

GATES



PUBLIC BETA V1.1

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GATES

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This is an in-progress document for Gates. Expect to find many errors, especially the grammar and spelling. These things will be fixed soon. Art is temporary, and its placement and general appearance will likely change.

If you are interested in following progress or helping make this game shine, join the Discord to discuss this game:

<https://discord.gg/nQmJ4Zg>

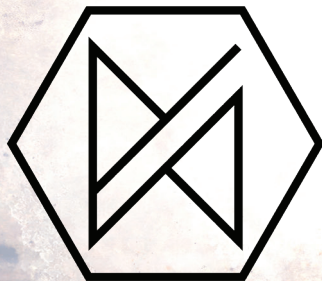
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V 1.1 Changes

Restructured the order of rules.
Cleaned up (some) text here and there.
Simplified Bard and Artificer descriptions.
Expanded on Colossi.
Added Enemy examples.



Dapper Rabbit Games.

YOU ARE A GATE STRIDER, AN EXPLORER OF WORLDS, A SLAYER OF GODS, AND A CREATOR OF LEGENDS. YOU HAVE EXPLORED COUNTLESS WORLDS IN YOUR SHORT LIFE, EACH FILLED WITH ADVENTURE, DANGER AND TREASURE. YOU HAVE SEEN LIVING MOUNTAINS SPIT ENOUGH FIRE TO ENGULF ENTIRE WORLDS, ISLANDS THAT FLOAT IN OCEANS OF CLOUDS, AND GLASS CITIES WHOSE AIR IS CHARGED WITH THE POWER OF MIRACLES.

THESE SIGHTS ARE IN YOUR PAST, AND YOUR FUTURE HAS BEEN BLESSED TO BE BRIGHTER YET. BUT YOU DO NOT TRAVEL ALONE AND YOUR COMPANIONS CREATE LEGENDS AS POWERFUL AS YOUR OWN. GRAND WIZARDS, CLAD IN BUSTLING MACHINERY WITH THE POWER TO DESTROY OR CREATE LIFE. SCOUNDRELS, BORN IN SHADOWS AND WHOSE WHISPERS ARE THE FOUR WINDS THEMSELVES;

ILLUSTRIOUS KNIGHTS, BATHED IN HOLY LIGHT, WHOSE FERVENT ZEALOTRY IS MATCHED ONLY BY THEIR LOYALTY; AND MONSTROUS CREATURES FROM DREAMS AND NIGHTMARES ALIKE; ALL THESE YOU CALL YOUR FRIENDS AND YOUR FELLOW GATE STRIDERS.

BEING A GATE STRIDER IS THE PATH TO FREEDOM. FREEDOM TO BE WHERE YOU WANT, TO DO WHAT YOU WANT AND TO BECOME WHATEVER YOU DESIRE.

YOUR FATE IS IN YOUR HANDS, STEP THROUGH THE GATE...

WHAT IS GATES?

Imagine a world connected to dozens of others. Each one has yet even more connections. So on and so on until a vast network of interconnected worlds is created. Gates is played when heroes from all of these worlds team up to take on the universe.

In Gates, robot cowboys will team up with ninjas, magical wizards will work together with mad scientists, or even lumbering monsters make friends with a valiant knight. These are the sorts of character players will play. Called "Gate Striders", they are the best of the best.

From a mechanical point of view, Gates is built with complex, yet not overwhelming, character advancement, cinematic combat, and mechanics for playing in worlds of different themes and genres. It is a game that emphasises exploration. Both exploration of the worlds and of the mechanics that make up the characters. Players will be synergising their abilities together to create devastating effects to solve problems.

WHAT IS A ROLE PLAYING GAME?

A role-playing game is a game where a Player takes on the role of a different person or character. RPG's use rules and dice to add strategy and risk. A group of 4-6 Players, including a Game Master, is the standard number of Players for Gates.

However, larger or smaller groups of Players are possible as well. Character actions are described by Players, and are responded to by the Game Master. The Game Master also controls the environment and any Non-Player Characters. Another job of the Game Master is to narrate the setting and story. The purpose of a Game Master is to make sure the game is fun and fair.

FANTASY OR SCIENCE FICTION?

"Wait," you ask, "I can play a wizard and a mad scientist? Is this fantasy or sci-fi?" Yes. Gates is a game that has a different genre based on the setting you play in. Each world will have its own theme and genre, with rules to support them. A long-running game of Gates may touch upon dozens of worlds with several genres of story. Every time, the characters themselves will become a blend of genres, psychological scars from a horror world, a cybernetic arm from a sci-fi world, and a witch's curse from a fairytale-like land are all things that can be carried into other worlds.

That being said, Gates has a strong fantasy theme. Even in a cowboy adventure or an underwater horror environment, fantasy elements remain. The very idea of traveling from world to world through magic portals and bringing spells and artifacts anywhere is very magical. Think of Gates as a fantasy game with other genre themes. Of course, fantasy elements can be removed, but the game is weaker for it.

GATE SYSTEM

The game presented here uses a game engine called the Gate System. Due to the nature of the game, it can be treated as a universal system, rather than a standalone game. The setting for Gates is a sort of mega-setting where anything can and does happen. However, the rules of the game can just as easily fit into any setting not part of the Gates megaverse.

WHAT IS NEEDED?

For this game, all that is needed are five six-sided dice (d6), the core rulebook, paper, and pencils. Optional (but recommended) gear includes a whiteboard or battlemap, D100, miniatures, and snacks.

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GAME OVERVIEW

MULTI-WORLD ADVENTURE

An infinite amount of worlds means an infinite amount of adventure. Players can explore ancient, restless crypts, spy filled corporations, or even strange wonderlands of magic and madness. Each world is a setting and a genre of its own as well. For example, In the crypt mentioned, it might be a constant struggle against the dead while the strange wonderland might be a mind twisting experience of trying to figure out what the hell is going on.

MULTI-GENRE HEROES

The players are Gate Striders. Heroes from different worlds. Though, a hero in one world might be very different from another. Suave pirates, monsters from the darkest of nightmares, and even pulp science fiction star captains could find themselves back to back battling against the forces of evil.

CINEMATIC COMBAT AND DRAMATIC CONFLICTS

A techno-priest is desperately clutching onto the back of a charging rhino while a psychic birdman flies by in a dog-fight with a dragon. The cowboy in the party is staring down the rhino as it charges forward, finger on his six-shooter, and the samurai is holding off the ninjas. While all this is happening, lava is slowly filling the cavern. These are the conflicts Gate Striders must deal with.

Combat is Gates is exciting and grand. The little conflicts are skipped to save time for the good bits. After All, why bother rolling to hit the half-dead thug trying to rob a character, when just the other day they wrestled a cyborg-bear into submission?

GATE STRIDERS

Gate Striders have been mentioned a few times so far. But what exactly are they? A specific type of person becomes a Gate Strider. They are the most impressive and fascinating people in their world. Gates, which are sentient portals, hand-pick these impressive heroes. Then, they are given the power to walk through the Gates.

Each Gate Strider, right at the beginning of the game, is already impressive enough to be famous on their world. But they shortly learn that the multiverse is far larger and far more dangerous than bargained for.

GATES

Every World is connected to at least one other with a Gate. They are the stitching in the fabric of the universe, and are absolutely bored. They link the worlds, but challenge those that would go across. The Gates often create small “dungeons” to challenge Gate Striders. These dungeons often include fights to the death, but can just as easily be a simple puzzle to solve.

A POINT ABOUT NAMES

Throughout this document there are various talents, backgrounds, traits, and items which have certain names and descriptions. These names imply that they represent a certain, specific concept. This is not true. Think of these names as samples, not a strict description of what they are. For instance, the Rogue class grants the thieving skill set. That skill set is very handy for magicians as well. So, a player can say they gained that skill set not from stealing things, but from learning prestidigitation and non-magical magic. It is the rules that is set, not the description.



CHAPTER ONE: BASIC RULES

ABILITIES

The ability scores represent the characters raw capabilities. Whenever a character rolls for something other than attack, defense, or initiative tests the character adds an ability score. Ability scores also have a passive benefit that affects other rules. The Game Master will decide what ability score is used.

When an ability score reaches 1 or 0, an additional penalty is applied. These penalties are cumulative, meaning if the ability is 0, then the character suffers the penalties from 1 and 0. An ability cannot be negative.

STRENGTH

Strength is the physical might of a character. High strength is characterized by large muscles and the ability to lift heavy objects.

PASSIVE BENEFITS

LOAD: A character's load represents how heavy the equipment they carry can be. A character with a high load will be able to wear better armor and wield stronger weaponry. Some pieces of equipment have a load requirement in order to be used. If a character has less load than the combined load requirements of his equipment, the character is encumbered.

LIFT: As a general rule, a character can lift 50 times their strength. Large characters can lift twice this amount, while small characters can lift half as much. 10 times their strength is considered one load, if carried on their person.

ACTIVE USES

Strength is also used to resist being forcefully moved, win contests of strength, and to move anything. Anything that requires physical might will use strength. A handful of examples for strength rolls:

- Lifting a boulder.
- Climbing a cliff.
- Holding on to a raging giant.

1 STRENGTH: All weapon damage is halved. This includes ranged weapons and magic attacks.

0 STRENGTH: The characters load is always 0.

DEXTERITY

Dexterity is the grace and agility of the character. A high dexterity is characterized by fast, agile movements and high hand-eye coordination.

PASSIVE BENEFITS

DEFENSE: Dexterity is used to defense rolls. Half of the character's dexterity is added to defense rolls.

INITIATIVE: Having a higher dexterity means a character reacts faster in combat. Dexterity is used to calculate initiative, which can be important when ambushed.

ACTIVE USES

Dexterity is also used for any task that is graceful, quick, or uses delicate movements. A handful of dexterity roll examples:

- Dodging a boulder.
- Balancing on a tightrope.
- Picking someone's pocket.

1 DEXTERITY: The character loses their stunt, but they can spend an action for the stunt.

0 DEXTERITY: When the character misses an attack, reroll the attack roll against a random ally in range with a bonus die.

CONSTITUTION

Constitution is how tough and resilient the character is. A high constitution is characterised by a character being able to take a hit and rarely getting sick.

PASSIVE BENEFITS

HEALTH POINTS AND HEALING FACTOR: Constitution is used to calculate both health and healing factor. This means the higher the constitution, the more punishment the character can take. Increasing healing factor means the character can recover faster in combat.

HOLD BREATH: A character can hold their breath a number of rounds equal to their constitution + 5. This applies in areas of poison, gas, and drowning.

ACTIVE USES

Constitution is used to resist any effects that change the body, whether they be spells, curses, or diseases. A handful of constitution roll examples:

- Resisting a polymorph effect.
- Surviving a night of heavy drinking.
- Fighting off a disease.

1 CONSTITUTION: The Player automatically fails all poison and disease rolls.

0 CONSTITUTION: Whenever the Player takes threshold damage, one point of it is transferred into health points.

INTELLIGENCE

Intelligence is how smart the character is. High intelligence is characterised by knowledge on many subjects and good grasps of alien concepts. Intelligence is used for remembering details, researching new information, following clues, and other tasks that involve information.

PASSIVE BENEFITS

RITUALS: Intelligence is used to determine how many rituals a character can memorise at once. A character can memorise a number of rituals equal to half intelligence.

SPECIALTIES: The smarter a person, the more skills they can master. A character gains a number of specialties equal to half intelligence.

ACTIVE USES

Intelligence can also be used for any mental task. Solving puzzles, reading hidden messages, and understanding something are other uses for intelligence. A handful of intelligence roll examples:

- Researching a spell.
- Remembering relevant lore.
- Open a puzzle box.

1 INTELLIGENCE: Proficiency is halved.

0 INTELLIGENCE: The Player can no longer communicate.

FOCUS

Focus is how clear the character understands the self and the surroundings. A high focus is characterised by seemingly to know everything going on, difficult to surprise, and being at one with the world. Focus can be used for perceiving the world, resisting some mental effects, and surviving in the wild.

PASSIVE BENEFITS

PASSIVE PERCEPTION: More often than not, a character will not be actively looking for traps, ambushes, and other dangers. So a character has a passive perception that is equal to 8+focus. This is used as the difficulty for any character trying to sneak past them as well as the Players focus roll for searching for traps. If a character chooses to roll focus to search for traps or enemies, then the character cannot roll below passive perception, unless the character has a penalty die to the roll.

ACTIVE USES

Focus is used for any task that requires experience to master, such as cooking, most professions, sensing intentions, gambling, and many other tasks. Focus is also used when observing the world and the characters own state of mind. A handful of Focus roll examples:

- Searching for Clues.
- Noticing a certain sound in a loud room.
- Calling someone bluff.

1 **FOCUS:** The Player always fails searching for anything hidden.

0 **FOCUS:** Always go last in initiative.

SPIRIT

Spirit is the inner strength of a character. High spirit is characterised by a strong will, powerful magic ability, and a stubborn attitude. Spirit is used in any mystical sense, magical manipulation, or to enforce a Player's personality. Spirit also represents the Players creativity and artistic ability as well as their likeability.

PASSIVE BENEFITS

ATTUNEMENT: Every character has a magical pool of points called Attunement. This represents the amount of personal power a character can invest into an artifact. A character must choose how they invest their attunement in any artifacts they use.

ACTIVE USES

Spirit is a Player's magical power. It can be used for contests of personality or playing magical "tug of wars". Spirit is also the go to ability in a dream-scape and when creating art. Social encounters also rely on spirit. A player can use spirit to sense magic, discovering a source of magic in the immediate area. The difficulty of this roll is 15, but more subtle magics can be more difficult to find. A handful of Spirit roll examples:

- Casting a spell.
- Painting a beautiful painting.
- Convincing a merchant to lower their prices.

1 **SPIRIT:** The character gains a penalty die on all ability and defence rolls made against a magical effect.

0 **SPIRIT:** The Player cannot cast rituals, use magic based consumables, or be affected by magic which is beneficial.

RESOLVING TASKS

HOW TO PERFORM A TASK

Whenever a player decides to perform a task, such as leaping over a hole or translating text, the player will eventually roll dice to determine if the task is succeeded or failed. But first, there are a few steps that should be followed. First, the Game Master needs to decide if a roll is required. Only roll dice if failure would have a consequence. For example, falling down said hole. But do not roll if the player can simply try again and again without consequence. For example, translating a document. Next, the Game Master decides the difficulty of the roll. Details on this are in the mastery chapter. Finally, the player rolls the dice to determine success or failure.

ROLLING DICE

When a Player is required to roll an ability, attack, or defence (or any other roll) they roll 2d6. Add both dice and the modifier based on the roll attempted. For example, a strength roll would add strength and a initiative roll would add initiative. The Game Master compares this roll to the difficulty of the check. If the roll equals or exceeds the difficulty, then the roll is successful. For example: if a Player needs to climb a wall (without the climbing skill) he would roll $2d6 + \text{strength}$. If the Player has a strength of 4, and rolls 4 and 3, the result is an 11 ($4+3+4$); just above an average roll. If the difficulty was 11 or lower, the climb would be successful.

Contested rolls occur when one character attempts to affect another. To do this, both characters roll. The difficulty of the roll is the result of the defender's roll. For example: if bob is trying to sneak past Joe, bob rolls dexterity vs. Joes focus. Joe rolls a 13 for his focus, and bob rolls an 11. This means that bob fails to sneak past and is caught. If bob would have rolled 2 higher he would have successfully snuck past Joe. Ties result in the defender succeeding.

EXPLODING DICE

When a die rolls a 6, it explodes. This means the die is rerolled and the result is added to 6. For example; a die rolls 6, then explodes rolling 4. The final result of the die is 10 ($6+4$). Dice can only explode once, unless the rules say otherwise. So if the die rolls a 6 when exploding, it does not explode again. The default maximum a player can roll with explosions is 24 if both dice roll 6, then 6 again.

BONUS AND PENALTY DICE

Occasionally, a talent, skill, or circumstance would grant a bonus die to a roll. Normally when a Player rolls, two dice are used. With a bonus die, they roll an additional d6. The two highest results are then added together. For example, the dice come up as 3, 5, and 2. The Player would add the 3 and 5, totalling 8. Multiple bonus dice is possible, two bonus dice would cause four dice to be rolled for example.

Penalty dice are similar to bonus dice, but the lesser of the two dice are added. For example someone with two penalty dice would roll four dice. If they roll 2, 1, 5, and 4. In this situation the Player would add the 2 and 1 together to get 3. If a Player has bonus dice and penalty dice, they cancel each other out. So if a Player has one bonus die and one penalty die, the Player rolls two dice as normal. If another Player has two bonus dice and one penalty die, the Player would roll three dice and choose the higher two. A Player can not roll more than five dice at one time.

COMBAT RULES

WHEN TO PERFORM COMBAT

A group of Gate Striders walk into an alleyway (not a joke, just roll with it). These Gate Striders have defeated countless demons and monsters, saved multiple worlds, and even battled gods. Suddenly, a mugger pulls out a knife and demands them to pay up. There are a couple of options here. First, the Game Master could have everyone roll initiative and play out one round before Milark the dragon slayer sneezes at the mugger. The other option is to ask the players how they deal with the situation. No need to roll initiative, keep it in the narrative. This is not to say that every combat should be dismissed like this. As a general rule, perform combat when the conflict is either exciting, cinematic, dangerous, or important.

THE TURN

When combat begins, roll initiative (detailed below). This will determine the order of characters actions. A turn begins when the character has initiative. It ends when they declare their turn ends, or they have nothing else they can do. A round is everyone's turns put together. Many rules mention at the beginning or end of a turn. The beginning is before the character acts, and the end of a turn is after the turn ends but before the next characters turn.

SKIRMISH

Skirmish refers to the abstract area of the combat, as well as the combat itself. A skirmishes size is set by the combat encounter and is left vague. For example, a fight within a house will result in a small skirmish area, but a fight over a battlefield can be much larger. There are no direct forms of measurement in Gates. Instead, it uses abstract areas to represent movement. A skirmishes area can become larger and change with the ebb and flow of combat as well. If any talent or skill says "once per skirmish" it means the character can do that action once during the entire combat. Any area outside of the battle area is "Outside of skirmish" which means it cannot be interacted with. A fight can expand to beyond the skirmish, however. In this case the Game Master creates new zones.

ZONES

Zones are the pieces that make up a skirmish. They are used to determine where a character is in the skirmish and who they can attack. There are two ways to handle Zones. The first is to map them out on a grid. This is great for situations where the location is stagnant. Like a building or castle. The second option is to create and remove zones during the course of an encounter, keeping it in the mind's eye. This is advantageous when the location is dynamic, flowing, and moving. Such as fighting atop of moving vehicles or inside a collapsing mine system. Zones are always adjacent to other zones, and they can be stacked atop each other. This affects movement and range. Look on page xxx for more information on zones.

ACTION ECONOMY

Every turn a Player can use two actions, take a reaction and use one stunt. The actions are used for a variety of tactical options. Including attacking, defending, aiming, and a myriad of other choices. If an ability or talent says two actions is required, then the character must use both actions to use the talent. Some talents will take more than two actions as well. In this case, the Player can spread the required actions between different rounds. To do this, the Player declares they will begin spending actions this turn and finish it next turn. The Player must not use any actions between the actions being spent on the talent or ability, but can use a stunt. Otherwise, they waste the actions already taken. An ability that requires two actions can be split between two turns, as long as the last action of the first turn and the first action of the next turn are used.

STUNTS

Stunts are similar to actions, but have a lesser effect or are used to modify an action. Examples include picking up an object, handing an ally a potion, opening a door, drawing a weapon, or similar actions. Every turn a Player can use one stunt but an action can be spent to use a stunt as well. Stunts are also used to move in the battlefield, so be careful of when stunts are used.

REACTIONS

Each character has one reaction that can be taken when it is not their turn. These reactions are granted by talents, and generally have a trigger. Once the trigger is met, the reaction can be used.

READING ACTIONS

A character can ready one action on their turn. To do this, the character must spend an action. Then, the character decides a triggering event. Examples include, "The enemy moves into my zone" or "This ally draws a weapon." If at any time the triggering event happens before the Player's next turn, the designated action is taken. A character can ready a stunt, but it still requires an action to ready. If a Player readies an action, they can not use their reaction.

INITIATIVE

At the beginning of a skirmish all participants roll initiative. The highest roll acts first, followed by the second highest and so on. In the case of ties the Players decide who acts first. When initiative is rolled, Players can draw their weapons and enter one stance.

If any characters are unaware of the combat when it starts, they are surprised. This means they can only use a stunt on their first turn and receive a penalty die to initiative.

MOVEMENT

A character can move to an adjacent zone with a stunt. There are specialised movement types that change how the character moves in the skirmish.

ATTACKING

To make an attack, the Player rolls attack just like any other contested roll. The attacker rolls attack + one half of a character's dexterity or strength, depending on the weapon. The defender rolls defense + one half dexterity. If the attacker rolls higher than the defender, the attack hits and deals damage. Look for dealing damage on the next page. A character can attack any other character within their zone with a melee attack.

RANGED ATTACKS

Some attacks, such as bow, are ranged. There are two forms of range, short and long.

Short ranged attacks tend to be thrown or inaccurate weapons. These attacks can target any character in the current zone or any adjacent zones.

Long ranged attacks can target anyone in the skirmish, as long as no cover is between the characters zone and theirs. However, targeting a character in the same zone as the attacker will apply a penalty die to the attack.

PRECISION BONUS

Some weapons have a precision bonus attributed to it. When a character takes the aim action, the precision bonus is added to the attack bonus granted by the aim action.

SHIELD BONUS

Shields and off-hand weapons grant a shield bonus to defence. A Player can only use one shield bonus at a time. When a character uses the defend action, the character adds the shield bonus to the defence bonus from the defend action.

STANCES

Several talents give characters access to stances. A stance is a mental and physical state of being that give different mechanical benefits. When initiative is rolled, a Player can enter a stance. They gain the benefits of the stance until they change stances with an action.

MOMENTUM

Combat is not a static action of swinging swords at each other. It is a dynamic, fluid act where anything can happen. Whenever a character moves into another zone, they gain +1 momentum. A character can have a maximum of 3 momentum at one time. When a character is hit with an attack or takes an action that is not moving the momentum is lost. A character gains a bonus to melee damage rolls and defense rolls against ranged attacks equal to momentum. Use a physical die to more easily keep track of momentum.



DAMAGE, DEATH, AND HEALING

DAMAGE

Whenever an attack hits, damage is dealt. There are three parts to damage: weapon, ability, and critical damage. Weapon damage is the damage added by the weapon. Most weapons have 1-6 weapon damage. Ability damage is the damage granted by a character's ability score for the attack. Most of the time this damage is strength. But for some magical attacks the character primary casting ability can be used.

Critical damage is damage granted by rolling over the enemy's defence. An attack deals critical damage equal to the difference between the attack and defense roll. This bonus damage can reach a maximum of Player's intelligence.

For example; Sebastian attacks an orc with a greatsword. Sebastian rolls a 15 for the attack and the orc rolls an 11 for defence. A greatsword damage is 4 and Sebastian has 6 strength. Sebastian only has an intelligence of 3 however. The attack deals 13 damage. (4 weapon, 6 ability, and 3 critical).

RESISTANCE

Most forms of armor give a character Resistance. When a character is damaged the Player reduces the damage by an amount equal to the Player's Resistance. This can reduce damage to 0.

HEALTH, THRESHOLD, AND DAMAGE

When a character receives damage, the character decides to reduce either Threshold or Health Points. A character cannot split the damage between them, rather the character takes the full damage to threshold or health points. For example, if a character has 10 HP and 10 TH remaining, and the character takes 5 damage, then the character can choose to lower threshold by 5. The next turn the character takes 7 damage, and chooses to lower HP to avoid losing consciousness. This leaves the character with 5 TH and 3 HP.

If a character takes more damage than is left in either HP or TH (Whichever is chosen) then the difference in damage moves over to the other. While this has no real effect when moving damage from HP to TH, it can cause a character to develop devastating wounds if HP is reduced to 0.

LOSING THRESHOLD

When a character's Threshold is lowered to 0, the character falls unconscious. The character remains unconscious until threshold is no longer 0. After combat, the character will wake up. The only exception is if all characters are knocked unconscious, then the Game Master determines what happens to them and the players hope the enemy takes prisoners.

LOSING HEALTH POINTS

When a character's HP reaches 0, the character falls unconscious just like with threshold. But, the character also suffers a wound. Look on page xxx for more information on wounds. When a character is no longer at 0 HP, they are conscious. If a Player knocks an opponent to 0 HP, then the Player chooses the wound. A Player can spend 2 hero dice to not receive a wound.

HEALING THRESHOLD

At the end of a skirmish, the characters recover all threshold. A character can also spend a stunt to regain a small amount of TH based on their healing factor. Look on page xxx for more information on the recover stunt.

HEALING HEALTH POINTS

With a night of rest, a character heals half of their current HP rounded down. A character with 0 hp heals 1 HP with a night of rest. If the character rests for an entire day, then they heal double that amount. If a character receives medical attention (difficulty 10 intelligence roll), the character heals another 1/2 current HP. For example, if someone had 5 HP and they rested for a night, they would heal 2. Resting all day would heal 5, and resting all day with medical attention heals 7.

TYPES OF DAMAGE

Some attacks cause different types of damage. These special forms of damage interact with immunity, resistance, and vulnerability.

FIRE: This damage is from pure heat. Fire, lava, and hot objects deal this damage. Creatures that are immune to this damage are creatures that live in harsh, hot environments. Creatures that would weak to this damage type would be creatures made of meltable materials such as ice or wax.

THUNDER: This is damage caused by pure sound and vibrations. Thunder, powerful sound amplifiers and very loud screams are sources of this damage. Creatures immune to this damage type would be amorphous creatures that do not need to keep a stable shape. Creatures especially susceptible to sonic damage are creatures made out of very brittle substances such as crystal or glass. Thunder damage is nullified in zones or locations where sound is magically silenced.

ICE: This damage is caused by extreme cold. Freezers, ice, and the cold of space would deal this damage. Creatures immune to this damage would be creatures that live in especially cold environments. Creatures that rely on heat, such as lava elementals or steam powered golems, would be susceptible to this damage.

LIGHTNING: This is damage caused by pure electric power. Batteries, lightning, and tasers would be sources of this damage. Creatures immune to this damage would be creatures with very low conduction or creatures that live around a large amount of lightning, such as a storm giant. Creatures that would be susceptible to this damage would be creatures that conduct electricity very well, and creatures that rely on electricity such as a robot.

NECROTIC: Necrotic damage is caused by organic mass rotting. Evil magic, radiation, and matter destroyers cause this sort of damage. Creatures immune to this damage would have little or no organic mass, or are accustomed to rotting flesh. Creatures susceptible to this damage would be creatures that rely on purity of body, such as Angels and some golems.

POISON: This is damage that destroys living organs. Poisons, diseases, and nauseous clouds can cause this damage. Creatures immune to this damage would be creatures with no organs such as golems or slimes. Creatures susceptible to this damage are creatures with very complex organ system or weak immune systems.

PIOUS: This is damage caused by godly influence. God's, Avatars, and Channelers cause this damage. Unlike other damage types, pious damage attacks the soul directly. If a creature dies by pious damage the creature can only be resurrected by special means. These could be in the form of Quests for pcs. Pious damage also is not healed the same way other damage types are. Medicine will not heal a creature struck by this damage but spirit healing, charms, and holistic healing will. Creatures that are immune to this damage would be godly beings. Creatures that are susceptible to this damage would be abominations and unnatural creatures.

ACID: Acid damage is caused by chemical interactions. Battery acid, acid clouds, or very basic fluids cause this damage. Creatures immune to acid damage live within or around acid. Creatures susceptible to acid damage would be creatures with very specific chemical makeups.

PSYCHIC: psychic damage is caused by mental strain. Powerful illusions, psychic attacks, and terrifying horrors cause psychic damage. Creatures immune to psychic damage are creatures with no mind, such as golems or insects. Creatures susceptible to psychic damage are creatures that are psychic themselves or are primarily made of thought. Psychic damage is unique in that it does not kill, but rather leaves enemies in a permanently comatose.

RADIANT: Radiant damage is caused by pure light. Lasers, powerful flash grenades, and very large suns cause this damage type. Creatures immune to this damage type would be creatures made primarily of light themselves, or shine very bright. Creatures susceptible to this damage would be made of shadow or are accustomed to the dark.

VULNERABILITY

If a creature is vulnerable to a damage type, then they receive double damage from that source after resistance is reduced. This means a creature can have both resistance to a damage type and vulnerability to it.

IMMUNITY AND RESISTANCE

When a creature has resistance against a type of damage, they reduce damage only from the damage by the resistance value. This is done after reducing damage from resistance that has no damage type applied to it. Immunity means the creature takes no damage from the damage type.

WOUNDS

The life of a hero is not without its tragedies. Most veteran gate striders have lost a hand or two, have been terribly cursed, or have experienced being mauled an inch away from death. When a character reaches 0 health points, they gain a wound. There are three types of wounds that a player can receive. To determine the type of wound, the player needs to make a choice. First, if they are wounded, and they have hero dice remaining. They may spend one hero die to receive a standard wound. If the player spends all of their hero dice, which requires at least 2, then they receive an insignificant wound. Finally, if the player chooses to spend no hero dice, or they have none to give, then the character gains a severe wound. These wounds can be removed, however they can only be removed through role playing. For example: finding a surgeon, building a cybernetic arm, or going on a quest to regain sight. Some monsters have unique wounds that they place on characters, which can override the wound roll. An example of this would be a basilisk permanently turning the character partly to stone.

INSIGNIFICANT WOUND: The character only receives a scar and a good story.

STANDARD WOUND: Roll 1d6 to determine a random ability score (strength is 1, dexterity is 2, and so on.). This ability score is reduced by 1 until the character spends a full day with maximum health points. A character can only heal one standard wound a day.

SEVERE WOUND: These wounds are the most intense and lasting. Limbs are lost, guts are spilled, and it would be a miracle if the player survives. If a character is unattended after receiving this wound for a number of minutes equal to the characters constitution score, they die. If their allies, or perhaps enemies, save them, then the wound is permanent and lasting. To determine the wound, consult the following tables. First, determine the kind of damage received (blade, bludgeoning, ect.) and roll 1d6. Match the type of damage with the closest available if none are applicable. For example, an axe would deal the same damage as a blade and a robots vice grips may be closer to fang. These are just sample wounds, and more specific ones can be created by the Game Master if need be.

WOUND TYPES

BLADE

- 1 Facial scar. The character is lucky, only an ugly scar remains.
- 2 Sliced rib cage. Load decreases by 1.
- 3 Hand cut off. The hand can no longer be used, but shields may be worn.
- 4 Arm amputation. The arm cannot be used at all.
- 5 Leg sliced off! The character is permanently slowed until a replacement can be found.
- 6 Head removed! The character is dead.

BLUDGEON

- 1 Broken Nose. The character nose is mashed beyond recognition, but otherwise fine.
- 2 Fractured spine. Load is decreased by 1.
- 3 Crushed Hand. A hand has been crushed beyond use.
- 4 Leg Smashed. The character receives 2 damage to threshold if they use a stunt to move.
- 5 Brain trauma. All focus and intelligence rolls are made with a penalty die.
- 6 Skull crushed! The character is dead.

FANG

- 1 Mangled arm. The characters arm is covered in ugly scars.
- 2 Hand Chomped off. The hand can no longer be used, but shields may be worn.
- 3 Gored. The characters HP maximum is reduced by 4.
- 4 Damaged throat. The characters throat has been damaged and their voice is nearly gone. They cannot yell.
- 5 Arm ripped off! The arm cannot be used at all.
- 6 Throat ripped out! The character will die in 1d6 rounds unless extreme measures are taken.

PIERCE

- 1 Near Miss. The stab wound barely misses vital organs. Leaving nothing but a scar.
- 2 Throat Ruptured. Penalty die to any attempt that uses voice. Character can no longer yell.
- 3 Lost eye. The character receives a penalty die on all ranged attacks without a scope and visual focus rolls.
- 4 Damaged Organs. The character receives a penalty die on constitution rolls.
- 5 Run through. The characters strength rolls are made with a penalty die.
- 6 Stabbed through the heart! The character is dead.

PSYCHIC

- 1 Lingering headache. Nothing but a slight headache.
- 2 Slow Witted. Initiative lowers by 2.
- 3 Mad. The character receives a penalty die to all focus rolls.
- 4 Open Mind. The characters thoughts become as loud as words.
- 5 Phobia. The character gains a phobia of the source of the damage. This causes the character to become frightened in its, or anything similars, presence.
- 6 Mind wipe. The character is brain dead.

ELEMENTAL

- 1 Ugly scar. The attack leaves a large and unsightly scar.
- 2 Spell scarred. The character gains a vulnerability to that damage type.
- 3 Infused. The character gains 2 resistance for that damage type, but receives 1 extra damage from other sources of damage.
- 4 Nerve Damage. Any fine, tactile dexterity roll is made with a penalty die.
- 5 Full body scar. The character gains a penalty die to all social rolls.
- 6 Incarnated. The characters body is destroyed by the energy.

MAGIC

- 1 Glowing Scar. The character gains a glowing, magical scar.
- 2 Scared soul. The character receives double damage from ethereal attacks, ghosts, or anything that would target a characters soul or being.
- 3 Unaligned. Rituals are 25% more difficult to cast.
- 4 Magically charged. Magical sources of damage deal 2 extra damage.
- 5 Mana burn. The character receives a penalty die on all spirit rolls.
- 6 Disintegrated. The character is dead.

COMBAT ACTIONS

The following actions can be taken by any character in combat. The character must spend the required amount of Actions to utilise these options.

- ATTACK
- AIM
- GRAB
- GUARD
- EXECUTE
- USE COMPLEX OBJECT
- DEFEND
- STUNT
- HIDE

ATTACK

The Player makes an attack against a target. Attacking is one Action. Attacking is further described on page XXX. There are two forms of attacks referenced in talents and other rule system. Basic attacks and special attacks. Basic attacks are standard attacks that anyone can use. If a talent says "Make a basic attack with..." Then these rules may be applied to any attack. These attack options can add together if the prerequisites are both met. For example, if the character has both the arching attack talent and the piercing strike talent, then the character ignores the dive stunts and ignores some resistance with basic attacks.

Special attacks are specific actions the character can take. Abilities that modify basic attacks modify special attacks, but abilities that require the character to make a basic attack are not usable with special attacks.

AIM

The Player can use an Action to aim at an enemy. When aiming the Player gains a +3 bonus to attack on the next attack roll. If a character has a weapon with a precision bonus, then the precision bonus is added to the attack bonus as well. Aim does not stack onto itself.

GRAB

The Player can use an Action to grapple a target. This is a strength roll against either strength or dexterity. If the Player succeeds, then the target is restrained by the Player. If the Player is stronger than the target, then when the Player moves, the target moves as well. A character can spend a stunt to attempt to break a grapple. Breaking a grapple is a strength or dexterity roll against the grapplers strength. Success means the grapple has ended.

GUARD

The Player can grant an ally in the same zone a +2 to defence with one Action. This lasts until the beginning of the Player's next turn. Guard can only be used once per ally, per turn. This action does not stack with defend.

EXECUTE

Execute can only be used on a helpless target and costs 3 Actions. Execution will kill the character. If the character is attacked before the execution is finished, then the execution fails.

USE COMPLEX OBJECT

A Player can use an Action to activate a complex object such as a potion, scroll, a remote control, fire extinguisher or any object that would have a effect on the battle.

DEFEND

The Player can spend an Action to gain a +3 bonus to defense until the beginning of his next turn. Defend can only be used once per turn. If a character has a shield bonus, the character adds the shield bonus to the defense bonus from this action.

STUNT

A character can spend an Action to gain an additional stunt in the round.

HIDE

Using two Actions, a Player can move into another zone and attempt to hide behind some sort of concealment such as a wall, shadows, heavy rain, et cetera. The Player rolls a dexterity with a difficulty equal to 10+the highest focus of the enemies. Success means a character is hidden. Failure means the character does not succeed at the hide, and success means the character is in a hidden state. If no one is able to see the Player, then the targets of their next ability or attack are unaware of them.

FREE ACTIONS

The following can be done at any point.

QUIP: The character can say a one liner or other quip that has no actual effect. Though clever roleplaying can be performed with quips.

SHUFFLE: The character can move anywhere within the character's zone.

STUNTS

Once per turn, a character can choose one Stunt to perform. These Stunts can apply to an attack or defense roll, or have some other effect. The Stunt should make use of the current environment and situation, and the Game Master can rule that some Stunts are impossible in the current situation. There are two types of Stunts: offensive and defensive. Offensive Stunts activate during the characters turn, while defensive Stunts are activated at the end of their turn.

DEFENSIVE STUNTS

DISARM: The character can choose to disarm one melee attack made against the character if the defense roll is successful.

BRACE: The characters resistance increases by 2 until the beginning of the character's next turn.

HOLD: The character switches Initiative with the character below them. This takes effect next round.

DIVE: The character dives behind cover. The character gains +1 to defense rolls.

RECOVER: The character regains a number of Threshold equal to healing factor. This Stunt can only be done once a turn.

SPEAK: The character can say something important or lengthy during the combat. The character is limited to around a sentence or two of important dialogue.

RESOLVE: The character can attempt to reroll a failed check against Fear. This roll is made with a penalty die.

TAUNT: The character chooses one enemy to taunt. That enemy receives a -1 penalty to attack any creature other than the one who taunted them.

REACT: The character gains an additional reaction that turn.

OFFENSIVE STUNTS

KNOCKDOWN: This Stunt applies to a single melee attack. If that attack is successful, then the target falls prone.

FEINT: This Stunt applies to a single attack. If that attack is successful, then the attack deals an additional 2 critical damage.

DISARM: This Stunt applies to a single melee attack. If that attack is successful, then the targets weapon falls to the ground or is in the characters possession.

SUNDER: This Stunt applies to a single melee attack. If that attack is successful, then one of the targets equipment moves down on the sunder track. See page XXX.

CALLED SHOT: This Stunt applies to a single attack. This attack now strikes a specific area on the enemy. Typical uses of this Stunt is to destroy jewelry, strike a weak point, or to show off superior skills.

DISORIENT: This Stunt applies to a single attack. If this attack is successful, then the target receives a -2 to defence until the begin of its next turn.

BLIND: This Stunt applies to a single melee attack. If this attack is successful, then the target receives a -2 to sight based Focus rolls until the beginning of the next turn.

DASH: The character moves into an adjacent Zone.

STAND: This Stunt is used to stand from Prone.

INTERACT: This Stunt is used to interact with the world and objects. Flipping a switch, opening a door, picking up an object, and opening a window are just a few examples.

DROPPING PRONE: Dropping prone is a Stunt.

SEARCH: The character can make a focus roll to find a hidden enemy. The focus rolls difficulty is set to the result of the hidden characters hide check.

APPLY POISON: The character can place poison on a weapon or set of ammunition.

BREAK GRAPPLE: The character can attempt to break a grapple.

SWAP EQUIPMENT: The character sheaths and draws different weapons.

SYNERGY

Occasionally, Players will want to combine abilities to pull off cool stunts or exciting attacks. Examples include a fire Elementalist enhancing a mage's fireball, working together to lift a fallen log, or help each other solve a puzzle. To do this the Player must follow these rules.

- The Players first decide on a purpose of the Synergy action. This can be anything from moving a heavy object, attacking an enemy, or even throwing an ally.
- Next, the Synergy Finisher is chosen. The Finisher must act last. When the Finisher takes his Synergy Action the Synergy is resolved.
- Then, the Players play their turn as normal. The characters must spend at least one Action and their Stunt to partake in a Synergy Action. They must benefit the Synergy in some way as well. A character can use a Talent or Action but it must be the last action on their turn.
- On the Finisher's turn, the Synergy Attack activates when the Finisher uses their Action or Talent for the Synergy action.

The following rules also apply when making a Synergy Attack:

- If a character is unconscious before the synergy attack is finished, then that character does not participate.
- The Players must be able to use their Action or Talent against the target when the Synergy Action activates.
- If the number of Players partaking is reduced to only the Finisher, the Synergy fails.
- The Synergy Attack must make sense. A Player synergising by creating a boulder, and another Player making the boulder wet would not have a great effect. But creating a boulder and lighting it on fire would be devastating.

EFFECTS OF A SYNERGY ACTION

- Every person partaking in the Synergy Action adds a +1 bonus to the roll. To a max of 5. If the Synergy Action is an attack, the roll is the attack roll.
- The Player that rolled the highest uses that result as the result of the roll for the Synergy Action. Unless the Synergy is an attack, then each roll is determined separately.
- When a Synergy attack is made, all damage is calculated separately.

OTHER POINTS ABOUT SYNERGY ACTIONS

- Any effect that is not a direct attack, such as moving targets, buffing allies, or hindering enemies, resolves before the attack.
- Synergy Actions do not interrupt initiative.

WHEN TO USE SYNERGY

Synergy Actions should be used whenever a task is too difficult for one character alone. This can be anything from surviving in a desert, to talking to a king. Synergy Attacks should be taken whenever an enemy is too difficult to attack.

CONDITIONS

The following rules represent various conditions a character can be in. The Game Master ultimately decides when these conditions are met, but many abilities normally apply these conditions.

UNAWARE

If a character does not know about an enemy, the character is unaware of that enemy. Stealth, invisibility, and illusions are examples of creating unaware targets. If an enemy is unseen, but the character is aware that the enemy is in the area, the character is not unaware. An unaware target receives a penalty die to defense against creatures that set the condition.

PRONE

The following applies to prone creatures. A character can stand from prone by using a Stunt.

- Penalty die to defense rolls against melee attacks.
- Bonus die to defense rolls against ranged attacks.
- The character is Slowed. See below for details.

GRAPPLED

A character that is grappled receives a -2 penalty to attack and defense rolls against targets not in the grapple. The character cannot move if grappled.

HELPLESS

A helpless character cannot defend itself. Whenever a helpless character is attacked, the character's defence roll is effectively 0, regardless of the bonus to defence.

BLINDED

If a Player is fighting something it cannot see, either due to blindness or severe darkness, the Player cannot make ranged attacks, and melee attacks are made with a penalty die. The character automatically fails rolls to find stealthed targets.

SLOWED

A slow character cannot use their stunt. A character can only be slowed twice. In this case the character loses their stunt, and an action.

FATIGUE

Whenever a creature is extremely tired, hungry, or thirsty, they become fatigued. Fatigue follows a series of steps, and the more fatigued a character become more steps of fatigue they gain. One level of fatigue is lowered with a nights rest. The effects of each step of fatigue are:

1. Load decreases by 1. Max Threshold lowered by 3.
2. Load decreases by 2. 1 penalty die on all rolls. Threshold is lowered to half maximum Threshold.
3. Load decreases by 3. 1 penalty die on all rolls. One threshold.
4. Unconsciousness until someone nurses the character back to health.
5. Death

ENCUMBERED

When a character is using more load than the character has, the character is encumbered. The character gains a penalty die on all strength and dexterity rolls, and on all attack and defence rolls.

ENRAGED

While enraged, the character has a penalty die on all Focus rolls.

UNCONSCIOUS

An unconscious person is prone, helpless and unaware. They also receive 2 penalty dice to Focus rolls.

CHARMED

When a character becomes charmed they have a penalty die on any roll that opposes the person who set the charmed condition. Examples include attacking an enemy, casting a ritual, or attacking an ally of the person who set this condition.

INVISIBLE

An invisible character has a bonus die on Stealth rolls. All creatures are considered Blinded against this character. The invisible character also has a bonus die when attacking.

STUNNED

A stunned character loses one Action on their next turn. A character can be stunned multiple times, but they can never have less than one Action from being stunned.

DEAFENED

A deafened character cannot hear, and fails any roll that requires hearing.

FRIGHTENED

A frightened character cannot move towards the source of fear and receives a penalty die to all rolls while they are frightened.

DEPRESSED

A depressed character receives a penalty die on all Spirit rolls.

PARALYZED

A paralyzed character is helpless and cannot move or take any Actions. The only Stunt available is recover.

RESTRAINED

A restrained character cannot move, unless moved by an outside source.

IMPAIRED

The characters senses are dulled. The character receives 1 penalty die on all focus and spirit rolls.



ENVIRONMENTAL HAZARDS

FALLING

When a character falls from one zone to one beneath it, they will receive no damage. However falling two zones will cause the character to receive falling damage. This will cause 10 damage, plus an additional 5 damage per zone fallen. A character can make a dexterity roll to reduce the damage by one zone by landing on a softer target, such as a wagon of hay or a small pool of water. This is a difficulty 12 roll.

DROWNING/SUFFOCATING

The Player can hold his breath for a number of rounds equal to 6 times constitution. If the Player takes any more than one action the round counts as 2 rounds. An unconscious character that cannot breath treats every round as 2 rounds. If the character runs out of time, the character falls unconscious and threshold drops to 0.

STARVATION AND THIRST

In most situations, starvation and thirst can largely be ignored. Characters are assumed to be able to feed themselves, either by purchasing food in a tavern, hunting, or foraging through ruins. However, particularly long delves into a ruin, journeys through deserts, and other situations without food and water available food may need to be tracked.

Every day without food, a characters maximum HP value decreases by one. This is alleviated when the character eats. No water has the same effect, but 2 HP is lost rather than one.



ZONES

Every Skirmish has one or more Zones that characters move and fight in. To determine where Zones are located, mark out sections of the location that are different from others. For example: A room can be a single Zone, but a large room that contains a fireplace and a table will have two Zones; one that contains the fireplace, and the other that contains the table.

A Zone that is next to another Zone on the map is called Adjacent. These Zones can be moved into and out of with normal movement. Characters can only interact with objects within the Zone that they are currently in. For example: a character in the Zone with the fireplace might be able to throw an enemy in the fire, while a character in the adjacent Zone can jump onto the table for a height advantage.

When a character is in a Zone, it is assumed the character is moving all throughout that Zone. Because of this, characters can attack any character in the Zone they are in.

MOVING BETWEEN ZONES

Once per turn, a character can move from one Zone to an adjacent one. The character can also spend an Action to move to an adjacent Zone. This means a character can move to 3 Zones per turn without any special abilities.

A character can move into a Zone above the current zone, but only if they have some sort of movement or something to reach the Zone, such as a ladder.

TRANSITION ZONES

A transition Zone is a Zone that lies between two adjacent Zones. Unlike a normal Zone, a character does not need to move into a transition Zone to pass through it. Indeed, a character cannot enter these zones at all.

