for no reason, feel free!

Casting another spell that requires concentration. The previous concentration spell ends and the new concentration spell begins. Note that certain abilities feats and features may circumvent this. Such as the Spell Barons ability to concentrate on multiple spells.

Being incapacitated or brought to zero HP. If you can't bring yourself to even stand, how can you manage a spell?

Taking damage – Whenever you take damage from a non-minion, you must make a Constitution save to maintain concentration. The DC is half the damage done or 10, whichever number is higher.

The GM may also decide that certain environmental effects make be able to break concentration and call for a Constitution save DC:10 to maintain concentration on the spell.

AREAS OF AFFECT

Also known as AOE. Spells don't always target specific targets, some are large indiscriminate explosions of massive power! A spells description defines the AOE, which is normally one of five different shapes: Cone, Cube, Cylinder, Line or Sphere. Every AOE has a point of origin, a point from which the spells energy erupts. The following section describes each shape and their points of origin.

Cone – The cone begins at the point of origin and expands outwards in a direction of the casters choice. The cone AOE is specified as its length. At any point of the cones distance from the point of origin it is wide. *Example: a 40ft. cone expands outward covering a large space. 5ft. from the point of origin the cone is only 5ft. wide, while at the extant of the cones range, 40ft. from the point of origin the cone is 40ft. wide.*

Square – a square is a 2-Dimensional plane with each edge of the square representing it's AOE. *Each of the 4 sides of a 10 ft. square measure 10 ft.*

Cube – The cube is just a box built with 6 equal sized squares. Each square representing a face. The cubes point of origin can be on any of the faces.

Cylinder – A cylinder's point of origin is the center of a circle of a particular radius, as given in the spell description. The circle must either be on the ground or at the height of the spell effect. The energy in a cylinder expands in straight lines from the point of origin to the perimeter of the circle, forming the base of the cylinder. The spell's effect then shoots up from the base or down from the top, to a distance equal to the height of the cylinder.

Line – A line extends from its point of origin in a straight path up to its length and covers an area defined by its width.

Sphere – You select a sphere's point of origin, and the sphere extends outward from that point. The sphere's size is expressed as a radius in feet that extends from the point.

Saving Throws

Many spells specify that a target can make a saving throw to avoid some or all of a spell's effects. The spell specifies the ability that the target uses for the save and what happens on a success or failure. The DC to resist one of your spells equals 10 + your spellcasting ability modifier + your proficiency bonus + any special modifiers.

Combining Magical Effects

The effects of different spells add together while the durations of those spells overlap. The effects of the same spell cast multiple times don't combine, however. Instead, the most potent effect such as the highest bonus from those castings applies while their durations overlap.

For example, if two Priests cast *bless* on the same target, that character gains the spell's benefit only once; he or she doesn't get to roll two bonus dice.

SPELLS

SPELL SCHOOLS

BARTLEBY'S SCHOOL OF ARCANE SHAPING

ASSOCIATED DAMAGE: FORCE

Level - 0	Level – 1	Level – 2	Level – 3	Level – 4	Level - 5
Mage Hand	Arcane Armor of Invulnerability		Arcane Hand	Arcane Blade	

DISCIPLE OF SKADI

ASSOCIATED DAMAGE: COLD

Level - 0	Level – 1	Level – 2	Level – 3	Level – 4	Level - 5
Ice Slick	Ice Shard	Slow	Hailstorm	Frost Breath	Deep Freeze
Ray of Frost	Frost Clone	Freeze	Igloo	Wall of Ice	
	Frostbite	Razor Ice	Skadi's Blessing		
	Ice Armor				

IKOL'S MIRROR

ASSOCIATED DAMAGE: PSYCHIC

Level - 0	Level – 1	Level – 2	Level – 3	Level – 4	Level - 5
Arcane Mirror	Horrid Blade	Mirage of a Thousand Faces	Unbreakable Mirror	Court of Apparitions	Ikol's Land of Make Believe
Sensory Overload	Decoys	Sphere of Mirrors	Horrible Projection	Projected Ambassador	
Detect Falsehoods	Vision of Perfection	Mirror Casting	Sensory Overkill		
Project	Vision of Grandeur	Mirror Walk	Massive Projection		
	Vanish	Swap	Reflection of Health		

RADIANT SERVANT

ASSOCIATED DAMAGE: RADIANT

Level - 0	Level – 1	Level – 2	Level – 3	Level – 4	Level - 5
Light	Divine flame	Daylight	Banishment	Regenerate	Whispers of the Divine
Recover	Bless	Radiant Shield	Spiritual Guardians		Hallow Ground
Guidance	Cure wounds	Beacon of Hope			
	Divine Favor				
	Spiritual Weapon				

SCION OF INDRA

ASSOCIATED DAMAGE: THUNDER & LIGHTNING

Level - 0	Level – 1	Level – 2	Level – 3	Level – 4	Level - 5
Indra's Fist	Chain Lightning	Call Lightning	Ball Lightning	Aspect of Indra	Perfect Storm
Indra's Lash	Indra's Shout	Lightning Bolt	Indra's Wings		
		Supercharged	Lightning Speed		
			Sparks		

TEACHINGS OF BELINOS

ASSOCIATED DAMAGE: FIRE

Level - 0	Level – 1	Level – 2	Level – 3	Level – 4	Level - 5
Ash Eater	Dancing Flame	Fireball	Cloak of Flames	Wall of Fire	Meteor Swarm
Combust	Heat Metal	Heart of Belinos	Fire Flies		
Pillar of Fire		Rebirth			
Warm					

THE CREEPING DARK

ASSOCIATED DAMAGE: NECROTIC

Level - 0	Level – 1	Level – 2	Level – 3	Level – 4	Level - 5
Menagerie	Terror Claws	Tendrils of living Dark	Reave	Dark Metamorphosis	Shadow Hydra
Shadow Shards	Spectral Scythe	Darkling(s)	Shadow Geist	Black Gate	
Shadow Play	Shroud of the Night	Shadow Step	Umbral Blade	Darkling Brute(s)	
Cloak of Shadows	Armor of the Abyss				

TRADITIONALIST

ASSOCIATED DAMAGE: FORCE

Level - 0	Level – 1	Level – 2	Level – 3	Level – 4	Level - 5
Dancing Lights	Mage Armor	Enlarge / Reduce	Alter Age	Force Wall	Disintegrate
Magic Missile	Color Spray	Fast Foreword	Enchant Flying Device		
Mending	Shield	Mirror Image			
	Sleep				
	Spider Climb				
	Infinite Space				

TWISTING SERPENTS

ASSOCIATED DAMAGE: ACID & POISON

Level - 0	Level – 1	Level – 2	Level – 3	Level – 4	Level - 5
Dragon Lash	Acidic Web	Twinspine	The Cough	Dragon Fog	Twisting Serpents
Vitriolic Splash	Poison Spray	Boils		Gods of the Delta	
	Poison Darts	Stinking Cloud			
	Melt				

VISAGE OF THE BEAST

ASSOCIATED DAMAGE: NONE

Level - 0	Level -1	Level -2	Level -3	Level -4	Level -5
Natures Tongue	**Eyes of the Wild**	Soothing Whispers	Feral Form	Cocoon	Lure of Dragons
Dread Talons	Luring the Beast (Lesser)	Frenzy	Vigor of the Wildman	Swarm Lord	Chrysalis
Animal Friend	Scales of Regeneration	Chimera	Luring the Beast (Greater)	Eyes of the Forest	Song of the Sky
		Soul Bond		Master of the Wild	

SPELLS DESCRIPTIONS

ACIDIC WEB

(Twisting Serpents, lvl-1)

Range: 60 ft.

Casting time: Action.

Duration: Concentration up to 1 minute.

You take a deep breath in, your face taking on many serpentine features as you do and you spit out a mass of thick, caustic webbing at a point that you can see within range. The web fills a 20 ft. radius from that point for the duration. If the webs aren't anchored between two solid masses (such as walls or trees) or layered across the floor, wall or ceiling the web collapses in on itself and spell end at the beginning of your next turn. Webs layered on a flat surface have a depth of 5 ft. Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity save. On a failed save the creature is restrained and take 7(1D12) Acid damage. A creature restrained by the web can use its action to roll a Strength save against your spell save DC. If it succeeds it is no longer restrained.

ALTER AGE

(Traditionalist, lvl-3)

Range: 30 ft.

Casting time: Action.

Duration: Concentration, up to 1 hour.

Choose a creature that you can see within range. The creature must make a Constitution save or have its age category raise or lowered one step *(casters choice)* for the duration of the spell.

Overcharge: The duration becomes permanent.

ANIMAL FRIEND

(Visage of the beast, lvl-0)

Range: Self.

Casting time: Bonus action.

Duration: 5 minutes.

You call out and summon a tiny beast to your side. The little creature is friendly and will be the same creature summoned each time *(so think of some cool pet names)*. The little creature is created using the beast creation rules using the beast table 1 & is a Tier 1 beast. The little Beast has an AC:10 & if it can attack, it attacks using your Spellcasting ability modifier to hit (and damage). If your little animal friend is brought to zero wounds, or when this spells duration ends, it runs away and hides until summoned again. You may command your little friend with "Pet Commands" (with the exception of the calling command), however you may do so verbally or mentally. For the duration of this spell, if you cast this spell again, you refresh its duration. As you level up, your animal friend grows in power. At Heroic tier 3, your animal friend is created using the Beast table 2 & is tier 2. Heroic tier 4, your animal friend is created using the Beast table 2 & is tier 3. Heroic tier 5, your animal friend is created using the Beast table 3 & is tier 4.

Special: Your tiny animal friend may be targeted by spells. So your little friend can get some protection from a divine shield . . . if you like.

Overcharge: You animal friends AC is now 20 instead of 10.

ARCANE ARMOR OF INVULNERABILITY

(Bartleby's arcane shaping, lvl-1)

Range: Self.

Casting time: Action.

Duration: Concentration, up to 1 minute.

The target you touch gains powerful armor made of pure magical force. For the duration of the spell the target is immune to damage from minions and gains Damage resistance: Force.

Overcharge: The duration becomes; 1 minute.

ARCANE BLADE

(Bartleby's arcane shaping,lvl-4)

Range: 120 ft.

Casting time: Action.

Duration: Concentration, up to 1 minute.

You create a Large disembodied hand holding a huge sword made of pure force. The blade lasts for the duration, moves at your command and mimics your hands movements. As an object the Blade has an AC:20 and HP equal to the casters Maximum HP. If the hand drops to zero HP the spell ends. The hand has a Strength of 26(+8), Dexterity of 10(+0) and an Awesome Power equal to your Awesome Power +2. As a bonus action you may move the blade up to 60 ft. As an action you can attack a creature within 5 ft. of the arcane blade. This is a melee spell attack. On hit, the target takes 31(5D8+8) Force and Slashing damage.

Casting at higher levels; Gain an additional melee spell attack with the Arcane blade when this spell is cast as a fifth level spell. The Arcane blade vanishes if it ever gets more than 60 ft. away from you or you cast this spell again.

ARCANE HAND

(Bartleby's arcane shaping,lvl-3)

Range: 120 ft.

Casting time: Action.

Duration: Concentration, up to 1 minute.

You create a Large disembodied hand made of pure force. The hand lasts for the duration, moves at your command and mimics your hands movements. As a physical object the Hand has an AC:20 and HP equal to the casters Maximum HP. If the hand drops to zero HP the spell ends. The hand has a Strength of 26(+8), Dexterity of 10(+0) and an Awesome Power equal to your Awesome Power +2. As a bonus action you may move the Hand up to 60 ft. As an action you can us the hand to make an unarmed attack (using the hands strength & your proficiency bonus), grapple or wrestling move against a creature within 5 ft. of the hand. Grapple checks are made with the hands Strength modifier + your proficiency bonus. The type of wrestling moves that can be done with the Hand are as follows; Throw, Pile driver, Sleeper and 3 count. The hand vanishes if it ever gets more than 60 ft. away from you or you cast this spell again.

ARCANE MIRROR

(Ikol's mirror, lvl-0)

Range: 30ft.

Casting time: Action.

Duration: 5 minutes.

You summon a full length arcane mirror within range that floats a few inches off the ground. The mirror itself does nothing but it is the catalyst for many of the other spells in this school. The mirror has an AC:10 & 1 HP and can be destroyed, prematurely ending the duration of this spell. You can move an arcane mirror up to 30ft. as a bonus action. Casting this spell prematurely ends the duration of any previous arcane mirror(s).

Overcharge: double this spells range.

ARMOR OF THE ABYSS

(Creeping Dark, lvl-1)

Range: Self.

Casting time: Action.

Duration: 1 minute.

The darkness crawls across your form as if it were a second skin, protecting you and lashing out at your enemies. For the duration of this spell your AC becomes 13 + Dexterity and any enemy adjacent to you takes 1 point of Necrotic damage.

Overcharge: Any living creature brought to zero HP by this spell is consumed by the darkness and killed. You regain HP equal to your recovery amount for every living creature killed in this fashion.

ASH EATER

(Teachings of Belinos, lvl-0)

You can eat ash in place of water and rations. You may benefit from a long or short rest without having a full waterskin or ration as long as you have or can make ash.

ASPECT OF INDRA

(Scion of Indra, lvl-4)

Range: Self.

Casting time: Action.

Duration: Instantaneous.

The target of this spell takes on the form of living lightning. The target gains temporary Hit Points equal to the casters maximum HP. Additionally for as long as the target has temporary HP, they gain immunity to Lightning Damage.

Casting at higher levels; Casting this spell as a level 5 spell, gain temporary Hit Points equal to twice the casters maximum HP.

Overcharge: The spells range becomes, Range: touch.

BALL LIGHTNING

(Scion of Indra, lvl-3)

Range: 120 ft.

Casting time: Action.

Duration: Instantaneous.

You forge a ball purely made of lightning energy and hurl it at your enemies. Make a ranged spell attack at one target that you can see within range. On hit, Target takes 18(4D8) Lightning damage and any creature within 10 ft. of the target struck

takes half damage.

Casting at higher levels; Gain 1 additional ball lightning to attack with for every level beyond third this spell is cast.

BANISHMENT

(Radiant Servant, lvl-3)

Range: 60 ft.

Casting time: Action.

Duration: Concentration, up to 1 minute.

Choose 1 creature that you can see within range. That creature must succeed on a Charisma save or be erased for the duration. At the end of the spell the creature reappears at the same point it was erased from.

Casting at higher levels; You may target 1 additional creature for every level beyond third that this spell is cast.

BEACON OF HOPE

(Radiant Servant, lvl-2)

Range: Self.

Casting time: Action.

Duration: Concentration, up to 1 minute.

When you heal a target, the target heals for the maximum Hit Points possible.

BLACK GATE

(Creeping Dark, lvl-4)

Range: 10ft.

Casting time: Bonus action.

Duration: 1 round.

The shadows dance to your whims and as the darkness twists and turns it reveals to you an intricate ebony door. You and your allies may step through the door to instantly exit an identical door anywhere on the planet Gemini and within 4 days travel. The exit location is the same for everyone walking through the door and chosen by the spell caster when this spell is cast. The doorways collapse into shadow at the beginning of the spell casters next turn.

Casting at higher levels: The exit location may be anywhere on the planet Gemini and within 8 days travel when cast as a fifth level spell.

Overcharge: Change the duration to Concentration up to 1 hour.

BLESS

(Radiant Servant, lvl-1)

Range: 30 ft.

Casting time: Action.

Duration: Concentration, up to 1 minute.

You bless 3 creatures of your choice that you can see within range. Whenever the target makes an attack roll or saving throw before the spell ends, they may roll 1D6 and add the result.

Casting at higher levels; You may target 1 additional creature for every level beyond first that this spell is cast.

BOILS

(Twisting Serpents, lvl-2)

Range: 30 ft. One target.

Casting time: Action.

Duration: Concentration up to 1 minute.

You take a deep breath in, your face taking on many serpentine features as you do and you spit a viscous fluid at one creature that you can see within range. The target rolls Constitution save. Success, target takes 7(1D12) Poison damage. Failure, target takes 7(1D12) Poison damage and contracts boils. While a target has boils the target

takes 7(1D12) Poison damage whenever they are hit with a weapon attack.

CALL LIGHTNING

(Scion of Indra, lvl-2)

Range: 120 ft.

Casting time: Action.

Duration: Concentration, up to 10 minutes.

You create a storm cloud in the shape of a cylinder that is 10 ft. tall with a 60 ft. radius, centered on a point you can see within 100 ft. directly above you. The spell fails if you can't see a point in the air where the storm cloud could appear (such as being in a small room or deep underground in a dungeon). On the turn you create the storm cloud and as an action on all subsequent turns, you can spend an action to call down a bolt of lightning to strike at a point you can see within range. Each creature within 5 ft. of that point must make a Dexterity save. A creature takes 17(3D10) Lightning damage on a failed save or half as much on a successful one.

Casting at higher levels; Strike with 1 additional lighting bolt per action for every level beyond second that this spell is cast.

CHAIN LIGHTNING

(Scion of Indra, lvl-1)

Range: 150 ft.

Casting time: Action.

Duration: Instantaneous.

In a show of electrical force, lightning arcs from you towards dozens of enemies. You can create up to 12 arcs of lightning. Choose a number of creatures that you can see within range, each creature is struck by no more than one of the lightning arcs. On hit, the target takes 1 Lightning damage.

Casting at higher levels; Create 6 additional arcs of lightning for every level beyond first this spell is cast.

Overcharge: One creature may be targeted and struck by every arc of lightning you create with this spell.

CHIMERA

(Visage of the beast, lvl-2)

Range: Self.

Casting time: Action.

Duration: Concentration up to 1 minute.

You can embody the spirit of a wild animal, taking on some of its physical aspects. When casting this spell, choose one spirit animal from the list below;

Bull: Your skin grows tough and muscles nearly double in size. Your Strength score becomes 18 for the duration of the spell if it is less than 18. If your strength score is higher than 18, this spell has no effect.

Panther: You muscles grow incredibly limber. Your Dexterity score becomes 18 for the duration of the spell if it is less than 18. If your Dexterity score is higher than 18, this spell has no effect.

Bear: Your body grows thick with fat & fur. Your Constitution score becomes 18 for the duration of the spell if it is less than 18. If your Constitution score is higher than 18, this spell has no effect. This temporary change in Constitution has no effect on your HP.

Fox: Your ears grow large and pointy and you sprout thin orange fur on your face. Your Intelligence score becomes 18 for the duration of the spell if it is less than 18. If your Intelligence score is higher than 18, this spell has no effect.

Owl: You eye brows grow long and your hair grows feathery. Your Wisdom score becomes 18 for the duration of the spell if it is less than 18. If your Wisdom score is higher than 18, this spell has no effect.

Eagle: You start to moves as if carried a lot by the air and with an ethereal regality. Your Charisma score becomes 18 for the duration of the spell if it is less than 18. If your Charisma score is higher than 18, this spell has no effect.

Casting at higher levels: You may choose one additional spirit animal for every level beyond second this spell is cast.

Overcharge: The ability score change granted by a spirit animal is now 20 instead of 18.

CHRYSALIS

(Visage of the beast, lvl-5)

Range: Self (200ft.).

Casting time: Action.

Duration: Instantaneous.

Your power can transform creatures into small, tiny little chrysalises. Chose up to 5 creatures that you can see and are within 200ft. of you. If the Awesome Power of a chosen creature is 5 or lower, the creature must succeed a Constitution save or permanently become a rejuvenating chrysalis.

Overcharge: If the Awesome Power of a chosen creature is 10 or lower, the creature must succeed a Constitution save or permanently become a rejuvenating chrysalis.

Special: A rejuvenating Chrysalis may be eaten as an action to regain 10 mana & 50 HP.

CLOAK OF FLAMES

(Teachings of Belinos, lvl-3)

Range: Self.

Casting time: Action.

Duration: 10 minutes.

You summon a fiery cloak that you're wearing. The cloak sheds light out to 10 ft. You gain resistance to cold damage while wearing the cloak. In addition whenever a creature within 5 ft. of you hits you with a melee attack, they take 9(2D8) fire damage.

Overcharge: Range becomes, Range: Touch.

CLOAK OF SHADOWS

(Creeping Dark, lvl-0)

Range: Self.

Casting time: Action.

Duration: Instantaneous.

You blend away into nothingness as the darkness consumes you. While within an area of darkness (no light) or dim light you become invisible to the naked eye until the beginning of your next turn. You

must remain still and take no movement to remain invisible.

Overcharge: you may move and still remain invisible. Additionally you gain a fly speed equal to 10ft. for every specter in your menagerie.

COCOON

(Visage of the beast, lvl-4)

Range: Self.

Casting time: Action.

Duration: 1 round.

Your engulfed by your magic and it coalesces into a solid cocoon, from which you will break free feeling greatly rejuvenated. You gain the petrified condition until the beginning of your next turn. At the beginning of your next turn, you gain the full benefit of a short rest. This short rest does not count towards the normal maximum amount of short rests that can be taken before a long rest is needed.

Casting at higher levels: You gain the full benefits of a long rest instead of a short rest, when this is cast as a 5th level spell.

Overcharge: In addition to all the spells normal affects you also gain 50 temporary HP.

COLOR SPRAY

(Traditionalist, lvl-1)

Range: Self (15 ft. cone).

Casting time: Action.

Duration: 10 minutes.

A dazzling array of colors fire from your outstretched hands. You affect 33(6D10) hit points worth of creatures. Creatures within the 15 ft. cone originating from you are affected in ascending order of their current HP (Ignoring unconscious / downed creatures or blind creatures). Starting with the creature that has the lowest HP, each of the creatures affected by this spell are blind until the spell ends. Subtract each creatures HP from the total before moving on to the next creature, with the next lowest HP. A creatures HP must be equal to, or lower than the remaining total for that creature to be affected.

Casting at higher levels; Add 16(3D10) to the HP total of affected creatures for every level beyond first this spell is cast as.

Overcharge: double the amount of total HP of creatures this spell can affect.

COMBUST

(Teachings of Belinos, lvl-0)

Range: 60ft.

Casting time: Action.

Duration: Instantaneous.

Choose a point within 60ft that you can see to explode . Every creature within 5ft of the explosion must succeed a Reflex save. On a failure the creature takes 4(1D6) fire damage. The damage increases to 7(2D6) at tier 3, 11(3D6) at tier 4 & 14(4D6) at tier 5.

Overcharge: the creature who fails the save is also *Blinded* until the beginning of your next turn.

COURT OF APPARITIONS

(Ikol's mirror, -4)

Range: Self (special).

Casting time: Action.

Duration: Concentration up to one weak (so don't sleep!).

You can create an entire host of illusions of creatures of objects capable of sound and movement. These illusions are tangible and may be physically interacted with. However if one of these illusions take damage, that illusion disappears. You can create enough illusions to create up to a small town or military garrison. You may see, hear and

speak through each individual illusion, so make sure you give a convincing performance.

Overcharge: You create enough illusions to form an entire castle and surrounding populace.

CURE WOUNDS

(Radiant Servant, lvl-1)

Range: Touch.

Casting time: Action.

Duration: Instantaneous.

A creature you touch regains a number of Hit points equal to 5(1D8) + your spellcasting ability modifier. This spell damages undead instead of healing them and has no effect on constructs.

Casting at higher levels; The target creature gains an additional 5(1D8) Hit points for every level beyond first this spell is cast.

DANCING FLAME

(Teachings of Belinos, lvl-1)

Range: 60ft.

Casting time: Action.

Duration: Concentration up to a minute.

Choose an unoccupied space on the floor within 60 ft. Your dancing flame sprouts into existence in that space and burns any creature within 5ft of it. Any creature within 5ft. of the dancing flame must make a Dexterity save. The creature takes 7(2D6) Fire damage on a failed save or half as much on a successful one. As a bonus action you can move your dancing flame of to 30 ft. If you move your dancing flame into a creature, that creature must make the saving throw against the flames damage and the dancing flame stops moving this turn.

Casting at higher levels; increase the damage by 7(2D6) for each level beyond first that this spell is cast.

DANCING LIGHTS

(Traditionalist, lvl-0)

Range: 120 ft.

Casting time: Action.

Duration: Concentration, up to 1 minute.

You create up to 4 torch sized lights within range. Theses lights make take any small form you wish, you may combine all 4 lights to have them take any medium sized form you wish. No matter the form, each light sheds dim light in a 10 ft. radius (even if all 4 lights are combined). As a bonus action on your turn you may move all the light up to 60 ft. to a new spot within range. Any light that exceeds the range of this spell winks out and can't be reformed.

DARK METAMORPHOSIS

(Creeping Dark, lvl-4)

Range: Self.

Casting time: Action.

Duration: 1 minute.

You call upon the shadows, beckoning them to embrace and empower you. The darkness crawls over your form, engulfing it and growing . . . pulsating with power as you emerge from it wearing the guise of some great undead thing. You become a great undead brute for the spell duration growing to large size (large casters remain large). You become immune to Frightened, Grappled, Incapacitated, Paralyzed, Poisoned, Stunned and Unconscious conditions. You also gain Poison, Psychic, Thunder, Cold, Necrotic damage immunity. Any bludgeoning piercing or slashing damage dealt to you is reduced to 1. While in this form your unarmed strikes deal 46(4D12+20) bludgeoning and necrotic damage. You can't cast any other spells for the duration of dark metamorphosis. Taking any radiant damage during the duration of this spell, immediately ends this spell.

DARKLING(S)

(Creeping Dark, lvl-2)

Range: 60 ft.

Casting time: Action.

Duration: 1 minute.

You spawn from the darkness an undead creature, a zombie to do your bidding. You summon a humanoid zombie in an unoccupied space that you can see within range. This zombie lasts the duration of the spell, or until you cast this spell again. When you cast the spell the zombie(s) can make a melee spell attack (adding your spellcasting ability modifier to hit and damage) against a target within 5 ft. of the zombie. On a hit, the target takes 5(1D8) Necrotic damage. For the duration of the spell, as a bonus action on your turn, you may move the zombie up to 20 ft. and repeat the attack against a target creature within 5 ft. of it. The zombie(s) may be targeted by spells and attacks. The Zombie(s) have and AC:10 1 Hit Point and are immune to all but radiant damage.

Casting at higher levels; increase the number of zombies summoned by one for each level beyond second that this spell is cast

Overcharge: Increase the damage of each zombie summoned by 5(1D8).

DARKLING BRUTE(S)

(Creeping Dark, lvl-4)

Range: 60 ft.

Casting time: Action.

Duration: 1 minute.

You spawn from the darkness a creature of undeath and shadow, an oversized brutish zombie to do your bidding. You summon a large humanoid zombie in an unoccupied space that you can see within range. This zombie lasts the duration of the spell, or until you cast this spell again. When the spell is cast and when the zombie "attacks", all non-friendly creatures *(enemies)* within 5ft. of the Darkling brute must make Dexterity save or take 18(4D8) Necrotic damage on a failed save or half as much on a successful one. For the duration of the spell, as a bonus action on your turn, you may move the zombie up to 20 ft. and repeat the "attack". The zombie(s) may be targeted by spells and attacks. The Zombie(s) have and AC:10 1 Hit Point and are immune to all but radiant damage.

Overcharge: Summon an additional Darkling brute.

DAYLIGHT

(Radiant Servant, lvl-2)

Range: 60 ft.

Casting time: Action.

Duration: 1 hour.

A 60ft. radius sphere of light winks into existence at a point you choose within range. The sphere is bright light and sheds dim light an additional 60 ft. You may choose a point in space or, cast this spell on an object. If cast on an object, the light moves with the affected object and can be obscured if the affected object is completely covered by another *(completely opaque)* object. Such as throwing the affected object inside of a chest. If the Dimly lit area of the daylight spell comes into contact with an area of magical darkness, the spells sheds only the bright light within the area of the spell while the additional dim light is consumed by magical darkness. Magical darkness is not powerful enough to consume the 60 ft. radius of bright light.

DECOYS

(Ikol's mirror, lvl-1)

Range: Special.

Casting time: Action.

Duration: Concentration up to a 1 minute.

You can create many illusions of yourself or your allies that can taunt enemies. Create 1 Illusion for

every active arcane mirror within 30ft. of an arcane mirror. Any evildoer within 30ft. of a decoy gains the Taunted condition and must attempt to attack a decoy. The decoys have 1 HP & an Armor Class equal to 10 + your spell casting ability modifier. For the duration of the spell, you may move a decoy up to 30 feet as a bonus action.

Casting at higher levels: You create 1 additional decoy per arcane mirror for every level beyond first that this spell is cast.

Overcharge: When a decoy is destroyed it deals 5 psychic damage to the creature that destroyed it.

DEEP FREEZE

(Disciple of Skadi, lvl-5)

Range: 120 ft.

Casting time: Action.

Duration: Concentration up to a minute.

Choose a point that you can see within range. Up to 6 creatures within 40 ft. of that range must succeed a Constitution save. A creature is Petrified (incased in solid ice) on a Failure or, on a Success the creature's speed is halved, takes -2 AC, gains Disadvantage on Dexterity saves and can only take an action or bonus action (NOT BOTH). Regardless of feats features or abilities an affected creature can make no more than 1 melee or ranged attack for the duration. Any creatures Petrified by this spell makes another Constitution save at the end of its turn. A successful save ends the petrification.

DETECT FALSEHOODS

(Ikol's mirror, lvl-0)

Range: Self.

Casting time: Action.

Duration: 1 minute.

You automatically succeed any save required to detect an illusion for the duration of the spell. Additionally you may roll insight checks with advantage for the duration of the spell.

Overcharge: The duration becomes instantaneous and you gain true sight (the ability to see the true nature of a thing).

DISINTEGRATE

(Traditionalist, lvl-5)

Range: 60 ft.

Casting time: Action.

Duration: Instantaneous.

A thin ray of arcane energy springs forth from your finger to a target that you can see within range. The target can be a creature, object or even a creation of pure magical force *(Such as a force wall)*! A creature targeted must make a Dexterity save. On a failed save, the target takes 1D6 Awesome Damage. If this damage reduces the targets Constitution score to ZERO (or if the target has no Constitution score and fails the save), the target no longer exists! The target and anything that may have been carried by the target are gone. This spell automatically disintegrates a Large or smaller non-magical object or creation of pure magical force. If the target is Huge or larger object or creation of magical force, it instead disintegrates a 10ft. cube portion of it.

Overcharge: Change Range to; Self, 60 ft. Line.

DIVINE FAVOR

(Radiant Servant, lvl-1)

Range: Touch.

Casting time: Bonus action.

Duration: Concentration, up to 1 minute.

You empower the spells target to deal additional damage with their weapon attacks for the duration of the spell. The additional damage is 4(1D6) Radiant damage. . Casting at higher levels;

increase the Radiant damage by 3(1D6) for each level beyond first that this spell is cast.

DIVINE FLAME

(Radiant Servant, lvl-1)

Range: 60 ft.

Casting time: Action.

Duration: Concentration, up to 1 minute.

Chose a point that you can see within range. Each creature and object within a 20 ft. radius of that point is outlined with radiant energy. If a creature is in the spells area when it is cast it must make a Dexterity save. On a failure any affected object or creature sheds dim light out to 10 ft. for the duration of the spell. Any attack rolls made against an affected object or creature gain advantage.

Overcharge: Any attack rolls made by an affected creature gain disadvantage.

DRAGON FOG

(Twisting Serpents, lvl4)

Range: 120 ft.

Casting time: Action.

Duration: Concentration, up to 10 minutes.

You take a deep breath in, your face taking on many draconic features as you do and exhale a cloud in the form of twin serpents coiling around and flowing into. You create a 20 ft. radius sphere of fog on a point you can see within range. When a creature enters the spells area for the first time on a turn, or starts its turn within the fogs area, that creature must make a Constitution save. The creature takes 18(4D8) Poison damage and 18(4D8) Acid damage on a failed save or have as much on a successful one. As an action on your turn you can move the poisonous fog up to 20 ft.

DRAGON LASH

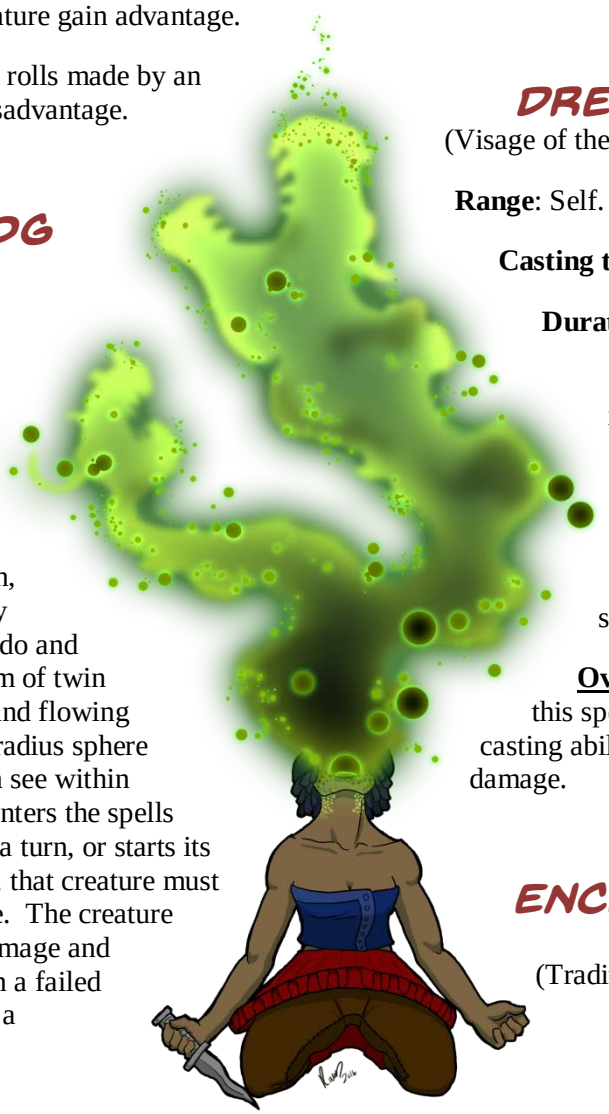
(Twisting Serpents, lvl-0)

Range: Self.

Casting time: Action.

Duration: Instantaneous.

Your arm takes the form of a green draconic tail and you swipe this tail repeatedly at your enemies. Make a melee spell attack against one target within 5 ft. of you. On hit, target takes 5(1D8) Bludgeoning damage. As you level up you gain 2 attacks at tier 3, 3 attacks at tier 4 and 4 attacks at tier 5.



DREAD TALONS

(Visage of the beast, lvl-0)

Range: Self.

Casting time: Bonus action.

Duration: 1 minute.

You forearms double in size and your hands grow into immense, vicious claws. For the duration of this spell, your unarmed strike damage becomes 1D12 + Strength modifier slashing damage.

Overcharge: The damage of this spell is instead 1D12 + spell casting ability modifier slashing & force damage.

ENCHANT FLYING DEVICE

(Traditionalist, lvl-3)

Range: 60 ft.

Casting time: Action.

Duration: Concentration, up to 1 minute.

You extend your hand after the spells completion, sending fourth multicolored magical energies to animate an object. The object springs to life and begins flying about on your command. Choose an unattended object that you can see within range (such as a broom, carpet etc.). The object gains fly speed of 60 ft. for the duration and may carry you aloft. As a bonus action you can command the object to move (with or without you riding it). If the spell ends while the target is aloft if falls. Unless it can somehow stop the fall.

Overcharge: The object gain an additional 60 ft. fly speed, increasing the totally fly speed to 120f.

ENLARGE / REDUCE

(Traditionalist, lvl-2)

Range: 30 ft.

Casting time: Action.

Duration: Concentration, up to 1 minute.

Choose a creature or object that you can see within range. You can make the target grow or shrink one size category *(gaining and losing Awesome Power accordingly)* for the duration of the spell. If the target is an unwilling creature, it can make A Constitution save to resist the spell. *(This spell is good for shrinking scary enemies, enlarging strong allies or shrinking a door so that it's no longer blocking your path.)*

EYES OF THE FOREST

(Visage of the beast, lvl-4)

Range: Self (350ft radius.)

Casting time: Action.

Duration: Concentration up to 1 minute.

Connecting with the primal spirit of forest, this power gives you the ability to reach out with your mind and peer through the eyes of many beasts of the forest allowing you to see from many perspectives at a given moment.

Casting at higher levels: The range increases to self(1days travel) when cast as a 5th level spell.

Overcharge: Duration becomes 5 minutes instead of Concentration up to 1 minute

EYES OF THE WILD

(Visage of the beast, lvl-1)

Range: Self (60ft radius).

Casting time: Action.

Duration: Instantaneous.

You reach out with your senses, touching the minds of all beasts within range. You can see through the eyes of one beast or beast blood within range of the spell for one round.

Special: You can cast this spell as a level zero spell & free action if looking through the eyes of your animal friend.

Casting at higher levels: Increase the radius of this spell by 20ft for every level beyond first this spell is cast.

Overcharge: Change the duration to concentration up to 1 minute.

FAST FOREWORD

(Traditionalist, lvl-2)

Range: 30 ft.

Casting time: Action.

Duration: Concentration, up to a minute.

You choose a target that you can see and is within range. Until the spell ends the target's speed is doubled, gains a +2 to AC, has advantage on Dexterity saves and it gains and additional action

on each of its turns. When the spell ends the target of this spell moves to the next oldest age category. From child to not a child & from not a child to old fart. If the target was an old fart, they become a retiree and can't do battle until they are made young again.

FERAL FORM

(Visage of the beast, lvl-3)

Range: Self.

Casting time: Action.

Duration: 1 minute.

The blood of beasts doesn't run through your veins, but that's what magic's for! You transform into a Beast, you keep all your ability scores, unarmored Amor Class and Awesome Power (if it's higher than your beast form), except that while in beast for you use the beasts wounds instead of your Hit Points.. The Beast you become is created using the **Beast Creation** rules. While transformed you attack normally, using the beasts natural weapons, to attack using a best special attack however takes a full round action. The beast your transform into is created using the Beast table 3, has a tier equal to your heroic tier & a total of 20 ability points. Your transformation lasts for the duration of the spell or until the beast form is brought to zero wounds.

Casting at higher levels: Increase the number of ability points you have to customize the beast form by 10 for every level beyond third this spell is cast.

FIREBALL

(Teachings of Belinos, lvl-2)

Range: 150 ft.

Casting time: Action.

Duration: Instantaneous.

Choose a point within range that you can see to explode. Every creature within a 20ft. radius of that point must make a Dexterity save. The creatures in the explosion take 28(8D6) Fire damage on a failed save, or half as much on a successful one.

Casting at higher levels; increase the damage by 7(2D6) for each level beyond second that this spell is cast.

FIRE FLIES

(Teachings of Belinos, lvl3)

Range: 120 ft.

Casting time: Action.

Duration: Instantaneous.

You create 4 furious blazing faeries that hurl themselves at targets that you can see within range. Make a ranged spell attack for each created faerie. On hit, the target takes 11(3D6) Fire damage.

Casting at higher levels; Create 2 additional blazing faeries for every level beyond third this spell is cast.

Overcharge: On hit, The faerie explodes in a 10 ft. radius and deals half as much damage to any creature within the radius of the explosion.

FORCE WALL

(Traditionalist, lvl-4)

Range: 120 ft.

Casting time: Action.

Duration: Concentration up to 10 minutes.

You summon a sheet of force that you can shape. The sheet of invisible force can be horizontal, vertical and may even be curved. You could even shape it into a domed hemisphere. You shape it into a hemisphere with a radius of 10 ft., or a flat surface made up of TEN 10x10 panels. Each panel must remain in contact with at least one other panel. In any form the invisible force is 0.25 inch thick. If the wall cuts through a creatures space when it's summoned, the creature is pushed to one side of the wall (casters choice). Nothing can pass through the wall, the wall is immune to all damage and can't be dispelled by dispel magic. A disintegrate spell however, instantly destroys the wall.

FREEZE

(Disciple of Skadi, lvl-2)

Range: 30 ft.

Casting time: Action.

Duration: Instantaneous.

Choose one target that you can see within range. The target must succeed a Constitution save or become Petrified. At the end of each of the the creatures turn it gets to make another Constitution save. On a success the spell ends.

Casting at higher levels; Increase The number of creatures the spell can target by one for every level beyond second this spell is cast.

FRENZY

(Visage of the beast, lvl-2)

Range: Self (30ft. radius).

Casting time: Action.

Duration: Instantaneous

Using your magical powers you force a moment of fervor and fury into the minds of beasts, causing them to fly into furious action! Any creature with a natural weapon attack within a 30 foot radius of you must roll a Wisdom save or take an attack action (with that a natural weapon attack) against a target of your choosing (targets may voluntary fail this save, wink, wink, nudge, nudge). The target must be within range of at least one of the Beasts attacks.

Casting at higher levels: Any affected creature may move 10ft towards the target chosen to be attacked, for every level beyond second this spell is cast.

FROST BREATH

(Disciple of Skadi, lvl-4)

Range: Self (60 ft. cone).

Casting time: Action.

Duration: Instantaneous.

You exhale a blast of super cooled air. Each creature in the 60 ft. cone must make a Constitution save. A creature takes 36(8D8) Cold damage on a failed save and half as much on a successful one. A creature brought to zero HP is become a fully frozen statue.

FROSTBITE

(Disciple of Skadi, lvl-1)

Range: 60 ft.

Casting time: Action.

Duration: Concentration, up to 1 minute.

Choose one target that you can see within range of the spell. The target must make a constitution save or gain 1 level of Exhaustion for the duration of the spell.

Casting at higher levels; The target gains 1 additional level of Exhaustion for every level beyond first this spell is cast.

FROST CLONE

(Disciple of Skadi, lvl-1)

Range: 10 ft.

Casting time: Action.

Duration: Instantaneous.

You create an exact copy of yourself made of pure ice at a point that you can see within range. The clone grapples one target within 5 ft. of it when it is summoned. As a physical object the clone has an AC:20, HP equal to the casters BEAT UP threshold and a speed of 10 ft. If the clone drops to zero HP the spell ends. The clone has the same physical stats of the caster and an Awesome Power equal to the casters Awesome Power +1. On your turn as an action you can mentally or verbally command your clone to move and grapple or perform any wrestling move against one creature that you can see. The clone can perform any wrestling move you know.

Casting at higher levels; Increase The clone's speed by 10 ft. and its Awesome Power by +1 for every level beyond first that this spell is cast.

GODS OF THE DELTA

(Twisting Serpent, lvl-4)

Range: Self.

Casting time: Action.

Duration: Concentration, up to 1 minute.

You begin taking on draconic features. Growing boney horns and spikes. Your skin begins morphing into small deep emerald scales. While taking on these draconic features your body contorts and begins pulling itself apart, until there are two of you. The 2 draconic copies of you can do everything you can *(attack, cast spells etc.)*. You effectively become 2 separate heroes with 2 separate action economies. However when one suffers a status effect, both suffer the effect. When either copy is damaged, the Hit points are removed from your HP.

GUIDANCE

(Radiant Servant, lvl-0)

Range: Touch.

Casting time: Action.

Duration: Concentration, up to 1 minute.

You touch a creature filling it with divine energy. For the duration of this spell the target creature may add 1D4 to all ability checks.

HAILSTORM

(Disciple of Skadi, lvl3)

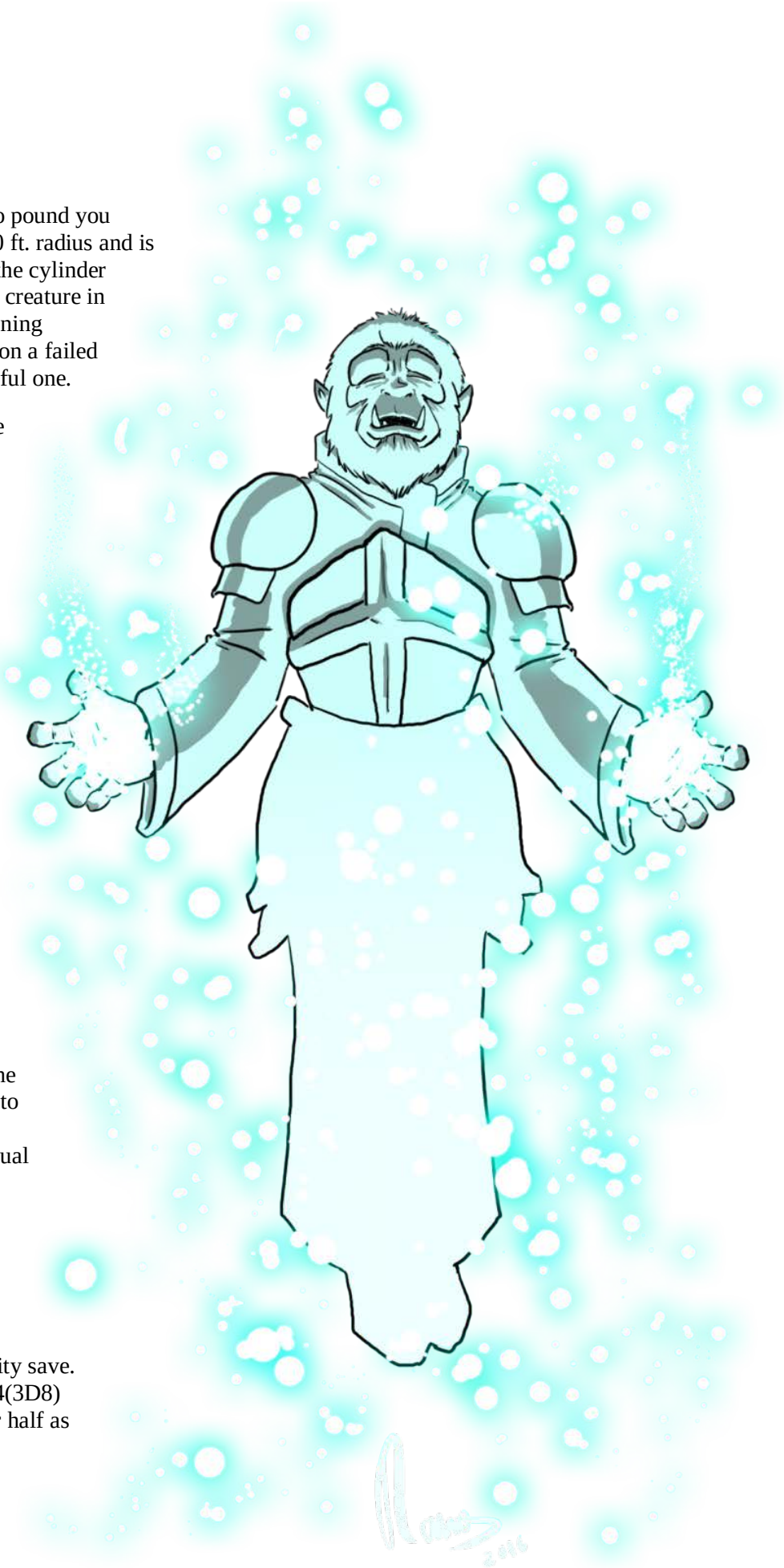
Range: 300 ft.

Casting time: Action.

Duration: Instantaneous.

Rock hard ice falls from the sky to pound you enemies in a cylinder that has a 20 ft. radius and is 40 ft. high. Each creature with in the cylinder must make a Dexterity save. Each creature in the cylinder takes 9(2D8) bludgeoning damage & 14(4D6) Cold damage on a failed save, or half as much on a successful one.

Casting at higher levels; Increase the Bludgeoning damage by 9(2D8) for each level beyond third that this spell is cast.



HALLOW GROUND

(Radiant Servant, lvl-5)

Range: Self (20 ft. radius).

Casting time: Action.

Duration: Concentration, up to 1 minute.

You glow brightly with divine energy and the ground upon which you stand becomes sanctified, within a 20 ft. radius around you. You gain *Blindsight* within the spells area and are *Restrained* for the spells duration. Additionally, for the duration of the spell as an action you can heal up to 3 creatures. The healed creatures regain an amount oh Hit Points equal to their recovery amount.

Overcharge: You summon a divine spirit guardian to protect you for the spells duration. The first time a non-friendly creature enters or begins its turn within the spells area, it must make a Dexterity save. The non-friendly creature takes 14(3D8) radiant damage on a failed save or half as much on a successful one.

HEART OF BELINOS

(Teachings of Belinos, lvl-2)

Range: Self (20 ft. radius).

Casting time: Action.

Duration: Concentration, up to 1 minute.