Transition Zones always have some sort of hazard or obstacle. Some examples include a swinging axe, a pit of spikes, or a breakable wall. The character must succeed at some sort of ability check in order to successfully bypass the transition zone. Such as rolling Dexterity to dive through the axe or rolling Strength to jump over a pit. Failing this roll results in an effect depending on the transition Zone. this is damage, but more specific effects can be used as well. Such as a magic barrier that freezes anyone who pass through.

ZONE EFFECTS

Some Zones have unique and specific effects on characters and creatures within them. A forest on fire might cause fire damage to all characters and creatures each turn, or a zone with a spell cast upon it might cause its effect each turn.

UTILISING ZONES

Zones can have many uses aside from combat. They might be used to separate a crime scene into manageable chunks, separate a ball dance into different locations, or to map out an elaborate puzzle. The uses of Zones are limited only by the Game Master's imagination and ingenuity.

SCALE

The scale of a Zone is affected by the scale of the Skirmish. If a fight takes place in a large open area, then the Zones will be large. But a fight taking place inside a building will have smaller, more compact zones.

A good rule of thumb is to base the scale off of the Player's tier. A heroic tier skirmish might take place in a large dungeon, with each zone being the size of a room. But a mythic tier skirmish might take place over an entire mountain, each zone being a large expanse of area to fight dragons and other nasty creatures. If the Game Master would prefer a more realistic take on zones, try to keep zones around 30 feet or so, beginning to end.

SKY ZONES

In every fight that has access to the sky, there are two Zones that are always present. The lower sky and upper sky.

The upper sky is a Zone that is above all other Zones, unless that Zone has a roof. The lower sky, as its name implies, is the Zone immediately below the upper sky zone and above the ground based Zones.

These two Zones are mostly accessed by characters who can fly, but they also hold dangers such as enemies.

MOVING BATTLES

There are some skirmishes which would be in continuous motion. For example, fighting a phoenix while it is trying to get away, trying to rob a train, or fighting on the top of vehicles. In these cases, create Zones as usual. It is good to think of the world moving and the zones are stationary. Each character must have some sort of mount or special movement type in order to keep up. If not, they move one zone in the opposite direction the fight is moving at the end of their turn. If they run out of Zones, then they are out of the combat until they can somehow catch back up.

EXAMPLE ZONE EFFECTS

Zones can have one or several effects tied with them. While a character is in a zone, then the zones effect applies to that character. These zones detailed below are just a handful of zones that could exist. There are many possibilities and effects a zone could have.

BURNING

A zone on fire or full of intense heat is considered burning. At the beginning of a character's turn, they will receive 5 fire damage if they are in the zone. This damage ignores resistance, other than fire resistance. Some burning zones can be more intense and will have an increased damage. Flammable objects in the zone ignite, and significant water can end this zone effect.

COLD

A cold zone is incredibly cold. Frost immediately covers walls and liquids freeze. This will cause all creatures to receive 2 cold damage every round, but resistance from armor is ignored.

COVER

A zone with cover is any zone with large objects to hide behind, while not interrupting movement. Cover takes the form of fences, walls, trees, or any other disrupting object. When attacking a zone with cover with a range attack, the attacker receives a penalty die.

DIFFICULT TERRAIN

Shrubbery, swamp, rubble, and anything that slows movement is considered difficult terrain. When in difficult terrain, a character must spend an action to move.

WINDY

A windy zone is full of powerful winds. All ranged attacks going into, out of, and through the zone have a penalty die.

SUBMERGED

A submerged zone is a zone that is completely under water. Character in this zone must hold their breath, or they begin drowning. Characters are slowed, unless they have the swim movement type.

WATER

A zone with this effect is a still body of water, with a surface. A character must succeed at a strength check of 10 in order to move, and the character is slowed unless they possess the swim movement type. If a character fails this roll by 5 or more, then they begin to drown until they succeed the strength roll.

A zone with this effect can also be stormy, which increases the difficulty to 15.

SPIKED

A spiked zone has sharp protrusions that make falling onto it very deadly. A character that falls into a spiked zone doubles fall damage. If a character falls from one zone above then they receive 10 damage.

SMOKING

A zone filled with thick smoke can be dangerous. Focus rolls to see in the zone are made with a penalty die, and a character must make a difficulty 12 constitution roll or else the character loses one action. This roll is made at the beginning of the characters turn. Every time the character fails this roll, they lose an additional action if they fail on the next turn.

OBSCURED

An obscured zone is a zone full of fog, rain, or any other effect that obscures sight. Focus rolls to perceive and ranged attack rolls are made with a penalty die.

DARK

A dark zone is similar to an obscured zone, except a character with dark vision is immune to the effect.

DEEP DARK

A deep dark zone has no light whatsoever. Melee attacks are made with one penalty die and ranged attacks are made with two. Sight based perceptions rolls are impossible. A character with dark vision is immune to this zone.

LOW GRAVITY

A low gravity zone grants all characters a burst movement type when they jump. Fall damage is nullified, and a character receives a penalty die to resist being moved.

HIGH GRAVITY

Characters in a high gravity zone are slowed. The characters also receive a bonus die to resist being moved, and when they fall the character is treated to have fallen one additional square.

LOUD

Loud zones are places with a significant amount of noise. Such as in a thunderstorm, next to a siren, or next to machinery. Focus rolls to hear are made with 2 penalty dice.

ELECTRIC

An electric zone is a zone where the surfaces are charged with enough electricity to shock those who touch them. When a character touches the surface of the zone, they receive 10 lightning damage.

IRRADIATED

An irradiated zone is a place that is full of radiation or other similar force. A character receives 2 necrotic damage every round while in the zone, ignoring armor. After exiting the zone, the character still receives 2 radiation damage for the next 3 rounds.

POISONED

A poisoned zone is one that houses a mist of poison or a pool of poison. This can take 2 forms. Either the poison is a specific type of poison, or it is generic poison that damages creatures. The former, every round a character is in the zone they must roll against the poison. With the latter, a creature receives 5 poison damage every round. This damage ignores normal resistance.

ACIDIC

An acidic zone is one that houses a mist of acid or a pool of acid. A character receives 10 acid damage every round while in this zone.

BRIGHT

A bright zone has incredibly bright light. Such as from a flare or powerful lamps. Focus rolls for vision are made with 2 penalty dice.

SPECIALIZED MOVEMENT

Some characters might have a special movement type, such as flight or swimming. These are gained in a variety of ways, such as talents or traits. The following are the rules for using specialised movement.

CLIMBING

A character with this movement type can move between vertical zones as long as there is a wall or similar structure connecting them.

SWIMMING

A character with a swim movement type, they do not need to roll anything when attempting to swim.

BLAST

A blast movement type allows a character to move to an adjacent zone, including zones above. A character will fall at the end of their turn, unless they land on a solid space. The character can ignore some transition zones, such as pits and other things that can be jumped over.

QUICK

A quick movement type is when a character moves so quickly, they appear to be invisible. Enemies will be unaware which zone the character travels to if they could not see them before. Running from stealth to stealth for example.

FLIGHT

A character with the flight specialised movement have free range of the zones they enter. This works the same as blast, but characters can stay in zones without a floor.

TELEPORT

A character with the teleport movement type can move to an adjacent zone, but ignore any transition zones.

MOUNT

Mounts are used to move more quickly on the battlefield or overland. More details on mounts can be found on page xxx.

BURROW

The Burrow movement type is similar to the teleport movement type as long as the two zones are connected by digable earth. A character with the burrow movement type can stay underground for longer, but in this case it requires an action to resurface.

SWING

This movement type is situational. When a character swings by a rope, grappling hook, or web they can potentially gain this movement type. The Player can bypass an entire zone with one stunt by swinging, effectively moving two zones. Except the zone effect they bypass does not affect the character. However, the swing must make sense. Something needs to be there to attach whatever method of swinging. Transition zones still must be dealt with normally, however.

PHASE

Phasing is simply moving in a way to be incorporeal. Perhaps a ghost-like drift or vibrating through matter. Whatever the source, phasing allows a character to ignore zone effects and transitions zones. Unless the effects or zones would affect incorporeal creatures.

BLINK

Blinking is a combination of teleporting and simply moving. This functions as phase, but there is a 50% chance (a 1-3 on a d6) to be affected by the zone effects and transition zones.

CHAPTER TWO: CHARACTER CREATION

This is a game about taking the role of a world traveling hero. A character is this hero. Through this character, the player will interact with the world and ideas of the game, as well as the fellow players.

Characters in Gates are assumed to have already become a Gate Strider. It is also assumed they have been an adventurer for a while. The character has slain a few monsters or explored ancient dungeons. They are stronger than a common adventurer. A cut above the rest.

YOU ARE A GATE STRIDER. STRONGER, BRAVER, SMARTER THAN YOUR COMMON MAN. YOU ARE A HERO. A VILLAIN. A LEGEND. AT SOME POINT IN YOUR LIFE, YOU HAVE BEEN CHOSEN BY A GATE TO WITNESS ALL REALITY. GIVEN THE POWER TO WALK BETWEEN THE WORLDS, YOU HAVE FREEDOM. YOU CAN SHAKE THE VERY FOUNDATION OF WORLDS AND CIVILIZATIONS. WHEREVER YOU GO, CHANGE WILL FOLLOW. BUT THE WORLDS ARE DANGEROUS. OTHER GATE STRIDERS JOIN YOU IN YOUR JOURNEY. WHETHER YOU SEARCH FOR WEALTH, POWER, LOVE, OR STORIES. ADVENTURE AWAITS.

THEME

When a character is designed, think of a theme the character will have at first. Swashbuckling cyborg wizard? A devious necromancer who stalks the shadows? Honorable knight with the strength to throw boulders? While the character's theme is important, it will change over time. Exploring all these different worlds. Experiencing different cultures and ideas. This will change even the most stubborn man. At the beginning of their journey, the character is a powerful wizard. Long into his career, they will find one fleeting moment of peace where they reflect upon the adventures. They will absentmindedly fiddle with the robotic arm which replaced the one lost fighting a dragon. The character will clean the pistol they started carrying when they stopped trusting fully in rituals. They will cover up the darkened skin on their leg, tainted by a curse from just one fight among many. No longer is the character just the wizard. It is a Gate Strider.

CHARACTER DESCRIPTIONS

No two Mages are the same, nor are any two Warriors. One spell caster might channel the power of their ancestors but another uses innate magic from their bloodline. A samurai would fight quickly and efficiently, but a barbarian would just smash things into oblivion. These are the sorts of character descriptions that should be created when a character is made. The purpose of these descriptions is to both set the character apart from others, and give the Game Master something to work with. For example, maybe a master samurai that could teach the parties samurai a new technique, but will not teach a uncultured barbarian. Perhaps the mage who channels the power of their ancestors find a family crypt and learns new techniques from within.

To make these descriptions, consider the character's theme. How does the abilities the Class's grant utilise this theme? For example, an alchemist with the classes Artificer/fire Elementalist might gain the fire Elementalist abilities by drinking a variety of different potions or throws bombs.



CHARACTER TERMS

ATTACK AND DEFENSE

A character's attack represent how skilled they are in combat. Even a master swordsman would be able to use an axe effectively. Defense is the character's overall skill at defending attacks.

Both of these are increased through increasing tiers.

PRIMARY CASTING ABILITY (PCA)

The primary casting ability represents a character's skill in magic. Some classes have a list of PCAs to choose from, but only one PCA can be chosen. The PCA also represents HOW the character uses magic. A character with intelligence might use math and logic to alter reality. While a character that uses spirit uses magic with the sheer power of their will. PCA is not an ability, thus if PCA is spirit, and a talent gives a bonus die to spirit rolls, then the PCA does not gain this bonus die.

HEALTH POINT (HP)

A character's health points represent how much damage they can receive before they fall unconscious. When a character takes loses all HP, they are wounded.

THRESHOLD (TH)

A characters threshold represents how long they can last in a fight. when a character receives threshold damage they do not get hit, but they become more tired. Most enemies do not have threshold.

RITUALS

Every character can cast a ritual. Characters can find them as rewards, seek them out, or purchase them in game. However, when choosing to learn a specific ritual, ask "does it complement my character?" An archer does not need a size increasing ritual, for example. More information can be found on page xxx for rituals.

SCHOOLS

A school is a subsection of a class. They represent different archetypes within the class. They do not limit what talents a character can choose. A character can choose any talent within their class, from every school. The purpose of a school is to organise talents within a class.

TALENTS

Talents are how a character increases power and versatility. When choosing talents, choose them to suit the character's playstyle.

CORES

Cores are core abilities the character poses. These Cores are gained at character creation and act as starting points for many talents.

FEATS

Feats are similar to talents, but they are not earned in the same way. Instead, they are earned in game. Examples of feats include surgery to enhance the senses, permanent magical effects, or techniques learned from a master.

SKILLS

The character's skills represent slight benefits to certain tasks. The bonus they grant is based upon proficiency.

HERO DICE

Hero dice, explained on page xxx, can be very useful. Though, there is a choice with them. They can be spent every session to make the game easier, or they can be saved in case the characters loses all of their HP.

PROFICIENCY

Every character gains a proficiency bonus depending on their tier. This proficiency bonus is used as a bonus for skills, as well as a bonus to various actions depending on talent selection. The proficiency bonus represents the character's overall skill.

TIERS OF POWER

A tier of power is how legendary and powerful a party is. Unlike most character statistics, tiers of power are gained as a party rather than individual. There are five tiers of power a character can be. Mundane, Adventurous, Heroic, Legendary, and Mythic. These tiers represent the overall power of the character as well as giving a starting point for different challenges. Most parties begin at Adventurous. To increase a tier of power, the character must complete a task befitting the tier above. An adventurous character must complete a heroic adventure to become an Heroic character.

CREATING A CHARACTER

STEP 1: TALK TO THE PARTY

Before making a character, speak with the other Players. Ask the Game Master what sort of characters they should make and talk to the other Players about what roles to play in the party. Consider if any of the characters know each other, if they are beginning as a group already, or how they will decide to stay together.

Make sure the character would be willing to work with the party, is willing to adventure, and can contribute to the game. Playing a pacifist monk with a group of bloodthirsty Warrior is not a good idea, for example.

STEP 2: BACKGROUND

Next, build the characters background. The character's background represents who the character was, what they did before the adventure starts, and where the character lived. The background decides how the player uses the hero dice system as well. Hero dice is a pool of resources to help players succeed.

Follow the steps on page xxx to create a background.

STEP 3: ABILITIES

After determining the character concept and background, choose ability scores. Each ability begins at 2. Spread 10 points around the abilities, each increase in an ability costs 1 point. An ability cannot be increased past 7.

Alternatively, ability points can be spent to purchase an innate perk or penalty. See the ability section on page xxx for more information on abilities and innate perks and penalties.

STRENGTH: The physical might of the character.

DEXTERITY: The agility and grace of the character.

CONSTITUTION: How tough and resistant the character is.

INTELLIGENCE: The mental capacity and clarity of the character.

FOCUS: How intune the character is with themselves and the world.

SPIRIT: The characters force of personality and magic.

STEP 4: CHOOSE CLASSES

At this point choose 2 classes. The class choice will give a selection Cores to choose from, as well as give a list of talents to make the character more powerful. The class choice should reflect the character's theme. Use the chart on the next page as a guide.

STEP 5: CHOOSE CORES

Then, Choose 3 Cores from the universal Core or from one of the classes chosen. This is an important choice, because these can unlock talent choices.

STEP 6: SKILLS

The character gains 3 skills sets from the sets listed in the class. Find more information on skill sets on page xxx.

After choosing skill sets, choose a number of skills equal to half intelligence to become specialities. These specialities grant a bonus die when rolling for that skill.

STEP 7: HEALTH POINTS

After both classes are chosen, add both class's health points (HP), then add double constitution. This becomes the characters HP. Threshold is equal to both classes HP plus constitution plus spirit.

STEP 8: EQUIPMENT

Now, the character chooses their equipment. A character starts with 2 basic items, 1 advanced item, 3 simple items.

See page xxx for more information on equipment. This starting equipment cannot be lost permanently. They can be lost, but the character will replenish this starting gear when the opportunity arises. Such as during downtime. The starting equipment is a part of the character. Just how batman always has his batarangs, or king arthur always has excalibur. A character also starts with a set of appropriate clothing and any minor baubles that fit the character. Examples include pictures of family, broken swords, or a trophy from a kill.

CLASS	DESCRIPTION	CORES	HP	SKILLSETS	PRIMARY CASTING ABILITY
ARTIFICER	Crafter of powerful artifacts.	Craft Equipment Jury Rig	6	Technology Craft	Special
BARD	Uses art and performance to great effect.	Inspire Showman	5	Negotiation Culture	Spirit
CHANNELER	Receives power from powerful entities.	Channel Power Miracle	5	Occult Speech	Focus Spirit
ELEMENTALIST	One who commands the elements.	Element Control	7	Power Discipline	Focus Spirit
MAGE	Manipulator of magic.	Spellbook Magic Use	5	Magic Knowledge	Intelligence Spirit
NATURALIST	One in tune with nature.	Animal Control Nature Aspect	6	Survival Nature	Focus Spirit
PERFECTIONIST	A master of perfecting the body and soul.	Trained Fists Calm Mind	6	Acrobatics Meditate	Special
PSIONIC	A master of mental power.	Telekinesis Sense Emotion	5	Dream Mind	Intelligence Spirit
ROGUE	A thief and assassin.	Sneak Attack Hide	6	Investigation Thieving	—
WARRIOR	A master of combat.	Challenge Guardian	7	Athletics Tactics	—

STEP 9: STATISTICS

Next, fill out statistics such as speed, initiative, size, and other necessary information.

ATTACK/DEFENCE: When the character is created, choose if the character is aggressive, defensive, or balanced. This will determine the attack and defense statistic following the chart on page XXX.

INITIATIVE (DEX+FOC): Initiative is used to determine the order of combat. It can also be used to determine who acts first during contests. To calculate initiative, add dexterity and focus.

HEALING FACTOR (CONSTITUTION + STRENGTH):
The healing factor is used when recovering threshold. A stunt can be used once per turn to increase their threshold by this amount.

PROFICIENCY: An adventurous character begins with 2 proficiency. Otherwise, it is based off of the tier on page XXX.

LOAD: Load represents how much gear the character can use at once. Load is equal to one half of strength plus one.

ATTUNEMENT: Attunement is the character's natural ability to use artifacts. Attunement is equal to one half of spirit.

STEP 10: STARTING POWER

Finally, the player spends five advancement points. This further diversifies and customises the character.

BACKGROUND

Before the game starts, the character had a life. Perhaps they lived a full and rich life of adventuring before becoming a Gate Strider. Maybe they were a simple farmer before stumbling upon a gate. This is where the characters history is built.

A character begins with 5 background points. These are spent on various traits. Each trait costs one point, so a Player can have up to 5 traits. Any background points leftover raise the hero dice maximum. Hero dice are a form of "heroic Luck" that can save a character's life, as well as give them an edge in every situation.

BACKGROUND

Hero dice is a special mechanic that allows characters to do impossible stunts or impressive tricks. Each character has a maximum amount of hero dice that can be held onto at once. This is equal to 1 + the amount of background points leftover after purchasing traits. Hero dice can be added to any roll as bonus dice. Hero dice can also be spent to use certain traits.

GAINING HERO DICE

At the beginning of every session, the Players gain a hero die. If a Player has a background, then the Game Master rewards the Player with a hero die when representing the characters background. The Game Master can also cause a complication, in which the Game Master gains the use of a hero die and the Player receives one.

COMPLICATION

The Game Master can grant the benefit of a hero die to an enemy NPC, but doing so causes the Player the die is used against to gain a hero die. Not every NPC can use these complications. A Game Master can also cause a Player to run out of ammunition, gain a penalty die to a roll, or activate a flaw (see below) as a complication. With the exception of an NPC using a hero die, a Player can deny the hero die to cancel the complication.

USING HERO DICE

A character can spend a hero die to perform any options that traits grant the Player. They are also spent to gain a bonus die on any roll. The Player can spend any amount of hero dice before the roll is made, but only one bonus die can be applied this way after the dice has been rolled. Another use of hero dice is to take an action when it is not the players turn. This is done by spending 2 hero dice.

CREATING A BACKGROUND

Choose up to 5 traits from the following list. The traits should be chosen based on the characters theme and history.

(OPTIONAL) CHARACTER FLAWS

If the Game Master allows it, a character can have a flaw as well. A flaw is a character trait that can cause problems. Such as prone to anger, falls in love easily, or prone to thievery. This allows the Game Master to, at any time, cause a complication based on that character's flaw. For example, the Game Master can tell a character that they fall in love with a villain if they fall in love easily. The Player then gains a hero die.



BACKGROUND TRAIT	SUMMARY
ARTIFICE	Begin the game with an artifact.
DEFENDER	A hero die can be spent to gain a bonus die when defending until the beginning of the next turn.
DIPLOMATIC	A hero die can be spent to gain two bonus dice on any social roll.
FAME	A hero die can be spent to find a friendly NPC who knows about the character's exploits.
FEARLESS	A hero die can be spent to ignore the effects of fear.
FEAT OF STRENGTH	Roll a hero die to increase strength by that much.
FIGHTER	A hero die can be spent to gain a bonus die when attacking until the beginning of the next turn.
GATE STRIDER CONTACT	A hero die can be spent to find a friendly contact.
GENEROUS	Give allies hero dice.
MAGICAL	Spend a hero die to use Magic Use.
MASTER	A hero die can be spent to gain two bonus dice on one skill roll.
QUICK	Add a hero die to initiative.
RESOURCEFUL	Spend a hero die to pull a useful object out of pocket.
SKILLED	Gain a skill set.
SPELLCASTER	Gain a ritual.
STRATEGIST	Gain a bonus when planning ahead.
SURVIVALIST	Spend a hero die to reset thirst, starvation, or hunger.
TOUGH	Spend a hero die to recover more threshold.
TRAVELERS LORE	Spend a hero die to know details about otherworldly objects.
WEALTHY	Gain extra wealth during downtime.
WELL EQUIPPED	Begin with extra equipment.
WISE	Spend a hero die to enhance an allies roll.

BACKGROUND TRAITS

ARTIFICE

Whether the character crafted it, found it, or where gifted it, the character begins the game with an artifact. At the Game Masters discretion, the player may modify this artifact with starting equipment.

DEFENDER

The character was a defender of people. A shield against darkness. A buffer between the people of their world, and the things that lurk in it. A hero die can be spent to gain a bonus die when defending until the beginning of the next turn.

DIPLOMATIC

The character spent most of their days talking. From speeches, peace meetings, or even war rallies, the character has learned the ins and outs of diplomacy. A hero die can be spent to gain two bonus dice on any social roll.

FAME

The characters many deeds have traveled around the worlds. A hero die can be spent to find a friendly NPC who knows about the character's exploits. If the world does not know about other worlds, then this cannot be used.

FEARLESS

The character has stood before terror and was not subject to it. A hero die can be spent to ignore the effects of fear.

FEAT OF STRENGTH

None on the characters world could match their strength. Even giants cower at their might. When the character tries to lift something, such as a boulder or portcullis, the player can roll a hero die to increase strength by that much for this single roll. This die can explode.

FIGHTER

The character was an elite member of the military, an unstoppable back alley brawler, or a master martial artist. A hero die can be spent to gain a bonus die when attacking until the beginning of the next turn.

GATE STRIDER CONTACT

The character has traveled long enough to make a few friends. A hero die can be spent to have an ally on whichever world they are on. Whether this is another Gate Strider or a friend of another Gate Strider. This ally can give information, a place to sleep, or act as a companion if danger is not involved.

GENEROUS

The character has learned the joy of giving. A hero die can be spent to grant another Player a hero die. This can be done once per session per Player.

MAGICAL

The character is a person of magic. They may have studied tomes for many years, was chosen by a god, or simply born with the power to alter fate. A hero die can be spent to create a minor effect, as if using the mages magic use talent, that is permanent. Such as turning a cup permanently cold or changing the color of a building forever. In particularly dramatic situations, with the Game Masters permission, this trait can be used for legend creating magic. Such as declaring none can pull a sword from the stone unless they are king, or cursing a lineage to forever grow ugly beards.

MASTER

The character is a master of a certain skill. Choose one skill. When a hero die is spent on this skill to grant bonus dice, then two bonus dice are gained instead of one.

QUICK

The characters speed, gained from a life of running, training, or even natural talent, is unmatched. A hero die can be spent when rolling initiative. The result of the die is added to initiative and it does explode.

RESOURCEFUL

The character is a survivor, and has experience holding on to just the right knick-knacks. A hero die can be spent to have an item useful for the current situation be on the characters person. For example. A hero die can be spent to draw a dagger after being disarmed or to have a lighter when trying to light a fuse. These items can be no larger than the palm of a hand, and must be simple items.

SKILLED

The character was skilled in a certain profession or field. Perhaps a stage magician, salesman or a master surgeon. The character gains one skill set of the players choice, this can be selected multiple times for multiple skills.

WEALTHY

The character was born to wealth, earned it, or stole it. During downtime the character gains 2 wealth. This applies once per Home Trip.

SPELLCASTER

Through the characters studies, they have found a powerful ritual. The character gains a ritual confirmed by the Game Master written on a scroll. If the character has the intelligence, they can instead memorise the ritual.

STRATEGIST

Few are born with the innate talent of superior tactical thought. That combined with many hours of practice has honed the characters strategy to a powerful weapon. The player can plan a skirmish ahead of time to gain certain bonuses. Every ally in the skirmish can spend a hero die on something that was planned ahead. Doing so allows them to add the hero die to the roll, rather than adding a bonus die. This can only be used on actions that have been planned ahead, and only once for each character. These plans must be at least somewhat thought through. "We plan to attack!" will not suffice.

SURVIVALIST

Through toil and sheer will, the character has earned the grit to keep on living. Once per session, the player can spend a hero die to reset the effects of thirst, starvation, or drowning. This can allow the character to double the amount of time required to starve.

TOUGH

Long nights in bar fights, constant torture, or a stubborn attitude has graced the character the ability to take a hit. When the character recovers TH, the player may roll a hero die. The character heal an extra amount of TH equal to this roll. This die does explode.

TRAVELLERS LORE

The character knows many stories and tales of different worlds. When presented with an item, concept, or person from another world a hero die can be spent for the character to know details about the object. For example, an enemy warrior has a powerful sword, a hero die is spent, and the sword is revealed to be the blade of vanquish from such and such world. The Game Master will describe the lore of the item or person.

WELL EQUIPPED

Perhaps the character was a weapons crafter, dealer, or inheritor. Maybe they came across a large supply of equipment. The character begins the game with one advanced items, two basic items, and three simple items along with the normal starting gear. These items are treated as starting equipment, and thus cannot be lost.

WISE

The character has traveled to many worlds and have seen many acts of compassion and cruelty. This has left them wizened and full of advice. A hero die can be spent to grant a bonus die to an allies roll.

GENRE BACKGROUNDS

These background traits come from the type of genre the character initially belonged to. They are separate from the others because these give a specific tone and theme based on the kind of world and environment the character came from. Players are free to choose from one or multiple. A player can also redescribe these traits. Reckless honor would fit well for a knight in shining armor as it would a samurai.

FANTASY

A fantasy world filled with mystery and magic. These worlds are classic fantasy worlds from fairy-tales. Themes of these worlds include magic, wizards, and adventurers.

"THIS, CHILDREN, IS THE SKULL OF A GRAND WIND DRAKE. IT TERRORIZED THE CITY FOR MANY YEARS, UNTIL IT WAS FINALLY DEFEATED BY SIR ASHTON THE WHIRLWIND. WHO WANTS TO TELL ME WHAT WEAPON SIR ASHTON USED TO FELL THIS BEAST?" - LYRIAN DUVAIN, TEACHER

MAGICALLY ADEPT

The character has learned of all types of magic and how to use them. A hero die can be spent to cast a ritual as if using a lesser source.

TRINKETS

The character has access to magical treasures that can be useful. The character begins the game with three trinkets.

TRICKSTER

The character has mastered the art of quick magic. A hero die can be spent to gain the benefits of the magic use mage talent for the rest of the encounter.

WESTERN

A Western world is a lawless place. The greatest authority is the gun and a quick hand. Themes of these worlds include outlaws, struggle, and heroes.

"OH, IS THAT BABY'S FIRST GUN? THAT'S CUTE. MINE'S BIGGER. NOW START A TAB OR GET OUT OF MY ESTABLISHMENT." - LILITH BARBOSA, TAVERN KEEPER

OUTLAW

The character was a rule breaker or criminal. A hero die can be spent to escape from the law. This will not always work immediately, but it can make the task easier.

HARD LIFE

The character knows hard work is the best solution to all problems. When doing some tedious task that requires hard work, the time required to complete it is cut in half. For example, digging a hole that takes an hour to dig would require half an hour.

LONE WANDERER

The character is an explorer and expert at finding new locations. They can spend a hero die, once per session, to find their way in a new environment. This can negate being lost in a forest or can reveal where they are in a dungeon.

SCIENCE FICTION

A science fiction world is one that uses advanced technology. Themes of these worlds include scientists, robots, and advanced technology.

"WE'VE FINALLY CRACKED THE SECRET. WE HAVE FOUND THE ROAD TO THE STARS. BUT YOU KNOW THE RISKS. IS THIS A ROAD WE WANT TO TRAVEL?" - FRED KARLSSON, POLITICIAN

TECHNOLOGICALLY ADEPT

The character has learned of all types of technology and how to use them. A hero die can be spent to use a piece of technology the character otherwise could not have. An example would be hacking into an alien computer the character has never seen.

USEFUL KNOWLEDGE

The character knows many facts from a life of watching informative television or similar media. The character can spend a hero die once per session to immediately know the answer to one trivial question relevant to the situation.

MODIFIED BODY

The character has an enhancement on their body. Whether this is from genetic modification, cybernetic enhancements, or surgical enhancements the character is slightly more effective. Choose one skill relevant to the characters modification. When rolling a hero die for this skill, add +4 to the roll.

HORROR

A gothic world is one filled with dangers of the night. Horror movies, dungeons and dragons' Ravenloft, and Castlevania's setting are good examples of this.

"DO NOT WALK THE STREETS ALONE, FOR THE DANCERS ROAM THE NIGHT. THEY WILL TRAP YOU IN THEIR STRANGE COSTUMES, FORCE YOU TO BECOME THEIR SLAVE. BE WARY, CHILD." - LYDIA DAVIN, FORMER CAPTIVE OF THE DANCERS

MONSTER HUNTER

The character has hunted and slain many monsters that hid in the dark. The character can spend a hero die to immediately know one weakness of a monster the character can see. This is one of the few traits that have uses in combat, and can be activated as an offensive stunt.

USEFUL KNOWLEDGE

The character has experienced fear more often than someone should have. The Player can spend a hero die to grant allies a bonus die against resisting fear. When a hero die is spent to resist fear for the Player, two bonus dice are gained.

MONSTER

The character is what goes bump in the night. The character can roll a hero die when attempting to intimidate another creature. The result of the hero die is added to the intimidation. This die can explode.

PRIMITIVE

Primitive worlds are worlds where the forces of nature are stronger than the forces of man. Examples would be caveman worlds, These worlds have primal beasts, primitive cavemen, and dense jungles. Themes of these worlds would be survival, cavemen, and prehistoric beasts.

"THEIR VISION, UNLIKE WHAT YOU HAVE BEEN TOLD, IS NOT BASED ON MOVEMENT. I DON'T KNOW WHO STARTED THAT PARTICULAR RUMOR, BUT I WOULD LIKE TO PUNCH HIM IN THE JAW MYSELF." - AKILA, HUNTER

PREDATOR

The character is a hunter. Once per session, the character can spend a hero die to automatically find something they are searching for, or find a clue to lead to that place or creature's location.

PREY

The character is used to being hunted. The character can spend a hero die once per session to cause any perusers to lose track of the Player.

NATURAL

The character is familiar with nature and primal places. The character may, once per session, spend a hero die to call the aid of nature. This can be anything from having a deer walk towards a starving party or find a naturally hidden alcove to sleep in.

WUXIA

Wuxia worlds are lands filled with honor, amazing feats of prowess, and impossible martial arts. Themes of these worlds include honor, Martial Arts, and Adventure.

"BLOOD FOR BLOOD, A LIFE FOR A LIFE. NOW DRAW AND FACE ME, OR ARE YOU A COWARD?" - YIN FEI AMAKA, DISGRACED WARRIOR

RECKLESS HONOR

The character is particularly honorable. Honor and valor is more important to this character than life itself. The character can spend a hero die to gain two bonus dice, rather than one. But, this can only be used when doing something reckless for the sake of honor.

LOYALTY

The character is loyal to a fault. Choose one character, either PC or NPC, that the character is loyal to. When a character the Player is loyal to takes damage, the Player can spend a hero die to take the damage for that character instead. The Player must reasonably be able to do so, such as being in the same zone when the character is being attacked or within the flight path of an arrow.

HONORLESS

The character has a distinct lack of honor. This honorless mindset grants and advantage when against those with honor. The character can spend a hero die to gain 2 bonus dice, rather than one, when taking an action that is particularly honorless. Such as backstabbing an ally, attacking an unarmed foe, or going back on a promise.

SUPER HERO

Super hero worlds are places where comic books have come to life. Characters could have strange powers, super human abilities, or dangerous super science.

"I SWEAR, HE JUST SWOOPED DOWN AND GRABBED ME! A SPEEDING BULLET WITH ARMS LIKE PYTHONS. I AIN'T NEVER ROBBING ANY OLD LADIES AGAIN!" - JOE, PURSE SNATCHER

JUST IN TIME

The character is a hero who knows how to save the day in just the nick of time. When an innocent is about to be killed, captured, or knocked unconscious the character can spend a hero die to take action and use a stunt.

SUPER POWER

One of the character's Cores becomes their superpower. When using that core, the character may spend a hero die to gain two bonus dice rather than one.

MASTERMIND

The character is a super genius that can think years ahead of others. This character can spend a hero die when encountering an unknown obstacle, such as a surprise enemy or a trap. Doing so allows the character to have thought about this eventuality. The character and allies gain +2 to any rolls to deal with this obstacle.

CONTEMPORARY

The contemporary world is much like ours. No real magic or unexplainable science. But it is not without its heros.

"HEY, PHIL, YOU THINK YOU CAN GET THAT REPORT IN BY MONDAY? LISTEN, WE ALL HAVE TO PUT IN A BIT OF OVERTIME EVERY NOW AND THEN." - HENRY WALLCASHER, BOSS

MEDIA

The character has read enough books, seen enough movies, and played enough games to be familiar with many of the strange ideas that the multiverse can hand out. When encountering an unknown magic or technology, the character can spend a hero die to gain a hint about the technology or magic's purpose. Usually in the form of pop culture references.

UNBELIEVER

The character does not believe in magic. A hero die can be spent to gain two bonus dice when resisting magic.

LUCKY

A fish out of water has to survive with pure luck. Once per session, the player can reroll a single roll.

INNATE PERKS AND PENALTIES

Innate perks and penalties are abilities the player can purchase with ability points during character creation. These innate perks are what determines the characters species. Innate penalties will give the character more ability points to spend. This is completely optional, and many characters do not need to use these. Perks are designed to give a mechanical difference to different races. A standard human has no perks or penalties.

PERKS

AQUATIC (2)

The character can breath underwater and gains the swimming movement type.

FLIGHT (2/3)

The character has the flight movement type. This flight is granted by wings, unless they spend 3 points, then the flight is magical in nature.

LARGE (1)

The character is an incredibly large individual. All weapon damage is increased by one, stealth rolls receive -1 penalty, and grapple rolls gain +1 when initiating a grapple.

SMALL (1)

The character is remarkably small. Stealth rolls receive +1 bonus and defense rolls gain +1 when defending against a grapple.

NATURAL ATTACK (1/2)

The character gains a melee attack that has weapon damage of 2. This attack uses strength as the ability damage, but the player chooses whether this attack is heavy or light. This perk can be purchased multiple times. Spending 2 points on this ability increases the damage of the weapon to 5.

DARK VISION (1)

The character can see in the dark as easily as day. The character ignores penalties from non magical darkness.

QUADRUPED (2)

The character has four legs rather than two. Treat load as 1 higher for carrying large objects. The character also gains a bonus die when resisting being tripped.

LEGLESS (1)

The character has no legs, favouring a serpentine like lower body, or something similar. The character is also immune to being prone. Quadruped cannot be purchased along with this innate perk. This ability does come with a penalty, the character has a strange shape and most items will not fit the lower parts of their body.

STURDY (1)

The character gains a bonus die When resisting forced movement. This includes tripping and shoving.

SCENT (1)

The character gains an increased sense of smell. The character gains a bonus die when tracking by scent and searching for someone in the same zone.

TOUGH (1)

Constitution is treated as 2 higher for the purpose of HP.

EXTRA LIMB (1/2)

This perk gives the character an extra prehensile limb, such as a tail, arm, tentacle, or other limb. The Player can hold objects with the prehensile limb, but cannot attack or use an off-hand item with the limb unless 2 points are spent. This can be purchased multiple times, each additional purchase granting additional limbs, but there is a maximum of 4 extra limbs without special permission. When dual-wielding, only one weapon per turn counts as an off-hand.

INNATE MAGIC (1)

The characters race has an innate form of magic. Work with the Game Master to come up with a specific magical ability as if using magic use. The character can use this magic at will with one action.

INTIMIDATING (1)

The character has a intimidating or commanding presence. The character gains a bonus die on rolls to intimidate, torture, or otherwise look tough.

THICK HIDE (1)

The character gains a resistance of 2. This resistance is not added to any resistance from armor.

EXTRA SENSORS (1)

The character gains additional sensors, such as eyes, ears, or other sensory organs. The Player gains a bonus die in perception using the corresponding sense. For example a creature with multiple eyes would gain a bonus on seeing creatures but not hearing them. This can be purchased multiple times, but each additional purchase gives the character different sensory organs. A character cannot have both extra eyes and one-eyed penalty.

HIGH PAIN TOLERANCE (1)

Constitution is treated as 2 higher for the purpose of TH.

SLOW METABOLISM (1/2)

The character only needs to eat half the amount of food required. If the player spends two points the character does not eat.

FAST HEALER (1)

Constitution is treated as 2 higher for the purpose of healing factor.

BREATHLESS (2)

The character does not need to breathe.

CLIMBER (1)

The character gains the climb movement type.

PENALTIES

Innate penalties are similar to innate perks, but they give ability points rather than reducing them. A character can only gain 3 points back on innate penalties.

SPECIAL SUSTENANCE (1)

The character must survive of a special substance rather than food. This must be difficult or uncomfortable to come by such as blood, a precious metal, or a certain radiation. It is possible that not every world has access to this substance, so the player will need to adapt accordingly. The character must have to eat in order to select this penalty.

WEAK (2)

The character gains a penalty die when rolling strength.

FEEBLE (2)

The character gains a penalty die when rolling constitution.

CLUMSY (2)

The character gains a penalty die when rolling Dexterity. This does not grant a penalty die on attacks or defence.

WEAKNESS (1/2)

The character has some sort of weakness to an object or force. When exposed to this substance the Player receives a penalty die on all rolls. This item must be somewhat common (A common metal, a certain temperature range, moonlight, ect.) or very common if the weakness gives 2 points (Sunlight, air, earth, plants, ect.). The Player and Game Master need to work out the details of the weakness, but in general if the item is within 10 yards or the character is subject to the weakness the character takes the effects.

VULNERABILITY (1)

Choose one damage type. (Fire, ice, lightning, sonic, psychic, acid, or poison) The character is vulnerable to this damage type. This penalty can be acquired multiple times, each time selecting a new damage type.

TERRIFYING (1)

The character has a horrific, demonic appearance. Aside from role-playing penalties, the character also receives a penalty die on social rolls (except for intimidating) if the character can be seen.

FAST METABOLISM (1/2)

The character must eat twice as much as usual. If the Player spends 2 points, then the character must eat 4 times as normal.

SLOW HEALER (1)

Reduce healing factor by 3.

DENSE (1)

The Character is treated as having the large innate trait when it comes to riding mounts. Large characters with this trait cannot ride mounts.

LIMITED ARMS (1)

The character has one arm available to use. This ability can be purchased twice, reducing arms to 0.

ONE-EYED (1)

The character gains a penalty die to all visual perception checks and ranged attacks.

SKILLS

Every character is more skilled at certain tasks than at others. Skills represent these differences. A skill set is a selection of skills under a particular category. Skills add to an ability roll, but most skills have additional rules that can be used by any character, whether or not they have the skill or not.

GAINING SKILLS SETS

When a character is created, the character gains 3 skill sets, chosen from the class skill options. If the character gains 2 identical skill sets from the class's, the character can choose to select a secondary skill set based on that skill set. A character can also purchase skill sets with background points.

SKILLS

Skills are the pieces of a skill set. If a character has a skill set, then the proficiency is added to any roll using the skills underneath them. Each skill also has a mastery which is unlocked through character progression. Masteries provide additional rules that enhance the skills usefulness.

USING SKILLS

When a Game Master asks for a roll, it will be an ability roll. It is the responsibility of the player to ask if their skill works in that situation. Though, some skills may be useful in situations where they normally would not. All that is required is a clever player. Here is an example. The players are in a plane falling to the ground! True, a character can use the pilot skill to stabilise the plane. But, perhaps a character can use negotiate to talk with another pilot over the radio, so the pilot can talk them through the problem. Or maybe a character can use balance to walk across the plane wing to manually fix the problem.

SPECIALTIES

A character gains a number of specialties equal to half of their intelligence. Choose a number of skills that are under a character's skill set equal to the number of specialties gained. When rolling these skills, the player gains a bonus die.

ACROBATICS

"DID... DID THAT GUY JUST SWING OFF THE SHIP, DO A FLIP, AND LAND ON THE PIRATE SHIP? RECKLESS IDIOT." - GARETH TWANE, AIRSHIP CAPTAIN

Acrobatics is the skill of moving the body with grace and precision. It is a skill set many adventurers, thieves, and performers practice daily. Whether dodging a dragon's breath, or performing a death defying stunt, acrobatics is a handy skill.

BALANCE

Balance is a skill used whenever a character needs to stay atop something, stay standing, or any time the character needs to balance. Some examples where this skill would apply would be: Walking across a tightrope, surfing on a log, or staying on a boat in a powerful storm. This skill cannot be used to resist trip attempts. The Game Master determines the difficulty of the balance roll, based on how hard it would be to balance on the surface.

MASTERY: Reduce all balance difficulties by 5. This includes contested balancing.

TUMBLING

Tumble is a skill used when falling from great heights or trying to slip past some dangerous trap. Some examples of this skill being used would be: dodging a falling boulder, reducing damage from falling, and diving out of a fireballs range. Tumbling does apply to defense rolls against area attacks.

MASTERY: Ignore fall damage once per skirmish.

STUNT

Stunt is a skill that is used when performing tricks or advanced maneuvers. Some examples of this skill being used would be: Swinging on a rope, sliding under a falling door, and performing a stunt on a bike. This skill does not apply to stunts detailed on page xxx.

MASTERY: The character can make a stunt (See page xxx) as a free action once per skirmish.

ATHLETICS

"CMON, ROOKIE, ONLY FIVE MORE MILES TO GO! THEN WE'VE GOT THE MILE-CLIMB AND THE RACE ACROSS THE BAY! NOW MOVE IT, MAGGOT!" - SERGEANT ORMAC PYLE, DRILL SERGEANT AT UPDF TRAINING FACILITY

Athletics covers any action that requires the conditioning of the body and training. Training physical might is essential to many explorers and warriors alike. The ability to climb a mountain or to leap atop a giant's head is useful.

CLIMB

Climb is a skill used whenever a character wants to scale an object or creature. Some examples of this skill being used would be: Climbing a rock wall, climbing atop of a massive dragon, and holding onto a wall that is shaking violently. The Game Master determines the difficulty to climb on an object. Climbing atop a colossus creature is detailed on page XXX.

If a character has a climb movement speed and the climb skill, then climb can be added to any trip attempts to knock the character off of a wall.

MASTERY: Once per skirmish, gain the climb movement type for one round.

SWIM

Swim is a skill used whenever a character needs to stay afloat in water or generally swim around. Some examples of this skill being used would be: Staying afloat in a storm, swimming a long distance, or trying to swim in rough waters. If a character has a swim movement type and the swim skill, then climb can be added to any roll to resist being forcefully moved in the water.

MASTERY: Once per skirmish, gain the Swim movement type for one round

LEAP

Leap is a skill used whenever a character needs to jump over something. It is a simple skill that is used in two situations. To jump over a gap or other obstacle, and to bypass a transition zone.

MASTERY: Once per skirmish, gain the blast movement type for one round. If the character already has a blast movement type, then once per skirmish the character can move two zones.

TECHNOLOGY

"YOU, WANT ME, ERIC FRANN, TO BYPASS A LEVEL 36-OMEGA CLEARANCE NETWORK THAT CONSTANTLY CHANGES NETWORK PROTOCOLS AND FORCES EVEN AUTHORIZED USERS TO RE-LOGIN EVERY HOUR?... WERE THERE NO TODDLERS AVAILABLE TO DO THIS INSTEAD OF ME? I'VE GOT THINGS TO DO." - ERIC FRANN, CYBERTERRORIST

There are many worlds of various levels of technology, some of them are advanced. There are those that come from these worlds with the knowledge of technology a science. These travelers use their advanced knowledge to hack into primitive systems or to understand the world's just a little bit better.

COMPUTING

Computing is a skill that is used whenever a character wants to interact with an advanced computer. Some examples of this skill being used would be: Hacking into a camera feed, logging in to an unfamiliar computer, and rewriting code. In general, interacting with a computer takes too long to be viable in combat without the mastery.

MASTERY: The character can hack into a computer (or similar device) with two actions. This allows the hack to be performed in combat.

MECHANICS

Mechanics is a skill that is used whenever a character interacts with advanced machinery such as vehicles or power tools. Some examples of this skill being used would be: Figuring out how a machine works, reverse engineering a machine, or to determine a robots weak points.

MASTERY: The character can to attempt to sabotage a machine once per skirmish. This requires 2 actions and immediately render a machine useless, or one of its functions useless. For example, if the characters are fighting several robots, then the character can destroy one robot. But if the characters are fighting a single, giant robot then the character might slow the robot or cause it to lose an ability. The Game Master determines if the machine is useless or damaged.

SCIENCE

Science is a skill that is used when interacting with any sort of advanced technology. Technological portals, advanced laser rifles, and advanced science theories. Some examples of this skill being used would be: Understanding a complex formula, figuring the right fuel for a laser gun, and figuring out how a scientific device works.

MASTERY: The character can identify the vulnerabilities and resistances of one creature per skirmish with no roll required.

MAGIC

"NO, DON'T TOUCH THAT! DO YOU WANT TO SUMMON SOMETHING THAT WOULD TEAR YOU TO PIECES BOTH IN BODY AND SOUL? DIDN'T THINK SO. NOW PUT THAT BOOK AWAY AND FOCUS ON YOUR STUDIES." - ALEKS MOIREN, PROFESSOR OF RITUAL TECHNIQUE

Magic permeates from every world, and many techniques have been developed to use it. Thus many travelers learn the inner workings of magic. Rituals and spells can be a powerful tool for almost anyone, and the crafting of magical equipment is useful indeed.

ARCANE

Arcane is a skill that represents the characters generic knowledge of magic that are not rituals, natural magic, complex arcane machines and more mystical concepts are some of the things that the character can learn with this skill.

MASTERY: All Arcane roll difficulties are reduced by 5.

MECHANICS

Ritual is a skill that has two uses. To assist the casting of rituals, and to understand what a ritual does. Page xxx has more information on rituals.

MASTERY: All ritual difficulties are reduced by 3.

INSCRIPTION

Inscription is a skill that has two uses. To assist the use of magic items, and to assist discovering a magic item's purpose. Page xxx has more information on magic items.

MASTERY: Attunement increases by 1.

SURVIVAL

"SHHHH... SHE'S CLOSE. MIRA'S A SMART LITTLE BUGGER; SHE KNOWS HOW TO LEAVE FAKE TRACKS. IF ONLY SHE COULD FIGURE OUT I CAN TELL WHICH TRACKS ARE WHICH." - ROGER DAHLEN, BEAST WRANGLER

Survival is an important skill for any Gate Strider. A Gate Striders life is spent mostly in the wilds. Traveling from world to world. This means it is a good idea to be able to find food, track foes, and seek shelter.

TRACKING

Tracking is a skill that is used to follow tracks, determine what left said tracks, and find them in the first place. Some examples of this skill being used would be: Following an enemy from a distance, finding the number of creatures that left tracks, and determining the type of animal the prey is. See page xxx for more information on tracking.

MASTERY: The character is no longer slowed when following tracks.

FORAGE

Forage is a skill that is used to find food, medicine, or water. Some examples of this skill being used would be: Finding a magic herb to craft a healing potion, feeding traveling companions, and searching for clean water in an apocalypse.

MASTERY: The character can feed double the amount of characters during overland travel.

SHELTER

Shelter is a skill that is used to find a safe and hidden campsite. Some examples of this skill being used would be: Locating a cave to sleep in, hiding a campsite, or locating where a large camp might be located. This skill can be substituted for the Stealth skill, but only when hiding a campsite.

MASTERY: All characters gain a bonus die to resist hot and cold weather when resting in a campsite found by this character.

THIEVING

"NOW THE TRICK HERE IS TO MAKE THE MARK LOOK ELSEWHERE. DO SOMETHING LIKE BRUSH SOME IMAGINARY DUST OFF THEIR CHEST, AND YOU WON'T EVEN NOTICE WHILE I POCKET YOUR WATCH." - GAEL CAIN, MASTER THIEF

Thieves and scoundrels are common travelers. These sneaky sorts tend to use their skills of stealth and legerdemain to take whatever they want, when they want.

SLEIGHT OF HAND

This skill is used when attempting to pick pockets or to use the hands to misdirect. This skill uses contested rolls against focus.

MASTERY: The character can remove objects from someone stealthily that normally would not be able to be removed stealthily. An example would be a necklace, weapon, or pants.

STEALTH

This skill is used whenever the character wants to hide. The simplest usage of this skill is when the character takes the hide action.

MASTERY: The character can hide with one action, once per skirmish. If the character can already hide with an action, then the character can hide with a stunt once per skirmish.

DISABLE DEVICE

This skill allows characters to pick locks and sabotage machinery. It is used whenever the character needs to quietly disarm mechanics. This skill takes a while to use and cannot be used in combat.

MASTERY: Mastery in disable device allows a character to pick a lock with two actions.

KNOWLEDGE

"I DON'T UNDERSTAND... HOW CAN YOU HAVE NO BOOKS ON THE SECOND REGENT'S ERA? THAT WAS ONE OF BRANKER'S MOST PROLIFIC PERIODS OF WRITING, HOW DO YOU HAVE NO COPIES? THE HELL KIND OF LIBRARY IS THIS?" - FAREN LYSAND, SCHOLAR OF THE SECOND REGENT'S ERA

Many people have knowledge on different subjects, but few have a mastery of that knowledge. The knowledge skill is special, in that it only has one skill under it. When a character chooses this skill set, they must select two subjects under the subject skill. Examples include biology, Gates, or Magic. This skill can be used whenever the character recalls information about that subject, researches that subject, or interacts with that subject in any way.

RESEARCH

This skill is used as a general skill for researching information. Whenever a character is looking up information, whether from a library or computer, this skill can apply.

MASTERY: Mastery in research grants the Player a free use of the research downtime activity per Home Trip.

[SUBJECT]

This skill is the knowledge of a specific subject of study the Player chooses. This skill applies to any roll regarding the knowledge of that subject. Some example subjects would include herbology, magic, religion, or alchemy.

MASTERY: Mastery in this skill grants the character two more subject skills. These subjects are recommended to be loosely connected to the original subject. Physics and math, for example.

CRAFT

"TELL YOU WHAT. WHY DON'T YOU GO ASK MR. ROCKELL HOW TO DEAL WITH SIMULTANEOUS BLOWBACK ON THE FIRST AND FOURTEENTH REPULSOR COUPLINGS WHEN ALL YOU HAVE IS A BLAST WRENCH. THAT'LL BE ALL THE ANSWER YOU NEED FOR WHO SHOULD BE CHIEF ENGINEER." - CIELA MARIEL, CHIEF ENGINEER ON THE CCS ZHUGE LIANG

Few Gate Striders are able to take the time to create, but those that do master their craft. Building weaponry, simple tools, or even medicine is handy for any traveler.

TOOLS

This skill is used to craft or analyse tools, weapons, or anything practical. This is not used for making magical or technological tools, rather mundane things such as swords armor, and shovels.

MASTERY: Mastery in tools allows a character to obtain non-mechanical or magical items during downtime at one less wealth, to a minimum of one wealth.

ENGINEERING

This skill is used to craft or analyse advanced machinery or complicated objects. This can apply to any item from catapults to a vehicle.

MASTERY: Mastery in engineering allows a character to obtain mechanical items during downtime at one less wealth, to a minimum of one wealth.

ALCHEMY

This skill is used to craft chemical component and potions alike. This is not limited to magical potions, and can be used for medicine.

MASTERY: During downtime, any crafted alchemical objects are made with one less wealth, to a minimum of one.

NEGOTIATION

"YOU COULD CUT OFF SUPPORT AND ALL TIES TO GRANCO. BUT THEN WHO WOULD SUPPLY YOUR NEURAL BOARDS? WHERE WOULD YOU ACQUIRE THE SYNTHETIC NERVES YOU NEED TO KEEP YOUR SECURITY FORCES ACTIVE? YOU HAVE MY NUMBER. I'LL BE IN TOUCH." - COOPER ROMAIGNE, COO OF GRANVILLE BIONICS CORPORATION

The skill of talking to others is incredibly valuable. Whether conducting trade, diplomacy, or even telling a lie, adventurers can use these skills to escape the most deadly of encounters.

MERCANTILE

This skill is used to sell or buy goods and treasures for a high or low price. Some examples of this skill being used would be: Selling a priceless jewel to a merchant, trying to lower the price of a mysterious trinket, and negotiating the sale of land.

MASTERY: When converting treasure found into wealth during a home trip, multiply the value by 1.5.

DIPLOMACY

This skill is used to convince others the character is right. Some examples of this skill being used would be: Proving that a king's decision is flawed, convincing an ogre to let the party pass, or asking a dragon to lend the character a treasure.

MASTERY: When using this skill, any contested rolls against the character are made with a penalty die.

DECEIT

This skill is used to lie and cheat. Whenever a character needs to lie, feign the truth, or act differently than normal the character can use this skill.

MASTERY: When using this skill, any contested rolls against the player are made with a penalty die.

INVESTIGATION

"THIS SINGLE STRAND OF HAIR IS VITAL TO THIS INVESTIGATION. WHY? YOU CAN ASK. BECAUSE, THIS SINGLE STRAND OF HAIR PROVES MISS VERONICA WAS LYING ABOUT NEVER BEING IN THE BUILDING. SO, WHAT ELSE ARE YOU LYING ABOUT?" - JOSHUA SNIFFER, DETECTIVE.

Whether searching through an ancient temple for treasure, or looking for a clue in a murder investigation, investigation is a handy tool for any Gate Strider.

SEARCH

This skill is used to search a zone for treasure, clues, or any other hidden goodies. Some examples of this skill being used would be: Searching a room for secret doors, trying to find the best priced item in a large store, and looking for a hidden thief. This skill also applies to focus rolls to find characters that are stealthed.

MASTERY: Passive perception increases by 3.

INTUITION

This skill is used to when determining if someone is telling the truth, acting strange, or is under some sort of spell. Some examples of this skill being used would be: Guessing if a shady character is telling the truth, trying to find the most nervous person in the room, or determining if an enemy is under a mind control effect.

MASTERY: Any character receives a penalty die to lie to the character.

ANALYZE

This skill is used to discover the meaning of a clue or other piece of information. Examples of this skill being used would be: Determining how old a corpse is, Read a paper that has been erased, and understanding the cause of death.

MASTERY: The character always knows what sort of weapon or force was used to wound or kill someone they analyse.

MEDICINE

"I NEED A HEALING POTION RIGHT NOW! WE ARE OUT? THEN SOMEONE GET ME A CLEAN KNIFE AND A BOTTLE OF ANYTHING REMOTELY ALCOHOLIC!" - GRANNY REM, FAMED BATTLE MEDIC.

Whether searching through an ancient temple for treasure, or looking for a clue in a murder investigation, investigation is a handy tool for any Gate Strider.

AID

This skill is used to heal minor wounds and aches. It is a skill that benefits healing a character as per the rules on page xxx.

MASTERY: The character can use a stunt to cause one character to heal half of their healing factor in threshold.

SURGERY

This skill is used to treat severe injuries. Some examples of this skill being used would be: Removing an object from inside a living person, installing a cybernetic limb, and harvesting organs from a living creature.

MASTERY: All difficulties for surgeries are 5 lower.

CARE

This skill is used to heal the mind and care for the needy. Some examples of this skill being used would be: Caring for a sick monster, Curing an insanity, or raising a small child.

MASTERY: When caring for an ally during rest, the ally can reroll any failed focus rolls that resulted in a permanent effect. This can only be used once per effect.

TACTICS

"THE FOUR OF YOU TAKE THE FLANK. I KNOW WE ARE OUTNUMBERED, BUT IF YOU TWO CAN IGNITE THE FIREWORKS AT THE PRECISE MOMENT OF THE ATTACK, THEN THEY WILL BE BLINDED. AFTER THAT, WE HAVE FOUR SECONDS." - JOHNATHAN READY, TACTICIAN.

Tactics is a skill set that everyone hopes to never use. It's only use is to fight wars. A master of tactics can change the tide of any battle.

TRAINING

This skill is used to train soldiers and animals for war. An example of using this skill would be training peasants to defend against bandits, war-training a pack of dogs, or learning about the enemy from its training and discipline.

MASTERY: The character can spend one week with a character to permanently increase their attack by 1. This does not apply to another player, and it only applies once.

STRATEGY

This skill is used to understand and apply strategic warfare. Examples of the skill being used is to determine what path would be best to take for an army, guessing an enemies strategic choices, or winning a board game.

MASTERY: Once per skirmish the character can gain insight on the enemies tactics. The Game Master then must tell the player something they have not considered.

ASSESSMENT

This skill is used to assess an enemies strength. Examples of this skill being used is determining if an enemy is beatable, gauging the strength of an army, or learning the defensive strength of a fortress.

MASTERY: Once per skirmish the character can choose an enemy and know its Attack, Defence, and TH.

OCCULT

"OH GREAT KTHSARASC! I CALL OUT IN YOUR NAME! WAIT, WHAT? ITS KTHSARSCH, NOT KTHSARASC? WELL, WHAT IN ENTROPY DID I SUMMON THEN?" - MARCUS, DEMONOLOGIST

Occult means hidden knowledge, and this skill represents the knowledge and application of things that are hidden. Gods, Demons, Angels, Undead, and Fae are not well known by most of the multiverse. But this skill represents the knowledge of such things.

TRAINING

This skill is used as a knowledge roll for gods, religions, and religious practices. Players will not know the specifics of the various world's religions, but they know the patterns that are common. This skill can be used instead of ritual for rituals with the prayer origin.

MASTERY: Once per session, the Player perform a ritual that contacts a god or a god's follower. That player can ask a question, which the god replies to through a vision, sign in nature, or similar vague result. However, a god does not need to be truthful.

LOW KNOWLEDGE

This skill is used for the knowledge and interaction of undead and Demons. This skill can be used instead of ritual for rituals which have necromancy or diabolic origins.

MASTERY: The player understands the way Demons can communicate, and can now talk to them.

HIGH KNOWLEDGE

This skills is used for the knowledge and interaction with Fae and Oel. This skill can also be used as ritual for rituals that have a enochian or Glamour Origin.

MASTERY: The player knows and can speak the language of the Angels.

MEDITATE

"CALMING THE MIND IS LIKE TRYING TO CALM A SEA. THE EASIEST WAY TO DO IT, IS WITH PATIENCE." - MASTER HIDAKO

To ability to think rationally and with a calm mind is underappreciated by many Striders. They are constantly experiencing new and wonderful things, and could very well be overwhelmed. The skills under this set allow the player to think with clarity and resist temptation, reflect upon their actions, and have an innate understanding of the world.

CLARITY

Clarity is an odd skill. It is used when a character is forced to roll focus to resist the charmed, frightened, or enraged conditions from mundane sources. This means magic and technology is not subject to this skill.

MASTERY: Mastery of Clarity allows the character to add this skill to any focus roll to resist the charm, frightened, or enraged.

REFLECT

Reflect is used when a character gets a chance to reroll a spirit, intelligence, or focus roll. For example, when a character uses the resolve stunt or if someone uses the care stunt on the character.

MASTERY: The mastery of reflect allows the character to use the resolves stunt without a penalty die.

SENSE

Any character can sense magic, but those who have learned to meditate have a better sense. This skill is used when sensing magic.

MASTERY: The player automatically knows when and where there is magic in their zone, and can sense the strongest source of magic in a mile radius.

CULTURE

"GREETINGS, MY FRIENDS. YES, I WILL CONTINUE TO USE THE TRADITIONAL LANGUAGE FOR THIS MEETING. CAN I COMPLIMENT YOUR ALKALA? IT IS EXQUISITELY BUILT, TRADITIONAL CLOTH EVEN." - MARY LISEA, AT A WORLD PEACE MEETING

Culture is an important skill for any Gate Strider. It is the skill that allows Striders to blend into a society to not draw attention, learn and tell fables and stories, and to follow a worlds etiquette as to not cause insult.

BLEND IN

This is not a skill that is used to sneak around or hide. Rather, this is a skill for choosing the right outfit, using the right words and language, and walking the right way so as to seem to be a member of a culture.

MASTERY: The player gains +2 to any social rolls in a society which the player has spent at least two days immersed in.

FABLE

Fable is about creating and understanding fables. This is used when trying to understand the significance of a cultures story or piece of art, and it is also used when creating a similar themed story.

MASTERY: A mastery of fable means the character has mastered crafting stories and tales. They can spread a rumor which would be widely regarded as true in the place the character spreads it. However, this can only be used once per culture, people, or population.

ETIQUETTE

Etiquette is the skill used when speaking or acting formally. When dining with royalty, meeting with a prime minister, or acting politely at a festival this skill is used.

MASTERY: A mastery of Etiquette grants a +2 to all social rolls when speaking with a person of high class.

MIND

"I DO NOT CARE OF MYSTICAL IDEAS, MEDITATION, OR MUMBO JUMBO. MY CLASS WILL TEACH HOW TO USE YOUR MIND, NOT COEXIST WITH IT." - TAMIAL URSA, PSIONIC TEACHER

The skill set of the mind is the science of using the innate psionic power of all people to its greatest effect. Protecting the mind, unlocking memories, and using the third eye is a few examples.

SHIELD

The shield skill is not using shields, rather it is shielding the mind from outside effects. When the character is having their mind read, controlled, or changed, they can add this skill to the roll to resist.

MASTERY: The character gains a bonus die when resisting the effects detailed in the skill.

MEMORY

This skill is one used by the player, not the character. When a player forgets something, the Game Master can ask for a memory roll.

MASTERY: Mastering Memory means the character remembers everything that has happened to them in the last month.

THIRD EYE

The third eye skill is used similar to the sense skill. However, it is used to detect psionic influence.

MASTERY: Mastery of the Third eye allows the player to automatically sense if a creature has psionic abilities.

DREAMER

"THE COMMON MAN THINKS THAT DREAMING IS PASSIVE. THIS IS NOT TRUE. FOR MOST PEOPLE, EVERY NIGHT IS A GRUELING EXPERIENCE THAT IS FORGOTTEN." - LEOA, DREAMER

To dream is to enter the Faery. Though, most of the time it has no effect. However, many creatures of the Fae will lure characters into their realm to trick them into staying. Those who practice dreaming are more competent at defending themselves against these tricksters.

REMEMBER

When a character awakes from a deep dream, they might forget the experience. This skill is added to the focus roll, lessening the chance to forget.

MASTERY: Mastering this skill allows every character who leaves the same Deep Dream as the character to gain +2 to their roll to remember their time.

ALTER

In the Deep Dream, reality can be greatly altered. This skill adds to any attempt to alter reality, but not to counter reality being changed.

MASTERY: Once per skirmish, the character can nullify one alteration to the dreamscape without a roll.

REALITY

Reality is a skill used not in a dream. It uses the experiences of dreams to spot illusions. This skill is added to any roll used to discern if something is a magical illusion.

MASTERY: The character knows when an illusion is near, but does not know the source of the flaw in reality.

NATURE

"THAT CLOUD MEANS THAT IT MIGHT RAIN, BUT THAT... THAT IS NOT A CLOUD." - TRASCE, DRUID

An understanding of nature can be very helpful for a Strider. This skill set allows Gate Striders to pick up on the patterns of natural life throughout the multiverse.

WEATHER

Weather is used to determine what weather is in store in the future, identifies the weather, and determines what weather is and is not natural.

MASTERY: Mastery of weather allows a player to always know at least one days time ahead when a storm is approaching.

ALTER

Life is the knowledge of the patterns of living creatures. Plants and animals are very different of many worlds, but there are some laws that living creatures must follow. This skill can be used to identify living things, determine their natural patterns, and to gauge the health of an environment.

MASTERY: Mastery of life allows players to know strength, dexterity, constitution, and intelligence of natural animals innately.

GEOGRAPHY

This skill is used to determine if a landscape is natural or manmade, understand what kind of geography can be found in the area, and for understanding complex natural laws, such as tectonic plates and ocean currents.

MASTERY: Mastery of Geography allows a character to, once per session, locate a source of water, natural cave, valley, or other natural structure without a role.

POWER

"MY SOUL BURNS WITH THE HEAT OF A THOUSAND WORLDS! YOUR PITIFUL ARMY STANDS NO CHANCE." - MALKOM PARA, SORCERER

The power of the soul is not to be underestimated. This power can be used to overpower others, embrace magic, and to resist unwanted change.

SOUL

Occasionally there will be matches of spiritual power in a Gate Striders journey. For example, when two people grab an artifact at once or two people are using the same ritual against each other. When raw spirit is rolled against raw spirit, this skill can be used.

MASTERY: Mastery of soul gives the player the ability to suppress their magic or psionics. Creatures that can sense these cannot sense the character unless the character wishes it. This includes magical artifacts.

EMBRACE

Embrace is a skilled used when someone attempts to remove a magical effect from the character.

MASTERY: The character can ignore an ability that removes a magical effect from the character once per session.

RESIST

The Resist skill is used when a magical or advanced science effect would change the characters form. Polymorph effects, shrinking spells, or any other body changing effect is valid. This skill can be added to the roll to resist it.

MASTERY: The character gains a bonus die when resisting abilities that would change the physical form.

DISCIPLINE

"YOU CAN TRY TO BREAK THEM. BUT I KNOW THE MAN WHO TRAINED THEM. YOU COULD MURDER THEIR FAMILY IN FRONT OF THEM, AND THEY WOULD NOT EVEN FLINCH." - GAIVUS CLEIVUS, COMMANDER OF THE LIGHT LEGION

Discipline is required of any Gate Strider who wishes to stay sane in the multiverse. They will need to be able to endure pain, exhaustion, and to keep at bay their emotions. Otherwise, their weakness can be their downfall.

TOLERATE

The tolerate skill represents both physical and mental toleration. When being tortured, this is the skill used to last a long time.

MASTERY: The player is immune to the adverse effects of pain, though they still feel it. This means any effects from pain are no longer effective.

ENDURANCE

Endurance is the skill of pushing themselves beyond their limits. It is used when rolling constitution after failing to sleep, resisting long term weather effects, or to keep marching after a long time.

MASTERY: Mastery of Endurance allows a player to go double the required amount of time without food.

RESTRAINT

Restraint is used when a non-magical effect attempts to anger, taunt, charm, or otherwise upset the characters state of mind.

MASTERY: The player cannot be taunted or angered by any non magical source.

SPEECH

"NOT TODAY, NOR TOMORROW, BUT SOON. WE WILL GO THROUGH THE GATE, TO THAT FINAL FRONTIER AND ANY OTHERS BEYOND." - PRESIDENT TERA, DURING A SPEECH.

The speech skill set is often overlooked by Gate Striders. The ability to accurately communicate with and control large groups of people is vital for talking down crowds of angry villagers, hyping up a group of warriors, or even picking up on the small nuances of language.

LANGUAGES

If the Game Master chooses to pay attention to language as a whole, this is the skill that assists learning it. Otherwise, it is used to pick up on subtle language problems. Such as determining what words a language has different meaning with, translating languages, or solving language based puzzles.

MASTERY: Master of language allows the character to translate the equivalent of a 100 page document in three days.

FORMAL

Formal presentation of a speech is important for gaining reputation among nobles and scholars who care for such things. When addressing a group in a professional manner, this skill is used. This includes peace speeches, sermones, or even declarations of war.

MASTERY: The player gains +2 to all social rolls when speaking to a crowd.

ENTICE

The Entice skill is used to rile a crowd into a mob, hype warriors for combat, or anger a crew into mutiny.

MASTERY: Once per session, the player can change the attitude of a group of people for one person or idea. In this case, the crowd supports the idea, does not care about it, or opposes it. The character can change this by one step. The same group of people cannot have their opinion changed twice unless something warrants the change. Such as a king losing a battle or a scholar publishing a controversial paper.

CLASSES

A class is the source of a character's talents. A class can be described several different ways. For example: One Player can be an Artificer, focusing on technology and building gadgets. While another character can also be an Artificer but builds golems and enchanted gear. The following will describe the format of each class.

[CLASS NAME]

[Description]

SKILL: these are the class's skill sets that the Player can choose from during character creation.

HEALTH POINTS: This is the amount of health points the class grants at character creation.

PRIMARY CASTING ABILITY (PCA): If the class gives a primary casting ability, it will be here. The primary casting ability represents HOW your character uses their more magical talents. PCA is very important, it is the backbone of most magical classes. This ability should be kept as high as possible.

QUIRKS: This section gives six example quirks your character could have from the influence of this class. Quirks are not a requirement, they help you get ideas for some strange behaviors of your characters. Quirks should not interrupt the game or have any mechanical benefits.

CORES

These are the classes Cores the Player can choose from when creating a character. A Core is a backbone ability that change the way a character is played. Many talents expand on the Core.

[SCHOOL]

Schools are subsections of a class. The purpose of a school is to separate the class into different archetypes. They are used with the school skill to enhance a character's skill with certain talents. See skills on page xxx for more information. Schools do not limit talent choice.

Under the schools, are the talents for that school. A talent is a power a character can have. They are the primary method for increasing the effectiveness of your character

[TALENT NAME]

PREREQUISITE: These are the prerequisites the Player must meet in order to gain the talent. If a character loses a prerequisite, they lose the use of this talent.

DESCRIPTION: A short description of the talent.

EFFECT

EFFECT: This is the mechanics and rules for the talent.

LEVELS: Most talents can be upgraded during character advancement. A talent starts at level one, and whenever it upgrades you gain access to the higher level options. Some levels require a certain tier of power. If this is the case, then the tier will be placed like this: [Heroic]

ARTIFICER

"THE GARU CALLED HIM VELVIAN. IN OUR TONGUE, IT MEANS "LITTLE GOD". WITH A WAVE OF HIS HANDS, IRON ARMIES ROSE AT HIS COMMAND. NONE COULD STAND BEFORE THE MIGHT OF THE CREATOR KING." - THE STORY OF THE CREATOR KING.

Those who craft, create, and invent. Artificers are the best inventors and crafters around. If the character uses equipment or crafts powerful devices, than they might be an Artificer. Some examples of characters with the Artificer class would be:

Artificer/Mage: A wizard and alchemist that crafts powerful magic items.

Artificer/Warrior: A wrecking ball that targets and destroys key weak points on enemy structures.

SKILL SETS: Technology, Craft

HEALTH POINTS: 6

TOOLS OF THE TRADE: It is assumed that an Artificer has access to all of the tools to create any objects related to any talents. The GM can remove these tools with a complication, however.

QUIRKS:

1. Idly crafts small mechanical objects. Sometimes without realising it.
2. Has several tiny mechanical servants that constantly fix small tears and stains in the Artificers clothing.
3. Several minor parts of the Artificers body has been replaced with cybernetics.
4. Small objects owned by the Artificer seem to have an intelligence of their own.
5. When the Artificer cooks, the food produced is weird and has strange properties.
6. The Artificer is constantly toying with a small computer, creating complex algorithms and codes.

CORES

CRAFT EQUIPMENT: When a character gains this talent, the character gains 3 simple items, 2 basic item, and 1 advanced items. These items are pieces of equipment the Artificer creates or can be used to modify other equipment. Mounts might be vehicles or chimeras, and weapons would have the Artificers personal flair. During downtime, any starting equipment can be recrafted into any other items, and all temporary use items refresh.

JURY RIG: The Artificer can upgrade an object with one action. This lasts a number of rounds equal to the Artificer's intelligence. Only one upgrade can be applied to one weapon. The effects of the upgrade depend on the item:

ARMOR: Increase resist by 2.

WEAPON: Increase weapon damage by 2 or accuracy by 1.

SHIELD: Increase shield bonus by 1.

GOLEMS/ROBOTS: Increase strength, dexterity, or constitution by 1.

OTHER ITEMS: Other items are more effective at what they do. For example, jury rigging a spyglass will allow the Player to see even further with it.

GADGETEER

"HEY, HAND ME THAT FUSE BOX? I MIGHT BE ABLE TO RIG SOMETHING TO BLOW THIS DOOR OPEN. GIMME A FEW SECONDS." - KILLIGAN, "MASTER CRAFTSMAN"

DEEP POCKETS

DESCRIPTION: The Artificer can rummage in their pockets for a useful item.

EFFECT

LEVEL 1: The Artificer can spend 2 actions to rummage through his pockets and then roll a difficulty 12 intelligence + proficiency check. Success will produce one simple item that is useful in the current situation. Examples of this includes daggers in a fight, a lamp in a dark place, or a rope to cross a gap. Food, money, and water can not be drawn. The Artificer does not choose what item is found, the GM will decide. This talent can only be used once per skirmish or per specific challenge. Only one item can be used at a time. It must be stored in the Artificers pockets or discarded before another item can be retrieved. If the Artificer is stripped of all items, this talent cannot be used.

LEVEL 2: The time it takes to retrieve an item reduces to 1 action.

LEVEL 3: The Artificer can retrieve basic items.

INSTA-FIX TECHNIQUE

DESCRIPTION: The Artificer can enter a stance to repair objects automatically.

EFFECT

LEVEL 1: This talent is a stance. While in this stance, within one round of an item being sundered, the Artificer can spend an action to repair one sunder level. Broken > Damaged > Whole

LEVEL 2: The Artificer only needs to spend a stunt to activate this talent.

LEVEL 3: The Artificer can analyse equipment with a stunt, rather than an action. The item analysed must be seen, but does not need to be in the Artificers possession.



SATELLITE SUPPORT

PREREQUISITE: Legendary Tier, 200 wealth spent during downtime.

DESCRIPTION: The Artificer can summon a blast of energy from the heavens.

EFFECT

LEVEL 1: The Artificer can spend 2 actions to call down a special attack from the astral. This attack is a laser, beam, or something similar blasted from space. Target one zone with clear view to the sky, every character in this zone (and those directly below or above) will receive 10 radiant damage. Alternatively, this attack can target a single colossal creature to deal damage to it normally.

LEVEL 2: The satellites attack ignores allies.

LEVEL 3: [Mythic]: This talent will deal 15 damage rather than 10.

ANALYSE EQUIPMENT

DESCRIPTION: The Artificer can discover the purpose and use of any object.

EFFECT

LEVEL 1: The Artificer can spend one action to analyse a piece of equipment or an item in the Artificers possession. The Artificer then knows its general purpose. The Player also gains a bonus die when attempting to sunder, or repair this item.

LEVEL 2: The Artificer knows the specifics of the weapon. Including damage, reach, ability damage, resist, shield bonus and special abilities.

LEVEL 3: The Artificer can analyse equipment with a stunt, rather than an action. The item analysed must be seen, but does not need to be in the Artificers possession.

ENHANCE AMUNITION

PREREQUISITE: Jury Rig

DESCRIPTION: The Artificer enhances ammunition with different effects.

EFFECT

LEVEL 1: Whenever the Artificer attacks with a ranged projectile (arrows, bullets, or even grenades), he can change the damage type. The Artificer can change the damage type of the attack to fire, thunder, ice, lightning, radiant, or acid. For example, the Artificer could fire a normal arrow, or could fire a lightning arrow to harm machines.

LEVEL 2: The Artificer can instead of dealing damage with a ranged projectile, cause one of the following effects:

- Cause a batch of smoke to appear, which will allow characters to gain a bonus die when attempting to hide in this zone.
- Launch a flare that will blind enemies. An enemy hit by this attack is blinded for one round. Unless the pass a DC 12 constitution roll.
- Send a shrieking projectile. Enemies hit by this attack are deafened for 1 round.
- Knock an opponent hit by this attack prone.

LEVEL 3: The Artificer can choose 2 effects when attacking with a projectile. Such as tripping and blinding enemies. In place of an effect, The Player can also choose to deal damage to enemies when choosing an effect. The Artificer can choose if the damage is normal or a damage type. If the Player chooses 2 damage types, the damage types are split amongst the damage.

GRENADIER

PREREQUISITE: Intelligence 4

DESCRIPTION: The artificer gains a special grenade attack.

EFFECT

LEVEL 1: The Artificer gains a grenade basic attack. This is a ranged attack roll with weapon damage of 2, intelligence as ability damage, and short range with a small area. This requires one action to attack. The Artificer is assumed to have all the grenades required, and cannot run out unless the GM creates a complication.

LEVEL 2: [Heroic]: The grenades weapon damage becomes 3, and the grenade no longer hurts allies.

LEVEL 3: The grenades area becomes medium.

ENCHANTER

"A PINCH OF POWDERED CAT WING, THE BONE OF A WANDERING GIANT, AND THE HEART OF A DRAGON. GREAT! NOW WHERE IS THAT STAFF?" - DREVAS UTHARE, ENCHANTER

BREWER

DESCRIPTION: The Artificer can quickly craft certain potions with healing properties.

EFFECT

LEVEL 1: The Artificer can spend 2 actions to craft one potion. These potions can be drunk with a stunt. The list of potions and their effects is below. All potions last a number of rounds equal to half the drinker's healing factor. These potions do not stack their effects and the Artificer can only have three potions at any given time.

LEVEL 2: This talent requires one action.

LEVEL 3: [Heroic]: The effects of the potion double.

POTIONS:

- Heal threshold by healing factor.
- Increase one physical ability by 1.
- Increase healing factor by 2.

WARD PORTAL

DESCRIPTION: The Artificer can magically seal a door or other portal.

EFFECT

LEVEL 1: The Artificer can spend 1 action to ward a closed portal, such as a door or window. A warded portal will require someone to spend an action to open it. When a ward is broken, the Artificer knows.

LEVEL 2: Any character that attempts to open the portal must roll intelligence or strength against a difficulty of 10 + proficiency.

LEVEL 3: The Artificer can also ward open portals such as archways or cave entrances. This will not stop projectiles, but it will stop any creature from moving through without passing the roll.

ENCHANT WEAPON

PREREQUISITE: Jury Rig

DESCRIPTION: The Artificer can temporarily enchant a weapon with different effects.

EFFECT

LEVEL 1: When the Artificer jury rigs a weapon, the Artificer can change its damage type into one of the following. Fire, thunder, ice, lightning, necrotic, radiant, acid, and poison.

LEVEL 2: The jury rigged weapon will increase weapon damage by 2.

LEVEL 3: The enchanted weapon now gains an additional effect depending on the damage type. Each one of these requires an ability check or to be affected. The difficulty is always 4+proficiency, but the ability is mentioned in the effect. These effects do not stack.

FIRE: Dexterity. Target takes an additional 3 fire damage at the start of their next turn.

THUNDER: Constitution. Target is deafened for the next round.

ICE: Strength. Target is slowed for the next round.

LIGHTNING: Constitution. Target is stunned.

NECROTIC: Constitution. Target reduces healing factor by half for the next round.

RADIANT: Dexterity. Target is blind for one round.

ACID: Dexterity. Armor is sundered one level.

POISON: Constitution. Target lowers constitution by one for one round.

ANIMATE OBJECT

PREREQUISITE: Legendary Tier

DESCRIPTION: The Artificer can turn any mundane object into an ally.

EFFECT

LEVEL 1: The Artificer can spend 3 actions to animate an object with moveable parts that is within the Artificers zone. This object can be up to the size of a vehicle. Such as a wagon or car. Animating the object will allow it to move and follow the Artificer, or act as a mount. But it cannot attack. The Artificer can also program simple instructions into the object, such as following a certain road or seeking out a certain place.

LEVEL 2: The Artificer can animate any object up to the size of a wagon, regardless if it has moving parts. An example would be a statue. This talent requires two actions.

LEVEL 3: [Mythic]: The Artificer can now animate several objects at once and can now animate objects that are up to the size of a large house. When an object of like a house is animated, the GM should use it as a tool to aid the Players. For instance, an animated house might pull characters with rugs or trap them into certain rooms.

ENCHANT ARMOR

PREREQUISITE: Jury Rig

DESCRIPTION: The Artificer can temporarily enchant armor with different effects.

EFFECT

LEVEL 1: When the Artificer jury rigs armor, the Artificer choose one damage type from the following list. Fire, thunder, ice, lightning, necrotic, radiant, acid, and poison. The armor doubles its resistance against that damage type.

LEVEL 2: The enchanted armor triples its resistance against that damage type.

LEVEL 3: The Artificer can choose to choose 2 damage types as though this talent was level 2, or to cause the wearer of the armor to be immune to one selected damage type.

ARTIFACT MASTERY

DESCRIPTION: The Artificer gains more attunement.

EFFECT

LEVEL 1: Attunement increase by 2.

LEVEL 2: Attunement increases by an additional 2.

LEVEL 3: The Artificer can lower the attunement cost of one item worn by 1.

WAR CRAFTER

"SO, LET ME GET THIS STRAIGHT. YOU WANT SOMETHING THAT CAN BLOW SOMEONE UP AND CUT THEM IN HALF IN THE SAME FIGHT? GIVE ME 100 GOLD AND A WEEK." - BASTAN MERIDAN, CRAFTSMAN

WEAPONSMITH

PREREQUISITE: Jury Rig

DESCRIPTION: The Artificer can use jury rig more effectively for weapons.

EFFECT

LEVEL 1: When the Artificer jury rigs a weapon, it gains a +3 damage boost rather than 2.

LEVEL 2: The artifact can jury rig weapons with a stunt, rather than an action.

LEVEL 3: [Heroic]: When the Artificer uses an action to jury rig a weapon they can jury rig a number of weapons in their zone equal to half intelligence.

ARMORSMITH

PREREQUISITE: Jury Rig

DESCRIPTION: The Artificer can use jury rig more effectively for armor.

EFFECT

LEVEL 1: When the Artificer jury rigs armor, it gains a +4 bonus to resistance rather than 2.

LEVEL 2: The artifact can jury rig armor with a stunt, rather than an action.

LEVEL 3: [Heroic]: When the Artificer uses an action to jury rig armor they can jury rig a number of armor pieces in their zone equal to half intelligence.

ARCHITECT

DESCRIPTION: The Artificer can reinforce structures and items.

EFFECT

LEVEL 1: The Artificer can spend 2 actions to increase an object's resistance by the Artificer's intelligence. If the object is a weapon or armor, it gains the reinforced property. This lasts one day.

LEVEL 2: The Artificer can spend a day to reinforce structures. When doing this increase resistance by intelligence and double the structures health points.

LEVEL 3: The effect of this talent will last a week rather than a day. Furthermore, weapons and armor reinforced will give it an extra stability. So the weapon or armor would follow the path of Reinforced>Reinforced>Whole>Damaged>Broken

SIEGE MASTER

PREREQUISITE: Legendary Tier

DESCRIPTION: The Artificer gains bonus damage against structures.

EFFECT

LEVEL 1: The Artificer can add double intelligence to damage inflicted on an inanimate object. These objects include doors, weapons, or even entire buildings.

LEVEL 2: The Artificer ignores an amount of resistance from objects equal to the Artificer's intelligence.

LEVEL 3: [Mythic]: Double all damage against objects.

WEAPON OF WAR

PREREQUISITE: Craft Equipment

DESCRIPTION: The Artificer can craft a siege weapon.

EFFECT

LEVEL 1: The Artificer can spend 2 hours crafting a powerful weapon out of the surroundings. These weapons are large siege weapons. Anyone can operate this weapon. This weapon has 5 weapon damage, uses intelligence as ability damage and has no precision. This weapons damage increases to 10 against walls, doors, or other similar structures. This weapon has a range of close.

LEVEL 2: The Artificer can now create a ranged weapon with this talent. The Artificer chooses the range of the weapon.

LEVEL 3: This weapons damage increases to 7, or 15 against flat surfaces.

SWIFT CRAFTER

PREREQUISITE: Craft Equipment

DESCRIPTION: The Artificer can craft equipment faster.

EFFECT

LEVEL 1: The Artificer can recraft a piece of starting equipment with one days worth of work.

LEVEL 2: The Artificer can recraft three pieces of starting equipment instead of one.

LEVEL 3: [Legendary]: The Artificer can recraft all starting equipment with one days worth of work.

BARD

"A THIEF? WHY, THE ONLY DAGGER I USE IS MY SHARP TONGUE. THE ONLY CRIME I AM INNOCENT OF IS STEALING THE HEARTS OF MY ADMIRERS. THE GOLD IS GIVEN FREELY, BUT IT'S TRULY THE STORY I SHARED WHICH IS VALUABLE." - MICHAEL SOPHAEA, MINSTREL

A Bard is a storyteller, observer, and performer. They are those that travel for travel's sake and pick up on the subtle beauties of the multiverse. Some characters with the Bard class would be:

Bard/Rogue: A trickster who uses a sharp tongue and quick fingers to rob victims blind.

Bard/Warrior: A Skald who blends war and music.

SKILL SETS: Negotiation, Culture

HEALTH POINTS: 5

PRIMARY CASTING ABILITY: Spirit

QUIRKS:

1. They hum musical tunes in their sleep.
2. Sometimes, the Bard awakes with company in their bed they do not remember.
3. The Bard attracts birds and other small animals with their music.
4. The bard sometimes speaks in rhyme when not paying attention.
5. The bard gathers a small posse of admirers in towns.
6. After finishing a speech, onlookers feel compelled to applaud.

CORES

INSPIRE: Bards are naturally inspire people. Their charm, musical talent, and charisma is a tool that can bolster their allies. In a skirmish, the Bard can spend one action to give a Player a temporary hero die. This die is lost after the skirmish. Outside of a skirmish, the Bard can grant one character a bonus die one a skill check.

SHOWMANSHIP: A Bard is a performer. Whether this performance is music, dance, speech, or even poetry. This Core allows the Bard to use their performances in battle, creating a piece of music, a story, or speech that changes the battlefield. The Bard gains a special value called the Showman Value. This is a value which begins at 0 when initiative is rolled. At the beginning of the Bards turn, the Showman Value increases by 1. The maximum Showman Value is 6, so the best way to keep track is through a D6. The Bard class has various talents which use the Showman Value value, and they can use the following abilities with the Showman value. When these abilities are used, the Bard gives a speech or sings a ballad to inspire their allies. Outside of a skirmish, the showman value is one.

STRIKE TRUE! When an ally attacks, you can choose to add the Showman Value to their attack roll. Reset Showman \ Value to 0.

GET UP AND FIGHT! The Bard can spend a stunt to cause an ally to heal double Showman Value threshold. Reset Showman Value to 0.

WE WILL NEVER GIVE UP! The Bard can spend an action to increase the Showman Value die by 1.

SKALD

"ALL OF YOU! LISTEN TO ME! TODAY, WE FIGHT. WE WILL SHED OUR BLOOD AND LATER OUR TEARS. WE WILL TAKE LIVES AND LOOSE THOSE CLOSE TO USE. BUT FEAR NOT! OUR ALLIES WILL GREET US IN VALHALLA, WHERE WE CAN TELL THEM THE TALE OF THIS VICTORY! CHARGE!" - HALLVEIG STEINARDOTTIR, LEADER OF THE REDMAW TRIBE

BATTLE DANCER

PREREQUISITE: Showmanship

DESCRIPTION: This talent grants additional uses of Showmanship.

EFFECT

LEVEL 1: The Bard can use "Strike True!" and "Get up and Fight!" on themselves.

LEVEL 2: The Bard can now use the following Showmanship techniques.

WHIRL: The Bard can use a stunt to increase their defence by the Showman Value until the beginning of their next turn. Showman Value resets to 0.

REND: The Bard can increase the damage on a single attack by the Showman Value.

LEVEL 3: When the Showman Value reaches 6, the Bard can use this talent to attack all enemies in their zone when using rend. This attack adds Spirit to the ability damage. Showman Value then resets to 0.

INSPIRING STRENGTH

PREREQUISITE: Inspire

DESCRIPTION: The Bard can increase allies strength.

EFFECT

LEVEL 1: When the Bard inspires a character, their strength increases by 2 points until the end of their next turn.

LEVEL 2: The strength bonus lasts for two turns, rather than one.

LEVEL 3: The strength bonus increases by 4, rather than two.

WAR CRY

DESCRIPTION: The Bard can increase initiative by roaring.

EFFECT

LEVEL 1: When combat starts, the Bard can choose to make a war cry. This uses the Bards stunt on the first turn, but grants the Bard a bonus die to initiative.

LEVEL 2: When the Bard uses War Cry, all allies increase initiative by 2.

LEVEL 3: When the Bard uses wacry, each enemy must roll a difficulty 10 spirit roll or be frightened for the first turn.

DANCE OF WAR

PREREQUISITE: Showmanship, Legendary Tier

DESCRIPTION: The Bard gains additional showmanship techniques.

EFFECT

LEVEL 1: The Bard gains the following showmanship technique.

DANCE OF WAR: The Bard can use a stunt to target a number of characters equal to the showmanship value. These characters gain a bonus die to all attack rolls for the rest of the skirmish.

LEVEL 2: The Bard can choose two characters per shoman value with the use of Dance of War.

LEVEL 3: [Mythic]: When a character is under the effects of Dance of war, that character deals and extra 2 weapon damage, 2 critical damage, and 1 ability damage.

SPIRIT WARRIORS

DESCRIPTION: The Bard can summon warrior spirits.

EFFECT

LEVEL 1: With two actions, the Bard can recite a tale about ancient warriors. Choose one zone in the skirmish. In this zone, ghostly images of the warriors appear. The Bard can attack through these spirits using PCA as the ability damage and Spirit to hit. This requires one action. The spirit warriors have a weapon damage of three.

LEVEL 2: When the spirit warriors are summoned, all enemies in the zone must roll spirit vs a difficulty 12 or become frightened.

LEVEL 3: The Bard can spend a stunt to move the warriors to a zone in sight.

TELLER OF SAGAS

DESCRIPTION: The Bard can tell a saga to increase an allies chance to succeed.

EFFECT

LEVEL 1: When an ally attempts to use a skill which the Bard is trained in, the Bard can recite a Saga about the skill. This allows the Bard to roll the skill as well without being able to help. An example would be helping an ally climb a wall while the Bard is out of reach to help. The target chooses which value to use.

LEVEL 2: This ability grants a +3 bonus to whichever skill is rolled lower. For example, if the characters both roll a 13 and a 15, the 13 becomes an 16.

LEVEL 3: The bonus added to the lesser value becomes +5.

MINSTREL

"WOULD I SING A SONG TO YOU? OF COURSE, MY DEAR. A SAD SONG TO REMIND YOU OF BETTER TIMES? A LOVELY BALLAD FOR A LOVELY WOMAN? PERHAPS A SONG WE CAN DANCE TOO. TRUST ME, I CAN PLAY AND DANCE ALL WHILE GIVING YOU THE BEST PERFORMANCE OF YOUR LIFE." - SAMUEL TRELL, CHARMER.

CHANTER

PREREQUISITE: Showmanship

DESCRIPTION: The Bard gains additional uses of Showmanship.

EFFECT

LEVEL 1: The Bard can use "Strike True!" and "Get up and Fight!" on themselves.

LEVEL 2: The Bard can now use the following Showmanship techniques.

WHIRL: The Bard can use a stunt to increase their defence by the Showman Value until the beginning of their next turn. Showman Value resets to 0.

REND: The Bard can increase the damage on a single attack by the Showman Value.

LEVEL 3: When the Showman Value reaches 6, the Bard can use this talent to attack all enemies in their zone when using rend. This attack adds Spirit to the ability damage. Showman Value then resets to 0.

HEALING WORDS

PREREQUISITE: Inspire

DESCRIPTION: The Bard can heal his allies with their words.

EFFECT

LEVEL 1: When the Bard inspires a character, the target immediately recovers TH.