A torrent of swirling flame surrounds you. Any creature that enters or starts its turn within 20 ft. of you must make a Dexterity save. On a failure the creature takes 7(2D6) Fire damage or half as much on a success. The target of the heart of flame is immune to the damage of the spell.

Casting at higher levels; increase the damage by 7(2D6) for each level beyond second that this spell is cast.

Overcharge: The range becomes; Range: Touch. (Note that this spell grants its target immunity to the damage of this spell. Meaning if you target another hero with this spell, THEY are granted immunity to the spells damage and not you.)

HEAT METAL

(Teachings of Belinos, lvl-1)

Range: 60 ft.

Casting time: Action.

Duration: Concentration up to a minute.

Choose a metal object that you can see within range, such as a weapon or suit of armor. You cause the target object to glow red hot. Any creature in physical contact with the object takes 9(2d8) Fire damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your turns to deal this damage again.

Casting at higher levels; increase the damage by 5(1D8) for each level beyond first that this spell is cast.

HORRIBLE PROJECTION

(Ikol's mirror, lvl-3)

Range: Special.

Casting time: Action.

Duration: Concentration up to 1 minute.

As long as you are adjacent to an arcane mirror you may project a nightmarish illusion at a point up to 60ft. away. The illusion looks, sounds and smells real. You can see and hear through this horrible projection and even speak through it, though your voice will sound monstrous. Any creature within 10ft. of the Horrible projection when this spell is cast must make a Dexterity save. The creature takes **7(2D6)** psychic damage on a failed save or half as much on a successful one. For the duration of the spell whenever a creature first enters the 10ft. attack range of your horrible projection or ends its turn within 10ft. of your horrible projection it must make the Dexterity save and take your horrible projections damage. Additionally for the duration of the spell, you may as a bonus action move your horrible projection up to 30 ft. If you move your horrible projection within 10ft. of a creature, that creature must make the saving throw against the damage and the horrible projection stops moving this turn. If you are no longer adjacent to an arcane mirror the horrible projection ends.

Casting at higher levels: increase the damage by **7(2D6)** for each level beyond third that this spell is cast.

Overcharge: Any creature damaged by the horrible projection also fears the horrible projection for the duration of the spell.

HORRID BLADE

(Ikol's mirror, lvl-1)

Range: Special.

Casting time: Bonus action.

Duration: Instantaneous.

A horrid blade appears in the reflection of your arcane mirror and strikes at the reflection of a target within 10ft. of the arcane mirror. When you cast the spell you can make a melee spell attack

(adding your spellcasting ability modifier to hit and damage) against a creature within 10ft. of an arcane mirror. On a hit, the target takes 5(1D8) physic damage.

Casting at higher levels; increase the physic damage by 5(1D8) for each level beyond first that this spell is cast.

Overcharge: A horrid blade appears in EVERY arcane mirror. You can make one melee spell attack for each arcane mirror against any target within 10ft. of a given arcane mirror.

ICE ARMOR

(Disciple of Skadi, lvl-1)

Range: 20ft.

Casting time: Action.

Duration: Concentration, up to 1 minute.

Choose one creature that you can see within range, that target gains +1 AC for the duration of the spell.

Casting at higher levels; The target gains +1 AC for every level beyond first that this spell is cast.

ICE SHARD

(Disciple of Skadi, lvl-1)

Range: Self.

Casting time: Action.

Duration: 1 minute.

You create a sword made of pure ice. On the round this spell is cast and as an action, for the duration of this spell you may make a melee spell attack with your Ice shard (adding your spellcasting ability modifier to hit and damage). On hit, the target takes 11(3D6) Cold & slashing damage.

Casting at higher levels; increase the Cold damage by 4(1D6) for each level beyond first that this spell is cast.

ICE SLICK

(Disciple of Skadi, lvl-0)

Range: 60 ft.

Casting time: Action

Duration: Concentration, up to 1 minute.

You freeze the ground into a sheet of slick and slippery ice. The slick Ice covers a 10 ft. square area on the ground at a point you can see within range. When the ice slick first appears, any creature in its area must succeed a Dexterity save or fall *Prone*. Any creature enters or ends its turn in the area of the Ice slick must also succeed a Dexterity save or fall *Prone*.

Overcharge: The creature is also ***Restrained*** on a failed save.

IGLOO

(Disciple of Skadi, lvl-3)

Range: Self (10 ft. radius hemisphere).

Casting time: Action.

Duration: 8 hours.

You create a 100 ft. radius dome of ice, that's surprisingly warm and cozy inside. The igloo is immobile and can fit up to 9 creatures of medium size or smaller. The spell fails if there is a creature of large size or larger within the area of the created igloo. Spells effects or attacks of any kind can't be made through the igloo. Creatures you consider enemies can't move through the igloo, but your allies can move into and out of the igloo freely. Regardless of the weather outside, the inside of the igloo is warm and comfy if not a bit cramped. While the spell is active you can command the inside to be brightly lit, dimly lit or completely dark.

IKOL'S LAND OF MAKE BELIEVE

(Ikol's mirror, lvl-5)

Range: Special.

Casting time: Action.

Duration: Special.

The stories say that Ikol liked to play with his enemies and send them to his fun packed land of make believe. When you cast this terrible and malicious spell you can trap 1 creature within 10ft. of any of your arcane mirrors inside of the arcane mirror. Chose 1 creature within 10ft. of one of your arcane mirrors, that creature is sucked into the mirror and the mirror disappears. The creature is now trapped in Ikol's twisted land of make believe and will remain there until you cast the Arcane mirror, Sphere of mirrors or Unbreakable mirror spells.

INDRA'S FIST

(Scion of Indra, lvl-0)

Range: Touch.

Casting time: Action.

Duration: Instantaneous.

Roll a melee spell attack against 1 creature. If the creature is wearing metal armor you gain advantage for this attack roll. On a hit, the target takes 5(1D8) Lightning damage. The damage increases to 9(2D8) at tier 3, 14(3D8) at tier 4 & 18(4D8) at tier 5.

Overcharge: The target is also stunned until the start of your next round.

INDRA'S LASH

(Scion of Indra, lvl-0)

Range: 30 ft.

Casting time: Action.

Duration: Instantaneous.

You form a whip made of lightning and crack it at a target creature you can see within range. Make a Ranged Spell Attack against the target. On a hit the target takes 4(1D6) Lightning and Thunder damage. The Lightning and Thunder damage increases to 7(2D6) at tier 3, 11(3D6) at tier 4 & 14(4D6) at tier 5.

Overcharge: The target is also stunned until the start of your next round.

INDRA'S SHOUT

(Scion of Indra, lvl-1)

Range: Self (15 ft. cube).

Casting time: Action.

Duration: Instantaneous.

Each creature within a 15 ft. cube, centered on the caster must make a Constitution save. On a failed save the creature takes 9(2D8) Thunder damage and is pushed 10 ft. away from you. On a successful save, the creature takes half as much damage and isn't pushed.

Casting at higher levels; Increase the Thunder damage by 5(1D8) and +10 ft. pushed for each level beyond first that this spell is cast.

LIGHT

(Radiant Servant, lvl-0)

Range: Touch.

Casting time: Action.

Duration: 1 hour.

You touch one object that is no larger than 10 ft. in any dimension, it sheds a bright light in a 20 ft. radius and a dim light 20 ft. beyond that. The light moves with the affected object and can be obscured if the affected object is completely covered by another *(completely opaque)* object. Such at throwing the affected object inside of a chest. If the Dimly lit area of the Light spell comes into contact with an area of magical darkness, the spells sheds only the bright light within the area of the spell while the additional dim light is consumed by magical darkness. Magical darkness is not powerful enough to consume the 20 ft. radius of bright light.

Overcharge: The light flashes brightly. Any creature within a 40 ft. radius of you when you first cast the spell takes 1 Radiant damage.

INDRA'S WINGS

(Scion of Indra, lvl-3)

Range: Touch.

Casting time: Action.

Duration: Concentration up to 10 minutes.

The target sprouts wings formed of lightning and gains a fly speed of 60 ft. for the duration. If the spell ends while the target is aloft if falls. Unless it can somehow stop the fall.

INFINITE SPACE

(Traditionalist, lvl-1)

Range: Self.

Casting time: Action.

Duration: Instantaneous.

You reach into your cloak, or hat and can pull out just about whatever you may need. You may treat the inside of a hat, or cloak as a not so good gear bundle.

LIGHTNING BOLT

(Scion of Indra, lvl-2)

Range: Self (100 ft. line)

Casting time: Action

Duration: Instantaneous.

A stream of lightning runs from your outstretched hand in line, 100 ft. long and 5ft. wide in a direction you choose. Each creature in the line must make a Dexterity Save. Creatures in the line take 28(8D6) Lightning damage on a failed save, or half as much on a successful one.

Casting at higher levels; increase the Lightning damage by 7(2D6) for each level beyond second that this spell is cast.

LIGHTNING SPEED

(Scion of Indra, lvl-3)

Range: 30 ft.

Casting time: Action

Duration: Concentration, up to a minute.

You choose a target that you can see and is within range. Until the spell ends the target's speed is doubled, gains a +2 to AC, has advantage on Dexterity saves and it gains and additional action on each of its turns.

LURE OF DRAGONS

(Visage of the beast, lvl-5)

Range: 200ft.

Casting time: Action.

Duration: Special.

You reach out with your power and tie a lesser dragon to your will. You summon a dragon Whose Tier of Villainy is Adversary (4) or lower at a point you can see within range.

On the round the dragon is summoned and as an action on any subsequent rounds for the duration of this spell you may puppeteer your dragon to move and attack. At the beginning of every round after the first, you must pay 5 mana or this spell ends. The dragon's stats, abilities and specials are that of a Tier 4 evildoer but the specifics are entirely up to the GM.

Special: When the duration of this spell ends, the dragon remains & will probably be angry with you. Very, very angry with you . . . good luck.

LURING THE BEAST (LESSER)

(Visage of the beast, lvl-1)

Range: Special.

Casting time: Action.

Duration: Concentration up to 1 minute.

You use your magic to reach out and call a beast to your aid. The Beast you summon is created using the **Beast Creation** rules. The Beast you summon may be commanded with "**Pet Commands**" (with the exception of the calling command), however you may do so verbally or mentally. The beast summoned is a Tier 2 beast created using the beast table 1 & has 10 ability points to purchase abilities. The beast's attacks and saves are made in the same way as any other Pet, however they use your Spellcasting ability modifier instead. The Beast summoned lasts for the duration of the spell or until reduced to zero wounds.

Casting at higher levels: The beast summoned is a tier 2 beast, the beast table used equals the level of this spell when cast & the available ability points equal ten times the level of this spell when cast. Meaning that casting Luring the Beast as a third level spell would summon a tier 2 Beast created using the beast table 3 & 30 ability points.

Overcharge: You summon two beasts instead of one, commanding both at the same time as if you were commanding just one.

NOTE: The Beast summoned may be different every time. For this reason, please have a readymade list of the desired Beasts you can summon, so that you're not slowing down gameplay.

LURING THE BEAST (GREATER)

(Visage of the beast, lvl-3)

Range: Special.

Casting time: Action.

Duration: Concentration up to 1 minute.

You use your magic to reach out and call a beast to your aid. The Beast you summon is created using the **Beast Creation** rules. The Beast you summon may be commanded with "**Pet Commands**" (with the exception of the calling command), however you may do so verbally or mentally. The beast summoned is a Tier 3 beast created using the beast table 3 & has 30 ability points to purchase abilities. The beast's attacks and saves are made in the same way as any other Pet, however they use your Spellcasting ability modifier instead. The Beast summoned lasts for the duration of the spell or until reduced to zero wounds.

Casting at higher levels: The beast summoned is a tier 3 beast, the beast table used equals the level of this spell when cast & the available ability points equal ten times the level of this spell when cast. Meaning that casting Luring the Beast as a fourth level spell would summon a tier 3 Beast created using the beast table 4 & 40 ability points.

Overcharge: You summon two beasts instead of one, commanding both at the same time as if you were commanding just one.

NOTE: The Beast summoned may be different every time. For this reason, please have a readymade list of the desired Beasts you can summon, so that you're not slowing down gameplay.

MAGE ARMOR

(Bartleby's arcane shaping, lvl-1)

Range: Touch.

Casting time: Action.

Duration: 8 hours.

One creature you touch that is not wearing armor changes its base AC to 13 + it's Dexterity

MAGE HAND

(Bartleby's arcane shaping, lvl-0)

Range: 30ft.

Casting time: Bonus action.

Duration: 1 minute.

A spectral gloved hand appears floating at a point you can see within range. The hand vanishes if it ever gets more than 30 ft. away from you or you cast this spell again. The caster can use the hand to lift, move and manipulate anything that the caster is able to, including attacking with a weapon. The mage hand can be mentally commanded by its caster to move or attack (rolled as a melee spell attack) as a bonus action. The mage hand can wield any weapon for which the caster is proficient & can wield in a single hand, applying your Spellcasting ability modifier to the damage dealt.

MAGIC MISSILE

(Traditionalist, lvl-0)

Range: 120 ft.

Casting time: Action.

Duration: Instantaneous.

You point your finger and shoot out two magic missiles made of pure magic. Each magic missile deals 3(1D4+1) Force damage to a target you can see that is within range. These missiles need not target the same creature. You Increase the number of magic missiles to 3 at tier 2, 4 at tier 3, 5 at tier 4 & 6 at tier 5.

MASSIVE PROJECTION

(Ikol's mirror, lvl-3)

Range: Special.

Casting time: Action.

Duration: Concentration up to 1 minutes.

As long as you are adjacent to an arcane mirror you may project a massive illusion of yourself at a point up to 120ft. away. The illusion looks, sounds and smells real. You can see and hear through this massive projection. This spell creates a Huge

image that appears identical to you. The illusion has an Awesome Power appropriate to its size and may physically interact with objects and creatures. For the duration of the spell you may as an action move the massive projection up to 40ft. and make an attack with it (it makes unarmed attacks using its AP+ any unarmed strikes or wrestling moves that you know. It uses your spell casting ability modifier for these attacks). Your massive projection has an Armor Class = 15 + spell casting ability modifier, If your projection is hit or would take Damage one of your arcane mirrors takes the damage instead. If you are no longer adjacent to an arcane mirror the massive projection ends.

Casting at higher levels: Increase the size category this spell projects by one (from huge to gargantuan for example) for every level beyond third its cast.

Overcharge: Increase the size category this spell projects by two steps. (3rd level= colossal projection, 4th level= titanic projection, 5th level = momentous projection.).

MASTER OF THE WILD

(Visage of the beast, lvl-4)

Range: Special.

Casting time: Action.

Duration: Concentration up to 1 minute.

You use your magic to reach out and call a beast to your aid. The Beast you summon is created using the **Beast Creation** rules. The Beast you summon may be commanded with "**Pet Commands**" (with the exception of the calling command), however you may do so verbally or mentally. The beast summoned is a Tier 4 beast created using the beast table 4 & has 40 ability points to purchase abilities. The beast's attacks and saves are made in the same way as any other Pet, however they use your Spellcasting ability modifier instead. The Beast summoned lasts for the duration of the spell or until reduced to zero wounds.

Overcharge: The Beast you summon is created using 80 ability points instead of only 40.

NOTE: The Beast summoned may be different every time. For this reason, please have a readymade list of the desired Beasts you can summon, so that you're not slowing down gameplay.

MELT

(Twisting Serpent, lvl-1)

Range: 30 ft.

Casting time: Action.

Duration: Instantaneous.

You take a deep breath in, your neck begins flattening like a cobra's hood as you do, and exhale a spray of acid that will melt away inorganic material, nearly instantly! Choose a point that you can see within range, all inorganic (non-living) material within a 10 ft. cube of the chosen point, disappears in a caustic cloud.

Casting at higher levels; You gain an additional 10 ft. cube of area for every level beyond first you cast this spell.

MENAGERIE

(Creeping Dark, lvl-0)

Range: Self.

Casting time: Bonus action.

Duration: Instantaneous.

Any round in which you cast this spell and take the defeat minions action you gain a specter for your menagerie for every minion you defeat. The ghostly shadows in your menagerie fly around you and will remain until the end of your next round.

MENDING

(Traditionalist, lvl-0)

Range: Touch.

Casting time: Action.

Duration: Instantaneous.

This spell repairs small breaks and tears in objects that you touch. Such as a tear in a cloak, a broken link in a chain, or a leak in a barrel. The break, crack or tear can be no large that 1 ft. in any dimension, you leave no trace of the damage after you mend it. This spell may physically repair damaged parts of magic items, constructs and machinery, but can't replace any loss in magic or accurately place the intricate gears of machines in their correct positions.

METEOR SWARM

(Teachings of Belinos, lvl-5)

Range: 1 mile.

Casting time: Action.

Duration: Instantaneous.

The skies above grow black and four burning meteors are called down to strike anyone, anywhere within your range. Each meteor is a 40 ft. radius sphere. Anything struck by a sphere must make a Dexterity save. Targets struck by a meteor take 1D4 Awesome Damage. Targets may be struck by more than one meteor, handle each meteor strike separately. Meteor swarm is a spell that devastates the landscape so cast responsibly! Additionally the point of origin for the meteors IS NOT the caster but the sky above the caster, the casting this spell is impossible unless the caster can see the sky.

MIRAGE OF A THOUSAND FACES

(Ikol's mirror, lvl-2)

Range: Touch.

Casting time: Bonus action.

Duration: 1 minute.

You can alter the appearance of yourself or an ally. For the duration of the spell the physical appearance of the spells target and all their worn gear changes to that of anything you desire within 1 size category of the target. A Successful Wisdom save of any onlooker reveals that the target is disguised by an illusion but doesn't reveal who exactly the target is.

MIRROR CASTING

(Ikol's mirror, lvl-2)

Range: Special.

Casting time: Bonus action.

Duration: Special.

You can cast a spell into your arcane mirror only to have the spells point of origin become one of your projections. If you are within 5ft. of one of your arcane mirrors, the next spell you cast originates from one of your projections.

MIRROR IMAGE

(Traditionalist, lvl-2)

Range: Self.

Casting time: Action.

Duration: 1 minute.

You create an identical copy of yourself that mimics your movements. For the duration of the spell, if you are hit by an attack you can choose to destroy one mirror image to ignore the attack *(As the attack would have hit your mirror image)*.

Casting at higher levels; Add on additional mirror image of yourself for every level this spell is cast beyond the second.

Overcharge: When a mirror image is destroyed it bursts violently, lashing out with magical force. If the mirror image is destroyed by a melee attack, the creature that destroyed it takes 4(1D6) Force damage. Add 3(1D6) Force damage for every level beyond second that the spell was cast.

MIRROR WALK

(Ikol's mirror, lvl-2)

Range: Special.

Casting time: Bonus action.

Duration: Special.

As long as you are within 5ft. of one of your arcane mirrors, you may walk into it and out of any other arcane mirror you have.

Overcharge: You may walk out of any reflective surface within 120ft. instead of walking out of one of your arcane mirrors.

NATURE'S TONGUE

(Visage of the beast, lvl-0)

Range: Special.

Casting time: Special.

Duration: Special.

Once attaining this spell you gain the ability to speak with and understand any beast that doesn't already have a language.

Special: If this spell is cast from a scroll or spelled item its range is self and duration is 1 minute.

PERFECT STORM

(Scion of Indra, lvl-5)

Range: Self (30 ft. radius).

Casting time: Action.

Duration: Concentration, up to 1 minute.

You embody Indra's greatest work. Your body becomes lightning and arcs reach out searching for enemies to shock. For the duration of the spell you gain Lightning damage immunity and your ground speed becomes zero, but you gain a fly speed of 10ft. Any creature you deem an enemy that enters for the first time it's turn or begins its turn within 30 ft. of you must roll a Dexterity save. On a failure the creature takes 36(8D8) Lightning damage or half as much on a success. Additionally, for the duration of the spell as an action you can pulsate arcs of powerful lightning. Any creature you deem an enemy within 30 ft. of you must roll a Dexterity save. On a failure the creature takes 36(8D8) Lightning damage or half as much on a success.

PILLAR OF FIRE

(Teachings of Belinos, lvl-0)

Range: 60 ft.

Casting time: Action.

Duration: Concentration, up to 1 minute.

Choose a point on the floor within 60ft., a pillar of fire appears at that point and fills a 5ft square. If a creature occupies that point when the pillar of fire is created or a enters the pillar of fire, or starts its turn in the pillar of fire . . they take 5(1D8) Fire damage or must make a Reflex save for none.

The damage increases to 9(2D8) at tier 3, 14(3D8) at tier 4 & 18(4D8) at tier 5.

POISON DARTS

(Twisting Serpents, lvl-1)

Range: 60 ft.

Casting time: Action.

Duration: Instantaneous.

You conjure and fire 2 small dragons and send them to attack a creature than you can see within range. Make two ranged spell attacks. On the first hit, the target becomes poisoned. On the second hit, the target takes 13(2D12) Acid damage.

Casting at higher levels; The second hit deals an additional 6(1D12) Acid damage for each level beyond first this spell is cast.

POISON SPRAY

(Twisting Serpents, lvl-1)

Range: Self (30 ft. cone).

Casting time: Action.

Duration: Instantaneous.

You take a deep breath in, your face taking on many serpentine features as you do and exhale tiny poison tipped needles in a 30 ft. cone. Any creature within the spells area must make a Dexterity save. Failure, the creature takes 7(1D12) Poison damage or half as much on a success.

Casting at higher levels; You deal an additional 6(1D12) Poison damage for each level beyond first this spell is cast.

PROJECT

(Ikol's mirror, lvl-0)

Range: Special.

Casting time: Action.

Duration: Concentration up to 1 minute.

As long as you are adjacent to an arcane mirror you may project an illusion of yourself or a handheld item to a point that you can see up to 30ft. away. The projection appears real but emits no sound. A creature examining the illusion can decipher it as an illusion by making a successful Wisdom save, or physically interacting with the projection. If you are no longer adjacent to an arcane mirror the projection ends. Tier 3- The projection can make any sound that you are able to make and can be cast up to 60ft. away. Tier 4- You can now see and hear through your projection. You know longer need to draw line of sight to your projection. Tier 5- Your Projection can now physically interact with objects & can now be cast up to 120ft. away (Even using a melee weapon to attack. You may as an action, attack with any melee weapon using your spellcasting ability modifier. The weapon deals its listed damage as psychic damage). Additionally at Tier 5 your projection shares your AC and if your projection takes damage, that damage is dealt to one of your magic mirrors.

PROJECTED AMBASSADOR

(Ikol's mirror, lvl-4)

Range: Special.

Casting time: Action.

Duration: Concentration up to 1 minute.

As long as you are adjacent to an arcane mirror you may project an illusion of yourself or an

adjacent ally up to 10 days travel (300 miles) away. The projection looks sounds & smells real. You can hear and speak through this projection. A creature examining the illusion can decipher it as an illusion by making a successful Wisdom save, or physically interacting with the projection. Your projection shares your AC and if your projection is attacked you must pay 4 mana, if you don't (or can't) pay the 4 mana this spell ends. If you are no longer adjacent to an arcane mirror the projection ends.

Casting at higher levels: You can project the image out to 30 days travel (900 miles) when casting this spell as a fifth level spell

Overcharge: Double the range of the spell.

RADIANT SHIELD

(Radiant Servant, lvl-2)

Range: Touch.

Casting time: Action.

Duration: Concentration, up to 1 minute.

The creature you touch gains limited protection from physical harm. As a reaction the target may negate the damage from a weapon attack for the duration of the spell.

Overcharge: You plus one target you touch gain the radiant shield.

RAY OF FROST

(Disciple of Skadi, lvl-0)

Range: 60 ft.

Casting time: Action.

Duration: Instantaneous.

A frigid beam of super cooled air streaks toward a creature you can see within range. Make a Ranged Spell Attack against the target. On a hit the target takes 5(1D8) Cold damage, and its speed is halved until the start of your next turn. If the target already has its speed halved for any reason before being hit with ray of frost, its speed is reduced to zero until the start of your next turn.

The Cold damage increases to 9(2D8) at tier 3, 13(3D8) at tier 4 & 18(4D8) at tier 5.

RAZOR ICE

(Disciple of Skadi, lvl-2)

Range: Self.

Casting time: Action.

Duration: 1 minute.

Ice freezes onto your body, creating row upon row of sharp icicles. You gain +1 AC and if you grapple anyone, or are grappled, you do 9(2D8) + your spellcasting ability modifier Piercing damage. This damage is dealt whenever a grapple check would be called for. Regardless of turn.

RECOVER

(Radiant Servant, lvl-0)

Range: 30 ft.

Casting time: Action.

Duration: Instantaneous.

Choose a creature that you can see within range. That creature may spend 1 recovery and heal for their recoveries amount.

REBIRTH

(Teachings of Belinos, lvl-2)

Range: 30 ft.

Casting time: Action.

Duration: Instantaneous.

You focus your destructive power over fire to bring an ally back into the fight through a fiery rebirth! Choose one creature that you can see within range that is either DOWN, or DOWN &

OUT. The target benefits from a YOU'RE FINE action and any creature within a 10 ft. radius of the target must roll a Dexterity save. On a failure, creatures within 10 ft. of the target take 7(2D6) Fire damage and are pushed 10 ft. away from the target. On a success no damage is taken, but affected creatures are still pushed away 10 ft.

Casting at higher levels; You can target one additional creature for every level beyond second that this spell is cast.

Overcharge: The target(s) of this spell gain a 30 ft. fly speed until the beginning of your next turn.

REFLECTION OF HEALTH

(Ikol's mirror, lvl-3)

Range: Special.

Casting time: Action.

Duration: Instantaneous.

You may switch your HP with the HP of a creature near one of your arcane mirrors. Choose one creature within 10ft. of one of your mirrors, that creature must roll a Wisdom save. If the creature fails its Wisdom save, you swap your current Hit Points with the target creatures current Hit Points. If the swapped HP would put you above your HP maximum, you instead raise your HP to its maximum amount.

REGENERATE

(Radiant Servant, lvl-4)

Range: Touch.

Casting time: Action.

Duration: 1 minute.

The target of this spell has their natural healing supercharged. The target regains 10 HP at the beginning of each of its turns for the duration. Alternatively, If the target has misplaced any limbs, or had any limbs misplaced for them, the limbs may grow back instead of receiving any of the healing.

REAVE

(Creeping Dark, lvl-3)

Range: Self.

Casting time: Action.

Duration: Instantaneous.

With a gaping mouth you consume the ghostly shadows surrounding you. Regain 5(1D8) Hit points for ever specter in your menagerie.

SCALES OF REGENERATION

(Visage of the beast, lvl-1)

Range: Self.

Casting time: Action.

Duration: 1 minute.

Some reptiles have the innate ability to regenerate at an uncanny rate. While under the effects of the scales of regeneration whenever you regain HP *(from any source)*, you regain an additional 5 HP. You may not regain more than your maximum HP from this spell.

Casting at higher levels: Increase the amount of addition HP by 5 for every level beyond first this spell is cast. (**EXAMPLE:** Casting this spell at 3rd level, you would regain an additional 15 HP whenever you regained HP from any other source).

Overcharge: In addition to the spells normal effect, for the duration of this spell you gain an amount of HP equal to your Constitution modifier *(if positive)* at the start of your turn. This may not bring you above your maximum HP.

SENSORY OVERKILL

(Ikol's mirror, lvl-3)

Range: Special.

Casting time: Action.

Duration: Instantaneous.

You can create a rapid series vicious illusions that tear at multiple senses at once. Any evildoer within 10ft. of an arcane mirror must roll a Wisdom save or take 11(3D6) psychic damage for every arcane mirror within 10ft. of them on a failure or half as much on a success.

Overcharge: A target that fails the save is also Paralyzed until the beginning of your next round.

SENSORY OVERLOAD

(Ikol's mirror, lvl-0)

Range: Special.

Casting time: Action.

Duration: Instantaneous.

You can create a rapid series of illusions that affect multiple senses at once. Any evildoer within 10ft. of an arcane mirror must roll a Wisdom save or take 4(1D6) psychic damage for every arcane mirror within 10ft. of them.

Overcharge: A target that fails the save is also stunned until the beginning of your next round.

SHADOW SHARDS

(Creeping Dark, lvl-0)

Range: 30 ft.

Casting time: Action.

Duration: Instantaneous.

You strike out with solidified shadow, the inky black blades fly out at a target creature you can see within range. Make a Ranged Spell Attack against the target. On a hit the target takes 4(1D6) Necrotic damage. The Necrotic damage increases to 7(2D6) at tier 3, 11(3D6) at tier 4 & 14(4D6) at tier 5.

Overcharge: The target is also Blinded until the start of your next round.

SHADOW PLAY

(Creeping Dark, lvl-0)

Range: 30ft.

Casting time: Action.

Duration: 1 minute.

You can bring shadows to life, giving them new form. When casting this spell you can create an object for the duration of the spell. The object is inky black and reflects no light and can't move. As the caster increases in heroic tier so too does this spells power. Tier 3: you may create a simple sound, no more complex than speech, instead of forming an object. If creating a sound, the volume can range from a whisper to a scream. Tier 4: You can create the inky black object (which may be a creature) and it may move and make sound. Tier 5: The object you create appears 100% real and in full. Only a successful Wisdom save or physically interacting with the creation will reveal it as an illusion.

Shadow Step

(Creeping Dark, lvl-2)

Range: Self.

Casting time: Bonus action.

Duration: Instantaneous.

You gain shadow glide. As part of your move action you may step into and out of a shadow *(or area of no light)*, acting as a limited teleport. The total distance of the glide may not exceed your speed. The total distance moved with or without the glide may not exceed the creature's total movement. *Example: Shadow gliding a distance of 20ft allows you to move the remainder of your speed up to 10ft. Increasing total movement via the Dash action will allow you to shadow glide a greater distance.*

Overcharge: Deal 4(1D6) necrotic and cold damage for every specter in your menagerie to any non-friendly *(enemy)* within 5ft. of you when you enter or exit a shadow.

Shadow Geist

(Creeping Dark, lvl-3)

Range: Self.

Casting time: Action.

Duration: Concentration up to 1 minute.

Your form grows dark and translucent, bleeding away into little more than shadow and spirit. While this spell is active you gain a fly speed of 10ft. you can't interact with any objects physically, your hands and body simply move through them. This means you can move through solid objects such as walls and are immune to all bludgeoning, piercing and slashing damage from non-cold iron weapons. However you can't deal any bludgeoning, piercing or slashing damage with your weapon attacks. Taking any radiant damage automatically ends this spell.

Overcharge: Fly speed equal the spell casters walking speed.

Shadow Hydra

(Creeping Dark, lvl-5)

Range: 30ft.

Casting time: Action.

Duration: Concentration up to 1 minute.

You call upon the shadows, beckoning them to create life where there is none. The darkness swells and pulses, birthing a perverse creature of undeath and gloom. From a point on the ground that you can see and within range, erupts a seven headed serpent that attacks any of the casters enemies within a 30ft. radius of itself. When the spell is cast and when a non-friendly creature *(enemy)* begins its turn within 30ft. of the shadow hydra it must make Dexterity save. The creatures take 33(5d12) Necrotic damage on a failed save or half as much on a successful one. The round after this spell is cast and every subsequent round you may move the Shadow hydra up to 30ft. as a bonus action. Additionally as an action you may force all non-friendly creatures within 30 ft. of the hydra to make a Dexterity save or take 33(5d12) Necrotic damage on a failed save or half as much on a successful one. Though the shadow hydra appears to be a corporeal zombie, it is immune to all damage and conditions.

Overcharge: Any undead minion *(tier of villainy 4 or lower)* within 30ft. of the hydra is instantly consumed by the hydra *(without the opportunity for a save)*.

Shield

(Traditionalist, lvl-1)

Range: Self.

Casting time: Reaction.

Duration: Instantaneous.

Cast when you are hit by an attack or the magic missile spell. Gain +5 AC against all attacks, including the triggering attack until the start of your next turn. While under the effects of this spell, you take no damage from magic missile.

Shroud of the Night

(Creeping Dark, lvl-1)

Range: Self (30 ft.).

Casting time: Action.

Duration: 1 minute.

Inky black darkness billows into existence and swirls around you shrouding you in its embrace. A 30ft. radius sphere of magical darkness emanates from you and moves where you move. If the dimly lit area of a daylight spell comes into contact with this magical darkness, the darkness consumes the dimly lit area. However the bright light of the daylight spell will always remain and overtake the area of your shroud of night.

Overcharge: the duration becomes instantaneous and may dispel all light, both magical and mundane within the 30ft. radius of the shroud of night.

Skadi's Blessing

(Disciple of Skadi, lvl-3)

Range: 20 ft.

Casting time: Action.

Duration: Concentration, up to 1 minute.

Choose one creature that you can see within range, that creature deals an additional 7(2D6) Cold damage.

Sleep

(Traditionalist, lvl-1)

Range: 90 ft.

Casting time: Action.

Duration: 1 minute.

This spell sends creatures into pleasant slumber. You put to sleep 23(5D8) Hit Points worth of creatures. Creatures within a 20 ft. radius of a point you choose within range are affected in ascending order of their current HP (Ignoring unconscious or downed creatures). Starting with a creature that has the lowest HP, each creature affected by this spell falls unconscious (asleep) until the spell ends, the sleeper takes any damage or someone uses an action to wake the sleeper. This spell does not affect undead or constructs.

Casting at higher levels; Add 9(2D8) to the number of Hit points you can put to sleep for each level you cast this spell beyond first.

Slow

(Disciple of Skadi, lvl-2)

Range: 120 ft.

Casting time: Action.

Duration: Concentration up to a minute.

Choose a point that you can see within range. Up to 6 creatures within 40 ft. of that range must succeed a Constitution save. An affected creature's speed is halved, takes -2 AC, gains Disadvantage on Dexterity saves and can only take an action or bonus action (NOT BOTH). Regardless of feats features or abilities an affected creature can make no more than 1 melee or ranged attack. Any creature that fails the save suffers all the affects for the duration of the spell, or until making a successful save. Any creatures affected by this spell makes another Constitution save at the end of its turn. A successful save ends the effect.

Song of the Sky

(Visage of the beast, lvl-5)

Range: Self

Casting time: Action.

Duration: Special.

There are Legends that tell tale of great birds that dominate the skyline of Gemini. Birds so massive that the wind itself bends to their will. When the great birds of the sky hear your song they will come to your aid and take you away (Very handy if you want to get away or go somewhere in style). You summon the thunderbird god to assist you in your travel. The thunderbird god can take up to 10 creatures no bigger than large size (Large counts for 2 creatures & small counts for 0.5). This Thunderbird god can carry these creatures across the continent in a single day.

Special: This spell won't work unless you are outside with the sky above.

Soothing Whispers

(Visage of the beast, lvl-2)

Range: Self.

Casting time: Bonus action.

Duration: Concentration up to 1 minute.

The whispers of countless animals are carried on the breeze, a soft symphony of the natural world surrounds you. For the duration of this spell creatures with an Intelligence score of three or lower may not attack you. A creature that is immune to either the Charmed or Frightened condition will also be immune to this spell.

Casting at higher levels: Increase the Intelligence score prerequisite of the creature by two for every level beyond second this is cast. ***(Example**: When casting this spell as a 5th level spell, creatures with an Intelligence score of nine or lower).*

Soul Bond

(Visage of the beast, lvl-2)

Range: 30ft.

Casting time: Action.

Duration: Concentration up to 1 minute.

By melding a connection with another beast you can merge with their mind, sharing their thoughts and memories of the animal. Yes, even a little mouse has memories too! Choose one Beast or beast blood that you can see within range, if the target is an unwilling one is must succeed Wisdom save to resist this spell. The round this spell is cast and as an action on any subsequent round for the duration of this spell you may pull information from the mind of the target & the target ages 1 step in age category. If the target becomes older than retiree (and is not immortal) they turn into sand, you permanently become one age category older and this spell ends.

Overcharge: The target is no longer forced to age.

Sparks

(Scion of Indra, lvl-3)

Range: Touch.

Casting time: Action.

Duration: Concentration, up to 1 minute.

You imbue an ally with lightning energy, causing lightning to arc from their weapon attacks to additional enemies. When the target hits with a weapon attack, lightning arcs to a second creature within 10 ft. dealing half the weapon attacks damage as lightning damage to the creature.

Casting at higher levels; Weapon attacks arc to an additional (+1) target for every level beyond third this spell is cast. (the secondary effect arcs to 2 targets when this spell is cast as a fourth level spell and 3 targets when cast as a fifth level spell).

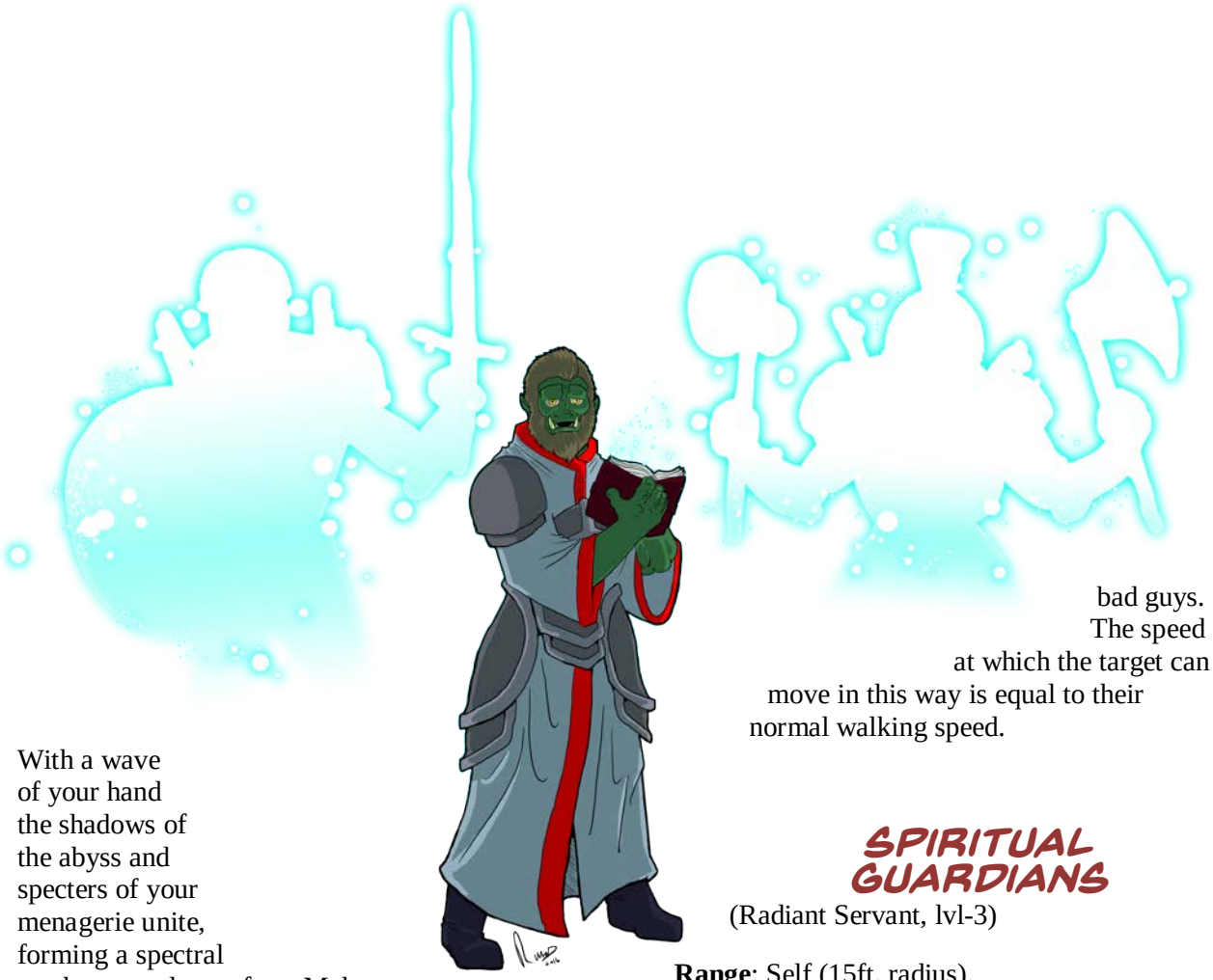
Spectral Scythe

(Creeping Dark, lvl-1)

Range: 30ft.

Casting time: Action.

Duration: Instantaneous.



With a wave of your hand the shadows of the abyss and specters of your menagerie unite, forming a spectral scythe to rend your foes. Make a ranged spell attack on a single target within range. On a hit deal 3(1D4) Necrotic and Cold damage. The damage is increased by 3(1d4) per specter in your menagerie.

Casting at higher levels: Make 1 additional ranged spell attack for every level this spell is cast beyond first.

SPIDER CLIMB

(Traditionalist, lvl-1)

Range: Touch.

Casting time: Action.

Duration: Concentration, up to one hour.

Until the spell ends, the creature you targeted with the spell gains the ability to move up, down and across vertical surfaces and even upside down on ceilings! All without having to use their hands, freeing them up for casting some spells or slapping bad guys. The speed at which the target can move in this way is equal to their normal walking speed.

SPIRITUAL GUARDIANS

(Radiant Servant, lvl-3)

Range: Self (15ft. radius).

Casting time: Action.

Duration: Concentration up to 10 minutes.

Guardian spirits arise and defend a 15 ft. radius zone around you for the duration. Non-friendly creatures (enemies) that enter this zone are affected by the spell. A creature affected by this spell has their speed halved. The first time a non-friendly creature enters this zone or if it begins its turn in this zone. It must make a Dexterity save. The non-friendly creature takes 14(3D8) radiant damage on a failed save or half as much on a successful one.

Casting at higher levels; increase the Radiant damage by 9(2D8) for each level beyond third that this spell is cast.

SPIRITUAL WEAPON

(Radiant Servant, lvl-1)

Range: 60 ft.

Casting time: Action.

Duration: 1 minute.

You create a spectral weapon in an unoccupied space that you can see within range. This weapon lasts the duration of the spell, or until you cast this spell again. When you cast the spell you can make a melee spell attack (adding your spellcasting ability modifier to hit and damage) against a creature within 5 ft. of the weapon. On a hit, the target takes 5(1D8) Radiant damage. For the duration of the spell, as a bonus action on your turn, you may move the Spiritual weapon up to 20 ft. and repeat the attack against a creature within 5 ft. of it.

Casting at higher levels; increase the Radiant damage by 5(1D8) for each level beyond first that this spell is cast.

SPHERE OF MIRRORS

(Ikol's mirror, lvl-2)

Range: 30ft.

Casting time: Action.

Duration: 5 minutes.

You create 2 arcane mirrors within range. The mirrors have an AC:16 & 1 HP and can be destroyed, prematurely ending the duration of this spell. You can move each arcane mirror up to 30ft. as a bonus action. Casting this spell prematurely ends the duration of any previous arcane mirror(s).

Casting at higher levels: You create 1 additional arcane mirror for every level beyond second this spell is cast.

Overcharge: Double the range of this spell.

STINKING CLOUD

(Twisting Serpents, lvl-2)

Range: 90 ft.

Casting time: Action.

Duration: Concentration up to 1 minute.

You take a deep breath in, your throat expanding to triple its size as you do and exhale a cloud of stinky smelly poison in a 20 ft. radius at a point you can see within range. Each creature that is completely within the cloud at the start of its turn must make a Constitution save against the poison. On a failed save the creature loses its action while it's dry heaving and possibly puking. Creatures that are immune to poison or don't need to breathe are unaffected by the spell.

SUPERCHARGED

(Scion of Indra, lvl-2)

Range: Self.

Casting time: Action.

Duration: Concentration, up to 1 minute.

Gain +1 Awesome power for the duration of the spell.

Casting at higher levels; Gain +1 additional Awesome Power for every level beyond second this spell is cast.

SWARM LORD

(Visage of the beast, lvl-4)

Range: Self.

Casting time: Action.

Duration: 1 minute.

Your mastery of beasts has given you the power to summon an ungodly swarm of insects to protect you and damage your foes. A huge swarm of insects swirl about you and defend a 30ft. radius zone around you for the duration. Non-friendly creatures (enemies) that enter this zone are affected by the spell. A creature affected by this spell has their speed halved. The first time a non-friendly creature enters this zone or if it begins its turn in this zone, it must make a Dexterity save. The non-friendly creature takes 56(8D8+20) piercing & poison damage on a failed save or half as much on a successful one.

Special: For the duration of this spell as a free action, whenever you would take damage you may reduce the spells damage by 1D8 to reduce the damage taken to zero. If the spells damage becomes less than 25(1D8+20), the spell ends.

SWAP

(Ikol's mirror, lvl-2)

Range: Special.

Casting time: Action.

Duration: Instantaneous.

You swap places with any one of your illusions created from an Ikol's mirror spell.

Overcharge: You may cast this spell as a reaction to avoid damage.

TERROR CLAWS

(Creeping Dark, lvl-1)

Range: Touch.

Casting time: Action.

Duration: Concentration up to 1 minute.

Shadows coil around your hands and for an instant coalesce into solid flesh rending claws. For the duration of the spell, your unarmed strikes deal 5(1D8)+Spellcasting ability modifier Slashing and Necrotic damage. If the creature is in dim light or darkness you attack with advantage.

Casting at higher levels: Increase the damage by 5(1D8) for every level beyond first this spell is cast.

Overcharge: Any target damaged by a terror claw attack is fears you (gains fear condition) until the start of your next turn.

TENDRILS OF LIVING DARK

(Creeping Dark, lvl-2)

Range: 90ft.

Casting time: Action.

Duration: Concentration up to 1 minute.

Squirming, ebony tentacles fill a 20ft. square on ground that you can see within range. For the duration, these tentacles turn the ground in the area into difficult terrain. When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or be restrained by the tentacles until the spell ends. A creature restrained by the tentacles can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.

Casting at higher levels: Increase the spells area (20ft. square) by 10ft. for every level beyond second this spell is cast.

Overcharge: A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning and Necrotic damage.

THE COUGH

(Twisting Serpents, lvl-3)

Range: 30 ft.

Casting time: Action.

Duration: Concentration up to 1 minute.

You take a deep breath in, your throat expanding to triple its size as you do and you exhale a puff a poisonous smoke. Choose a target you can see that is within range. That target must roll Constitution save. All the creature's saves and attacks gain disadvantage, its speed is reduced to zero, and takes 7(1D12) Poison damage on a failure, or 7(1D12) Poison damage on a success. If a creature enters or starts its turn within 5ft. of a creature with "the cough" they must save versus "the cough" as well. A new save may be made at the end of the creatures round. Success ends the cough, however failure results in suffering all the coughs effects for another round.

Casting at higher levels; Increases the Poison damage by 7(1D12) and the maximum duration by 1 minute.

TWINSPINE

(Twisting Serpents, lvl-2)

Range: 90 ft.

Casting time: Action.

Duration: Instantaneous.

You take a deep breath in, your face taking on many serpentine features as you do and spit out a tiny bone shaped needle. Make a ranged spell attack against a target that you can see within range. On a hit, the target takes 10(4D4) Acid & Poison damage immediately, followed by 10(4D4) Acid & Poison damage at the end of its next turn. On a miss the target talks half the initial damage and no additional damage at the end of its next turn.

Casting at higher levels; increase the Acid & Poison damage (both the initial and secondary)by 5(2D4) for each level beyond second that this spell is cast.

TWISTING SERPENTS

(Twisting Serpents, lvl-5)

Range: Self (60 ft. cone).

Casting time: Action.

Duration: Instantaneous.

You take a deep breath in, your face taking on many draconic features as you do and exhale a cloud in the form of twin serpents coiling around one another and flying outward in a 60 ft. cone. Any creature within the spells area must make a Constitution save. Failure, the creature loses half it's HP and is Incapacitated until the end of its next turn, on a success takes 65(10D12) Poison and Acid damage. Any minions struck by this spell are instantly melted.

UMBRAL BLADE

(Creeping Dark, lvl-3)

Range: Self.

Casting time: Bonus action.

Duration: Concentration up to 1 minute.

Springing fourth from your palm is the deepest of shadows, a thing that even the light runs from. This weapon is made from the purest dark, infused with spectral power. The Umbral blade may take the form of any weapon you are proficient with and may use your spell casting modifier instead of your strength when attacking with this weapon. You attack with the umbral blade as you would with any other melee weapon. Regardless of its form, the umbral blade deal 2D12+ spellcasting ability modifier Cold damage + 1 Necrotic damage for every specter in your menagerie when this spell was cast.

UNBREAKABLE MIRROR

(Ikol's mirror, lvl-3)

Range: 30ft.

Casting time: Action.

Duration: 5 minutes.

You summon one arcane mirror within range that cannot be destroyed but may still be dispelled. You can move each arcane mirror up to 30ft. as a bonus action. Casting this spell prematurely ends the duration of any previous arcane mirror(s).

Casting at higher levels: You create 1 additional unbreakable arcane mirror for every level beyond third this spell is cast.

Overcharge: Double the range of this spell.

VANISH

(Ikol's mirror, lvl-1)

Range: Self.

Casting time: Bonus action.

Duration: 1 minute.

As long as you are adjacent to an arcane mirror, you can walk into your arcane mirror, becoming invisible for the duration of the spell. The spells duration ends prematurely if you make any weapon attacks or cast any spells.

Overcharge: The duration will end prematurely if you make any weapon attacks or cast any spells other than those from the Ikol's mirror school.

VIGOR OF THE WILDMAN

(Visage of the beast, lvl-3)

Range: Self

Casting time: Action

Duration: 1 minute

By reaching deep to the beast within you can magically call upon the greater strength of the Wildman and increase your Awesome Power by 1. Your size remains unchanged and does not increase for the duration of this spell (making you immune the enlarge/reduce spell & items such as the massive cookie).

VISION OF GRANDEUR

(Ikol's mirror, lvl-1)

Range: Special.

Casting time: Action.

Duration: Special.

You can create illusions that can make everything you choose within a 30ft. radius of each active arcane mirror sparkles with opulence and luxury. This illusion lasts for as long as at least one of your arcane mirrors remains. Upon closer examination a creature may roll a Wisdom save to see through your illusion, or simply physically interact with it.

Overcharge: Every opulent item created by this illusion is physically tangible and interacting with it no longer reveals its falsehood.

VISION OF PERFECTION

(Ikol's mirror, lvl-1)

Range: Special.

Casting time: Bonus action.

Duration: 5 minute

Your arcane mirror reflects a more confident version of whoever looks into it. Choose one creature within 5ft. of one of your arcane mirrors. That creature may roll skill checks with advantage for the duration of the spell.

VITRIOLIC SPLASH

(Twisting Serpent, lvl-0)

Range: 60 ft.

Casting time: Action.

Duration: Instantaneous.

You take a deep breath in, your neck begins flattening like a cobra's hood as you do, and spit out a thick corrosive substance. Choose one target that you can see within range. The target must succeed on a Dexterity save or take 4(1D6) Acid damage.

The damage increases to 7(2D6) at tier 3, 11(3D6) at tier 4 & 14(4D6) at tier 5.

WALL OF FIRE

(Teachings of Belinos, lvl-4)

Range: 120 ft.

Casting time: Action.

Duration: Concentration up to 1 minute.

You can create a straight wall of fire that is 60 ft. long, 20 ft. high and 1 ft. thick OR a ringed wall 20 ft. in diameter, 20 ft. high and 1 foot thick. When the wall appears any creatures within its area must make a Dexterity save. On a failed save the creature takes 23(5D8) Fire damage, or half as much on a successful save. When the wall appears, any creatures inside its area must make a Dexterity save. On a failed save they take 23(5D8) Fire damage, or half as much on a successful save. If a creature moves through the wall, or ends its turn within 10 ft. of the wall, they take 23(5D8) Fire damage.

WALL OF ICE

(Disciple of Skadi, lvl-4)

Range: 120 ft.

Casting time: Action.

Duration: Concentration up to 10 minutes.

You summon a sheet of ice that you can shape. This sheet of Ice force can be horizontal, vertical and may even be curved. You could even shape it into a domed hemisphere. You shape it into a hemisphere with a radius of 10 ft., or a flat surface made up of TEN 10x10 panels. Each panel must remain in contact with at least one other panel. In any form the Ice is 3 ft. thick. If the wall cuts through a creatures space when it's summoned, the creature is pushed to one side of the wall (casters choice) and must make a Dexterity save. On a failed save the target take 35(10D6) Cold damage and is frozen (petrified) in the wall until the spell ends.. On a successful save you only take half as much cold damage and are not frozen (petrified) into the wall. The ice wall is a solid object and can be broken through. It has an AC:12, 30 HP per 10 ft. section and is vulnerable to fire damage. Reducing a 10 ft. section to zero HP destroys that

section and leaves behind a sheet of frigid air in the space that section occupied. A creature that moves through the frigid air must make a Constitution save. That creature takes 18(5D6) Cold damage on a failed save and half as much on a successful one.

WARM

(Teachings of Belinos, lvl-0)

Range: Self.

Casting time: Bonus action.

Duration: Instantaneous.

You can warm yourself, keeping from suffering cold weather and gaining resistance to cold damage. The effects of warm last until the beginning of your next turn.

WHISPERS OF THE DIVINE

(Radiant Servant, lvl-5)

Range: 30 ft.

Casting time: Action.

Duration: Concentration, up to 1 minute.

Anything more than a whisper of the words of creation can have devastating effect. Choose any number of creatures that you can see within range. They gain resistance to any damage they don't currently have resistance or immunity to.

Overcharge: Duration becomes, Instantaneous. You can unmake a single target. Choose any creature or object that you can see within range, that target no longer exists. Immortals will not remain unmade and will find a way back into reality to exact their revenge.

Beasts, Hirelings Companions & Followers

WHAT'S IN A NAME?

BEASTS

In the following section we will be talking about beasts, specifically the types of beasts that a hero can purchase as a Pet, Companion, Mount or even beast forms that a hero can transform into. When referring to a ***BEAST***, we're talking about a Pet, Companion, Mount, Beast form of a Wild Shape &/OR Beast form granted by a Druids unleashed Inner Beast.

When Referring to a Were-Beast, we're talking about a heroes hybrid form granted from the Beast blood feat. When Referring to a Sorrowborn, we're talking about a hero with the "My own enemy" bond.

WHAT IS A BEAST (COMPANION/PET)

A companion/pet is a beast of some kind that accompanies you. Depending on what your pet is, it may be used as a mount, beast of burden or a guardian if you're a frail puny little wizard. Or it can be some type of animal/monster that you can transform into . . . you wild child you . . .

HIRELINGS

The following rules also refers to Hirelings and how to play & create them to flesh out your world. When referring to a Hireling, we're talking about possible NPC (non-player character) allies to the heroes. Such as sellswords, mercenaries, followers or people that have joined the heroes party via role play.

WHAT IS A HIRELING (FOLLOWER)

A Hireling is an intelligent being, most likely a humanoid or a non-humanoid, such as a Daitora or Kyojin. Basically a Hireling is any creature with a society (and never treated as a mount or simple beast).

NOT REALLY A HERO

Beasts & Hirelings aren't really heroes & neither are their stronger counterparts, Companions & Followers. As such, they can't take the defeat minions action. There is one exception to this rule and that's a player characters Beast form, because they ARE heroes!

SORT OF HEROIC

A Ranger (or a character with the "a heroes best friend background) has a Companion & a Marshall may deputize Hirelings to become his Followers. Those Companions or Followers are sort of heroic. This means that like you, they don't die outright and can only be killed narratively.

HEALTH

To keep things flowing, adding an entire secondary HP pool to keep track of, is probably not the best thing. Also considering how often the rest of "the rabble" (Beasts & Hirelings) are just ignored and how vulnerable they really are . . . think of every movie you've ever seen, how many times have mounts been totally ignored as viable targets? With that in mind, I believe a "wounds" system would suite these "second stringers" better.

WOUNDS

When a "Beast" or Hireling takes damage, it takes a wound, if they are critically hit, take one or more points of **Awesome Damage** or gain one or more levels of **Exhaustion** or **Insanity**, they're taken out (reduced to 0 wounds). When a "Beast" or Hireling is reduced to 0 wounds they are killed outright depending upon the narrative. A Companion or Follower may be killed, but because they are "sort of heroic" this is rare & usually made to be unconscious. I would suggest only killing a Companion/Follower if you are playing/running an ***RP:MA*** game.

The number of wounds a "Beast" or Hireling has is LISTED IN ON THEIR RESPECTIVE TABLES.

BEAT UP THRESHOLD

A "Beast" or Hireling has no Hit Point & thus, no BEAT UP threshold. For the purpose of effects that take BEAT UP threshold into account, a "Beast" or Hireling always counts as being above their BEAT UP threshold as long as they have 1 or more wounds.

HEALING YOUR "BEAST" OR HIRELING

When you take a short rest, your "Beast" or Hireling will regain all lost wounds. (your "Beast" or Hireling regains no wounds when you are subject to an affect that lets you benefit from a short rest, like when you drink a potion of rejuvenation. Maybe you should have shared . . .)

HEALING VIA MAGIC

A "Beast" or Hireling can regain wounds if targeted (in other words, not an AOE heal) by a spell or magical effect that heals (other than the Recover spell). When healed, they regain 1 wound unless they were healed by the "cure wounds spell". If healed by the cure wounds spell they regain 1 wound for every level the spell was cast (if cure wounds was cast by a priest, the amount of wounds regained are multiplied by the priests Awesome Power).

HEALING VIA POTION

If your "Beast" or Hireling ingests or is injected with a potion of healing or potion of rejuvenation, it regains wounds.

Lesser Healing – 1 wound.

Greater Healing – 2 wounds.

Superior Healing – 3 wounds.

Lesser or Greater Rejuvenation – All wounds.

HEALING VIA MANEUVERS

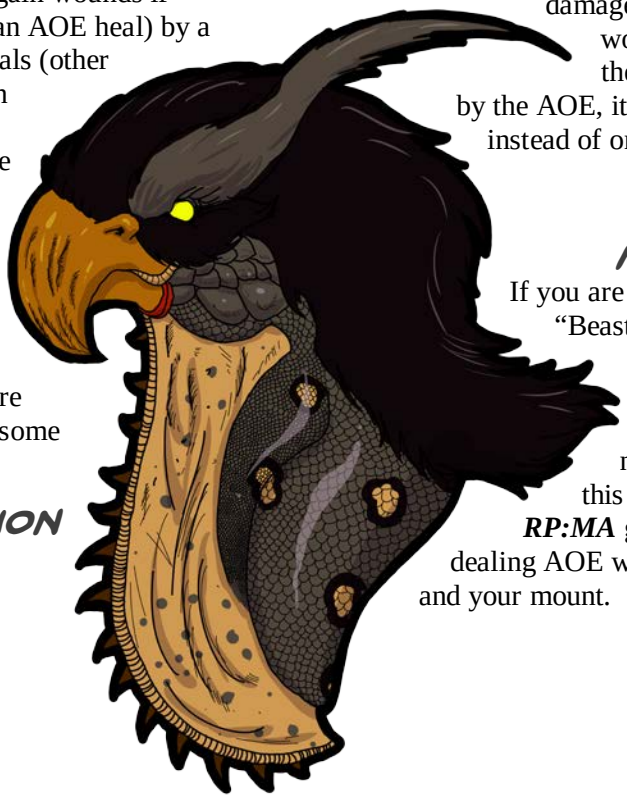
Many Lawmen work with the help of others . . . Either a Ranger's Companion or Marshall's Follower(s). As such they've become accustomed to driving their allies to greatness.

Good Boy Maneuver (Ranger) – All wounds.

No Time to Rest Maneuver (Marshal) – All wounds of 1 follower "OR" 1 wound all followers.

AOE DAMAGE

A "Beast" or Hireling that fails the save and is damaged by the AOE loses 4 wounds & if it succeeds the save and is damage by the AOE, it losses 2 wounds instead of only 1.



MOUNTED

If you are mounted on your "Beast" and subject to an AOE, you are damaged/affected and your mount is not. The exception to this would be in an ***RP:MA*** game, where a damage dealing AOE would damage both you and your mount.

"BEASTS" IN PLAY

SPEED & SPEED BONUS

On the Beast tables are listed a speed and speed bonus value. The "Beasts" speed is of course how fast it is on all its own. When it moves, it can move up to its speed every round. Now when you are mounted on your "Beast" it grants you its listed speed bonus. This is to make things a lot easier during game play. A mount with a speed bonus of +20ft. being ridden by a human warrior (has a speed of 30ft.) for example would allow the warrior to treat their speed as being 50ft. for as long as they remain mounted. While mounted, anything that refers to speed would be referring to your total mounted speed. If you're mounted and an affect would reduce your speed (move at half speed, -10ft. speed, etc.) the affect is applied to your mount instead of you. Meaning that if the speed reduction remains in effect after you dismount, that it's your "Beasts" speed that is reduced.

SIZE

A "Beasts" size is pretty important. For instance, there are also few Ranger maneuvers that depend on their Companions size and how big the beast is also sets is base Awesome Power! To find out what your "Beasts" Awesome Power is, refer to the *Awesome Power table on page 8*.

Also if you want to use your "Beast" as a mount, it needs to be big enough, a fully grown human can't ride a pigmy horse for example (though that would be HILARIOUS!). As a rule of thumb, the "Beast" needs to be at least one full size category larger than the hero/hireling they will be carrying. Larger "Beasts" may easily carry multiple smaller riders or a couple of normal sized riders under strain, but never a rider who's larger.

You can refer to the rider capacity table as a source of inspiration and inspiration only. Every creature is different and may not be able to carry quite as many riders as the next, such as a horse or winged griffin. Their body shapes would affect how many riders they would be able to carry.

Now while rider capacity is not a hard and fast rule during the "Beasts" creation, it's very important to keep in mind that once a "Beast" rider capacity is decided upon, that its adhered too. If you create a large creature called a clumberbump & decide that it can carry up to 4 medium riders at a given time . . . then that's what it can carry. That number should not change after the fact.

RIDER CAPACITY TABLE

RIDER SIZE	MOUNT SIZE: TINY	SMALL	MEDIUM	LARGE	HUGE	GARGANTUAN
TINY RIDERS	-	2	4	6	8	10
SMALL RIDERS	-		2	4	6	8
MEDIUM RIDERS	-	-	-	2	4	6
LARGE RIDERS	-	-	-	-	2	4
HUGE RIDERS	-	-	-	-	-	2

ENCUMBRANCE

A "Beast" has narrative encumbrance only. It can carry as much strapped, bagged & boxed gear as would be narratively feasible or just funny. The deciding factor on whether or not a "Beast" is over encumbered is the GM.

An over encumbered "Beast" grants zero speed bonus to a rider (when used as a mount) and in fact, can move no more than 10ft per round.

Now while the amount of junk, also known as very important "hero'ing gear", a "Beast" can carry doesn't need to be specified, there are a few things that do. As discussed above about the Beasts size, a "Beast" can only carry a specific number of riders (rider capacity). Additionally a "Beast" can only wear a single suit of armor.

"Beasts" can be given special gear, such as weaponized helms, wing weapons & other Beast weapons. The amount of which a beast can wield is limited. The limit of a Beasts special gear being set primarily by the concept of the Beast.

Helm – One helm per head.

Foot/claw/paw weapons – Comes in pairs. There are no "foot weapons" for hooved beasts.

Wing weapons – Comes in pairs.

Tail weapons – One weapon per tail

Saddle mounted weapon – Usually none, but rules differ between the specific weapons and saddle's. Also, to use a saddle mounted weapon, the "Beast" must be being used as a mount & have a saddle (*DOI*).

...SPECIAL GEAR FOR MOUNT TO BE RELEASED SOON...

SKILL CHECKS

It won't be often, or at least shouldn't be often that your "Beast" is called to make a skill check. Whenever a skill check is required of your Pet/Companion, regardless of the skill, the hero/player character will roll a Wisdom (handle animal) check.

SAVES

Sometimes the "Beast" might be called upon to make a save, when this happens, you roll for your "Beast" using your save bonus. Meaning that if your "Beast" is off fighting for you and is hit with a fireball, you roll your Dexterity save, to see if the "Beast" would be fully or partially affected.

"BEAST" ARMOR CLASS

A "Beast" is difficult to take out, because their barding allows them to take several hits, but how do we know if they are even hit at all!?! Well, we need to find out how much armor class they have is how, silly.

A "Beasts" AC (Armor Class) is based on the hero for whom it is a "Beast" too. The Beasts AC is **10 + your heroes Wisdom modifier + proficiency bonus** *(if the hero/player character is proficient in the handle animal skill)*.

BARDING (BEAST ARMOR)

The first few times in a round that a Beast (Pet/Companion, Wild Shape or unleashed Inner Beast) is dealt Bludgeoning, Piercing, or Slashing damage, it may reduce that damage to zero. The number of times barding can reduce damage in a round depends on the type of barding it is. Also. barding may only reduce bludgeoning, piercing and slashing damage, however some special armor/barding may be able to protect from other forms of damage.

Special barding can be created with the gear creation toolkit (not yet released) or summoned with the Arcane barding spell

Standard barding is made from ""***Easilyobtainium***"".

Light barding – Useable once per round.

Medium barding – Useable twice per round.

Heavy Barding – Useable 3 times per round.

Super heavy Barding – Useable 4 times per round. Super heavy barding can only be attained through a Beast that has both heavy barding and the armored hide feature.

Oh gawd really? Barding - Useable 5 times per round. This level of barding is kind of ridiculous and makes for a seriously tough Beast, but that is the point isn't it? This level of barding can only be attained through a Beast that has both heavy barding and that has taken the armored hide feature twice.

Fighting While Mounted

While mounted on your Beast, you may only wield items with 1 hand, as the other hand is used to hold onto the reigns of the Beasts bit & bridle.

You only have 1 hand available to you unless you have more than 2 hands. If you do have more than 2 hands, you still need one of them to hold on to the reigns.

You may only attack adjacent targets with a one handed melee weapon (unless you have more than 2 hands). The melee weapons size category must equal or exceed your size category. (if you're a medium sized creature, you may only attack adjacent targets with a medium sized or larger weapon that can be wielded in one hand).

Actions

Pet Commands

You may as a standard action perform any of the following commands. If you're a Lawman (Ranger) you may perform these commands as maneuvers (free actions) as long as you have the maneuver points to pay for them (however you can still perform these commands as standard actions to avoid paying the maneuver point cost).

Call Pet/Companion

If for any reason your Pet/Companion and you are separated, you let loose a high pitched whistle (or some such call) to call you Pet/Companion to your side. There are some places your Pet/Companion can't reach, but we'll leave that to GM decision, or just common sense. Also, if your Pet/Companion has zero wounds remaining, is captured, unconscious, turned to stone or some other form of condition preventing it from moving, then your call will be unheeded. IE: not work.

Fetch

You command your Pet/Companion to go get an item for you, and they do! As long as it is within their power too. (no fetching stars or gods or anything like that!?!? Geez).

Attack

With hand signals and verbal commands, you send your Pet/Companion in to attack. Your Pet/Companion will remain in attack mode until told otherwise. It will make one natural weapon attack *(bite, claw, gore, etc.)* against the enemy you told it to attack at the beginning of each of its turns, until told otherwise. If the target you told your Pet/Companion to attack moves, your Pet/Companion moves to keep attacking. If the enemy your Pet/Companion was attacking drops to zero HP (or zero wounds), it moves to your side awaiting new commands. Your Pet/Companion can't both attack and guard, if ordered to guard it will stop attacking. If your Pet/Companion has a "*special attack*"(gained from the **Specials table** in the Beast creation section) it can only perform that with the Rangers special attack maneuver.

Attack Roll

When your Pet/Companion attacks, you roll the attack as if rolling a handle animal check. (roll + Wisdom bonus + proficiency if proficient with handle animal skill).

Grapple

If there is a call for an opposed grapple check, roll as if rolling an attack.

GUARD

You command your Pet/Companion to guard a creature or a point. Your Pet/Companion will guard until told otherwise. Any enemy/evildoer that adjacent to your Pet/Companion gains disadvantage to their attack rolls. Your Pet/Companion can't both guard and attack, if ordered to attack it will stop guarding.

MULTIPLE COMMANDS?

You can never have more than a single Companion, but you can have multiple Pets & if you have more than one Pet . . . you issue one command to one pet per standard action.

MOUNTED ACTIONS

You, while mounted on your Pet/Companion, you may perform these actions, but only while mounted . . . that's why they're called mounted actions!

BUM RUSH

While mounted, you may perform a bum rush as a standard action. To perform the bum rush (while mounted on your Pet/Companion), your Pet/Companion must move at least 10ft. in a straight line to the designated target creature and it bashes its body/head against the target creature. Roll your Pet/Companion attack.

A target creature hit with the bum rush attack takes Class "G" bludgeoning damage.

A Beast with the gore attack may instead use its gore attack at the end of the bum rush, dealing twice as much gore damage as it bum rushes with its horn/antlers/large tusks etcetera.

"JUKE"

When you're mounted on your Pet/Companion & it is hit with an attack, as a reaction you may Juke to reduce the damage of that attack to zero. (unless of course the damage comes via AOE).

HIRELINGS IN PLAY

AUTONOMY

Hirelings are not loyal pets who wait to be commanded and don't require a hero to tell them to defend themselves or attack the seven headed monster charging at them. Hirelings & followers each have their own standard action and movement. They can act independently (or more specifically as the GM desires). Taking "orders" from the heroes that pay their salary as well as you would expect any other hired muscle to do. The exception to this are Followers, as a follower may benefit from a Marshals maneuvers whereas a Hireling will not. Hirelings & by extension followers are Non Player Characters (NPC's) and should have minds and personalities of their own. With that said, most GM's will probably (& should) give near total control of the Hireling(s) over to the player, stealing control back only when they think the hireling is doing something either out of character or having a "I don't get paid enough for this" moment. Followers are (& should) be more within the players control and will probably follow orders unto their deaths . . . which may cause the Marshal that sent them to their demise some **Heartache**.

Though a Hireling/Follower may perform their movement and action independently, in combat, they act on the same initiative as the Hero/Player character that they are followers of in the case of Followers &/or pays their salary in the case of Hirelings.

Acquiring Hirelings & Pets

Companions and Followers may be gained through character class feature, backgrounds and bonds, however you can Hire Hirelings & buy Pets. Hirelings/Pets attained through cash or Role Play (and without the necessary feature) are not subject to the "sort of heroic" rule and are not as fiercely loyal to the heroes, or quite as tough. They are Hirelings/Pets and as such, their attitudes and actions are subject to the GM. Additionally the availability and type of Hirelings and Pets depends on the GM. For instance, you're probably not going to find a barbaric ogre hanging out within the silver knights order. . . . just saying . . .

Hireling/Pet Cost Table

Pet Cost		Hireling Salary	
Table	Cost per tier of the pet & pet's equipment	Table	Cost per "tenday" of the hireling
1	15gp x Tier + gear	1	(5gp x total command score) + gear cost /tenday
2	25gp x Tier + gear		
3	50gp x Tier + gear	2	(20gp x total command score) + gear cost /tenday
4	100gp x Tier + gear		
5	200gp x Tier + gear	3	(50gp x total command score) + gear cost /tenday
6	400gp x Tier + gear		

Barding Cost

The following formula & accompanying table represents the BASE COST of Barding. This base cost is what's used when customizing Barding with the Gear creation toolkit (A GM resource, coming soon).

All barding currently available is made from "Easilyobtanium". Easilyobtanium can be wood, leather, steel or any normally easily obtained material. It grants no additional benefits but has no effect on the items cost. Other materials will be available in the gear creation toolkit (coming soon).

Companion/Pet Barding Cost			
Companion Size	Light Barding	Medium Barding	Heavy Barding
Tiny	10	25	250
Small	20	50	500
Medium	30	75	750
Large	60	150	1,500
Huge	180	450	4,500
Gargantuan	720	1,800	18,000

BEAST CREATION

Use the following section to create new and special Beast as a mount to be ridden, Warbeast (Pet) to command in combat or Beast form to transform into.

Creating a Beast in many ways is like creating a character, or special piece or gear. There are several choices made in several stages to create that special beast that will fit with a special character. Or just be really cool to have for the cavalry of an army. Imagine a cavalcade of Dwarves riding heavily armored Rhinorions! A Rhinorion is a . . . well, imagine if a rhinoceros and giant scorpion had a baby.

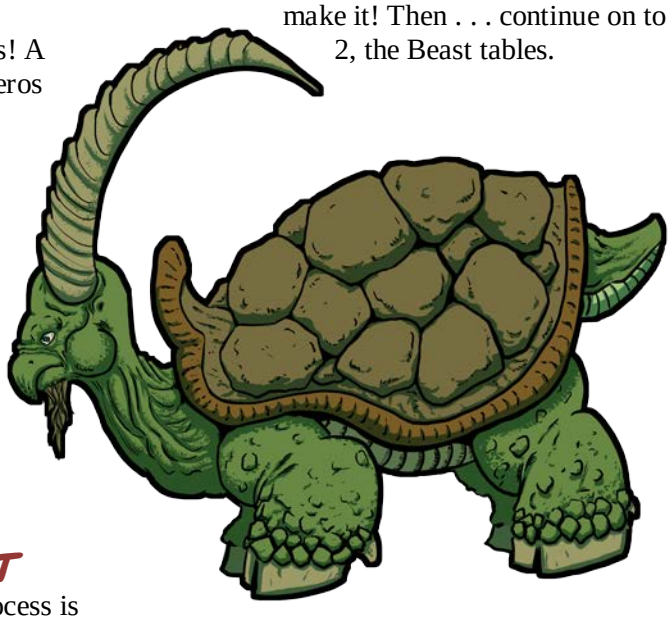
Additionally the following Beast Creation rules can be used in whole or in part to create the were-beast form of a beast blood, the shifting forms and attacks of a Sorrow Born character or the ever changing forms of a Changeling with the feral shift feat. Details for exactly how to use this section towards those end are in their respective feats & bonds.

STEP1: THE CONCEPT

The first and most important part in this process is the concept. No seriously it is, every other step is to help give some tangible rules so that your concept can be a part of the game. The Rhinorion for instance, I came up with that while half asleep and drawing on a live art stream. I mean it! You can go online and watch my half insomnia driven mind make it right now! Anyhow, I gave it horns, 4 legs, a scorpion tail and some natural armor plating. The rest was just figuring out what fits that concept, and I've tried to include enough options to be able to fit any reasonable concept that you can create.

500 legs, 100 tails and 75 heads is not what I would call reasonable so .. **NO** you can't make it . . . or at least can't really give it stats using the Beast creation rules. To make silliness like that I'd advise looking at the evildoer creation kit. You can make a lionopede! . . . a, um . . . well . . .

With that said, what type of Beast would you like to make? Would you like to make a fire breathing horse, or a six limbed stone elemental? Or maybe you just want a really loyal and tough war horse covered in heavy barding. The choice is yours, make it! Then . . . continue on to step 2, the Beast tables.



STEP 2: THE BEAST TABLE

Following the concept of the Beast you have in mind, look through the tables below and decide what table best suites your concept. If you're creating your companion, inner beast forms or Wild shape, you use the tables that you are directed to us by those features. In the tables you will find the Bests wounds, speed, speed bonus and ability points and size. Though the size listed on the table is subject to change depending upon the beast abilities it's given. After you find out/choose a table to base our beast on, move on to step 3: Beast Abilities!

TABLE 1: TINY BEAST/PET				
TIER	WOUNDS	SPEED	SPEED BONUS	ABILITY POINTS
1	1	10 ft.	+0 ft.	6
2	1	20 ft.	+0 ft.	
3	2	20 ft.	+0 ft.	7
4	2	30 ft.	+10 ft.	
5	2	40 ft.	+20 ft.	8

TABLE 2: SMALL BEAST/PET				
TIER	WOUNDS	SPEED	SPEED BONUS	ABILITY POINTS
1	1	25 ft.	+0 ft.	8
2	2	25 ft.	+0 ft.	
3	2	30 ft.	+5 ft.	9
4	2	30 ft.	+5 ft.	
5	3	40 ft.	+10 ft.	10

TABLE 3: MEDIUM BEAST/PET				
TIER	WOUNDS	SPEED	SPEED BONUS	ABILITY POINTS
1	1	25 ft.	+0 ft.	10
2	2	30 ft.	+5 ft.	
3	2	35 ft.	+5 ft.	12
4	2	40 ft.	+10 ft.	
5	3	50 ft.	+10 ft.	14

TABLE 4: LARGE BEAST/PET				
TIER	WOUNDS	SPEED	SPEED BONUS	ABILITY POINTS
1	1	30 ft.	+5 ft.	12
2	2	35 ft.	+5 ft.	
3	2	40 ft.	+10 ft.	14
4	3	50 ft.	+10 ft.	
5	3	60 ft.	+20 ft.	18

TABLE 5: HUGE BEAST/PET				
TIER	WOUNDS	SPEED	SPEED BONUS	ABILITY POINTS
1	1	30 ft.	+10 ft.	14
2	2	30 ft.	+10 ft.	
3	3	40 ft.	+10 ft.	16
4	3	40 ft.	+20 ft.	
5	4	50 ft.	+20 ft.	18

TABLE 6: GARGANTUAN BEAST/PET				
TIER	WOUNDS	SPEED	SPEED BONUS	ABILITY POINTS
1	1	20 ft.	+10 ft.	16
2	2	30 ft.	+10 ft.	
3	3	40 ft.	+20 ft.	18
4	4	40 ft.	+20 ft.	
5	5	50 ft.	+30 ft.	22

STEP 3: BEAST ABILITIES

Most Beast have abilities of some sort. Thou amount of ability Points a beast has to purchase these abilities upon their creation is determined by the beast tables (or other class, feat or bond features found in the book). Chose a number of abilities from the Beast abilities table that you can both afford & best suite your Beasts concept. This is essentially character creation for the beast, and once a choice is made & finalized, it may not be "unmade".

ATTACK ABILITIES

Attacks regardless of how many abilities that are attacks are chosen, a beast may only use one of its natural weapons to attack when given the attack command. A Hero in a beast form, were-beast form, is feral shifted or using the sorrow inside may use any purchased natural weapon attack (except those purchased form the "specials table") as any other weapon when attacking.

SPECIAL ATTACK ABILITIES

There are some attacks that may be purchased from the Special Abilities table, these attacks are "special attacks" and have some "special" rules as to how their handled.

A Druids inner beasts, a beast form granted by the Wild Shape feat, a were-beast form granted by the Beast Blood feat, powerful Sorrow Born or feral shifter can purchase special attacks. They may Use a special attack gained from the Specials table as a full round action, unless otherwise stated.

A Beast/Pet/Mount/Companion with a special attack chosen from the "specials table" table can only use these abilities in 1 of 2 ways.

One: the Rangers "Companion: special attack" maneuver.

Two: GM discretion.

DIFFICULTY CLASS (DC)

Some special attacks call for the target to make a save. The type of save will be listed within the special attacks description as well as the effects of making or failing the save, however the value of the save is listed below.

Special Attack save DC = 10+heroes (player characters) Wisdom modifier.

The Heroes are either commanding the Beasts, or are the beasts, so the save DC is calculated using the Heroes/Player Characters Wisdom modifier. Especially since Beasts have no Wisdom score unless they are a Hero in beast form!

AOE SIZE

Some special attacks, attack with an area of effect. To find out what's the AOE's size, see below.

Line – A line's width may not exceed 5ft., however its length is equal to 20 times the Beasts tier.

Cone – A cones AOE is equal to 10 times the creatures tier.

BEAST ABILITIES

BEAST ABILITIES & ATTACKS	COST FOR BEASTS	COST FOR BEAST BLOOD & SORROW BORN	DESCRIPTION
These are the abilities and attacks that may be purchased	This is the cost of those abilities and attacks for Beasts, Beast forms & feral shifters	This is the cost of those abilities and attacks for characters with the beast blood feat or "my own enemy" bond	This is . . . well . . . the description for how those purchased abilities and attacks actually work in game.
Armored hide	2	3	A creature (with wounds not HP) increases the number of times they can use their barding by 1. If they don't have any barding, they are now treated as having light barding (or medium if this is taken a second time. A Beast Blood/Sorrow Born gains +2 AC This may be taken up to two times.
Amphibious	1	2	The creature can breathe both air and water.
Aquatic	0	0	The creature can breathe water but not air. Also the creatures speed is a swim speed only and not a land speed.
Ambush Predator	2	5	Whether by its fur, creatively colored scales or the ability to change color, the creature is great at hiding. When the creature is called to make a stealth check, they may do so with advantage. They do not convey this ability to its rider.
Awesome Beast	5	10	Permanently increase Awesome Power by 1. This may be taken up to 3 times.
Blindsight	2	5	The creature gains Blindsight out to a range of 5ft. this upgrade may be taken multiple times, each time extending the Blindsight to an additional +5ft..
Bite attack	3	4	If you've got a toothy maw, use t attack with! "melee natural weapon attack" – gain a bite attack that deals class "G" piercing damage. This may be taken multiple times, each time increases the class of damage, from G to F, from F to E etc..
Burrow speed	1	3	The creature gains a burrow speed equal to half their normal speed. If this ability is taken a second time, the mount gains a burrow speed equal to their movement speed.
Climbing ability	1	2	Your creature gains a climb speed equal to half their movement speed. You can take this ability again to increase the climb speed to be equal to the creature's movement speed.
Dark Vision	2	3	The creature gains Darkvision.
"Donkey" kick	2	3	A swift kick with a hoof by a creature of at least large size. "melee natural weapon attack" – gain a "donkey kick" attack that deals class "E" bludgeoning damage. This may only be taken once.
Elemental adaptation	3	5	Choose one element (fire, cold, lightning, thunder, radiant or necrotic). The "Beast" may use its barding to protect against that element. A Beast Blood/Sorrow Born gains resistance to the type of element chosen. You can take this up to twice, choosing a second element when you do.
Gore	4	5	A vicious attack with horns/antlers/ large tusks etc.. "melee natural weapon attack" - Gain a gore attack that deals class "F" piercing damage. This may be taken multiple times, each time increases the class of damage, from F to E, from E to D etc. When using the gore attack as part of a "bum rush", deal double damage with the gore attack.
Keen senses	1	2	Choose either hearing or sight, when using this sense you may roll perception checks with advantage. A ranger using the "ranger's eyes and ears" may roll perception checks with advantage. This may be taken a second time to gain the other sense.
Large Build	3	6	Permanently increase by 1 size category to a maximum of huge. This alters your Pet/Companion's size but has no effect on the creatures listed stats. This may be taken up to twice. *(if a companion with this upgrade belongs to a ranger with a mastery level*

			11 or greater, you may remove and refund this ability)
Life sense	3	4	The creature gains Life sense out to a range of 10ft. this upgrade may be taken multiple times, each time extending the Life sense to an additional +10ft..
Low light Vision	1	2	The creature gains Low light vision.
Mace Tail (Tail)	3	4	Useable by a creature with a heavy, powerful tail that has a mace like form at the end of the tail. "gain a melee natural weapon attack that deals class "E" bludgeoning damage. This may be taken a second time. When taken a second time increase the class of damage, from E to C.
Magical flight	4	7	The creature gains a fly speed equal to their speed. If this ability is taken a second time, the creature gains a fly speed equal to twice their movement speed. This creature may fly with a rider, using its bonus speed, if this ability is taken twice you may double the bonus speed gained while flying with a rider.
Maul	1	3	A claws/talons/natural scythe/etc. attack. "melee natural weapon attack" – Gain a maul attack that deals Class "G" slashing damage. This may be taken up to 2 more times (for a maximum of 3), each time increases the class of damage, from G to F, and then from F to E.
Night Vision	1	1	The creature gains Night vision.
Powerful build	3	5	This may be taken up to twice. Any natural weapon attack has its damage class upgraded one step (D to C, C to B etc.).
Smashing tail (Tail)	2	3	Useable by a creature with a heavy, long and powerful tail. "gain a melee natural weapon attack that deals class "F" bludgeoning damage. This may be taken multiple times, each time increases the class of damage, from F to E, from E to D etc.
Scorpion Tail (Tail)	4	7	Useable by a creature with a heavy, long and powerful tail tipped with a large scorpion stinger. "gain a melee natural weapon attack that deals class "D" piercing & poison damage. This may be taken only once.
Swim speed	1	2	The creature gains a swim speed equal to half their normal speed. If this ability is taken a second time, the mount gains a swim speed equal to their movement speed.
Spines	3	5	The creature has spines somewhere or EVERYWHERE on its body and may launch them at a single target within 30ft. as an attack. The spines are a ranged weapons attack that deal class "G" piercing damage. This may be taken up to 3 times, each time increases the class of damage, from G to F, from F to E etc..
Spider Climb	2	4	The creature can walk on walls, and even walk upside down . . . hold on tight! Additionally the creature (and its rider) is immune to the effects of webbing.
Swift	4	4	Increase the creature's base speed & speed bonus +10ft. This can be taken up to 3 times.
Tough Hide	2	-	The Companion gains 1 additional wound. This may be taken a number of times up to the mounts tier.
Tremor sense	2	4	The creature gains Tremor sense out to a range of 10ft. this upgrade may be taken multiple times, each time extending the tremor sense to an additional +10ft..
Wings	2	3	The creature gains a fly speed equal to half their normal speed *(or gain a fly speed equal to their listed speed and half normal speed while walking)* & cannot fly while over encumbered or carrying one or more riders. If this ability is taken a second time, the creature gains a fly speed equal to their movement speed & may fly while over encumbered or carrying rider.
Wing Bash	2	4	Requires the creature to have wings. When not using your wings to fly, you may use them to attack. Gain a melee natural weapon attack that deals class "F" bludgeoning damage. This may be taken multiple times, each time increases the class of damage, from F to E, from E to D etc.

SPECIALS TABLE

ABILITIES & ATTACKS	ABILITY VALUE	DESCRIPTION
AOE attack (line)	10	Choose 1 element (cold, lightning or necrotic), once this choice is made it cannot be changed. The creature not has a cone attack of the chosen element, any creatures caught in the line must roll a Dexterity save. Creatures take class "G" (chosen element) damage. This may be taken multiple times, each time increases the class of damage, from G to F, from F to E etc.. "Special Action"
AOE attack (cone)	10	Choose 1 element (fire, cold, thunder, acid or necrotic), once this choice is made it cannot be changed. The creature not has a cone attack of the chosen element, any creatures caught in the cone must roll a Dexterity save. Creatures take class "G" (chosen element) damage. This may be taken multiple times, each time increases the class of damage, from G to F, from F to E etc.. "Special Action"
Crush	3	The creature must be able to grab a target creature with its limbs, elongated body or tail. You gain the melee grapple attack "Crush". As a special attack the creature may crush a previously grappled target (that is of a smaller size category), dealing class "C" impact damage. This may be taken up to twice, each time increases the class of damage, from C to B & B to A "Special Action"
Elemental Bite	5	Choose one element , fire, poison, acid, cold, lightning, Necrotic, etc. your bite attack now adds this element to the type of damage done. This can be taken only once.
Elemental Claws	3	Choose one element , fire, poison, acid, cold, lightning, Necrotic, etc., your Maul attack now adds this element to the type of damage done. This can be taken only once.
Morphic Size	5	The creature as a Standard action may change its size by +/- 1 size category. This effect temporarily changes the creatures size but does no change any of the creatures listed stats other than altering its size & by nature it's Awesome Power. The size change ends after 1 minute or when defeated (a Pet/Companion is reduced to zero wounds or a Beast Blood/Sorrowborn/Feral Shifter is reduced to zero Hit Points), whichever comes first. This may be taken up to twice, the second time increasing the duration of the change from 1 minute to 1 hour.
Petrifying Gaze	15	Choose 1 living target made of "meat" that your companion can see and can see your companion. That creature must roll a Constitution save or become petrified! At the end of the targets round it may roll the save again to attempt to break the petrification. After a creature succeeds the save, it become immune to your companions petrifying gaze attack for the rest of the fight. "Special Action"
Shadow glide	4	The creature gains shadow glide, and bestows this on its rider(s).
Stone glide	4	The creature gains stone glide, and bestows this on its rider(s).
Spine barrage	6	This special ability only works for creatures with Spines. As a special natural attack the creature unleashes a great deal of its spines in every direction. Everything within 20ft. of the creature must roll a Dexterity save. A target is dealt the Spines damage upon a failure or half as much upon success. "Special Action"
Tentacles	X5	Useable by a creature with multiple, long and powerful tentacles. "Gain X melee natural weapon attacks that deal class "G" bludgeoning damage. This may only be taken once. X=number of tentacles. (the choice of number of tentacles must be made when you first take this ability, and cannot be changed after that)
Web Weaver	4	The creature can weave a web that is as strong as & can be used as a rope. The ends of the weaved web can adhere to surfaces allowing for easy placement of this "rope". Regardless of visual ability, you can "see" any object or creature in contact with this "rope". A web (rope) decays after a few hours. A Companion with "web weaver" can use this as a special attack to perform a version of the knockdown maneuver that reduces the targets speed to zero (as the target's covered in sticky webs). At the beginning of the targets turn they may roll a Strength save to break free of the webbing.

		A Beast Blood/Sorrow Born web weaver can treat their Awesome Power as one point higher when grappling, as long as they're using their webs.
Water glide	4	The creature gains water glide, and bestows this on its rider(s).

DAMAGE TABLE

The attacks purchased for your Beast/Beast form deal a listed damage. This damage is listed in the abilities description as "Class F", "Class C", etcetera. This is to allow a large variety in the capabilities of a beast and let players and GM's have fun customizing their awesome pets, mounts and the like. To find out what type a dice a Class of damage deals, simply refer to the damage table for Beasts/Pets.

When dealing damage, you deal the listed die type + ability modifier. For Companions/Pets/Mounts, the ability modifier used is the Wisdom modifier of the hero for whom they are Companions/Pets/Mounts of.

For heroes that can transform into beasts (in whole or in part), refer to the damage table for Beas Bloods, Sorrowborn & Feral Shifters. You use the Strength modifier for melee damage or Dexterity modifier for ranged damage (unless otherwise stated).

DAMAGE TABLE FOR BEASTS/PETS

DAMAGE CLASS	TABLE: 1 BEAST	TABLE: 2 BEAST	TABLE: 3 BEAST	TABLE: 4 BEAST	TABLE: 5 BEAST	TABLE: 6 BEAST
A	1D12	2D8	2D10	2D12	3D8	3D10
B	1D10	1D12	2D8	2D10	2D12	3D8
C	1D8	1D10	1D12	2D8	2D10	2D12
D	1D6	1D8	1D10	1D12	2D8	2D10
E	1D4	1D6	1D8	1D10	1D12	2D8
F	1	1D4	1D6	1D8	1D10	1D12
G	-	1	1D4	1D6	1D8	1D10

DAMAGE TABLE FOR BEAST BLOODS, SORROWBORN & FERAL SHIFTERS

DAMAGE CLASS	TINY HERO	SMALL HERO	MEDIUM HERO	LARGE HERO	HUGE HERO	GARGANTUAN HERO
A	1D12	2D8	2D10	2D12	3D8	3D10
B	1D10	1D12	2D8	2D10	2D12	3D8
C	1D8	1D10	1D12	2D8	2D10	2D12
D	1D6	1D8	1D10	1D12	2D8	2D10
E	1D4	1D6	1D8	1D10	1D12	2D8
F	1	1D4	1D6	1D8	1D10	1D12
G	-	1	1D4	1D6	1D8	1D10

Hireling Creation

Step 1: The Concept

YUP! This is pretty much exactly the same as the first step of creating a beast, because let's face it . . . concept is everything! During this step, you decide what the Hirelings race and type the Hireling is. Whatever race you decide, give it all the same essential features, abilities, size, senses and speed. A Yeti Hireling is large, a Gnome Hireling is resistant to magic . . . etcetera.

Step 2: Hireling Tables

Ha Ha Ha . . . Sorry, it's just funny how similar creating a yeti warrior Hireling and a dire wolf Pet is so far! Here is where you chose which table to use to derive the hirelings stats. Hirelings come in 3 major flavors: Weak, Basic & Powerful. Much in the same way as the evildoers made from the evildoer creation toolkit. The Hirelings level is entire up to the GM upon the Hirelings creation, their level may be increased during gameplay, but let's not get ahead of ourselves.

Reading the Hireling Creation Tables

Hirelings, like everyone/thing else have levels and tiers, however instead of Hit Points, they have wounds (like a Beast does). Hirelings have a static attack & damage bonus. The attack bonus applies to every attack roll they make (melee, ranged or magic) & their damage bonus applies to all the damage they do (physical, elemental/magic).

Command Cost

The hireling has what is a command cost, on the Hireling tables there is a listed Command cost for each level. This is the base command cost before adding in any of the neat traits. If the Hireling has learned/purchased dome of the traits from the **Traits** table, the cost of those traits is added to the Hirelings final command cost. A Hirelings command cost is a major factor in setting the expected **salary** a Hireling needs to be paid. Additionally a Hirelings Command Cost is what's applied to a Marshals Leadership score, to decipher how many followers he (the Marshal) can have.

Tier

This is the hirelings tier, easy right? Like anything else with a tier (which is like almost everything!?!!?) there are many things that refer to a hirelings tier. The most import two of which are "**Hireling Training**" & the "**Deputize**" maneuver.

Special Ability Damage

Not every hireling will make use of this column as it represents the damage a hireling can do with a magical attack they have, or some special ability gained through trait purchase.

Ability Save

This is the bonus that a hireling gets whenever called to make a save or ability check (remember, skill checks are also ability checks). This is the only bonus, as hirelings have no ability scores.

Magical Ability DC

When a hireling has a magical or special ability that calls for a save, this is the DC (Difficulty Class) of that save.

Encumbrance Threshold

Like the heroes that hire them, hirelings have an encumbrance threshold. The encumbrance threshold of a hireling depends on two things, their tier & which table their stats come from.

Trait Cost Modifier

The trait cost listed on the traits table is the base cost, depending on which of the 3 hireling tables your hireling is created from, there will be a modifier upon that base trait cost (raising or lowering the cost of a trait).

Awesome Power

This is simply the base Awesome Power of the Hireling. Though the size is dependent on the GM upon the Hirelings creation, this is the Awesome power they have regardless of their size. Keep in mind that gear for larger Hirelings will cost & weigh more, when deciding on your created Hirelings size category.

Armor Class Bonus

For a player character the unarmored AC value is 10 +Dexterity Mod & while armored, it's the armor value + Dexterity Mod. However Hirelings don't have stats or ability modifiers. So, the Armor Class Bonus is what is applied to the base of 10 or the base AC of worn armor. Meaning that this value stands in place of a Dexterity Modifier when calculating armor Class. The Armor Class Bonus value depends on the table used to create the Hireling.