LEVEL 2: If inspire is used on a fully healed character, then that character gains an amount of temporary TH equal to the Bards PCA.

LEVEL 3: When inspire is used, the amount of TH healed is increased by half-PCA.

EPIC POETRY

DESCRIPTION: The Bard can write an epic about one character, then recite it later for an effect.

EFFECT

LEVEL 1: The Bard can spend two hours writing a short epic about one character. This Epic can then be read with a reaction. When read, the character gains either a bonus die or penalty die (chosen when the epic is written) to the task they are attempting. The Bard can have a number of epics equal to have spirit.

LEVEL 2: The Bard can have a number of Epics equal to spirit, rather than half spirit.

LEVEL 3: Reading an Epic no longer uses a Reaction.

DIRGE

PREREQUISITE: Showmanship

DESCRIPTION: The Bards carefully constructed piece inspires fear in the enemy.

EFFECT

LEVEL 1: The Bard can now use the following Showmanship techniques.

DIRGE: With two actions, the Bard can activate this showman technique. Every enemy in the zone must roll a focus roll against a difficult 6+double the showman value. Failure causes the character to be frightened of the Bard.

LEVEL 2: The range of Dirge expands to the current zone and one adjacent.

LEVEL 3: Dirge effects all enemies in a one zone radius.

MAGNUM OPUS

PREREQUISITE: Showmanship, Legendary Tier

DESCRIPTION: The Bard can combine multiple showman talents.

EFFECT

LEVEL 1: Choose one showman technique, this technique is performed as if showman value was one higher.

LEVEL 2: Select one other showman technique. The Bard can use this technique and the one chosen at level at the same time, using the same showman value. The longer action for the showman value is used.

LEVEL 3: [Mythic]: The Bard can choose one more showman technique for this talent. When using any of these three techniques, the Bard can use one of the others as well, following level two.

EARWORM

PREREQUISITE: Inspire

DESCRIPTION: Inspiration has an additional effect on the next turn.

EFFECT

LEVEL 1: When the Bard uses inspiration on a character, on the turn after that character uses their temporary hero die the character can add +1 to any roll made that turn.

LEVEL 2: The bonus becomes +3.

LEVEL 3: The player can choose to have a +3 or gain another temporary hero die.



DIPLOMAT

"I PROPOSE A SETTLEMENT OF THREE BILLION CREDITS. YES, I AM AWARE THAT MY CLIENT INADVERTENTLY CAUSED THE DESTRUCTION OF YOUR MINE. HOWEVER, SUCH LOSSES ARE INEVITABLE WHEN YOUR WORLD'S MINE'S DRILLED TOO DEEP. SO, RATHER THAN COUNTERSUING, FOR THE DESTRUCTION OF HIS WORLD DUE TO NEGLIGENCE, MY CLIENT HAS DECIDED TO BE CHARITABLE." - JACK JOHNSON, GATESTRIDER LAWYER

ROUSING SPEECH

PREREQUISITE: Showmanship

DESCRIPTION: The Bard performs a speech to focus their allies.

EFFECT

LEVEL 1: The Bard can now use the following Showmanship techniques.

ROUSING SPEECH: The Bard delivers a speech with one action that causes an ally to be inspired. That character increases intelligence or focus by the Showman Value until the end of their next turn. The showman Value resets to 0.

LEVEL 2: The Bard can now use Rousing Speech to increase Constitution or Spirit.

LEVEL 3: The Bard can now use Rousing Speech to increase Strength or Dexterity.

CALMING TONE

PREREQUISITE: Inspire

DESCRIPTION: The Bard can calm those inspired by them.

EFFECT

LEVEL 1: When the Bard inspires a character, that character can reroll the effects of fear, rage, or charm effects.

LEVEL 2: When the character rerolls an effect, they can add half the Bards PCA to the roll.

LEVEL 3: When inspire is used, the character targeted by inspire gains a bonus die to reroll for the effects.

LEADERSHIP

DESCRIPTION: The Bards Companions are stronger.

EFFECT

LEVEL 1: Any rolls made by companions (see page XXX) are made with a +2 bonus.

LEVEL 2: Companions increase HP and TH by 5.

LEVEL 3: Companions rolls are made with +2 and advantage.

SQUIRE

DESCRIPTION: The character gains a single, loyal companion.

EFFECT

LEVEL 1: With the Game Masters permission, the Bard chooses one type of basic Companion aside from an animal. The companions tier is one below the characters. The Bard gains an NPC loyal to them using these stats. Should this NPC die, then the Bard finds a new Squire during a home trip. At the Game Master's discretion, the Bard can have to roleplay gaining a Squire before taking this talent.

LEVEL 2: Choose one other companions abilities. The Squire now can use both abilities. Only one companion type can be used at a time.

LEVEL 3: The Squire gains a third companion type added to the Squire.

INSPIRE DESTINY

PREREQUISITE: Inspire, Legendary Tier

DESCRIPTION: The Bard can use inspiration to give players actions.

EFFECT

LEVEL 1: When the Bard uses inspiration, the character can choose to take an action instead of gaining a temporary hero die.

LEVEL 2: The Bard can now use Inspire with a stunt.

LEVEL 3: [Mythic]: The Bard can use Inspire as a reaction.

LOCATE CONTACT

DESCRIPTION: The Bard knows how to find the perfect contact for their situation.

EFFECT

LEVEL 1: While in a city, town, or other high people density area, the Bard can attempt to track down a contact. This is a simple PCA roll against a difficulty 10. Success means the Bard discovers an NPC that has information the players need. Failure means there is a complication, such as the contact is missing or is locked in prison. This can be done once per location.

LEVEL 2: The Bard can find multiple contacts in the same location.

LEVEL 3: Contacts found with this talent are friendly towards the Bard.



CHANNELER

"I CAN'T SAY I'M ENTIRELY SURE WHY JEHOEL CHOSE ME, BUT I'M HERE, AND I CAN HELP, SO I'M NOT JUST GOING TO STAND ON THE SIDELINES." - FARAH, BELOVED OF JEHOEL

A Channeler is one who channels the power of the mighty. Whether they receive power from gods, demons, Angelss, or fae the Channeler can create powerful effects. Most Channelers pray to their patron, but some are granted power through diabolical deals. Some examples of characters with the Channeler class would be:

Channeler/Warrior: A devout paladin of a god of justice.

Channeler/Mage: A warlock who sold their soul for power.

SKILL SETS: Occult, Speech

HEALTH POINTS: 5

PRIMARY CASTING ABILITY: Spirit or Focus. A Channeler can convince a higher power through words or understanding.

PATRON: Channelers always gain power, or some of their power, from a patron. A patron is a powerful being that has the capacity to grant power no matter where the Channeler is. Some examples would be: God's, powerful Demons, archoels, ancestor spirits, or extremely powerful fae. There are no mechanical rules for what sort of patron a Channeler chooses, but the Channeler should role play their character with that patron in mind. On page xxx is a description of several divine beings to make a choice easier. Most of the time, a Channeler prays and makes offerings to their patron but sometimes nefarious deals are made that trade one's soul for power.

QUIRKS:

1. The Channeler whispers prayers under their breath when not focused on anything.
2. Minor magical effects from their patron appear around the Channeler. For example, small fires would start with a patron of fire.
3. The Channeler has a book of sacred texts that only they can read.
4. A holy symbol of their patron always finds its way on everything the Channeler interacts with, sometimes this includes people.
5. Companions who sleep near the Channeler receive dreams of the Channelers patron.
6. When the Channeler walks into a new location, occasionally attention is drawn to them from gusts of wind, nimbus of light, or the smell of brimstone.

CORES

CHANNEL POWER: The channeller can use 3 actions to channel power. This causes the Channeler to gain a number of "Power dice" equal to PCA. These power dice can be used to either grant an ally a bonus die, or an enemy a penalty die as no action. This can only be used on creatures within the Channeler's zone. The Channeler can not have more power dice than PCA. A Channeler can only spend one power die per creature, per turn. Power Dice are lost when a skirmish ends, and they cannot be gained outside of a skirmish.

MIRACLE: The Player can choose a target within sight. The Player can spend one action to heal the target's threshold by their healing factor. Once per round, when an ally within the Channeler's zone uses the recover action, the Channeler can immediately use miracle as their reaction on the ally.

WRATH

"YOU THINK I AM A PACIFIST BECAUSE I AM A MAN OF CLOTH, YET MY GOD IS ONE OF WAR. YOUR SKULL WILL BE ADDED TO HIS THRONE AND I WILL BATHE IN YOUR BLOOD AS AN OFFERING!" - JANOS DANDREN, HERO OF VIANNON

INCENSE RAGE

DESCRIPTION: The Channeler can cause a target to become enraged.

EFFECT

LEVEL 1: The channeller can enrage a target with 2 actions. The range of this talent is short. Roll PCA vs. the targets focus or spirit. If successful, the target gains 2 strength, can not take any actions that require delicate thought, is enraged, and must attempt to attack on their turn. This lasts until the end of the channellers next turn. A character enraged can be enraged again with one action. Each time the duration is extended, the target and channeller must roll again.

LEVEL 2: The bonus strength becomes equal to half PCA. The duration of enrage changes to half PCA rounds, ending on the end of the Channelers turn. The Channeler can still increase the duration normally.

LEVEL 3: The enraged target will now attack the nearest creature. Unless the Channeler casts this upon himself. In this case, the Channeler has full control of his actions but must still attack a creature at least once on his turn.

BESTOW ANATHEMA

DESCRIPTION: The Channeler can severely debilitate one enemy.

EFFECT

LEVEL 1: The Channeler chooses one target with one action. The target must be short range. The Channeler then rolls PCA vs. the targets spirit. If successful, the target will receive an extra amount of damage when wounded equal to half PCA. This ability lasts until the beginning of the Channelers next turn. The Channeler can only curse one creature at a time.

LEVEL 2: This talent is used with a stunt.

LEVEL 3: The extra damage becomes equal to PCA.



DESECRATE LAND

PREREQUISITE: Channel Power

DESCRIPTION: The Channeler increases the effectiveness of channeling to harm enemies.

EFFECT

LEVEL 1: The Channeler can spend 2 power dice to grant 2 penalty dice to a target.

LEVEL 2: The Channeler gains an extra half PCA amount of power dice when using channel power. These power dice are special, they can only be used to grant penalty dice, and do not count towards the Channelers amount of total power dice. However, the Channeler cannot regain these special power dice until the Channeler runs out.

LEVEL 3: The number of these special power dice becomes PCA.

CURSE OF DEBILITY

DESCRIPTION: The Channeler can cause a single enemy to be severely weakened.

EFFECT

LEVEL 1: The Channeler chooses one target with one action. The target must be within short range. The Channeler then rolls PCA vs. the targets spirit or constitution. If successful, the Channeler will receive a power die that the Channeler can only use to grant a penalty die to strength, dexterity, or constitution rolls on that target.

LEVEL 2: The target gains a number of these power dice equal to half PCA.

LEVEL 3: When one of these power dice is used on an enemy, the target receives 2 penalty dice rather than one to strength, dexterity, and constitution rolls.

INSPIRE FEAR

DESCRIPTION: The channeller can cause enemies to flee.

EFFECT

LEVEL 1: With one action, choose a target within short range. This target rolls Spirit or focus vs. the channellers PCA. If the target fails, he must try to move away from the channeller on its next turn, into a different zone. At the end of the targets turn, they can attempt this roll again. The character also gains the frightened condition.

LEVEL 2: The target cannot move into the zone of any of the Channelers allies.

LEVEL 3: The Channeler can target up to half PCA number of creatures with this talent.

DIVINE MALEDICTION

PREREQUISITE: Legendary Tier

DESCRIPTION: The Channeler can permanently curse a character.

EFFECT

LEVEL 1: The Channeler gains a special ritual that required 5 minutes to perform and requires no source nor roll. The Channeler chooses one creature in sight. This target rolls spirit vs. the Channelers PCA. If the target fails, then the target suffers a permanent curse. The following is a list of curses that can apply, but more creative curses can be made as well. A character can only be cursed once, and if the target succeeds the spirit roll they cannot be cursed again by the same Channeler. These curses do not go away, but a quest can be done to remove the curse.

Healing factor is reduced in half.

- HP and TH reduce by 5 each.
- One ability is reduced by 2.
- A 2 cost innate penalty is added.
- Reduce attack or defense by 2.

LEVEL 2: A target can be cursed twice, but not by the same effects. The Channeler also adds proficiency to PCA when cursing someone.

LEVEL 3: [Mythic]: The Channeler can now curse a target with a severe curse of mythical proportions. No set list of curses exists for this, rather the Channeler should be creative with the curses. Some examples would be: Turning the target into a fish, causing the target to enter a deep sleep, making everything the target touches turn into gold, or causing every person to hate the target unconditionally.

JUSTICE

"RIGHT ABOUT NOW WOULD PROBABLY BE WHEN I SAY 'I FIND YE GUILTY'. BUT I'M JUST GOING TO SHOOT YOU, AND I'M GOING TO SLEEP VERY WELL TONIGHT." - GRANT JOHNSON, "TROUBLESHOOTER"

SMITE

DESCRIPTION: The channeller gains extra damage when attacking.

EFFECT

LEVEL 1: The Channeler can use PCA as ability damage for all attacks against enemies. This does not work against allies, unaware creatures, or objects.

LEVEL 2: When the Channeler strikes an enemy that has caused health point damage to an ally, the channeler can increase PCA by 3 for the purpose of smite.

LEVEL 3: Allies within the same zone of the Channeler use half the Channelers PCA for ability damage with attacks if it is higher than the original ability damage. They must follow the same limitations as the Channeler, however.

JUST WARFARE

DESCRIPTION: The channeller can increase their attack to match an enemy's.

EFFECT

LEVEL 1: The Channeler can spend two actions to target an enemy. The Channeler can increase their attack up to the targets attack. This attack increase only applies when attacking the target. The channeller cannot increase attack more than PCA. This ability lasts for 2 rounds.

LEVEL 2: The channeller can choose to instead increase defence up to the targets defence. Following the same rules for increasing attack.

LEVEL 3: The Channeler can increase attack and defence at once using this talent.

RIGHTOUS AURA

DESCRIPTION: The channeller becomes immune to fear.

EFFECT

LEVEL 1: This is a stance. While in this stance, the channeller is immune to fear and similar effects.

LEVEL 2: All allies in the same zone are affected by this stance as well.

LEVEL 3: [heroic]: All allies in the skirmish are under the effects of this stance. This can affect entire armies.

JUDGE, JURY, AND EXECUTIONER

DESCRIPTION: The Channeler determines if a target is guilty of an action, and deals more damage to them.

EFFECT

LEVEL 1: The channeller can roll PCA with a difficulty of 10 to determine if a target is guilty of an action. This requires a stunt.

LEVEL 2: When the channeller uses this talent, he also knows who, within sight, that believes a target should be punished for the action in question.

LEVEL 3: The channeller can make a special attack with two actions. This attack uses the weapon's weapon damage + 1 for each character that agrees the target should be punished and -1 for each target that disagrees that the target should be punished. The ability damage for this attack is either the weapons, or PCA

RETRIBUTION

DESCRIPTION: Deal extra damage against those who have harmed you.

EFFECT

LEVEL 1: The turn after taking health point damage from an enemy, the channeller can cause a single attack to deal extra damage equal to the amount of HP damage taken, to a maximum of PCA. This extra damage only applies to the enemy that wounded the channeller.

LEVEL 2: The damage cap from this talent is increased to double PCA.

LEVEL 3: The extra damage from this attack is multiplied by 1.5.

NIMBUS

PREREQUISITE: Legendary Tier

DESCRIPTION: The Channeler gains a holy light that causes several beneficial effects.

EFFECT

LEVEL 1: The channeller gains a glowing light that can be dimmed. The Channeler is immune to pious damage.

LEVEL 2: The Channeler now has the flight movement type. Creatures from other planes of existence of a lower tier (Angels, demons, undead, and fae) must roll spirit against a difficulty of 10 to attack the Channeler.

LEVEL 3: [Mythic]: The Channeler can no longer be attacked by either demons or Angels (Channeler's choice when taking this talent) of a lower tier. The Channeler also gains darkvision, Resistance against fire and cold damage equal to 5, and undead fear the Channeler. The Channeler is recognised as the patron's chosen by other gods.



SERENITY

"THEY SAY SHE CAN HEAL ANY INJURY. SHE COULD GIVE YOU YOUR LEG BACK. WE JUST GOTTA FIND HER." - OMER, PILGRIM

HEAL THE FAITHFUL

PREREQUISITE: Miracle

DESCRIPTION: The channeller can heal allies overnight.

EFFECT

LEVEL 1: When the channeller rests, she can choose a number of creatures equal to PCA. The channeller can then double the amount of HP damage healed with the night of rest.

LEVEL 2: When the channeller heals creatures with this talent, the creature also heals an amount of ability damage equal to half PCA.

LEVEL 3: The Channeler can heal a number of creatures with this talent equal to double PCA.

INSTANT RECOVERY

PREREQUISITE: Miracle

DESCRIPTION: The channeller can cause allies to rest a night in a short time.

EFFECT

LEVEL 1: Once per day, per person, the channeller can allow a number of people equal to half PCA to have a nights of rest in one hour. The character can not benefit from rest that night.

LEVEL 2: The Channeler can target a number of people at once equal to PCA. The duration becomes half an hour rather than an hour.

LEVEL 3: The channeller can choose to cause a creature within the Channelers zone to rest a night with 3 action.

CHARITABLE GIFT

PREREQUISITE: Miracle

DESCRIPTION: The Channeler can reduce threshold to heal others further with miracle.

EFFECT

LEVEL 1: When the channeller uses miracle, she can reduce her own threshold by an amount up to PCA. The target of miracle can immediately heal this much extra threshold.

LEVEL 2: When the channeller lowers threshold for this talent, the channeller only needs to reduce TH by half PCA to heal an extra amount equal to PCA.

LEVEL 3: The maximum amount of TH this talent can heal becomes double PCA.

REVIVE THE FALLEN

PREREQUISITE: Legendary Tier

DESCRIPTION: The channeller can resurrect the dead.

EFFECT

LEVEL 1: By spending a day with a corpse no older than a week, the Channeler can bring them back to life. This can only work once per creature. This talent has no effect on those who have died of natural causes.

LEVEL 2: The Channeler can bring back a person twice from death.

LEVEL 3: [Mythic]: The body can be up to a year old and still be brought back. The Channeler can bring back anyone a lower tier than mythic as often as they die.

INSPIRE AWE

PREREQUISITE: Channel Power

DESCRIPTION: The channeller can use channel power more effectively.

EFFECT

LEVEL 1: When using channel power, every ally in the Channelers zone gains a power die that can be used only to grant bonus dice. The ally chooses when to use these power dice.

LEVEL 2: The amount of power dice this talent grants is equal to half PCA.

LEVEL 3: The allies with these special power dice can spend 2 power dice at once to gain 2 bonus dice.

SERENE AURA

DESCRIPTION: This is a stance that will cause enemies to not want to attack.

EFFECT

LEVEL 1: This is in a stance. While in this stance, enemies must roll a spirit or focus roll against a difficulty 10 to attack the channeller.

LEVEL 2: The difficulty of the roll becomes 10+half the channellers PCA.

LEVEL 3: [Legendary]: The stance will also transfer to allies within the same zone. Causing the same effects, but the difficulty is 8. Creatures two tiers below the Channeler automatically fail this roll when attacking the Channeler.

ELEMENTALIST

"NO ONE DARED CHALLENGE MAD KING MARATH, FOR THE WORLD WAS HIS TO SHAPE AND PLAY WITH AS HE CHOSE. HE WAS AWFUL FOND OF BURYING PEOPLE IN THE STONE FLOOR OF HIS THRONE ROOM WITH A WAVE OF HIS HAND." - MARIATH FORDREN, HISTORIAN.

The Elementalist is someone who is born with the innate ability to manipulate the world around them. It is not easy for them however. Controlling the elements takes an immense amount of will and self discipline. Most Elementalists can only manipulate one element from fire, water, earth, or air. But, sometimes someone can be born with the ability to manipulate two, three or even all of the elements. Some characters with the Elementalist class would be:

Elementalist/Naturalist: A shaman who tends plants and soil.

Elementalist/Channeler: A devout follower of a god of fire.

SKILL SETS: Power, Discipline

HEALTH POINTS: 7

PRIMARY CASTING ABILITY: Spirit or focus. They manipulate the elements with pure will or under standing of the elements.

SPECIAL: This class has 4 Cores; Air control, Earth Control, Fire Control, and Water Control. So, a starting character could have air, fire, and earth control as their cores. But not all four. These are all detailed under Elemental Cores.

QUIRKS:

1. The Elementalist is always slightly damp.
2. Small fires occasionally ignite around the Elementalist, but never spread if unwanted.
3. The Elementalists hair and clothing is always blowing in the breeze, even if there is none.
4. Every step the Elementalist takes causes minor vibrations through the earth.
5. Dancing figures can be seen in the flames around the mentalist.
6. The Elementalist sweats clean water, and does not need to bathe.

CORES

ELEMENT CONTROL: An Elementalist has control over one of the four elements: Fire, Water, Earth, and Air. The character also gains a "Element damage" which can be used in some talents. The element damage is detailed in each element. The Elementalist chooses one element and gains the following abilities:

FIRE CONTROL: The fire Elemental can control flame with a thought. The Elemental can control almost any sort of heat as well, fire, lava, even a hot stovetop. Fire's Element Damage is fire damage.

FIRE: There are two types of fire. Small fire, such as torches, small campfires, or a stove top, which can be drawn upon once. Using fire from a small fire puts it out. The second type of fire is a large fire. Large fires, such as a source of lava, a large bonfire, or a furnace, have no limits to their use. The following actions are available to the Elemental. In general, fire must have sufficient fuel to stay lit.

GRAB AND PLACE FIRE: The Elemental can move fire to their zone from a source of fire one zone away. Two actions are required to move large fire.

ATTACK: The Player can attack a target with a ball of flame. This is a ranged attack with short range. The weapon damage of this attack is equal to PCA. This attack has no ability damage. This attack deals fire damage. An enemy struck by this fire must make a dexterity roll of 8+PCA or immediately take PCA damage at the start of their next turn.

SPREAD FIRE: A Elemental can spend 2 actions to spread a large fire throughout a zone. The zone gains the burning property.

IGNITE FIRE: A fire Elemental can choose a source of large fire within short range, and cause it to explode. This is an attack which targets all characters in the zone. This attack also uses PCA instead of dexterity as the attack stat, has weapon damage equal to PCA, and no ability damage. An enemy struck by this fire must make a dexterity roll of 8+PCA or immediately take PCA damage at the start of their next turn.

CONSOLIDATE FIRE: An Elemental can also move multiple sources of fire into one large fire. There must be at least four sources of small fire in a one zone radius around the zone which the large fire is made.

EARTH CONTROL: An earth Elemental can control earth, stone, sand, or similar earthy substances. This includes natural crystals, ore, and mud as well. Earth's Element Damage is Thunder Damage.

STONE AND EARTH: There are two types of earth that can be used by an Elemental. Earth, which is any non-solid earth such as sand or dirt, and Stone, which is solid earth such as granite or obsidian. Stone cannot be altered if it is a part of a wall, but can be used if it is loose.

ATTACK: An Elemental can attack with a small bit of earth lying around, a large boulder is too large to efficiently attack with. As long as a source of earth is within one zone of the Elemental, the attack can be made. This is a short ranged attack. The weapon damage of this attack is 3. And this attack uses PCA as ability damage. This attack can use the trip stunt at the range of this attack.

MOVE EARTH: The Elemental can move a piece of earth or stone. The Elemental can move it to an adjacent zone. The Elemental treats PCA as strength for moving a large stone. If the Player drops the earth above an enemy, the enemy rolls dexterity vs. PCA. If the roll fails, the enemy takes an amount of damage equal to PCA per zone dropped, up to three times PCA.

CREATE TERRAIN: The Elemental can control the very ground. The Elemental can move the earth around the Player to create walls and difficult terrain. The Player can, with two actions, create difficult terrain within the zone. The Elemental can also smooth out difficult terrain if it is made of earth.

REMOVE EARTH: An Elemental can pull earth from the ground or walls. This is 2 actions to do so. Use PCA as strength for determining how much earth can be used.

SHAPE EARTH: The Elemental can shape earth as easily as clay. This allows Elementals to reshape hills, create stairs, or any creative task with earth. Simple shaping such as creating stairs out of a wall, or moving a stone lever requires an action, but more complicated shapes can require 2 actions or more.

WATER CONTROL: A water Elemental has command over water. This is not liquid control, rather only water can be controlled. But fluids containing water can be moved as easily. Unless otherwise stated, manipulating water is one action. Water's Elemental Damage is Ice damage.

ATTACK: The water Elemental can make a short ranged attack with water. This is a ranged attack with weapon damage of 2 and the attack uses PCA as ability damage. This attack's damage changes to 6 against enemies underwater. The trip stunt can be used with this attack at its range.

DROWN: The Elemental can attempt to drown a creature with water. This is a PCA vs constitution roll against a target within short range. If successful the Elemental forces water into the target's throat. The target begins drowning unless an action is spent to cough up the water. Coughing up water is a constitution roll vs. PCA.

MOVE WATER: The Elemental can move water within short range. The amount of water a Elemental can move is an amount of water that can fit into PCA number of 1 yard cubes.

CALM/EXCITE WATER: The Elemental can force unsteady water to calm, and vice versa. With one action the Elemental can change a zone from stillwater to stormy water, and vice versa.

AIR CONTROL: An air Elemental can control wind itself. Controlling wind is controlling movement of air and air pressure. Unless otherwise stated, manipulating air is one action. Air's Element Damage is Thunder damage.

Attack: The Elemental can attack with a concentrated shot of air. This is a long ranged attack. The weapon has 2 damage, and uses PCA as ability damage. The Elemental can use the trip stunt at the range of this attack. If an enemy is in the air, the target receives a penalty die to the defend roll.

CHANGE WINDS: The character can change the direction of wind within a medium area. This ability persists until the Elemental chooses to stop it.

STRENGTHEN WIND: The Elemental can cause one zone to become windy with two actions.

SUFFOCATE: The Elemental can force air from an enemy's lungs. The Elemental chooses a target within short range and rolls PCA vs. Constitution. If successful the enemy begins suffocating. Every round, at the beginning of the enemies turn, the enemy can attempt a constitution vs. PCA to breathe air in.

FIRE

"WANNA SEE ME MELT THIS GUY'S FACE OFF? IT'LL BE GREAT, I PROMISE." - JARETH, "PRANKSTER"

SUMMON FLAME

PREREQUISITE: Control Fire

DESCRIPTION: The Elementalists can create fire.

EFFECT

LEVEL 1: When this talent is gained, the Elementalists can create fire. With one action, the Elementalists can create a source of small fire in the Elementalists zone. If the Elementalists can control fire, They can also use the attack option under fire control without a source of fire.

LEVEL 2: A large source of fire can be made.

LEVEL 3: The Elementalists can spread fire in a zone without a source of fire.

WINGS OF FIRE

PREREQUISITE: Control Fire

DESCRIPTION: The Elementalists can launch through the air.

EFFECT

LEVEL 1: The augmented gains a burst movement from flaming jets at the bottom of the Elementalists feet.

LEVEL 2: If the Elementalists makes a melee attack after using this burst movement, then the attack adds 3 fire damage. This damage is considered to be a part of momentum for any effects that change momentum damage.

LEVEL 3: Once per turn, the Elementalists can move two zones when using an action to move with this movement type.

AURA OF ASH

PREREQUISITE: Control Fire

DESCRIPTION: The augmented gains a fiery aura.

EFFECT

LEVEL 1: This talent is a stance. While in this stance, the Elementalists is wreathed in flames. Whenever someone attempts to attack the Elementalists with a melee attack, they receive 3 fire damage.

LEVEL 2: Any creature in the Elementalists zone at the end of their turn receives the fire damage.

LEVEL 3: [Heroic]: This talent now only targets enemies and the damage becomes 5.

FLAME INFUSED WEAPONS

PREREQUISITE: Control Fire or Create Fire

DESCRIPTION: The augmented can enhance weapons.

EFFECT

LEVEL 1: By spending one action, the Elementalists can cover a weapon or object with fire under the Elementalists control. The weapon then becomes a small source of fire, and will deal additional fire damage. The additional damage is equal to PCA. Every time the weapon is used to attack, the extra damage reduces by 1. Water and similar substances could potentially extinguish the fire. The weapon receives no damage from this weapon, and can also be applied to unarmed strikes. If the Elementalists has Create Fire, then the Elementalists does not need to control fire in order to cover a weapon with flames. Only one weapon can be lit on fire in this way. Here is a tip, use a die to keep track of this damage.

LEVEL 2: This talent can be used as a bonus action.

LEVEL 3: [Heroic] The damage does not reduce with every use.

ABSORB WARMTH

PREREQUISITE: Control Fire

DESCRIPTION: The augmented heals from fire.

EFFECT

LEVEL 1: The Elementalists is now immune to all fire damage. This includes damage from high temperature.

LEVEL 2: When the Elementalists is standing in a Large source of fire, he can spend one action to heal an amount of TH equal to the intensity of the fire, up to PCA. This action can only be taken once per turn.

LEVEL 3: The Elementalists can use this talent as a stunt.

AVATAR OF THE INFERNO

PREREQUISITE: Control Fire

DESCRIPTION: The augmented heals from fire.

EFFECT

LEVEL 1: The Elementalist can spend 3 actions to become an avatar of flame. This is a state of being the Player becomes, which changes the Elementalists form. The Elementalist takes the form of a colossal humanoid made entirely of flame. The Elementalists body can be seen at the heart of this avatar and flame-like versions of the Elementalists weapons are wielded by the Avatar. 3 actions must be spent to leave this form. While in this form, the Elementalist takes up an entire zone and is considered colossal. All enemies in the same zone as the avatar of flame receive 5 fire damage at the start and end of their turn. The avatar of flame also adds 5 fire damage to all attacks and causes every zone entered to become burning unless they wish it not to be. Whenever a character attacks the avatar with a melee weapon, the character receives 5 fire damage.

LEVEL 2: The Elementalist can become the avatar of fire with 2 actions.

LEVEL 3 [MYTHIC]: While as the avatar of flame, the Elementalist burns hotter and brighter. The avatar deals 10 damage to enemies rather than 5.



WATER

"THE SEVEN SEAS ARE MINE TO COMMAND, CHILD. DO NOT TOY WITH ME, FOR I WIELD A POWER YOU CANNOT BEGIN TO IMAGINE." - GARETH ALLISANE, ADMIRAL OF DURIEN

SUMMON THE SEA

PREREQUISITE: Control Water

DESCRIPTION: The Elementalist can create water.

EFFECT

LEVEL 1: When this talent is gained, the Elementalist can create water from nothing. By spending an action the Elementalist can create PCA gallons of water. The Elementalist can also use the attack, drown, trip, and grapple abilities from control water without the need for water. The water created from this talent is pure and can be drank.

LEVEL 2: The Elementalist can spend 3 actions to cause a zone within short range to be filled with water for one round. This can put out any fire or cause other effects depending on circumstances.

LEVEL 3: When the Elementalist fills a zone with water, every character in the zone must roll strength vs. PCA. failure causes the character to be pushed into an adjacent zone.

WAVE RIDING

PREREQUISITE: Control Water

DESCRIPTION: The Elementalist gains a swim movement type.

EFFECT

LEVEL 1: The Elementalist gains a swim movement type.

LEVEL 2: The Elementalist gains a bonus die to all strength rolls while submerged in water.

LEVEL 3: The Elementalist can move to any zone in the skirmish when the character moves with the swim speed, as long as a source of water connects them.

HEALTHFUL SOAK

PREREQUISITE: Control Water

DESCRIPTION: The Elementalist heals from water.

EFFECT

LEVEL 1: The Elementalists healing factor is increased by half PCA while submerged in water.

LEVEL 2: The Elementalists healing factor is increased by PCA rather than half PCA while submerged. Furthermore, the Elementalist heals an additional half PCA health points when resting in water.

LEVEL 3: The Elementalist can regrow lost limbs after one day of resting in water, if at full health. The Elementalist also heals PCA rather than half PCA additional health points.

SHIELD OF RAIN

PREREQUISITE: Control Water

DESCRIPTION: The Elementalist can use water as a shield.

EFFECT

LEVEL 1: This is a stance. While in this stance the Elementalist gains a shield that requires no hands to use. This shield has a shield bonus of 3, but grants resistance to fire equal to PCA while it is active.

LEVEL 2: The shield bonus becomes 4, and the fire resistance becomes double PCA.

LEVEL 3: The Elementalist ignores PCA shield bonus, rather than half PCA.

OCEANIC COMMAND

PREREQUISITE: Control Water, Legendary Tier

DESCRIPTION: The Elementalist can raise or lower water.

EFFECT

LEVEL 1: The elementalist can spend 2 actions to raise or lower a zones water level. The zone must be flooded or submerged. This will cause the zone to become dry, flooded, or submerged. The Elementalist can choose if the water flows into adjacent zones, causing the adjacent zones to become flooded if dry, or submerged if flooded. Lowering water can cause extreme effects such as stopping a river or emptying a pond. This will last until the Elementalist chooses to release the effect, or one hour. Whichever comes first. If the Elementalist has create water, the Elementalist can cause a zone to be flooded.

LEVEL 2: The Elementalist can target a zone within short range. The Elementalist can choose for the effect to last one day or less.

LEVEL 3: [Mythic]: The Elementalist can raise or lower water in the entire skirmish. Potentially creating or drying entire lakes or even parts of an ocean.

AVATAR OF THE SEA

PREREQUISITE: Control Water

DESCRIPTION: The Elementalist can raise or lower water.

EFFECT

LEVEL 1: By spending 3 actions, the Elementalist becomes an avatar of the sea. This is an altered state where the Elementalist takes the form of a wave with writhing tentacles of water. The Elementalist can wield as many weapons as chosen in this form. Any creature that grapples the Elementalist is submerged in water. 3 actions are required to exit this state.

LEVEL 2: The Elementalist can attack into adjacent zones with melee attacks while in this state.

LEVEL 3: [Heroic]: The Elementalist adds PCA to strength for calculating load while in this state. While in this state, the Elementalist is considered colossal if they are legendary tier.

AIR

"DON'T YOU GIVE ME ANY OF THAT SHIT! THAT GUY SNAPPED HIS FINGERS AND A TORNADO POPPED OUT OF NOWHERE" - FRANZ, UNFORTUNATE THUG

SUMMON WIND

PREREQUISITE: Control Air

DESCRIPTION: The Elementalist can create Air.

EFFECT

LEVEL 1: When this talent is gained, the Elementalist can create air within his own lungs. Effectively negating the need to breath. By spending one action the Elementalist can cause a character within the same zone to breath. The Elementalist also passively produces clean, breathable air.

LEVEL 2: By spending 2 actions, the Elementalist can unleash a powerful breath of air. This is a short ranged trip attack with a small area. Use the damage of attack with air.

LEVEL 3: The area of this talents trip attack becomes medium and allies are not affected by the wind.

GALE FORCE PROJECTILES

PREREQUISITE: Control Air

DESCRIPTION: The Elementalist can enhance the range of ranged projectiles.

EFFECT

LEVEL 1: The Elementalists ranged attacks accuracy is increased by 2.

LEVEL 2: When the Elementalist aims with a ranged projectile, the attack can ignore cover.

LEVEL 3: When aiming with a ranged projectile, the attack can bypass an amount of shield bonus equal to half PCA.

FLIGHT OF THE WINDS

PREREQUISITE: Control Air

DESCRIPTION: The Elementalist can fly.

EFFECT

LEVEL 1: The Elementalist gains the fly movement type.

LEVEL 2: When flying, momentum gained is doubled.

LEVEL 3: When using an action to move, the Elementalist moves two zones if flying.

WIND ARMOR

PREREQUISITE: Control Air

DESCRIPTION: The Elementalist can defend against ranged attacks with ease.

EFFECT

LEVEL 1: This is a stance. While in this stance, add Half PCA to defense against ranged attacks.

LEVEL 2: This stance will affect all allies in the Elementalists zone, but only half as effectively.

LEVEL 3: The defense bonus becomes PCA.

STALE AIR

PREREQUISITE: Control Air

DESCRIPTION: The Elementalist can suffocate many enemies at once.

EFFECT

LEVEL 1: By spending 2 actions, all characters in the same zone of the Elementalist begin suffocating. This lasts until the end of the Elementalists next turn.

LEVEL 2: The enemies affected by this talent receive a penalty die on constitution rolls to resist any gas or air based poison or disease. Such as poison mist.

LEVEL 3: This talent requires one action.

AVATAR OF WIND

PREREQUISITE: Control Air, Legendary Tier

DESCRIPTION: The Elementalist becomes an avatar of wind.

EFFECT

LEVEL 1: By spending 3 actions, The Elementalist becomes an avatar of wind. This is an alternate state where the Elementalist takes the form of a giant humanoid made of fast moving wind. The Elementalist takes up the entire zone, is considered colossal, and the zone the Elementalist is in becomes windy. At the beginning and end of a character's turn in the same zone of the Elementalist, they must roll strength vs. difficulty 15. Failure means the character is flung into a zone of the Elementalist choice. The Elementalist cannot be grappled by creatures unless they are of significant size.

LEVEL 2: This talent can be activated and deactivated with 2 actions rather than 3.

LEVEL 3: [Mythic]: The difficulty to resist the effect of the avatar of wind increases by 5. The Elementalist can add PCA to strength rolls and can use PCA in place of strength while in this form.

EARTH

"THE MOUNTAINS DANCED LIKE A MAN POSSESSED, AND A GREAT KINGDOM FELL IN A DAY." - THE FALL OF CALUM

CREATE BOULDERS

PREREQUISITE: Control Earth

DESCRIPTION: The Elementalist can create earth.

EFFECT

LEVEL 1: The Elementalist can attack, create walls, and create terrain without having access to earth or stone. By spending two actions, a character can create a boulder or rock about the size of a child.

LEVEL 2: The Elementalist can create the stone with one action, rather than 2.

LEVEL 3: The stone created can be as large as a horse.

EARTHEN WEAPONS

PREREQUISITE: Control Earth

DESCRIPTION: The Elementalist can enhance a weapon by surrounding it with stone.

EFFECT

LEVEL 1: The Elementalist can spend one action to surround a melee weapon with earth. This will allow the Elementalist to add half PCA to strength for the purpose of damage. If another person uses this weapon, the load requirements are doubled, but the damage increase is not present. This can be applied to an enemy weapon treated as an attack stunt. This talent lasts one minute before the stone crumbles.

LEVEL 2: This talent can now be used on a weapon within short range.

LEVEL 3: This talent can be applied to shields or off hand weapons. This will increase the shield bonus to defense by one quarter PCA.

EARTH SLIDE

PREREQUISITE: Control Earth

DESCRIPTION: The Elementalist can use the earth to increase movement.

EFFECT

LEVEL 1: The Elementalists can move to two zones away when moving once per turn, considering their is a continuous path of earth.

LEVEL 2: The Elementalist gains a climb movement type but only on earth such as stone or dirt.

LEVEL 3: While standing on earth, the Elementalist can ignore difficult terrain.

STONE ARMOR

PREREQUISITE: Control Earth

DESCRIPTION: The Elementalist can create armor made of earth.

EFFECT

LEVEL 1: This is a stance. While in this stance, the Elementalist surrounds himself with stone as armor. This gives the Elementalist armor with resistance equal to PCA. When every the Elementalist is hit by an attack, this armors resistance decreases by 1. The resistance can be reset by spending 2 actions.

LEVEL 2: While in this stance, the Elementalist gains a bonus against being tripped or forcefully moved equal to the resistance of this armor.

LEVEL 3: This armor can instead be applied to existing armor. When doing this, the Elementalist increases an armors resistance by half PCA. This additional resistance is lowered by being attacked as detailed in level 1.

QUAKE

PREREQUISITE: Control Earth

DESCRIPTION: The Elementalist can create earthquakes.

EFFECT

LEVEL 1: By spending 3 actions, the Elementalist can create an earthquake within the Elementalists zone. There must be a significant amount of earth to create an earthquake. The earthquake lasts for PCA rounds. While the earthquake is active all characters (aside from the Elementalist) must roll dexterity vs. 5+PCA at the beginning of their turn or fall prone. Every structure will also take PCA damage on the Elementalists turn.

LEVEL 2: The difficulty to resist falling becomes 7+PCA. Structures receive PCA x 2 damage every round. This talent also affects all adjacent zones.

LEVEL 3: The difficulty to resist falling prone is 10+PCA. Structures take PCA x 3 damage per round.

AVATAR OF THE MOUNTAIN

PREREQUISITE: Control Earth

DESCRIPTION: The Elementalist can create earthquakes.

EFFECT

LEVEL 1: By spending 3 actions, The Elementalist becomes an avatar of the mountain. This is an alternate state where the Elementalist takes the form of a giant humanoid made of stone and earth and takes up the entire zone and is considered colossal. The Elementalists resistance increases by 5 and halves regular damage after resistance. The zone the Elementalist also has the difficult terrain. 3 actions are required to exit this state.

LEVEL 2: The Elementalist can enter and exit this state with 2 actions rather than 3.

LEVEL 3: [Mythic]: The Elementalist is immune to all forced movement when in this state. The Elementalist adds PCA to strength checks while in this state. Resistance is increased by 7 rather than 5.

MAGE

"SOME PEOPLE ARE JUST BORN WITH A GIFT, TO SEE THE STRINGS THAT MAKE UP THE WORLD AND PLAY THEM LIKE A GUITAR. PROBLEM IS, DO YOU PLAY A NICE MELLOW FUNK JAM, OR DO YOU LAUNCH INTO A FIRE-SPITTING SHRED?" - JOHNSON CARVER, MAGE FOR HIRE

Most spell casters are only able to manipulate magic with years of research. Though, there are few known as the mages who are born with the innate ability to understand magic at its core. Some characters with the mage class would be:

Mage/Rogue: A trickster who creates illusions and uses simple rituals to rob victims blind.

Mage/Warrior: A proud Warrior who uses magic to devastate foes.

SKILL SETS: Magic, Knowledge

HEALTH POINTS: 5

PRIMARY CASTING ABILITY: Intelligence or Spirit. Scientific understanding of magic, or a pure innate talent for manipulating magic.

QUIRKS:

1. Small magical oddities seem to gravitate towards the mage.
2. While dreaming, small illusions of the mages dream act out around them.
3. The mage whispers various numbers idly, with every number small changes can be seen in the environment.
4. The mage almost is always nose deep into a book, even when speaking with others.
5. The mage leaves small paintings and sculptures everywhere they go.
6. Paintings and other pieces of art become more vibrant and beautiful in the mages presence.

CORES

MAGIC USE: The mage can create minor magical effects. Levitating up to a 10 pound object, change the taste, color, temperature, or texture of something, creating a small illusion no larger than a human, lighting a small fire, opening an unlocked door at range, clean or soil an object, or making a sound or smell are a few examples. This ability can never cause direct damage. This talent is designed to allow creative uses, so the GM should consider the actions used with this and the intent. The GM should reward creative uses of this talent.

SPELLBOOK: This core gives the Mage a magical spellbook. This spellbook contains three rituals of the players choiced, okayed by the Game Master. The Mage can place a ritual in the spellbook with one day of work. Because of the Mages unique bond to their spellbook, the mage knows exactly where the book is at all times. On its destruction, the mage can recreate the spellbook with 50 wealth worth of magical supplies and one weeks of work. The rituals must be readed.

CREATION

"FREE CLOTHING FOR THE COLD. FREE FOOD FOR THE HUNGRY. FREE SHELTER FOR THE DRENCHED." - ELTEN THEILER, PHILANTHROPIST

CREATE BATTLEFIELD

PREREQUISITE: Legendary Tier

DESCRIPTION: The mage can create large areas and structures.

EFFECT

LEVEL 1: With two actions the mage can add one zone effect to a zone within short range. The list of zones that can be applied is burning, cover from one zone, difficult terrain, spiked, or obscured. This zone effect lasts until the effect would realistically be removed. Such as putting out the fire or tearing down walls. The mage can also create complex creations such as statues and small buildings, but nothing so complex as machinery.

LEVEL 2: The mage can alter up to 4 zones in short range with this talent.

LEVEL 3: [mythic]: The mage can alter every zone in the skirmish.

ENLARGE CREATURE

DESCRIPTION: The mage causes a creature to increase size.

EFFECT

LEVEL 1: The mage can target a creature with two actions. The creature can roll spirit vs. the mages PCA to not be affected. The targets weapon damage increased by 2, Load increases by 2, and gains a bonus die on strength rolls. The creature also grows physicaly larger. This talent lasts a number of rounds equal to proficiency.

LEVEL 2: This talent requires one action.

LEVEL 3: [Legendary]: The targets size is increased further, increasing weapon damage by 4 rather than 2 and causing the target to become colossal.



SORCEROR

PREREQUISITE: Spellbook

DESCRIPTION: The mage can cast rituals easier.

EFFECT

LEVEL 1: The mage chooses one ritual. This ritual can be cast with a lesser source even when no source is available.

LEVEL 2: The mage chooses one more ritual that uses the rule presented in level 1.

LEVEL 3: [Heroic]: The mage chooses one spell chosen by this talent. Once per week, that ritual can be cast with a moderate source.

FABRICATE REALITY

DESCRIPTION: Creating an object is as easy as visualization and execution of the proper words. The mage can create objects from nothing.

EFFECT

LEVEL 1: By spending one action, the mage can create a simple geometric shape. This shape is no larger than 1x1 yard, and can be used in many ways. This shape does not fall until the end of the Player's turn. It can also be used to create cover, drop on an enemy, or any other creative use. After 2 turns, the shape disappears. These objects glow faintly, and do not resemble real objects.

LEVEL 2: The object can be up to half PCA cubic yards large, giving it a size of PCA. And it can resemble complex shapes such as stairs or a simple statue. The object will now last 4 rounds rather than 2. Also, the mage can create a 1x1 yard object that lasts until the end of the mages turn with one bonus action.

LEVEL 3: The mage can spend 2 actions to create a permanent object no larger than their hand. This object can be complex, but is unmistakable for a real object. If food is created, it is edible. The larger creations now last 6 rounds.

CREATE TIME

DESCRIPTION: Focus and determination is all you need to control reality. The mage gains additional spell points.

EFFECT

LEVEL 1: When initiative is rolled, the mage can grant one character in the same zone an increase to initiative by half PCA.

LEVEL 2: The mage can spend two actions to grant one ally in the same zone an extra action on their turn.