TABLE 1: WEAK

TABLE 1: WEAK HIRELINGS						
ABILITY SAVE:				D20 + (Hirelings Tier-1)		
MAGIC ABILITY DC:				5 + (Hirelings Tier)		
TRAIT COST MODIFIER				X2 (traits cost weak hirelings twice as much)		
ENCUMBRANCE THRESHOLD				2 x tier		
AWESOME POWER				1		
ARMOR CLASS BONUS				+1		
LEVEL	TIER	COMMAND COST	WOUNDS	ATTACK BONUS	DAMAGE BONUS	SPECIAL ABILITY DAMAGE
1	1	0.25	1	+0	+0	0
2		0.25	1	+0	+0	0
3		0.25	1	+0	+0	0
4	2	0.5	1	+1	+0	0
5		0.5	1	+1	+1	0
6	3	0.5	1	+1	+1	0
7		1	2	+2	+1	1
8		1	2	+2	+1	1
9		2	2	+2	+2	1D4
10		3	2	+3	+2	1D4
11	4	4	2	+3	+2	1D6
12		5	2	+3	+2	1D6
13		6	3	+4	+3	1D6
14		7	3	+4	+3	1D8
15		8	3	+4	+3	1D8
16	5	9	3	+5	+3	2D4
17		10	3	+5	+4	2D4
18		11	3	+5	+4	2D6
19		12	4	+6	+4	2D6
20		13	4	+6	+4	2D6

TABLE 2: BASIC

TABLE 2: BASIC HIRELINGS						
ABILITY SAVE:				D20 + (Hirelings Tier+1)		
MAGIC ABILITY DC:				8 + (Hirelings Tier)		
TRAIT COST MODIFIER				X1 (trait costa are un-modified for basic hirelings)		
ENCUMBRANCE THRESHOLD				4 x tier		
AWESOME POWER				2		
ARMOR CLASS BONUS				+2		
LEVEL	TIER	COMMAND COST	WOUNDS	ATTACK BONUS	DAMAGE BONUS	SPECIAL ABILITY DAMAGE
1	1	0.5	1	+2	+0	1
2		0.5	1	+2	+0	1
3		1	1	+2	+1	1D4
4	2	1	1	+2	+1	1D4
5		2	1	+3	+2	1D6
6	3	2	2	+3	+2	1D6
7		3	2	+3	+3	1D8
8		4	2	+3	+3	1D8
9		5	2	+4	+4	1D8
10		6	2	+4	+4	1D8
11	4	10	3	+4	+5	2D4
12		15	3	+4	+6	2D4
13		20	4	+5	+6	2D4
14		25	4	+5	+7	2D4
15		30	4	+5	+7	2D4
16	5	40	5	+6	+8	2D4
17		50	5	+6	+9	2D10
18		60	5	+6	+9	2D10
19		80	6	+7	+10	2D10
20		100	6	+7	+10	2D10

TABLE 3: POWERFUL

TABLE 3: POWERFUL HIRELINGS						
ABILITY SAVE:				D20 + (Hirelings Tier+3)		
MAGIC ABILITY DC:				10 + (Hirelings Tier)		
TRAIT COST MODIFIER				X0.5 (traits cost powerful hirelings half as much)		
ENCUMBRANCE THRESHOLD				8 x tier		
AWESOME POWER				3		
ARMOR CLASS BONUS				+4		
LEVEL	TIER	COMMAND COST	WOUNDS	ATTACK BONUS	DAMAGE BONUS	SPECIAL ABILITY DAMAGE
1	1	3	2	+2	+0	1D8
2		3	2	+2	+1	1D8
3		3	2	+2	+2	1D8
4	2	6	2	+3	+3	2D4
5		6	3	+3	+3	2D4
6	3	6	3	+3	+4	2D4
7		6	3	+4	+5	2D6
8		12	3	+4	+6	2D6
9		12	4	+4	+6	2D6
10		12	4	+5	+7	2D6
11	4	24	4	+5	+8	2D12
12		24	5	+5	+9	2D12
13		24	5	+6	+9	2D12
14		48	6	+6	+10	3D8
15		48	6	+6	+10	3D8
16	5	48	7	+7	+11	3D10
17		96	7	+7	+11	4D12
18		96	8	+7	+12	4D12
19		96	8	+8	+12	4D12
20		200	9	+8	+13	10D10

STEP 3: TRAITS

Unlike purchasing abilities when creating a Beast, this step is optional. Hirelings can be simple members of their race with some simple gear and that's totally fine, but to create crazier, cool and more awesome hireling, you can purchase traits from **Trait** table found in the evildoer creation toolkit section of this book. The Cost of the traits are listed in the cost column of the traits table, that cost is subject to the "trait cost modifier" as discussed above. Additionally there are no real ceilings on how many traits a Hireling may have, adding additional traits simply adds the trait cost to the final Command Cost of the Hireling. Which affects how much **salary** a Hireling expects & how difficult they are to turn into followers.

STEP 4: GEAR

This, unlike step 3 is not optional. . . . ok, well it kind of is, but I mean . . . how many down on their luck "adventurers" who have had to pawn off all their gear overtime do you expect to be joining your players party of heroes? Ok, actually that sounds kinda cool! Anyhow, this is the step where you give your Hireling all the weapons, armor,

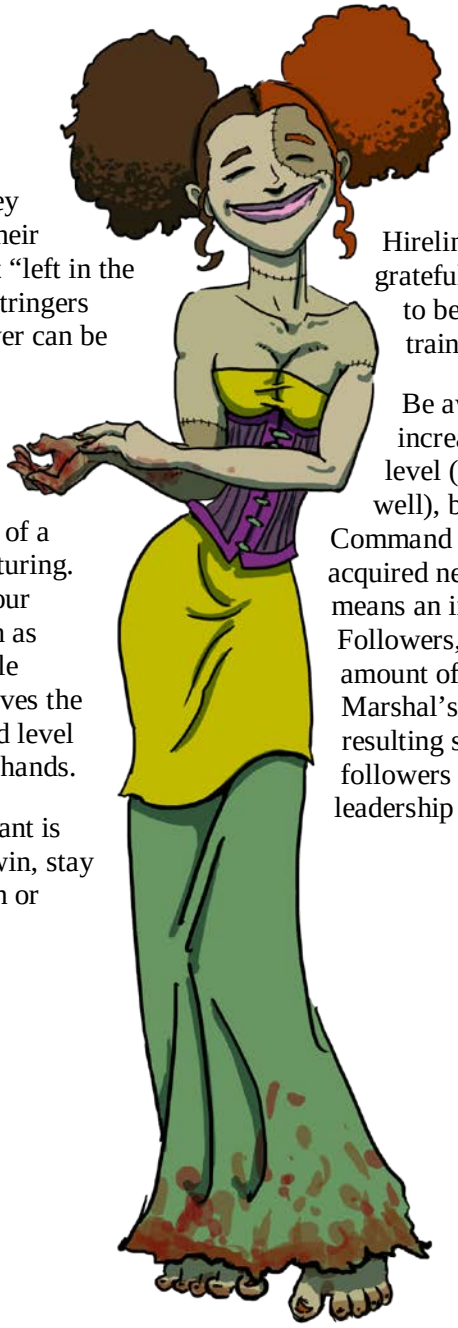
gadgets and all other manner of gear you feel they would have. Yes, this even includes some of the madness that can be created with the (yet to be released) Gear Creation Toolkit! You can give them as much gear as they can carry without being over encumbered regardless of gold cost. The total cost of their gear just effects the **salary** a Hireling expects. GM's take care, whatever gear you give to your created Hireling, is something that can be stolen &/or looted . . . even by the players. This is a tabletop game and not some videogame where you defeat someone who was wielding a sword only to find 3 gold coins when you loot their body!

HIRELING TRAINING

Heroes/Player Characters are constantly growing in power as they gain Experience & to ensure that their favorite Hirelings/Followers aren't "left in the dust", they can have their second stringers trained! To train a Hireling/Follower can be done in 1 of two ways.

First and most important, is the role play of teaching. Early morning training runs together, sword fighting lessons by the light of a campfire after a long day of adventuring. However you role play teaching your Hirelings/Followers is not so much as import as the fact that you ARE role playing it! Training in this way leaves the Hireling/Followers progression and level advancement entirely in the GM's hands.

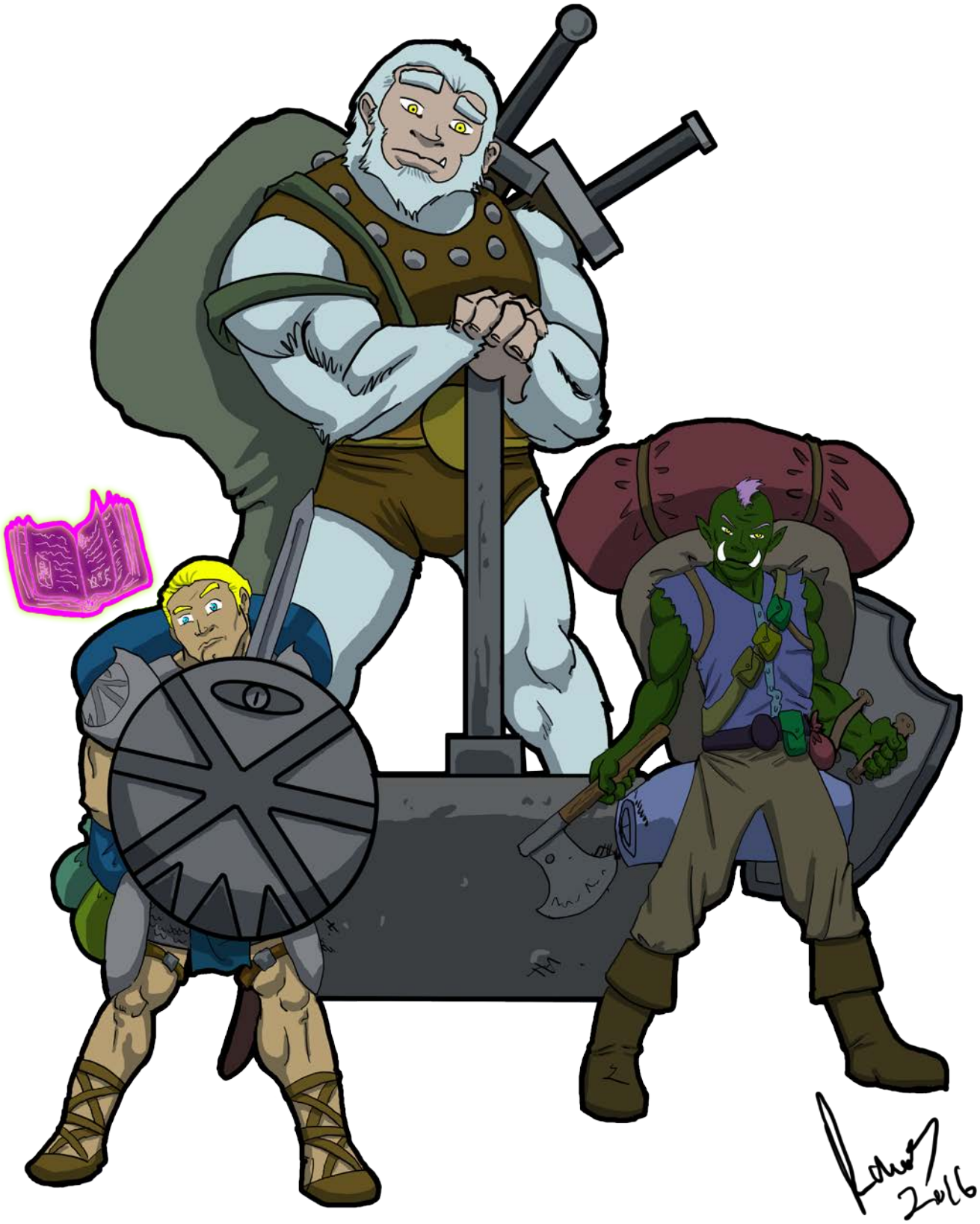
Secondly and most, MOST important is paying for power! No, not pay to win, stay with me here. While in a city, town or anywhere else that has an adequate facility to train your Hireling/follower will train them for a price. Additionally, when trained in this way, depending on the facility doing the training, you may purchase new traits for your Hirelings/Followers. Please have these new purchased traits make sense, growing wings because of training at a sword school is, well . . . y'know. The training to advance a Hireling/Follower equals the Hireling's/Follower's Current Tier multiplied by their current command cost in gold coins and takes a full tenday (ten days).



Hirelings that are being trained are grateful for the training, but still expect to be paid their full **salary** during training.

Be aware that training not only increases the Hireling's/Follower's level (possibly increasing their Tier as well), but also increases their Command Cost. Especially if they have acquired new traits. Fore Hirelings, this means an increase to their salary. For Followers, this means an increase to the amount of command points applied to a Marshal's leadership score & possibly resulting some followers no longer being followers (if the marshal no longer has the leadership score to lead them).

GEAR

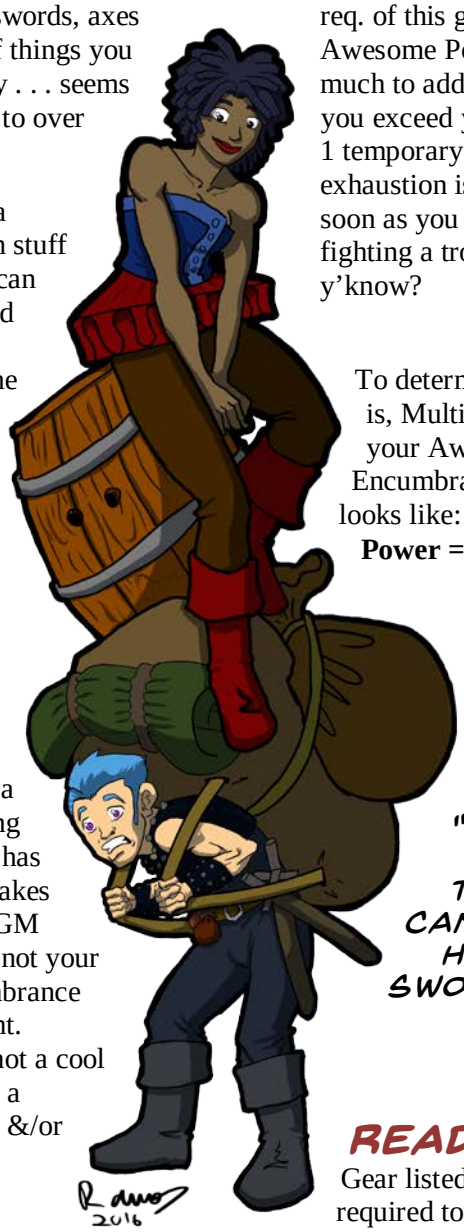


ENCUMBRANCE

WHY WEIGHT?

The idea of tracking every last pound on your character sheet doesn't really seem to fit well in a high action cartoony atmosphere. For this reason I want weight removed from the game and an alternate method implemented. One based on Awesome Power, because being able to carry supplies, tents, pots, pans, swords, axes and any other assortment of things you can think of without penalty . . . seems a little over the top. A little to over the top if you ask me.

Using Awesome Power as a limiting factor in how much stuff our heroic group of heroes can carry, lets the fine ladies and gentlemen playing those heroes benefit more from the ability scores they want to. Plus having a categorical separation in strength, independent of the strength score is for lack of a better word . . . AWESOME!



NARRATIVE WEIGHT

Mundane gear should have a "narrative weight". Meaning that non-critical equipment has zero weight, as long as it makes sense or is just funny. The GM has final say on whether or not your hero is exceeding its encumbrance threshold in narrative weight. Mundane gear is anything not a cool as a gnomecraft gadget, not a magical item, not a weapon &/or not armor.

ENCUMBRANCE THRESHOLD

A characters encumbrance threshold is a rating of how much critical gear a character can carry. Critical gear is the gear that is integral to your hero. Such as weapons, armor and all manner of magical & gnomecraft goodies! "Critical gear" has a listed Awesome Power requirement. The AP req. of this gear not only tells you how much Awesome Power you need to wield it but also how much to add to your encumbrance threshold. Once you exceed your encumbrance threshold, you gain 1 temporary level of Exhaustion. The level of exhaustion is temporary in the way that it's lost as soon as you get rid of some of that weight! You try fighting a troll with all that junk on you! Its tiring, y'know?

To determine what your encumbrance threshold is, Multiply your highest ability modifier by your Awesome Power. Your heroes minimum Encumbrance threshold is one. So the formula looks like: **Highest ability modifier x Awesome Power = Encumbrance Threshold.**

EXAMPLE. ACE HAS A STRENGTH OF 16 BECAUSE HE'S A BIG STRONG HERO, AND AN AP 2 SINCE HE HAS THE "I WORK OUT" FEAT. HIS ENCUMBRANCE THRESHOLD IS 6. SO HE CAN EASILY CARRY AROUND HID PAIR OF REALLY BIG SWORDS! HE'S PRETTY DARN SCARY, ISN'T HE?

READING THE "AP REQ."

Gear listed with an AP req. value, sets the AP required to wield it & adds the listed amount to your encumbrance threshold. Some gear however lists one value with a second followed in

parenthesis. Such as X(Y). In these cases, the first amount (X) sets the Awesome Power required to wield the item and the second value (Y) is what's added to your encumbrance threshold.

PROFICIENCY

This is what you add to any D20 roll for any skill, save or attack you are proficient in. The proficiency bonus adds the listed amount for your level, and is NOT cumulative and can only be applied once per roll. The only exception to this is if you have a feat feature or spell that specifically states otherwise *(like a thief's expertise)*.

Which is normal but we're here to talk about sweet, sweet GEAR!

WEAPON PROFICIENCY

There's a huge variety of weapons, and a hero can add their proficiency bonus to their attack rolls as long as they're proficient with the weapon they're using. There are also many technological marvels that are made for war.. such things are referred to as gnomecraft. Gnomecrafted weapons require that a hero/character be both proficient with the weapon and have the appropriate gnomecraft training to apply their proficiency bonus to attack rolls.

CATEGORICAL PROFICIENCY

There are two categorical distinctions for weapons; Simple & Martial. A player who has proficiency in one (or even both) of these categories, gains proficiency with every weapon that falls into the category. Categorical weapon proficiency is granted by a characters chosen class.

There are 3 categorical proficiencies for armor; Light, Medium & Heavy. However, dependent of the characters Awesome power & any racial, class features or feats, the same armors may not always be treated as being within the same categories.

GROUP PROFICIENCY

Weapons are also separated by group. A character may gain proficiency with a weapons group. Doing so grants the character/hero proficiency with all weapons in that group, regardless of whether or not those weapons are simple or martial.

EXAMPLE: All Oni gain proficiency with swords, meaning that they can use all swords with proficiency (short swords, long swords, massive claymores, etc.). As long as the weapon is a sword, they can add their proficiency bonus to the attack roll.

GROUP "OTHER"

Weapons that are highly unique fall into the "OTHER" group. A character can gain proficiency with all these within a category, if they have the appropriate categorical Proficiency. However each individual weapon within the "other" group, requires its own proficiency, meaning that when gaining the "weapon Training feat" you may choose to gain Proficiency with a single weapon within the "other" group, instead of one of the normal weapon groups.

GNOMECRAFTED WEAPONS

Gnomecrafted weapons are a special case. There are five Gnomecraft builds; Arc-crafted, Steam

Powered, Ghostforged, Magnotomic & Black Powder. Any weapon that is listed as being one of the Gnomecraft builds, is a Gnomecrafted weapon. For a character/hero to be proficient with a Gnomecrafted weapon requires that the character be both proficient with the weapons Group (or category) ***AND*** have training with the specific Gnomecraft build.

EXAMPLE: Tilyfiz Gainor has Proficiency with all simple and martial weapons & has training with both the Black Powder and Arc-craft Gnometechs. Meaning that Tilyfiz can use her proficiency with weapons such as a flintlock pistol & Arc cannon.

ARMOR PROFICIENCY

ARMOR

Armor (& barding) comes in 3 varieties, Light, Medium & Heavy, each variety requiring its own proficiency. However, dependent of the characters Awesome Power & any racial/class features or feats, the same armors may not always be treated as the same category as it was before. In other words, what a character finds to be light, medium or heavy armor is different for every character. Dwarves for example tend to find armor much lighter and easier to wear than other races.

SHIELDS

Shields require their own proficiency. None require proficiency to gain the benefits of armor & shields. However, if you are not proficient with the armor you're wearing or shield you're using, All Strength & Dexterity rolls (including skills) are rolled with disadvantage. Additionally, a spell caster may only cast spells in armor, if they are proficient with the armor they're wearing.

GNOMECRAFTED ARMOR

Armor may be one of the five Gnomecraft builds and like weapons, require a character to be both proficient with the armor and trained in the gnomecraft build to benefit from their armor proficiency. Additionally there is a special type of gnomecraft armor, the work harness. The work harness unlike other armors must have a gnomecraft build and may ONLY be used if the hero/character has training in the Gnomecraft build of the work harness. Otherwise, the hero/character clumsily moves about, barely able to keep from falling over.

MUNDANE GEAR

In Saturday Morning Tabletop there are two types of gear, mundane gear and critical gear. Critical gear is what you'll find nestled away in neat tables with a listed price, AP requirement and other fine details. Mundane gear on the other hand is the not so special and rather . . . . mundane . . . gear . . . Some examples of Mundane Gear are pieces of chalk, rope, a day's ration, a full wineskin & basic ammunition (special ammunition counts as critical gear and has its own listed values). Think mundane, boring, cheap, expendable . . . y'know, that sort of thing. GM's have the final say on what's conceivable a piece of Mundane gear and GM's . . . Be loose with this, and allow players some freedom BUT NOT TOO MUCH FREEDOM! "*Smiley Face*"

GEAR BUNDLES

The starting gear you get for your heroic class comes all in one tidy little pack. A bundled, bundle, a discount package and a one stop shop of hero'ing goodies, that you can strap on your back. The contents of these gear bundles, is non-descript and entirely up to you! Anything not a person that is . . .

As an action you may pull any piece of mundane gear from a gear bundle. The item you pull from your gear bundle need not be listed on your character sheet prior to pulling it. You can do this a number of times equal to the listed uses on the gear bundle. Once an Item is pulled from the gear bundle mark off one use of the gear bundle and add the item to your character sheet.

Gear bundle quality	Use's	Cost
Not so good	1	5gp
Good	3	30gp
Better	7	100gp
Best	10	200gp

LIGHT SOURCES

Mundane sourced o light may be pulled from a gear bundle, such as a torch, candle & lantern. The light source pulled sheds dim light out to the range listed and bright light out to half of the listed range.

- **Candle** – 5ft. radius
- **Torch** – 10ft. radius
- **Hooded Lantern** – 20ft. radius
- Bullseye Lantern – 80ft. cone

TOOLS

A tool helps you to do something you couldn't otherwise do, such as craft or repair an item, forge a document, or pick a lock. Your race, class, background, or feats give you proficiency with certain tools. Proficiency with a tool allows you to add your proficiency bonus to any ability check you make using that tool. Tool use is not tied to a single ability, since proficiency with a tool represents broader knowledge of its use. For example, the GM might ask you to make a Dexterity check to carve a fine detail with your woodcarver's tools, or a Strength Check to make something out of particularly hard wood.

Tools are also pieces of mundane gear and may be pulled from a gear bundle (consuming one of the gear bundles uses).

ARTISAN'S TOOLS

These special tools include the items needed to pursue a craft or trade. The table shows examples of the most common types of tools, each providing items related to a single craft. Proficiency with a set of artisan's tools lets you add your proficiency bonus to any ability checks you make using the tools in your craft. Each type of artisan's tools requires a separate proficiency.

DISGUISE KIT

This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.

FORGERY KIT

This small box contains a variety of papers and parchments, pens and inks, seals and sealing wax, gold and silver leaf, and other supplies necessary to create convincing forgeries of physical documents. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a physical forgery of a document.

GAMING SET

This item encompasses a wide range of game pieces, including dice and decks of cards (for

games such as Three-Dragon Ante). A few common examples appear on the Tools table, but other kinds of gaming sets exist. If you are proficient with a gaming set, you can add your proficiency bonus to ability checks you make to play a game with that set. Each type of gaming set requires a separate proficiency.

Herbalism Kit

This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalists to create remedies and potions. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify or apply herbs. Also, proficiency with this kit is required to create antitoxin and *potions of healing.*

Musical Instrument

Several of the most common types of musical instruments are shown on the table as examples. If you have proficiency with a given musical instrument, you can add your proficiency bonus to any ability checks you make to play music with the instrument. A bard can use a musical instrument as a spellcasting focus. Each type of musical instrument requires a separate proficiency.

Navigator's Tools

This set of instruments is used for navigation at sea. Proficiency with navigator's tools lets you chart a ship's course and follow navigation charts. In addition, these tools allow you to add your proficiency bonus to any ability check you make to avoid getting lost at sea.

Poisoner's Kit

A poisoner's kit includes the vials, chemicals, and other equipment necessary for the creation of poisons. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to craft or use poisons.

Thieves' Tools

This set of tools includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow bladed scissors, and a pair of pliers. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or open locks.

Weapons & Armor

Damaging Weapons & Armor

When a weapon is damaged reduce the damage die size by one step. If the damage die type is reduced to zero the weapon is destroyed. When armor is damaged, reduce the AC it grants by 1, if the AC the armor grants drops to 10 the armor is destroyed.

Weapon Damage Die Table

When an affect would increase or decrease the amount of damage a weapon deals, refer to the below table.

Original Die Type	+1 Increase	+2 Increase	+3 Increase	+4 Increase	+5 Increase
1	D4	D6	D8	D10	D12
D4	D6	D8	D10	D12	2D8
D6	D8	D10	D12	2D8	2D10
D8	D10	D12	2D8	2D10	2D12
D10	D12	2D8	2D10	2D12	3D8
D12 / 2D6	2D8	2D10	2D12	3D8	3D10

WEAPONS

Your class grants proficiency in certain weapons, reflecting both the class's focus and the tools you are most likely to use. Whether you like to use a long sword, cross bow or a ridiculously large club, your weapon and your ability to wield it effectively can mean the difference between beating the bad guys or getting a right wallop yourself!

The Weapons table shows some of the various tools of heroism, their price, Awesome Power requirements, the damage they deal when they hit, and any special properties they possess. Every weapon is either melee or ranged. A melee weapon is used to attack a target *(hopefully an evildoer)* within 5 feet of you, whereas a ranged weapon is used to attack a target *(again I hope an evildoer*) at a distance.

WEAPON PROPERTIES

Many weapons have special properties related to their use, as shown in the Weapons table.

WEAPONS & AWESOME POWER

A weapon with an Awesome Power requirement equal to, or less than you're AP, requires one hand to wield.

A weapon with an AP requirement one or more less than your AP, may be wielded in your off hand as a secondary weapon. As a bonus action, you may gain an attack with your secondary weapon that does not benefit from your ability modifier to damage. This rule replaces the Light descriptor.

A weapon with an AP requirement no more than one step higher than your AP, requires 2 hands to wield. This rule replaces the Two-handed, descriptor.

A weapon with an AP requirement 2 steps higher than your AP requires 2 hands to wield but grants disadvantage to all attack rolls with it. This rule replaces the HEAVY, descriptor.

A weapon with an Awesome Power requirement greater than 2 steps higher than your AP can not be wielded without specific race/class features, feats or otherwise increasing your Awesome Power.

RANGE & AWESOME POWER

There are a few weapons whose range depends on the wielders AP. Those weapons list their range as AP x *. Simply multiply the AP & second number to get the range. Such as the massive bows max range of APx200. For example if a AP3 giant fires the bow, its max range = 600ft. However if a bigger AP5 giant fires that same bow, the max range=1,000ft

AMMUNITION

You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Drawing the ammunition from a quiver, case, or other container is part of the attack. You will not run out of

ammunition unless you roll a natural 1 on your ranged attack roll.

If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised. A sling must be loaded to deal any damage when used in this way.

Weapons with the ammunition feature may be able to fire special types of ammunition. Following the values and rules listed for each different type of special ammo when used.

LIMITED AMMO (X)

You can use a weapon that has the limited ammo property to make a ranged attack only if you have ammunition to fire from the weapon. Loading a weapon with limited ammo takes 1 action. You will not run out of ammunition unless you roll a (X) or less on the D20 on your ranged attack roll. (X) Being the number or less on the D20 before any modifiers to the attack roll.

EXAMPLE: Limited ammo (4) weapons can be fired all game long so far as you never roll a 4 or less on the D20 on any of your attack rolls.

LOADING

Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

RANGE

A weapon that can be used to make a ranged attack has a range in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's long range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

FINESSE

When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

WEAPON SIZE

A character needs to have the right amount of Awesome Power to wield certain weapons, but there are weapons that can be just too big for a hero to use. A Hero/character may only wield a weapon that is no more than one size category larger than they are.

There are feats and features that allow for the use of larger weapons, like the simian grip feat & massive weapon wielder feature.

LIGHT WEAPONS

A weapon with an Awesome Power requirement one or more less than your AP, may be wielded in your off hand as a secondary weapon. As a bonus action, you may gain an attack with your secondary weapon that does not benefit from your ability modifier to damage.

HEAVY WEAPONS

A weapon with an Awesome Power requirement 1 step higher than your AP requires 2 hands to wield.

SUPER HEAVY WEAPONS

A weapon with an Awesome Power requirement 2 steps higher than your AP requires 2 hands to wield but grants disadvantage to all attack rolls with it.

ARE YOU KIDDING ME THAT'S TOO DANG HEAVY . . . WEAPONS

A weapon with an Awesome Power requirement 3 steps higher than your AP requires that you leave it alone until you raise your AP!

REACH

This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it.

SPECIAL

A weapon with the special property has unusual rules governing its use, explained in the weapon's description.

THROWN

If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

RETURNING

Often only applicable to magical weapons, a returning weapon is a thrown weapon that… well… comes back to you right after you throw it so that you can throw it again!

TWO-HANDED

A weapon with this descriptor will always require two hands to wield, regardless of Awesome Power.

VERSATILE

If this weapon can be used with one hand, the damage value in parentheses is the damage it can do when used with two hands to make a melee attack.

WRIST MOUNTED

A wrist mounted device is hands free and full of convenience. Any piece of gear that has the Wrist Mounted tag not only requires proficiency with the weapon *(&/or applicable Gnometech training)* but also requires a character to be proficient in the **Thermonuclear Whatchamacallit** skill to be proficient with the weapon.

Size: A Wrist Mounted weapon can only wielded by a creature 2 size categories larger than the weapon *(cause the weapon needs to be small enough to fit on the wrist)*. For example a small wrist mounted dagger can only be wielding on the wrist of a large creature.

IMPROVISED WEAPONS

Sometimes heroes don't have their weapons and have to do battle with whatever is at hand. An improvised weapon can be any object you can wield in one or two hands, such as a table leg, a frying pan, a wagon wheel, sturdy door, or a not so willing goblin.

Improvised Weapon Damage	
Awesome Power	Damage
1	1d4+STR
2	1d6+STR
3	1d8+STR
4	1d10+STR
5	1D12+STR
6	3D6+STR
7	3d8+STR

Often, an improvised weapon is very similar to an actual weapon that can be found on the weapons tables. So you can treat it as such. For example, a table leg is frighteningly similar to a club. At the GM's option, a hero proficient with a weapon can use a similar object as if it were that weapon and use his or her proficiency bonus.

An object that bears no resemblance to a weapon, deals damage as listed in the Improvised weapon table. To determine the damage add 1 to the attackers Awesome Power, and refer to the improvised weapon table. *(the GM assigns a damage type appropriate to the object)*. If a hero uses a ranged weapon to make a melee attack, they use the number listed as the weapons AP requirement as a bonus to the attackers Awesome Power for the purpose of determining damage. A hero may also throw a melee weapon that does not have the thrown property, it also uses the number

listed as the weapons AP requirement as a bonus to the attackers Awesome Power for the purpose of determining damage. The range of a thrown melee weapon without the thrown property is the heroes APx5ft/APx10ft.

Simple Weapons (Melee)

Weapon Category: Simple (Melee)					
Weapon Group: Axe					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Hand Axe	5	1D6 Slashing	0	Small	Thrown (20/60)
Weapon Group: Beast Weapon					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Toothed Talons	23	1D8 Slashing	1	Medium	Special
Mammoth Claws	160	2D8 Slashing	5	Large	Special
Triceracrown	35	1D6 Piercing	2	Large	Special
Weapon Group: Club					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Simple Club	1	1D4 Bludgeoning	0	Small	-
Burda	2	1D6 Bludgeoning	0	Small	-
Large Club	5	1D8 Bludgeoning	2	Large	-
War Club	10	1D10 Bludgeoning	2	Large	-
Small Tree	-	2D6 Bludgeoning	4	Huge	-
Medium Tree	-	2D10 Bludgeoning	5	Gargantuan	-
Weapon Group: Dagger					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Simple Dagger	10	1D4 Piercing	0	Small	Finessable, Thrown (20/60)
Peacemaker	240	-	1	Small	Finessable, Thrown (20/60), Special
Fey Blade (minor)	1,000	1D4 Impact	0(1)	Small	-
Sparkling Eye	480	1D4 Slashing & Force	0	Small	Finessable, Thrown (20/60), Special
Sickle	10	1D6 Slashing	0	Small	-
Weapon Group: Fist Weapon					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Cat Claws	10	*	0	Medium	Special

Hammer Hand	60	*	3	Medium	Special
Heartseaker	21,120	*	1(3)	Medium	Special
Katar	15	*	1	Medium	Special
Malicious Paw	7,010	*	0(1)	Medium	Special
Spiked Gauntlet	10	*	0	Medium	Special
WEAPON GROUP: HAMMER					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Light Hammer	5	1D4 Bludgeoning	0	Tiny	Thrown(20/60)
WEAPON GROUP: MACE					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Simple Mace	5	1D6 Bludgeoning	0	Small	-
WEAPON GROUP: POLE ARM					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Javelin	6	1D6 Piercing	1	Medium	Thrown(30/120)
Long Spear	18	1D6 Piercing	1	Medium	Reach, Two-Handed
WEAPON GROUP: STAVE					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Quarterstaff	2	1D6 Bludgeoning	1	Medium	Versatile (1D8)
Lightning Staff	2,916	2D10 Lightning	0(7)	Medium	Versatile(2D12)
Marahone	5,832	1D6 Bludgeoning & Force	1(2)	Medium	Versatile(1D8), Special
WEAPON GROUP: OTHER					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Chakram	15	1D6 Slashing	0	Small	Thrown (30/60)
Really Big Rock	-	1D10+AP Bludgeoning	2	Medium	Thrown(APx5/APx10), Special
Unarmed Strike	*	*	*	*	Special
Natural Weapon	*	*	*	*	Special
Hidden Blade	5	1 Piercing	0	Tiny	Finessable, Wrist Mounted

SIMPLE WEAPONS (RANGED)

WEAPON CATEGORY: SIMPLE (RANGED)					
WEAPON GROUP: BOW					
Weapon Name	**Gold**	**Damage**	**AP req.**	**Size**	**Properties**

Cost					
Short bow	6	1D4 Piercing	1	Small	Ammunition, Range(80/320), Two-Handed
WEAPON GROUP: CROSSBOW					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Light Crossbow	10	1D6 Piercing	1	Small	Ammunition, Rang(80/320), Loading. Two-Handed
WEAPON GROUP: OTHER					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Dart	-	1 Piercing	0	Tiny	Range(30/60), Special
Sling	-	1 Bludgeoning	0	Small	Ammunition, Range(60/120), Special
Great Sling	-	*	2	Large	Special, Range(30xAP/60xAP)
Natural Weapon	*	*	*	*	Special

MARTIAL WEAPONS (MELEE)

WEAPON CATEGORY: MARTIAL (MELEE)					
WEAPON GROUP: AXE					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Battle Axe	10	1D8 Slashing	1	Medium	Versatile(1D10)
Really Big Axe	20	1D12 Slashing	2	Large	-
Relic Axe	1,280	2D6 Slashing	3(4)	Huge	Special
WEAPON GROUP: BEAST WEAPON					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Biting Leg Blades	35	1D8 slashing	1	Large	Special
Smashing Tail	53	1D10 Bludgeoning	4	Large	Special
Razor helm	23	1D6 Slashing	1	Large	Special
Phoenix Bite	212	*	1(5)	Large	Special, Magical
WEAPON GROUP: FIST WEAPON					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Crescent Fist	30	*	1(2)	Medium	Fist Weapon, Special
Dragon Claws	120	*	1	Medium	Fist Weapon, Special

Morning Fist	30	*	1	Medium	Fist Weapon, Special
Tiger Claws	120	*	0	Medium	Fist Weapon, Special
War Fan	15	*	0	Medium	Fist Weapon, Thrown (20/30), Finessable, Special
WEAPON GROUP: HAMMER					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Storm Hammer	28,000	1D8 Bludgeoning, Thunder & Lightning	2(4)	Medium	Versatile (D10), Special
War Hammer	20	1D8 Bludgeoning	2	Medium	Versatile (1D10)
Really Big Hammer	40	2D6 Bludgeoning	3	Large	Versatile(2D8)
"Massive" Hammer	240	2D10 Bludgeoning	7	Large	Versatile (2D12)
Stone Fist	49,020	1D12 Bludgeoning	3(7)	Large	Versatile (2D8), Special
WEAPON GROUP: MACE					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Flail	50	1D8 Bludgeoning	1	Medium	-
Skull Splitter	80	1D12 Bludgeoning	2	Large	Versatile (2D8)
Morningstar	60	1D8 Bludgeoning & Piercing	1	Medium	-
Ettin Basher	120	2D10 Bludgeoning	4(7)	Large	-
WEAPON GROUP: SWORD					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Fey Blade (lesser)	2,000	1D6 Impact	0(1)	Small	-
Fey Blade	4,000	1D8 Impact	1(2)	Medium	-
Fey Blade (greater)	-	2D6 Impact	2(4)	Large	Special
Fey Blade (master)	-	3D8 Impact	3(6)	Huge	Special
Really Big Sword	53	2D6 Slashing	3	Large	Versatile (2D8)
Anastolita	75	1D8 Slashing	1(3)	Medium	Special
"Massive" Sword	318	2D12 Slashing	7	Huge	-
Long Sword	23	1D8 Slashing	1	Medium	Versatile (1D10)
Rapier	20	1D8 Piercing	1	Medium	Finessable
Scimitar	30	1D8 Slashing	1	Medium	Finessable
Short Sword	15	1D6 Slashing	1	Small	-
Dawnsinger	35,530	2D6 Slashing	0(1)	Large	Versatile (2D8), Special

Araspada	71,264	10 Slashing	1(2)	Medium	Versatile (12), Special
Keeyan's Tear	3,816	1D8 Slashing	1(0)	Medium	Versatile (1D10), Special
WEAPON GROUP: WHIP					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Whip	2	1D4 Slashing	0	Medium	Finesse, Reach
Cat-O-Nine Tails	5,274	3D8 Slashing	4	Medium	Finesse, Reach
Bull Whip	36	1D8 Slashing	1	Medium	Finesse, Reach
Devil Chain	1,728	2D10 Slashing	4	Large	Finesse, Reach
Leech Tongue	14,144	1D4 Slashing	0(2)	Medium	Finesse, Reach, Special
WEAPON GROUP: POLE ARM					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Glaive	20	1D10 Slashing	2	Large	Two-Handed, Reach
Halberd	80	*	2	Large	Two-Handed, Reach, Special
Pike	20	1D8 Piercing	1	Medium	Two-Handed, Reach
WEAPON GROUP: OTHER					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Lance	85	1D12 Piercing	2	Large	Two-Handed, Reach, Special
Wind Slicer	85	1D8 Slashing	1(2)	Medium	Thrown (30/60), Returning, Special
Trident	40	1D6 Piercing	1	Medium	Thrown (20/40). Versatile(1D8)

MARTIAL WEAPONS (RANGED)

MARTIAL WEAPONS: RANGED					
WEAPON GROUP: BOW					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Frost Bow		1D12 Piercing & Cold	3(4)	Medium	Two handed, Ammunition, Range (130/590), Special
Long Bow	18	1D6 Piercing	2	Medium	Two handed, Ammunition, Range (110/530)
Heavy Long Bow	54	1D8 Piercing	3	Medium	Two handed, Ammunition, Range (130/590)
Great Bow	486	1D10 Piercing	5	Large	Two handed, Ammunition,

					Range (180/710)
Titan Bow	810	6xAP Piercing	7(9)	Large	Two handed, Ammunition, Range (180/560)
WEAPON GROUP: CROSSBOW					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Hand Crossbow	18	1D4 Piercing	1	Small	Ammunition, Range (60/220), Loading
Heavy Crossbow	162	1D10 Piercing	4	Medium	Two handed, Ammunition, Range (110/380), Loading
Wrist Mounted Crossbow	162	1D4 Piercing	0	Miniature	Ammunition, Range (60/220), Loading
WEAPON GROUP: OTHER					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Blowgun	*	1 piercing	0	Medium	Two-Handed, Range(30/100), Ammunition, Loading
Net	*	-	0	Large	Range(5xAP/10xAP), Special

GNOMECRAFT WEAPONS (MELEE)

ARC-CRAFT

ARC-CRAFT WEAPONS (MELEE)					
WEAPON GROUP: FIST WEAPON					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Arcana Fist	360	1D8 Force	0	Small	Special
WEAPON GROUP: SWORD					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Golden Lance	210	1D10 force	0	Medium	Finesse, Special

BLACK POWDER

WEAPON CATEGORY
WEAPON GROUP: HAMMER

Weapon Name	Gold Cost	Damage	AP req.	Size	Properties
Boom Hammer	3,200	2D12 Bludgeoning & Piercing	5	Large	Ammunition, Special

MAGNOTOMIC

WEAPON CATEGORY					
WEAPON GROUP: AXE					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Treebane	280	1D10 Slashing	3(5)	Large	Special
WEAPON GROUP: SWORD					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Buzzard	371	1D10 Slashing	3(5)	Large	Reach, Special
Arc Sword	245	1D6 Bludgeoning	1	Small	Special
WEAPON GROUP: WHIP					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Magnotomic Whip	82	1D6 Slashing	0	Medium	Finessable, Reach, Special

STEAM POWERED

WEAPON CATEGORY					
WEAPON GROUP: AXE					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Treebane	80	1D10 Slashing	3(5)	Large	Special
WEAPON GROUP: SWORD					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Buzzard	106	1D10 Slashing	3(5)	Large	Reach, Special

GNOMECRAFT WEAPONS (RANGED)

ARC-CRAFT

WEAPON CATEGORY

WEAPON GROUP: GUN					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Arcane Pistol	270	1D4 Force	0	Small	Range (60/60), Special
Arcane Cannon	408	1D10 Force	4	Medium	Range (30/30), Knockback, Special

BLACK POWDER

WEAPON CATEGORY WEAPON GROUP: GUN					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Blunderbuss	1,360	1D12 Piercing	2	Large	Ammunition, Limited Ammo (15), Loading, Special
Clockwork Pistol	255	1D8 Piercing	0	Small	Ammunition, Range (80/200), Limited Ammo (10)
Clockwork Rifle	340	1D8 Piercing	2	Large	Two Handed, Ammunition, Range (120/360), Limited Ammo (10)
Flintlock Pistol	150	1D12 Piercing	0	Small	Ammunition, Range (60/120), Loading, Limited Ammo (5)
Flintlock Rifle	255	1D12 Piercing	2	Large	Two Handed, Ammunition, Loading, Range (100/280), Limited Ammo(10)
Hand Cannon	150	2D12 Piercing	3	Small	Ammunition, Loading, Range (30/60), Limited Ammo(10)
Long Rifle	340	1D10 Piercing	2	Large	Two-handed, Ammunition, Loading, Range (340/840). Limited Ammo(10),
Shotgun	270	10 Piercing	2	Large	Ammunition, Range (15/30), Limited Ammo(10), Special

MAGNOTOMIC

WEAPON CATEGORY WEAPON GROUP: GUN					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Magnotomic Rifle	952	1D10 Lightning	2	Large	Two Handed, Range(100/220), Special

STEAM POWERED

WEAPON CATEGORY WEAPON GROUP: GUN					
Weapon Name	**Gold Cost**	**Damage**	**AP req.**	**Size**	**Properties**
Dart gun	120	*	0	Small	Ammunition, Loading, Range(30/60), Special
Wrist Mounted Dart Gun	90	*	0	Tiny	Ammunition, Loading, Range(30/60), Wrist Mounted, Special
Gas gun	2,376	2D12 Poison	2	Large	Range(30ft. Cone), Special
Flamer	1,088	2D8 Fire	2	Large	Range(60ft. Cone), Special
Wrist Mounted Flamer	544	2D6 Fire	0	Tiny	Range(60ft. Cone), Wrist Mounted, Special
Bolt Cannon	108	1D8 Piercing	2	Large	Ammunition, Two-Handed, Range (60ft. cone), Special
Grapple Gun	90	*	0	Small	Range(60/60), Special
Wrist Mounted Grapple Gun	136	*	0	Tiny	Range(60/60), Wrist Mounted, Special
Net Launcher	60	*	2	Large	Two-Handed, Range (70/220), Loading, Special

WEAPON DESCRIPTIONS

AXES

Chop, Chop! It's for more than just getting fuel for that toasty little fire.

HAND AXE

It's a hand axe, an axe that you hold in a hand! Well you hold every axe in your hands, I hope. Anyhow this is the smallest axe available for hacking your way into being a hero.

BATTLE AXE

Bigger and more heroic version of the hand axe. The battle axe is built for battle! It's in the name . . .

REALLY BIG AXE

You ever notice how giants have legs the size of freaking trees!?! Well, there's one thing that's just great for chopping down trees. Yeah, you know what it is. I got you one better, a really big you know what it is.

RELIC AXE

The relic axe is a primitive and brutal weapon with its blade made from stone rather than forged metal.

Special: When a character attacking with the relic axe critically hits, they deal 60 damage in addition to the normal critical hit damage.

BEAST WEAPONS

these are designed to be worn by pets, a rangers companion or a beast hero… or a hero that has a beast form… I mean, it's all in the name isn't it?

BITING LEG BLADES

The Biting Leg blades are serrated blades that are mounted on the forelimbs of a beast.
Special: These may only be wielded be a beast of the same size category of the weapon IE: Large size beasts can only wield large sized beast weapons.

SMASHING TAIL

Mounted onto the end of the tail of a beast, this weapon is a large hunk of metal at the end.
Special: These may only be wielded be a beast of the same size category of the weapon IE: Large size beasts can only wield large sized beast weapons.

RAZOR HELM

Covered in sharp cutting bitz this helm is a harsh head butting weapon.

Special: These may only be wielded be a beast of the same size category of the weapon IE: Large size beasts can only wield large sized beast weapons.

PHOENIX BITE

The phoenix bite is a helm with elaborate carvings and enchantments that can come alive with flames. As a bonus action a beast (hero) may ignite or extinguish the helms magical flames. While ignited, the helm can be used as a beast weapon that deals **2D6+STR fire** damage.

Magic: If the magic of this weapon is temporarily dispelled, destroyed or within the area of an anti-magic zone, it becomes a normal helm.

Special: These may only be wielded be a beast of the same size category of the weapon IE: Large size beasts can only wield large sized beast weapons.

TOOTHED TALONS

Toothed talons are a pair of claw weapons worn on the feet of beasts. Its bladed Talons have very not nice serrations.

Special: These may only be wielded be a beast of the same size category of the weapon IE: medium size beasts can only wield medium sized beast weapons.

MAMMOTH CLAWS

The Mammoth Claws are a brutish Claw weapons worn on the feat of powerful beasts. Its crudly bashed together steal and a lot of it. It's too heavy for most beasts to wield but those that can are feared beyond measure!
Special: These may only be wielded be a beast of the same size category of the weapon IE: Large size beasts can only wield large sized beast weapons.

TRICERACROWN

The Triceracrown is a Horned Helm worn of the beasts head. Its long trio of horns making for a fierce head butt.

Special: This weapon may only be worn/wielded be a beast of the same size category of the weapon IE: Large size beasts can only wield large sized beast weapons.

BOWS

Before civilization was civilized, early hunters threw long pointy sticks at giant beasts. When they got tired of that though, they started launching tinier, pointier sticks from things called bows.

SHORT BOW

A great deal of training and finesse goes into learning how to fire a bow accurately. Consider this the baby bow, learning bow, also known as . . . the short bow!

LONGBOW

Most heroes that enjoy fighting from far enough away that they can barely see the evildoers that they're fighting . . . . use a long bow. Cause it's just the best!

HEAVY LONGBOW

It take more arm to pull a long bow... but … more arm MORE POWER!

GREAT BOW

Bows are a delicate balance of flexibility and tension. They require a great deal of training and precision. This bow is just big, fat and a terrible eyesore. To use this bow, It requires only guts, strength and just enough stubble to make you look really tough.

MASSIVE BOW

A giant walking up to you and smacking you in the face is scary enough, wouldn't you say? Well, go grab a fresh pair of undies because now those biguns got the bright idea to start using bows! The massive bow is . . . well . . . massive, and takes a great deal of strength to fire. So when a giant fires, it takes clear columns of men down with a single… well, I guess you can call it an arrow….

Special: Must be at least large size to use a massive bow. The maximum range of the massive bow is dependent on the wielders Awesome Power.

TITAN BOW

You thought the massive bow was big, boy . . . were you wrong!

The Titan bow deals 6xAP damage, meaning that its damage is six times your Awesome Power. IE: a Hero with an AP of 4 shooting the Titan bow would deal 24 piercing damage a hit.

Special: Critically hitting with this weapon deals 12xAP damage.

FROST BOW

This heavy reinforced longbow is decorated with beautiful figures and an assortment of runes.

Rune Burn: You may fire ice arrows from your bow (no Ammo needed), the arrows deals 1D8 damage per heroic tier. This effect lasts for 1 minute. . . If the "***Rune Burn***" in used, the bow becomes a normal "Heavy Long Bow" for the next 8 hours.

CLUBS

Big sticks used to bring big pain!

SIMPLE CLUB

It's a really simple tool for pummeling the foreheads of evildoers everywhere.

WAR CLUB

The only thing this was made for was beating bad guys heads.

BURDA

A simple club with a hefty metal band wrapped around its head.

BIG CLUB

These clubs are as simple as their predecessors but they require a set of keywords to strike ones enemy. Luckily I know the keywords and am willing to share them with you all, and they are . . . BAM! BAM! You're welcome.

REALLY BIG CLUB

While a club is a simple tool, just a bit of wood . . . The Really big club was a breakthrough in

technology! Longer, larger and heavier, the really big club is nothing like its smaller predecessor. It's bigger and better and BIGGER!

SMALL TREE

This weapon is really just a tree pulled out from the ground with its branches stripped off…

MEDIUM TREE

Remember when you were a child and that favorite tree you used to climb? Remember how your father put all those years of carpentry skill into building you a safe haven amongst the leaves? Well, this is that same tree ripped from the ground and smashed down on your head!

CROSSBOWS

Crossbows were invented when Eldron, a great and skilled bowman of superfluous renown traveled to the more urban areas and discovered the correct way to shoot a bow was sideways.

HAND CROSSBOW

Dual wielding these things is totally awesome! If you want to be totally awesome, get two of these things an ROCK ON!

LIGHT CROSSBOW

It doesn't take much training to learn to use a crossbow but it does take a bit of cranking. The light crossbow takes just a little less cranking.

HEAVY CROSSBOW

With a 237.5 pound draw weight, custom dual handle crank and enough crossbow bolts to blot out the sun . . . evil doers everywhere will be running for cover, begging to give up all the evil that they're doing.

DAGGERS

SIMPLE DAGGER

It may not seem like much more than a kitchen utensil, but it's got a pointy bit on the end . . . That's the part evildoers are afraid, and rightly so!

SICKLE

If the grim reaper had a kid brother, he'd use one of these . . .

PEACEMAKER

The Peacemaker is a Dwarven forged dagger forged as a sign of peace. The Hilt of a Peacemaker is forged to appear like a figure praying.

Special: Peacemakers are indestructible and cannot be damaged in any way, they are even immune to the Melt Spell. However a Peacemaker is incapable of doing any damage. A target struck by a Peacemaker my regain lost HP. As part of the "attack" the daggers wielder may expend a recovery to heal the creature struck by the Peacemaker a number of Hit Points equal to the expended recoveries amount. ***EXAMPLE****: a Warrior stabs an ally with a Peacemaker and expends one of their recoveries, the Ally then regains 10 HP. As 10 is the recovery amount for a warriors recoveries.*

SPARKLING EYE

The Sparkling eye is a magnificently crafted dagger made from a deep blue crystal with a spark of magical power dancing through it.

Special: This dagger has its own mana well that a hero may access while wielding the weapon. The Sparkling eye's mana well is 5 and it regains its mana upon a natural short or long rest (magic effects and consumables cannot recharge the Sparkling eyes mana well). Additionally any successful attack made with the Sparkling eye may be treated as a critical hit by expending 5 mana. If a spell or effect is channeled through the Sparkling eye (such as with the Spell thief's "blood of a

mage" class feature) and the additional 5 mana is spent, than the spell may be treated as critically hitting if it would benefit from critically hitting.

FIST WEAPONS

All fist weapons listed AP requirement is for a medium sized character. For rules on custom sized first weapons,*(for smaller or larger characters*) refer to the chart "tailored fit". Unless otherwise stated, a character wielding a fist weapon may still use that hand for other endeavors.

Each fist weapon modifies unarmed attacks in some fashion. The changes are unique to the specific fist weapon and are explained in the weapons entry.

CAT CLAWS

3 tiny hooked blades on the inside of a gauntlet, this weapon is wielded in pairs. While wielding this fist weapon, the character may still grapple and perform wrestling moves.

Special: When striking with this fist weapon the wielders unarmed damage deals either piercing or bludgeoning damage (players choice). While this fist weapon is wielded, deal unarmed damage with any successful grapple check that did not previous allow unarmed damage to be done. *(may not perform the sleeper hold while wielding cats claws)*. Additionally when using the cat claws the character gains advantage to all checks that involve climbing.

CRESCENT FIST

Completely encloses the hand in metal that goes up the arm in a cool armored sleeve. While using a crescent fist, the hand wielding it may not be used to perform grapple checks or wield any other item.

Special: Adds +1D8 slashing damage to unarmed strike & +1 ac while not wearing armor or wielding a shield.

DRAGON CLAWS

Wielded in pairs, these gauntlets have their fingers tipped in sharp talons. Grapples may still be performed while wearing these gloves.

Special: Treat your Awesome Power as 1 point higher for calculating unarmed strike damage & deal Bludgeoning or Slashing damage with your unarmed strikes.

EAGLE TALON

Light clawed gauntlet, this weapon is wielded in pairs. When using this fist weapon to strike, deal slashing damage with the strike instead of bludgeoning. May still grapple and perform wrestling moves while wielding this fist weapon.

HAMMER HAND

These gauntlet is forged from thick, heavy plates making it big and heavy. . . . oh and making it hurt more to get hit with too. Because of the weight of it, the hammer hand is not sold in pairs and often made to be worn on the right hand. Worry not lefties! There are some left handed hammer hands… somewhere.

Special: The hammer hand can still be used to wield weapons and grapple. While striking with the hammer hand the wielder may treat their Awesome Power for their unarmed strike damage as if it were two points higher.

KATAR

Better known as a punch dagger, for being a dagger that you have to punch with to use. Which is by the way totally awesome. This fist weapon is wielded as a single weapon.

Special: When using this fist weapon to strike, the wielder may add 1D6 to their unarmed damage. Additionally their unarmed damage deals both bludgeoning and piercing damage. May not use a hand equipped with a katar to perform any other actions besides attacking with it.

Morning Fist

Completely encloses the hand in metal that goes up the arm in a cool armored sleeve. The fist now a spike covered nightmare. While using a Morning fist, the hand wielding it may not be used to perform grapple checks or wield any other item.

Special: Treat your Awesome Power as 1 point higher for calculating unarmed strike damage & add piercing to the type of damage you deal with your unarmed strikes.

Spiked Gauntlet

A gauntlet with tons of spikey bits on the punching end.

Special: Add Piercing to the type of damage your unarmed strikes deal.

Tiger Claws

Well crafted gauntlets with short curved blades sprouting from its knuckles. This weapon is wielded in pairs. May still grapple and wrestle while wielding tiger claws but at disadvantage.
Special: Deals your unarmed strike damage as slashing damage instead of bludgeoning When you critically hit with Tiger claws you may add your strength score to the damage instead of your strength modifier.

War Fan

Just like a regular fan, but has metal rods for the fan ribs and with a bunch of sharp bits at the end. While using a War fan, the hand wielding it may not be used to wield any other item.
Special: When using this "fist weapon" to strike, treat your Awesome Power as 1 point higher for determining
unarmed strike damage as well as dealing slashing damage instead of bludgeoning.

Malicious Paw

The malicious paw is a clawed gauntlet that seeks the weak. The face of the gauntlet decorated with the image of a single warrior slaying hundreds.

Special: While using the Malicious Paw, your unarmed strike may deal bludgeoning or slashing damage (heroes choice).

Magical: When you take the defeat minions action while wielding the malicious paw you may defeat twice the amount of minions. You may still use the Malicious paw to wield a weapon or grapple (If the magic of this item is temporarily dispelled, destroyed or within the area of an anti-magic zone, it loses this magical benefit).

Heart Seeker

This highly decorative punch dagger has a face in the e handle and the faces tongue is its blade. Its exorbitant price and masterfully crafted nature make it more of a decorative centerpiece for nobles and rich merchants.

Magical: When you deal damage with the heart seeker you regain an amount of HP equal to your recovery amount (If the magic of this item is temporarily dispelled, destroyed or within the area of an anti-magic zone, it loses this magical benefit).

Hammers

You know what time it is . . . it's HAMMER TIME! Yup, I said it.

Light Hammer

Usually used to beat down nails mostly, but you can use it to beat down bad guys too.

War Hammer

You could have a steam train, If you'd just lay down your tracks, You could have an aero plane flying If you bring your blue sky back . . . WAR . . . WARHAMMER!

Really Big Hammer
Some warriors are content beating and bashing bad guys with their wonderful warhammers . . . but not you . . . . you needed an upgrade didn't you!

Massive Hammer
Take a side of castle wall and attach a bit of staff and voila! You now have a totally massive hammer! Do you know what you could do with a massive hammer? No, really . . . cause I can't even move this thing.

Storm Hammer
This is an incredibly ornate work of art that crackles with the unyielding power of a storm.

Magic: Adds lightning to the type of damage dealt & when a target is damaged by a Storm hammer so is every other enemy adjacent to the target. The additional targets take the same amount of damage as the initial target struck by the Storm hammer (If the magic of this item is temporarily dispelled, destroyed or within the area of an anti-magic zone, it loses this magical benefit).

Stone Fist
An ornate hammer with magical healing ability.

Magic: When you successfully attack a target with the stone fist, you regain an amount of Hit Points equal to your Recovery amount (If the magic of this item is temporarily dispelled, destroyed or within the area of an anti-magic zone, it loses this magical benefit).

Maces

Simple Mace
it's a beat stick.. so, beat something with it!

Ettin Basher
The Ettin basher is a flail with two heads. Each head roughly forged with unnecessary amounts of metal, making it very heavy and very hurty.

Flail
Only experts and the mentally disturbed use flails. They are totally dangerous! Whether you're the one holding the handle or the one trying to duck under the spiky ball at the end of the chain . . . Flails are totally dangerous.

Perfect for bopping an evildoer on their little head and giving them lumps of terrible justice!

Mace
A solid metal ball at the end of a shaft, its simple but super effective.

Skull Splitter
Um, the name says it all *#ouchies*

Morningstar
Some mad genius decided that putting a bunch of spike bits on a mace was a good idea . . . they were right!

Really Big Mace
Well, the name is in the name… it's just a really big version of our favorite mace. Now all we need is that mad genius that invented the morning star again . . .

Staves
A staff is more like a rod, but longer! So you know that it can hold more magic in it!! . . . Right? All staves/staffs can be used as an arcane foci (arcane focus).

QUARTERSTAFF

All foolish names aside . . . this is just a stick. A stick that you hit bad guys over the head with.

LIGHTNING STAFF

Lightning dances across the ornate surface of this golden staff. With the staffs magical power it is as easy to wield as it is exhausting to carry. Like any staff, a wizard can treat it as an arcane focus & you can use the lightning staff in two hands to make your normal attacks as well as making an off hand attack using your bonus action.

Magical: While wielding the staff you may as an action cast the Indra's Lash spell. The spell uses your Intelligence as your Spellcasting ability if you don't already have a Spellcasting ability & requires no Spellcasting components (If the magic of this item is temporarily dispelled, destroyed or within the area of an anti-magic zone, it loses this magical benefit).

MARAHONE

The Marahone is a beautiful staff carved for a single piece of purple crystal and inlaid with golden scrollwork designs.

Special: This Staff has its own mana well that a hero may access while wielding the weapon. The Marahone's mana well is 7 and it regains its mana upon a natural short or long rest (magic effects and consumables cannot recharge the Marahone's mana well).

Magical: Any successful attack made with the Marahone may be treated as a critical hit by expending 5 mana. If a spell or effect is channeled through the Marahone (such as with the Spell thief's "blood of a mage" class feature) and the additional 5 mana is spent, than the spell may be treated as critically hitting if it would benefit from critically hitting.

Additionally, while wielding the Marahone its wielder as an action may cast the Dancing lights or magic missile spell (If the magic of this item is temporarily dispelled, destroyed or within the area of an anti-magic zone, it loses this magical benefit).

SWORDS

A staple in the heroes arsenal. Well, it's not really a staple, it's a sword but you get the idea.

RAPIER

It's kind of like a sword, but more like a toothpick. Unless of course, your name is Porthose or something.

SCIMITAR

It's like a sword but with more swagger.

SHORT SWORD

Short pointy and very sword like. It's a perfect weapon for halflings, midgets and child knights!

LONG SWORD

With perfect length, perfect balance and beautiful geometric design, the long sword is as much a piece of art as it is a tool for battle. Too bad I'ma bash it against all these armored evildoers . . .

REALLY BIG SWORD

Walk softly but carry a big sword. In this case, a really big sword. As a matter of fact, don't even bother walking softly.

MASSIVE SWORD

Its big, its heavy and it'll probably scare away the bad guys every time. I mean, it's not like you can actually swing the thing . . . right?

SERPENT BLADE

The serpent blade is a magical whip sword. Has 2 forms and may switch between these forms as a bonus action.

- **Form 1**: Enchanted Long sword – same stats as an enchanted long sword.
- **Form 2**: The uncoiled serpent – The sword segments into a bladed whip that has the stats; **1D6+ Ability modifier slashing damage, Finesse & reach**. While in this form the wielder gains 2 special attacks actions. These special attack actions may be made in place of a normal attack action.
    - ***Serpent strike*** – Make 1 melee attack against a target up to 30ft away.
    - ***Serpent's fury*** – make a number of attacks against an adjacent target equal to your Dexterity bonus. For the purpose of feats and features, this counts as a single attack.

FEY BLADE

An ornately carved wooden sword decorated with fairy writings and empowered by fey magic's. The fey blade can only be purchased in Minor, lesser and normal variants though there are methods of acquiring greater and master fey blades.

- **Minor Fey Blade** – A dagger that deals Impact damage instead of piercing.
- **Lesser Fey Blade** – A short sword that deals impact damage instead of piercing.
- **Fey Blade** – A Long sword That deal impact damage instead of slashing.
- **Greater Fey Blade** – A really big sword that deals impact damage instead of slashing.
  Special: The greater fey blade may orbit you and attack as a bonus action *(attacking in this manner does not allow you to add your strength modifier to damage)*.
- **Master Fey Blade** – A massive sword that deals impact damage instead of slashing.
  Special: Any target hit by the master fey blade may *(at the wielder's choice)* be knocked back 10ft. Additionally the master fey blade may orbit you and attack as a bonus action *(attacking in this manner does not allow you to add your strength modifier to damage)*.

Fey Magic: The specials of the greater and master Fey Blades will work in anti-magic areas and may NOT be dispelled, though a detect magic will show that the blades are magical.

DAWNSINGER

The Dawnsinger is a masterly crafted elven great sword. It's ornate, fast, light and really cutty!

Magic: The wielder adds their Proficiency bonus to their armor class while wielding the Dawnsinger (If the magic of this item is temporarily dispelled, destroyed or within the area of an anti-magic zone, it loses this magical benefit).

ANASTOLITA

This elven steel blade is a light one handed sword inlaid with a Dwarven rune for serpents and vipers.

Special: As a bonus action this weapon re-forges itself to appear like a bladed whip (or back to its original form), gaining the Finesse feature. While in "whip form", as a full round action the wielder of this weapon may attack a number of times equal to their Dexterity modifier.

Rune Burn: As a full round action, the wielder of the Anastolita may cast the Poison Spray Spell at level 1. The Spellsave DC=11. If the "Rune Burn in used, it loses its special ability to transform into a whip for the next 8 hours.

KEEYAN'S TEAR

The Keeyan's Tear is a superbly Crafted Crystal Sword That has proven to be a great boon to War Wizards everywhere.

Special: This sword has its own mana well that a hero may access while wielding the weapon. The Keeyan's Tear mana well is 8 and it regains its mana upon a natural short or long rest (magic effects and consumables cannot recharge the Keeyan's Tear mana well). Additionally any successful attack made with the Keeyan's Tear may be treated as a critical hit by expending 5 mana. If a spell or effect is channeled through the Keeyan's Tear (such as with the Spell thief's "blood of a mage" class feature) and the additional 5 mana is spent, than the spell may be treated as critically hitting if it would benefit from critically hitting.

ARASPADA

A Favored weapon of the Amadori Family, the Araspada is a killer sword with a hugely long blade. This weapon deals 20+Strength modifier damage on a critical hit (or 24+ Strength modifier when using the versatile feature).

Magic: When taking the defeat minions action, you may defeat twice as many minions. Alternatively you may take an action to gain 1 level of **Insanity** and defeat ***ALL*** the minions in an encounter as well as regaining 1 recovery for every 10 minions defeated in this fashion (If the magic of this item is temporarily dispelled, destroyed or within the area of an anti-magic zone, it loses this magical benefit).

POLE ARMS

GLAIVE

Swords are really good for doing hero stuff. Like raising it into the air and all, but how do you make a sword better? You put it onto the end of a staff and call it a glaive.

HALBERD

A Halberd is a pole arm where the business end is a mix of bits. It's an axe, a spear and a hook, allowing you to be creative in how you beat up the bad guys in front of you.

Special: A Halberd has 3 different heads, the type of damage or affect you have when using it depends on which head you're using for any given attack. When you successfully attack, choose which weapon heads effects you're using.

Weighted Axe: Deals 1D10 Slashing damage.

Spear: Deals **1D4 Piercing** damage.

Hook: Pull target creature up to 10ft towards you, or disarms target creatures shield.

JAVELIN

It good for the Olympic games, it's good for the battlefield.

PIKE

Made for beating nefarious castle defenders, the range of the pike

LONG SPEAR

Anything with a pointy bit at the end is good for battling evildoers. Now a long stick with a pointy bit at the end to do battle at a distance, is even better!

TRIDENT

Forged in the likeness of Poseidon's fork, this weapon is clearly as effective in battle against evil plant creatures and bog beasts as it is battling salads!

Special: May use your bonus action to gain +1 AC vs. melee opponents.

WHIPS

WHIP

The king of all strings!

BULL WHIP

Several strands of leather lashing braided together for beating bulls, baddies and the badly behaved.

CAT-O-NINE TAILS

The Cat-O-Nine Tails is a whip that has nine ends, or tails. It's kind of, sort of, exactly like a whip that is 9 whips in one.

DEVIL CHAIN

The Devil Chain is a type of massive metal whip with reinforced metal cords braided together with countless vicious spikes sneakily sticking out all over the place.

LEECH TONGUE

The Leech Tongue is a whip with ornately carved and shaped leather. Each one depicting a unique banquet, celebration or battle scene.

Magic: When you hit a creature with this whip you regain an amount of lost Hit Points equal to your recovery amount. ***EXAMPLE****: a warrior that hits with a Leech Tongue would regain 10 lost HP, because a warriors recovery amount is 10* (If the magic of this item is temporarily dispelled, destroyed or within the area of an anti-magic zone, it loses this magical benefit).

OTHER

LANCE

A weapon made for horseback, it can be used on foot too! Not very well, but . . you can . . .
Special: While mounted the lance may be wielded singled handedly (temporarily losing the Two-Handed feature).

BLOWGUN

It's a freaking flute with no flute holes . . . and a needle inside! I'm already missing the music. #sadpanda

DART

A dart is a tiny pointy thing with a bit of fletching. You can use it as a weapon or to play a fun game that's tests your hand eye coordination.

Special: You can gain a dart as a piece of mundane equipment, meaning that you may get a dart by expending a use of your gear bundle.

NATURAL WEAPON

A sword is a weapon, known and feared far and wide, but a giant mouth full of rows and rows of teeth is also a weapon! A mean, scary and panic inducing weapon . . . So, a giant maw with vicious teeth is considered a natural weapon, y'know . . . cause its natural and not crafted by the hands of an artisan. Natural weapons come in tons of different varieties, the type of natural weapon (bite, claws, etc.) and the damage that natural weapon do it dependent on the creature with those natural weapons. A Nimerigar's bite attack or the talons of a giant eagle beast form for instance are natural weapons. A Creature is either born with Natural weapons or can gain them through magic or physical transformation (like a druid). Natural weapons are listed as such and are treated as weapon attacks when an effect would be triggered or trigger a weapon attack, however affects that trigger or triggered by a natural weapon attack will not have the effect on any other type of weapon attack other than a natural weapon. Melee Natural weapons count as being light weapons and may be treated as an "off hand" weapon.

NET

A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success.

Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

Regardless of the Extra attack(*) feature, when you attack with a net, you can make only one attack regardless of the number of attacks you can normally make, discarding the next in the process.

The net has no listed price as it can be gained from a gear bundle.

Really Big Rock

Some heroes use bows, some like to swing it with a sling… but sometimes all you have at your disposal is a really big rock. When I say really big rock of course what I'm referring to is a really, REALLY big rock. The size of which you might see ogres tossing about. Which, if you do see you should run behind something, or just away.

Special: You can gain a big rock as a piece of mundane equipment, meaning that you may get a big rock by expending a use of your gear bundle. Alternatively you might be able to find a suitably big rock just laying about.

Unarmed Strike

Kicks, punches, headbutt s and biting. You know the deal, when there's no weapon to be had, you have to be the weapon. Unarmed attacks damage is dependent on the attackers AP See the unarmed attack damage table below. Unarmed attacks come in two major flavors, the unarmed strike (punches, kicks & whatnot) that unless otherwise stated deal unarmed strike damage. And Wrestling moves (strangle holds, slams & just about anything that requires a grapple check) that unless otherwise stated deal slam damage. Unarmed strikes count as being light weapons and may be treated as an "off hand" weapon.

Unarmed Damage Table

Awesome Power	Strike Damage	Slam Damage
0.5	0+STR	2+STR
1	1+STR	4+STR
2	1d4+STR	8+STR
3	1d6+STR	12+STR
4	1d8+STR	16+STR
5	1d10+STR	20+STR
6	1D12+STR	24+STR
7	2D8+STR	36+STR
8	2D10+STR	48+STR
9	2D12+STR	60+STR
10	3D8+STR	72+STR
11	3D10+STR	80+STR
12	3D12+STR	100+STR
13	4D12+STR	120+STR
14	5D12+STR	146+STR

Chakram

The Chakram is a ring blade that your throw, don't worry . . . it comes back.

Wind Slicer

Three large blades meet at a central ring. Like a super Chakram, the wind slicer is as effective in melee as it is when thrown.

Special "Rune Burn": After you throw your weapon, you may switch places with it as a bonus action, before the weapon returns to you.

Sling

A simple strap of leather used to launch small stones at the bad guys.

Special: You can gain a Sling as a piece of mundane equipment, meaning that you may get a Sling by expending a use of your gear bundle.

Great Sling

Like a normal sling but much, much bigger & bigger is always better, right?

Special: You can gain a Great Sling as a piece of mundane equipment, meaning that you may get a Great Sling by expending a use of your gear bundle. Additionally a Great Sling is used to launch Really **Big Rocks** -*OR*- **Grenades**, much further than they can normally be thrown.

GNOMETECH WEAPONS

(GNOMECRAFT) GUNS

Gnomes may be small . . . but they have guns. Lots and lots of mean, loud and totally gnomish . . . guns . . .

BLUNDERBUSS

Make an attack roll, all enemies within a 30ft. cone must make a Dexterity save or be hit with iron pellets from your blunderbuss. The DC for the save equals your ranged weapon attack roll and deals damage as if the target were hit by your blunderbuss's attack normally. The target takes half as much damage on a success.

FLINTLOCK PISTOL

Black powder pistol that takes a lot of set up but sure packs a punch.

FLINTLOCK RIFLE

Black powder rifle that's just like the pistol but bigger and thus, awesomer.

CLOCKWORK PISTOL

Unlike the flintlock that shoots one shot at a time, this bad boy can load multiple shots in a cylinder!

CLOCKWORK RIFLE

Remember what we said about the flintlock rifle . . yeah, you guessed it . . .

HAND CANNON

When it takes the kind of firepower in your hand strong enough to blow your own arm from just firing it . . . nothing satisfies quite like the hand cannon.

BOLT CANNON

Powered: Batteries not included; the power source is not included in the weapons price.

A Bolt Cannon is powered by an attached Steam Tank or Compression Drive *(with at least a single charge)*.

- **Losing power**: If a natural 1 is rolled on the D20 when you attack, an attached Steam Tank or Compression Drive loses one charge.

Special: The Bolt Cannon attacks in a 60ft. cone, any creature caught in the cone may roll a Dexterity save with a DC= to the attack roll for half damage.

The bolt cannon not only requires ammunition but must be powered to be fired.

ARCANE PISTOL

A sleekly designed pistol that looks almost like a stylized wand.. but more gun-like. . .

Powered: Batteries not included; the power source is not included in the weapons price.

An Arcane Pistol is powered by 1 Small Arcane Power Tube *(fully charged)* in its handle or an attached Arc-Drive *(with at least a single charge)*.

- **Losing power**: If a natural one is rolled on the D20 when you attack, an installed arcane power tube loses all its charges & must be recharged or replaced ***-OR-*** An attached Arc-Drive loses one charge.

Special: While wielding this weapon you gain a special overcharge (if you're capable of casting spells).

- **Overcharge**: Cast any of your known spells ignoring all requisite spell components. The maximum range of a spell cast this way is the weapons maximum range, if the spell requires a spell attack roll, you instead make a weapon attack roll (cause your firing it through the weapon!).

This gun needs to be powered to be fired.

ARCANE CANNON

A magic rifle that's not really… magical… look it fires energy bolts and that's cool ok!?! No more questions, please.

Powered: Batteries not included; the power source is not included in the weapons price.

An Arcane Cannon is powered by 5 Large Arcane Power Tubes *(fully charged)* in its handle or an attached Arc-Drive *(with at least three charges)*.

- **Losing power**: If a natural one is rolled on the D20 when you attack, an installed arcane power tube loses all its charges & must be recharged or replaced ***-OR-*** An attached Arc-Drive loses three charges.

This gun needs to be powered to be fired.

GRAPPLE GUN

Grab your capes and cowls, were fightin' crime tonight!!

Powered: Batteries not included; the power source is not included in the weapons price.

A Grapple Gun is powered by an attached Steam Tank or Compression Drive *(with at least a single charge)*.

Special: As a Bonus action or Reaction, a hero/character may consume 1 charge from an attached power source to use the grapple gun. The grapple end of the grapple gun will attach to any suitable surface (within reason & within range) and allow you to swing, climb or prevent falling a hundred million feet to your unfortunate demise (a save or attack roll may be called for upon GM request).

If the rope or grappling hook for the grapple gun is ever destroyed or lost, it can be replaced by expending a use from one of your gear bundles.

The grapple gun must be powered to be used.

WRIST MOUNTED GRAPPLE GUN

For those not lucky enough to be bitten by a radioactive spider.

Exactly the same as a normal Grapple Gun but Wrist Mounted!

NET LAUNCHER

Well, when you just can't throw a net far enough you can always shoot it from a gun.

Powered: Batteries not included; the power source is not included in the weapons price.

A Net Launcher is powered by an attached Steam Tank or Compression Drive *(with at least a single charge)*.

At the cost of one charge, the Net Launcher may fire any net that you have out to the Launchers maximum range. You must have an available net to launch, if you don't you must first pull a net from an available gear bundle.

MAGNOTOMIC RIFLE

A gun that shoots lightning… is that not totally awesome!

Powered: Batteries not included; the power source is not included in the weapons price.

A Magnotomic Rifle is powered by 3 Medium Lightning Tubes *(fully charged)* in its handle or an attached Storm Drive *(with at least a single charge)*.

- **Losing power**: If a natural 6 or lower is rolled on the D20 when you attack, an installed Lightning tube loses all its charges & must be recharged or replaced **-*OR*-** An attached Storm Drive loses one charge.

Special: As a bonus action you may switch the guns mode to and from this "***Discharge mode***". While in Discharge mode the guns installed lightning tubes will not lose power, however each attack with the gun consumes 2 charges from an attached Storm Drive. If the gun is not attached to a Storm Drive or an attached Storm Drive does not have at least 2 charges remaining, it cannot be fired in Discharge mode.

While attacking with the weapon in Discharge mode, the range becomes an Xft. Line. X=half the weapons short range (a weapon with a range of 100/220ft. will, while in Discharge mode have a range=50ft. line). Any creature within the Lines AOE may roll a Dexterity save with a DC= to the attack roll for half damage.

This gun needs to be powered to be fired.

LONG RIFLE

Basically a sniper rifle. Black powder. Comes equipped with a mounted spyglass & grants a +2 to hit.

SHOTGUN

Two barrels of badassery, for when you've come to kick butt and chew bubble gum and your all outs butt… I mean gum.

Special: When the shotgun critically hits it deals 20+ability modifier damage. Additionally any target within the shotguns short range is dealt double damage.

DART GUN

Shoots darts filled with various liquids, poisons, potions etc.

Powered: Batteries not included; the power source is not included in the weapons price.

A Dart Gun is powered by an attached Steam Tank or Compression Drive *(with at least a single charge)*.

- **Losing power**: If a natural 1 or lower is rolled on the D20 when you attack, an attached Steam Tank or Compression Drive loses one charge.

Ammunition: A dart gun follows the rules for ammunition. The dart guns ammo are acid darts, poison darts and potion darts. However potion darts require the use of a potion.

- ***Acid Dart***: 1D4 Acid
- ***Poison Dart***: 1D4 Poison
- ***Potion Dart***: Remove one of your potions from your inventory and apply that potions affects to the target hit.

In addition to requiring ammunition, this gun must be powered to be fired.

WRIST MOUNTED DART GUN

Shrink the mechanisms of a normal dart gun and… put it on your wrist! look, don't ask why ok.

Follows all the rules as a normal Dart Gun but is a wrist mounted version.

WRIST MOUNTED CROSSBOW

A small collapsible clockwork crossbow. It's kind of hart to spot it when it's not deployed so, you know . . . let them find out the hard way what that bracer really is.

FLAMER

Weaponized dragon spit is always awesome… unless you're on the wrong end of it and if you are, trust me . . that's not smoked ham your smelling.

Powered: Batteries not included; the power source is not included in the weapons price.

A Flamer is powered by an attached Steam Tank or Compression Drive *(with at least a single charge)* ***AND*** it's built in fire tank must contain at least a single charge.

- **Losing power**: If a natural 10 or lower is rolled on the D20 when you attack, an attached Steam Tank or Compression Drive loses one charge.
- **Fire Tank**: A fire tank requires one small Dragon Spit container to fill one charge. The Flamers Fire tank can hold a maximum of 4 charges. If a natural 1 is rolled on the D20 when you attack, Fire Tank loses one charge. (Dragon Spit containers must be purchased separately)

Special: The Flamer attacks in a 60ft. cone, any creature caught in the cone may roll a Dexterity save with a DC= to the attack roll for half damage.

WRIST MOUNTED FLAMER

smaller less dangerous, but much cooler flamer. Cause, y'know, its mounted on your wrist!

Powered: Batteries not included; the power source is not included in the weapons price.

A Wrist Mounted Flamer is powered by an attached Steam Tank or Compression Drive *(with at least a single charge)* ***AND*** it's belt mounted fire tank must contain at least a single charge.

- **Losing power**: If a natural 10 or lower is rolled on the D20 when you attack, an attached Steam Tank or Compression Drive loses one charge.
- **Belt mounted Fire Tank**: A fire tank requires one small Dragon Spit container to fill one charge. The Flamers Fire tank can hold a maximum of 2 charges. If a natural 1 is rolled on the D20 when you attack, Fire Tank loses one charge. (Dragon Spit containers must be purchased separately)

Special: The Wrist Mounted Flamer attacks in a 60ft. cone, any creature caught in the cone may roll a Dexterity save with a DC= to the attack roll for half damage.

GAS GUN

Various installed alchemical concoctions transform the pressurized steam into a not so fun caustic, vile and in every way yucky gas.

Powered: Batteries not included; the power source is not included in the weapons price.

A Gas Gun is powered by an attached Steam Tank or Compression Drive *(with at least a single charge)*.

- **Losing power**: If a natural 16 or lower is rolled on the D20 when you attack, an attached Steam Tank or Compression Drive loses one charge.

Special: The Gas Gun attacks in a 30ft. cone, any creature caught in the cone may roll a Constitution save with a DC= to the attack roll for half damage.

Thus gun must be powered to be fired.

GNOMETECH (MELEE)

GOLDEN LANCE

The golden lance is not so much a lance as a high tech sword handle from which a blade of pure golden energy sprouts from.

Powered: Batteries not included; the power source is not included in the weapons price.

A Golden Lance is powered by 1 Large Arcane Power Tube *(fully charged)* in its handle or an attached Arc-Drive *(with at least a single charge)*.

- **Losing power**: If a natural one is rolled on the D20 when you attack, an installed arcane power tube loses all its charges & must be recharged or replaced ***-OR-*** An attached Arc-Drive loses one charge.

Special: You may as a bonus action ignite or extinguish the energy blade. The Golden Lance must be powered for you to ignite the blade.

TREEBANE

Likes its cousin the buzzard… this axe is an axe and a chainsaw.. for dealing those really, really annoying trees…

Powered: Batteries not included; the power source is not included in the weapons price.

- A Magnotomic Treebane is powered by 3 Large Lightning tubes *(fully charged)* in its handle or an attached Storm Drive *(with at least a single charge)*.
- **Losing power**: If a natural one is rolled on the D20 when you attack, an installed lightning tube loses all its charges & must be recharged or replaced ***-OR-*** An attached Storm Drive loses one charge
- A Steam powered Treebane is powered by an attached Steam Tank or Compression Drive with at least a single charge.
- **Losing power**: If a natural one is rolled on the D20 when you attack, one charge is consumed from its attached power source.

Special: As long as the Treebane has power you can rev it as a bonus action increasing its damage to 2D10 slashing until the start of your next round.

BUZZARD

It's a chainsaw and a sword! Viola!!!

Powered: Batteries not included; the power source is not included in the weapons price.

- A Magnotomic Buzzard is powered by 3 Large Lightning tubes *(fully charged)* in its handle or an attached Storm Drive *(with at least a single charge)*.
- **Losing power**: If a natural one is rolled on the D20 when you attack, an installed lightning tube loses all its charges & must be recharged or replaced ***-OR-*** An attached Storm Drive loses one charge.
- A Steam powered Buzzard is powered by an attached Steam Tank or Compression Drive with at least a single charge.
    - **Losing power**: If a natural one is rolled on the D20 when you attack, one charge is consumed from its attached power source.

Special: As long as the Buzzard has power you can rev it as a bonus action increasing its damage to 2D10 slashing until the start of your next round.

BOOM HAMMER

Large black powder propelled hammer spike.

Ammunition: Though a melee weapon, the Boom Hammer is powered by Black powder and requires Ammunition to benefit from its special.

Special: If you critically hit with this weapon, instead of dealing 24+2D12+Ability mod, you instead deal ***48+2D12+Ability mod*** damage.

ARCANA FIST

It's like shooting an arc pistol, if the arc pistol were at the end of your fist and the beginning of the bad guys face.

Powered: Batteries not included; the power source is not included in the weapons price.

The Arcana Fist is powered by 1 Small Arcane Power tube *(fully charged)* in in the glove or an attached Arc- Drive *(with at least a single charge)*.

- **Losing power**: If a natural 11 is rolled on the D20 when you attack, an installed Arcane Power Tube loses all its charges & must be recharged or replaced ***-OR-*** An attached Arc-Drive loses one charge.

An Arcana Fist with zero power is useless and only deals your normal unarmed strike damage.

ARC SWORD

Don't taze me bro!

Powered: Batteries not included; the power source is not included in the weapons price.

The Arc Sword is powered by 2 Medium Lightning tubes *(fully charged)* in its handle or an attached Storm Drive *(with at least a single charge)*.

- **Losing power**: If a natural one is rolled on the D20 when you attack, an installed lightning tube loses all its charges & must be recharged or replaced ***-OR-*** An attached Storm Drive loses one charge.

Special: As long as the Arc Sword is powered it adds lightning to the type of damage it deals & may as a bonus action Discharge all the power from its lightning tubes (or 10 charges from an attached Storm Drive) to increase its damage to "**4D12 lightning**" until the end of the round.

While un-powered the Arc sword deals 1D6 Bludgeoning damage, until it regains power.

SEGMENTED SWORD

As a bonus action, transforms into a whip sword, Treat as a whip when attacking in whip form.

SEGMENTED SPEAR

As a bonus action, transforms into a blade tipped whip, Treat as a whip with a 20ft attack range when attacking in whip form.

HIDDEN BLADE

It's mounted on your wrist, is thin, hides under a shirt arm and is kind of hard to spot it when it's not deployed so, you know . . . let them find out the hard way what they really got hit with. You may make a sneak attack with the hidden blade even if you don't have advantage on the attack or an ally within 5ft of the target.

MAGNOTOMIC WHIP

Imagine if you could pluck a bolt of lightning from the sky to whip the crap out of evildoers everywhere . . . now with the power of technology you can have the next best thing!

Powered: Batteries not included; the power source is not included in the weapons price.

The Magnotomic Whip is powered by 1 Medium Lightning tube *(fully charged)* in its handle or an attached Storm Drive *(with at least a single charge)*.

- **Losing power**: If a natural one is rolled on the D20 when you attack, an installed

lightning tube loses all its charges & must be recharged or replaced ***-OR-*** An attached Storm Drive loses one charge.

Additionally if it is attached to a Storm Drive you may as a bonus action spend a number of the Storm Drives charges to increase the whips damage until the end of your turn.

Special: As long as the Magnotomic Whip is powered it adds lightning to the type of damage it deals.

Magnotomic Whip discharge damage & power cost						
Original damage	1 Charge	2 Charges	3 Charges	4 Charges	5 Charges	6 Charges
D6	D8	D10	D12	2D8	2D10	2D12

ARMOR

Evildoers have big pointy sticks, sharp knives and really, really, bad attitudes. So as a hero who tracks down evildoers and all their massively maniacal machinations of madness and general meanness, you may wish to defend your derriere! Leathers, Hides and metal all do a pretty good job of doing so, and can all be found here!

ARMOR PROFICIENCY

Anyone can put on a suit of armor or strap a shield to an arm, but not everyone can do it in style! Only those proficient in the armor's use know how to wear it effectively. Your Class may give you proficiency with certain types of armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells. So honestly, do you really want to be wearing armor that you're not proficient with?

ARMOR CLASS (AC)

Armor helps prevent the pointy bits of various weapons from turning you into a pin cushion. The armor *(and shield)* you wear determines your base Armor Class.

BEAST HEROES & ARMOR

The price for all armors are for humanoid heroes/characters. Beast's usually wear barding, but a beast hero NEEDS ARMOR! A beast hero may buy custom made armor (of the same size as listed in the armor table) by paying twice the gold cost.

LIGHT ARMOR

Made from soft, supple and thin materials, light armor favors agile heroes. It offers a little more protection than a burlap tunic and itches way less. You can still cut a mean rug while wearing light armor too! While wearing light armor, you add your Dexterity modifier to the base number from your armor type to determine your Armor Class.

Armor with an Awesome Power requirement less than your AP is light armor.

Medium Armor

Medium armor is made of harder and heavier stuff, so it offers more protection than light armor. Being that it's heavier, it also impairs movement more. While wearing medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class.

Armor with an Awesome Power requirement equal to your AP is medium armor.

Heavy Armor

Heavier armor is heavy and interferes with the wearer's ability to move quickly, stealthily, and freely. Wearing heavy reduces you speed by 10 ft. You don't believe me? You try the 100 meter dash wearing full plate!

Armor with an Awesome Power requirement one step higher than your Awesome Power is heavy armor.

Stealth

If the Armor table shows "Disadvantage" in the Stealth column, the wearer has disadvantage on Dexterity (Stealth) checks. DOI!

Shields

A shield is made from wood, iron, brass or can be a big strong door if your Awesome enough to roll like that! Wielding a shield increases your armor class by the listed amount. You may only benefit from one shield at a time.

Getting Into and Out of Armor

The time it takes to don or doff armor depends on the armor's category.

Don

This is the time it takes to put on armor. You benefit from the armor's AC only if you take the full time to don the suit of armor.

Doff

This is the time it takes to take off armor. If you have help, reduce this time by half.

Category	Don	Doff
Light Armor	1 minute	1 minute
Medium Armor	5 minutes	1 minute
Heavy Armor	10 minutes	5 minutes
Shield	1 action	1 action

Changing Armors Size

Size Category	AP req.	Gold Cost
-2	-2 (minimum 0)	Triple the cost
-1	-1 (minimum 0)	Double the Cost
+1	+1	Double the Cost
+2	+2	Triple the Cost
+3	+3	Quadruple the Cost

"Organic" Armor

Armor Name	Gold	Armor Class (AC)	AP	Size	Stealth

	Cost		req.		
Padded (S)	2	11+Dex modifier	0	Small	-
Padded (M)	5	11+Dex modifier	0	Medium	-
Padded (L)	10	11+Dex modifier	1	Large	-
Leather (S)	5	11+Dex modifier	0	Small	-
Leather (M)	10	11+Dex modifier	0	Medium	-
Leather (L)	15	11+Dex modifier	1	Large	-
Studded Leather (S)	10	12+Dex modifier	0	Small	-
Studded Leather (M)	25	12+Dex modifier	1	Medium	-
Studded Leather (L)	63	12+Dex modifier	2	Large	-
Hide(S)	2	12+Dex modifier	0	Small	-
Hide(M)	5	12+Dex modifier	1	Medium	-
Hide(L)	10	12+Dex modifier	2	Large	-

METAL ARMOR

Armor Name	Gold Cost	Armor Class (AC)	AP req.	Size	Stealth
Chain Shirt (S)	25	13+Dex modifier(max +2)	0	Small	-
Chain Shirt (M)	50	13+Dex modifier(max +2)	1	Medium	-
Chain Shirt (L)	75	13+Dex modifier(max +2)	1	Large	-
Scale Mail (M)	50	14+Dex modifier(max +2)	2	Medium	Disadvantage
Scale Mail (L)	75	14+Dex modifier(max +2)	3	Large	Disadvantage
Ring Mail (M)	150	15+Dex modifier(max +2)	2	Medium	Disadvantage
Ring Mail (L)	300	15+Dex modifier(max +2)	3	Large	Disadvantage
Chain Mail (M)	250	16	2	Medium	Disadvantage
Chain Mail (L)	500	16	3	Large	Disadvantage
Breast Plate (S)	150	14+Dex modifier(max +2)	0	Small	-
Breast Plate (M)	300	14+Dex modifier(max +2)	1	Medium	-
Breast Plate (L)	600	14+Dex modifier(max +2)	2	Large	-
Half Plate (S)	500	15+Dex modifier(max +3)	1	Small	Disadvantage
Half Plate (M)	1,000	15+Dex modifier(max +3)	2	Medium	Disadvantage
Half Plate (L)	1,500	15+Dex modifier(max +3)	3	Large	Disadvantage
Splint (M)	500	17	4	Medium	Disadvantage
Splint (L)	1,000	17	5	Large	Disadvantage
Full Plate (M)	2,000	18	5	Medium	Disadvantage
Full Plate (L)	4,000	18	6	Large	Disadvantage
Dwarven Plate	16,000	22	8	Medium	Disadvantage

SHIELDS

Armor Name	Gold Cost	Armor Class (AC)	Shield Bash	AP req.	Size
Buckler	2	+1	1 Bludgeoning	1	Small
Round Shield	3	+2	1D4 Bludgeoning	3	Medium
Drakes Shell Shield	10	+3	1D4 Bludgeoning	4	Medium
Tower Shield	10	+3	1D6 Bludgeoning	5	Large

Double Plated Tower Shield	120	+5	1D6 Bludgeoning	8	Large
Thunder Shield	30,600	+2	1D4 Bludgeoning	3(5)	Medium

GNOMETECH ARMOR						
Armor Name	**Gold Cost**	**Armor Class (AC)**	**AP req.**	**Size**	**Stealth**	**Build**
Steam Powered Work Harness (S)	5,000	11+Dexterity modifier	5	Small	Disadvantage	Steam Powered
Steam Powered Work Harness (M)	7,200	11+Dexterity modifier	6	Medium	Disadvantage	Steam Powered
Magnotomic Work Harness (S)	6,000	13+Dexterity modifier(max 2)	7	Small	Disadvantage	Magnotomic
Magnotomic Work Harness (M)	8,400	13+Dexterity modifier(max 2)	8	Medium	Disadvantage	Magnotomic
Magnotomic Charge armor (S)	425	13+Dex modifier(max +2)	0	Small	-	Magnotomic
Magnotomic Charge armor (M)	600	13+Dex modifier(max +2)	1	Medium	-	Magnotomic
Magnotomic Charge armor (L)	775	13+Dex modifier(max +2)	1	Large	-	Magnotomic

SHIELDS						
Armor Name	**Gold Cost**	**Armor Class (AC)**	**Shield Bash**	**AP req.**	**Size**	**Build**
Retractable Shield (T)	30	+1	-	0	Tiny	-
Retractable Shield (S)	70	+2	1 Bludgeoning	2	Small	-
Arc Shield Cannon	780	+2	1D4 Bludgeoning	6	Medium	Arc-Craft
Shield Cannon (M)	650	+2	1D4 Bludgeoning	6	Medium	Black Powder
Shield Cannon (L)	1,100	+3	1D6 Bludgeoning	8	Large	Black Powder
Mag Shield Cannon	910	+2	1D4 Bludgeoning	6	Medium	Magnotomic

BARDING

BASIC BARDING			
Companion/Beast Size	Light Barding Gold Cost	Medium Barding Gold Cost	Heavy Barding Gold Cost
Tiny	10	25	250

Small	20	50	500
Medium	30	75	750
Large	60	150	1,500
Huge	180	450	4,500
Gargantuan	720	1,800	18,000

Armor & Shield Descriptions

Padded Armor

Padded armor consists of quilted layers of cloth and pillow batting. Some times even teddy bear filling, because teddies can share in the heroism too.

Special: Instead of wearing it alone, Padded armor may be worn under Metal Armor and will grant a +1 bonus to your armor class. ***Example****: wearing padded armor under full plate will give you an AC:19.*

Leather

The Chest, shoulder and other key bits of this armor are made of leather that has been being boiled in oil, to make it stiff and armor like. The rest of the armor is made of softer and more flexible materials.

Studded Leather

It's exactly like leather armor with the exception that metal studs are added for style. The studs also give a pretty good increase in protection too!

Hide

Made of thick furs and pelts. Donning this armor is often met with the question . . . What is best in life?

Chain Shirt

Made like a metal fishing net and worn like a shirt, this armor is often hidden between layers of clothing or leather. This armor offers modest protection to the wearer's upper body and allows the sound of the rings rubbing against one another to be muffled by outer layers. In case you're hiding from a really nasty evildoer.

Scale Mail

This armor comes with a coat and leggings and maybe even a separate skirt of leather, covered with overlapping pieces of metal. Sort of like the scales of a fish. Or if you don't like fish, sort of like the scales of a snake! If you don't like snakes . . . Stop being so darn picky already and go wear a different type of armor!

Breastplate

This armor is made of a fitted metal chest piece with an awesome design, worn with supple and bendy leather. Yeah, it leaves the legs and arms relatively unprotected, but this armor provides good protection for the wearer's squishy bits while leaving the wearer relatively unencumbered.

HALF PLATE

Half plate is just as good as full plate, but is only half of it . . . . It does not include leg protection beyond simple greaves that are attached with leather straps. It's great for showing off your heroic calves of heroism!

RING MAIL

This is leather armor with heavy rings sewn into it. The rings help reinforce the armor against blows from swords, axes and looks really awesome. Ring mail isn't better than chain mail, but it doesn't cost as much either.

CHAIN MAIL

Made of interlocking metal rings, all holding hands and singing we are the world, chain mail includes a layer of quilted fabric worn underneath the mail to prevent chafing and to cushion the impact of blows. Ok, maybe the links don't sing but the suit does include really cool gauntlets.

SPLINT

This armor is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible chain mail protects the joints.

FULL PLATE

This is just like half plate, but it's the entire suite of armor instead of only half. It's made to cover the entire body, Not including your eyes, but yes . . . your heroic calves of heroism will be hidden under highly protective armor. S suit of plate is accessorized with gauntlets, heavy leather boots, a visored helmet, and thick layers of padding underneath the armor.

DWARVEN PLATE

There's heavy armor and then there's DWARVEN ARMOR! This armor is made by dwarves for dwarves, made from so many layers of folded & pounded metal that it's really only a dwarf that can manage wearing it. It's possible to talk a dwarven smith into making a suit of this armor, but it'll probably too heavy for you little girly men.

Special: While armor may be normally be damaged or destroyed by special skills, abilities and spells this armor may not be damaged or destroyed by anything less than a fifth level spell or an attack/ability of a Tier 5 enemy.

SHIELDS

Shields add their listed bonus to Armor Class. Shields may also be used as simple weapons, dealing their shield bash damage. However a shield being used as a weapon does ***NOT*** grant its AC bonus.

Shields with an Awesome Power requirement up to one step higher than your AP may be wielded with a single hand.

Shields with an Awesome Power requirement two or more steps higher than your AP may not be wielded without specific race/class features, or increasing your AP.