LEVEL 3: This talent requires one action.

ILLUSIONIST

PREREQUISITE: Magic Use

DESCRIPTION: The mage can create illusions.

EFFECT

LEVEL 1: By spending three actions, the mage can create a visual illusion large enough to fill one zone. This illusion can be of anything the mage can imagine, but produces no sound, smell, or touch. This illusion can move as well, but cannot be moved outside the zone. This illusion lasts until the end of the mages next turn, unless the mage spend one action to extend its duration one round. Once a character realises the image is false, they can choose to see through it.

LEVEL 2: The illusion can produce sound. The loudest noise it can produce is equivalent to three grown men screaming.

LEVEL 3: The illusion now can produce smell and slight temperature variations. For instance, illusory lava will smell of brimstone and feel warm from a distance, but on closer inspection, the lava is not hot.

TRANSMUTATION

"THEY CALLED HER "WHISPER". AND IT WASN'T UNTIL MY BOSS WAS SITTING IN HIS CHAIR, DYING OF OLD AGE AT 34, THAT I KNEW SHE WASN'T JUST A MYTH." - SOREN VAARDOGAN, SECRETARY

TRANSFER TIME

DESCRIPTION: The mage steals actions from others.

EFFECT

LEVEL 1: By spending two actions, the mage can cause a target within short range to lose one action on their next turn. The target rolls spirit vs. the mages PCA. Success means this talent fails. On a failure, the target loses one action and the mage chooses another in the same zone of either the target, or the mage. This creature gains an additional action on their next turn.

LEVEL 2: The target of this spell is slowed.

LEVEL 3: This talent requires one action.

POLYMORPH

DESCRIPTION: The mage steals actions from others.

EFFECT

LEVEL 1: The mage can, with one action, target a creature within PCA yards. The target will roll constitution or spirit against the mages PCA. If the mage succeeds, the targets strength, dexterity, or constitution can be lowered by one. Then, the mage chooses one of the other two abilities to increase by one. This lasts one round.

LEVEL 2: The mage can lower and increase an ability by 2 rather than one.

LEVEL 3: The duration becomes half PCA rounds.

EFFORTLESS TELEPORT

DESCRIPTION: The mage steals actions from others.

EFFECT

LEVEL 1: The mage gains a teleport movement type, but an action must be spent to use this talent.

LEVEL 2: The mage can use the teleport normally.

LEVEL 3: The mage can teleport up to two zones away.

TRANSFER SPELL

PREREQUISITE: Spellbook

DESCRIPTION: The mage can steal enemy magics.

EFFECT

LEVEL 1: With two actions, the mage can steal a magical effect from a target within short range. The mage rolls PCA vs the targets spirit. If successful, the mage is affected by the magical effect as well. Innate magical effects cannot be chosen for this talent. An example of this talent would be if someone was enlarged by the enlarge talent, then the mage can steal the enlarge effect.

LEVEL 2: When this talent is used, the target cannot use the magic effect stolen until the effect ends.

LEVEL 3: This talent only uses one action.

TRANSMUTE MATERIAL

DESCRIPTION: The mage can change items to other objects.

EFFECT

LEVEL 1: The mage can spend 3 actions to change a non magical object to a similar object. For example, changing a long sword into a scimitar or a wrench into pliers. The GM has final say if the item is similar enough to the original object. This transmutation lasts PCA rounds. The material of the item is not changed.

LEVEL 2: The mage can change the material of the item. Such as lead to gold.

LEVEL 3: The transmutation becomes permanent, but the material will change back to normal within PCA rounds.

RESHAPE LIFE

PREREQUISITE: Legendary Tier

DESCRIPTION: The mage can arrange life, death, and wounds.

EFFECT

LEVEL 1: The mage can spend 1 action to do the following:

Change one standard wound into another.

Remove up to PCA damage to health from a target, and damage another target for the same amount, ignoring armor. The target must roll a DC 15 spirit check, success means the talent fails.

LEVEL 2: The mage can now do the following.

Give one targets wound to another, both targets must roll DC 15 spirit check. Success on either causes the effect to fail.

Trade an innate perk or penalty from one target to another target with an equal cost innate perk or penalty. Both targets must roll DC 15 spirit check. Success on either causes the effect to fail.

Revive a dead character, but a willing target must be killed.

LEVEL 3: [Mythic]: The mage can now revive a dead character with an unwilling target that is a tier below the mage. The second target rolls DC 15 spirit or instantly dies. The target must be within one tier of power to the target.

DESTRUCTION

"WHEN GALEN GOT MAD, THE WHOLE CITY FELT IT." - DREVIN COOPER, FRIEND

SHRINK CREATURE

DESCRIPTION: The mage can cause a creature's size to diminish.

EFFECT

LEVEL 1: The mage can target a creature with two actions. The target of this talent loses 2 weapon damage, gains a bonus die on stealth rolls, and receives a penalty die on strength rolls. The creature can roll spirit vs. the mage's PCA to not be affected. This talent has no effect on colossal creatures.

LEVEL 2: This talent requires one action.

LEVEL 3: The target shrinks further. The target loses 2 more weapon damage and gains an additional bonus die on stealth.

REWIND TIME

DESCRIPTION: The mage can time to rewind.

EFFECT

LEVEL 1: The mage can spend two actions to target a creature with this talent. The target will heal all damage that was inflicted the previous round or remove all healing that was received the previous round. The target can roll spirit vs. PCA to negate this talent. This cannot defy death.

LEVEL 2: When a creature is affected by this talent the mage can choose to also remove any effects on the creature that were applied earlier that turn.

LEVEL 3: The mage can also choose to move the target to any place they were at on their previous turn.

IMPLOSION

DESCRIPTION: The mage can create a massive implosion.

EFFECT

LEVEL 1: With two actions, the mage can choose an adjacent zone. Every creature must roll strength vs. the mage's PCA. Failure means the target falls prone and receive PCAx2 damage.

LEVEL 2: The talent can target a zone up to two zones away.

LEVEL 3: This talent can target 2 adjacent zones at the same time.

DESTROY MASS

DESCRIPTION: The mage can erase matter from reality.

EFFECT

LEVEL 1: The mage gains a short ranged special attack with no weapon damage and uses PCA as ability damage. The attack also ignores shield bonus to defence as well as any resistance and deals necrotic damage. The mage can use this talent to sunder equipment from the same range.

LEVEL 2: When this talent is used to sunder equipment, the equipment reduces an additional level.

LEVEL 3: This talent gains 3 weapon damage.

DISMISS

DESCRIPTION: The mage can cause a creature to disappear.

EFFECT

LEVEL 1: The mage can target a creature with 2 actions. The mage rolls PCA vs the creature's spirit. If successful, the creature disappears until the end of the mage's next turn. However, the character may still act on their turn in a void.

LEVEL 2: This talent requires one action rather than 2.

LEVEL 3: If the target is from another world, then the creature is sent to that world and does not return. Gate Striders are unaffected by this, as they no longer belong to one world.

DESTROY SOUL

PREREQUISITE: Legendary Tier

DESCRIPTION: The mage can destroy a character's essence.

EFFECT

LEVEL 1: When the mage kills an enemy, the mage can choose to cause the enemy's soul to be destroyed, making it impossible to resurrect. If the mage attacks an undead, it cannot reform and is destroyed.

LEVEL 2: The mage can cause the souls of any creature killed in a skirmish with the mage to be destroyed.

LEVEL 3: [Mythic]: When the mage destroys a soul, the mage gains a buffer between the mage and the void. The next time the mage's health points is reduced to 0, the mage is instead left at one hit point and does not drop unconscious. This ability refreshes when the mage destroys another soul. This talent also nullifies abilities that instantly kill the mage, and can act as a sacrifice for bringing someone back from the dead, such as with shape life.

NATURALIST

"ROSSETTI WOULD LIVE IN THE WOODS FOR MONTHS AT A TIME, ONLY COMING IN WHEN WOUNDED. I'VE SEEN THE MAN WRESTLE A TIGER TO SUBMISSION WITHOUT A SCRATCH; I'D HATE TO KNOW WHAT COULD WOUND HIM." - ALLISON WALLER, ONLOOKER

Those who use the magic that permeates from nature are known as naturalists. They tame great beasts, grow deadly plants, and even unlock the ultimate power of natural selection through the use of magic. Some examples of characters with this class would be :

Naturalist/Warrior: A barbarian who becomes a beast when angered.

Naturalist/Rogue: A trapper and hunter that uses both stealth and the environment to find prey.

SKILL SETS: Nature, Survival

HEALTH POINTS: 6

PRIMARY CASTING ABILITY: Focus or Spirit. A understanding of nature, or a primal sense of the world.

QUIRKS:

1. Small animals seem to flock towards the naturalist.
2. The naturalist occasionally awakens to several animals resting around the naturalist.
3. The naturalist constantly complains about the stink of civilisation.
4. Plants around the naturalist grow faster.
5. Small animals follow the naturalists wishes, even if the naturalist is not aware of it.
6. The naturalist devours food like a lion, even in polite company.

CORES

ANIMAL CONTROL: With two actions the naturalist can change the attitude of natural, unintelligent animals one step. (hostile to neutral to friendly). The naturalist can chose the creature the animal's attitude changes for. The naturalist can choose a number of animals equal to PCA. The naturalist rolls PCA vs. the targets focus, unless the target is one tier below the naturalist. If the animal has statistics as an enemy, then use those statistics. Otherwise, find an Animal companion on page XXX that matches the creature.

NATURE ASPECT: The naturalist gains animal or plant like abilities. Choose two nature aspects.

NATURE ASPECTS

NATURAL ATTACK: The naturalist has a natural attack with weapon damage of 3. The naturalist chooses if this attack is heavy or light. This weapon can never be disarmed.

STRONG LEGS: The naturalists gains a bonus die when rolling to jump.

GILLS: The naturalist can breathe underwater.

THICK HIDE: The naturalist gain 2 resistance that does not stack with armor.

FUR: The naturalist gains a bonus die on resisting cold.

PHOTOSYNTHESIS: The naturalist no longer needs to eat.

SCENT: The naturalist gains an increased sense of smell. The naturalist gains a bonus die when searching for creatures in their zone.

ENHANCED VISION: The naturalist has a bonus die in sight based focus rolls.

ENHANCED HEARING: The naturalist has a bonus die in sound based focus rolls.

ROOTS: The naturalist can root himself into the ground at night, increasing the amount healed overnight by one quarter remaining HP.

SWIMMER: The naturalists gains a bonus die when rolling to swim.

CLIMBER: The naturalists gains a bonus die when rolling to climb.

CAMOUFLAGE: The naturalist gains a bonus die when stealthing.

WINGS: The naturalist can glide short distances. Ignoring fall damage while the wings are usable.



FAUNA

"YOU'VE PUSHED THE FRONTIER TOO FAR. NOW, THE FRONTIER IS PUSHING BACK." - MARCUS CARTER, ECO-TERRORIST

COMMAND BEASTS

PREREQUISITE: Animal Control

DESCRIPTION: The naturalist can control animals.

EFFECT

LEVEL 1: The naturalist can attempt to control an animal that is friendly towards the naturalist and in the same zone with one action. After using this ability, the naturalist can use an action to use one of the animals actions, otherwise the animal acts as normal. If the animal has no statistics, use a similar animal companions ability instead. This ability ends after PCA rounds.

LEVEL 2: When the naturalist uses this talent, the naturalist can target a number of animals up to PCA. This will also allow the naturalist to use this talent on hordes.

LEVEL 3: The naturalist can choose one animal under the effects of control beasts. After spending 2 rounds in the same zone as the beast the duration of the control becomes permanent. The Player can only have one creature under this effect at a time. The animal controlled must be lower tier than the naturalist. Use the statistics for an Animal Companion found on page XXX.

PRIMAL SPEECH

DESCRIPTION: The naturalist can speak to animals.

EFFECT

LEVEL 1: The naturalist can communicate on a basic level with intelligent animals. This communication can transfer simple ideas such as "food here" or "friend" or "Danger".

LEVEL 2: The naturalist can communicate advanced ideas and information to and from animals. This allows the the naturalist to speak to animals as though they are intelligent beings.

LEVEL 3: The naturalist can now speak with all living creatures, regardless of language restrictions.

ANIMAL COMPANION

PREREQUISITE: Animal Control

DESCRIPTION: The naturalist gains an animal companion.

EFFECT

LEVEL 1: The naturalist gains an animal companion. The animal can be any type of animal the Player wishes as long as the Game Master allows. This animal companion is one tier below the character See page XXX for more information on Animal Companions.

LEVEL 2: All animal companions damage increases by one if it can attack.

LEVEL 3: [Heroic]: The naturalist gains another animal companion, or they may upgrade their animal companion to Dire.

EVOLVE BEAST

DESCRIPTION: The naturalist can increase an animal's abilities.

EFFECT

LEVEL 1: The naturalist gains an animal companion. The animal can be any type of animal the Player wishes as long as the Game Master allows. This animal companion is one tier below the character See page XXX for more information on Animal Companions.

LEVEL 2: All animal companions damage increases by one if it can attack.

LEVEL 3: The animal also increases threshold by PCA, and increases constitution by 1. An animal companion gains a bonus die to defense rolls.

SUMMON BEAST

DESCRIPTION: The naturalist can call an animal to their side.

EFFECT

LEVEL 1: The naturalist can spend two actions to call upon the aid of the nearest animal. The animal called will be an appropriate animal for the situation, and it must reasonably be in the area. For example, the GM decides which animal arrives. When it does, the animal is neutral towards the naturalist and its allies, but reacts normally to other characters. The naturalist cannot use this ability until the animal called is no longer useful or goes away. This talent will grant a bonus die when using focus to hunt for food. Use the Statistics for Animal Companions for the animal, but the GM uses the animal.

LEVEL 2: The animal called is friendly towards the naturalist. The Naturalist can control the companion.

LEVEL 3: The naturalist calls several animals when using this talent. This can be PCA animals or one horde. Depending on the animals in the area.

CALL NATURES AID

PREREQUISITE: Legendary Tier

DESCRIPTION: The naturalist can summon a powerful spirit.

EFFECT

LEVEL 1: The naturalist can summon a colossal creature with 3 actions. This creature is a spirit of nature and takes a form based on the animals in the environment. For instance, the beast might be a giant ape in a forest or a large snake in a desert. The beast has one action that the Player can spend on moving, or attacking. The beast can move into one zone, and could potentially have special movement types based on the creature. Such as swimming for a sea monster, flying for a bird, or climbing for a monkey. The beast can attack anyone in its zone. This attack uses the Player's attack and adds half PCA to the attack, has weapon damage 10, and uses PCA as ability damage. The naturalist can use their own actions for the beast, but the beast cannot use stunts. This beast can be mounted, allowing riders to move with it. This creature has 50 Health points, and rolls 5 + proficiency for defense.

LEVEL 2: The beast gains an additional action.

LEVEL 3: [Mythic]: The beast's weapon damage increases by 3. The beast also gains a stunt and can use stunts. One of the actions the beast can use is to immediately heal 5 health points.



SHAPESHIFTER

"SOME PEOPLE LIKE ANIMALS. SOME PEOPLE LOVE ANIMALS. SOME PEOPLE ARE ANIMALS. JALIK FELL SOMEWHERE BETWEEN THE SECOND AND THE THIRD ONE." - LEENA, MOTHER

PRIMAL ASPECTS

PREREQUISITE: Nature Aspects

DESCRIPTION: The naturalist gains more nature aspects.

EFFECT

LEVEL 1: The naturalist gains two additional nature aspects.

LEVEL 2: Choose 2 nature aspects the naturalist possesses. They then upgrade to Primal Aspects found below.

LEVEL 3: The naturalist can choose 2 more nature aspects, upgrade 2 existing nature aspects to primal aspects, or gain one primal aspect.

PRIMAL ASPECTS

NATURAL ATTACK: The natural attack gains 2 additional weapon damage.

STRONG LEGS: The naturalist is always considered to have full momentum when jumping.

GILLS: The naturalist is immune to the high pressures of depth.

THICK HIDE: The naturalist's Resistance is increased by 5 rather than 3.

FUR: The naturalist has reduction 5 against cold damage, resisting cold.

PHOTOSYNTHESIS: The naturalist no longer needs to drink.

SCENT: The range of scent reaches to adjacent zones.

ENHANCED VISION: The naturalist halves penalties to sight from distance.

ENHANCED HEARING: The naturalist has blindsight in the current zone.

ROOTS: The amount healed with rest increases by 5.

SWIMMER: The naturalist gains a swim movement type.

CLIMBER: The naturalist climb movement type.

CAMOUFLAGE: If the naturalist does not move, the Player is invisible while stealthed.

WINGS: The naturalist gains a fly movement type.

WILD SHAPE

DESCRIPTION: The naturalist has different forms.

EFFECT

LEVEL 1: The naturalist can change his physical form to that of an animal or plant. The naturalist gains a number of alternate forms equal to half PCA. When the naturalist enters this stance, he changes into one of the beast forms. To create the naturalist's forms, the naturalist "rebuilds" his character. The naturalist reduces dexterity, strength, and constitution to 0, and removes all physical innate perks and penalties (except for Beautiful and terrifying), and re-spends each point reduced, starting each ability at 0. The naturalist can not increase an ability past 8 this way. If the player chooses, they can lower intelligence to 0, but it can not be increased past 1. For example, a naturalist has a strength of 3, dexterity of 5, constitution of 4, and the flight innate perk. The naturalist reduces each ability to 0 and removes flight, giving the Player 14 points. So the naturalist can redistribute the points to a strength of 5, dex of 4, and a con of 5. This form could take the form as some sort of ape or something similar. Alternatively the naturalist can spend 2 of these points to gain a nature aspect. If the naturalist has nature aspects, the Player can choose to remove them, giving him one more point per nature aspect.

LEVEL 2: The naturalist gains an additional free point to redistribute in the naturalists alternate forms. The ability cap becomes 10 rather than 8.

LEVEL 3: [Heroic]: The naturalist gains an additional 3 points, rather than one, to redistribute in the naturalists alternate forms.

ADAPTIVE EVOLUTION

DESCRIPTION: The naturalist can change his form on the fly.

EFFECT

LEVEL 1: The naturalist can force himself to evolve with one action. The Player gains an additional nature aspect for the next two rounds.

LEVEL 2: The naturalist can choose to gain 2 nature aspects or one Primal aspect (Under the primal aspects talent).

LEVEL 3: The duration of this talent becomes permanent, but one action is required to change the aspects. The character can only have one evolution at a time.

BEASTIAL MIND

DESCRIPTION: The naturalist can rage like a beast.

EFFECT

LEVEL 1: The naturalist can spend a stunt to become bestial. This is not a physical change, but a mental one. While in this state, the character cannot make any intelligence checks and focus checks are made with a penalty die. However, the naturalists strength increases by 3. This state lasts until the threat has been eliminated or another character succeeds a focus roll dc 10 to calm the naturalist.

LEVEL 2: The naturalist can now leave this state with an action.

LEVEL 3: [heroic]: The naturalist gains one action that must be made to attack an enemy while in this state.

RODENT FORM

DESCRIPTION: The naturalist can transform into a rodent.

EFFECT

LEVEL 1: By spending 3 actions, the naturalist can take the form of a small rodent. While in this form, the naturalist cannot use any of his talents, spells or actions that require anything more than mental activity. This form lasts for one minute. If the naturalist receives any damage while in this form, he reforms to his original shape. While stealthing in this form, the naturalist gains two bonus dice to stealth roles, and can fit into small openings.

LEVEL 2: The naturalist gains the climb, flight, or swim movement types while in this form. Choose 2 when taking the form.

LEVEL 3: This talent lasts for as long as the naturalist wishes to remain a rodent.

AVATAR OF THE BEAST

PREREQUISITE: Legendary Tier

DESCRIPTION: The naturalist can become an avatar of nature.

EFFECT

LEVEL 1: The naturalist can spend 3 actions to become an avatar of nature. The naturalist decides what the avatar of nature looks like when this talent is chosen. The naturalist becomes a colossal creature, and does not have access to equipment. The naturalist also increases resistance by 3. They can attack in this state with a natural attack that has weapon damage equal to PCA and uses strength as ability damage if they have no natural attack. If they do, however, their natural attacks weapon damage is increased by half PCA. If this results in a weaker natural attack than the first, use it instead. One action is required to exit this state.

LEVEL 2: The naturalists strength, dexterity, and constitution increase by 3 while in this form.

LEVEL 3: [Mythic]: The naturalist can now shift in and out of this form with a stunt.

FLORA

"SO GET THIS, DUDE JUST ROLLS UP INTO OUR CAMP, RIGHT? AND HE LOOKS AT ONE OF THE PLANTS, LIKE STUDIES IT FOR A SECOND, AND THEN STARTS TALKING TO IT! AND I DON'T KNOW IF IT WAS THE SHROOMS OR WHAT, BUT THE PLANT ACTUALLY RESPONDED! LIKE IT MOVED!" - MARTY WEIRWOOD, CAMPER

READ PLANTS

DESCRIPTION: The naturalist can discern information from plants.

EFFECT

LEVEL 1: The naturalist can touch a plant to learn the following basic information: The nearest source of water, the most common animal in the area, and major threats to the plant.

LEVEL 2: The naturalist also can learn the following: Basic layout of the land within one mile, any dangerous animals in the area, whom has been through the area within the last hour.

LEVEL 3: The naturalist also can learn the following: Detailed layout of the land within one mile, the location of any man made structures, and any sounds that were in the area within the last hour, including speech.

PLANT STRIDE

DESCRIPTION: The naturalist can walk through underbrush without effort.

EFFECT

LEVEL 1: The naturalist ignores any zone effect created by natural plants.

LEVEL 2: The naturalist gains the teleport movement that can only be used if the two zones have vegetation.

LEVEL 3: When the naturalist uses this teleport movement with an action, then the naturalist can move 2 zones.

SPREAD SPORES

DESCRIPTION: The Naturalist can spread pores in a zone.

EFFECT

LEVEL 1: The naturalist can spend 2 actions to cause the plants in a zone within long range to release pores. When the naturalist does this, they choose one effect the spores add to the zone. These effects end when a character leaves the zone.

All characters in the zone become drowsy, causing a penalty die on focus rolls.

All characters in the zone are enraged.

All characters increases healing factor by 2.

LEVEL 2: This talent requires one action to activate.

LEVEL 3: The naturalist can choose one of the following pores as well.

All characters in the zone become slowed.

The pore eats the victim's flesh causing 5 damage a turn.

CONTROL PLANTS

DESCRIPTION: The naturalist can command large plants.

EFFECT

LEVEL 1: The naturalist can control plants and vegetation completely. The naturalist can attempt to grapple, trip, disarm, or attack enemies that are within short range and are within reasonable distance to vegetation. Trees, vines, large bushes, and other large plants are able to do these things. Small vegetation can only interact with enemies of smaller size. The effective strength of the vegetation is equal to half PCA. The weapon damage of these plants is 2 with no ability damage. If the GM allows it, this ability can be used for other actions. Such as creating bridges with trees, using vines to lift someone into a tree, or clearing an area.

LEVEL 2: The Player can target a non sentient plant creature with this ability. When doing this, the Player rolls PCA vs. Spirit. If the target fails, until the beginning of the naturalist's turn. the naturalist can use one of the plants actions by spending one action.

LEVEL 3: The plants damage becomes 3, and PCA is used as the ability damage.

DRAIN LIFE

DESCRIPTION: The naturalist can drain health from an enemy.

EFFECT

LEVEL 1: The naturalist can choose a target in the same zone. The Player rolls PCA Vs. spirit or constitution. If successful the target takes an amount of damage equal to PCA. The naturalist gains an amount of threshold equal to the damage caused by this attack. If there is sufficient vegetation around, the Player can use an action to regain an amount of threshold equal to PCA. Using this talent this way kills the plants.

LEVEL 2: When using drain life, the naturalist may choose a number of targets equal to half PCA. The damage caused by this attack is doubled if used this way. The damage is spread out amongst the targets in an even manner. The naturalist only gains an amount of threshold equal to the Players PCA.

LEVEL 3: This talent has short range. And the amount of damage caused to a single creature becomes 1.5 PCA and the naturalist can heal that much. When used on multiple targets, the naturalist can heal 1.5 threshold.

MASS REGROWTH

PREREQUISITE: Legendary Tier

DESCRIPTION: The Naturalist can spread plants in a large area.

EFFECT

LEVEL 1: The naturalist can spend 2 actions to cause every zone in the skirmish to grow plant life. The plants grow anywhere that plants can logically grow, soil, cracks in stone, or other similar places. Plants can also grow in places such as out of wood and other organics. This causes no zone effect, but the zones have plantlife for any effect that requires it. The naturalist can choose what zones to apply this ability to. This talent could potentially create forests in a desert, or overgrow a swamp.

LEVEL 2: Every plant based creature in the zones affected by this talent heal a number of health points equal to PCA.

LEVEL 3: [Mythic]: Every zone affected by this talent gain one of several zone effects. Chosen from difficult terrain, spikey terrain, cover, or any other zone effects allowed by the GM. These zone effects are based upon the plants that are grown in the area, chosen by the naturalist. For instance, thick vines slowing enemies or large trees providing cover.

PERFECTIONIST

"GOOD? GOOD? GOOD, IS NOT GOOD ENOUGH. NOW DO IT AGAIN, JUST LIKE I SHOWED YOU." - TYRUS FALDEN, SWORDMASTER

A Perfectionist is a character that strives to perfect themselves either physically or spiritually. Perfectionists train their minds and bodies in extreme ways. Often with brutal martial arts training or extended periods of focus. Some examples of characters with this class might be:

Perfectionist/Rogue: A well trained ninja who utilises stealth and discipline.

Perfectionist/Channeler: A monk who meditates on ancient prayers.

SKILL SETS: Acrobatics, Meditation

HEALTH POINTS: 6

PRIMARY CASTING ABILITY: A Perfectionist can choose focus as the primary casting ability, but only if the other class chosen gives an option for primary casting ability.

QUIRKS:

1. The Perfectionist sees every mundane task as a challenge to be completed.
2. The Perfectionist trains late into the night, and early in the morning.
3. The Perfectionist meditates at literally every opportunity.
4. No challenge, no matter how small, can be turned down by the Perfectionist.
5. When the Perfectionist is not exercising, they are sleeping.
6. The Perfectionist meditates all night, rather than sleeping.

CORES

MARTIAL ARTS: Unarmed strikes are treated as weapons with weapon damage equal to half the Perfectionists focus, has precision 2, and use strength as ability damage. The Perfectionist is considered to be wielding 2 weapons at all times, so the shield bonus to defense is 2. The Perfectionist can also be in two stances simultaneously.

CALM MIND: The Perfectionist can use an action to gain an additional action on the next turn. For example, the Player uses the ability twice on one turn, moving into position to strike a minotaur, the next round the Player unleashes four attacks. Two from regular actions and two from the previous turns action. This talent cannot be used with actions gained by this ability.

BOXER

"LISTEN, KID, I KNOW YOU MEAN WELL, BUT YOU'RE JUST NOT READY. GO WIN A FEW THOUSAND MORE BAR FIGHTS, THEN WE'LL TALK." - BARTHUS MARTEN, MASTER BOXER

SOFT STYLE ARTS

DESCRIPTION: With the right techniques, you will never be touched. The Perfectionist increases defensive capabilities.

EFFECT

LEVEL 1: This is a stance. While in this stance, the Perfectionist's defence stat increases by 1. When the Perfectionist uses the defend action while in this stance, the bonus to defence becomes 4, rather than 3.

LEVEL 2: While in this stance, defense increases by 2.

LEVEL 3: While in this stance, the bonus to defense is 3, rather than 2 and the bonus to defence from the defend action becomes 5.

HARD STYLE ARTS

DESCRIPTION: With the right technique, you will never miss. The Perfectionist increases attack potential.

EFFECT

LEVEL 1: This is a stance. While in this stance, the Perfectionist's attack stat increases by 1. When the Perfectionist uses the aim action while in this stance, the bonus to attack becomes 4, rather than 3.

LEVEL 2: While in this stance, attack increases by 2.

LEVEL 3: While in this stance, the bonus to attack is 3, rather than 2 and the bonus to attack from the aim action becomes 5.

GUTS

DESCRIPTION: Can keep fighting when wounded.

EFFECT

LEVEL 1: When the Perfectionist has less than half threshold, resistance from armor increases by 2.

LEVEL 2: When the Perfectionist has less than half health points, resistance increases by 2. This stacks with the level one ability.

LEVEL 3: The first time in a skirmish the Perfectionist loses all of threshold, the Perfectionist immediately heals the healing factor for threshold. This effect is used once per skirmish.

PRO GRAPPLER

DESCRIPTION: The Perfectionist can grapple easier.

EFFECT

LEVEL 1: The Perfectionist adds proficiency to grapple rolls.

LEVEL 2: When attacking a grappled creature, add 2 to damage.

LEVEL 3: [heroic]: The Perfectionist can attack with a grappled creature. This is a normal attack, with weapon damage equal to unarmed damage, strength as ability damage, and no precision. When the Perfectionist hits an enemy with the grappled character, the damage is dealt to both the target and the one being used as a bludgeon.

FISTS OF STEEL

PREREQUISITE: Martial Arts

DESCRIPTION: The Perfectionists melee attacks are stronger.

EFFECT

LEVEL 1: The Perfectionists unarmed weapon damage equals focus, rather than half focus.

LEVEL 2: [Heroic]: Ignore up to 3 points of resistance with unarmed strikes.

LEVEL 3: The Perfectionists unarmed attacks become especially sturdy. Shield bonus increases to 4 from unarmed strikes, and the Perfectionist ignores any effects that cause damage by hitting something with a melee attack. For instance, spikes or a fire aura.

THUNDER PUNCH

PREREQUISITE: Martial Arts, Legendary Tier

DESCRIPTION: The Perfectionist can strike so fast that thunder follows every punch.

EFFECT

LEVEL 1: When the Perfectionist makes an unarmed attack, the attack can be made as a thunder punch. This attack can only be seen by those with especially keen senses, and is so fast it creates a small shockwave. Every attacks damage made this way in a single round is added together into a single source of damage. This means resistance is removed once, rather than thrice if a character attacks 3 times.

LEVEL 2: If one of these attacks misses, then the attack will still cause 2 points of thunder damage. This damage can add up to the total.

LEVEL 3: [Mythic]: This ability can now be made with any attack which relies on the Perfectionists physical strength, such as swords, bows, and staves but not crossbows or firearms. Furthermore, when these attacks miss the damage inflicted becomes 3. Natural attacks made with this talent now also have a range of short.

MARTIAL ARTIST

"THE MAN WENT TOE TO TOE WITH GRANTMAN, WITHOUT A SINGLE SCRAP OF METAL ANYWHERE ON HIS BODY, AND HE WON! GRANTMAN'S MORE BOT THAN MAN, HOW IS THAT POSSIBLE?" - HUNTER WALDEN, SCHWARZEKATZEN SECURITY

STUNNING STRIKE

DESCRIPTION: The Perfectionist can cause an opponent to be stunned.

EFFECT

LEVEL 1: The Perfectionist can spend 2 actions to make a stunning strike. This is a special attack that, if successful, causes the Perfectionist to deal normal damage as well as roll focus vs. the enemies constitution. If successful, the target loses one action on their next turn. This attack can only be made with a melee weapon. A character can only be affected by stunning strike once.

LEVEL 2: When a target is affected by this attack, they become slowed. This lasts until the beginning of the Perfectionists next turn.

LEVEL 3: This talent requires one action.

MARTIAL MOVEMENT

DESCRIPTION: The Perfectionist can run across walls and leap.

EFFECT

LEVEL 1: The Perfectionist gains a special climb movement type. This is like the normal climb, but the Perfectionist must be on solid ground at the end of the turn. This climb movement type can be used on shear surfaces.

LEVEL 2: The Perfectionist gains the burst movement type.

LEVEL 3: The Perfectionist ignores difficult and spiky terrain.

DEFLECT ARROWS

DESCRIPTION: The Perfectionist can reflect projectiles.

EFFECT

LEVEL 1: The Perfectionist can use attack instead of defence when defending against ranged attacks. The defend action and shield bonus does apply to this roll.

LEVEL 2: When a projectile is successfully defended using attack, the Perfectionist can make an attack against a target within 10 yards. This attack is not rolled, rather the attack roll becomes the amount rolled over the original attack+5. The damage of this attack is equal to the original damage, including the originals attackers ability damage.

LEVEL 3: When an attack is reflected, the Perfectionist can choose to roll attack, rather than use the previous roll.

DEATH STRIKE

PREREQUISITE: Legendary Tier

DESCRIPTION: The Perfectionist can instantly kill enemies.

EFFECT

LEVEL 1: The Perfectionist can make a death strike with a chosen weapon. This attack requires 3 actions. This is a special attack, that if it hits instantly kills any target below the characters tier that fails a difficulty 10 constitution roll. This attack uses the same damage as whatever weapon chosen to make it, plus 15.

LEVEL 2: Targets do not make a constitution roll to resist death.

LEVEL 3: [Mythic]: This talent can be used on creatures of the same tier as you, as long as they half less than 50% HP and TH. The target does need to make a constitution roll to resist death.

CHI CONTROL

DESCRIPTION: The Perfectionist can make ranged attacks.

EFFECT

LEVEL 1: The Perfectionist can make unarmed attack rolls at short range through small blasts of chi. The Perfectionist can also choose to use spirit as ability damage rather than strength. This attack deals radiant damage.

LEVEL 2: The Perfectionist can charge and release a larger chi blast. This is a normal chi attack, but it requires 2 actions. Choose one of the following changes to the attack.

- Range becomes long.
- The attack has a small area of effect.
- Trip can be applied to the attack.
- Damage increases by 3.

LEVEL 3: [heroic]: When making a chi attack, the Perfectionist can add half spirit to damage. Furthermore, the Perfectionist gains the flight movement type.

SIGNATURE MOVE

DESCRIPTION: The Perfectionist gains a signature move.

EFFECT

LEVEL 1: This talent is unique in which it has no levels. Rather, a character can spend the advancement points required to level this talent, to instead gain a new signature move. When this talent is selected or leveled, follow below to create the signature move. When this talent is chosen for the first time, the Perfectionist gains 2 signature moves.

A signature move is a variation on an attack and is considered a special attack. To create a signature move, first choose a weapon this move applies to. If the Perfectionist has the martial arts talent, then they can choose unarmed. If the Perfectionist has a talent which grants a magical attack, (chi attack, fire control, magic use, or many others) or can cast a ritual that grants attacks then these attacks can be chosen.

Next, decide an effect for the signature move to have. A list of possible effects are as follows.

- +2 weapon damage.
- (ranged only) Increased range close>short>long
- +2 precision.
- Grants +2 defence until the beginning of the Perfectionists next turn.
- +2 to attack when using a chosen stunt.
- (melee only) Grabs target while damages.
- Perfectionist moves one zone when this attack is used.
- The target is pushed one zone when this attack hits (strength vs. strength can nullify this.)
- Target reduces defence by 2 until the beginning of the targets next turn.
- Target rolls strength vs. Perfectionists ability used for ability damage or moves into an adjacent zone.
- [heroic tier only] The attack can be made with a stunt. This option can not be selected when the move requires 2 actions.
- The Perfectionist can choose to make the move require 2 or 3 actions. Granting 2 or 3 effects rather than one. An effect can be selected twice to cause the effects to stack.

MONK

"CLEAR YOUR MIND, AND YOUR BODY WILL MOVE AS IT IS TRULY MEANT TO. SEE WHAT IT IS YOU WISH TO DO, AND IT WILL BE DONE."
- ZHUGE LIAO

MIND OVER MATTER

DESCRIPTION: The Perfectionist can meditate to gain threshold.

EFFECT

LEVEL 1: The Perfectionist can spend 30 minutes meditating to gain a number of temporary threshold equal to focus.

LEVEL 2: When the Perfectionist meditates the Perfectionist can reroll any ongoing mental affliction. If this reroll fails, then the Perfectionist can not try again with meditate.

LEVEL 3: The Perfectionist can meditate in 1 minute. Furthermore, the Perfectionist gains a bonus die when rerolling mental afflictions.

FLOWING MOTION

DESCRIPTION: The Perfectionist gains more momentum.

EFFECT

LEVEL 1: The Perfectionist can have up to 5 momentum at once.

LEVEL 2: [heroic]: When the Perfectionist attacks, momentum is not lost. The Perfectionist only losses half momentum from being attacked.

LEVEL 3: The Perfectionist does not reduce momentum when attacked.

REDIRECT HOSTILITY

DESCRIPTION: The Perfectionist can use enemies against themselves.

EFFECT

LEVEL 1: When an enemy misses with a melee attack the Perfectionist, the Perfectionist can use their reaction to cause that attack made to be used to target another creature in the same zone.

LEVEL 2: This talent can be used when an enemy misses any other character while in the Perfectionists zone.

LEVEL 3: The Perfectionist can now redirect allies.

INNER STRENGTH

PREREQUISITE: Martial Arts

DESCRIPTION: The Perfectionists unarmed attacks become stronger.

EFFECT

LEVEL 1: The Perfectionist can use focus for the ability damage for trained fists.

LEVEL 2: The Perfectionist adds half strength to the damage of trained fists if using focus for the ability damage or add half focus to damage when using strength as the ability damage.

LEVEL 3: The Perfectionist adds half focus to intelligence for the purpose of critical damage.

STILL MIND

DESCRIPTION: The Perfectionist is harder to sway.

EFFECT

LEVEL 1: This is a stance. While in this stance, the Perfectionist gains a bonus die on all intelligence and focus rolls to resist effects.

LEVEL 2: When the Perfectionist now gains a bonus die to spirit rolls to resist effects.

LEVEL 3: The Perfectionist now gains +2 to resisting effects using intelligence, focus, and spirit.

ENLIGHTENED

PREREQUISITE: Legendary Tier

DESCRIPTION: TThe Perfectionist has attained a higher frame of consciousness.

EFFECT

LEVEL 1: The Perfectionist has achieved enlightenment. The Perfectionist is immune to attempts to control or read the Perfectionists mind and change the Perfectionists emotions.

LEVEL 2: TThe Perfectionist now gains immunity to any magic effects that require a focus roll to resist.

LEVEL 3: [mythic]: All focus rolls are made with a two bonus dice.

PSIONIC

"INCREDIBLE. HER BRAIN IS LIGHTING UP IN WAYS THAT SHOULDN'T EVEN BE POSSIBLE. I'LL NEED MORE... DAMMIT, GARETH! I TOLD YOU TO KEEP HER SEDATED!" - THE LATE DR. PHILIP ZIEGLER, RESEARCHER

A Psionic is a master of their own mind. Through sheer force of will and logic, they can manipulate the world around them, as well as the minds of their enemies. Some examples of characters with this class are:

Psionic/Rogue: A spy who reads the thoughts of government officials.

Psionic/mage: A diviner who gazes far into the future.

SKILL SETS: Dream, Mind

HEALTH POINTS: 5

PRIMARY CASTING ABILITY: Intelligence or Focus. Through an analytical logic or pure understanding of one's mind Psionics gain their power.

QUIRKS:

1. The Psionic occasionally answers questions before they are asked.
2. Small objects silently move out of the Psionics way.
3. The Psionic has severe nightmares of future events on worlds far away.
4. The Psionic rarely uses their hands to hold objects.
5. The Psionics allies can hear faint whispers from the Psionics mind.
6. The Psionic whispers other people's dreams while sleeping.

CORES

SENSE EMOTIONS: The Psionic can determine if a creature is hostile, neutral, friendly, or cautious towards the Psionic or his party. This happens automatically.

TELEKINESIS: This talent can be used to lift and throw an object within one zone. The Psionic uses PCA instead of strength to lift and manipulate objects. The Player can also attempt the following actions.

ATTACK: The Player can hurl a small object, such as a brick or piece of wood. This is a short ranged attack roll. The weapon damage of this attack is 2, uses PCA as ability damage, and precision of 3.

TRIP: The Psionic can attempt to use the trip stunt with this attack, at the range.

DISARM: The Psionic can attempt to use the disarm stunt with this attack, at the range.

TELEKENETIC

"WOULD YOU LIKE SOME WINE? PERHAPS BOURBON? I CAN GET IT FROM HERE, NO LADDER NEEDED." - ALEX WILLIS, BARTENDER.

TELEKINETIC MIGHT

PREREQUISITE: Telekinesis, legendary tier

DESCRIPTION: The Psionic can move heavier objects.

EFFECT

LEVEL 1: The Psionics PCA is doubled for the purpose of moving heavy objects with telekinesis. Moving a heavy object only requires one action.

LEVEL 2: The Psionic can hurl a large object with one object. This is a range attack that uses PCA as dexterity for the attack. The attack has 5 weapon damage, and double PCA ability damage.

LEVEL 3 [MYTHIC]: PCA is 5 times higher for the purpose of lifting, but not throwing, heavy objects.

GUIDED STRIKE

PREREQUISITE: Telekinesis

DESCRIPTION: The Psionic can use telekinesis to attack.

EFFECT

LEVEL 1: This is a stance. The Psionic can either use PCA as dexterity for an attack, or use PCA as the ability damage for a melee attack.

LEVEL 2: The Psionic can instead grant the benefit of this talent to an ally in the same zone.

LEVEL 3: The Psionic can apply the benefits from this talent to two creatures at a time.

TELEKINETIC FLIGHT

PREREQUISITE: Telekinesis

DESCRIPTION: The Psionic can fly.

EFFECT

LEVEL 1: The Psionic gains a flight speed that can only be used with an action.

LEVEL 2: The fly movement type can be used as normal.

LEVEL 3: All allies in the current zone and adjacent zones gain the benefits of the level one version of this talent.

FORCE WALL

PREREQUISITE: Telekinesis

DESCRIPTION: The Psionic can create cover.

EFFECT

LEVEL 1: The Psionic can spend one action to create an telekinetic wall. This wall can provide cover from an adjacent zone, depending on the placement. The wall has double PCA HP, with no reduction. This wall cannot be moved. The Psionic can only have 1 wall at a time in existence. These walls are not completely transparent, but can be difficult to spot from a distance.

LEVEL 2: The wall's HP doubles, and the Psionic can create walls in adjacent zones.

LEVEL 3: The forcefield grants double PCA temporary threshold.

FORCEFIELD

PREREQUISITE: Telekinesis

DESCRIPTION: The Psionic has temporary threshold.

EFFECT

LEVEL 1: The Psionic can spend one action to gain an amount of temporary threshold equal to PCA.

LEVEL 2: The Psionic can instead apply the force field to an ally within the same zone.

LEVEL 3: The forcefield grants double PCA temporary threshold.

MENTAL GRAPPLE

PREREQUISITE: Telekinesis

DESCRIPTION: The Psionic can grapple opponents with telekinesis.

EFFECT

LEVEL 1: The Psionic can use the grab action at the range of their telekinesis. PCA is used in place of strength.

LEVEL 2: When holding an opponent, the Psionic gains a bonus die to attacking them with telekinesis.

LEVEL 3: The Psionic can spend an action to move a telekinetically grappled opponent one zone.

PSYCHIC

"MIGHT I INTEREST YOU IN SOME... SPILL-RESISTANT CLOTHING? ALWAYS HAVE TO BE CAREFUL WITH LITTLE ONES AROUND, EH?" -
BENJAMIN KALINK, SALES ASSOCIATE

READ THOUGHTS

PREREQUISITE: Sense Emotion

DESCRIPTION: The Psionic can move heavier objects.

EFFECT

LEVEL 1: The Psionics can read the surface thoughts of a single creature at the time. These thoughts are single, basic words or concepts and do not reveal what is being thought. for example: If a character is thinking "I need to get out of here." The Psionic might hear "Flee". This is a passive effect that can only target one creature at a time. If a creature is aware of the mind reading, then they can roll focus against a difficulty 10. Or a spirit against a difficulty 12 to cause misinformation.

LEVEL 2: Now, when the Psionic listens to a creature's mind, they hear clearly the surface thoughts.

LEVEL 3: The difficulty of resisting your mind being read increases by 1/2 PCA.

PROJECT THOUGHTS

PREREQUISITE: Sense Emotion

DESCRIPTION: The Psionic can communicate telepathically.

EFFECT

LEVEL 1: The Psionic can communicate to any creature in the Psionics zone without making a sound. Other characters can not hear this communication unless they can read thoughts.

LEVEL 2: Any creature who the Psionic projects thoughts to can reply mentally. The Psionic can also project thoughts to anyone in short range.

LEVEL 3: The Psionic can project to anyone the Psionic has seen within the last 24 hours.

MENTAL REND

PREREQUISITE: Sense Emotion

DESCRIPTION: The Psionic can attack creatures mentally.

EFFECT

LEVEL 1: The Psionic can spend an action to mentally attack a target in short range. The target rolls focus or spirit vs. PCA. If the target fails the roll, it receives an amount of psychic damage equal to PCA. This attack ignores resistance. This attack has no effect on creatures that have no mind.

LEVEL 2: Targets of this talent reduce intelligence by 1 until the end of its next turn.

LEVEL 3: The intelligence drain lasts an additional round, and this attack deals PCA x 1.5 damage.

COMMAND

PREREQUISITE: Sense Emotion

DESCRIPTION: The Psionic can use other creatures actions.

EFFECT

LEVEL 1: The Psionic can choose a target within short range and spend an action to cause the target to use one of their actions. This requires the target to make a spirit or focus roll against difficulty 12. Success means the talent fails.

LEVEL 2: The Psionic can choose for this talent to occur on the targets turn. If so, then the target loses one of their actions.

LEVEL 3: The Psionic can choose to roll PCA in place of the difficulty 12 roll.

ASTRAL PROJECTION

DESCRIPTION: The Psionic can use other creatures actions.

EFFECT

LEVEL 1: The Psionic Spend 10 minutes to project their astral selves. While doing this the psychics body is unconscious. The Psionic can move normally. The Psionic can see and hear normally as well. The Psionics form is invisible to everyone that cannot see invisible creatures, it also has no form and interact with the world. The Psionic cannot pass through objects, and is subject to gravity

LEVEL 2: The Psionic can now fly while projected. The Psionic can also pass through portals such as doors and windows, even if they are closed.

LEVEL 3: The Psionic can now interact with minds while astrally projected. This cannot be used to cause damage, however. The Psionic can also enter the dreams of sleeping creatures while astrally projected. This is largely handled narratively, but the Psionic can give messages to creatures in their dreams.

DOMINATE MIND

PREREQUISITE: Legendary Tier

DESCRIPTION: The Psionic can use other creatures actions.