BUCKLER

It's much more than just an accessory. It's a key implement in your personal defense . . . ok well maybe it's not. It just looks good on your wrist and brings out the color in the eyes of that dog you keep in your man purse.

Special: You can use this shield while wielding a two handed weapon or even in the same hand as a light weapon.

ROUND SHIELD

Its big, its round and pointy bits go into it instead of you.

DRAKES SHELL SHIELD

They say it's forged from a dragons scale . . . it's not.

Tower Shield

For when you're too stupid to duck!

Special: The tower shield is so large that its armor bonus is applied to both you and one adjacent ally. The ally may be no larger than medium size.

Double Plated Tower Shield

Like a tower shield… but more of it.

Thunder Shield

This is a round shield enchanted with Indra's magic to shock the crud outta any evildoer silly enough to attack you!

Magic: When you are hit with a melee weapon attack and wielding the thunder shield, you may, as a reaction, reduce the incoming damage down to zero and all enemies within 5ft. of you are knocked back 10ft. away (If the magic of this item is temporarily dispelled, destroyed or within the area of an anti-magic zone, it loses this magical benefit).

Gnometech Armor

Gnometech armors are made from the various Gnometech builds. An armor with a listed the build listed, in addition to the normal requirements also requires training in that build to be proficient in. Armors without a build Listed Require proficiency in the Thermonuclear Whatchamacallit skill (in addition to the normal requirements).

Steam Powered Work Harness

Powered by the opposing elements of water and fire, this work harness is comprised of self-circulating tanks and pipes with its interior lined with an anomalous metal that heats up once in contact with water. The steam powered work harness is large and loud, the bubbling and boiling of water in its tanks are a constant.

Powered: Batteries not included; the power source is not included in the armors price.

A Steam Powered Work Harness is powered by an attached Steam Tank or Compression Drive *(with at least **8** charges)*.

- **Losing power**: Every time you receive damage from a critical hit, an attached Steam Tank or Compression Drive loses one charge. If your total charges drop below 8, the Steam Powered Work harness becomes unpowered.

Special: While the Steam Powered Work Harness remains powered it has an AP req.0 & the hero/character wearing the Steam Powered Work Harness can treat all gear as having an AP req. of 2 points lower to a minimum of 0.

Magnotomic Work Harness

Powered by lightning, this work harness is a bundle of gears, thick wires and tubes of lightning.
Powered: Batteries not included; the power source is not included in the armors price.

A Magnotomic Work Harness is powered by at least one installed lighting tube or an attached Storm drive *(with at least **7** charges)*.

- **Losing power**: Every time you receive damage from a critical hit, an installed

lightning tube or attached Storm Drive loses one charge. If your total charges drop below 7, the Magnotomic Work harness becomes unpowered.

Special: While the Magnotomic Work Harness remains powered it has an AP req.0 & the hero/character wearing the Magnotomic Work Harness can treat all gear as having an AP req. of 2 points lower to a minimum of 0.

RETRACTABLE SHIELD

A highly complex, intricate and otherwise technology like series of metal plates on this gauntlet make it possible to transform into a shield whenever the need arises.

Size matters: the Retractable shield can only be wielded by a creature whose size category is one larger than the shield (only a small creature can wield a tiny retractable shield & only a medium size creature can wield a small retractable shield).

Special: The retractable shield only grants its AC bonus when deployed. It may be deployed or retracted as a bonus action or a reaction as long as it's being worn.

MAGNOTOMIC CHARGE ARMOR

An exo-suite that offers as much protection as a chain shirt but protects the wearer from lightning damage.

Batteries not included; the power source is not included in the armors price.

Special: When a character wearing the Magnotomic Charge armor is hit with an attack that deals lightning damage they may as a free action absorb the damage (reduce it to zero) and gain one charge for any one Lightning tube (installed into the armor) or any attached Storm-Drive. If the armor has no installed Lightning tubes or the installed Lightning Tubes/attached Storm Drive already has a full charge, the character cannot benefit from this feature. While you can reduce incoming lightning damage to zero, if the triggering attack deals an additional type of damage (Lightning & slashing for example) you deal with that additional type of damage normally.

ARC SHIELD CANNON

The strength and security of a shield, with the added bonus of being able to fire bolts of energy, what could be better?

Powered: Batteries not included; the power source is not included in the Shields price.

A shield and a gun: The Arc Shield Cannon's gun may be fired as any other gun & has the following stats;

Name	Damage	Properties
Arc Shield Cannon's Gun	1D10 Force	Range (30/30), Special

An Arc Shield Cannon's gun is powered by 5 Large Arcane Power Tubes *(fully charged)* in its handle or an attached Arc-Drive *(with at least three charges)*.

Losing power: If a natural one is rolled on the D20 when you attack, an installed arcane power tube loses all its charges & must be recharged or replaced ***-OR-*** An attached Arc-Drive loses a charge.

Name	Damage	Properties
Mag Shield Cannon's Gun	2D8 Lightning	Range (30/30), Special

This shield cannon must be powered to fire its cannon.

SHIELD CANNON

The only way a shield cannon can be called a shield cannon proper . . . is to put a shield and a cannon together and this, is that!

A shield and a gun: The Shield Cannon's gun may be fired as any other gun & has the following stats;

Name	Damage	Properties
Shield Cannon's Gun	2D12 Piercing	Ammunition, Range (30/30), Limited Ammo (10), Special

MAG SHIELD CANNON

It's not a thunder shield, but DAYUM!

Powered: Batteries not included; the power source is not included in the Shields price.

A shield and a gun: The Mag Shield Cannon's gun may be fired as any other gun & has the following stats;

An Mag Shield Cannon's gun is powered by 5 Large Lightning Tubes *(fully charged)* in its handle or an attached Storm Drive *(with at least three charges)*.

Losing power: If a natural one is rolled on the D20 when you attack, an installed lightning tube loses all its charges & must be recharged or replaced ***-OR-*** An attached Storm Drive loses a charge.

This shield cannon must be powered to fire its cannon.

MISCELLANEOUS GEAR

TRINKETS

The trinkets listed here are very much like weapons and armor.. critical gear. So, y'know, they tend to apply a little encumbrance and make your coin purse a tad bit lighter.

Arcane Focus		
Name	Gold Cost	AP req.
Simple Focus	30	0(1)
Apprentice Wand	30	0(3)
Wizards Wand	150	0(6)
Power Wand	750	0(9)
Greater Wand	3,750	0(12)
Tome of Aegis	350	0(4)
Tome of Ruin	150	0(5)
Book of the Sentry	32,000	0(2)
Crystal Ball	900	0(3)
Greater Crystal Ball	22,500	0(7)
Crystal Skull	112,500	0(5)

Holy Symbols		
Name	Gold Cost	AP req.
Simple Symbol	30	0(1)
Amulet of the Sun	850	0(4)
Amulet of the Savior	18,850	0(5)
Amulet of Mercy	150	0(7)
Amulet of the Martyr	750	0(3)

Amulet of Storms	18,975	0(6)
Figurine of the Dragon	1,150	0(3)
Figurine of the Mother	4,000	0(6)
Figurine of Sacrifice	330	0(2)
Holy Seal of Retaliation	205	0(7)
Holy Seal of the Unfaltering	805	0(5)
Holy Seal of the Guardian	4,255	0(7)
Vajra	1,710	0(8)

Magic Food		
Name	Gold Cost	AP req.
Massive Cookie	300	0

Potions		
Name	Gold Cost	AP req.
Weeman	160	0(1)
Mousey	320	0(1)
Bees Knees	1,940	0
Lesser Healing	110	0
Greater Healing	370	0
Superior Healing	790	0
Lesser Mana	150	0
Greater Mana	300	0
Superior Mana	510	0
Lesser Rejuvenation	2,060	0
Greater Rejuvenation	4,120	0
Lesser Crimson Taurus	1,050	0
Greater Crimson Taurus	2,100	0
Superior Crimson Taurus	3,200	0
Elixir of Ability	4,220	0
Pretty powerful poison	390	0

Arcana Tank (Small)	1,050	0
Arcana Tank (Medium)	2,100	0(1)
Arcana Tank (Large)	3,150	0(3)

Miscellaneous Consumables		
Name	Gold Cost	AP req.
Spell Scroll (lvl 0)	125	0
Spell Scroll (lvl 1)	250	0
Spell Scroll (lvl 2)	550	0(0.5)
Spell Scroll (lvl 3)	1,200	0(2)

Explosives		
Name	Gold Cost	AP req.
Satchel Charge (small)	20	0
Satchel Charge (medium)	60	0(2)
Satchel Charge (large)	540	0(4)
Soda pop (Grenade)	20	0
Pineapple Dream (Grenade)	180	0(2)
Powder Keg (small)	30	0
Powder Keg (medium)	180	0(2)
Powder Keg (large)	1,620	0(4)

ARCANE FOCI

Many spellcasters have components they need to cast spells. An arcane focus is a physical component and as a piece of gear, the hero may enjoy a variety of choices. Each with their own unique piece of awesome!

An arcane foci (or arcane focus) requires a character to have proficiency with arcane foci to use any of the foci's features. An Arcane Foci **NEEDS** to be wielded in a single hand and unless otherwise stated the hand holding the arcane Foci cannot be used to perform the Somatic spell component.

If a Hero/character has the ability to wield multiple arcane foci. they may benefit from each of them. However, keep the characters encumbrance threshold in mind.

SIMPLE FOCUS

A simple arcane focus can take the form of any normally mundane . . . or even fantastical item, as long as it is held in a single hand. To cast a spell the simple arcane foci must be held in hand and the hand it's held in may not be used to perform the somatic Component for a spell.

WANDS

Wands can be wielded in one hand as an arcane focus. When wielded as an arcane focus, the spellcaster may us the same hand to perform the somatic component needed to cast a spell. Freeing up a hand to hold another item.

APPRENTICE WAND

This is the apprentice's wand. It's a simple no frills wand that younger wizards wield before they get their REALL WANDS.

WIZARDS WAND

Now you're a real wizard Harry!!

Special: When casting a spell using the Wizards Wand as an Arcane Focus, the spellcaster may reduce the cost of the spell by 1 mana to a minimum of one. This cost reduction has no effect on spells cast using anger, blood magic or anything else that is not mana.

EXAMPLE: Overcharged first level spell would only cost 1 mana instead of 2, while an overcharged zero level spell would still cost the minimum of one mana, an overcharged second level spell would cost 3 mana and so on.

POWER WAND

You can scream, by the power of grey skull . . . even though that sayings intended for a sword…

Special: When casting a spell using the Power Wand as an Arcane Focus, the spellcaster may reduce the cost of the spell by 2 mana to a minimum of one. This cost reduction has no effect on spells cast using anger, blood magic or anything else that is not mana.

GREATER WAND

A certain famous wizard by the name of Jim would totally dual wield these!

Special: When casting a spell using the Greater Wand as an Arcane Focus, the spellcaster may reduce the cost of the spell by 3 mana to a minimum of one. This cost reduction has no effect on spells cast using anger, blood magic or anything else that is not mana.

TOMES

A Tome is an acrane focus with pages full of power that can he held in one hand. A tome is used

to cast spells that require an arcane focus as a component.

Tome of Aegis

Sigils and shield imagery adorn this magical tome.

Magic: As a bonus action, this Tome can be made to hover in the air, always remaining with in grasp (within 5ft.). When the owner of this Arcane Focus moves, the Arcane Focus moves as well, always remaining within 5ft..While within 5ft. of the Hero/character that owns this Tome, the Arcane Focus counts as being held/wielded.

Additionally, while wielding this Tome, if the Hero/character takes damage from any source they may instead have the tome destroyed to take zero damage (If the magic of this item is temporarily dispelled, destroyed or within the area of an anti-magic zone, it loses this magical benefit).

Tome of Ruin

Each tome of ruin differs slightly from one another, but they all seem to have really angry faces embossed on their covers . . . .

Magic: As a bonus action, this Tome can be made to hover in the air, always remaining with in grasp (within 5ft.). When the owner of this Arcane Focus moves, the Arcane Focus moves as well, always remaining within 5ft..While within 5ft. of the Hero/character that owns this Tome, the Arcane Focus counts as being held/wielded.

Additionally while wielding this Tome the spellcaster increases the damage of all damage dealing zero level spells they cast by +5 (the type of damage dealt is the same as the triggering spell).

If wielding multiple Arcane Foci that grant a bonus to zero level spells damage, you may apply each damage bonus instance for every Arcane Foci you're wielding. Wielding a pair of Tomes of ruination for instance would grant a +10 damage bonus to the damage of damage dealing zero level spells (If the magic of this item is temporarily dispelled, destroyed or within the area of an anti-magic zone, it loses this magical benefit).

Note: Zero level spells that deal multiple instances of damage, like Dragon Lash, gain this damage bonus EACH time they do damage.

Book of the Sentry

The covers on this tome appear to be like that of war torn armor and the pages inside depict defensive spell casting positions that illustrate how to use this tome for protection. While being wielded in combat however, the pictures inside animate to mimic the combat and the book guilds the wielder's hand and body away from danger.

Magic: While wielding this tome the Hero/character may add their proficiency bonus to their AC (If the magic of this item is temporarily dispelled, destroyed or within the area of an anti-magic zone, it loses this magical benefit).

Crystal's

Crystal Arcane Foci has its own mana well that it's wielder can access. The Trinkets mana well is refilled at the end of a short or long rest. Each Crystal Arcane Foci has its own mana well, the value of which is listed in its description.

Crystal Ball

Its smooth, its round it's round, it's a ball! Did I mention its magic?

Mana Well: 4

Overcharge: The spells point of origin can be anywhere within 20ft. of the caster and the caster is not required to have line of sight to that point or the spells target (the caster can see it in their crystal ball).

Greater Crystal Ball

The greater crystal ball actually shows its wielder far, far off places.. like . . a whole 60ft. away, dang. That's really far aint it?

Mana Well: 8

Overcharge: The spells point of origin is anywhere within 60ft. of the caster and the caster is not required to have line of sight to that point or the spells target (the caster can see it in their crystal ball).

Crystal Skull

Each crystal skull is fashioned to look like that of a fantastical beast. Each skull is unique & grants its wielder the ability to call upon a magical creation.

Mana Well: 10

Magic: When wielding the Skull, the wielder, as a full round action may gain a level or Haggard (or exhaustion if Haggard is at its maximum) & summon a beast. The type and design of the beast is to be determined upon item creation *(or purchase)* and may not be changed afterwards.

> A beast summoned is commanded as a Beast & follows all the Beast rules found on page ***219***.

The Summoned beast lasts until reduced to zero wounds, dispelled or the hero/character that summoned them is brought to zero HP. The Crystal Skull can only have a single summons active.

The beast summoned is a Tier 3 beast created from beast table 3 & a total of 30 points.

(If the magic of this item is temporarily dispelled, destroyed or within the area of an anti-magic zone, it loses this magical benefit)

Holy Symbol's

A holy symbol is a representation of a god, a pantheon or a simple symbol of faith in something greater. It might be an amulet depicting a symbol representing a deity, or a tiny box holding a fragment of a sacred relic. Holy symbols are physical spell components that are most commonly used by priests. Holy symbols require proficiency to be wielded

A Holy Symbol requires a character to have proficiency with Holy Symbols to use any of the Holy Symbol's features. A Holy Symbol **NEEDS** to be wielded in a single hand and unless otherwise stated the hand holding the Holy Symbol cannot be used to perform the Somatic spell component.

If a Hero/character has the ability to wield multiple Holy Symbols, they may benefit from each of them. However, keep the characters encumbrance threshold in mind.

Simple Symbol

A simple holy symbol can take the form of any normally mundane . . . or even fantastical item, as long as it is held in a single hand. To cast a spell the simple holy symbol must be held in hand and the hand it's held in may not be used to perform the somatic Component for a spell.

Amulets

Unlike other holy symbols, Amulets holy amulets are worn around the neck, freeing up the hand that would normally be wielding a simple symbol.

Amulet of the Sun

For those who rage against the "dying of the light" Or maybe just don't like fighting evil in the dark…

Magic: You may on as a bonus action activate or deactivate the amulets aura. While active, the amulet deals 1 radiant damage to any enemy within 10ft. of you, sheds bright light out to 10ft. and dim light 10ft. beyond that (If the magic of this item is temporarily dispelled, destroyed or within the area of an anti-magic zone, it loses this magical benefit).

Amulet of the Savior

This powerful amulet is a conduit between magic and divinity allowing its wearer to channel their divinity even more.

Holy Symbol: The Hero must first be proficient with Holy Symbols to use this feature) While wearing this amulet you may spend 4 mana to use any of your known channel divinities without expending or requiring any of your channel divinities uses. ***EXAMPLE****: A priest with Channel divinity: life is for the living, may use that channel divinity by spending 4 mana even if they have no available uses.*

Amulet of Mercy

This mysterious amulet finds unimagined ways to allow its wearer to not feel so bad when their healing spells don't do so well.

Holy Symbols: (A Hero must first have proficiency with Holy Symbols to use this feature) While wearing an Amulet of Mercy, if a healing spell you cast heals for the minimum amount, you have the spells cost refunded (making the spell free).

Amulet of the Martyr

You'll suffer any pains so that your friends and family won't have too . . .

Holy Symbol: (A Hero must first have proficiency with Holy Symbols to use this feature) While wearing the Amulet of the Martyr, if you take damage, a number of allies equal to the wearer's level regain Hit Points equal to the damage the wearer of a Amulet of the Martyr received.

Martyrdom: The number of allies healed and the amount healed do not stack with other Martyrdom items.

Amulet of Storms

Wearers of this amulet tend to have a symphony of electricity dancing across their form, waiting for the right moment to strike!

Magic: While wearing the Amulet of the Storms if you are hit with a melee attack, the creature that hit you takes lightning damage equal to your level (If the magic of this item is temporarily dispelled, destroyed or within the area of an anti-magic zone, it loses this magical benefit).

Figurines

Figurines are small handheld statuettes of gods and other powerful beings.

Figurine of the Dragon

Fashioned in the shape of a coiled dragon this statue resonates with the power of the great golden serpent.

Magic: While wielding the Figurine of the Dragon, you may cast any spell from the Teachings of Belinos (of a level no higher than they are capable) spell school by paying twice its cost. A spell cast in this way originates from the mouth of the statue. Zero level spells still cost zero (If the magic of this item is temporarily dispelled, destroyed or within the area of an anti-magic zone, it loses this magical benefit).

Figuring of the Mother

This figurine is of a maiden in wait, that drops into a praying position one the special feature is being used.

Special: the Wielder of this figurine may concentrate on one additional spell as well as gain advantage on concentration checks.

FIGURINE OF SACRIFICE

This figure tends to be of a powerful being taunting some unseen enemy.

Magic: The wielder of this figurine may, as a bonus action activate or deactivate it. While activated, any enemy within 60ft. will attack you and only you until you are **DOWN & OUT**. If they aren't capable of attacking, they will do all in their power to become capable. An evildoer (enemy) immune to the **Charmed** or **Frightened** conditions is unaffected by an item with this enchantment.

VAJRA

The Vajra is a small holy symbol held in one hand. The Vajra is a representation of storm & Indra's might.

Special: While wielding the Vajra, any lightning damage you deal increases the damage die type 2 steps. *(every 1 becomes a D6, every D6 becomes a D10, every D10 becomes 2D8 etc…)*

LIGHTNING TOTEM

The Lightning totem is small ornately crafted figurine held in one hand. When held in hand the wielders arm begins to crackle with lightning energy. While wielding the Lightning totem, the wielder deals additional Lightning damage to a target whenever they deal lightning or thunder damage. The lightning damage done equals the wielders Wisdom modifier *(minimum 1)*. While wielding the lightning totem, the wielder knows and may cast: *Indra's Fist* & *Indra's Lash*.

HOLY SEALS

Holy Seals are holy symbols formed from enchanted wax and prayer parchments stamped onto armor & shields. Heroes don't wield holy seals, they are worn (when wearing the armor/shield that the seal is stamped on). However, when worn, they are treated as being wielded . . . so, you count as having the "holy symbol spell component" while wearing one or more holy seals. Like all Holy Symbols, the Holy Seal's powers (the ones granted by their unbroken & broken states) are only granted/useable by heroes/characters that are proficient with Holy Symbols.

Each seal has 2 states, broken and unbroken. Each state has its own effect but when a seal is broken it is destroyed.

SEAL OF THE RETALIATION

You hit me, I hit you back SUKAH!

Unbroken: When a wielder/wearer of a Holy Symbol of Retaliation is attacked, they may make a melee weapon attack against the attacker as a reaction.

Broken: The seal breaks when the bearer of this seal drops to zero HP. When this happens, the bearer explodes with radiant energy. The evildoer/enemy that brought the bearer of this seal down to zero HP takes radiant damage equal to the bearers ***Beat Up*** threshold. If multiple seals of Retaliation are worn, only one breaks each time the bearer is brought to zero HP

SEAL OF THE UNFALTERING

Soothing, regenerative prayers on this seal.. sooth.. and regenerate . . .

Unbroken: The wielder/wearer of the Holy Seal of the Unfaltering regains +2 HP for ***every*** Holy

Symbol that they are wearing at the beginning of their turn for as long as they're wielding a

Broken: When a bearer of this seal drops to zero HP, they Pulsate with radiant energy Instantly raising their Hit Points to their Beat Up threshold. If multiple seals of the Unfaltering are worn, only one breaks each time the bearer is brought to zero HP

SEAL OF THE GUARDIAN

The prayers on this seal read like a warmanual.

Unbroken: The wearer/wielder of this seal may, as a bonus action make a single melee weapon attack

Broken: You may as a bonus action break this seal. When broken the seal casts a level 3 spiritual guardians spell, with a Dexterity save of ***DC:14***

CONSUMABLES

To use a consumable requires a standard action and at least one free hand to hold the item.

Once you use a consumable . . . its consumed! It means you can use it again and need to buy another, so use them when you absolutely need too . . . unless you're rich

Magic: If the magic of a Consumable with the magic tag has its magic temporarily dispelled, destroyed or is within the area of an anti-magic zone, it becomes little more than funny tasting food or drink.

POTIONS

Magical liquid stored in a small vial. Drinking or administering a potion takes an action. BOTTOM'S UP!

Short Shot: Highly concentrated type of potion, where the vial and contents therein fill up no more space than a thimble. Like other consumables you need to have a free hand to hold the item, however you can drink a short shot using a bonus action instead of a standard action.

ARCANA TANK

Ths arcanic concoction is a volatile and powerful alchemical substance. This was originally created as a method to recharge Arcane power tubes, however its power and volatility make it unappealing . . . but only to those with any common sense . . .

A character that drinks from an Arcana Tank becomes a living source of arcane power. Any Arc-craft gear worn or held is treated as powered, you no longer lose concentration on concentration duration spells & have infinite mana for the duration of the Arcanic Concoctions effects.

After the duration of the Arcanic Concoction fades, the character takes 2D6 temporary ability damage to their Strength, Dexterity & Constitution scores as well as gain 1D6 levels of Exhaustion & Insanity.

Duration: The effects last for the duration of a combat encounter or 1 minute, whichever comes first.

Each tank has a number of times it can be drank from depending on the tanks size. Drinking multiple time resets the duration but otherwise has no additional effects.

- **Small** – Two uses.
- **Medium** – Five uses.

- **Large** – Twelve uses.

WEEMAN POTION

Drinking this Weeman Potion shrinks you and all your gear. You become 1 size category smaller (lowering your Awesome Power Accordingly). This lasts for 1 hour. A creature may consume multiple Weeman Potions but a creatures size may not be reduced in to anything less than Miniature.

Short Shot, Magic

Drinking more than 3 of these potions within an hour will put you in a sleepless state (you may not take a long rest) for the next day.

MOUSEY POTION

Drinking this Mousey Potion shrinks you and all your gear. You become 2 size categories smaller (lowering your Awesome Power Accordingly) and grow a mouse tail. This lasts for 1 hour. A creature may consume multiple Mousey Potions but a creatures size may not be reduced in to anything less than Miniature.

Short Shot, Magic

Drinking more than 3 of these potions within an hour will put you in a sleepless state (you may not take a long rest) for the next day.

BEES KNEES POTION

Drinking this Mousey Potion shrinks you and all your gear. You become 3 size categories smaller (lowering your Awesome Power Accordingly), grow a pair of insect wings and gain a fly speed of 20 feet. This lasts for 1 hour. A creature may consume multiple Mousey Potions but a creatures size may not be reduced in to anything less than Miniature.

Magic

Drinking more than 3 of these potions within an hour will put you in a sleepless state (you may not take a long rest) for the next day.

HEALING POTION

Crafted mostly from soothing herbs and spices and infused with radiant magics, this magical liquid can erase some of the injury suffered while battling evil.

- **Lesser** – Regain 10 HP
- **Greater** – Regain 20 HP
- **Superior** – Regain 30 HP

MANA POTION

Surrounded by mystery and crafted is secret, mana potions are greatly valued by all manner of spellcaster. The methods of making mana potions are greatly guarded secrets. Especially how they manage to give each potion a minty aftertaste . . .

Any mana gained from drinking a mana potion that is in excess of the spellcasters mana well, must be used before the end of their next turn. If the excess mana is not spent before the end of the spellcasters next turn, it is lost.

- **Lesser** – Gain 3 mana
- **Greater** – Gain 6 mana
- **Superior** – Gain 9 mana

REJUVENATION POTION

It's no secret as to HOW these powerful potions are made, but actually making them is something that scars most potion brewers. The faintly glowing green liquid is the carefully collected tears of joy, delicately infused with small amounts of magic.

- **Lesser** - Gain the benefits of a short rest after drinking this potion. Gaining the benefits of a short rest in this manner do not count against the maximum short rests that can be taken before needing a long rest.
- **Greater** - Gain the benefits of a long rest after drinking this potion.

Crimson Taurus Potion

These potions are rare, expensive and dangerous. Potions of the Crimson Taurus are brewed from distilled dragon's tears.

The effects of the Crimson Taurus potions last for the duration of a combat encounter (or 1 minute), at the end of which you gain levels of exhaustion. The benefits and amount of exhaustion you gain depend on which Crimson Taurus potion you drank.

- **Lesser** – +1 Awesome Power. 1 level of Exhaustion once the potions effects end.
- **Greater** – +1 Awesome Power & a fly speed equal to your normal movement speed. 2 level of Exhaustion once the potions effects end.
- **Superior** – +2 Awesome Power, a fly speed equal to your normal speed and may spend a reaction to reduce the damage received from one attack to zero. 3 level of Exhaustion once the potions effects end

Elixir of Ability

A powerful potion that can permanently increase one of your ability scores. Drinking this potion is a risky affair and MAY Increase the listed ability by 1 point –***OR***- make you grow old . . . it will more than likely just make you grow old. Drink this potion as an action. Roll an ability Save for the ability the potion is going to increase. The DC for the save = 15 + current ability score. **Success** – Raise that ability permanently by 1 point. **Failure** – Increase your age category by 1 step.

EXAMPLE – Bobak, a 6th level barbarian wants to raise his Strength of 14, so he drinks an elixir of ability (Strength). He must roll a Strength save DC:19. A successful Strength save raises his Strength score from 14 to 15.

Pretty Powerful Poison Potion

The label for this potion would normally have a skull and crossbones . . . but it called out sick . . .

When consumed (willingly or foreseeably) will deal 3D12 poison damage to the creature it was consumed by.

Massive Cookies

This small magical baked good is no larger than a single gold coin. Be careful, these cookies pack a wallop of flavor! You can eat up to 3 Massive Cookies as a bonus action. If you eat 3 at once you must roll a1D6 for additional effects.

> **1-3**: Instead of growing 3 size categories, you spawn a number of evil twins. The number of twins you spawn is equal to the triggering roll (1, 2 or 3).
>
> **4-6**: In addition to growing 3 size categories, you gain damage resistance versus any damage dealt to you by a creature smaller than you & an amount of Temporary HP equal to your Max HP.

Eating a Massive cookie enlarges you and all your gear. You become 1 size category bigger (increasing your Awesome Power Accordingly). This lasts for 1 hour.

Magic

Eating more than 3 of these cookies within an hour will put you in a wakeless sleep for the next hour.

Spell Scrolls

A short cut towards magical power, the spell scrolls are often used by weaker mages to appear as if their magical acumen were. . . well, more. Though various spell scrolls have helped the more experienced mage in diversifying their abilities.

Each spell scroll has a spell inscribed on it. The costs are as listed on the table, however the spells may be from any school (as long as the spells level does not exceed third). The spell that a spell scroll contains is decided when the spell scroll is used.

Magic

Once a scroll is used it is consumed/destroyed in some sort of mystic magical fashion.

Named scrolls: You GM may award you with (or allow you to buy) scrolls that are named, containing a specific spell. The spell contained is a named scroll need not & very well might not come from the spells listed in the magic section of this book.

EXPLOSIVES

Explosive are a special consumable, because THEY GO BOOM! That and there's totally no magic involved in the making of them.

Explosives tend you have fuses and the hero/character using the explosive must set the fuse (as a Standard action). The fuses duration is primarily narrative, but a GM may decide to have a premature detonation (unless the explosive is a grenade or has a reliable fuse).

Explosive do their listed effect (usually damage) within their listed AOE. Creatures within that AOE may roll a Dexterity save to take only half the effect (again, probably damage). The Dex save DC=10 + the character who used the explosive's Intelligence modifier + that characters proficiency modifier if they are proficient in the Thermonuclear Whatchamacallit skill.

10 + INT mod *(or Thermonuclear Whatchamacallit skill)*.

SATCHEL CHARGE

Clay, glass, sharp rocks and black powder stuffed tight in a burlap pillow case. Simple, but man is it loud!

Satchel Charge		
	Effect	AOE
Small	1D10 piercing, Slashing & Impact damage	10ft. radius
Medium	2D12 piercing, Slashing & Impact damage	30ft. radius
large	4D12 piercing, Slashing & Impact damage	50ft. radius

POWDER KEG

It's a barrel filled to the brim with black powder and a nifty little fuse that can be snipped to allow for a considerable boom, at just the right moment.

Reliable Fuse: once the fuse is set, the hero that set the fuse may at any point detonate the explosive as a bonus action or reaction.

Powder Keg		
	Effect	AOE
Small	1D10 piercing, Slashing & Impact damage	10ft. radius
Medium	2D12 piercing, Slashing & Impact damage	30ft. radius
large	4D12 piercing, Slashing & Impact damage	50ft. radius

GRENADES

Grenades have the Thrown (30/60) feature & detonates where they land (in other words in the same turn it's thrown). It will "land" anywhere within its maximum range, that you throw it. Unlike other explosives ,a creature caught in a grenades AOE rolls a Dexterity with the DC = hero who threw the grenades attack roll.

Grenades		
Grenade name	Effect	AOE
Soda Pop	1D6 piercing, Slashing & Impact damage	10ft. radius
Pineapple Dream	2D8 piercing, Slashing & Impact damage	20ft. radius

Miscellaneous Magical Gear

All the items listed in the miscellaneous magical gear section are magical & if the magic of one of these items is temporarily dispelled, destroyed or is within the area of an anti-magic zone, it becomes little more than a useless trinket.

Miscellaneous magical gear		
Name	Gold Cost	AP req.
Lesser Amulet of Protection	875	0(2)
Greater Amulet of Protection	1,750	0(4)
Good Haversack	300	0(1)
Better Haversack	1,000	0(2)
Best Haversack	2,000	0(3)
Small bag of holding	3,000	0(2)
Medium bag of holding	6,000	0(4)
Large bag of holding	15,000	0(8)
Bartleby's helpful hand	14,000	0(2)
Lesser Belt of Gigantic Strength	500	0
Greater Belt of Gigantic Strength	1,500	0(2)
Lesser Bracers of the Wall	500	0(2)
Greater Bracers of the Wall	1,800	0(4)
Gauntlets of Ogre Power	1,000	0(3)
Small Portable Hole	500	0(2)
Medium Portable Hole	5,000	0(3)
Large Portable Hole	50,000	0(4)
Quiver of unquantifiable quantity	600	0(1)
Curious case of bolts	995	0(1)
Big bag of bullets	4,000	0(2)
Infinite quiver	4,000	0(2)
Boundless case of bolts	1,500	0
Golden coin purse +1	3,500	0(1)
Golden coin purse +2	7,775	0(2)
Golden coin purse +3		

Amulet of Protection

Comes is lesser and greater variant's. An amulet that as an action can summon spectral armor of force. The armor bonus from the armor summoned cannot be stacked with worn armor, because it is armor!

- **Lesser** – 12(+DEX) + resistance to force & impact damage.
- **Greater** – 14(+DEX) + immunity to force & impact damage.

Bag of Holding

The bag of holding comes in 3 varieties, small medium and large. A bag of holding may fit a number of items within them, no one item having a size category larger than the bag. IE; A large sword can't fit in a medium bag, but it will fit in a large bag. Items can be stored & retrieved within a bag of holding as a full round action. Gear stored within the bag does not apply anything towards your encumbrance threshold. The maximum number of items a bag can store depends on its size

- Small: 50

- Medium: 25
- Large: 10

If you place a smaller bag of holding into a larger one, or place a portable hole into a bag of holding, both items (and anything stored within the bag) is destroyed & a black gate opens. The gate remains for 24 hours, to see where the gate leads, roll a **D6**.

1. Portal to the endless sea.
2. Portal to anywhere, chosen by the GM.
3. Portal to the fey realm.
4. Portal to the moonglade.
5. Portal to a region on the planet, chosen by the GM.
6. Portal to a region on the planet, chosen by the player that "created it".

Bartley's Helpful Hand

A gauntlet that allows the casting of a lesser mage hand.

Bracers of the Wall

Come in lesser and greater variants. Must be activated using a bonus action. May ignore all the damage from the first X attacks that hit you during the round *(effects that do not require an attack roll, such as from a fireball can't be ignored by the bracers)*. The amount of attacks that can be ignored depend on the bracers quality. This feature of the braces may only be activated once per short rest.

- **Lesser**: Ignore the first 4 attacks that hit you until the beginning of your next turn.
- **Greater**: Ignore the first 8 attacks that hit you until the beginning of your next turn.

Belt of Gigantic Strength

A magical belt that can help a puny warrior weild bigger and better weapons as well as wear heavier armor. The belt of gigantic strength comes in lesser and greater variety's.

- **Lesser**: reduce the AP req. of weapons and armor by 1.
- **Greater**: reduce the AP req. of weapons and armor by 2.

Big Bag of Bullets

When you run out of Ammunition with a gnomecraft ranged weapon, you may mark off 1 use of the big bag of bullets instead of running out of ammunition. You may do this up to three times per long rest. Once you've done this 3 times before a long rest, the next time you run out of ammunition you can't use the big bag of bullets to save you and you actually run out of ammunition!

Boundless Case of Bolts

A magical case that removes the Ammunition descriptor, for all cross bows wielded by the character equipped with this item . . . but really who needs **THAT MUCH** crossbow ammo?

Curious Case of Bolts

When you run out of Ammunition with a crossbow, you may mark off 1 use of the curious case of bolts instead of running out of ammunition. You may do this up to three times per long rest. Once you've done this 3 times before a long rest, the next time you run out of ammunition you can't use the curious case of bolts to save you and you actually run out of ammunition!

Gauntlets of Ogre Power

The many ogres of the world have an uncanny knack for resisting damage . . . and now too so do you! As a standard action, gain resistance to all incoming damage until the beginning of your next turn.

Golden Coin Purse

It's a pouch to hold on to your golden coins of inspiration that comes in 3 varieties.

- **+1** – You may hold on to one additional golden coin of inspiration. (2 total)
- **+2** – You may hold on to two additional golden coins of inspiration. (3 total)
- **+3** - You may hold on to three additional golden coin of inspiration. (4 total)

Haversack

Comes in Good, Better & Best varieties. Behaves just as a good, better or best gear bundle, however regains all expended uses upon finishing a long rest.

Infinite Quiver

A magical quiver that removes the Ammunition descriptor, for all bows wielded by the character equipped with this item. Because infinite is a really big number!

Portable Hole

It's a hole… that's portable! Comes in 3 varieties; small, medium & large. Each variety can be stretched to fit a creature of up to the portable holes size. IE: medium portable hole can be stretched large enough to fit a medium sized creature.

Quiver of Unquantifiable Quantity

When you run out of Ammunition with a bow, you may mark off 1 use of the quiver of unquantifiable quantity instead of running out of ammunition.

You may do this up to three times per long rest. Once you've done this 3 times before a long rest, the next time you run out of ammunition you can't use the quiver of unquantifiable quantity to save you and you actually run out of ammunition!

Miscellaneous Gnometech Gear

Miscellaneous Gnometech Gear		
Name	Gold Cost	AP req.
Clockwork Timepiece	75	0
Gregory Gainor's Glorious Golden Gadget	375	1
Gena Gainor's Greater Golden Gadget	500	2(4)
Boba Biggle's Better wrist mounted everything	1012	0(2)
Poison Filtration Mask	200	0
Light Magnifying Apparatus	275	0
Smokeless Lantern	100	0

Clockwwork Time Piece

A watch, like . . . it only tells time. That's its only feature, the internet hasn't been invented yet . . . get over it.

Gregory Gainor's Glorious Golden Gadget

A small golden cylinder with numerous uses.

A Hero/character who has proficiency in the Thermonuclear Whatchamacallit skill may, as a bonus action transformed this device into one of several different objects.

The weapons listed on this device require the appropriate weapon groups proficiency and applicable Gnometech training to be used with proficiency.

**This device does not include any ammunition or power sources, those must be purchased separately.*

- *Simple or martial melee weapon (up to Medium size) with no greater than an AP req. 0.
- *Hand cross bow.
- A smokeless lantern.
- Manacles.
- Crowbar.
- Small case filled with several sweets that serve no purpose.
- Merchants scale.
- Spyglass.
- Small shovel

Gena Gainor's Greater Golden Gadget

A not so small golden staff that proves bigger really is better!

A Hero/character who has proficiency in the Thermonuclear Whatchamacallit skill may, as a bonus action transformed this device into one of several different objects.

The weapons listed on this device require the appropriate weapon groups proficiency and applicable Gnometech training to be used with proficiency.

**This device does not include any ammunition or power sources, those must be purchased separately*.

- *Simple or martial melee weapon with AP requirement no greater than two. (this may be a fist weapon useable by a character of up to large size.)
- *Heavy crossbow.
- *Smokeless lantern.
- Crowbar.
- 10 ft. ladder.
- Portable ram.
- *Grappling gun.
- Musical instrument (lyre, guitar, saxophone, trumpet, flute etc…)
- Shovel.

Boba Biggle's Better Wrist Mounted Everything

Mr. Biggles is not one of the renowned Gainor family of gnomes, but they are overrated upstarts anyhow! And you can tell them I said so! Boba Biggles better wrist mounted everything is an expertly crafted bracer without the need for gold plating to be useful. It's a renowned, often purchased and a near totally absolutely mandatory piece of gear for any Gnomish bounty hunter. Unlike those Gainor's piece of crap, you don't even need a bonus action to transform it . . . its everything it says it is all at the same time baby!

This device can only be worn (& by consequence, used) by small characters only… obviously.

The weapons listed on this device require the wearer to be proficient in the Thermonuclear Whatchamacallit skill, have the appropriate weapon groups proficiency and applicable Gnometech training to be used with proficiency.

**This device does not include any ammunition or power sources, those must be purchased separately*.

- Hidden blade.
- *Wrist mounted crossbow.
- *Wrist mounted Dart gun, of course.
- *A Flamer, you guess it . . . mounted on the wrist.
- *Wrist mounted grappling gun.
- Wrist mounted watch, cause you never want to be late now do you?
- Wrist mounted explosives (S*atchel Charge–medium*-), because you never want to be taken alive.

Poison Filtration Mask

Makes you immune to inhaled poisons. May not wear another mask, helm or helmet while wearing a poison filtration mask.

Light Magnifying Apparatus

Cool high tech goggles. Treat darkness like dim light, dim light like bright light and bright light creates an area of blindness.

Smokeless Lantern

Come in hooded and bulls eye variation. Sheds light like a lantern (hooded-20ft radius, bullseye-60ft cone) but does not burn.

Powered: Batteries not included; the power source is not included in the gears price.

A Smokeless Lantern is powered by an installed Small Lightning Tube or attached Storm Drive *(with at least a single charge)*.

- **Losing power**: The Smokeless Lantern Looses power if it is ever submerged.

POWER SOURCES

Gnometech Power Sources		
Name	Gold Cost	AP req.
Arcane Power Tube (small)	350	0(1)
Arcane Power Tube (medium)	700	0(2)
Arcane Power Tube (large)	1,050	0(4)
Dragon Spit Container	300	0
Lightning Tube (small)	350	0(1)
Lightning Tube (medium)	700	0(2)
Lightning Tube (large)	1,050	0(3)
Magnotomic Hand Crank (tiny)	175	0
Magnotomic Hand Crank (medium)	525	1
Lesser Soul Gem	525	0(1)
Soul Gem	1,050	0(1)
Greater Soul Gem	1,575	0(3)
Steam Tank (medium)	100	0(2)
Steam Tank (large)	200	0(4)
Steam Tank (huge)	300	0(8)
Arc-Drive (medium)	1,000	0(3)
Boom Drive (medium)	1,000	0(4)
Compression Drive (large)	1,000	0(4)
Ghost Drive (small)	2,000	*+2
Storm Drive	1,250	0(3)
(medium)		

ARCANE POWER TUBE

An Arcane Power Tube is a cylinder of magically reinforced glass that allow the glowing liquid to be visible. Arcane Power Tubes are the power sources required to Power Arc-Craft gear & Arc-Drives. The maximum amount of charge a tube may hold depends on its size, tubes come fully charged when purchased.

Glows With Power: An Arcane Power tube glows as long as it has charges, shedding Dim light in a Xft. Radius. X=number of charges remaining within the arcane power tube.

- **Small** – 2 charges
- **Medium** – 5 charges
- **Large** – 12 charges

Recharging: When Arcane Power Tubes loose power they need to be recharged. Only a creature with mana & a ***Slave Drive*** can recharge an Arcane Power Tube. To recharge the power tube, a character wearing a Slave Drive takes a full round action to pour their own mana into the tube. It requires 2 points of mana for an Arcane Power Tube to regain one charge

DRAGON SPIT

Dragon spit is a dark viscous liquid that often has a short lived flame swimming within its contents. Dragon Spit is highly volatile and explodes into flames when exposed to the air.

If Dragon Spit is ingested (willfully of forcefully), it deals 1D6 poison and fire damage and prevents the target from regaining HP or Wounds from other consumables for 1 round.

Dragon Spit is also the power source that fuels Boom Drives, various weapons & may be used to power Technomantic effects.

- A container of dragon spit has only **1 Charge**.

Lightning Tube

A Lightning Tube is a solid metal tube with copper fittings, identification & requisite warnings carved into the metal. Lightning Tubes are the power sources required to Power Magnotomic gear & Storm -Drives. The maximum amount of charge a tube may hold depends on its size, tubes come fully charged when purchased.

Recharging: When Lightning Tubes loose power they need to be recharged. There are a few ways that Lightning Tubes can be recharged. The first is with a ***Magnotomic Hand Crank***, via ***Lightning Rods*** or any special feature that says" HEY, I can recharge lightning tubes!!"

- **Small** – 2 Charges.
- **Medium** – 5 Charges.
- **Large** – 12 Charges.

Magnotomic Hand Crank

The Magnotomic Hand crank comes in a variety of designs, but is essentially a big bundle of gears, coils, wires, tubes & long cranking arm. Hand cranks have slots to load in Lightning tubes, that can be recharged once someone starts cranking. Alternatively, a Hand crank may be permanently installed into a piece of Magnotomic gear. When installed into gear, the hand crank must be at least one size category smaller than the item/piece of gear that it's being installed into & the Cranks cost (gold & AP req.) is added to the gear.

Size: Hand cranks come in different sizes and the bigger the Crank the more charge it can generate!

Recharging: Using a Magnotomic Hand Crank its lots and lots of hard work. A character using a crank may as a full round action, gain a level of exhaustion & one Lightning Tube installed in the crank (or same piece of gear that the crank is attached too) regains the listed charge.

- **Tiny Crank** – 1 charge per 2 levels of Exhaustion
- **Medium Crank** – 2 charges per level of Exhaustion.

Soul Gem

Soul Gems look unassuming & like normal gems at a glance, but closer inspection reveals spirit energy swirling around in the Gems core, they are unmarked and can be identified with a successful Arcana roll ***DC:15+(Soul Gems max charges)***. Soul Gems are the power sources required to Power Ghost Forged gear & Ghost Drives.

Recharging: When Soul Gems loose power they need to be recharged. A Soul Gem regains all spent charges after a "natural" Long Rest (*Magic & effects that allow you to benefit from a long rest have no effect on a Soul Gem*).

- Lesser Soul Gem – 1 Charge.
- Soul Gem – 2 Charges.
- Greater Soul Gem – 3 Charges.

Steam Tank

The steam tank is an insulated Boiler with metal water tanks. Steam Tanks are the power sources required to Power Steam Powered gear & Compression Drives.

Sizes: A Steam Tank by itself (with no water tanks) is about the size of a Halfling, the larger Steam tanks simply have one or integrated more water tanks. Steam Tanks may not be installed into gear, and deliver its power via some hoses and fitting attacks to gear with the Steam Powered Build. A Creature may not carry a steam tank of 1 or more size categories larger than it.

Recharging: When Steam Tanks loose power they need to be recharged. There's only one, but very simple way to recharge a steam tank . . add water and coal (or something else that you can burn) and wait about an 5 minutes to regain 1 charge. The

water & coal can be gained by expending 1 use of your gear bundle (per desired charge).

- **Medium** – 4 Charges.
- **Large** – 10 Charges.
- **Huge** - 25 Charges.

ENGINES

Engines come in different sizes & shapes but there are only 5 types, each powered by a specific power source. The engines themselves don't generate power but are a center for power storage on a larger degree.

Batteries not included: The Gold & AP req. cost of the engines are without any installed power sources. Those must be purchased separately. ***IE:*** *A hero must purchase a Storm Drive and the Lightning tubes that are going to be installed into the Storm Drive.*

Ultimate Power Source: Via hoses, tubes and fittings an engine may power connected gear as if that gear had the engines power sources installed into it as long as the engine remains powered (*has at least one remaining charge*). Additionally when connected to an engine, when an item/piece of gear would lose power, the engine may lose a single charge instead.

Size: The size of a type of engine acts as a limiter for how many power sources may be installed.

Weight: Engines are heavy by nature, but greater than the sum of their parts. An Engines AP req. is unchanged by the installed power sources, unless otherwise stated.

ARC-DRIVE (MEDIUM)

Arc-Drives tend to be Hemispherical with round slots for the arcane power tubes to be installed.

Installed Power Sources – Up to 6 small Arcane Power Tubes

Special - The tubing that connects an Arc-Drive to a piece of gear glows (as long as the Arc-Drive is powered) and sheds light like an arcane power tub, using the TOTAL amount of charges of all installed arcane power tubes.

BOOM DRIVE (MEDIUM)

Boom Drives are power sources for "Rev-Head" caretakers, some Golem Armors and various vehicles. They are Loud Combustion engines that exude black smoke when in use. Instead of a modular power source, Boom Drives have Fire tanks installed within them that hold charges.

Fire Tank – Up to 10 charges. To fill/refill the Fire Tank takes one Dragon Spit Container per charge.

Special's - ***Ignition***: Boom Drives are the only engine that need to be turned on to access the drives charges. It takes a bonus action to turn the drive on or off. While the Drive is on it is ***IN USE***.

LOUD: A Boom Drive In use is louder than a dogs barking and as such, stealth checks cannot be made by anything wielding a Boom Drive while that drive is in use (Stealth automatically fails).

Explosive: If the Boom Drive (medium) is destroyed it explodes in a 10Xft radius dealing X fire damage (twice as much to the creature/structure carrying the Boom Drive). X= the number of charges remaining in the Boom Drives Fire Tank. Meaning that if this Boom Drive is destroyed while having a full tank, it would deal 10D6 fire damage to everything within a 100ft radius (double damage to the character wearing/wielding the Boom Drive).

COMPRESSION DRIVE (LARGE)

Spits steam clouds and high pitched whistles. As long as it's got a charge, it's under high pressure, you've been warned.

Installed Power Sources – Up to 2 medium steam tanks

Special – Grants Disadvantage to stealth checks.