EFFECT

LEVEL 1: The Psionic can choose a target two tiers below the Psionic. This target immediately becomes dominated. This means the target is now under your control and will do anything you say. A dominated target knows they are dominated, but are always ok or even happy with it. A dominated creature will not risk their life, but will give away everything they own and betray lifelong friends. The dominated creature is completely loyal, and cannot be swayed to betray the Psionic. The Psionic can have a number of creatures dominated equal to half of PCA.

LEVEL 2: A dominated creature now will risk their life for the Psionic. They are now happy to sacrifice themselves for the Psionic.

LEVEL 3 [MYTHIC]: The Psionic can now dominate anyone a lower tier than the Psionic.

ORACLE

"I ALREADY KNOW YOU'RE GOING TO LOSE THIS FIGHT. NO MATTER WHAT YOU DO, THIS ENCOUNTER WON'T END WELL FOR YOU, SO AT LEAST PUT THE SWORD DOWN AND MAKE IT PAINLESS." - RONDEL GALIAN, ASSASSIN

DEJA VU

DESCRIPTION: The Psionic can retry some rolls.

EFFECT

LEVEL 1: The Psionic can with a stunt, retry any ability check. But, the Psionic gains two penalty dice. This must be used after the dice have been rolled, but before the results of the roll. The new roll must be used regardless of the original result.

LEVEL 2: This talent can now apply to attack, defense and initiative rolls.

LEVEL 3: This talent grants one penalty die, rather than 2.

DANGER SENSE

DESCRIPTION: The Psionic can increase initiative.

EFFECT

LEVEL 1: The Psionic adds PCA to initiative.

LEVEL 2: All allies in the same zone of the Psionic add half PCA to initiative.

LEVEL 3: After rolling initiative, the Psionic can trade initiative with one character, ally or enemy.

FORESIGHT

DESCRIPTION: The Psionic gains a number rolls that can be used.

EFFECT

LEVEL 1: At the beginning of each day the Psionic can roll 2d6 and writes down the result. At any point, the Psionic can replace any roll made with this roll. Once this is used, it cannot be used again. If the Psionic did not use their foresight that day, they may choose to keep the same roll for the next day.

LEVEL 2: The Psionic can now roll two numbers and use them both. For example, the psionic could roll a 5 and 15, using the 15 for an attack roll and then a 5 for the enemies defence roll.

LEVEL 3: The Psionic can choose to roll these dice with a bonus, or penalty die.

POSTCOGNITION

DESCRIPTION: The Psionic can see into the past.

EFFECT

LEVEL 1: The Psionic can gaze into the past. The Psionic can enter this state with 3 actions. The Psionic can see any events in the current zone that has taken place within the last hour. The Psionic must choose how far back they will see, time is not rewound. The Psionic can then see the zone as it was then. This lasts until the Psionic chooses, and time moves normally in the past. The Psionic is essentially blind while in this state.

LEVEL 2: This talent now can go back as far as a day, and reaches into the current zone and adjacent zones.

LEVEL 3: This talent now can go back as far as a week, and has no range limits.

PSYCHIC DEFENSE

DESCRIPTION: The Psionic can see incoming attacks.

EFFECT

LEVEL 1: When the Psionic uses the defend action, PCA can be used in place of dexterity for rolling defense.

LEVEL 2: The Psionic can use PCA in place of dexterity even if the defend action was not taken.

LEVEL 3: The Psionic can use PCA in place of dexterity to avoid traps and other hazards that need to be dodged.

FORSEE DOOM

PREREQUISITE: Legendary Tier

DESCRIPTION: The Psionic can declare how a target will die.

EFFECT

LEVEL 1: The Psionic can spend an action to “Foresee” how a creature of a lower tier will die. The Psionic chooses a form of death. The Psionic can only foresee death by the hands of a single individual or event. “Killed by my companion” and “Die at the hands of poison” are both acceptable. When the target receives damage from the source detailed in the prophecy, the target receives extra damage to critical damage equal to PCA. If this ability is used on a creature 2 tiers below the Psionic, then the target will die via the foreseen doom. Unless another Player prevents the death. The Psionic can only foresee the doom of a creature once. This death does not occur immediately.

LEVEL 2: The target now receives a penalty die to defense rolls and ability checks against the source of doom.

LEVEL 3 [MYTHIC]: The Psionic can target creatures of the same tier with this ability.

ROGUE

"YOU ONLY CALL IT 'CHEATING' BECAUSE IT WORKS. YOU'RE JUST MAD I WON." - GALLIOS ALICANT, DISGRACED ATHLETE

A Rogue is someone who uses stealth and trickery to gain an edge in combat. They are assassins and spies. Scoundrels and thieves. Some examples of characters with this class are:

Rogue/Warrior: A dastardly swashbuckler who strikes at every opportunity.

Rogue/Artificer: A vigilante who uses the shadows and several gadgets to fight crime.

SKILL SETS: Thieving, Investigation

HEALTH POINTS: 6

PRIMARY CASTING ABILITY: None

QUIRKS:

1. The Rogue occasionally pilfers small objects without realising it.
2. When resting, the Rogue sleeps in a hidden spot.
3. The Rogue has a bad habit of sneaking up on people.
4. Party members in the Rogues party occasionally find their objects swapped.
5. The Rogue lies habitually.
6. Every day, the Rogues appearance changes slightly.

CORES

SNEAK ATTACK: The Rogue can use an offensive stunt to cause critical damage to double on one attack. If the Rogue is attacking an unaware target, then this core needs no stunt.

STEALTH: The Rogue can use the hide action with one action rather than 2.

ASSASSIN

"YOU COULD SPEND MILLIONS ON YOUR SECURITY SYSTEM, AND SHADOW MAN SLICES THROUGH IT LIKE WET TISSUE. IF HE'S COMING, YOU'RE ALREADY DEAD." - MICHAEL MORIKAT, SECURITY EXPERT

DEADLY STRIKE

PREREQUISITE: Sneak Attack

DESCRIPTION: The Rogue deals extra damage with sneak attack.

EFFECT

LEVEL 1: When a sneak attack is successful, the attack deals an extra 3 critical damage after doubling critical damage.

LEVEL 2: After hitting with a sneak attack, the Rogue can gain a bonus die on the next attack on that same target. This bonus die can only be used on that turn.

LEVEL 3: If the Rogue has 2 bonus dice when they attack, the Rogue can spend both to triple critical damage before adding the extra 3.

THROAT SLITTER

DESCRIPTION: The Rogue can kill targets more quickly.

EFFECT

LEVEL 1: The Rogue can coup de grace with 2 actions rather than 3.

LEVEL 2: The Rogue can coup de grace with 1 action rather than 2.

LEVEL 3: The Rogue can coup de grace with a Stunt.

PIERCING STRIKE

DESCRIPTION: The Rogue ignores some armor.

EFFECT

LEVEL 1: The Rogue can ignore 1/2 dexterity resistance when attacking.

LEVEL 2: The Rogue can also ignore 1/2 dexterity shield bonus when attacking.

LEVEL 3 [HEROIC]: The Rogue now ignores and amount of resistance equal to dexterity.

FREE-RUN

DESCRIPTION: The Rogue can climb very quickly.

EFFECT

LEVEL 1: The Rogue ignores any difficult terrain.

LEVEL 2: The Rogue gains the climb special movement.

LEVEL 3: The Rogue gains a bonus die when moving through transition zones.

HIDDEN STRIKE

DESCRIPTION: The rogue can attack more stealthily.

EFFECT

LEVEL 1: Attacking does not reveal the Rogue if the attack misses.

LEVEL 2: After hitting an opponent with a ranged attack, the Rogue can use a stunt to hide with a penalty die.

LEVEL 3: The Rogue Does not receive a penalty die when using the level 2 version of this talent.

ASSASSINATE

PREREQUISITE: Sneak Attack, legendary tier

DESCRIPTION: The Rogue deals extra damage with sneak attack.

EFFECT

LEVEL 1: The Rogue can spend 3 actions to attack and enemy with a special attack. This attack must be subject to sneak attack. If the target is of lower tier than the Rogue, then the target instantly dies or is knocked unconscious. Otherwise it is a normal sneak attack.

LEVEL 2: If this talent is used on a creature of equal tier, it deals an extra 10 points of critical damage. This extra damage is not multiplied.

LEVEL 3 [MYTHIC]: This talent requires 2 actions.

OPPORTUNIST

"I CALL IT 'RIVER FIST'. THE RIVER DOES NOT YIELD; IT MERELY CHANGES COURSE. WHEN A RIVER ENCOUNTERS AN OBSTACLE, IT FLOWS AROUND IT. IN SOME CASES, THROUGH IT." - SUN XIAN, PIONEER

COUNTER-STRIKE

DESCRIPTION: The Rogue can wound enemies that try to attack.

EFFECT

LEVEL 1: The Rogue can spend an action to ready to counter strike. The next melee attack to miss the Rogue, before the Rogues next turn, is struck by the Rogue's melee weapon. This attack uses the weapon and ability damage, but no critical damage.

LEVEL 2: The counterstrike can use critical damage, having the amount of defense rolled over attack being the deciding factor. If the Rogue uses sneak attack, then the Rogue can remove a defense bonus die for the chance of activating sneak attack.

LEVEL 3: The Rogue can ready a counter-strike with a stunt.

IMPROVED FEINT

DESCRIPTION: The Rogue can feint more effectively.

EFFECT

LEVEL 1: The critical damage cap is increased by 3 with feint, rather than 2.

LEVEL 2: The Rogue deals an extra 2 critical damage when making a feint, this is not applied to the critical damage cap.

LEVEL 3: The Rogue gains +2 when attacking with the feint stunt.

QUICK DASH

DESCRIPTION: The Rogue can dash quickly away.

EFFECT

LEVEL 1: The Rogue can immediately move into an adjacent zone during initiative.

LEVEL 2: Once per turn, the Rogue can move to an adjacent zone when the Rogue is missed with an attack. This uses the Rogues reaction.

LEVEL 3: Level 2 of this talent does not use reaction, but it can only be used a number of times equal to half dexterity per round.

SIDE-STEP

DESCRIPTION: The Rogue can cause enemies to attack their allies.

EFFECT

LEVEL 1: With a reaction, the Rogue can cause an enemy's attack to target another creature. This attack must have missed the Rogue. The Rogue immediately makes an attack against another creature in the same zone. If this attack is successful, then the target is subject to the attack that missed the Rogue. This attack is not subject to critical damage.

LEVEL 2: This attack can now use critical damage.

LEVEL 3: The target of this talent gains a penalty die on defence roll.

ESCAPE ARTIST

DESCRIPTION: The Rogue can escape from their enemies.

EFFECT

LEVEL 1: With a reaction, can immediately hide after an attack hits the rogue. This hide roll is made with a penalty die.

LEVEL 2: This hide roll is no longer made with a penalty die.

LEVEL 3: This talent can be used if the attack misses.

QUICKLING

PREREQUISITE: Legendary tier

DESCRIPTION: The Rogue can escape from their enemies.

EFFECT

LEVEL 1: The Rogue can spend an action to gain 2 stunts. These stunts can not be used to move.

LEVEL 2: These stunts can be used to move.

LEVEL 3 [MYTHIC]: The Rogue can spend a stunt to gain an action. This action cannot be traded for a stunt nor can you use the stunts gained by this talent.

SPY

"YOU WANT ME TO SNEAK INTO A KING'S PARTY, DRESSED AS ONE OF HIS LADIES IN WAITING? IMPERSONATING A WOMAN WILL RUN YOU DOUBLE RATE." - MAXIMILIAN GAMANT, "ACTING COACH."

TACTICAL STEALTH

DESCRIPTION: The Rogue can hide more effectively.

EFFECT

LEVEL 1: The Rogue can add half intelligence when rolling stealth.

LEVEL 2: When the Rogue uses the hide action, the Rogue can move two zones away.

LEVEL 3: The Rogue adds intelligence to all stealth rolls.

BURGLAR

DESCRIPTION: The Rogue can steal more effectively.

EFFECT

LEVEL 1: The Rogue gains a bonus die when using any of the skills in the thieving skill set.

LEVEL 2: The Rogue can attempt to steal an item from an enemy with an action. Treating the roll as if picking a pocket.

LEVEL 3: The Rogue can add the bonuses from sleight of hand when attempting to disarm an opponent. This does not give the Rogue a bonus die if the sleight of hand is specialised.



DEEP BETRAYAL

DESCRIPTION: The Rogue can deal more damage to those he betrays.

EFFECT

LEVEL 1: When the Rogue successfully a friendly enemy, the Rogue can add charisma to the critical damage. This damage is not doubled by sneak attack.

LEVEL 2: The Rogue gains a bonus die when attacking a friendly target.

LEVEL 3: The Rogue gains two bonus dice when attacking an ally.

TRUE DISGUISE

PREREQUISITE: Legendary tier

DESCRIPTION: The Rogue has several disguises that can be used.

EFFECT

LEVEL 1: The Rogue has a number of false identities equal to half the Rogues charisma. These identities are effectively different people and different personalities. The Rogue can change identities by disguising herself for at least one hour. It is impossible to see through these disguises by mundane means.

LEVEL 2: When the Rogue uses a false identity, there is no possible way to see through the disguise. The Rogues identities are treated as being separate people for the purpose of mental effects. For example, if the Rogue was driven mad by seeing something horrible, that disguise would be the only one insane. If the Rogue takes on a different identity the Rogue is no longer insane, but reverting back to the insane identity will bring madness with it. Using this talent only takes 10 minutes, rather than an hour.

LEVEL 3 [MYTHIC]: The Rogue can change the disguise with three actions.

SUAVE

DESCRIPTION: The Rogue can better deal with those the rouge is in conversation with.

EFFECT

LEVEL 1: The Rogue can engage in conversation with a target, drawing their attention. The character receives two penalty dies to notice other characters stealth, receives a penalty die to notice other characters disguises.

LEVEL 2: The Rogue gains a bonus die to convince a character to move from their location, such as to join the rogue for a private word, following the rogue to see a crime, or even following the rogue to bed.

LEVEL 3: After one minute of conversation, lower tier characters are immediately friendly to the Rogue.

SOCIETAL CAMOUFLAGE

DESCRIPTION: The Rogue blends in seamlessly with any class.

EFFECT

LEVEL 1: The Rogue can masquerade as any class in a society and suffers no penalties from dealing with a character of high or low class. For example, a pompous lord treats the rogue no differently from another noble, and a shady drug dealer assumes the rogue is cut of the same cloth.

LEVEL 2: Non-player characters are not suspicious of the Rogue when they should be. For example, a guard will not ask the Rogue what they are doing in a rich part of the city, but they will investigate if the rogue is doing something alarming. Such as dragging a body or breaking windows.

LEVEL 3: The Rogue gains a bonus die to stealth in a crowd of people, and does not suffer any movement penalties while in a crowd.

WARRIOR

"YOU UNDERESTIMATE THE TENACITY OF A MAN OF TERYL. I WILL DRIVE MY SWORD THROUGH YOUR HEART, IF IT IS MY LAST ACT ON THIS WORLD." - LEON VARETT, CHAPLAIN OF THE SECOND ORDER

A Warrior is someone who has trained extensively for combat. They are masters of their craft, and their craft is war. Some characters with the Warrior class are the following:

Warrior/Elementalist: A Warrior that encases their weapons and armor with flames in order to deal the most damage.

Warrior/Psionic: A general who reads the minds of his foes to better understand how to defeat them.

SKILL SETS: Athletics, Tactics

HEALTH POINTS: 7

PRIMARY CASTING ABILITY: None

QUIRKS:

1. The Warrior ranks people based on their skill, without even realising it.
2. The Warrior sleeps in full armor.
3. The Warrior handles even mundane tasks tactically.
4. The Warrior challenges all of his foes before the fight.
5. The party catches the Warrior talking to his weapon.
6. The Warrior plays games of strategy obsessively.

CORES

CHALLENGE: The Warrior targets one enemy with a stunt. This target becomes the Warriors challenger. The Warrior gains a bonus die to attacking a challenger, and weapon damage increases by 1. The Warrior can use a stunt to change their challenger.

GUARDIAN: This Core is a stance. When the Warrior enters this stance, all enemies attacking character, other than the Warrior, in the Warriors zone receive a penalty die to the attack.

VANGUARD

"GO! GET THEM TO SAFETY! I'LL HOLD THE ARMY AT BAY! YOU CAN PATCH ME UP WHEN THEY'RE SAFE!" - KAMARI UBAN, THE WALKING WALL

SHIELD MASTERY

DESCRIPTION: The Warrior uses a shield better.

EFFECT

LEVEL 1: The Warriors off-hand weapon or shield increases shield defense by 1.

LEVEL 2: The Warriors shield bonus is increased by 2.

LEVEL 3 [HEROIC]: The Warrior can use the defend action with a minor action.

BLOCK THE SKY

DESCRIPTION: The Warrior can deflect ranged attacks.

EFFECT

LEVEL 1: The Warrior can use a stunt to double shield bonus against ranged attacks until the beginning of the Warriors next turn.

LEVEL 2: The Warriors shield bonus is increased by an additional 3 against ranged attacks when this talent is used.

LEVEL 3 [HEROIC]: This talent is activated whenever the Warrior used the defend action.

ARMOR MASTERY

DESCRIPTION: The Warrior uses armor better.

EFFECT

LEVEL 1: The Warriors resistance when wearing armor increases by 2.

LEVEL 2: The Warriors resistance from armor is increased by 3, rather than 2.

LEVEL 3: When the Warrior uses the defend action, the Warriors resistance from armor increases by an additional 2. This does not stack with brace.

HOLD THE WALL

DESCRIPTION: The Warrior can defend others.

EFFECT

LEVEL 1: When the Warrior takes the defend action, the Warrior chooses one ally in the Warriors zone. That ally gains a bonus of half the Warriors shield bonus, to defense. This will last until the Warriors next turn.

LEVEL 2: The Warriors can defend up to two targets with this talent.

LEVEL 3: The Warrior can defend all allies in the current zone with this talent.

JUGGERNAUT

PREREQUISITE: Legendary tier

DESCRIPTION: The Warrior is incredibly tough.

EFFECT

LEVEL 1: The Warriors HP increases by 10.

LEVEL 2: The Warriors TH increases by 10.

LEVEL 3 [MYTHIC]: The Warrior increases all resistance by 5.

LIVING TANK

DESCRIPTION: The Warrior can wield more.

EFFECT

LEVEL 1: The Warriors load increases by 1.

LEVEL 2: The Warriors load increases by 2, rather than 1.

LEVEL 3: The Warriors load increases by 4, rather than 2.

DEVASTATOR

"I TELL YOU A SINGLE MAN CAN CARVE THROUGH AN ARMY LIKE A PIECE OF PAPER. YOU DISBELIEVE ME, ATTACK THE CITY I TOLD YOU NOT TO ATTACK, AND HOPEFULLY YOU'LL LISTEN TO ME IN THE FUTURE" - DEVYN AMARIAK, FORMER ADVISOR TO THE LATE KING DAMATH

BULL CHARGE

DESCRIPTION: The Warrior charges to attack.

EFFECT

LEVEL 1: The Warrior can spend one action to move into an adjacent zone and make a melee attack. This does grant momentum.

LEVEL 2: When this talent is used, the Warrior gains 2 momentum when moving into another zone.

LEVEL 3 [HEROIC]: The Warrior can charge up to 2 zones away with this talent. Each zone grants 2 momentum.

CLEAVE

DESCRIPTION: The Warrior swings with large arch.

EFFECT

LEVEL 1: The Warrior can spend two actions to make a cleave attack. This is a special attack. The attack must be a melee attack and will strike two enemies in the Warriors zone. Each must roll defence separately against the same attack roll. This attack is treated as an area attack against hordes.

LEVEL 2: This talent can target up to 3 enemies in the Warriors zone.

LEVEL 3 [HEROIC]: The Warrior can attack all enemies in the zone with cleave.

HERCULEAN BLOWS

PREREQUISITE: Legendary tier

DESCRIPTION: The Warrior can fight toe to toe with colossus.

EFFECT

LEVEL 1: The Warrior can spend 2 actions to perform a special attack that is treated as a colossus attack.

LEVEL 2: This talent requires one action.

LEVEL 3 [MYTHIC]: All of the Warriors melee attacks are considered colossus attacks.

TITAN GRIP

DESCRIPTION: The Warrior can wield heavier weapons.

EFFECT

LEVEL 1: The Warriors load increases by 1.

LEVEL 2: The Warriors load increases by 2, instead of 1. Furthermore, the Warrior can wield a two handed weapon with one hand, but the weapons load requirement doubles.

LEVEL 3: The load requirement is not doubled for two handed weapons.

STAGGERING STRIKES

DESCRIPTION: The Warrior lowers the defense of enemies.

EFFECT

LEVEL 1: A target hit by the Warrior reduces defence by 1 until the end of the Warriors turn. Defence can only be reduced this way four times.

LEVEL 2: This talent lasts until the beginning of the targets turn.

LEVEL 3: This talent lasts until the end of the Warriors next turn.

DUAL WIELDING STANCE

DESCRIPTION: The Warrior can attack with two weapons.

EFFECT

LEVEL 1: This talent is a stance. The Warrior can add the weapon damage of an off hand weapon to attacks.

LEVEL 2 [HEROIC]: The Warrior can attack with a stunt with an off hand weapon, this does not benefit from the level 1 version of this talent.

LEVEL 3: The Warrior can attack normally with a stunt, and adds half of the off hands ability damage to damage.

ARCHER

"THE ARCHER IS A MAN OF DISCIPLINE, A MAN OF POWER. WHEN YOU CAN KILL A MAN FROM A HUNDRED METERS, SLACKING WILL NOT CUT IT. AM I UNDERSTOOD?" - GREGOR ROKAN, MASTER ARCHER

DARKEN THE SKIES

PREREQUISITE: Legendary tier

DESCRIPTION: The Warrior can attack entire zones at a time.

EFFECT

LEVEL 1: With two actions, the Warrior can make a special attack with their ranged weapon. Choose one zone within range of the ranged weapon, and make a single attack. Every enemy in the zone is attacked by this attack.

LEVEL 2: This attack can target two zones at once.

LEVEL 3 [MYTHIC]: This talent can be used with one action.

CRITICAL SHOT

DESCRIPTION: The Warrior can make a single powerful shot.

EFFECT

LEVEL 1: The Warrior can attack with a ranged weapon with two actions. When doing so, the Warrior can add dexterity to ability damage.

LEVEL 2: The Warrior can add 3 to the limit of critical damage with this attack.

LEVEL 3: This attacks weapon damage increases by 3.

ARCHING ATTACK

DESCRIPTION: The Warrior can shoot around cover and other obstacles.

EFFECT

LEVEL 1: The Warrior ignores the dive stunt when attacking with a ranged weapon.

LEVEL 2: A The Warrior ignores cover granted by a zone.

LEVEL 3 [LEGENDARY]: The Warrior now ignores complete cover with ranged attacks, as long as a hole large enough for ammunition to fit exists.

STEADY AIM

DESCRIPTION: The Warrior is better at aiming ranged weapons.

EFFECT

LEVEL 1: When an Warrior uses the aim, the bonus to attack is 4 rather than 3 when using ranged attacks.

LEVEL 2 [HEROIC]: The bonus to attack from aim is 5 rather than 4.

LEVEL 3: The Warrior can aim with a stunt, but only for ranged attacks.

PINPOINT ACCURACY

DESCRIPTION: You can ignore some shield and resist.

EFFECT

LEVEL 1: The target of the Warriors ranged attacks reduce their shield bonus to defence equal to half the Warriors dexterity.

LEVEL 2: The Warrior can ignore an amount of resist granted by armor equal to half the Warriors dexterity. This will only apply to ranged attacks.

LEVEL 3: The Warrior can add half dexterity to the maximum critical damage from ranged attacks.

TRICK SHOT

DESCRIPTION: The Warrior can use the weapon in unorthodox ways.

EFFECT

LEVEL 1: The Warrior can use the distract stunt at the range of his ranged weapon.

LEVEL 2: The Warrior can attempt the trip or disarm stunt against a target of a range attack.

LEVEL 3: The Warrior can pin opponents with their ranged weapon. This is an attack with a penalty die. If successful, the target is slowed.

UNIVERSAL

The following talents can be selected by any character who meets the prerequisites. Some of these talents do not upgrade like regular talents, instead they grant a one time benefit.

CORES

ENHANCED ABILITIES: The character gains an additional 3 ability points to spend on abilities or innate talents.

ABILITY MASTERY: The character chooses one ability. When rolling this ability, the character gains a bonus die. This talent can be selected multiple times, but each time effecting a different ability.

MUNDANE

Every Talent in this school is available to any character of mundane tier or above.

ACCURATE STRIKE

PREREQUISITE: Dexterity 3

DESCRIPTION: The character utilise dexterity rather than strength for some weapons.

EFFECT

LEVEL 1: The character can use dexterity for accuracy with heavy weapons.

TOUGHNESS

PREREQUISITE: Constitution 3

DESCRIPTION: The character has more HP.

EFFECT

LEVEL 1: The character Increases HP by 6.

LEVEL 2: The character Increases TH by 6.

RESEARCHER

PREREQUISITE: Intelligence 3

DESCRIPTION: The character can research more efficiently.

EFFECT

LEVEL 1: The character gains a bonus die when researching a subject, and the time required to research is cut in half.

PACK MULE

PREREQUISITE: Strength 3

DESCRIPTION: The character can carry more.

EFFECT

LEVEL 1: Load increases by 1.

READ LIPS

PREREQUISITE: Focus 3

DESCRIPTION: The character can read lips.

EFFECT

LEVEL 1: As long as the character can see a target, they can understand their speech regardless of hearing. As long as the character understands the language.

INSPIRING SPEECH

PREREQUISITE: Spirit 3

DESCRIPTION: The character bolster allies moods.

EFFECT

LEVEL 1: The character can perform a speech which increases all who hears it threshold by half spirit for the next fight. This can only be performed a number of times equal to spirit. This refreshes on a home trip.

ADVENTUROUS

Every Talent in this school is available to any character of Adventurous tier or above.

QUICK FEET

PREREQUISITE: Dexterity 5

DESCRIPTION: The character moves quickly.

EFFECT

LEVEL 1: When an action is spent to move, the character moves two zones.

FAST HEALER

PREREQUISITE: Constitution 5

DESCRIPTION: The character has a higher healing factor.

EFFECT

LEVEL 1: The character Increases healing factor by 6.

WELL READ

PREREQUISITE: Intelligence 5

DESCRIPTION: The character as a good memory.

EFFECT

LEVEL 1: The character gains a bonus die when attempting a intelligence roll to remember information.

GREAT LEAP

PREREQUISITE: Strength 3

DESCRIPTION: The character can leap long distances.

EFFECT

LEVEL 1: The character gains a burst movement type that can only be used on solid surfaces.

BEGUILING SMILE

PREREQUISITE: Spirit 5

DESCRIPTION: The character can get others to like them easier.

EFFECT

LEVEL 1: The character gains a bonus die when attempting to change a characters attitude towards them for the better.

LOYAL COMPANIONS

PREREQUISITE: Access to an Animal Companion, Focus 5

DESCRIPTION: The character is better at attacking with animal companions.

EFFECT

LEVEL 1: The character can roll their attack + half focus instead of an animal companions normal attack bonus.

MAGIC BOLT

PREREQUISITE: Must have a PCA

DESCRIPTION: The character can unleash a generic bolt of magic. This could be a divine lightning bolt, simple magic firebolt, or even a chi blast.

EFFECT

LEVEL 1: The character gains a ranged attack in the form of a magical bolt. The character chooses one damage type for the bolt of magic when purchasing this talent. The bolt deals 4 damage, uses PCA as ability damage, and has a range of short.

HEROIC

Every talent in this school is available to any character of Heroic tier or above.

GRACEFUL REFLEXES

PREREQUISITE: Dexterity

DESCRIPTION: The character can easily dodge area attacks.

EFFECT

LEVEL 1: The character can use all of dexterity rather than half dexterity when defending against area attacks.

DISEASE RESISTANCE

PREREQUISITE: Constitution 7

DESCRIPTION: The character can resist poisons and diseases.

EFFECT

LEVEL 1: The character gains 2 bonus dice when rolling to resist poison or disease.

LINGUIST

PREREQUISITE: Intelligence 7

DESCRIPTION: The character can learn languages quickly.

EFFECT

LEVEL 1: The character learns a new language after one day being around that language.

HOLD GROUND

PREREQUISITE: Strength 7

DESCRIPTION: The character cannot be easily moved.

EFFECT

LEVEL 1: The character receives 2 bonus dice when an effect is forcibly trying to move them.

FAMOUS

PREREQUISITE: Spirit 7

DESCRIPTION: The character finds it easy to gain fans.

EFFECT

LEVEL 1: After spending a week in a town or other population dense area, the character can choose to gain a small following. These fans will do any simple, mundane task for the character, but they will not put themselves in danger.

STEEL MIND

PREREQUISITE: Focus 7

DESCRIPTION: The character cannot be mind controlled.

EFFECT

LEVEL 1: The character gains two bonus dice to resist mind controlling effects.

SPELL BURN

DESCRIPTION: The character can cast rituals without a source

EFFECT

LEVEL 1: The Character can cast a ritual with a lesser source, even if they have no lesser source. However, the character immediately receives 5 hitpoint damage.

LEGENDARY

Every talent in this school is available to any character of Legendary tier or above.

ABSOLUTE BALANCE

PREREQUISITE: Dexterity 10

DESCRIPTION: The character can walk on any surface.

EFFECT

LEVEL 1: The character can walk on any surface, no matter how thin or how much it moves. No dexterity check is required, but if someone is attempting to knock them off or forcibly move the surface. In this case, the character gains 2 bonus dice on the balance checks.

SHRUG OFF

PREREQUISITE: Constitution 10

DESCRIPTION: The character can resist an attack.

EFFECT

LEVEL 1: Once per skirmish, the character can ignore the effects of a single attack.

FIGHTING SPIRIT

PREREQUISITE: Spirit 10

DESCRIPTION: The character gets their second wind.

EFFECT

LEVEL 1: Once per skirmish, the character can ignore any wounds, negative effects, load penalties, and negative mental effects for one turn.

REFOCUS

PREREQUISITE: Focus 10

DESCRIPTION: The character can refresh all once per skirmish abilities.

EFFECT

LEVEL 1: Once per skirmish, the character can use a stunt to cause all "once per skirmish" abilities to be usable if they have already been used. This does not refresh itself.

CALCULATED STRIKE

PREREQUISITE: Intelligence 10

DESCRIPTION: The character can use intelligence for attacks.

EFFECT

LEVEL 1: Once per skirmish, the character can choose to use intelligence instead of dexterity for attacks. This lasts for one turn.

SMASH!

PREREQUISITE: Strength 10

DESCRIPTION: The character can Double strength for one turn.

EFFECT

LEVEL 1: Once per skirmish, the character can use a stunt to double the character's strength for the purposes of attacking.

MYTHIC

Every talent in this school is available to any character of Mythic tier or above.

GODLY GRACE

PREREQUISITE: Dexterity 12

DESCRIPTION: The character is impossibly graceful.

EFFECT

LEVEL 1: The character gains the grace and fluidity of an immortal. They can calmly walk across water and other similar surfaces, gain a bonus die on all dexterity rolls, and any character heroic or lower tier cannot strike the character. Even if the character is unaware.

IMMORTAL SOUL

DESCRIPTION: The character becomes immortal.

EFFECT

LEVEL 1: The character no longer suffers from age related effects and cannot die from old age.

HERCULEAN STRENGTH

PREREQUISITE: Strength 12

DESCRIPTION: The character is unnaturally Strong.

EFFECT

LEVEL 1: The character becomes so strong they can lift 10 x their normal lift with ease. Load increases by 5, and all strength roll are made with a bonus die.

MYTHIC RECOVERY

PREREQUISITE: Constitution 12

DESCRIPTION: The character is able to recover quickly.

EFFECT

LEVEL 1: The character recovers all health points in a nights of rest, and recovers five health points whenever the recover action is taken.

UNLIMITED KNOWLEDGE

PREREQUISITE: Intelligence 12

DESCRIPTION: The character gains infinite knowledge.

EFFECT

LEVEL 1: The character remembers everything the character has ever witnessed. All knowledge rolls are successful, regardless of difficulty, as long as the character is trained in that knowledge. The character gains a bonus die on all intelligence rolls.

PERFECT FOCUS

PREREQUISITE: Focus 12

DESCRIPTION: The character can see anyone.

EFFECT

LEVEL 1: All focus rolls are made with a bonus die, and no character of a lesser tier can hide from the character. Even invisible characters.

MAGICAL ESSENCE

PREREQUISITE: Spirit 12

DESCRIPTION: The character is more adept at using magic.

EFFECT

LEVEL 1: All PCA and spirit rolls are made with a bonus die.

COMBINATION TALENTS

The following talents can be selected by any character who meets the prerequisites. These talents require two Cores from different classes.

INSTRUMENT OF WAR

PREREQUISITE: Craft Equipment, Showman

DESCRIPTION: The character crafts a musical instrument that can be used as a weapon..

EFFECT

LEVEL 1: The character crafts a musical instrument that doubles as a weapon. The weapon can have the statistics of any advanced or lower items, such as a flute that doubles as a firearm, a club drum stick, or an electric guitar that doubles as an axe. This weapon can be upgraded through crafting, and can be recrafted with Craft Equipment. The character gains the following showman ability:

FLOURISH: Once a turn, The character can use a stunt to modify an attack with their instrument weapon to increase showman value by one.

BLESS EQUIPMENT

PREREQUISITE: Jury Rig, Miracle

DESCRIPTION: The character can bless a piece of equipment.

EFFECT

LEVEL 1: When the character uses the Jury Rig core, the item stores one use of miracle. The character who wields the blessed weapon can activate the miracle with a free action. Only one blessed item can be wielded by a character at any time.

IMBUE ELEMENT

PREREQUISITE: Craft Equipment, Elemental Control

DESCRIPTION: The character adds elemental properties to crafted items.

EFFECT

LEVEL 1: When the character crafts equipment either with Craft Equipment or through downtime, the Imbued item property is considered a simple modification. The damage type is Element Damage.

RANGED ENCHANTMENT

PREREQUISITE: Jury Rig, Magic Use

DESCRIPTION: The character Jury Rigs items from a distance.

EFFECT

LEVEL 1: The character can jury rig an item within close range, rather than in the same zone.

PRIMAL TROPHIES

PREREQUISITE: Craft Equipment, Nature Aspect

DESCRIPTION: The character adds elemental properties to crafted items.

EFFECT

LEVEL 1: The character can create trophies from enemies they have defeated. Upon defeating an enemy of equal tier, the character can harvest a trophy. Such as a tooth, claw, or piece of a weapon. The character can have a number of trophies equal to PCA. They can be added to an item crafted with craft equipment or downtime to reduce a basic cost item to a simple cost item.

MECHANICAL FISTS

PREREQUISITE: Jury Rig, Martial Arts

DESCRIPTION: The character can jury rig their attacks.

EFFECT

LEVEL 1: The character can Jury rig their natural attacks.

PSIONICALLY IMBUED

PREREQUISITE: Craft Equipment, sense emotion

DESCRIPTION: The character can imbue psychic damage in their weapons.

EFFECT

LEVEL 1: When the character crafts equipment either with Craft Equipment or through downtime, the Imbued item property is considered a simple modification. The damage type for imbue is psychic.

POISONER

PREREQUISITE: Jury Rig, Sneak Attack

DESCRIPTION: The character can quickly craft poisons.

EFFECT

LEVEL 1: The character can use Jury Rig to apply poison to a weapon. This causes an additional 5 poison damage.

PERSONALISED WEAPONS

PREREQUISITE: Craft Equipment, Challenge

DESCRIPTION: The character can craft special, personalised weapons.

EFFECT

LEVEL 1: All weapons crafted by the Character increase weapon damage by 1 when wielded by the Character.

INSPIRING AURA

PREREQUISITE: Inspire, Channel Power

DESCRIPTION: The character can inspire those around her with their faith.

EFFECT

LEVEL 1: The Channeler can spend two powerdice to grant an ally a hero die.

MAGICIAN

PREREQUISITE: Showman, Spellbook

DESCRIPTION: The character can increase their showman value by casting a spell.

EFFECT

LEVEL 1: The character gains the following showman ability:

MAGIC SHOW: Once a turn, The character can use a stunt to modify an action granted by a ritual to increase showman value by one when it is cast.

DANCE OF THE ELEMENTS

PREREQUISITE: Showman, Element Control

DESCRIPTION: The character gains elemental showman actions.

EFFECT

LEVEL 1: The character gains the following showman abilities. They must have control over the same element that is in the brackets. Such as [Fire].

[Fire] Flame Dance: The character can spend a stunt to Flame dance. The character adds fire damage to all attacks made that turn. The damage is equal to showman value. The showman value resets to 0.

[WATER] PRANCE OF THE GLACIER: The character can spend a stunt to activate this ability. The character adds Ice damage to all attacks made that turn. The damage is equal to showman value. The showman value resets to 0.

[AIR] STORM DUET: The character can spend a stunt to activate this ability. The character adds Lightning damage to all attacks made that turn. The damage is equal to showman value. The showman value resets to 0.

[EARTH] ROMP OF THE RUMBLING EARTH: The character can spend a stunt to activate this ability. The character adds Thunder damage to all attacks made that turn. The damage is equal to showman value. The showman value resets to 0.

WISE WORDS

PREREQUISITE: Inspire, Calm-Mind

DESCRIPTION: The character inspires with wisdom.

EFFECT

LEVEL 1: The character can spend a stunt to modify Calm-mind. When this is done, the character can use inspire on one ally.

BEAST SONG

PREREQUISITE: Showman, Animal Friend

DESCRIPTION: The character summons an animal.

EFFECT

LEVEL 1: The character gains the following showman ability:

BEAST SONG: When the showman value reaches six, the Bard can use Beast Song with an action. The character targets one character, and makes an attack using PCA to attack. An animal native to the area, or a swarm of animals native to the area, immediately enters the same zone as the target. If the attack hit, then the animal hits dealing 10+PCA damage. The animal stays, and is friendly towards the character and their allies.

PSIONIC INSPIRATION

PREREQUISITE: Inspire, Sense-emotions

DESCRIPTION: The character inspires through psychic manipulation.

EFFECT

LEVEL 1: The Character can inspire an ally without making any sound, and has no limitation on the inspirations range.

SHADOW WALTZ

PREREQUISITE: Showman, Hide

DESCRIPTION: The character dances in the shadows.

EFFECT

LEVEL 1: The character gains the following showman ability:

SHADOW WALTZ: The character can add the showman value to stealth when they use the hide action. Showman Value resets to 0.

WAR-CRY

PREREQUISITE: Inspire, Challenge

DESCRIPTION: The character roars to inspire his allies in war.

EFFECT

LEVEL 1: The Character can inspire up to PCA allies in the same zone by releasing a war-cry.

ELEMENTAL WARD

PREREQUISITE: Control Element, Magic Use

DESCRIPTION: The character is especially immune to magical elements.

EFFECT

LEVEL 1: All armor is doubly effective against the characters elements damage type.

ELEMENTAL ASPECT

PREREQUISITE: Element Control, Nature Aspect

DESCRIPTION: The character gains an additional nature aspect.

EFFECT

LEVEL 1: Based on the elements that a character can control, the character gains a nature aspect tied to that element. If the character gains an elemental control, they can choose to gain the Elemental Aspect. These nature aspects are added to the choices available to a character if they can gain a new nature aspect.

FIRE: The Elementalist has lava-like blood or flame hair. When an enemy attacks them with an unarmed attack, they receive 4 fire damage.

WATER: The character has green skin or has aquatic traits. The character no longer needs to drink water, as they produce it naturally.

EARTH: Sturdy bones of rock and an earthen body increase load by 1.

AIR: The character is naturally light. They gain a bonus die on all rolls related to jumping or maneuvering in the air.

ELEMENTAL SCHOOL

PREREQUISITE: Element Control, Martial Artists

DESCRIPTION: The characters natural attacks are elemental.

EFFECT

LEVEL 1: The characters natural attacks can be treated as having a damage type based on the Element Damage.

ELEMENT-NESIS

PREREQUISITE: Element Control, Telekenisis

DESCRIPTION: The characters gains pyrokinesis, Aerokinesis, Aquakenisis, or Geokinesis.

EFFECT

LEVEL 1: Attacks that deal psionic damage, can deal Element Damage.

ELEMENTAL ASSASSINATION

PREREQUISITE: Element Control, Sneak attack

DESCRIPTION: The characters sneak attacks with an element type.

EFFECT

LEVEL 1: When sneak attack is used, the character deals an extra 4 damage with the damage type associated with the element damage type.

ELEMENTAL ARMOR

PREREQUISITE: Control Element, Guardian

DESCRIPTION: The character gains additional elemental resistance.

EFFECT

LEVEL 1: The character adds resistance equal to PCA against Elemental Damage.

GLAMOUR

PREREQUISITE: Spellbook, Animal Friends

DESCRIPTION: The character gains assistance from natural creatures to cast rituals.

EFFECT

LEVEL 1: Any rituals with the glamour origin are cast with a bonus die.

FALSE MEMORY

PREREQUISITE: Magic Use, Sense emotion

DESCRIPTION: The character can place false memories into an unconscious target.

EFFECT

LEVEL 1: The character can spend an hour with an unconscious target and implant a false, illusory memory. The memory can not have taken place more than a month prior, and memories cannot be altered or removed.

FOCUSED MAGIC

PREREQUISITE: Spellbook, Calm Mind

DESCRIPTION: The character gains a bonus to casting spells calmly.

EFFECT

LEVEL 1: When the character uses Calm mind, the next attack they make increases either its weapon damage or difficulty by 2. This attack or effect must have been a result of a ritual, such as a ritual allowing the player to hurl fireballs.

ILLUSORY SHADE

PREREQUISITE: Magic Use, Hide

DESCRIPTION: The character can create an illusory double of themselves.

EFFECT

LEVEL 1: When the Character hides, they can create an illusory copy of themselves which moves into a zone of the Rogues choice, and promptly disappeared. This could potentially cause enemies to search the wrong zone for the character.

SPIRITUAL WEAPON MASTERY

PREREQUISITE: Spellbook, Challenge

DESCRIPTION: The character is better at using magical weapons.

EFFECT

LEVEL 1: Weapon damage from weapons summoned by rituals increase their weapon damage by 2.

SPIRIT JOINING

PREREQUISITE: Animal Friend, Telekinesis

DESCRIPTION: The character can possess an animal.

EFFECT

LEVEL 1: The Character can spend three actions next to a friendly animal to project their mind into it. The naturalist controls the animal for one hour, and can see through the animals sense. During this time, the character is unconscious. Should the animal die, the character lowers TH by half a week later.

BEAST STYLE

PREREQUISITE: Natures Aspect, Martial Arts

DESCRIPTION: The character can emulate animal techniques in martial arts.

EFFECT

LEVEL 1: The character gains the following stunts for their unarmed attacks.

BULL CHARGE: Momentum damage on the attack is doubled.

SOARING EAGLE: The character can move into an adjacent zone while attacking, using a burst style movement.

CAT POUNCE: This stunt applies to an attack made from a hidden position. The attacks critical damage increases by 3.

STALK

PREREQUISITE: Nature Aspect, Sneak attack

DESCRIPTION: The character is adept at sneaking on a prey.

EFFECT

LEVEL 1: The Character can mark a target as prey. The character gains a bonus die to tracking prey, and deals an extra three weapon damage on sneak attacks against the prey. A character can only have one prey at a time and only gains a new prey when the first is caught, killed, or one week passes.

PACK FIGHTING

PREREQUISITE: Animal Friend, Challenge

DESCRIPTION: The character fights better as a pack.

EFFECT

LEVEL 1: The benefits of Challenge apply to all animals friendly to the Character.

ZEN MEDITATION

PREREQUISITE: Calm Mind, Sense Emotion

DESCRIPTION: The character senses the intentions of enemies, and subtly swades luck in the characters favor.

EFFECT

LEVEL 1: When the Character uses calm mind, all hostile enemies loose one attack until the end of their next turn.

SHADOW STEP

PREREQUISITE: Martial Arts, Hide

DESCRIPTION: The character can disappear from sight without moving out of the area.

EFFECT

LEVEL 1: When the character hides, they can choose to stay in the current zone, rather than move to a different zone.

COMBAT FOCUS

PREREQUISITE: Calm Mind, Challenge

DESCRIPTION: The character focuses on an enemy to great combative effect.

EFFECT

LEVEL 1: The benefits of Challenge double for any actions used by the actions granted by calm mind.

FIND WEAKNESS

PREREQUISITE: Sense Emotion, Sneak attack

DESCRIPTION: The character can uncover a creatures weakness.

EFFECT

LEVEL 1: When a character strikes with a sneak attack, that character immediately knows the targets vulnerabilities or special weaknesses

LIVING SHIELD

PREREQUISITE: Telekinesis, Guardian

DESCRIPTION: The character can disappear from sight without moving out of the area.

EFFECT

LEVEL 1: The character can wield a shield without using a hand, as long as the load requirement is less than or equal to half PCA.

HIDE FROM TARGET

PREREQUISITE: Challenge, Hide

DESCRIPTION: The character can disappear from sight without moving out of the area.

EFFECT

LEVEL 1: The characters target gains a penalty die to focus rolls to locate the Character.

ELEMENTAL BLESSINGS

PREREQUISITE: Element Control, Miracle

DESCRIPTION: The character protects a character from an element.

EFFECT

LEVEL 1: When the character uses miracle, the target gains resistance 5 against the elemental damage type for 2 turns.

HIGH/LOW MAGIC

PREREQUISITE: Channel Power, Spellbook

DESCRIPTION: The character protects a character from an element.

EFFECT

LEVEL 1: When this talent is gained, choose either diabolic or enochian rituals. The character gains a bonus die to casting these rituals. This talent can be purchased twice.

SHAMANISTIC GIFT

PREREQUISITE: Miracle, Nature Aspect

DESCRIPTION: The character gives another character a nature aspect.

EFFECT

LEVEL 1: The Character may use an action to give another character a nature aspect the character has. The character then loses this nature aspect. After one minute, the nature aspect is transferred back.

FIST OF THE MONK

PREREQUISITE: Channel Power, Martial artists

DESCRIPTION: The character can deal additional unarmed damage by blessing the fists.

EFFECT

LEVEL 1: The Character may spend a power die to increase damage from unarmed attacks by 2 for that turn.

RISE TO GLORY

PREREQUISITE: Miracle, Telekinesis

DESCRIPTION: The character lifts allies as they heal them.