Ghost Drive (Small)

Ghost drives are the most unnerving of the engines. Soul Gems house souls & a Ghost drive can have multiple soul gems installed. This according to some scholars, would mean that a Ghost Drive, by definition is a demon. With that said, Ghost Engines are much smaller and house a great deal of power.

Installed Power Sources – Up to 5 Soul Gems (They may be any combination of Lesser Soul Gems & Soul Gems).

Special - The AP req. cost of a Ghost drive is equal to half the AP req. of the installed soul Gems rounded up +2.

Installed Power Sources – Up to 6 small Lightning Tubes.

Special - When a character is hit with an attack that deals lightning damage they may as a free action absorb the damage (reduce it to zero) and gain one charge for any one Lightning tube installed into the Storm Drive. If the installed Lightning Tubes already have full charge the character cannot benefit from this feature.

While you can reduce incoming lightning damage to zero, if the triggering attack deals an additional type of damage (Lightning & slashing for example) you deal with that additional type of damage normally.

Storm Drive (Medium)

Storm-Drives are filled with coils cable and crackling power. This storm Drive has a lightning rod installed as a quick way to recharge.

Golem Armor; Coming Soon . . . . . .

How to play the game

THE BROWNIE & THE COIN OF INSPIRATION

THE BROWNIE

Benjamin Brownie is a magical member of the meta. He stop time, teleport, bend reality, but he mostly exists to lend a comedic hand to the narrative, so use him as such. Or, as the narrator, storyteller, general quest giver and most important of all . . . Giver of the most great and grand golden coins of inspiration. Being the bearer and giver, of the great and grand golden coins of inspiration is not an easy job. There is a great deal of responsibility involved. One must ensure that the most great and grand golden coins of inspiration go to those that illustrate . . . Grand role play. . . or . . . Great humor. Being not only the judge and jury, but the executioner of whether or not one is deserving of a most great and grand golden coin of inspiration, is such a heavy burden. Not only because the coins are twice the size of Benjamin Brownie, but because giving a hero a golden coin of inspiration gives them an unfair advantage.

THE GOLDEN COIN

A golden coin of inspiration is given to players who you (as the GM) feel have performed a totally awesome deed or role played something so hilarious that it made you nearly pass out from laughter. Whenever you feel that your players / heroes have done something particularly deserving just give them a golden coin! Players / heroes can only hold on to a single golden coin at any given time. If they were to do something deserving of another golden coin, but already have one . . . B. Brownie just turns around and carries that big ole coin back to wherever he gets them from. *(The coin has absolutely no weight and exists in the game world only for cartoony purpose)*

Spending a golden coin of inspiration lets you roll once with advantage. After rolling with advantage, that great and grand golden coin, mystically and magically vanishes! Making room for another awesome golden coin. That is, if you are so deserving.

Ability Scores, Skills & Checks

Our heroes have a set of six ability scores and a number of skills tied to them. So here, we'll have a chat about what it all means.

Strength – I lift the up and put them down. . . Well, that's not far from the truth, as a matter of fact that's what strength actually measures! How strong are you!

Dexterity – A measurement of your ability to dance salsa! Or any other activity that requires precise, quick motion.

Constitution – This is how tough you are, and heroes need to be tough!

Intelligence – This is a measure of how big your mental library is! How much info you can cram in and recall when you need.

Wisdom – A wise man keeps a keen on their surroundings. This is a measurement of your heroes "common sense" & ability to spot things.

Charisma – Is much more than how cute you are, it's your force of personality. You can be wise, or intelligent, but without charisma, chances are no one's going to give you the time of day.

You'll be using your ability scores a lot throughout the game, since most of the 1d20 rolls you'll be making apply an ability modifier of some sort. Your ability mods are applied to other die as well, but that more depends on whether you're slinging spells, swinging swords and whatnot.

Normal Maximum

Though you are a truly awesome hero, you're not a multidimensional being with the power to spank reality. So your abilities can only get but so good.

Each ability you have, has a Normal maximum of 20. Meaning that there is no normal way to raise that maximum beyond a score of 20. However in this and future Saturday Morning RPG books you can find ways to increase your normal maximum.

Ability Score Modifiers

Each ability score has a modifier. Modifiers aren't always positive either. When you roll a skill check, ability save, etc. you apply the modifier to the roll and not the actual score. To find out what your ability modifier is, just consult the chart.

Ability score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30	+10

To determine what an ability modifier for an ability score beyond 30 is, just subtract 10 from the score and divide the result by 2 ((Ability score-10)-2=ability modifier). Abilities above 30 are really rare and the natural maximum of heroes / player characters abilities is 20. There are ways to increase this cap through feat selection, class features and magic.

ADVANTAGE & DISADVANTAGE

If you have advantage or disadvantage on a roll, you roll 2D20 instead of just one. If you have Advantage, you take the highest number between the 2d20. If you have Disadvantage, you take the lowest number between the 2d20.

Example: Your character has advantage on the attack roll and rolls a 17 & 7. Your attack roll, rolls a 17.

Your character has disadvantage on the attack roll and rolls a 17 & 7. Your attack roll, rolls a 7.

Advantage and disadvantage does not stack. You either have it or not. In a case where you have both advantage AND disadvantage, they cancel each other out.

When you have either advantage or disadvantage and a feat or feature that allows you to reroll (such as the Halfling's lucky racial feature) you may only reroll one of the D20's.

There are many ways to gain advantage or disadvantage. When it comes to situational advantage or disadvantage, like surrounding an enemy or fighting from higher ground. It's up to your GM to grant advantage or disadvantage to a roll. Special abilities, spells, feats and features may also state whether they grant advantage or disadvantage. The most common ways to gain advantage on a roll, is by spending a golden coin of inspiration, or by attacking a target that doesn't see you. The most common way to get disadvantage in attacking a target that you can't see . . . that is if you have a way of finding out their general location.

PROFICIENCY BONUS

This is what you add to any D20 roll for any skill, save or attack you are proficient in. The proficiency bonus adds the listed amount for your level, and is NOT cumulative and can only be applied once per roll. The only exception to this is if you have a feat feature or spell that specifically states otherwise *(like a thief's expertise)*.

ABILITY CHECKS

There are actions that may warrant straight ability checks, like a warrior lifting and holding open a portcullis so that his allies may enter an evildoers fortress, or trying not to pass out or puke after drinking too much dwarven firewater. So whenever a hero, evildoer or misunderstood monster performs an action that has a chance to fail, an ability check is required.

For any ability check that is rolled, the GM must decide which of the 6 abilities is relevant to the task and whether or not the player characters AP will have them auto-fail, auto-succeed or simply attempt the task. Then the GM sets the difficulty of the task. The tasks difficulty is represented by a DC. The DC table shows the most common difficulty rating.

Task Difficulty	DC
Very Easy	5
Easy	10
Medium	15
Hard	20
Very Hard	25
Nearly Impossible	30
Impossible	1,000

To make an ability check, roll 1D20 and apply the relevant ability modifier (this may not always be a positive modifier) and add your heroes Awesome Power *(If your awesome power is Lower than 1, you gain no benefit from AP)*. As with any other D20 roll, apply any bonuses, penalties and advantage/disadvantage that may be applicable. If the total equals or exceeds the target DC, you are successful. If the total does not equal or exceed the target DC, the check results in a failure. If the ability check succeeds or fails by a significant amount, your GM may wish to add some additional benefit or setback .

CONTESTS

Whether a battle of wits, contest of strength or war to win the love of a woman . . . all contests are handled in the same fashion. When one heroes, evildoers or misunderstood monsters actions are directly opposed by another's, they both roll ability checks. Each individual's ability checks are handled like any other ability check, with one exception. Instead of a DC, one individual's ability check must exceed the others to win. If the ability checks are a tie, there is a struggle but no progress is made.

SKILLS

Each skill is governed by one of the six abilities. Each hero knows all of the skills but can only be proficient in a few of them. Dependent on their race, class, feats or other features. Skill checks may be called for during game play and are handled in the same way as ability checks, because a skill IS an ability check. However, if your hero is proficient in the skill that the check is calling for, you may add your proficiency bonus to the roll.

SKILL DESCRIPTIONS

Athletics – What is best in life? . . . . To get pumped, feel the burn and here the lamentations of all the other competitors! Lifting pushing, breaking and posing shirtless to be judged are all things that would require an athletics check.

Acrobatics – Flips, tumbles, getting up from the floor with no hands and dangerous high wire acts . . . . All things require a bit of acrobatics. Some require a bit of acrobatics and a bit of insanity, I mean walking a tightrope is crazy enough . . . but what's with the no net!?!?!?

Sleight of hand – Using this skill is a great way to nab some keys to a dungeon out of an evildoers pocket without them even noticing. You know, so you can save the princess and get her out of their safely. You may be tempted to pick pocket for personal gain, but you're a hero . . . so you'll never do that! Right?

Stealth – Shhhh . . . I'm not even here . . . trust me . . . This is your skill at hiding and moving all quiet like.

Arcana – You can know magic or you can know ABOUT magic. Arcana helps you to be the person that actually knows magic, at least a little. Though does really help you cast magic, or dispel magic, or really even detect magic . . . BUT YOU DO KNOW MAGIC!

History – The past is doomed to repeat itself, even if you know about it! At least you know about it.

Investigation – With this skill you very well may be one of those meddling kids!

Nature – Some plants are medicine, some are poison, some are even good for a salad! With this skill, at least you know which is good for what.

Strength	Dexterity	Intelligence	Wisdom	Charisma
Athletics	Acrobatics	Arcana	Animal handling	Deception
	Sleight of hand	History	Insight	Intimidation
	Stealth	Investigation	Medicine	Performance
		Nature	Perception	Persuasion
		Religion	Survival	
		Thermonuclear Whatchamacallit		

Religion – There are countless faiths in the world and you know a bit about a bunch of them! Like how to tell the difference between a funerary procession and a protest. . . or a really boring parade . . .

Animal Handling – Good doggy, nice doggy . . . you don't want to bite me right doggy?!?!? All lines used by the unskilled. You however know better.

Insight – I can see through you, see your true colors and inside your ug- um… well this skill doesn't actually help in seeing through people as much as it does seeing through peoples lies & deceit. This is what you roll to oppose a deception skill. Because you are skilled at seeing a person's true colors, just not actually seeing through the person. Cause seeing through the person would require magic!

Medicine – The hip bone is connected to the leg bone. The leg bone's connected to the foot bone. The foot bones connected to the, evildoers but bone!

Perception – Can you hear that? Did you see that? I don't know yet let me roll this skill!

Survival – Ever go on a 20 minute hike only to get lost in the woods 72 days? Well if ever you do, you may need this particular skill to make it!

Deception – I swear to you it was like that when I found it!

Intimidation – If you do that again Ima' punch you in da face! Is a line you may use a lot, and this skill helps evildoers not want to get "punched in da face."

Performance – Lets dance . . . dance to the funky beat!!! Or maybe recite some poetry, nevermore and all that . . . Basically if you have an audience of some sort you may roll a performance check to recite some really good poetry, tell an awesome tale, sing a song or most importantly. . . . shake your groove thang, YEAH YEAH!

Persuasion – Don't you want to give me a good deal on that armor? How about you stop being an evildoer and come to prom? Persuasion is that skill that not only helps to get people to do what you want them to do, but gets the people to want to do what you want them to do . . .

Thermonuclear Whatchamacallit - Weather its Magnatomic, steam powered or black powdered . . . if it's got gears, gizmos, springs or a scientific chemical reaction . . . you probably know a bit about it!

Unskilled – If you are not proficient in the skill any one skill check is calling for, you may roll a normal ability check using the ability that governs the skill in question.

Skill Checks & the Narrative

All skill checks are based on a DC se by the GM. As long as a hero can succeed on that DC they succeed on the skill, or use of the skill they are attempting. For example, a creature with a 30 foot movement trying to jump over a 30 foot gap sounds very hard to do, but not impossible for a cartoon hero! So the GM chooses to make the skill check Strength (athletics) DC:25. Alternatively if the player controlling the hero decides to explain that they are partially running on a wall adjacent to the 30 gap they are trying to get over, the GM may decide that a Dexterity (acrobatics) DC:25 may make more sense.

Passive Check

A passive check is a special type of check. It's one that does not require a roll but instead treats what would normally be a roll on the D20 as a result of 10. A passive check represents a heroes average ability. This is good for speeding up game play. No

reason that the heroes should roll a perception check every 10 feet to find any secret doors, traps or passages in a dungeon right? OK there is reason, but that would just slow down the game to an utter crawl! Advantage and disadvantage work on passive checks as well. In the case of a passive check, advantage adds 5 to the total, while disadvantage subtracts 5 from the total.

Formula: 10+applicable modifiers (+/- 5 for advantage/disadvantage)

WORKING TOGETHER

When two or more heroes team up to complete a task, the hero who's leading the effort (or one with the highest ability modifier) rolls with advantage. The hero who's helping must perform a "help action" to actually grant advantage to the roll. A hero may only help if the task is one that they could normally perform alone.

Example: Trying to pick a lock requires proficiency with thieves tools. So only two heroes proficient in thieves tools can work together to open a lock.

GROUP CHECKS

Let's all grab hands and sing! Or anything else as a group. Group checks in Saturday Morning RPG are modified passive checks that a group of heroes performs as a whole. The GM may call for or determine that any one given situation may require a group check. Players may also choose to perform a group check by first all agreeing to do so. To determine the passive total for a group check is the same as determining the total for a passive check, with the leader (hero with highest ability) adding the relevant bonuses as well as adding 2 for every member of the group participating in the check. Group checks aren't meant to push a result beyond the natural maximum as much as to ensure a higher average.

Formula: Leader(10+applicable modifiers (+/- 5 for advantage/disadvantage))+2 for each member of the party

Example: Ace Blademan is really strong and has an AP2, and can break down the reinforced door barring the parties path. However Ace's player has been rolling badly. So the party decides to help Ace. The reinforced iron door requires an AP2+ and is hard to break down, meaning the DC is 20. Ace has an AP 2 and strength 16, making his passive check a13. Ace have the other 4 heroes in his party helping him, each adding 2 to the checks total. The group check to burst down the reinforced iron door is 2! The entire party working together did it!

SAVES

If your hero comes under the attack of enchanting evildoers, magical monsters and things that would like to beat you up with something other than a large weapon . . . you may need to roll a saving throw (also called a save). Your hero rolls a save to try and resist a spell, trap, poison, disease or similar threat. It's not normally the heroes choice to roll a save, typically they are forced to, to avoid harm.

To make a saving throw, roll a d20 and add the appropriate ability modifier. For example, you use your Dexterity modifier for a Dexterity saving throw. A saving throw can be modified by a situational bonus or penalty and can be affected by advantage and disadvantage, as determined by the GM. Each class gives proficiency in at least two saving throws. The priest for example gives you proficiency with Wisdom saves. As with skill proficiencies, proficiency in a saving throw lets a hero add his or her proficiency bonus to saving throws made using a particular ability score. Evildoers have proficiency in saves as well.

The Difficulty Class for a saving throw is determined by the effect that causes it. For example, the DC for a saving throw allowed by a spell is determined by the caster's spellcasting ability and proficiency bonus. The result of a successful or failed saving throw is also detailed in the effect that allows the save. Usually, a successful save means that a creature suffers no harm, or reduced harm, from an effect.

CONDITIONS

Conditions alter a creature's capabilities in a variety of ways and can arise as a result of a spell, a class feature, a monsters attack, or other effect. Most conditions, such as blinded, are impairments, but a few, such as invisible, can be advantageous.

A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't.

The following definitions specify what happens to a creature while it is subjected to a condition.

BLINDED

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

CHARMED

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

DEAFENED

- A deafened creature can't hear and automatically fails any ability check that requires hearing.
- A deafened creature is immune to thunder damage.

DOWN

- A **DOWN**'ed hero can't take actions, reactions or full round actions.
- A **DOWN**'ed hero automatically fails Strength and Dexterity saving throws.
- Attack rolls against the hero have advantage.

EXHAUSTION

Some special abilities and environmental hazards, such as starvation and the long---term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

Exhaustion Level Effect's

1. Disadvantage on ability checks
2. Speed halved
3. Disadvantage on attack rolls and saving throws
4. Hit point maximum halved
5. Speed reduced to 0
6. Death

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description.

A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example,

a creature suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks.

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.

Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

FRIGHTENED

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

GRAPPLED

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is incapacitated (see the condition).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the *INDRA'S SHOUT* spell.

INCAPACITATED

- An incapacitated creature can't take actions, reactions or full round actions.

INSANITY

Some special abilities and environmental hazards, such as piles of rotting, walking dead and the long term effects of listening to bad bard songs, can lead to a special condition called Insanity. Insanity is measured in seven levels. An effect can give a creature one or more levels of insanity, as specified in the effect's description.

Insanity level effects

1. Nervous Twitching: Twitch and jerk nervously
2. Imaginary evildoer: Lose ability to take a bonus action.
3. Phobophobic – Become *FRIGHTENED* of all evildoers.
4. Tastes like pink: Spells cost twice as much mana to cast, or four times as much mana to overcharge. *(Formula: Mana to cast spall x2. Mana to cast overcharged spell x 4)*
5. Bugging out: Become *INCAPACATATED*
6. Have a screw loose: Become *STUNNED*

7. Lost your marbles: Become *PARALYZED*

If an already "insane" creature suffers another effect that causes Insanity, its current level of insanity increases by the amount specified in the effect's description.

A creature suffers the effect of its current level of insanity as well as all lower levels. For example, a creature suffering level 2 insanity has disadvantage on ability checks and saving throws.

An effect that removes Insanity, reduces its level as specified in the effect's description, with all insanity effects ending if a creature's insanity level is reduced below 1.

Finishing a short rest reduces a creature's insanity level by 1, provided that the creature has also ingested a refreshing beverage. Finishing a long rest reduces a creatures insanity to zero, provided the creature has had some food.

GM note: Insanity should only be used in RP:MA games. When having Player character's / Heroes gain levels of insanity, you should allow them a Wisdom saving throw to resist gaining a level of insanity.

INVISIBLE

- An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

PARALYZED

- A paralyzed creature is incapacitated (see the condition) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

PETRIFIED

- A petrified creature is transformed, along with any non-magical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
- The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.
- The creature has resistance to all damage.
- The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

POISONED

- A poisoned creature has disadvantage on attack rolls and ability checks.

PRONE

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of

the creature. Otherwise, the attack roll has disadvantage.

RESTRAINED

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

SILENCED

- A Silenced creature can't speak.
- A spellcaster who uses a verbal component to cast their spells, can't cast spell while silenced.

STUNNED

- A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

TAUNTED

- A taunted creature can only attack the creature who taunted it.
- All social skills automatically fail and the Taunted creature will be driven to attack for as long as they remain taunted.
- If multiple sources Taunt the same creature, the taunted creature may choose which of the sources to attack.

UNCONSCIOUS

- An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings
- The creature drops whatever it's holding and falls prone.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

CARTOON COMBAT

It's all about stopping evildoers and protecting the innocent, but a hero sometimes needs to throw themselves in a bit of danger to do so.

ARMOR CLASS

Much in the same way ability checks require a 1D20 roll to succeed a task, attacks require a 1D20 roll to succeed. The Difficulty Class *(or target number that the attacker must meet or exceed)* to succeed an attack is the Armor Class *(or AC)* of the attacks target.

Our Saturday Morning heroes need to defend themselves as well and have an Armor Class of their own! A heroes armor class is the value given to them by their armor *(10 if they are not wearing armor)*, Plus the value of the shield (if they are using a shield), Plus their Dexterity modifier *(which may not be positive)*, Pus any miscellaneous benefits to Armor Class *(Such as the Wildman's ability to add their Awesome Power to AC)*

Armor Class = 10 (or armor value) + Shield bonus + Dexterity modifier + Miscellaneous

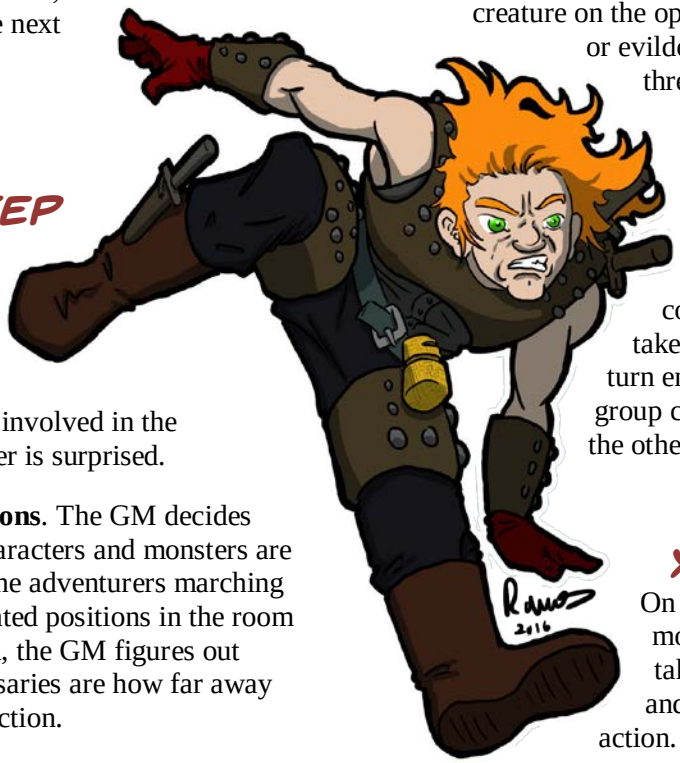
INITIATIVE

Initiative is used to find out the order of turns during combat. When combat starts, every participant makes a Dexterity check to determine their place in the initiative order (or uses their passive initiative GM's choice). The GM makes one roll for an entire group of similar evildoers, so each member of the group acts at the same time. The GM ranks the combatants in order from the one with the highest Dexterity check total to the one with the lowest. This is the initiative order, in which they act during each round. The initiative order remains the same from round to round. If a tie occurs, the GM

decides the order among tied evildoers, and the players decide the order among their tied heroes. If there's a tie between a hero and evil doer, the hero can go first.

Order of the Beat Down

A typical combat encounter is a clash between good and evil, clashing steel flashing magic and cries of victory . . . or sometimes, defeat. A combat encounter is broken into a cycle of rounds and turns. A round represents a few heated moments where split decisions have to be made. During a round, each hero and evildoer in the battle takes a turn. The order of turns is determined at the beginning of a combat encounter, when everyone rolls initiative *(or using passive initiative)*. Once everyone has taken their turn, the fight continues to the next round if neither side has defeated the other.



Combat Step by Step

1. **Determine surprise**. The GM determines whether anyone involved in the combat encounter is surprised.
2. **Establish positions**. The GM decides where all the characters and monsters are located. Given the adventurers marching order or their stated positions in the room or other location, the GM figures out where the adversaries are how far away and in what direction.
3. **Roll initiative**. Everyone involved in the combat encounter rolls initiative, determining the order of combatants turns.
4. **Take turns**. Each participant in the battle takes a turn in initiative order.
5. **Begin the next round**. When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

Surprise

A team of heroes sneak up on a camp of entrenched evildoers, springing from the trees to attack them and end their reign of terror! The heroes cross a bridge on the way to a town in need, only for a giant bridge trolls hand swing up from beneath the bridge to grab a snack. In these situations, one side of the battle gains surprise over the other.

The GM determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the GM compares the Dexterity (Stealth) checks of anyone hiding with the passive Wisdom (Perception) score of each creature on the opposing side. Any hero or evildoer that doesn't notice a threat, is surprised at the start of the encounter.

If you're surprised, you can't move or take an action on your first turn of the combat, and you can't take a reaction until that turn ends. A member of a group can be surprised even if the other members aren't.

Your Turn

On your turn, you can move up to your speed, take one standard action and possibly one bonus action.

The most common actions you can take are described below in the "Action Economy" section. Many class features and other abilities provide additional options for your heroes actions.

You may decide not to move, take an action, or doing anything at all on your turn. If you can't

decide what to do on your turn, consider taking the Dodge or Ready action.

Action Economy

When you enter combat, there are but so many things you and your fellow heroes can get done before the evil doers get a little something done as well! Here's where action economy comes into play. The actions your hero can do can all be boiled down to one of four types. The move, standard action, reaction, bonus action & full round action. Free actions are free so you know . . .

Movement

Movement is simple, your character can move from one to another a number of feet equal to their speed. You may move the entirety of your speed or on part of it. At any point during your movement, you may interrupt it to perform a free, bonus or standard action.

There are situations and circumstances that may make movement more difficult or dangerous. Such as moving through thick underbrush full of razorvines, or scaling a castle wall. These situation and circumstances may require ability checks, deal damage or halve your speed. All of which is dependent on your GM.

Being Prone

Heroes and evildoers alike, often find themselves lying on the ground. Usually because they are knocked down or because they throw themselves down. In the game, they are prone, a condition described in the conditions section.

You can drop prone as part of your movement, to move while prone, you must crawl or use magic such as teleportation. While crawling, you move at half speed.

The Big Squeeze

A hero, evildoer or misunderstood monster can squeeze through a space that is large enough for a creature one size smaller than it. So, a Large hero, evildoer or misunderstood monster can squeeze through a passage that's only 5 feet wide. While squeezing through a tight spot, the hero, evildoer or misunderstood monster moves at half speed and have disadvantage on attack rolls and Dexterity saving throws. Attack rolls against the hero, evildoer or misunderstood monster have advantage while it's in the smaller space. Unless they're both squeezed into the same tight spot, then it just gets weird.

Bonus Actions

Various class features, spells, and other neat tricks let you take an additional action on your turn called a bonus action. The Cunning Action feature, for example, allows a Thief to take a bonus action. You can take a bonus action only when a special ability, spell, or other feature of the game states that you can do something as a bonus action. You otherwise don't have a bonus action to take.

You can take only one bonus action on your turn, so you must choose which bonus action to use when you have more than one available.

You choose when to take a bonus action during your turn, unless the bonus action's timing is specified, and anything that stops you from your ability to take actions also prevents you from taking a bonus action.

Reactions

Certain special abilities, spells, situations, feats or features allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur at any time. This can happen on your turn or on someone else's. The opportunity attack, described later in this chapter, is the most common type of reaction.

When you take a reaction, you can't take another one until the start of your next turn. If the reaction interrupts an evildoers turn, that evildoer can continue its turn right after the reaction.

STANDARD ACTIONS

ATTACK

There's a time to fight and then there's a time to fight! See "bringing the pain to learn more about the various attacks.

CAST SPELL

Hocus pocus baby! Most spells take a standard action to cast, but some can be cast as bonus actions or even reaction. Find out more in the magic section.

DISENGAGE

Taking the disengage action allows your hero to move away from engaged enemies without provoking an opportunity attack.

DODGE

Taking the Dodge action grants disadvantage to anyone attacking you until the beginning of your next turn.

DASH

You may move your speed again. This is in addition to your normal movement.

HELP

You can heroic lend your aid to another hero in the completion of a task *(WORKING TOGETHER)*. When you use the help action to help out a friend, that character you're helping can roll with advantage. Helping a hero attack an evildoer in combat is actually GANGING UP on the bad guy.

HIDE

You spend your standard action to try and hide, cause it's the bravest thing you can do! Roll a Dexterity (stealth) check, success means you gain benefits. When hiding in the middle of combat, you may gain the benefit of "UNSEEN ATTACKER".

READY

Evildoers can be tricky and sometimes you want to hold back and wait for the right moment to strike. Readying an action lets you set the trigger for when you will act and how you will act. Like when James Tellingrad III knight of the first order states

" IF THE OGRE MOVES TOWARDS US, I'M GOING TO CHARGE HIM!"

SEARCH

You spend you action looking for something. Not always the best option to take in the middle of combat, but if the evildoers have an artifact that can call down ancient dragons to their aid . . . you might not want to wait till the fight is over to find something like that!

USE OBJECT

You spend your standard action to use an item . . . like a magic wand, or drink a healing potion, or better yet use the artifact of calling dragons to your aid, to call dragons to your aid!

PERFORM SECOND BONUS ACTION

When you're tied up in a heated battle against a gang of evildoers, already used your bonus action and can't figure out what to do with your standard action, worry not! In situations like those, you can use your standard action to just perform a second bonus action . . . isn't that lovely. . .

FULL ROUND ACTION

The full round action takes just that, a full round. Meaning that you may not use your movement, bonus action or standard action in the same turn you used a full round action. Certain spells and abilities (such as action surge ability or lightning speed spell) may allow you to use a standard action on the same turn as a full round action.

BRINGING THE PAIN

There are a number of standard actions that your hero may be able to take during a combat encounter. Not the least of which is the ATTACK action. The attack may come in either a melee or ranged flavor, but consumes your standard action for the round.

MELEE WEAPON ATTACK

When you take the melee attack action you roll 1D20+STR+proficiency *(if you are proficient in the weapon your using)* The target number to succeed your melee attack is the targets Armor class. Meeting or exceeding the targets armor class result in a . . . you got it, SUCCESS! Once you successfully hit with your melee weapon attack you may deal the damage listed on the weapon + your Strength modifier.

RANGED WEAPON ATTACK

When you take the ranged attack action you roll 1D20+Dexterity modifier+proficiency *(if you are proficient in the weapon your using)* The target number to succeed your melee attack is the targest Armor class. Meeting or exceeding the targets armor class result in a . . . you got it, SUCCESS! Seem like the melee weapon attack doesn't it? Once you successfully hit with your ranged weapon attack you may deal the damage listed on the weapon + your Dexterity modifier. Ranged weapon attacks made at long range, or with an enemy within 5 feet of the attacker gain disadvantage.

Spell Attack

The spell attack and the casting of the spell making the attack, are done with the same standard action. Spell attacks come in the same scrumptious flavors as weapon attacks, melee & ranged. The type and damage is dependent on the particular spell. Also the ability modifier used depends on the spell caster *(wisdom for the priest, Intelligence for the spell thief*). The roll looks like; 1d20+*(ability modifier)*+Proficiency. The type and amount of damage depends on the spell being cast. Ranged spell attacks made with an enemy within 5 feet of the attacker gain disadvantage.

Example: Thanomere the fifth level spell thief with 15 Intelligence, casts ray of frost as his standard action for the turn. He rolls a ranged spell attack roll. 1D20+5 (3 for proficiency bonus + 2 for Intelligence modifier).

The same roll would be made if Thanomere were casting shocking grasp, but that would be a melee spell attack.

Defeat Minions

There will be many evildoers, many misunderstood monsters and many, MANY minions along the heroes path. What is a hero to do with all these dozens upon dozens of minions coming at them? Refer to the MINIONS IN COMBAT section later in the chapter that's what!

Unseen Attacker

There are countless way to disappear from view, many of which are used to get away from combat safely, but sometimes Heroes, Evildoers and even misunderstood monsters like to attack from an unseen position. Or they could just be totally invisible! When Attacking an opponent that you can not see, your attack rolls gain disadvantage. That is if you can somehow discover the attackers general location. If you are the unseen attacker and attack an evildoer that can not see you, you gain advantage on your attack rolls.

Opportunity Attack

An opportunity attack may be made when a hostile moves out of your reach, or you out of its reach (reach is normally 5ft). To make the opportunity attack you must spend your reaction and roll a single melee attack against the target.

You or the hostile can avoid provoking an opportunity attack by taking the disengaged action. Others ways to avoid taking an opportunity attack is when the target teleports or someone/something moves the target without the target having to spend any of its own movement. (like if a friendly hero grabs you and pulls you out of a heated combat because they feel its time to run, the evildoer you were battling would not be able to take an opportunity attack against you.)

Two Weapon Fighting

When you take the attack action and have a melee weapon in your "Off hand" who's AP requirement is at least one point lower than your AP, you can use your bonus action to make a single attack with that weapon. Alternatively you may make an "Off hand attack" with an unarmed attack as a bonus action. You don't gain your ability modifier to the Off hand attack damage.

There are feats and features such as the Warriors two weapon fighting style that allow the ability modifier to be added to the Off hand attack's damage roll.

"Off hand attack", refers to the attack made using the bonus action.

If either of the two weapons you're wielding have the thrown property, you can throw them instead of making a melee attack with them.

UNARMED COMBAT

The bigger you are, the harder you hit! Usually . . . There are feats, class's and features that may increase your ability to deal unarmed damage. Most notably, WRESTLING MOVES! So here we have a chart letting you know how Awesome Power affects your unarmed damage output!

Awesome Power	Unarmed Damage	
	Strike Damage	Slam Damage
0.5	0+STR	2+STR
1	1+STR	4+STR
2	1d4+STR	8+STR
3	1d6+STR	12+STR
4	1d8+STR	16+STR
5	1d10+STR	20+STR
6	1D12+STR	24+STR
7	2D8+STR	36+STR
8	2D10+STR	48+STR
9	2D12+STR	60+STR
10	3D8+STR	72+STR
11	3D10+STR	80+STR
12	3D12+STR	100+STR
13	4D12+STR	120+STR
14	5D12+STR	146+STR

Unarmed damage comes in two major flavors, Striking (Strike damage) and Wrestling (Slam Damage). The bigger and/or more awesome a hero is, the more damage they can do to nasty, nasty evildoers with their punches, body slams etc..

Unarmed strikes dish out bludgeoning damage of an amount listed in the Strike damage section on the unarmed damage table.

Wrestling moves that deal damage, deal impact damage of an amount listed in the Slam damage section on the unarmed damage table.

STANDARD UNARMED STRIKE'S

Any hero can perform an unarmed strike, regardless of what part of their body they're using, The standard unarmed strikes that every hero can perform are the "Untrained" strike, Wild strike, Hammer punch/Curb Stomp & Sucker "punch".

Unless otherwise stated, an unarmed strike behaves just like a weapon who's AP requirement is lower than the heroes Awesome Power. Meaning that a hero with the Extra attack(X) feature may make multiple unarmed strikes & even attack with a single unarmed strike using a bonus action, as if an "offhand weapon".

There are other types of unarmed strikes but they may must be gained through a class or through gaining a feat/Bond, such as the Warriors Gutwrencher or the Super punch from the unchained boxer bond..

UNTRAINED STRIKE

Anyone can ball up a fist, or shove a muddy boot into an evildoers gut right? An untrained strike is sloppy and lacks form in the eyes of true martial artists, but it can sure get the job done!

An untrained strike gains no benefits & deals unarmed strike damage of an amount deciphered by the heroes Awesome Power.

SUCKER PUNCH

The Sucker punch is not a very nice way to fight, but it works! Through a bit of underhanded misdirection or just some sand thrown in the opponents eyes, the "hero" creates an opening for a sucker punch!

As a Standard action you make roll a Charisma (Deception) check with the DC being the targets Armor Class.

You gain no benefit to damage from your Strength modifier, however a thief may use their sneak attack with a sucker punch.

You instead add double your Strength modifier to your damage when dealing damage with the Hammer Punch or Curb Stomp.

Hammer Punch/Curb Stomp

You pummel down fiercely on your opponent while they are vulnerable . . . . hey they're the ones that decided to be evildoers!
You may only make a hammer punch against a prone target while you are prone & a Curb Stomp can only be used against a prone target while you are not prone.

Wild Strike

The wild strike is just that . . . a reckless and wild untrained strike, however it can dish out a bit more damage if it actually manages to land. When attacking with a Wild strike, gain disadvantage to the attack roll but deal unarmed strike damage as if your Awesome Power were 2 points higher.

Grappling

Grapple

Sometimes you don't need the fancy magic, or the shiny weapons, sometimes you just need to get a hold of your enemy. . . . and that's a GRAPPLE! You may use a grapple in place of one of your melee weapon attacks, normally you only get one attack, but if you have the extra attack class feature you may grapple with someone in place of one of those attacks (or with all those attacks if you really like to grapple). To grapple you need only have a single free hand, meaning that you can attack an evildoer you're grappled with your other hand, or have 2 evildoers grasped in your clutches at once.

A grapple check is an opposed check, the grapplers Strength (athletics) versus the defenders Strength (athletics) or Dexterity (acrobatics) defenders choice. If the Awesome Power of the grappler is one or more points higher than the defender, the grapple check is automatically successful. If the Awesome Power of the grappler is one or more points lower than the target, the grapple check is automatically a failure.

A grappled creature may attempt to break a grapple on their turn by sacrificing one of their attacks to roll an opposed grapple check. If a grappled creature is incapable of breaking a grapple by rolling grapple checks (because of I don't know . . . having a lower Awesome Power) . . . There are ways to break a grapple that don't require grapple checks to be made, such as bringing the opposed grappler to zero Hit Points or forcing movement. If one of the creatures engaged in a grapple if forced to move (such as from Indra's shout spell or the Storm Priests, strength of storms feature). The next fun way to escape a grapple is by teleporting, or being teleported away from the big meany grappling you. However Gliding (Earth glide, Shadow glide etc.) is a teleport based off of your speed and while you have the grappled condition your speed is reduced to zero, rendering you unable to teleport in this fashion.

Once you have a target grappled and at your mercy you can attack them with any remaining attacks, drag them around (at half your speed), or perform any other action that requires the target be grappled *(such as wrestling moves).*

Ganging Up & Grappling!

Normally when trying to grapple (or break a grapple) with a target that has a higher Awesome Power, you would automatically fail. There is always however the option ganging up on that

target! When you gang up in a grapple you add the Awesome Power of all the participants ganging up.

If the AP of the target and the total AP of all the opposed participants are equal, the group ganging up count as having a group check for their opposed Strength (Athletics) check. Effectively setting the DC for the evildoers grapple check. If the AP of the target is lower than the total AP of all the participants ganging up than the target automatically fails the opposed grapple check and is grapple.

There is a very limited move set that a group of grapplers ganging up on a single target may perform.

- Move the target (at half the speed of the slowest participant)
- Takedown the target
- Break the grapple on an ally

All participants ganging up must be no smaller than one size category smaller than the target. Let's face it folks, several heroes ganging up and grappling a titans pinky finger is probably not going to get much of anything done. However adding tools such as nets, ropes, harpoons etc. may let our brave heroes grapple with the truly massive targets, upon GM's approval of course.

GM's feel free to insert evil laugh here….

WRESTLING

It's not the prettiest, but some easy wrestling moves can be effective. To perform a wrestling move, you must first have the target grappled. Once you have a target grappled you may perform a wrestling move in place of attacking with a weapon or unarmed strike. Meaning that a 5th level Warrior *(or any other hero with the extra attack feature)* can grapple an evildoer with one attack and suplex the creature with the second attack.

Some wrestling moves may only require a single free hand, but a lot of them need both hands available to perform. So the type of wrestling moves will dictate whether the hero need to have both hands or only a single free hand to bring the pain to a grappled bad guy.

Much in the same way there are standard unarmed strike that every hero can perform, there are sever standard wrestling moves that every hero can perform & a slew of extra wrestling moves that can be obtained via class features, feats and bonds (such as the Lariat & ground and pound).

THROW

- Requires 2 hands or 1 hand to throw creature one or more size categories smaller than you.
- You may only perform this move on creature's no more than one size category larger than your character.
- Roll a grapple check. Failure=end grapple. Success = Throw target to floor or AP x 5ft away & end grapple. Target is now prone.

SUPLEX

- Both hands are required to perform this move.
- You may only perform this move on creatures no more than one size category larger than your character.
- Roll a grapple check. Failure=end grapple. Success = Suplex target to the ground dealing unarmed Slam damage & ending the grapple. Both you and the target are now prone.
- Treat your Awesome Power as 2 points higher when dealing unarmed Slam damage with a Suplex.

TAKEDOWN

- Only one hand required.

- Roll a grapple check. Failure= nothing happens, grapple continues. Success = Both you and the target are now prone.

SLEEPER

- Both hands are required to perform this move.
- You may only perform this move on creatures no more than one size category smaller or larger than your character.
- You and the target must both be prone.
- Roll a grapple check. Failure=end grapple. Success = You put the target to sleep (unconscious) a number of rounds equal to your Strength modifier plus your Awesome power *(minimum 1 round)*.

MARTIAL ARTS

Martial arts greatly expand on the possibilities of unarmed combat & even blending unarmed and armed combat. So keep an eye out for the martial artist . . . . **Coming Soon** . . .

CLIMB A GIANT CREATURE

Sometimes you just can't wrestle with an evildoer, they're just to dang big! But you may want to start climbing giant enemies. Climbing a giant creature is a very dangerous prospect, but sometimes you need to climb up to reach that gem of power in its head, or maybe you want to climb up to poke it in the eye . . . Just be careful that they don't swat you away once you become too annoying.

You may start climbing a giant creature, if that creature is 2 or more size categories larger than you. If the enemy you're trying to climb is big enough, roll a Hard Strength *(Athletics)* check as part of your movement. Some situations or giant enemies may make it more difficult to climb them, such as being covered in slime or fighting in a rainstorm. The giant creature may try shaking you off as a bonus action on its turn, forcing you to make another Strength *(Athletics)* check. Alternatively it can grapple you and toss you away, or simply just swat you like the fly you are *(gaining advantage on their attacks rolls if doing so*).

A successful Strength (athletics) check allows you to Climb the giant creature at half your base speed. A failure on the check results in you falling, unless you spend your standard action to cling tightly on.

Alternatively, a hero may use a FULL ROUND action to climb a giant creature. If doing so, they may move up the giant creature half their speed without the need to roll a check. However if your GM has a particularly evil GM's hat . . . they may rule that it takes the FULL ROUND action even to have a chance to roll the check . . . . don't be mad at your GM . . . it's the evil hats fault!

GANGING UP

Really large, really powerful, really tough evildoers will not simply fall to the swords and spells of any one hero. Even a group of heroes will have a hard time. So, when in doubt, don't play fair!

Ganging up in melee is a special melee attack action. To gang up on a target, all participating heroes must hold their action (waiting to get the gang up on!) & one hero in the "gang up" must be nominated as the attacker. The attacker is going to be the one attacking and damaging the target. The attacker must *START* their turn adjacent to the target, while all other participating heroes must *END* their turn adjacent to the target prior to the attackers turn to benefit from the gang up. After an attacker is nominated, participating heroes must spend a standard action to "gang up". They should describe what they are doing to "gang up" on the target. When the attacker takes attack action and attacks with a melee attack *(this may with a melee weapon, improvised weapon or an unarmed strike)*, they gain advantage on the attack rolls and additional damage equal to the number of heroes ganging up multiplied by the heroic tier.

Hirelings, Followers, Pets &/or Companions may not take part in the same Gang up action as heroes, because they'd probably just get in the way. However Hirelings can perform their own Gang up upon the GM's discretion. The only Exception to this is the Marshals "**follow me lads**!" maneuver.

FORMULA: ATTACKER TAKES ATTACK ACTION AND ATTACKS WITH A MELEE ATTACK, THEY GAIN ADVANTAGE+ (HEROIC TIER X PARTICIPANTS) DAMAGE.

EXAMPLE: A GROUP OF FIVE FAMOUS HEROES DESPERATELY BATTLE A DRAGON. THE DRAGON IS PROVING TO BE A DIFFICULT ENEMY, ITS SCALES DEFLECTING BLOW AFTER BLOW. THE GROUP OF HEROES DECIDE TO GANG UP ON THE DRAGON. ALLOWING THE WARRIOR'S TWO ATTACKS TO BE MADE WITH ADVANTAGE. THE WARRIOR HAD A STRENGTH SCORE OF 18 AND WIELDS A REALLY BIG SWORD. WHEN THE WARRIOR HITS THE DRAGON, HE WILL DEAL 2D6+16 DAMAGE. ((2D6 FOR THE WEAPON + 4 FOR HIS ABILITY MODIFIER + 12 FOR THE 4 TIER THREE HEROES HELPING HIM GANG UP ON THE DRAGON))

COVER

Walls, trees, big animals and many other things can be considered cover. Hiding behind cover may not be the most heroic thing, but it may be one of the smartest things you can do during combat. If anything that may be considered as cover is siting directly in between a hero, evildoer or misunderstood monster, than they may benefit from cover. There are 3 types of cover . . .

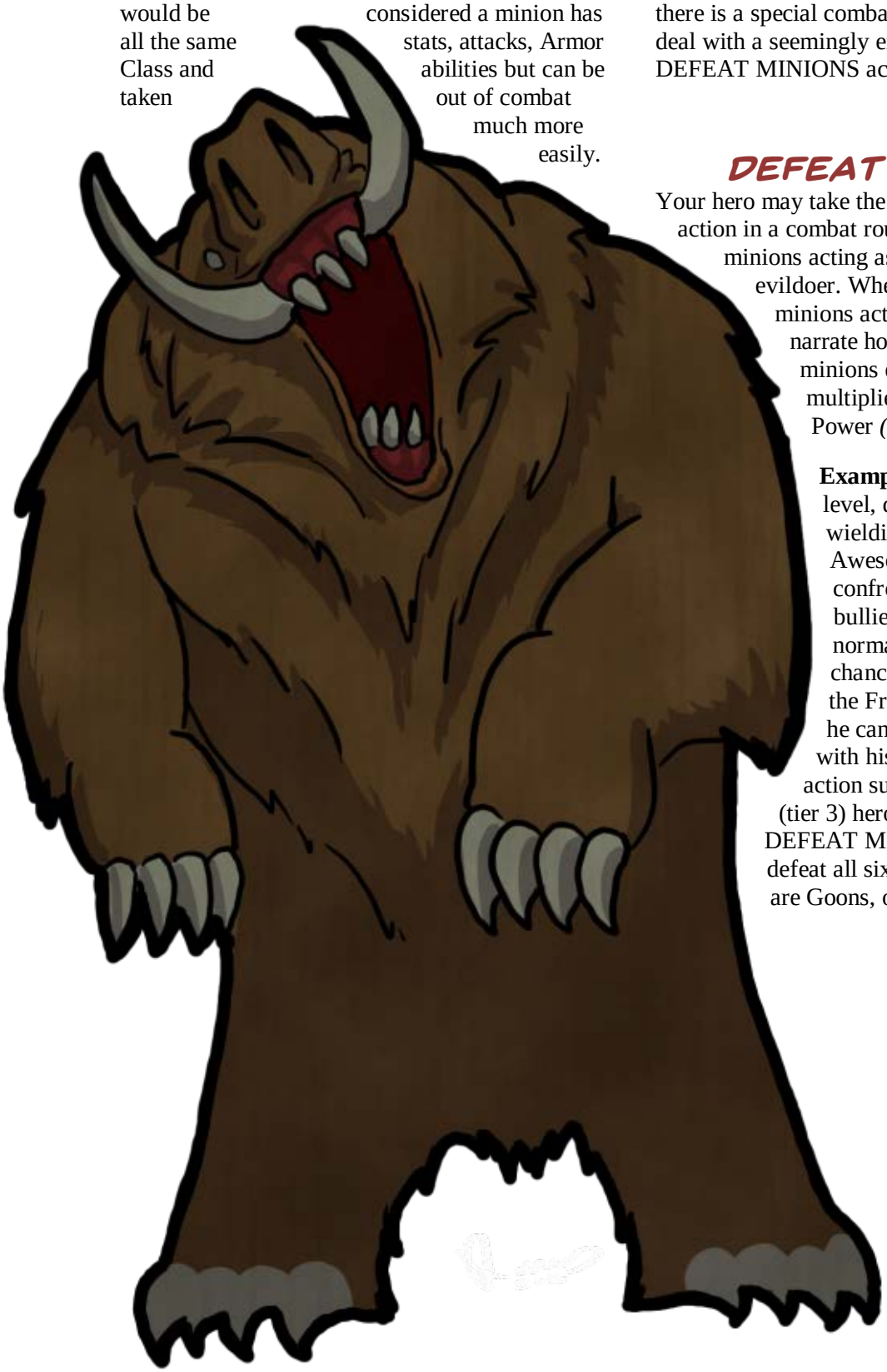
- **Light cover**: +2 Armor Class, if you or the target is about 50% behind cover.
- **Medium cover**: +5 Armor Class, If you or the target is mostly behind cover.
- **Heavy Cover**: If you or the target is totally behind cover, they can't be attacked.

MINIONS IN COMBAT

Real heroes embark on increasingly epic journeys, battling big and stronger evildoers as they do. However some evildoers aren't so much stronger, as they are smarter and in command of droves of minions! Those types of evildoers tend to think that the problem of a hero can be solved if you throw enough minions at them . . . and so they do. Throw a lot of minions at heroes. They don't even care what happens to them!

Minions in combat is a special rule that lets you as the GM throw much more at the party of heroes than they think is fair. Minions are used as cannon fodder, they are there to make the heroes waste their abilities, tire them out and ultimately overwhelm them, all while simultaneously making them feel powerful.