EFFECT

LEVEL 1: When using miracle, the character targeted may immediately stand from prone or ignore the effects of difficult terrain for one turn.

PALADINS VOW

PREREQUISITE: Miracle, Challenge

DESCRIPTION: Bah

EFFECT

LEVEL 1: When the character challenges a target, the character may use miracle as a reaction if the challenged creature targets a creature other than the character.

RIGHTOUS STRIKE

PREREQUISITE: Channel power, Sneak attack

DESCRIPTION: The character lifts allies as they heal them.

EFFECT

LEVEL 1: The character may spend a power die in order to use sneak attack as a free action once per turn.

ADVANCEMENT

A character in Gates is not static. They will change and grow throughout your adventures. There are many ways that a character can do this, feats, talents, tier increase, and treasure to name a few. This section will detail the terminology and methodology of advancing a character.

QUESTS, STORIES, TALES, AND EPICS

A quest is the Players goal. Also known as adventure, plot, or campaign. Every party must have a quest to complete in order to advance. Quests also are connected with the tiers of power. Some examples of quests would include: Wiping out a bandit threat, rescuing a princess, slaying a dragon, and stopping a powerful evil wizard.

A quest is not necessary to have before beginning the game, but in order to advance a party must find a quest to complete. Quests are separated by difficulty in the form of tiers. The tiers, Mundane, Adventurous, Heroic, Legendary, and Mythic, are detailed below. A quest does not need to be successful to be completed, it is completed when it is resolved. For example, if the quest is to stop an army before it razes a kingdom, and the army does indeed succeed before you could stop it. The quest is resolved because the army is no longer trying to destroy the kingdom. The party will receive less Advancement Points for failing, but they can become stronger still. However, the quest must succeed in order to advance in a tier of power.

There are three types of quests. The first is a scene. A scene is a struggle the players must overcome, but they are self contained. An example would be to clear out a goblin den or to stop a fight between two giants.

The second quest, is a story. stories are quests that are made up of several Scenes that intertwine. For example, the story is to stop a robot invasion. So, the scenes for this story would be uncovering a robot spy, destroying their factory, and finally defeating the grand A.I. in charge of the plot.

If a story is a quest made of several intertwined scenes, an epic is a quest made of several intertwining stories. These are grand plots that are deep and complex, spread between multiple worlds, or take a great effort to complete. An example would be to put an end to an evil god who has gone mad. The Players must travel to each world in his control and stop his followers from giving him power, before they confront the deity themselves. These three styles of quest will help the game master determine the reward. A scene rewards one or two advancement points. A story generally rewards three or four advancement points, plus any gained from the scenes. An epic, rewards anything from four to seven AP along with the stories and scenes AP.

Players can have multiple quests at a time of course. Life will not stop because the players have a quest already.

ADVANCEMENT POINTS

Advancement points are a form of currency the player can spend to advance their character. A player can only spend the advancement points during downtime. A player earns these advancement points by resolving quests of their own tier or lower. Generally, a player will gain three to five advancement points per Quest complete. These advancement points can be spent on the following character traits.

NEW TALENT: 5 AP A character can have a number of talents depending on their tier (see below). When a character gains a talent, they can only choose a talent of which they meet the prerequisites and it falls under one of the classes a character has.

LEVEL A TALENT: 3 AP One talent the character has increases a level. The character must meet the tier prerequisites to level a talent.

GAIN NEW CORE 7/10 AP When a character gains a core of a class the character is already in, then it costs 7 points. If a character chooses a Core in a class the character is not in, then the character gains that class. The cost of gaining a new Core this way is 10 AP.

GAIN NEW SKILL: 5 AP The character unlocks access to a new skill. This does not grant a full skill set, but the character is proficient in a single skill.

MASTER A SKILL: 4 + 1 PER SKILL MASTERED AP One skill is mastered, which gives access to the new rules for that skill. The skill must be in a skill set the character already has.

INCREASE ABILITY: SPECIAL One of the characters ability increases. This cost the same as the number the ability will be, and cannot be increased past the maximum.

TIERS OF POWER

The tier of power represents how capable your character is. With each tier of power surpassed your character becomes more and more powerful. Tiers of power also are used to gauge the difficulty of an enemy or quest. A mundane enemy might be a rabid dog, while a heroic enemy can be an ogre. There are 5 tiers of power; Mundane, Adventurous, Heroic, Legendary, and Mythic.

INCREASING A TIER

When a Character increases a tier, the characters Threshold increases by the highest HP value of one of the characters classes and one ability increases by one.

ATTACK AND DEFENSE BY TIER

When a character is created, they choose to be aggressive, defensive, or balanced. This determines their attack and defense stat based on their tier. Follow the following chart to determine attack and defense, with #/# being attack first and defense second. So if it says 1/0 this means attack of 1 and defense of 0. When a character enters a new tier, they can choose to change from aggressive to balanced, defensive to balanced, or balanced to aggressive or defensive.

TIER	AGGRESSIVE	BALANCED	DEFENSIVE
Mundane	2/0	1/1	0/2
Adventurous	3/1	2/2	1/3
Heroic	5/3	4/4	3/5
Legendary	10/6	8/8	6/10
Mythic	12/8	10/10	8/12

MUNDANE

"I EAT, SLEEP, AND WORK. NOT MUCH ELSE TO KNOW ABOUT ME." - JOHN, THE FARMER.

The mundane tier houses the most common challenges and characters. These are your common people and animals you would meet anywhere. You will almost never find a mundane Gate Strider, but miracles happen. Mundane Quests are anything that can be completed by your common person. Clearing rats from a basement or hunting a boar are a few examples.

CORE MAXIMUM: 1

TALENT MAXIMUM: 3

PROFICIENCY: 1

ABILITY MAXIMUM: 7

ADVENTUROUS

*"JUST THE OTHER DAY I FOUND SOME RUINS IN FANG FOREST. I HAD TO KILL A COUPLE OF GOBLINS, BUT I FOUND THIS GOLDEN NECKLACE."
- DREASH, EXPLORER.*

Adventurous is the tier a Player is expected to begin at. This tier of power encompasses explores and adventurers. Those who are not well known, but are competent in the face of danger. Adventurous Quests tend to require moderate skill and is dangerous. Slay a goblin chief or stopping a band of highwaymen for example. Enemies faced will be formidable to the average soldier.

CORE MAXIMUM: 4

TALENT MAXIMUM: 5

PROFICIENCY: 2

ABILITY MAXIMUM: 10

HEROIC

*"ANOTHER PRINCESS GOT HERSELF CAPTURED?
OH IT'S A PRINCE THIS TIME. SADDLE UP MY HORSE, I MIGHT AS WELL SAVE HIM." - JINK,
FAMOUS HERO.*

This tier is where people will start to notice your actions. A character of this tier can change the mind of a king, or reroute an army. This is the tier that encompasses most seasoned Gates striders. Heroic tier characters almost always have local stories or small legends about them. Heroic Quests tend to be very difficult, and might have lasting consequences. Some examples would be rescuing a princess from an evil sorcerer and toppling an evil, militarised corporation.

CORE MAXIMUM: 6

TALENT MAXIMUM: 8

PROFICIENCY: 5

ABILITY MAXIMUM: 10

SUPERIORITY: When a character becomes Heroic, then they gain this feat. If a character causes damage to a standard creature two or more tiers below the character, they can choose to instantly defeat that character. This can be wounding them, causing them to be removed from the fight, killing them, or any other appropriate result. If the character attacks any other creature two tiers below them, then any damage dealt is doubled. This doubling of damage also applies to any effect caused by the character which damages the enemy. For example, lighting a car on fire and causing it to explode or pushing someone off a cliff.

LEGENDARY

*"TODAY IS YOUR UNLUCKY DAY, MONARCH.
THIS WORLD BELONGS TO ME NOW." - MALPHE
INIDIOUS, "THE KING"*

The Legendary tier is where history is changed. Legendary characters are known in legends and stories passed down by generations and legendary enemies are dangerous creatures whispered in fables. Legendary Quests tend to turn into epics. Defeating an army of Demons, slaying an ancient dragon, or reviving an entire civilisation are sample quests. Legendary enemies are truly monstrous or dangerous.

CORE MAXIMUM: 10

TALENT MAXIMUM: 10

PROFICIENCY: 7

ABILITY MAXIMUM: 12

LEGENDARY LUCK: When a character becomes legendary, then they gain this feat. Whenever a die explodes, the die can explode twice if a six is rolled again.

LEGENDARY PROFICIENCY: When a character becomes legendary, then they gain this feat. If a the difficulty of a skill check of a skill the character has access to is less than 10 + the ability used, then the character automatically succeeds without a roll required. This does not apply to contested rolls, and the character can choose to roll, foregoing this feat.

MYTHIC

*"WE ARE THE ONLY PEOPLE THAT CAN STAND
AGAINST VORDE. YOU ESCORT AS MANY OFF
THIS WORLD AS YOU CAN. MY WARDS WILL NOT
ALLOW THAT GOD OF WAR TO SEE YOU ESCAPE." -
ZENKU, THE WANDERING SAGE*

Mythic is the most powerful tier a character can reach. At this tier of power, a character has evolved into a mythical being. The only creatures more powerful and mysterious are the gods. Mythic Quests have the capacity to change the universe as a whole. Defeating a world devouring Demons, stopping a elaborate scheme to destroy the universe, or preventing heaven from becoming destroyed are a few examples.

CORE MAXIMUM: NONE

TALENT MAXIMUM: NONE

PROFICIENCY: 10

ABILITY MAXIMUM: 14

HERO OF MYTH: When a character becomes Mythic, then they gain this feat. When the character spends a hero die to boost a roll, three dice are kept instead of two. If multiple hero dice are spent the character still only keeps three dice.

MYTHIC PROFICIENCY: When a character becomes mythic, then they gain this feat. If a the difficulty of a skill check, of a skill the character has access to, is less than 15 + the ability used, then the character automatically succeeds without a roll required. This does not apply to contested rolls, and the character can choose to roll, foregoing this feat.

INCREASING A TIER

When a character completes a Quest of a higher tier, a heroic tier character saving a world from annihilation for example, the character increases to the next tier. When this happens the character gain two ability points to place into the ability scores however the character sees fit, and threshold is increased by the highest HP of a class the character has. The characters hit points increase by half of the characters constitution. The character also gains any feats that the tier has as well as increasing proficiency to match.

CHAPTER THREE: ADVANCED RULES

SOCIAL CONFLICT

Sometimes conflict arises that cannot be solved with brute strength. Examples include diplomatic meetings, haggling, or bluffing through a situation. When social conflict arises, it is handled as a conversation. Simply follow the ebb and flow of the talk, and roll when necessary. There are two parts of social conflict, offense and defense. Offense is used when a character is trying to change something. Whether that is a king's decree or a merchant's prices. Defense is used whenever a character is trying to keep something from changing.

ORDER OF SOCIAL INTERACTION DIFFICULTY

Whoever speaks first, speaks first. There is no initiative held for social conflict. This is simply a conversation.

WHEN TO ROLL

When one character closes the social conflict or attempts to change an aspect within the conflict, dice are rolled. The Game Master must use best judgement to decide when a conflict is closed, or when someone attempts to change an aspect of the conflict. The conflict coming to a close means that both parties have said their argument, and it needs to be resolved. For example, two characters are arguing the price of an item. The merchant explains the price and the Player then counters with their offer. This conflict is now closed, so the dice need to be rolled. A character changing an aspect in the conflict means they are adding more information, attempting to appeal to the other party, attempt to change the topic, or any other similar change. An example of this would be a the merchant lying to the Player about the price of the item.

Not every social conflict needs to happen this way. It is often best to simply roleplay out encounters. But, sometimes the dice must be used to represent the character's skill at diplomacy, rather than the Players. When rolling to determine the outcome of the social interaction, determine if the Player rolls offensively or defensively.

When a character rolls offensively they roll intelligence + Spirit. Rationality and creativity are the tools of social offense. This is rolled when someone is trying to change something. Examples Include mood, a price of an item, or a decision. When two characters are trying to change the same thing, they both roll offensively. However, most of the time one party rolls offensively and the other defensively.

When a character needs to roll defensively, they will roll intelligence+Focus. They must think clearly with a level head. Rarely, two parties will both roll defensively. But it can happen in some situations.

Often, the Game Master might set a difficulty for a particular topic beforehand. These are important moments where chance should not be a key factor. The standard difficulty is 10, but more complex social situations can have a higher difficulty. For example, a character convincing a farmer to let them borrow a horse might be a difficulty 10, while convincing a king to move an army might be a difficulty 20.

SUCCESS

When a Player succeeds at a social conflict the other party does not magically change their viewpoint. A realistic approach to the effect should be taken when deciding the effect. Someone cannot be convinced to commit suicide, but a player might make them more depressed. Dropping the price of an item from a merchant can succeed. But convincing a king to give you a kingdom will not succeed without a valid reason. In short, NPC's react realistically to their demands, but they will act in favor of what the Players were arguing for.

GAINING ADVANTAGE

Characters can gain bonus dice from various sources. Bribes are a common way, as is bringing up an emotional weakness. Players should be encouraged to use what they know to gain advantage. Before a meeting of a king, Players could research information on him for an advantage or they could complete a task for them and bring up the deed during the conversation. Each advantage can be used once.

EXTENDED SOCIAL CONFLICT

When a social challenge is particularly complicated it might require several successful rolls. An example of this would be to convince a noble to help a Quest when at a house party. The Players must successfully isolate the noble for conversation, change the topic to the quest, and ask for aid. This might require three offensive social rolls. However, during this conversation others might be trying to take the noble from you. These might be defensive social rolls.

ZONES IN SOCIAL CONFLICT

There are several situations that can call for using zones with a social conflict. Balls, court meetings, parties, or any other time the characters can mingle. Zones in social conflict are used exclusively for more complicated goals. For instance, at a party the Players might want to convince two friends to become rivals. But they must do it without either party hearing the others. Another example would be Players trying to find a particular person at a masquerade before someone else finds them.

Zone effects can take place in this use of zones as well. A more romantic zone can give advantage to speaking with a more romantic NPC, while speaking to a glutton by the buffet would give advantage. Game Masters should use this to create more interesting and dynamic social interactions.

TREKS

Long distance traveling is not handled by mile or by day. Instead, it is handled with "Treks." A Trek is the time traveling between locations. A trek has one or several problems to solve, called encounters. These encounters are rarely combative, They re problems the players must solve.

The length of a trek depends entirely on the trek itself. A journey from a city, through a jungle, across the sea, and to an ancient temple may take months. A trek from one island to another may simply be a few days. The actual time rarely matters, what is important is the problems to solve and the action.

An encounter is not just a test of skill for the players. It is a miniature adventure. In a running TV show, these encounters would be akin to filler between seasons.

DESIGNING AND PLAYING TREKS

A trek should highlight the setting in some way. Never would a trek consist of encounters in the ballpark of "1d6 bandits" or "a random monster appears". No, they need to be specific, important, or memorable. A dragon passing over head and dropping a cow corpse onto the parties path (as a warning not to proceed) would be a good encounter, because it is memorable and shares information about the area. Another good encounter would be sailors refusing the party passage because the party is of a certain race, creed, or religion. This encounter reveals some further information about the setting.

Any given trek should have two to six encounters, depending on how far or important the journey is. A journey from one town to another might only have two encounters, but a journey to the other side of the world would be a lengthy trek indeed. Though, some treks can be quite short. Traveling from one district to another in a city might only have one trek, if the Game Master would like to use treks for that situation.

Here is advice for Creating trek encounters. Do not create a list of set encounters one after the other. Instead, create a handful of encounters for different areas the players may travel through. For example, sailing over a sea may have the possibility of meeting the kraken, running into a famous pirate ship, coming across a storm, or passing by an island overrun by sirens. This way, if the character travel through this sea several times over the course of a campaign, then the Game Master has several encounters to make the sea feel more alive.

EXAMPLE ENCOUNTERS BY LOCATION

The following are sample encounters that can be used for when traveling through different locations. These are best used when a more unique encounter table has not been created or the journey is unexpected.

ENCHANTED FOREST

ROLL	ENCOUNTER
1	An old woman needs help, and no matter how many times she is avoided she returns. She may be a witch, but even witches give rewards.
2	The Bandit Lord seeks a toll to pass through the forest. This toll is merely all of your worldly possessions.
3	A river blocks the path, and it is filled with angry nymphs. The only way forward is across. Can they be soothed?
4	The forest seems to close around the party, not letting them through. A dryad is insulted by the trespassing. Can she be reasoned with?
5	The party comes across the ruins of an ancient castle while it is raining. Do they seek shelter? What adventure can be found within?
6	Suddenly, a trap nearly decapitates a party member. This section of the forest is trapped against poachers.

METROPOLIS

ROLL	ENCOUNTER
1	The section of the city they must pass through is sectioned off, and only certain paperwork will get the party through. How do they get this paperwork?
2	The party is misidentified as a group of murderers who have been masquerading as them. How do they deal with this injustice?
3	A parade crosses their path. Soon, the party realises the parade is a weeklong affair! How do they cross this massive line of colorful folk?
4	The section of the city they pass through is scheduled to be demolished. The party only discovers this after its too late.
5	A fire has spread into the city, blocking off the party.
6	The party discovers a body moments before a law enforcement officer does. Now they are involved and are asked not to leave the district.

SKY

ROLL	ENCOUNTER
1	A storm approaches. Does it pose a threat, and what does it hide?
2	A merchant airship comes by warning of "dead air". A place where it does not rain and there are no birds.
3	A curious sky island blocks the parties path. Trying to avoid it is fruitless as whoever is on it is moving the island towards the party.
4	The stars go out, and nothing is there to navigate by. How did the lights go out, and how do the party continue their journey?
5	A massive fire beneath the party makes flying very difficult. Can the players make it through the smoke and hot air?
6	A talking bird informs the party that they are entering their territory, and must turn back. If not, the birds will shred them to pieces.

SEA OF MONSTERS

ROLL	ENCOUNTER
1	No birds, no fish. The sea is quiet. This is the lair of the kraken.
2	The pirate kings seeks an audience. What could they want aside from your treasure?
3	A storm approaches, but the only shelter is a mysterious unmapped island.
4	Merfolk harass the party, apparently other surface dwellers have insulted them.
5	The party sails through a thick fog and they ended up in a different part of the sea. How do they find their way back?
6	The only way forward is through a thin, monster filled cliff.

VAST DESERT

ROLL	ENCOUNTER
1	A sand storm approaches, but it reveals ancient ruins that can be used as shelter. What dangers await?
2	A traveling caravan warns the party of bandits ahead.
3	Just as the party is running low on food and water, they come across a small oasis. However, signs warn of cursed water.
4	Slavers begin to follow the party from a distance, waiting for a moment to strike.
5	Vultures begin to talk about all the dangerous things the party will run into. Are they real or just hallucinations.
6	A wandering warrior wishes to duel a player to prove they are the greatest warrior.

DOWNTIME

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An encounter is not just a test of skill for the players. It is a miniature adventure. In a running TV show, these encounters would be akin to filler between seasons.

HOME TRIP

A home trip is the time between adventures where the character returns to their home-world, visits the worlds in which the character has been, or otherwise takes care of minor business throughout the multiverse. A home trip can take anywhere from three months to several years, depending on the length between adventures. If each adventure is a movie, think of the hometrip as the unspecified amount of time before the sequel. During this extended downtime, the character gains any wealth from investments, may speak to past NPCs they keep in contact with, or otherwise benefit from downtime activities.

WEALTH

During play, characters will encounter treasure and payments from all sorts of different worlds. This treasure will be recorded as simply Wealth on the character sheet. An example of gaining wealth would be the party finding a chest full of gold. This gold might be worth 10 wealth, which the party can split between them. This wealth can be spent on various activities during downtime. A character can take any amount of downtime activities the character can afford.

This wealth is used for down time most of the time, but sometimes a Player can make a purchase during a game using wealth. Normally, mercantile exploits during the game are handled with that worlds currency and roleplaying. However, the purchase of a large piece of land or expensive art might require wealth to be spent.

LIFE STYLE

Many downtime activities are modified based on which lifestyle. When a character takes a Home Trip they must choose one lifestyle. Each lifestyle has cost next to the name. This is the amount of wealth required to be spent in order to live that lifestyle.

DESTITUTE (0): The destitute lifestyle means the character lives without spending any money whatsoever. The character lives through charity or through their own power. Living off the land, for example.

POOR (3): The poor lifestyle is one where the character can live in a simple dwelling such as a common room or a cheap apartment and eats cheap food such as rice or gruel.

COMFORTABLE (10): The comfortable lifestyle allows the character to live in relative comfort. A small house with new furniture, good food, and access to basic entertainment.

WEALTHY (25): The character lives in a large home or mansion, has access to luxuries, and can eat a different meal every day.

LIFE STYLE

The following is a list of possible downtime activities examples. The activities in this list are examples, which means it is possible to work out other downtime activities with your Game Master.

INVEST: The character begins an endeavor to make money. Examples of this include opening taverns, starting small businesses, or investing in other Gate Striders. The Player loses 5 wealth. Next time they Player has downtime they gain 6 wealth back. A Player can have multiple investments running at once.

OBTAIN ITEM: Mundane equipment can be purchased or crafted during downtime. To do this, spend 1 wealth for a simple item, 3 for moderate, and 5 for a complex item. The Player keeps this equipment for as long as the character holds on to it. An item can be "upgraded" by adding modifiers to it in the same way.

RESEARCH: This downtime activity can be chosen if the character is living a comfortable or better lifestyle. The Player gains one extra hero die which can only be applied to a situation involving a specific quest. For example, if the Player knows of a Quest to find treasure in a shipwreck on another world, then the Player can spend this hero die to assist locating the wreck, surviving the swim down, or solving a puzzle within.

SCRIBE SCROLL: The Player can scribe a ritual into a scroll. The Player must know the ritual and spend two wealth.

RECOVER: The character can reroll the check for any diseases, poisons, or magical effects that affect the character. The character receives the following modifiers for lifestyle: Destitute -5, poor -2, comfortable +1, Wealthy +3. The exception to this recovery is any feats the character gains. Such as lycanthrope or a curse.

FIND ALLY: If the character has a plan of where they are going after this downtime, then that character can spend some of their downtime searching for a Gatestrider ally, or someone in that world who would be friendly. The use of this ally is based on the lifestyle. Destitute gives nothing. Poor will find someone who can give temporary shelter. Comfortable finds a stable place to live and eat. Wealthy will locate someone who will have some political power and will be willing to help, as well as give room and board. Two wealth must be spent to pay for the information.

GAIN INSIGHT ON WORLD: A character can spend 2 wealth to research some aspects of the world they are going to. The Player can ask the GM one question pertaining to the world and its properties, locations, and settlements which must be answered truthfully. This can be purchased multiple times.

COMPANIONS

Sometimes, a Gate Strider can make a friend which travels with them and battles alongside them. These companions are not as powerful as the Gate Strider, but they can be useful. These rules will give an option for handling them in combat without having to give them turns. Outside of combat, these companions are treated as NPCs. Each companion has a different "Role" which gives them mechanical benefits. There are two types of Companion. Personal companions and party companions. Personal companions are loyal to one character, and only that character can use their mechanics. Party Companions can be used by any Player.

Companions can freely follow the Player into, and through, a Gate. But they are not considered Gate Striders. They can be lost, however.

Companions on the battlefield are separate from the Player they are aligned too. They use zones the same as others. When a Player takes his turn, they can decide if a companion moves. Companions can move once a turn, unless a stunt is spent to move them again. A party companion is controlled by the GM, however. Which means at initiative of 10, the companion moves.

USING COMPANIONS

Some companions grant passive benefits, which require no actions or stunts to use. However, many roles do have benefits that must be activated. In order to activate these abilities, the Player must declare it, but there is no action or stunt required unless otherwise noted. If the Companion is a Party Companion, then the party must agree that that is the best use of the ability. A companion can only be used once per turn, and some can only be used once per skirmish.

COMPANION TIERS

All companions have a tier, just like players. This tier effects some statistics. If a number is written as a/b/c/d/e this means the number is changed for mundane, adventurous, heroic, legendary, and mythic in that order. These tiers do not mean the individual character is equal to a player of that tier, rather it is a guide for determining the companions strength.

COMPANION STATISTICS

Every companion rolls 3/5/8/10/12 for defense, and has 20/25/30/35/40 HP. Some companions have different statistics, but this is the standard. If a companion can attack, its statistics will be labeled there. Companions can be killed, so it is often wise to leave them out of dangerous situations.

COMPANION TYPES

There are three main types of companions. Basic companions, advanced companions, and animal companions. The differences between them are minimal, but in general advanced companions are more specific, which basic companions are designed with the bards squire ability in mind. Animal companions are mostly for use by the naturalist.

COMBINING COMPANIONS

There are some companion types that are not very useful as a companion by themselves, such as a squad. But, they are effective when added to another companions abilities. Game Masters should combine companions together to create more detailed and unusual followers. Usually for the purposes of being hired, being specific NPCs, or just being fun.

HIRING COMPANIONS

Mercenaries, hirelings, assassins, and the like work as professional companions. The exact cost of a hireling is based on the world, but this formula reveals the cost in wealth per week. $(1/5/15/30/100) \times \text{number of companion types}$. Advanced companions general count as 2 basic companions. Multiply this amount by 5 to purchase the companion (slaves or animals).

For example. A mundane hireling costs 1 per week. An adventurous guardian/warrior costs 10 per week. But a heroic Squad of archers costs 60 a week.

BASIC COMPANIONS

GUARDIAN: Knights, Shield Maidens, and professional bodyguards. This companion type is a protector that defends its charge. Once per turn, the Guardian increases its wards defence by 2/2/3/3/4 against a single attack.

FANATIC: Cheerleaders, minstrels, and motivational speakers. Fanatics cheer their Player on and wish them their best. Once per skirmish, a fanatic can inspire a character. This allows them to reroll a focus, intelligence, or spirit roll to resist a mental effect.

WARRIOR: Soldiers, attack dogs, and mercenaries. Warriors can attack once per round. They roll +3/4/6/9/11 to their attack, and deal 7 damage with potentially 3 critical damage.

ARCHER: This functions as a warrior, but they have long range and roll +2/3/6/9/11 to hit.

HEALER: Doctors, Medicine men, and Clerics of benevolent deities. These companions are there to heal the Player. Once per skirmish, the Healer can allow a character to make the recover action as a free action.

HIRELING: A hireling has no combat benefits, but they have 5 load which may be used to carry supplies. A hireling can carry 50 pounds per load.

SQUAD: A squad has 40 HP and is treated as a horde with a size of 1/2/3/4/5.

APPRENTICE MAGE: The companion grants a +2 to ritual rolls.

SPECIALIST: The specialist grants a character training in a specific skill.

ADVANCED COMPANION EXAMPLES

MAD ALCHEMIST: This is a potion maker who is completely unpredictable. Every round, the Game Master rolls 1d6. On a 1-2, the Alchemist throws a bomb. This targets a random zone with enemies in it (allies in or not) and throws a grenade. All characters must roll defence against difficulty 10, or take 10 fire damage. On a roll of 3-4, the alchemist gives a Player a potion which increases a random ability by 1, until the beginning of their next turn. A 5 or 6 on the die causes the Alchemist to hurl a stink bomb in a random zone. All characters in that zone must roll constitution vs. 10, or be poisoned for one round.

ICE MAGE: This is a wizard who has studied the power of cold. Once a turn, the ice mage can slow one enemy. Once per skirmish, the Ice Mage can slow an entire zone.

ZOMBIE HORDE: A shambling mound of undead. This companion is treated as a horde with a size of 8/10/12/14/16. Once a turn, the Horde can move a zone. At the beginning of their turn, all creatures in this zone are slowed, and are attacked by an attack roll of 10 that deals 5 damage.

ANIMAL COMPANIONS

These companions are natural animals. The intent for this list is for the naturalist, but these are the rules for "pets" if a character successfully trains or purchases one. The rules presented here are their combat uses. Other uses, such as digging a whole, delivering messages, and other utility benefits, should be handled on a case by case basis.

Each of these animals have a Dire form for the enhance beast talent. In some cases, an animal may fall under two companions. Such as a rhino being both giant and a charger. In these cases, the Game Master can combine the companions abilities.

PREDATOR: Predators are beasts that hunt small prey. Wolves, bears, dogs, and jackals would be examples. Predators can attack once per round. They roll +2/3/6/9/11 to their attack, and deal 8 damage with the attack and potentially 2 critical damage. However, predators will not attack creatures larger than themselves.

Dire: The attack roll becomes +7, damage becomes 10, and HP increases by 5.

STALKER: Stalkers sneak through jungles, plains, and mountains. Hunting through stealth and guile, leaping out from a bush at the last moment. Lions, tigers, and panthers are examples of stalkers. They can attack once per round. Stalkers roll +2/3/6/9/11 to their attack, and deal 4 damage with the attack and potentially 4 critical damage. However, critical damage is doubled on the first round.

Dire: Dire Stalkers hide on initiative 10, rolling stealth +5 with a bonus die. If successful, their attacks critical damage is doubled.

FLYER: Flyers are creatures that can soar through the clouds. They are hawks, eagles, and even Rocs. Flyer is not a full companion type by itself. Instead, it modifies other companion types with a fly movement type.

CHARGER: A charger is adapt at running forward and using their full momentum to attack threats. Boars, rams, and goats are a few examples. Chargers can attack once per round. They roll +2/3/6/9/11 to their attack, and deal 3 damage with the attack and potentially 2 critical damage. All momentum damage is doubled.

Dire: When a Charger moves, their momentum is increased by two, rather than one.

STRIKER: Strikers attack quickly and without warning. They are vipers, snakes, and even some types of rodents. On initiative 10 and 0, the striker attacks. This attack is made with +7/8/11/14/16 to hit and deals 2 points of damage with potential 2 critical damage.

Dire: Dire Strikers deal 4 points of damage per attack, and they gain a bonus die to defence rolls.

RIPPER: Rippers are small, but they are fierce. Their job is to shred anything in pieces. Rippers may, once per round, make three attacks against a single creature. These attacks are made with +1/2/5/8/10, damage is equal to 2 with potential 1 critical damage.

Dire: Damage becomes 3, and critical potential is 2.

POUNDER: Pounders are powerful beasts that smash their enemies into the ground. They are gorillas, orangutans, and other apes. Pounders can attack once per round. They roll +3 to their attack, and deal 10 damage with the attack and potentially 4 critical damage.

Dire: When a Pounder hits an enemy, they are knocked prone.

NABBER: Nabbers are small animals with very curious fingers. Monkeys, weasels, and some birds are examples. A nabber deals no damage, but may attempt to disarm an enemy once a round. This is an attack with +2.

Dire: The Nabber can now grab small objects, such as amulets and belt pouches, when it disarms a creature.

SWOOPER: Swoopers are small flying birds or insects which distract enemies. The companion can, once per round, make an attack that deals no damage. But, this attack distracts enemies. This attack is made with +1/2/5/8/10.

Dire: The bonus to his becomes +6/7/10/13/15.

MOUNT: Mount is used to modify another companion so it can be suitable as a basic mount, as well as its other abilities.

GIANTS: Giants are large animals which use their size and to their advantage. Elephants, hippos, and rhinos are examples. Giants may attack with a +1/2/5/8/10 bonus, 8 damage, and a critical potential of 2. Giants also increase their HP by 10.

Dire: HP is increased by 30, not 10.

AQUATIC: Aquatic is a modifier for other animal companions. This grants the companion the swim movement type.

EXTENDED CHALLENGE

There are some challenges that a Gate Strider, or group of Gate Striders, need to overcome that are too complex for a single roll. Examples include traveling through dangerous land, convincing a ghost to let someone into its tomb, or helping defend a city from invaders. Each extended challenge has a challenge rating and a failure rating that are used to determine when the challenge is completed. To complete an extended challenge, Players need to use their skills and abilities in clever ways.

CHALLENGE COMPLEXITY

The challenge difficulty is a number which represents how complicated the challenge is. Simple challenges might have a complexity of three or four. While more complicated challenges can have upwards of eight to ten. The complexity is simply the amount of tasks required to complete the challenge.

TASK

A task is a something the Player does to attempt to solve the extended challenge. A task can take the form of a skill check, clever use of talents, or clever roleplaying. Anything that specifically helps complete the challenge can be a task. For instance, if a challenge was to prepare a town for a siege, one Player might give a pep talk to the town soldiers, another might build traps, and a third Player could send out a spy to gauge the enemy's strength.

When a number of tasks equal to the complexity have been complete, then the challenge is succeeded. Failing these tasks leads to various results depending on the challenge.

FAILING A CHALLENGE

Without a time limit, every challenge could be completed easily. Thus, every challenge has a time limit until it is resolved. This time limit is a number of tasks each Player can attempt. For example, the Players must solve a complicated puzzle before water fills the room. This will have a time limit of three tasks. So the Players each have three attempts to complete the challenge. Another example would be preparing to defend a village from a raid. This might have a time limit of 5, but each task is assumed to take longer. If two or more Players are synergising on a task, it counts as an attempt for each of them.

When this time limit is up, the Game Master reveals if it was a success or failure. The effects of a failed challenge are different for each challenge. In the water example, the room is filled and the Players drown. But in the defence example, the battle might be significantly more difficult.

CONTESTED EXTENDED CHALLENGE

Sometimes the trigger for failing an extended challenge is not time, but an adversary. When two groups are trying to achieve the same thing, or complete two challenges that oppose each other, then the challenge is handled as normal. However, the first group to succeed challenge wins. Some examples of these situations might be two groups of explorers trying to reach the top of the mountain first or a chase between the Players and the town guard.

RITUALS

A magical ritual is, at its core, a formula. Add the ingredients in the right order, chant the right words, and then something happens. The formula of a ritual is the source, sacrifice, and catalyst all combined in a ritual that can take any given length of time. Most of the time this will take anywhere from an hour to a week. This means a ritual will not work in a combat situation. So when using rituals, you will need to think creatively for them to work well.

SOURCE

The source of a ritual is what gives it power. Every ritual must have a source to be effective. A source can be any sort of magical object. Sources take three forms. Lesser, moderate, and greater. The source is used as part of the ritual, and is consumed when the ritual is finished.

LESSER: A lesser source is the most common. These take the form of rare magical plants, some gemstones, or minor relics. They can be found in small shops or after a few days of searching. When these are used in a ritual the ritual has a weaker result.

MODERATE: Less common than a lesser source, but still far more common than a greater source. Moderate sources take the form of ancient relics, trophies from magical beasts, or significant natural energy. These can be sold, but they are very expensive. When these sources are used in a ritual the ritual has the intended effect. Sometimes an entire quest or adventure will be dedicated to finding a moderate source.

GREATER: A greater source is a extremely rare and dangerous to obtain. These sources are never sold, because they are priceless. A full multi-session adventure is required to track down one of these sources. When these sources are used in a ritual, the ritual has an extreme effect. Rituals powered by greater sources can change the course of history and make the weakest of men incredibly strong. When using a greater source for a ritual, do not be afraid to expand the rituals capacity to fit the pace of what the ritual is being used for. Greater sources should be able to create fantastic, world changing effects that are used to drive forward the story.

CATALYST

A catalyst is the specific materials required for the ritual, and will vary depending on the specific ritual. Think of a catalyst as the blueprint for the ritual. These are the objects which make up the rituals bulk. For example, a scrying ritual can require a mirror and an object of those who are to be scried upon. Most of the time these are simple to acquire, but more specific rituals could call for rarer catalysts. A catalyst does not always need to be a physical object. Sometimes, a catalyst can take the form of a specific place or time. Such as the top of a mountain or when the stars align. Other Times, a catalyst can be a complex series of words. A catalyst is required for a ritual to be cast.

SACRIFICE

A sacrifice is made to increase the likelihood that the ritual is successful. A sacrifice can be one of three things: Precious materials, another source, or a piece of the caster's soul.

PRECIOUS MATERIALS: A caster can spend wealth to make a ritual more likely to succeed. They can spend one wealth for a +1 bonus to the ritual check, 5 wealth for a +2 and 10 wealth for a +3 bonus to the roll.

SOURCES: A caster gains a +5 bonus to the Ritual Check when sacrificing a lesser source, +10 for sacrificing a moderate source and +40 for sacrificing a greater source.

SOUL: A caster gains a +1 bonus to the Ritual Skill Check for each point of spirit lost after this ritual is done. This spirit replenishes after a Hometrip.

PREPARATION TIME

Every ritual has a preparation time to set up. This takes anywhere from 5 minutes to as long as a few days. Rituals should not be used in combat, but extended combat can allow for some shorter rituals to be performed.

ORIGIN

Magic is simply magic, but it always has a origin. True, rituals need to use a source to cast their magic, but the source only opens the door. The Origin of a ritual is where the spells effect truly comes from. It determines various factors such as what skills can add to the roll and how some creatures are affected.

ARCANE: The arcane origin means the ritual uses simply raw magic of the astral plane. This is the most common type of magic, and it is used by wizards and scholars.

PRAYER: These rituals are prayers to certain gods. They are formal requests of power that often are answered regardless of the roll. These rituals are used by clerics and priests.

DIABOLIC: Diabolic Rituals draw power from entropy and the power of Demons. These are largely seen as evil rituals and are only used by foul cultists and demonologists.

ENOCHIAN: These rituals draw power from heavenly places. Few people use these rituals, as they are very rare.

GLAMOUR: These rituals draw power from the Faery and the fae. It is also seen as natural magic and dream magic. Druids and illusionists use this magic.

NECROMANCY: These rituals draw their power from the souls lingering in the void. It is practiced by necromancers.

CASTING A RITUAL

When a character has access to a ritual and has the time and resources to prepare it, the character can attempt to cast it. To cast the ritual, the character must roll the ability associated with the ritual. Success means the ritual is successfully cast. When a Ritual Skill Check fails, then the character is subjected to the backlash. The backlash is determined per ritual, and can be anything from annoying to deadly.

Each ritual has a difficulty which is the target of the ability roll. The Ritual skill adds to the this roll.

USING RITUALS IN COMBAT

Most of the time, a ritual cannot be cast in combat, but they can give an edge in combat. They can be used to set up traps before hand, and also manipulate the battlefield to give advantage to a party.

Some rituals give the caster actions they can use, such as a claw attack from demons visage ritual. Some talents grant bonuses when using these actions, thus attacks made with benefits from the ritual count towards this as well.

PREMADE RITUALS

SUMMON WALL

CATALYST: Stone carved into the shape of a wall. The detail and material is unimportant, though any weaknesses in the wall will transfer to the ritual.

DESCRIPTION: The caster carves a stone wall or bridge of a piece of stone. Upon completion of the ritual, a large stone duplicate of the model is fabricated where the caster chooses.

PREPARATION TIME: One Hour

DIFFICULTY: 10

ABILITY: Spirit

ORIGIN: Arcane

EFFECT

LESSER: Summons a 30 ft long, 1 ft. thick, and 10 foot high stone wall of the same stone and shape of the model. Stone broken from the wall disappear after a minute. This can be placed horizontally or vertically and does not need to be straight.

MODERATE: The wall is 100 ft long, 20 ft. tall and 2 ft. thick.

GREATER: The wall is 4 miles long, 10 ft. thick, and 100 ft. tall. This is wide enough to surround most cities or detour entire armies.

BACKLASH: The source is reduced one step, but is not used. If the source was already a lesser source, then the the source disappears. Otherwise, no effect.

DESTROY MATTER

CATALYST: An empty bowl and a black gemstone.

DESCRIPTION: Destroy a cube of matter inside a set square marked on the ground.

PREPARATION TIME: One Hour

DIFFICULTY: 12

ABILITY: Intelligence

ORIGIN: Diabolic

EFFECT

LESSER: A one by one foot cube of matter within grasp is completely destroyed. This ritual is ineffective against magical objects.

MODERATE: A ten by ten foot cube of matter is completely destroyed. This ritual is ineffective against magical objects.

GREATER: The area of matter destroyed increases to one by one mile. This ritual can cause entire cities to disappear or clear a small mountain. Only artifacts are not affected by this.

BACKLASH: The ritual fails and the caster gains a wound determined by the Game Master.

SCRY

CATALYST: A crystal ball or mirror and something belonging to the one being scried upon.

DESCRIPTION: Gaze through a mirror and locate a creature from a distance. As though watching through a mirror.

PREPARATION TIME: 10 Minutes

DIFFICULTY: 10

ABILITY: Focus

ORIGIN: Arcane

EFFECT

LESSER: The ritual shows you a creature you specify through the mirror or ball. This does not show their location or surroundings and will not show other creatures. It reveals their current action and objects being held.

MODERATE: The ritual reveals the targets surroundings. Including other people. The ritual will now allow scents and sounds to be apparent as well. As though the figurative window is open.

GREATER: The ritual will also show the shortest and most direct path to the targets location.

BACKLASH: The target of this ritual becomes the caster, and the original target can see the caster as if they used this ritual.

RAISE DEAD

CATALYST: The corpse of the deceased no longer than a month dead and an offering of at least one wealth to the Lords of the Dead.

DESCRIPTION: The caster makes a sacrifice of gold and the target's soul is wrenched from the afterlife, and placed back into their dead body. The body in question is healed of all wounds, and awakes with no memories of the of their afterlife.

PREPARATION TIME: Eight Hours

DIFFICULTY: 15

ABILITY: Spirit

ORIGIN: Necromancy

EFFECT

LESSER: The target of this ritual is brought back to a semi-life. The target cannot move but can answer questions with an airy whisper. After one minute, the corpse dies again.

MODERATE: The target is brought back to life but all abilities are permanently reduced by 1.

GREATER: The target is brought back to life without penalty. This ritual can raise someone without the full corpse. A finger or similar sized object would be sufficient.

BACKLASH: The ritual is successful, but the caster immediately takes the targets place, and dies.

CALL DEMON

CATALYST: The true name of the Demons being summoned and specially made chalk or an animal sacrifice.

DESCRIPTION: The caster carefully etches a protective circle on the ground of chalk or the organs of the sacrifice. When the demon is called, it is bound to within the protective circles.

PREPARATION TIME: Two Hours

DIFFICULTY: 13

ABILITY: Spirit

ORIGIN: Diabolic

EFFECT

LESSER: The ritual brings a imp into the space of the ritual. The imp is bound into the space of the ritual. The demon can be dismissed back into hell, but the caster can also release the demon into the world. This demon has no obligations to serve the caller, but it can be reasoned with.

MODERATE: The demon summoned is a full Demons, rather than an imp.

GREATER: This ritual now summons a specific Greater Demon. This demon must be created by the GM as each Greater Demon is unique.

BACKLASH: The demon is not bound into the rituals space when called.

SPECIAL: If a human (or similar sentient race) is sacrificed as a part of the catalyst, the caster receives +5 to the ritual roll.

CONTROL WEATHER

CATALYST: A metal rod, bowl of water, glass formed from sand struck by lightning.

DESCRIPTION: The weather in the vicinity changes alongside the casters emotions.

PREPARATION TIME: One Hour

DIFFICULTY: 10

ABILITY: Focus

ORIGIN: Glamour

EFFECT

LESSER: The weather in a one mile radius changes slightly in response to the casters emotion. Joy causes the sun to shine through just a small amount more. Sadness will result in a light rain in a ten foot radius. Rage causes a light breeze.

MODERATE: The weathers effects become more powerful. Joy causes the sun to shine brightly and warmly. Sadness will result in a moderate to heavy rain in the general area. Rage causes harsh winds.

GREATER: The weathers effects become incredibly powerful. Joy causes all weather to dissipate, leaving a bright and sunny day that lasts for one year and one day. Sadness will result in a major flooding miles around, these floods last for one year and one day. Rage causes powerful storms, such as tornadoes or tsunamis, which will plague the area for one year and one day.

BACKLASH: The Caster is immediately struck by lightning. The caster takes 10 damage to HP.

PAINTED PORTAL

CATALYST: A paint brush made of ingredients to the intended location, magically treated paint, and a door or similar portal.

DESCRIPTION: The caster paints a picture of a location on a door, window, or other portal. The portal then becomes a magical portal to the location painted.

PREPARATION TIME: Three Hours

DIFFICULTY: 8

ABILITY: Spirit

ORIGIN: Glamour

EFFECT

LESSER: The door which is set as the portal opens for a brief moment. Anywho step into it are teleported one mile in the direction of the location.

MODERATE: The portal remains open for one day, and all who use it are instantly teleported to a door (or portal used) which is created in the intended location. The door can be used both ways.

GREATER: This acts as moderate, but the portal remains open permanently. A ritual of this strength can be applied to larger portals, such as an entire garage door. This version can also be applied to solid walls, allowing people to freely walk through. These portals can bridge together two worlds which have a gate connected as well.

BACKLASH: The caster is immediately teleported to a location that is similar to the intended and equally as far away from that location as they were. However, the intended location is never reached.

SCROLL OF FLAME

CATALYST: Flint and steel, Paper or cloth with special inscriptions, and a small vial of alcohol.

DESCRIPTION: The caster whispers some words, and the alcohol soaked cloth is prepared. A ritual initially created to be used for emergency survival situations, it has since been a useful tool of assassination.

PREPARATION TIME: Five Minutes

DIFFICULTY: 10

ABILITY: Intelligence

ORIGIN: Arcane

EFFECT

LESSER: The cloth or paper is prepared to ignite. When the caster strikes the flint and steel within 20 feet of the caster, the paper ignites in a fire the size of a campfire. The paper gives enough fuel to burn for an hour. If the paper is not ignited within an hour of being created, it becomes inert.

MODERATE: The paper can be ignited up to a mile away, and the fire increases to a large bonfire. The fire burns for eight hours.

GREATER: There is no limit to the distance to be able to ignite the cloth. The cloth explodes in a blue flame hot enough, and large enough, to burn down a full castle or mansion. This fire burns for one week, and the core blue fire cannot be extinguished.

BACKLASH: The ritual is a success, but the caster immediately is lit on fire. The severity of the flames is equivalent of the source used. 5 damage when lesser is used, 10 damage when moderate is used, and 40 damage when greater is used.

VISAGE OF THE DEMON

CATALYST: A statue of the form taken, a vial of the casters blood, and a bite of food.

DESCRIPTION: The caster pours the blood over the statue to drip onto the food, which is swiftly eaten by the caster. This ritual was created by an occultist seeking to become a Cambion, though the transformation is not true.

PREPARATION TIME: 10 Minutes

DIFFICULTY: 10

ABILITY: Constitution

ORIGIN: Diabolic

EFFECT

LESSER: The caster takes on minor traits of a demonic visage. The caster gains a bonus die to intimidate others for one hour. Furthermore, this makes an excellent disguise or alter ego.