Any animal, beast, evildoer or misunderstood monster can become a minion. A minion is simply any enemy in the bestiary whose tier of villainy is lower than the player's heroic tier. An enemy that would be considered a minion has all the same stats, attacks, Armor Class and abilities but can be taken out of combat much more easily.



If a minion suffers any damage, from any source, they fall, are down & out and can no longer threaten the heroes. To better represent the exponential growth of a players hero character, there is a special combat action they may take to deal with a seemingly endless tide of minions, the DEFEAT MINIONS action.

DEFEAT MINIONS

Your hero may take the defeat minions, standard action in a combat round to dispatch of the pesky minions acting as a roadblock to the real evildoer. When taking the defeat minions action, you may descriptively narrate how you defeat a number of minions equal to your heroic tier multiplied by your Awesome Power *(rounded up)*.

Example: Ace Blademan, a sixth level, dual massive sword wielding warrior with an Awesome Power of two is confronted by six Frost goblin bullies. Ace can make his attacks normally and there is a good chance he will his and damage the Frost goblin bullies, however he can only defeat three of them with his attacks, five if he uses his action surge. Now if ACE a level 6 (tier 3) hero with an AP of 2 takes the DEFEAT MINIONS action he can defeat all six Frost goblin bullies. Who are Goons, or tier 2 villains.

DAMAGE & HEALING

Ouch, DON'T TOUCH IT! Battling evil doers can hurt . . . A LOT!

HIT POINTS

Also known as HP, are a measure of your toughness and ability to withstand damage. Having your Hit Points reduced to half or lower means your BEAT UP. If you drop to zero HP, refer to HEROES NEVER DIE!

TEMPORARY HP

Non- permanent Hit Points that you can't regain via rest and healing. Heroes, evildoers and misunderstood monsters can gain Temporary HP from magic or special features only. Temporary HP is not cumulative, it doesn't stack and you may only benefit from the last (or highest) amount of Temporary hit points granted to you.

CRITICAL MISS

A critical miss is a roll of 1 on a D20 is a no good totally horrible thing! It always results in a failure and depending on the GM may have additional effect. Such as dropping of a weapon or the loss of Ammunition etc.. Otherwise known as a natural 1.

CRITICAL HITS

Critical hits are attacks that deal massive amounts of damage. Rolling a natural 20, on the D20 while attacking results in a critical hit. The damage you deal with a critical hit equals an amount to the normal damaged rolled plus an additional amount equal to the maximum possible damage that can be rolled.

Example: Ace Blademan, has a Strength score of 16 rolls a natural 20 with his massive sword. Ace deals 37 points of damage. Rolling 13 (3d8+3) & adding 24 (max of 3D8).

There are some feats, features and spells that modify how Critical hits are handled. Such as the half orc's ***Upside your head*** racial feature, or the heroic warriors ***Improved critical*** class feature. The feats, features and spells supersede the normal critical rules.

DAMAGE TYPES

- **Acid**: It's the melty, melty stuff that melts stuff.
- **Awesome Damage**: The type of damage that makes you hate your GM.
- **Bludgeoning**: Blunt force, like a fist to the face, or hammer, or . . . tree . . .
- **Cold**: Instant frostbite anyone?
- **Fire**: GREAT, for cooking meals, not so great when cooking you!
- **Force**: Pure magical ouchies.
- **Impact**: Falling hurts!! So does other types of impact damage.
- **Lightning**: Lightning bolts hurt like nobodies business and so does everything else that deals lightning damage!

- **Necrotic**: This is some nasty stuff. I won't even get into the details, believe me . . you don't want me to!
- **Piercing**: The type of damage dealt to a pin cushion, the cushion can handle it . . . can you?
- **Poison**: Hemlock, Belladonna and other nasty nastiness . . . Including really bad breath, eew.
- **Psychic**: Remember scanners? . . . NO!?!? Am I really that old? Well, if you start to feel pain and your nose begins bleeding . . . you just took psychic damage!
- **Radiant**: Holey, yup I said Holy damage! So make sure you're on the up and up and totally pure of heart and all.
- **Slashing**: Usually dealt with a sharp blade, all manner of cuts, chops gashes and other not niceities are slashing damage.
- **Thunder**: If you can get loud enough, you can do damage! Thing is loud enough, is really, really loud.

IMPACT DAMAGE

Falling from up high or being tossed a great distance may result in impact damage. Whether or not impact damage is suffered is dependent on the GM. The rule of thumb is if a hero, evildoer or misunderstood monster moves at least 10ft. and comes to a violent abrupt stop . . . they are probably going to be suffering impact damage. How much impact damage? Well, 5 damage for every 10ft moved before the sudden stop of course!

ABILITY SCORE DAMAGE

There are ways to deal damage to a heroes ability scores, which is not nice to say the least. There are two ways ability scores take damage, temporary ability damage and permanent ability damage. Permanent damage is permanent, so sorry. Temporary damage can be recovered however, through the use of magic items, spells or simple rest. To restore 1 point of temporary ability score damage requires a long rest. If multiple ability scores are damaged, the hero can recover only 1 to one ability score per long rest.

A heroes ability scores reaching zero is disastrous. A hero can't function with an ability score of zero, regardless of which score it is. The moment an ability score reaches zero, the hero falls into a deep slumber and can't awake until the ability score that is zero is somehow raised. In this slumber, temporary ability damage can't be healed without some form of magic.
RP-MA variant: When an ability score reaches zero, the hero dies.

DAMAGING TEMPORARY SCORES

When a hero/player character receives ability score damage to a temporarily raised ability score, the damage is "taken off the top". Meaning that if their boosted/raised ability score is damaged, but not lowered to below their actual ability score, when the effect that raised their ability score ends and they revert to their normal ability scores, the damage ability score will not have taken any damage.

EXAMPLE: Demitri Francke normally has a Dexterity score of 14, but while in his werewolf form it's raised to a 17. If Demitri receives 2 points of ability damage (permanent of temporary) lowering his Dexterity score to 15 while in werewolf form and later returns to human form, his normal Dexterity Score will still be 14.

AWESOME DAMAGE

Awesome damage is a very specific type of "ability score damage". To represent the utter power of siege weapons, Gimantic uber big badies and falling from ungodly high heights . . .we use Awesome damage. When an attack deals "Awesome Damage" it's dealing temporary Constitution damage. Unless the attack that is dealing the "Awesome Damage" was a critical hit, than the Constitution damage is PERMINANT! . . .Ouchies . . .

Awesome damage can come from a number of sources, such as large siege cannons, god level weapons or even a greater dragons breath weapon . . . but we won't go there. . . right? . . . No, seriously, you don't want to go there . . . awe, c'mon, it's a dragon . . A FREAKING DRAGON!?!?!!??

AWESOME DAMAGE & FALLING

While most damage from falling, or coming to a violently abrupt stop, is dealt as impact damage (5 damage for every 10ft.), falling can result in Awesome Damage in addition to the Impact damage received. A Creature takes 1 Awesome Damage & 50 Impact Damage for every 100ft. fallen Or 100 feet they move in a round before coming to an abrupt stop.

AWESOME DAMAGE BY SIZE

Another way that Awesome Damage is dealt is by getting hit with a single target melee attack by an attacker that is WAY LARGER than you are, cause y'know, size matters. To see how much Awesome damage is dealt by simply being "the bigger man", see the table below.

TERMINAL VELOCITY

This is about how fast a thing can fall and no faster. A creature, item or anything really, can fall no faster than 1,000 ft. every round.

VULNERABILITY, RESISTANCE & IMMUNITY

Some heroes, evildoers and misunderstood monsters react to specific types of damage differently. Some are weak against lightning, others can be hit with fire without wincing and others still may be able to bath in acid as a recreational past time!

VULNERABILITY

A target takes double damage from a type it's vulnerable to.

RESISTANCE

A target takes half damage from a type its resistance too.

IMMUNITY

A target takes no damage from a type its immune too. Some targets may even heal from it.

AWESOME DAMAGE DEALT BY SIZE

Victims Size / Attackers size	Small	Medium	Large	Huge	Gargantuan	Colossal	Titanic	Momentous
Infentesimal	1D4	2D4	3D6	4D12	Squished	Squished	Squished	Squished
Miniature	-	1D4	2D4	3D6	4D12	Squished	Squished	Squished
Tiny	-	-	1D4	2D4	3D6	4D12	Squished	Squished
Small	-	-	-	1D4	2D4	3D6	4D12	Squished
Medium	-	-	-	-	1D4	2D4	3D6	4D12
Large	-	-	-	-	-	1D4	2D4	3D6
Huge	-	-	-	-	-	-	1D4	2D4
Gargantuan	-	-	-	-	-	-	-	1D4

DAMAGE REDUCTION

There are a few items, abilities feats and spells that will allow your hero to entirely ignore a small portion of damage.

Think of damage reduction as the baby of damage resistance and damage immunity. A hero with damage resistance may not be immune to damage, but may be able to reduce incoming damage entirely. . . . if they're lucky.

Damage reduction is always to a specific listed type of damage in the same way as damage resistance and damage immunity and has a specific value as to how much of the damage type is reduced.

EXAMPLE: DEMITRI, A HUMAN WITH AWESOME POWER OF 1, WEARING HEAVY ARMOR WITH THE ARMOR MASTER FEAT, MAY REDUCE ANY INCOMING BLUDGEONING, PIERCING OR SLASHING DAMAGE BY 3 POINTS.

If a hero, evildoer or misunderstood monster happens to have both damage reduction & damage resistance to the same type of damage, you first apply the damage reduction & then apply the damage resistance.

Damage Reduction may also be referred to as "**DR**"

RESTING

The threat of evil is constant but even the most heroic of heroes needs to take a time out. Whether it is to take a breather, heal up, recharge their magic or they want a snack. Depending on necessity and the situation at hand, heroes may take one of two types of rest. A short rest, or a long rest.

SHORT REST

A five minute breather and a refreshing drink is all you need. To benefit from a short rest, you require at least five minutes of down time and a refreshing beverage, usually some water *(or other beverage)*. You consume the entire contents of the waterskin during the rest. If you have no "refreshing beverage" to drink during the short rest, you do not gain any benefit from a short rest.

When you stop to take a short rest, you can regain the use of feats, features and spells that are able to be recharges upon a short rest. You may also spend any number of recoveries to heal. The amount healed per recovery and maximum recoveries are dependent on your class.

You may benefit from no more short rests than you have heroic tiers before requiring a long rest.

LONG REST

You need 8 hours of rest and a decent meal. To benefit from a long rest, you require at least eight hours of rest and a full days meal, usually ration. You consume one ration or the equivalent of one full day's meal during the rest. If you have no "food" to eat during the long rest, you do not gain any benefit from the long rest.

When you stop to take a long rest, you can regain the use of all feats, features and spells that are able to be recharged upon a long rest. You also fully heal, regaining all lost Hit Points. If you have any levels of exhaustion you may remove one level of exhaustion per long rest. Additionally you may spend EXP from your Heroes EXP bank to LEVEL UP.

HEROES NEVER DIE!

You know what the great thing is about those old Saturday morning cartoons was? They were full of big action, bigger explosions, massive monsters, high tech goodies and mystical swords that granted really cool powers! What can be better than that? Well, the fact that you could always count on your favorite heroes being around to stop the evildoers no matter what. No matter how hard the evildoer tried, no matter what precarious predicament the hero got themself into. You could always count on them to be there battling even more evildoers next week.

To represent this, the death mechanic has been totally removed in Saturday Morning Tabletop. You know, because heroes never die right? In place of the normal death mechanic we have the DOWN & OUT mechanic. The following is an explanation on what this rule changes, how it affects the game and the flow of combat encounters.

With death removed from the game it becomes more friendly to a much younger generation. With access to a younger generation, we can use this as a tool to reinforce notions of good and evil, empower our children, teach them responsibility, creative problem solving and most importantly . . . recruit more great creative minds into the hobby we love! Don't think that this is only for the younglings, the challenges can easily be ramped up and for a more mature flavor to the game feel free to implement death as part of the narrative.

DOWN & OUT

When a hero/character is brought down to zero HP, they go **DOWN**, but they aren't out!

When a character goes **DOWN**, they need to roll an unmodified D20. On a 10+ the hero succeeds and **GETS BACK IN THE FIGHT**, on a 9 or lower the hero fails. Taking damage when you're **DOWN** counts as failing a save. Three consecutive failures and your ***DOWN & OUT!***

When a hero is **DOWN & OUT**, They fall Unconscious but all hope is not lost! With the aid of magical healing Or a few good slaps across the face from an ally, they can continue fighting the good fight. Magical healing raises the heroes HP above 0. The amount above 0 is dependent on how much healing is done *(depending on the healing spell used and the amount rolled on the die).* A hero who gets healed after being **DOWN** or **DOWN & OUT** does not gain any of the benefits or setbacks of **GET BACK IN THE FIGHT**.

However any preexisting levels of **HAGGARD** gained from **GET BACK IN THE FIGHT** remain.

When a hero is **DOWN & OUT** they aren't dead. Even if the rest of the heroes fail the quest and run away. When you're **DOWN & OUT**, it just means that you're in dire need of rescue! The villain, Ghost, Monster or whatever evildoer that got your hero **DOWN & OUT** may have you captive,

possessed or is using your **DOWN & OUT** hero for some other nefarious thing. Other heroes may quest to save you. Meaning you don't have to lose your character & may even use your new lower level character to save the one you really want to play! We all had our favorite cartoon heroes and were so happy when their friends showed up to help them out of a tight spot.

GET BACK IN THE FIGHT

Getting back up and battling evildoers so soon after going DOWN isn't an easy thing. Even for our heroes. A **DOWN**ed hero that **GET's BACK IN THE FIGHT** adds one level of **HAGGARD** and gains HP equal to their beat up thresh hold. Gaining a second or even third wind is hard enough, but as long as a hero hasn't reached maximum levels of **HAGGARD**, they may continue to **GET BACK IN THE FIGHT**. After showing such determination and resolve, they're at the end of their rope. If they get brought to zero HP while they have max levels of **HAGGARD**, they become **DOWN & OUT**!

YOU'RE FINE!

A good hero never works alone. When a hero becomes **DOWN**, another hero can help them **GET BACK IN THE FIGHT**. Preform a **YOU'RE FINE** action on an adjacent ally & they automatically succeed their **DOWN & OUT** save. They GET BACK IN THE FIGHT as normal. Performing a YOU'RE FINE action on an adjacent ally who has max **HAGGARD** levels and is **DOWN & OUT** allows them to **GET BACK IN THE FIGHT,** but instead of gaining a level of **HAGGARD** they gain a level of **EXHAUSTION**.

HAGGARD

Getting BEAT UP and knocked DOWN when battling evildoers can take a serious toll on our intrepid heroes! Rarely can you count our heroes DOWN & OUT however. Whatever it takes, no matter deep down they have to dig . . . they will do their best to GET BACK IN THE FIGHT. Doing so takes a lot out of our heroes and each time they GET BACK IN THE FIGHT, they also gain a level of HAGGARD. All levels of HAGGARD are removed at the end of an encounter. Each hero can gain a number of HAGGARD levels equal to their heroic tier, before becoming DOWN & OUT.

EXAMPLE: *AT THE UNKNOWN HERO TIER, A HERO MAY GET BACK IN THE FIGHT ONCE. AT THE FAMOUS HERO TIER A HERE CAN GET BACK IN THE FIGHT A TOTALLY OF THREE TIMES WITHOUT RISK OF BECOMING EXHAUSTED.*

WHEN GOOD GOES BAD

This is a note for a GM. When a hero becomes DOWN & OUT and there's no one to rescue them, now one who wants to or tries to rescue them they may become evildoer's. When a hero becomes a evildoer, they may be a mere puppet to a bigger evildoer or simply out for revenge. They may even still think that they are heroes but their heroics come at too high a price. Maybe they're just mind controlled. Whatever the reason, as the GM I encourage you to use your players heroes against them if the players abandon them. The good guy going bad is an old story and one that's still around. For a good reason too! Maybe the hero turned evildoer come back to battle their former friends and allies only to realize their misdeeds after being defeated. You're the GM, so WHEN GOOD GOES BAD have fun!!

BEAT UP

Well, Saturday morning cartoon heroes don't die, I mean . . . of course not . . . but, they often do get BEAT UP. It's more or less part of the job. Evildoer's tend to not be very nice and have that bad habit of wanting to fight back. Many times they fight dirty! Now when I say fight

dirty I mean really DIRTY!! You ever been mobbed by goblins? I'm telling you, it aint pretty.

Getting BEAT UP is part of the life of every Saturday morning cartoon hero and as such, part of this book.

BEAT UP THRESHOLD

The BEAT UP threshold is the point at which your character counts as being BEAT UP. To find out what your characters BEAT UP THRESHOLD is, divide your max HP in half *(rounded up)*. When you character falls to half health or lower, your character is then BEAT UP. Falling into this state does nothing on its own besides represent the state at which your hero is officially having a hard time overcoming the evildoer's in a fight and probably gasping for air or missing more than a few teeth. However becoming BEAT UP may make you vulnerable to certain enemy attacks, but it may also activate certain Racial/class Features & Feats.

Depending on whether your character actually has these Features or Feats. Of which will be included in this and future Saturday Morning Tabletop books.

BEAT UP & EXHAUSTED

Having 5 levels of exhaustion reduces your max HP by half. What does that mean when it comes to getting BEAT UP? Simply put you count as being BEAT UP at all times and can't exit that state until you rest long enough to remove your fifth level of exhaustion.

Example: if you have 30 HP max, you become BEAT UP once you fall to 15 HP or lower. If you have 5 levels of exhaustion your HP can go no higher than half, in this case 15 HP. Since that is equal to your BEAT UP threshold, you count as being BEAT UP until that level of exhaustion is removed.

EVILDOER TOOLKIT

This section is only for the menacing, the maniacal, the megalomaniacal . . . . this section is for the GM! Here is the evildoer toolbox, a place full of goodies to force your group of puny heroes to fight. Below you can find 3 tables rating general size/power of evildoers up to 12th level. The tables only go up to 12th level because when players become able to fight adversaries with some familiarity, they should be facing the more elaborate evildoers that can be found in current and future adventure supplements. Following the 3 tables of power, the evildoer traits table with 40 different traits to use in customizing your evildoers & a selection of movement and sense abilities.

When using evildoers of higher level take into account that their damage may be dealt via multiple attacks per round or through legendary actions. A 12th level evildoer from table 2 for example deals 42 damage per round, and this can be done as 2 separate attacks each dealing 21 damage per hit.

Also when using the tables to design your evildoers feel free to mix stats from the 3 tables to more accurately suit the type of evildoer you are trying to make. For an example of this refer to the ***Shivash*** monster at the end of this section.

TABLE:1 - WEAK / SMALL-MEDIUM EVILDOERS

Tier of Villainy	Level	Attack Bonus	Ability Save DC	Attack Damage	AC	HP	Beat UP	Save Bonus
Whelp (0)	0	+2	10	3	10	1	-	+0
Lackey (1)	1	+2	10	5	11	5	3	+0
	2	+2	10	7	12	7	4	+0
	3	+3	11	9	13	9	5	+0
Goon (2)	4	+3	11	10	14	11	6	+0
	5	+3	11	12	15	14	7	+2
Rival (3)	6	+4	12	14	16	18	9	+2
	7	+4	12	16	16	23	12	+2
	8	+4	12	18	16	27	14	+2
	9	+5	13	20	17	36	18	+2
	10	+5	13	22	17	45	23	+3
Adversary (4)	11	+5	13	24	17	54	27	+3
	12	+5	13	26	18	72	36	+3

TABLE:2 - STRONG/MEDIUM-LARGE EVILDOERS

Tier of Villainy	Level	Attack Bonus	Ability Save DC	Attack Damage	AC	HP	Beat UP	Save Bonus
Whelp (0)	0	+3	12	5	14	10	5	+0
Lackey (1)	1	+3	12	7	15	17	9	+0
	2	+3	12	9	16	26	13	+0
	3	+5	14	11	17	35	18	+1
Goon (2)	4	+5	14	14	18	44	22	+1
	5	+5	14	17	19	62	31	+1
Rival (3)	6	+7	16	20	20	80	40	+2
	7	+7	16	23	20	98	49	+2
	8	+7	16	26	21	126	63	+2
	9	+9	18	30	21	162	81	+3
	10	+9	18	34	22	198	99	+3
Adversary (4)	11	+9	18	38	22	270	135	+3
	12	+11	20	42	23	342	171	+4

TABLE:3 - POWERFUL/LARGE-HUGE EVILDOERS

Tier of Villainy	Level	Attack Bonus	Ability Save DC	Attack Damage	AC	HP	Beat UP	Save Bonus
Whelp (0)	0	+3	13	9	14	41	21	+1
Lackey (1)	1	+3	13	10	15	54	27	+1
	2	+5	15	14	16	72	36	+2
	3	+5	15	21	17	90	45	+2
Goon (2)	4	+7	17	28	18	108	54	+3
	5	+7	17	36	19	144	72	+3
Rival (3)	6	+9	19	42	20	180	90	+4
	7	+9	19	56	20	216	108	+4
	8	+11	21	76	21	288	144	+5
	9	+11	21	100	21	360	180	+5
	10	+13	23	116	22	432	216	+6
Adversary (4)	11	+13	23	140	22	576	288	+6
	12	+15	25	180	23	720	360	+7

EVILDOER SENSES

Being able to see hundreds of feet in the bright daylight across a clear field is all well and good, but how many evildoers are going to let you see them coming? Any good evildoer is going to try and defeat a hero by any means they can and . . . . being able to see in places where a hero can't is a good place to start.

When crafting the minions, maniacs & masterminds you plan at chucking at your players, consider adding a special "sense". Even only if for role playing purposes. An evildoing orc war boss may only have the same darkvision on an orc hero, but it may be why the orc war boss wages war against humans at night? Keep in mind that some of these senses should come with a limiting range at which they should work, what this range is entirely up to you when you first craft these evildoers and should depend on the theme of the evildoer.

DARKVISION

Requires a Bonus action to activate or deactivate. Treat darkness as bright light and bright light as darkness. Dim light remains unchanged.

NIGHT VISION

Requires a Bonus action to activate or deactivate. Treat dim light as bright light, darkness as dim light and bright light as darkness.

LOW LIGHT VISION

Always active, the ranges for bright & dim light are doubled. Example: a candle sheds bright light out to 5ft. radius & dim light 5ft. beyond that. A creature with low light vision will be able to see as if it were a 10ft. radius of bright light and dim light out to 10 ft. beyond that.

BLINDSIGHT

You know the location of every living and non-living thing out to the listed distance (the distance chosen upon evildoer creation). Lighting conditions, cover and concealment do not affect your vision. However there may be a limit to how a creatures blindsight works, such as the reliance on sounds or smells (dependent upon the GM).

TREMOR SENSE

You know the location of every living and non-living thing that moves along any hard surface you're in contact with out to the listed distance (the distance chosen upon evildoer creation). Lighting conditions, cover and concealment do not affect your vision.

LIFE SENSE

Requires a Bonus action to activate or deactivate. You know the location of every living thing out to the listed distance (the distance chosen upon evildoer creation). Lighting conditions, cover and concealment do not affect your vision.

EVILDOER MOVEMENT

The hills are alive, with the sound of moooovement!!! Walking is by far not the only way to get around and listed below are some fun alternate methods of movement to give your evildoers and surprise your players with. The base move speed is 30ft. a round, but you can feel free to change this upon evildoer creation to fit the theme of your weapon against those puny heroes!

FLY SPEED

The speed at which you can fly through the air. Like a bird . . . . or helicopter.

SWIM SPEED

The speed at which you can move through water without a "swim check".

CLIMB SPEED

The speed at which you can climb vertical surfaces without a "climb check".

BURROW SPEED

The speed at which you can dig through earth and stone. Leaving a tunnel in your wake large enough for any other creature of your size category to walk through. ***(the tunnel may or may not cave in at the GM's discretion.)***

(ELEMENT) GLIDE

As part of your move action you may step into and out of a specific element, acting as a teleport limited by the type of element of the glide. The total distance of the glide may not exceed the creature's base movement. The total distance moved with or without the glide may not exceed the creature's total movement.

EXAMPLE (A): EARTH GLIDE; GAIN THE ABILITY TO STEP INTO ONE AREA OF EARTH (DIRT, GRASS, MUD, CLAY ETC.) AND OUT OF ANOTHER AREA OF EARTH (DIRT, GRASS, MUD, CLAY ETC.) WITHIN THE CREATURE'S MOVEMENT (USUALLY 30FT).

EXAMPLE (B): FIRE GLIDE; GAIN THE ABILITY TO STEP INTO ONE FIRE (EITHER NON MAGICAL OR MAGICAL) AND OUT OF ANOTHER AREA OF FIRE (EITHER NON MAGICAL OR MAGICAL) WITHIN THE CREATURE'S MOVEMENT (USUALLY 30FT).

EVIL ACTIONS

Here is a short list and explanation of the special types of actions an evildoer may take. Such as monologue and live another day. As well as an explanation of recharge powers and legendary actions. There are no recharge powers or legendary actions listed in the current toolkit (future released evildoers will have these however), but feel free to add/subtract/multiply your crafted evildoers damage into abilities that are recharge powers or part of their legendary actions. For example, giving an evildoer the blink trait but making the blink a recharge 5-6 ability.

DOGPILE!

While heroes have teamwork, each contributing tactically, emotionally and fairly . . . evildoers are not heroes an rarely if ever do they do anything fairly. So, evildoers, while able to perform the same gang up action as the heroes can are much more likely to DOGPILE! This is to represent when your hero is so overwhelmed that they disappear under a pile of people pummeling them.

What is a DOGPILE?

Well, it's a chaotic but concentrated effort by all participating evildoers to utterly destroy a target . . . which is probably your hero . . .

How to perform a DOGPILE?

It's really easy, just select a number of evildoers (yes even minions) to all attack a single target creature/hero/Player Character. Then roll your attack and damage rolls for the DOGPILE.

The attack roll gains the highest attack bonus of the participating evildoers, +1 for every evildoer after the first (meaning that if 5 evildoers DOGPILE onto a hero and the highest attack bonus amongst them is a +4, the total attack bonus for the roll will be a +8). No matter the number of participating evildoers, the DOGPILE counts as a single attack.

DOGPILES damage. Each evildoer adds their Tier of villainy together for the amount of damage & the type of damage dealt is the same for every contributing attack in the DOGPILE (meaning if 5 tier 3 evildoers, 2 with hammers, 2 with swords & one with a "necrotic touch attack, DOGPILE on a hero & the attack hits. Then the damage equals 15 slashing, bludgeoning & necrotic damage).

Nonsense!

When choosing to have your evildoers use the DOGPILE action, please have it make some sort of sense . . . maybe not a lot of sense, but certainly not nonsense!

A bunch of tiny angry fairies probably shouldn't be allowed to DOGPILE on an ogre for instance, they'd probably do better becoming a swarm!

Also, 5 or 6 titans really shouldn't be able to DOGPILE on a human. Not only is that just plain mean, its nonsensical!

MONOLOGUE

Any Evildoer that can speak a language known/understood by a hero and have an Intelligence modifier equal to or higher than the heroes/players characters heroic tier, may perform a monologue action. When an evildoer monologs, they say a few words to mock/taunt the heroes, to illustrate their power and dominance over the heroes and most importantly . . . **STEAL EXP** from the heroes ***EXP BANK***!! When an evildoer performs the monologue action they steal one EXP from ALL the heroes/player characters ***EXP BANKS***. The EXP can only be stolen if the hero/player character can hear & understand the same language as the evildoer is monologuing. An evildoer that monologues has its speed reduced to zero until the beginning of their next round.

WHILE YOUR EVILDOER IS MONOLOGUING, BE SURE TO EXPOSE PLANS AND REVEAL SOME SECRET INFORMATION,

otherwise it's not really monologuing is it? as the gm this is quite possibly the worst thing you can do to a player. it would be more merciful to beat them and send them running with some failure exp. however if you find that your players characters/heroes are leveling up way to fast, this is a great way to control that!

Fight Another Day

Any named evildoer, or evildoer you wish to turn into a recurring enemy may narratively escape the encounter. **Pay 1 EXPERIENCE** to each player and describe how the evildoer narrowly escapes. This can be done at any time, even when the evildoer is at zero HP ***(Most likely at the point they reach zero HP)***. Keep this action for your "main bad guys" & keep in mind that you will have to let the heroes eventually be able to adequately defeat the evildoer.

Rechargeable Power

Some evildoers have actions that are followed by (recharge #-#). These actions are special powers that the evildoer can not always make use of and using them expends their use. They can't use the power again until they recharge the power. The "#-#" is the number range needed to roll on a 1d6 to recharge the power, allowing the evildoer to use it once again. After the rechargeable power has been used/expended, roll 1D6 at the beginning of each of that evildoers turns until they regain the use of that power or are defeated.

example of a recharge power; ***tree crush (recharge 4-6)*** *the angry tree stump commands every tree that have a creature grapple to crush it! dealing 5(1d8) bludgeoning damage.*

after this power is used, the gm rolls 1d6 at the beginning of each of the angry treestumps turns. on a 4, 5 or 6 the angry treestump regains the use of this power.

Legendary Actions

Some particularly strong evildoers have the ability to act out of turn. The actions they can perform are legendary! Was there a pun intended? Anyhow, the evildoers that can perform legendary actions may

do so at the end of any other creatures turn. The number of legendary actions an evildoer may perform, differ from one evildoer to the next. Also the types of actions that may be performed differ from one evildoer to the next. When an evildoer performs a legendary action, they expend it. When they have expended all of their legendary actions they may no longer take any legendary actions. At the beginning of the evildoers turn, they regain the use of all their legendary actions.

TRAITS

To further customize the types of evildoers, beasts, monsters &/or Hirelings/Followers you wish your players characters to face down (or help, or to help your players characters), add one or more traits. Make your evildoer or Hireling/Follower amphibious, cowardly, sadistic or even make them all three! While adding traits doesn't give you the same level of complexity as giving a creature character levels, there can be many epic adventures with many unique enemies & allies to be had just by adding in a few traits and taking creative liberties in the creatures description. Some examples of creatures created with the evildoer or hireling tables and these traits will be at the end of this section.

Each trait has a cost attributed to them, this cost is the base cost of the trait when being purchased for a Hireling/Follower. When creating any monsters, evildoers or any creature/opponent you wish your players to fight, you may (as the all powerful GM) ignore this cost. Now when creating hirelings, this cost is the base cost and may be modified by the multiplier attributed to the particular hireling table. See the Companion/Follower section for more details.

TRAITS

	BASE COST	TRAIT DESCRIPTION
AMPHIBIOUS	12	Maybe this creature is part fish? Or just has an array of unique Gnomecrafted devices. . . . Either way, this creature gains a swim speed equal to their move speed and may breath underwater as easily as the do air.
BLIND MASTER	50	A blind master aint' just plain blind. They are like a master at being blind! A blind master doesn't need to make attack rolls for any non-magical melee attack they make. Instead, targets of their physical attack must roll a Dexterity save to avoid being damaged. A blind master must first be blind (have the just plain blind trait).
BLINK	24	This creature, as an action may become invisible until the end of their next round.
BLINK AURA	42	This creature and any of this creatures allies of the same type may as an action become invisible until the end of their next round. If purchased for a Hireling, as an action, the Hireling and a number of its allies equal to the Hireling Tier become invisible

		until the end of their next round.
BLOODBORN DEMON	50	Once per combat encounter, this creature may take damage equal to its ***BEAT UP*** threshold to summon a demon/demonic ally who's max HP may not exceed the summoner's ***BEAT UP*** threshold. If purchased for a Hireling, The hireling may as an action lose 3 wounds to summon a demon beast. The beast is created using the pet rules (the pet is of a table:4 or below and has an ability point maximum equal to half the command point cost of the summoning Hireling). The demon/demonic ally/demon beast is made from the summoner's own blood & remains summoned for 1 hour (unless the action to "summon it" again is made before the hours end).
BORROWER	28	This creature likes to "borrow" things… without asking… or giving anything back . . . if they can help it. As an action, this creature may take 1 item from a creature adjacent to it. The owner of the soon to be borrowed item, may make a Dexterity save to avoid getting an item "borrowed".
BURROWER	14	This creature is equipped with large claws and gains a burrow speed equal to its walking speed. In addition this creature unarmed attacks may deal slashing damage. A hireling with this trait deals unarmed slashing damage equal to its magic damage.
CARNAGE	30	When this creatures attacks miss, they deal damage equal to their level. When at or below their ***BEAT UP*** threshold this creature deals twice their level in damage when they miss with an attack.
COWARDLY	-	Behind all the bravado, this creature is a scared little punk! This creature will give up or try and run away when reduced to their ***BEAT UP*** threshold or below.
CROSS-EYED	4	Any Ranged attack this creature makes is with Disadvantage.
MAGIC DAMAGE AURA	44	The first time an enemy becomes adjacent or begins their turn adjacent to this creature they are dealt damage equal to the creature Tier. When this trait is purchased, choose an element (the element can't be changed afterwards)
FEAR AURA	50	Any enemy of this creature who is engaged/adjacent with this creature must succeed a Wisdom save or gain the fear condition. Once the fear test is passed, the fear aura has no effect on that creature for one day.
FOAMING AT THE MOUTH	-	When this creature is at or below their ***BEAT UP*** threshold, it deals double damage.
GREEDY	72	All this creature wants is some coin. Give this creature (100gp x Tier) and this creature will concede and stop fighting.

HARD HITTING	28	When this creature hits with a physical attack they deal+50% more damage.
HARD TO KILL	54	A hard to kill minion is immune to the defeat minions action. A non-minion creature brought to zero HP may roll a Constitution save DC:20 to be brought to 1 HP instead. A hard to kill Hireling loses 2 wounds instead of being brought to zero when critically hit or taking exhaustion.
I SWEAR, I'M STILL SOBER!	12	This creature keeps themselves drunk at all times. Any attack rolls that this creature makes is at Disadvantage, however any attacks made against this creature are at Disadvantage.
INVISIBLE ATTACKER	-	This evildoer cannot be seen . . . they are totally invisible and remain invisible as long as they desire. Unless of course you defeat them, somehow.
JUST PLAIN BLIND	-20 (to a minimum total of at least 0.25)	Who says all blind people are good people huh? Yeah, yeah I know that thing about seeing no evil . . . but this evildoer sees no nothing! If purchased for a Hireling, this reduces the hirelings command cost & the hireling is permanently BLIND.
MINION	-	Regardless of this evildoers level it becomes a minion and may be defeated with the defeat minions action.
MOUNTED	-	This creature rides atop a great and powerful mount. Or at least it is in their eyes. Choose a beast for the creature to ride on, the creatures speed becomes that of its mount for as long as it remains mounted. A Hireling may have a mount, but the hirelings mount follows the "Beast" rules and must be purchased with gold.
NIMBLE	30	This creature rolls dexterity saves & checks with advantage.
NOW I'M MAD!	-	This creature gains an additional action that can only be used to attack, each round that this creature remains at or below their ***BEAT UP*** threshold.
PACK TACTICS	30	This creature gains advantage on attack rolls against an enemy if at least one of this creatures allies are within 5ft. of the target enemy & the ally isn't incapacitated..
PHALANX	50	This creature is trained in highly organized combat. When adjacent to an ally, this creature gains +X to AC & attack rolls. X = Tier. This creature may gain this bonus twice, once for each ally on each side.
PREACHER	10	Hey, even bad guys can be blessed by the divine. Or at least some facsimile of it. As an action this creature may heal a target for X HP. X = 1D8 x Tier. If purchased for a Hireling, the Hireling now knows the "Recover" spell.
PUNY	(reduce final command cost by 50%)	This is a small, weaker creature. Reduce this creatures maximum HP and damage by 50%. If purchased for a hireling, reduce their max wounds by 50% to a minimum of 1 wound.
RANGE MAGIC	10	This creature has a single target ranged magic attack. Choose 1 element (that may not be changed once chosen), that's is the

		type of damage dealt with this attack. The range is 120ft.
RAW POWER	-	As long as the creature is NOT ***BEAT UP*** it attacks with advantage.
REALLY, REALLY FAT	50	To say this creature is rotund is an understatement. Reduce this creature speed by half and increase this evildoer max HP by their ***BEAT UP*** threshold. If purchased for a hireling, increase max Wounds by 1, this can be taken multiple times.
RETALIATORY	76	As a reaction *(or legendary action)* this creature may make a melee stack against any creature that hit it.
REVENGER!	200	For every one of this creature allies that are defeated (including minions) during an encounter this creature gains +1 to attack and damage rolls for the rest of the encounter.
SADISTIC	100	This creature watches as both enemies and allies fall, with an evil smile and maybe a maniacal laugh. Whenever one this this creature "allies" are defeated (including minions), add X HP/Wounds to this creature HP/Wounds. This may bring this creatures HP/Wounds above maximum. X= the creatures Tier.
SELFISH	200	This creature is completely selfish and self-centered. Any time this creature takes damage they may as a reaction sacrifice a minion to instead take no damage.
SERIOUS THREAT	50	This creature will always gain their opportunity attack if you move from its threatening range (regardless of the disengage action).
TELEPORT	200	This creature can warp reality and relocate itself. As an action (or legendary action) the creature may consume 1 level of insanity from each hero/player character to teleport up to 10ft. for every level of insanity consumed.
TERROR AURA	100	Any enemy of this creature who is within 30ft. with this creature must succeed a Wisdom save, they gain the fear condition if they succeed, or the fear condition and one level of insanity if they fail. Once the fear test is passed, the terror aura has no effect on that creature for one day.
TOO HOT TO HIT	24	This creature is exceptionally gorgeous! Creatures may not attack this evildoer until they first succeed a Wisdom save.
TOUGH HIDE	20	This creature gains a bonus to their AC equal to their Tier.
TRUE SIGHT	50	This creature can see things for what they are. They are immune to illusions, invisibility and the Charm condition.
WHIPPING TAIL	10	This creature has a dangerous and opportunistic tail attack. When attacked this creature may use its reaction (or legendary action) to use one attack against anyone that attacked them. For Hirelings, the damage dealt Is only their bonus damage.
WINGED	26	This creature has wings! Whether they are bird wings, bat wings, butterfly wings . . . wings instead of arms, tiny wings sprouting from their ankles or big giant wings instead of ears! Whatever kind of wings they have, it gives them a fly speed

		equal to their normal movement speed.

EXAMPLE EVILDOERS

LESSER UNDEAD

Lesser undead aren't as intensely dangerous as a true zombie horde, or organized skeletal soldiers but can still be very dangerous and scary.

Table:1 - weak evildoer table, level 2

Traits: Minion, Hard to Kill, Fear Aura & Carnage.

Increasing the threat level of this evildoer can be done by simply raising the level, attacking in larger numbers or by using the gang up action when they have the numbers advantage. Yeah I know that ganging up sounds like something to smart for mindless undead to do, but think of it like them swarming.

SIREN MATRIARCH

A siren appears as a beautiful woman with a hypnotizing song that draws sailors to their demise. Not a nice lady at all, but a Siren Matriarch is the mother, leader and queen of small groupings of sirens. She is a creature of immense beauty and lethality, to hear her voice is to know heaven just before hell.

Table:2 - Strong evildoer table, level 12

Traits: Too Hot to Hit, True Sight, Amphibious, Selfish & Bloodborn Demon.

Using the Siren Matriarch during a combat should be a lot of her taking advantage of the fact that her prey won't attack her right way. After which using the concealment offered by the water and possible dark areas in shorefront caverns. The matriarch is mother to sirens and puts her life before others, sacrificing her children if need be. The first time the matriarch drops to or below her *BEAT UP* threshold, use the Bloodborn demon trait and describe it as the matriarch transforming into something more nefarious.

To increase the difficulty of encountering her you can add a "sirens song" to her. Allowing her to summon her children, people enslaved to her voice or to force a Wisdom save on the player characters to resist gaining a level of insanity.

FURIOUS MATRIARCH TRANFORMATION

The siren Matriarch is a thing of beauty, until you get her truly mad. She sheds her supple skin as if old rags and reveals the vile creatures inside. She becomes a demonic, twisted echo of what she was, looking more like a creature of the deep sea than a beautiful woman.

Table: 3 Powerful evildoer table level 12 (*HP: 171*)

Traits: True Sight, Amphibious, Tough Hide, Fear Aura & Whipping Tail

SHIVASH

The Shivash are odd humanoid creatures. They are look like blue skinned four armed humans and live to do battle. They aren't very robust, but fast, deadly incredibly sadistic.

Table 2 - level 6

but with the damage of table - 3 level 6

Traits: Carnage, Nimble, Now I'm mad & Sadistic

The Shivash attacks 4 times with their curved blades, dealing 10 damage per hit, but dealing 6 damage if they "miss. Shivash are deadly warriors that increase in threat as those around them are defeated. The best way to use the Shivash is to accompany them with several minions so that as the minions are defeated, the Shivash gain their sadistic bonuses.

CREATING TIER 5 EVILDOERS

OK, this is a tricky thing, tier 5 enemies are the absolute top tier, epic monstrosities, evil emperors, demigods etc. . . . .

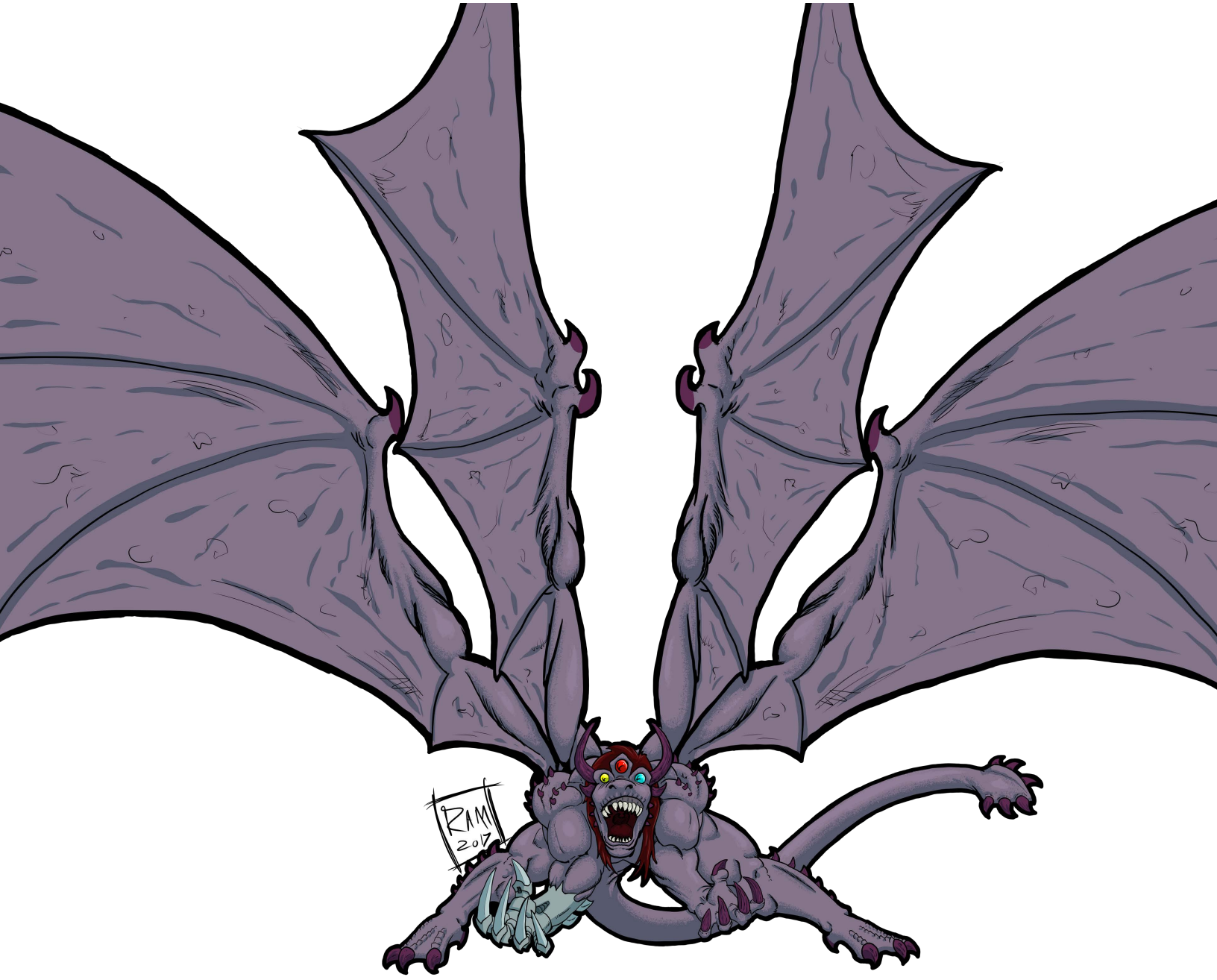
For this reason I've not included creation rules for these evildoers, because frankly . . . I don't know how to boil these down. There are some power Teir 4 enemies already in SMTT's evildoer spotlights and a few ultra powerful tier 5's.
But, until their release I'll give some ideas on how to create epic encounters and fights.

- Attrition
    - Tier 5 heroes have so much at their disposal, so don't feel the need to hold back. Make them use every resource they have to press forward. They can easily maintain their health and mana, but get them to use up those potions.
        - Exhaustion, Insanity & ability damage.
            - oh boy, this is the type of thing that's scary for a hero at any tier! Have your stronger Tier 4's and tier 5's do attacks that apply one or more of these three things and those pesky epic heroes will learn to fear your evildoers once again!
- Swarms
    - These heroes are at a level where they can take on armies and maybe even able to destroy entire kingdoms…"insert meteor swarm" … So feel free to throw gobs and gobs of minions at them. Your evil mastermind can always find more to replace them.
    - Keep in mind that at this point, many of the tier 4 enemies are treated as minions, so while they're easy to defeat, they still have tons of really nasty abilities in their evil bag of tricks.
- World Breakers

- Those incessant heroes that have refused to fall to the persistence of your hordes of evildoers are able to battle armies and reshape the world around them . . so why not smash them headfirst into evildoers of the same caliber as them?

- Super healthy, massive damage and condition resistances and immunities and devastating attacks. These are the 100% unfair enemies like the Tarrasque. These are the fights that may take an entire game session, or span over the course of several encounters… or just end in the party of heroes going squish…

- Keep in mind that one or two weak spots in these types of evildoers may be the heroes only salvation.. like a minuscule exhaust port on a moon sized ship that's able to explodify planets . . . . researching and finding out these weak points should remain the number one priority to stopping World Breaking enemies.



THANK YOU!

For all the feedback that I've gotten through alpha and beta testing, thank you. The trials and tribulations for which you all endured helped to continually improve the Saturday Morning Tabletop RPG.

I'd like to take a moment to share my appreciation for all the wonderful people that, without, this whole thing really wouldn't have existed.

David Friant the Nerdarch from Nerdarchy. In its infancy, SMTT was intended to be a small 20-30 page supplement for D&D 5e. It was his feedback on Awesome Power that really got the ball rolling in the first place… and oh boy, did it roll!

Bryan Marshall, muh man! Bryan has and is the muse supreme!!! Bryan has been part of SMTT since nearly the beginning. Much of what SMTT is, is due to his input and ideas. I'm serious, there were times were he would tell me, "I'm not the mechanics guy, that's your job!" Hilarious I know, but Im telling you . . . not only was he reason I created the caretakers, but the Creeping dark, Ikols mirror and Visage of the beast spell schools are in large part due to his input and effort. He's even the lead writer for some of the regions in Abadu… Himmelstor, Glitzern, Gunnr & New Haven and much more. . . . like I said…***MUSE SUPREME***!

Joshua Darby . . . oh man, have I given Josh a hard time. He's a great guy that has played since early in the beta phase and has had a sort of, "I know the developer.. and I think it would be cool if my character had this "thing"" attitude. Don't criticize though, it's that attitude that has given me great inspiration and motivation to constantly create content for SMTT. That, and his utter enjoyment of the system. Can't say there's a much better source of motivation than seeing someone enjoy what you've created. Like Bryan, Josh is writing a region "Baaghraaje" & was the impetus behind the creation of the Divy Savayan race.

Gotta give a special shout out to Suhaib Rehman who has been playing SMTT pretty constantly since the early Beta! Talk about an "O.G." … Seesh…

To everyone else, best believe I haven't forgotten you all and hope you can all find the illustrations of characters you've played peppered throughout this book ;-)