MODERATE: The transformation becomes more powerful. The following is gained for one week.

- Natural attack with 5 weapon damage, uses strength as ability damage, no precision.
- Gains demonic wings which grant the flight movement type.
- Bonus die on intimidation rolls.
- Dark vision.
- Strength and spirit increases by 2, focus and constitution decrease by 2.

GREATER: The transformation from moderate becomes permanent and cannot be undone. The caster is no longer what they once were. No longer do they need food, sleep, or drink. They also are immortal, never aging. However, constitution and focus are not reduced. The caster can now speak with Demons and can curse allies with demonic power. Allies who are willing can now gain any one of the benefits from the moderate transformation.

BACKLASH: The casters body could not withstand the transformation, leaving them permanently scarred. Small horns, sharp teeth, or some other unsightly but useless demonic trait is left on the body.

TONGUES

CATALYST: A dried cat tongue, a piece of paper, and a wax ear.

DESCRIPTION: The caster rolls the paper into a cone and funnels powdered cat tongue into the wax ear. A must have ritual for any Gate Strider. Many variations of this ritual exist, but this is the most common.

PREPARATION TIME: Five Minutes

DIFFICULTY: 8

ABILITY: Focus

ORIGIN: Arcane

EFFECT

LESSER: For one day, the caster can understand, speak, read, and write one language of their choosing.

MODERATE: For one year, the caster can speak, read, write, and understand all languages.

GREATER: The caster can now understand all mortals, animals, demons, gods, and angels and speak with them as well. All text can be deciphered and everything written by the caster can be read by anyone the caster wishes. Any attempt to hide language behind slange does not hide the intent from the caster. This effect is permanent.

BACKLASH: The caster cannot understand any language for the duration of this ritual.

NATURE'S RECLAMATION

CATALYST: A tract of land affected by this ritual, bone dust, and good weather for growth.

DESCRIPTION: The caster calls forth the spirits of nature to reclaim land.
This ritual was crafted by Druids in order to retake land that was once lost.

PREPARATION TIME: Five Hours

DIFFICULTY: 12

ABILITY: Focus

ORIGIN: Glamour

EFFECT

LESSER: The ritual effects one zone, causing plants to grow and cover the floor. The zone gains the difficult terrain zone effect.

MODERATE: The ritual can affect a one mile radius around the caster, filling every zone with thick plants which cause difficult terrain.

GREATER: A 20 mile radius area from the ritual location overgrows with plants. The plant life within becomes animate, creating monsters of trees and whipping with vines to protect itself.

BACKLASH: The Caster is covered with vegetation. They must roll a difficulty 14 constitution roll or become fatigued for the next week. The cause is from vines and other invasive plants burrowing into the casters organs.

ARCANE COMBAT

CATALYST: A weapon, shield, and a suit of armor specially treated with arcane symbols. This equipment works as normal equipment of their kind.

DESCRIPTION: The caster dons the weapon, shield, and armor and recites some arcane words of power.
This ritual is common in many arcane schools as a means to protect themselves as well as lend their magic in times of war.

PREPARATION TIME: 10 Minutes

DIFFICULTY: 12

ABILITY: Spirit

ORIGIN: Arcane

EFFECT

LESSER: The caster benefits from the armor, but for one hour the casters strength and spirit stat swap places.

MODERATE: The characters armor glows with arcane energy. For the next hour, the weapon damage increases by 2, resistance increases by 2, and the casters threshold increases by 5. Spirit replaces strength if it is higher, or dexterity if the weapon has dexterity as the ability damage.

GREATER: The casters armor permanently fuses to the caster, becoming one and the same. The caster can now fly, gains all the benefits of the moderate version of this ritual, and the caster no longer needs to eat, drink, or sleep. They are now sustained by the magic of the armor. If the weapon or shield is removed, then the caster can teleport them back into its grasp with a free action. Furthermore, all allies of the caster in an army gain the benefits of the moderate benefit of this ritual if they are wearing armor in treated for this ritual.

BACKLASH: The armor binds to the casters body, making it impossible to remove without being forcefully cut off. If the armor is primarily metal, then the caster cannot move. Otherwise, a penalty die on all dexterity and attack rolls until the armor is removed.

IMBUE ELEMENT

CATALYST: A small object representing the damage type imbued, such as a candle flame for fire or a thimble of poison for poison and a specially crafted glass orb. Each version of this ritual has one damage type attributed with it. So fire and cold would be two separate rituals.

DESCRIPTION: The caster combines the element with the small orb, which is shattered in the casters hand. This ritual was designed to give a caster the power of a god. It is said that when all of these rituals come together, one of each damage type, then the caster will be all powerful.

PREPARATION TIME: One Hour

DIFFICULTY: 12

ABILITY: Spirit

ORIGIN: Arcane

EFFECT

LESSER: The caster can hurl a single bolt of the energy chosen as this rituals catalyst. This is a ranged attack. The damage type is equal to the one chosen, the weapon damage is 4, ability damage is spirit, and precision is 1. The caster can hold this indefinitely until it is used.

MODERATE: The caster can throw as many bolts from the lesser version of this ritual as they would like for the next three days. Furthermore, they gain resistance to the damage type chosen.

GREATER: The caster gains the effects of moderate, but permanent. The damage becomes 10, not 4. The caster is immune to the damage type as well. Finally, the caster can also control all versions of that damage type in a half mile radius. What this means is up to the game master, but caster should be able to enhance, nullify, or control all things that deal that damage type or would be attributed to that damage type. Such as poison gas with poison damage and lava with fire damage.

BACKLASH: The caster immediately takes 10 HP damage from the chosen damage type. If this causes a wound, the caster is spell scared.

CREATING RITUALS

This process of creating rituals is a guideline for Game Masters and adventure designers to create custom rituals. This is not rules for players creating rituals in game, that should be a lengthy process handled by the Game Master and player working together.

SOURCE

A ritual can come in many forms. The following ritual types will help determine some key concepts of different ritual types. Such as their visuals and when to choose that as the origin.

ARCANE: These rituals are the classic wizardry ritual. They use geometric shapes and complex words to spell out magical effects. these are flashy events that result in the desired effect. Catalysts of these spells tend to be ingredients found in nature that relate to the ritual. A cobweb for a ritual involving spiders, or a bulls adrenal gland for a strength ritual.

PRAYERS: Prayers are formal requests of power to a deity. Thus, they are not inherently good. Rituals with these origins have strong symbolism to the deity, using catalysts with personal meaning to that god. For example, a statue of the god or a holy symbol of its faith.

DIABOLIC: Diabolic rituals are dark, dangerous rituals which draw power from a place that only wishes to destroy. Entropy. These rituals have catalysts which represent the type of destruction needed. Charcoal for fire, a slaughtered lamb for a ritual of famine, or a shattered stone for a ritual which destroys buildings. The visuals of diabolic rituals involve fire, brimstone, smoke, and other "hellish" visuals.

ENOCHIAN: Rituals which draw their origin from Paradise are rare simply because the Oel cannot create rituals and it is easier to get a similar effect from an arcane ritual. Though, when they are made they are used in acts of healing and restoration. The catalysts are pure and clean such as glass sculptures or feathers. Visuals of these rituals include light, musics, and other Angelsic motifs.

GLAMOUR: These rituals come from the Faery, which is the closest and easiest plane to reach. It has strong ties to illusion and nature. Thus, these rituals include artistic or natural catalysts. The visuals of these spells are varied, but very colorful.

NECROMANCY: From the Void comes necromancy. Power granted by the Lords of the Dead. These are similar to Prayers, but they are more egotistical, if a ritual can have an ego. They require wealth, words of praise, and gifts to the Lords of the Dead as their catalysts. The visuals of the rituals are dark, shadow-like, and sometimes release small ghosts into the area.

WHAT ABILITIES TO USE?

The skill chosen for the ritual represents how the ritual is performed. Delicate, exact engravings in stone might require fine-craft while a ritual requiring knowledge of proper phrases said in a proper order might use logic. Use the following as a guide for using a certain skill in a ritual.

CONSTITUTION: Sometimes, the only skill in performing a ritual is surviving it. When a ritual exceeds so much raw power that it burn away at the caster's physical body, then constitution is used. Another time constitution is used is when a ritual requires someone to stand in place for a significant amount of time. More than a few hours or so or if the caster is required to go without food or water for days.

STRENGTH: Strength is rarely used as a ritual, but some gods demand a test of strength before their power can be used.

DEXTERITY: Similar to Strength, dexterity is rarely used in a ritual. Though there are those that require quick action and dexterous fingers.

INTELLIGENCE: Intelligence is used when a ritual requires careful thought, mathematics, or the recitation of long histories.

FOCUS: Focus is used in rituals that require careful pronunciation, observation, or patience.

SPIRIT: Spirit is the most common ability used in rituals. IT is the raw manipulation of magic. If no other ability fits, use spirit.

RITUAL DIFFICULTY

Some rituals are more or less complicated than others. Use the following to determine the complexities of the ritual.

8: This complexity is incredibly simple. Rituals with this complexity would simply require writing down a single word or making a basic geometric shape.

10: This is the standard complexity for a ritual.

12: This complexity is slightly more complex than standard. A complicated series of circles and squares might be required, or a whole paragraphs length of verse must be recited perfectly.

15: More complex still, these rituals require significant focus to complete without error. These rituals require words recite for 10-20 minutes straight or have an incredibly delicate array of shapes.

20: These rituals are incredibly complicated, requiring months or years of study before perfecting. Hours of spellwork must be memorised or entire floors with specific engravings on every inch are needed.

RITUAL EFFECT

The effect of a ritual can be very difficult to determine. The easiest way to create it is to determine what you want it to do, then compare existing rituals. As a general rule, lesser rituals help a situation, but do not solve it. Moderate rituals can solve a problem. Greater rituals have no limit to their power and can alter an entire world.

D100	FIRST PART	SECOND PART
1-5	Bone of a...	rare animal.
6-10	Essence of a...	magical beast.
11-15	An ancient...	rare plant.
16-20	A sacrifice of a...	magical plant.
21-25	A sculpture of a...	human.
26-30	An enchanted ...	dangerous location.
31-35	A painting of a...	beautiful location.
36-40	A crystal...	magical location.
41-45	An expensive...	Angels.
46-50	1d10 number of...	weapon.
51-55	An object associated with a...	magical human.
56-60	An otherworldly ...	household object.
61-65	A liquified...	gem.
66-70	A burned...	raw material.
71-75	A frozen...	book.
76-80	A unique...	piece of clothing.
81-85	A location associated with...	machine.
86-90	A time associated with...	meteor.
91-95	A large...	demon.
96-100	and a (roll again)	deity.

DREAMING

The realm of dreams is, in actuality, a part of the Faery. Most would think that dreams are simply mental exercises the brain attempts in order to rationalise reality. Those that know the truth get a lot less sleep. When a Fae harbors hatred for a person, there is a chance the Fae can put them into what is called a deep dream. A deep dream causes the player to physically transport to the realm of sleep. A place that blends the material world and the Faery. Often they are brought here to trick them into staying, becoming thralls for the Fae. Other times they are simply killed and devoured. Rarely, the Fae will simply want company. In the Deep dream, characters have limited control over reality, which is detailed below.

WHEN TO ENTER THE DREAM

The Game Master should never send the players into the Deep Dream simply to challenge them. There must be a reason to do so. These reasons could be many. A powerful mage can want to give them a warning, a Fae can wish them to join them, or an Demons can be attempting to possess the character. Sometimes, the players will be in a situation to enter someone else's Deep Dream in order to save them from it.

LEAVING A DEEP DREAM

When the creature who called the characters into the Deep Dream is dead, unconscious, or chooses to release the players then the characters wake up. Upon waking, each character must roll a difficulty 15 focus roll or forget the dream. However, any skills and abilities gained while in the dream persist. Gate Striders have spent years in the Deep Dream, only to wake with no recollection of their journeys in the dream worlds.

ACTING IN THE DEEP DREAM

The Deep Dream is a strange dreamscape with portions of every characters presents psyche within. However, the normal rules of the game apply. The following are some special rules characters could use.

EXPLORING THE DREAM SCAPES

Just as the Faery is interconnected with itself on many worlds, so is the Deep Dream. Players who find a way into the Deep Dream can eventually find their way into the Faery fully and even travel to the dreams of people from different worlds.

ALTERING REALITY

Any character can attempt to alter the Deep Dream. This simply means adding or removing zone-effects, changing the location, or adding more clever structures into the Deep Dream. Characters cannot create creatures or special rules, but they should be encouraged to be creative. A character can alter the dream once on their turn with no action. This is a spirit roll vs. the spirit of someone who the change directly opposes. If this targets multiple characters, then use the highest spirit. If no-one opposes the change, then no roll is needed.

FEATS

Feats are abilities or modifiers gained in game. They are not purchased during character creation or while advancing. A feat is not always good, curses are considered feats as well. Surgery, learning from a master, or being cursed are just a few examples of feats. When creating feats, it is a good idea to tailor them to the characters. There are many different possibilities for a feat, so the following are just a handful of examples and how to obtain them.

REMOVING A FEAT

Some feats are not beneficial to a character. Some examples of these feats would be curses, permanent wounds, or the attention of an organization. Players might want to find a way to remove these types of feats. This requires a Quest to remove. It should not be simple to remove a feat. Feats are part of a character, and should require some effort to remove. An example of this would be hunting down a fountain that reverses a curse of lycanthrope, or searching for a master surgeon to replace a limb.

DURATION OF FEATS

Some feats are permanent effects. Cyborg enhancements, special training, and powerful enchantments would be some examples. However, most feats only last until the Players take a home trip.

GAINING FEATS

There are three primary ways to gain a feat. The first is to be gifted it. The second is to find the feat. The third is to have the feat inflicted upon a character.

A feat being gifted means it is offered and can be refused. Say, for example, someone saves an old woman from a monster. This woman's turns out to be a powerful witch who offers them a magical boon. Of course, what the boon is is not up to the player. These gifts can stay with the character forever, or have a duration.

Finding a feat is fairly straight forward. The players may run into

EXAMPLE FEATS

DIVINE CHAMPION: You were chosen as a champion after meeting a god. Any Angels or Demons under their command recognise you as such, and will assist you however they can. Other divine beings recognise you as a champion.

SLAYERS MARK: Gained by slaying a dragon, the Slayer Mark permanently marks you as a Dragon Slayer. You can recognise other slayers and they, you. You also gain some control over the world that you slayed the Dragon of.

CYBERNETIC LIMB: Obtained by paying someone to attach the cybernetic limb to your body to replace a lost one. The limb grants you +1 to strength rolls using that limb, as well as the potential for a multitude of tools to be installed.

MARTIAL ART: The character learns a technique of martial arts from a master. This technique increases unarmed damage by 2.

LYCANTHROPE: On a full moon, the Player changes into a monstrous beast. The Game Master should build the statistics of the type of creature turned into, some sort of animal hybrid. This feat is gained by being bitten by a Lycanthrope of the same type.

ELEMENT-TOUCH: The character is enchanted by a powerful magical entity to contain some power of an element. Every attack the Player deals adds one damage of a type associated with the element.

CURSED BY THE VOID: The character was killed and was sloppily returned from the void. Undead are attracted to the character and the character is frequently haunted.

COLOSSI

Colossi are creatures of monstrous size. They are at minimum 20 feet tall and each colossus is an entire zone. Mountain-sized dragons, giant cyclops, kaiju rising from the sea, and rogue gods are just a few examples. Players can battle against or alongside these creatures using these rules.

COLOSSI SIZE

Each Colossus has a size stat. This size represents how many zones they take up. For example, a giant robot with a size of three would require a flying character to move two zones to reach the head, provided they start at the feet. Each size also has a portion of the body contributed to it. In the example we used, the head, torso, and legs would each be one zone. For a colossus dragon, the head, body, and each wing might be their own zone.

PLAYER COLOSSI

When a player becomes or controls a collosus, the rules change slightly. Firstly, their size is one and the climb stat is equal to their strength. Secondly, if the player is dealt at least 15 damage in one hit, they are considered unbalanced for the next two rounds.

CLIMBING A COLOSSUS

If a character cannot fly, they must climb atop the colossus. To do this, the character must roll a strength check with the difficulty equal to the colossus' climb stat at the end of their turn. Whenever the colossus takes an action, such as moving or attacking, all characters climbing atop it must reroll the check. If the characters fail, then they fall.

COLOSSUS ATTACKS

A colossus attack functions normally against other colossus. However, things become different when attacking smaller creatures. Colossi target zones, not individuals. When a character is in a zone that is targeted, they may use their reaction to roll a dexterity check against difficulty 10+ the colossus' size. If this is successful, then the character takes half damage. Otherwise, the attack functions normally.

ATTACKING A COLOSSUS

Attacking a colossus effectively is difficult. A standard attack from a non-colossus does nothing to them. However, they can be unbalanced. There are three ways to unbalance a colossus. The first is to hit it with a siege weapon, large trap, or environmental effect that would logically cause damage to the creature. For example, tripping them to fall into a hole or dropping an avalanche onto them.

The second is to strike the colossus in a weak spot. Not all colossus have weak spots, but if they do they are mentioned in the colossus description. An example would be an exposed brain of a giant Frankenstein monster style creation.

The third and final way to unbalance a colossus is to strike it with a synergy attack with every player taking part. This causes no damage but will unbalance them. When unbalanced, a colossus will take damage normally for two rounds.

CHAPTER FOUR: EQUIPMENT

EQUIPMENT TYPES

There are three broad types of equipment. Simple, basic, and advanced. These are abstract classifications that do not necessarily represent the complexity or cost of the item, rather the impact on the game. Equipment types are used for character creation, rewarding Players, and purchasing/crafting items.

SIMPLE ITEMS

Simple items are small pieces of equipment that can be reasonably be purchased in any city or town. They rarely have a major impact mechanically but can be used cleverly, of course. Some examples of simple items would be camping gear, small knives, and a saddle.

BASIC ITEMS

Basic Items are the pieces of equipment that any basic Gate Strider should use (if that is a thing). If an item is useful enough for everyone to want, but not specific enough to warrant special training or circumstance, then it is a basic item. Examples of basic items include swords, a horse, and blacksmithing tools.

ADVANCED ITEMS

Advanced Items are powerful, rare, or unique pieces of equipment. When a character has an Advanced Item, that item becomes a part of who they are. Who is a knight without their armor or a sniper without a rifle? Advanced items have a more profound effect on the mechanics as well. They tend to be stronger weapons, tougher armor, or unique items. Some examples of Advanced items would be full plate armor, a griffon mount, or a computer.

EQUIPMENT AS CURRENCY

Through character creation, you will gain a list of equipment types you can start with. It is wise to think of these as currency. Three simple, Two basic, and one advanced is standard, but through background or the artificer class you can find more. Instead of thinking "I only get two basic items?" Think instead "I can get an item worth two basic items." The equipment can be modified by increasing its item cost. For example, a mithril sword costs a basic and advanced item.

If the GM allows it, the Player can trade equipment types down or up. One advanced item costs 1.5 basic items and a basic item costs 3 simple items. This means, you can trade one advanced item for a single basic item, or two advanced items for three basic items. The reverse is true as well. You can trade three basic items for an advanced item.

BUYING AND SELLING EQUIPMENT

Gates uses an abstract for of currency called Wealth, as discussed in the downtime section. When a character wishes to sell equipment they have found while adventuring, wealth is used. When an item is being sold during downtime, the Player gains a static amount of wealth for the items. Two simple items is worth one wealth, one basic items is worth one Wealth, and one advanced item is worth three wealth.

During the game, a character can want to sell some items they found to the local shop. This should be roleplayed out, but the items are worth the same amount. However, the Game Master can allow a difficulty 12 spirit roll to increase the value of the items by 20%. Which means if a character sells two advanced items, they would receive 7 wealth instead of 6.

WEAPONS

There are three broad types of equipment. Simple, basic, and advanced. These are abstract classifications that do not necessarily represent the complexity or cost of the item, rather the impact on the game. Equipment types are used for character creation, rewarding Players, and purchasing/crafting items.

WEAPON TRAITS

ABILITY DAMAGE: All Melee weapons can use strength or dexterity for ability damage. However, heavy weapons must only use strength. Ranged weapons can use Dexterity or Focus for ability damage. Some weapons do have exceptions.

PRECISION: When a character takes the aim action, the precision bonus is added to the attack roll.

LOAD: This is the amount of load a weapon uses while being wielded. A character that is using more load than the character has is encumbered.

DAMAGE: This is the weapon damage the weapon possess.

WIELD: This is the required number of hands to use this weapon.

IMPROVISED WEAPONRY

Anything can be a weapon, but not everything IS a weapon. When using an improvised weapon, such as a broken bottle or a chair, find the weapon that most closely matches that weapon. Use that weapons statistics for the weapon, but the attacker receives a penalty die when attacking with the improvised weapon. An exception is when improvised weaponry is used as part of an unarmed attack. In this case, the unarmed attack is unaffected.

SUNDERING AND STRUCTURE

Structure refers to the condition the weapon is in. When a weapon is sundered, the structure goes down. Structure of weaponry follows this pattern:

WHOLE: No change.

DAMAGED: The Player receives a penalty die when attacking with that weapon.

Broken: The weapon is useless. It is considered a improvised weapon.

DESTROYED: The weapon is completely destroyed.

Some weapons can be reinforced. In this case, the reinforced structure is added to the weapon. Effectively allowing the object to withstand an extra sunder.

STUNT

Every weapon has a unique stunt that can be used when the weapon is being wielded. These stunts reinforce a play style associated with that weapon. Daggers are best used with stealthy characters for example.

HEAVEY WEAPONS

Some weapons are simply too large or too unwieldy to be used dexterously. These weapons are called heavy weapons. These weapons use strength as ability damage only. Heavy weapons tend to deal more damage and are best used with high strength characters.

MELEE WEAPONS

NAME	DAMAGE	PRECISION	LOAD	WIELD
SIMPLE WEAPONS	-	-	-	-
Unarmed	0	1	0	None
Small Blade	1	1	0	One-handed
Staff	2	1	1	Two-handed
Small Bludgeon	2	0	0	One-handed
Fist Weapon	1	1	0	One-handed
BASIC WEAPONS	-	-	-	-
Short Blade	2	1	0	One-handed
Thin Blade	1	2	0	One-handed
Short polearm	2	1	1	One-handed
Long Blade	3	1	1	Special
Large Bludgeon	4	0	1	One-handed
Long Polearm	3	1	1	Two-handed
Small axe	3	1	0	One-handed
ADVANCED WEAPONS	-	-	-	-
Sectioned Bludgeon	3	1	0	One-handed
Rope Weapon	2	1	0	Two-handed
Curved Blade	3	1	1	Two-handed
Great Blade	5	0	2	Two-handed
Great Bludgeon	5	0	2	Two-handed
Great Axe	5	0	2	Two-handed

MELEE WEAPON DESCRIPTIONS

UNARMED: Every character can make an unarmed strike. This attack can be fists, feet, or simply applied body mass. This weapon has no stunt attributed to it.

SMALL BLADE: A small blade is a short knife, roughly 3 inches to a foot in length. Daggers are the most common form of small blade. Small blades can be thrown with short range.

Stunt: The small blade stunt is used when the character is attacking from hidden. This weapon's damage becomes 3.

STAFF: A staff is simple a long stick that can be used to hit things. Quarterstaff, bo staff, and even a walking stick are common examples.

Stunt: The staff stunt is used defensively. You gain a +1 shield bonus to defence, regardless if you used the defend action.

SMALL BLUDGEON: Any small, blunt object is a small bludgeon. Clubs or stones are examples of small bludgeons. Small bludgeons are heavy weapons.

Stunt: The small bludgeon stunt is used as part of an attack. The attack ignores one point of resistance.

FIST WEAPON: A fist weapon is a weapon that is fashioned over the hands. Gauntlets and knuckles are considered fist weapons. The fist weapon has no stunt, but cannot be disarmed.

SHORT BLADE: A short blade is a sword roughly one to two feet long. Short swords, wakizashi, and cutlass are short blades.

Stunt: The short blade stunt is used as part of an attack with another weapon. That weapon increases its weapon damage by the short blades weapon damage.

THIN BLADE: A thin blade is a sword with a very thin blade. Rapiers are the most common example.

Stunt: The thin blade stunt is used defensively. If the next attack against you misses, you immediately counterstrike and deal the weapon damage to the attacker.

SHORT POLEARM: A short polearm is any weapon with a 2 to 3 foot pole. Short spears and javelins are common examples. Short spears can be thrown at short range.

Stunt: The short polearm stunt is used defensively. After using this stunt anyone who attacks you receives an amount of damage equal to the extra damage granted by their momentum.

LONG BLADE: A long blade is any sword with a 2-3 foot blade. Longswords, katanas, and scimitars are common examples. This weapon has no stunt, however it can be wielded with two hands, increasing weapon damage by 2.

LARGE BLUDGEON: A large bludgeon is any large blunt weapon that can still be held in one hand. Maces and flails are common examples. Large bludgeons are heavy weapons.

Stunt: The Large bludgeon stunt is used as part of an attack. The attack ignores two points of resistance.

LONG POLEARM: A long polearm is any weapon on a 3 to 5 foot pole. Spears, lucerne, and halberds are a common examples.

Stunt: The long polearm stunt is used as part of an attack. The attack can reach into adjacent zones. Given the zone size makes sense. For instance, if the zones take up entire rooms or buildings, then the polearm cannot reach.

SMALL AXE: A small axe is any heavy, weighted blade on a small handle. Handaxes, war axes, and even war picks are considered small axes. A small axe can be thrown at close range. Small axes are heavy weapons.

Stunt: The small axe stunt is a modification of the sunder stunt. A sunder attempt against a shield will drop the durability by 2 levels, rather than one.

SECTIONED BLUDGEON: A sectioned bludgeon is a weapon that consists of 2 or more hard surfaces (or rarely, blades) attached together by a rope or chain. Nunchaku and sectioned staves are samples of these weapons.

Stunt: The sectioned bludgeon stunt grants a shield bonus of 2, treated as a shield. This does not stack with other shields.

ROPE WEAPON: A rope weapon is any weapon that is primarily rope, chain, or other similar material. Spiked chains, kusarigama, and large whips are examples of rope weapons.

Stunt: The rope weapon stunt is used as part of an attack. A successful hit with this weapon causes the target to be slowed for one round.

CURVED WEAPON: A curved weapon is any weapon with a long curved blade. Kama, sickles, and small scythes would be a few examples.

Stunt: The curved weapon stunt is used as part of an attack. This attack ignores 3 points of shield bonus to the enemies defense.

GREAT BLADE: A great blade is a sword that requires 2 hands to wield. Greatswords, claymores, and Bidenhänders are a few examples. Great blades are heavy weapons.

Stunt: The great blade stunt is used as part of an attack. The weapon damage increases by 2.

GREAT BLUDGEON: A great bludgeon is a blunt weapon that requires 2 hands to wield. Large clubs, tetsubo, and great flails are good examples. Great bludgeons are heavy weapons.

Stunt: The great bludgeon stunt is used as part of an attack. The attack ignores up to three points of resistance.

GREAT AXE: A great axe is any axe that requires 2 hands to wield. Great axes are heavy weapons.

Stunt: The great axe stunt is a modification of the sunder stunt. The attack reduces the item struck's durability by two levels.

NATURAL ATTACK: A natural attack attack represents a combination of teeth, claws, and other animal-like attacks. The specifics are different for each character. A character with natural attacks cannot be disarmed, nor can the weapons be sundered. A character can wield other weapons with natural attack and is considered to be dual wielding natural attacks for the purposes of talents that interact with dual wielding.

RANGED WEAPONS

NAME	DAMAGE	PRECISION	LOAD	WIELD	RANGE
SIMPLE WEAPONS	-	-	-	-	
Throwing Weapon	1	1	0	None	Short
Sling	1	0	0	One-handed	Long
BASIC WEAPONS	-	-	-	-	-
Short Bow	2	0	0	Two-handed	Short
Crossbow	3	1	1	Two-handed	Long
Small Crossbow	2	1	0	One-handed	Long
ADVANCED WEAPONS	-	-	-	-	-
Heavy Crossbow	4	2	1	Two-handed	Long
Longbow	4	1	1	Two-handed	Long
Small Firearm	4	1	0	One-handed	Short
Burst Firearm	5	0	2	Two-handed	Short
Long Firearm	5	1	2	Two-handed	Long
Wand	3	2	0	One-handed	Short
Rod	4	1	0	One-handed	Long

RANGED WEAPON DESCRIPTIONS

THROWING BLADE: A throwing weapon is any thrown weapon that can be held in the palm. Shuriken, darts, stones, and throwing knives are simple examples. These are thrown weapons. So they can use strength as an ability damage, but not focus.

Stunt: The throwing blade stunt is used as a part of another weapon attack. The target reduces defence by 1. This stunt can be used with a melee weapon.

SLINGS: A sling is any simple tool for throwing small stones very far. Slingshots, slings, and sling-staves are simple examples. Slings have no stunts.

SHORT BOW: A short bow is a small bow built for speed over power. They have shorter range, but can be fired faster.

Stunt: The short bow stunt is made as part of an attack. The archer fires two arrows in quick succession, dealing an amount of extra damage equal to the weapons damage. This is separate damage and resistance is removed from this damage as well.

CROSSBOW: A crossbow is a mechanical tool for launching bolts at enemies. Crossbows are slow to reload, but this is not represented in the rules in order to not slow down combat. Crossbows only use focus as ability damage.

Stunt: The crossbow stunt is made when using the aim action. Precision is increased by 2.

SMALL CROSSBOW: A small crossbow is a crossbow that can be held in one hand.

Stunt: The small crossbow is made as part of an attack. If this attack misses, then it will not reveal the attacker.

HEAVY CROSSBOW: A heavy crossbow is a crossbow that is very large and powerful. Heavy Crossbows only use focus as ability damage.

Stunt: The heavy crossbow stunt is made as part of an aim action. The weapons precision increases by 2.

LONGBOW: A longbow is a large bow designed for power and range.

Stunt: The longbow stunt is used as part of an attack. The weapon damage increases by 1.

SMALL FIREARM: A small firearm is an advanced weapon that launches a projectile using a small explosion. Handguns, submachine guns, and revolvers are some examples of small firearms.

Stunt: The small firearm can be used to fire quickly. This stunt is made as part of an attack. The attack deals an amount of extra damage equal to the weapons damage. This is separate damage and resistance is removed from this damage as well.

BURST FIREARM: A burst firearm is an advanced weapon that launches a spray of projectiles using a small explosion. Shotguns and blunderbus are a few examples.

Stunt: This stunt is used as a part of an attack. The attack deals full damage to hordes.

LONG FIREARM: A long firearm is a long, advanced weapon that launches a projectile using a small explosion. Rifles and muskets are a few examples.

Stunt: This stunt is used as a part of the aim action. Precision increases by 2.

WAND: A wand is a simple piece of wood, stone, crystal or other material enchanted with powerful magic to be used as a range weapon. When a wand is selected, a damage type is chosen. The wand deals this damage type.

Stunt: This stunt applies to the aim action. An attack made with the aim bonus ignores the dive stunt.

ROD: A rod is a stronger, less focused wand. They are anywhere from two to six feet long, often resembling scepters or staves. A damage type is chosen for the rod as well.

Stunt: This stunt applies to the aim action. An attack made with the aim bonus ignores the dive stunt.

FIREARMS

Firearms are more powerful than almost any other weapon. However they possess a few downsides. For one, they are very loud. Using them almost always reveals the character are there. Ammunition is also difficult to acquire. Most worlds do not possess the technology to create bullets, so most Gate Striders create their own. This is done by a few hours of time and the necessary tools.

OFF-HAND ITEMS

Off hand items are any tool that are used in combat along with a weapon. Examples include shields, smaller weapons, or magical devices.

OFF-HAND WEAPONS

Any weapon that can be held in one hand can be wielded as an off hand weapon. This weapon can be used normally and the stunt can apply to either weapon. With the exception that ranged weapons cannot use their stunts with other weapons. However, if the weapon is not used it can grant a 1 shield bonus.

SHIELDS

Shields give a shield bonus to defense. This bonus to defense only applies when the Player uses the defend action. There are 3 types of shields:

BUCKLER: A buckler is a small shield that provides little defence, but can be easy to find. A buckler grants 1 shield bonus. A buckler is a simple item.

LIGHT SHIELD: A light shield is a small shield generally made of wood or metal. It grants 2 shield bonus and is a Basic item with 1 load requirement. A light shield can be considered a light bludgeon.

HEAVY SHIELD: A heavy shield is a large shield that covers most of the body. It will grant a 3 shield bonus and is an advanced item with 2 load requirements. A heavy shield can be used as a large bludgeon.

SYMBOL

Symbols come in many different forms. The purpose of a Symbol is to enhance mental prowess. Religious items, special spellbooks, or mystical artifacts are examples. When a symbol is wielded, one of the Player's intelligence, focus, or spirit is increases by 1. A focus is an advanced item.

CLOAK

Wielding a cloak in the off hand will hide what weapon is being used in the main hand, until the weapon hits someone. Cloaks are simple items.

LANTERN

A lantern as an off-hand item is used to blind people. You can use a stunt while wielding the lantern in the dark to grant an enemy -1 to defence and visual focus rolls. Lanterns are simple items.

ARMOR

Armor will reduce the amount of damage a Player receives. There are many variations of armor throughout the worlds.

ARMOR TRAITS

RESISTANCE: When a Player takes damage, the armor reduces the damage taken by the armors resistance. A single piece of armor cannot increase resistance past 8.

LOAD: This is the load requirement for the weapon.

CLOTH ARMOR

Cloth armor is favored by those who cannot afford better armor. Cheap Leather, padded cloth, and even straw armor are a few examples. This armor grants 1 resistance, but has no load requirements. Cloth armor is a simple item.

PRIMITIVE ARMOR

Primitive armor is crafted from cheap materials. Hide, wood, even stone plates can be used. The material does not make the quality however, as some primitive armors can be decorated. This armor is generally used by those who do not have access to better materials or wear it for cultural reasons. This armor grants 2 resistance, but has 1 load requirement. Primitive armor is a simple item.

LIGHT ARMOR

Light armor is fine armor crafted to both defend and allow for mobility. Leather and chainmail are common materials for this type of armor. Light armor grants 2 resistance but does not have a load requirement. Light armor is a basic item.

MEDIUM ARMOR

Medium armor balanced mobility and defence. Medium is primarily crafted from metal plates in strategic locations on the body. Medium armor grants 3 resistance, but 1 load requirement. Medium armor is a basic item.

HEAVY ARMOR

Heavy armor generally consists of metal plates all throughout the body, and has the highest protection with the lowest mobility. Heavy armor grants 5 resistance, but 2 load. Heavy armor is an advanced item.

COMPLEX ARMOR

Complex armor is armor engineered to grant the best defense while not reducing mobility too much. These armors include armor such as banded mail, or ballistic armor. Complex armor grants 4 resistance, but 1 load. Complex Armor is an advanced item.

SUNDERING AND STRUCTURE

Just as with weapons, armor has levels of structure. When sundered the armors structure is reduced.

WHOLE: No change.

DAMAGED: Resistance is reduced by half.

BROKEN: Resist is 0, and load is increased by 1.

DESTROYED: The armor falls off the target in pieces.

Some armor can be reinforced. In this case, the reinforced structure is added to the weapon. Effectively allowing the object to withstand an extra sunder.

MODIFICATIONS

No weapon or piece of armor is made entirely equal. Some are modified with technology, enchantments, or better materials. When choosing equipment, they can be modified with the following changes. Each modification costs either a simple, basic, or advanced item. This item cost is added to the original items. For instance, adamantium heavy armor costs two advanced items while a mithril longsword costs a basic and advanced item.

As a general rule, an item cannot increase their damage, resistance, or shield bonus past double its original value, or three, whichever is higher. For example, an adamantine and masterfully crafted small blade adds three weapons damage, but the damage from adamantine would be lost if imbued is added. But, a long firearm with the same modifiers would add 5 to damage.

LIGHT (ADVANCED)

Mithril, light superalloys, or even enchantments have made the item lighter. This modifier is applied to either a metal armor or weapon. Armor reduces load by 2. Weapon reduces load by 1.

IMBUED (BASIC)

The imbued modification means that the weapon or armor is imbued with an element. This can be in the form of magic enchantments or technology tinkering. Choose one damage type. If this is applied to armor, the armor gains resistance 5 from that damage type. A weapon instead deals that type of damage, rather than normal damage.

ENSHADOWED (BASIC)

This modifier applies to armor. When a piece of armor is modified this way, its shadows thicken and the armor becomes darker. Alternatively, the armor could have adaptable camouflage. This allows the wearer to treat light shadows as dark, allowing the character to hide in light shadows.

POWERED (ADVANCED)

This modifier applies to armor. This armor is powered with electricity and motors to increase mobility. The characters load increases by 2 while wearing this armor.

MECHANISED (ADVANCED)

This is a modifier that applies to heavy or complex armor. The armor is less of a suit of armor, and more like a vehicle. The character gains the benefits of the large innate talent. It requires one minute to enter and exit the mechanised armor. Mechanised armor can have weapons "attached" to it. This means the weapon can be used only when in the armor, but it cannot be disarmed.

SCOPE (SIMPLE)

This modifier only applies to ranged weapons that are not thrown. The weapon can be used as a spyglass, and the precision increases by 1.

DEMONIC ARMOR (SIMPLE)

This modifier only applies to armor. It is the result of crafting the armor to have a terrifying visage. Such as horns or evil looking faces on the helm. This gives the wearer a +1 bonus to intimidation checks to superstitious creatures.

REINFORCED (BASIC)

This modifier applies to both weapons and armor. The equipment gains an additional level of structure.

SPIKED (BASIC)

This modifier is applied to all armor except cloth. When the character is grappled while in this armor, the grappler receive 2 damage every round they are held.

SILENCED (BASIC)

This modifier is applied to firearms. This silences the shots, allowing characters to be somewhat more stealthy. The attack is still noticeable from the immediate area, but it will not alert an entire building or stronghold of your presence.

HIDDEN (BASIC)

Hidden applies to both weapons and armor. Hidden weapons are designed to be concealed and grant a bonus die to hiding them. An example would be a wrist blade or sword cane. Hidden armor is designed to be easily concealed under clothing, or looks like normal clothing.

WICKED (SIMPLE)

This modification applies to weapons. The weapon is designed to look particularly painful or dangerous. When wielding the weapon, attempts to intimidate gain +1 to the roll.

LIT (SIMPLE)

This can apply to any piece of equipment, not only weapons or armor. The item either produces light, or can produce light similar to a torch.

OTHER EQUIPMENT

Weapons and armor are important, but no adventure JUST carries weapons and armor. A character can choose any items in this section as part of their starting equipment.

KITS

A kit is a collection of tools for a specific task. When choosing a kit, select a skill. Whenever a Player uses a kit while using that skill the character gains a bonus die. A kit is a basic item. The kits form is dependant on the skill being used. For instance, a climbing kit can have rope and pitons to help you climb and a computing kit might be a portable computer to assist with hacking.

PACKS

A pack is a collection of items that a character can have with them. Each pack is a simple item. The purpose of these packs is to allow characters to know exactly what items the character has, without having to cherry pick items from a long list. The following are a handful of packs that characters might have. Players and Game Master's alike can create packs if this list does not suffice. A character is assumed to have enough pouches to hold small items, such as coin or cooking ingredients, as well as a water skin or similar item. Characters also are considered to be clothed, and they can also have a few small items unique to the character such as a pipe or playing cards.

ADVENTURING PACK: An adventuring pack contains the following: One pack or backpack, sleeping roll, mess kit, a flashlight or 5 torches, and a small tent or large blanket.

LOREMASTERS PACK: A loremasters pack contains the following: A journal, writing utensils, a stack of parchment, small candle, magnifying glass, and a written book.

SAILORS PACK: A sailors pack contains the following: Rope, a spyglass, a sextant, and map making tools.

OCCULTISTS PACK: A artificers pack contains the following: writing utensils, chalk and other tools for rituals, a book on spellcraft, and a large tome.

LABORERS PACK: A laborers pack contains the following: A shovel, pick, axe, and a mule with a small wagon.

MERCHANTS PACK: A merchants pack contains the following: A scale, logbook, calculator or similar tool, and a pouch of 5 gold coins or similar currency.

NOBLES PACK: A Nobles pack contains the following: Jewelry, a signet ring, a noble's outfit, and a pouch of 20 gold coins or similar currency.

SMITHS PACK: A smiths pack contains the following: A hammer, tongs, small anvil, and a thick pair of gloves.

ALCHEMISTS PACK: An alchemist's pack contains the following: A set of laboratory equipment, goggles, and a log book.

HEALERS PACK: A healers pack contains the following: Bandages, thermometer, blankets, a cot, and a book on medicine.

PERFORMERS PACK: A performers pack contains the following: Two instruments, small balls to juggle, and a performer's outfit.

RIDERS PACK: A riders pack contains the following: Saddle, feed, horse packs, and light barding for a mount.

SCOUNDRELS PACK: A Scoundrel's pack contains the following: A set of lock picking tools, gloves, small knife, and a sack of sand.

MOUNTS

A mount, such as a horse, large bird, or other exotic animal, is a common tool for Gate Striders. A character can spend a stunt to mount and dismount. While mounted, a character gains any of the benefits the mount grants. When a mount is attacked, the character rolls their own defense. When a mount is defeated, it is unable to be used until it is healed, but does not die if it is chosen as a part of character creation.

When a character on a mount deals damage increased by momentum, they deal an additional one point of damage. A character can choose one of the following mount types.

BASIC MOUNT: A basic mount is the most simple sort of mount. Horses are the most common form of this mount. A basic mount has 20 HP.

STURDY MOUNT: A sturdy mount is similar to a basic mount except it is trained for war. War horses are a common example. This functions as a basic mount, except the mount has 20 HP and 20 TH. When a sturdy mount's rider uses the recover stunt, then the mount recovers the same amount of TH as the character. Sturdy mounts are advanced items.

AQUATIC MOUNT: An aquatic mount is a mount that only swims. Large fish and hippocampi are some examples. While mounted, this mount grants the character the swim movement type. Aquatic mounts have 20 HP. An aquatic mount is a basic item.

FLYING MOUNT: A flying mount is a large bird or other similar creature. A character who has mounted a flying mount gains the flight movement type. Flying mounts have 20 HP. A flying mount is an advanced item.

CLIMBING MOUNT: These mounts may take the form of a giant spider or an advanced anti-gravity vehicle. This mount grants a character the climb movement type. Climbing mounts have 20 HP. Climbing mounts are advanced items.

LARGE MOUNT: A large mount is similar to a basic mount, except up to four creatures, or one creature with the large innate perk can ride it comfortably. This is an advanced item.

VICIOUS MOUNT: A vicious mount is a mount that is trained to attack. Large wolves and other creatures with large jaws are simple examples. When mounted, a character can use their action to attack with the mount. This is a melee attack that has 5 weapon damage and uses focus as ability damage. Vicious mounts have 20 HP and no TH. A vicious mount is a basic item.

MODIFYING MOUNTS

With the exception of basic and sturdy mounts, any two mounts' benefits can be combined. Doing this increases the cost of the more expensive mount by one basic item. If this causes the mount to cost 2 basic items. For example, a viscous aquatic mount, such as a shark, can cost two basic items. A flying basic mount will cost one advanced, and one basic item. A sturdy flying mount will cost 2 advanced items. A Player can also attach a weapon to a mechanical mount, making the weapon unable to be removed from the mount.



SINGLE USE ITEMS

Single use items are small, useful items that can only be used a handful of times. Each single use item has the same cost based on how many times this item can be used in that adventure. Simple, 1 use. Basic, 5 uses. Advanced, 15 uses. If these items are starting equipment, then the uses refresh during downtime, considering the Player has access to the resources necessary to refresh them. Any single use items received or purchased after character creation do not refresh during downtime. The following single use items can be chosen.

GRENADE: A grenade can either be an actual grenade, a stick of dynamite, a potion of fireball, or other explosive. An action is used to toss this explosive. It has short range, and targets a zone. Every character in the zone rolls a difficulty 12 dexterity roll or take 15 damage. Success means the character receives 5 damage. This can also damage structures and other objects.

POISON: Poison is applied to a weapon with a stunt. A poisoned weapon adds 5 poison damage to a successful hit. The poison persists until an attack hits.

HEALTH POTION: A health potion is a magical potion, or advanced medicine. A stunt is required to use the potion. When used, the character heals their healing factor of both HP and TH.

POTION OF QUICKNESS: A potion of quickness is a small magical liquid that grants a short burst of speed. A stunt is required to use a potion of quickness, and only one can be used per turn. This grants the character an extra action that turn.

POTION OF ARMOR: A potion of armor increases the resistance of those who drink it. A stunt is required to use the potion. Resistance is increased by 5 until the beginning of the characters turn.

POTION OF (ABILITY): This potion is attributed to a certain ability. Such as strength, or intelligence. A stunt is required to use this potion. When used, the characters ability attributed to this potion increases by 2 for that turn.

HOLY WATER: Holy water is water blessed with pious energy from a god, or gods follower. This can be thrown to a true undead to cause 20 points of pious damage if a successful attack is made. This item has no effect on other creatures.

SMOKE BOMB: Smoke bombs are any object that produces a large amount of smoke. This item is used as part of the hide action, granting 2 bonus dice to the roll.

TRAP: A trap is a sophisticated tool that damages those who set it off. 5 minutes are required to set up a trap. When a trap is set, the first person who enters the zone with the trap receives 20 damage.

GOO BOMB: A goo bomb is a ranged item which slows enemies. An action is required to use this item. Make an attack against a target within short range. If the attack hits, the target is restrained until they succeed a difficulty 15 strength roll.

DISCRETE BOMB: A discrete bomb is a small explosive that explodes quietly. It can be used to sabotage advanced machinery or crack locks.

PERFUME: This perfume refers to enchanted perfume or highly advanced hormones. When used, this grants 2 bonus dice to a roll to persuade, or lie to someone.

POTION OF INVISIBILITY: A potion of invisibility is used with a stunt. The character becomes invisible until the end of the character's next turn.

CALMING INCENSE: Calming incense can be used while at rest. The incense increases healing factor by 5 for that rest.

TRANSPARENCY GEL: Transparency gel is a gel that can be spread onto a thin wall. It will render the wall transparent for up to a foot deep, but only transparent from the direction it is applied.

POWDER OF FLIGHT: This magical powder is applied with a stunt. The character gains the flight movement type until the end of the character's next turn.

ARMOR PIERCING AMMUNITION: The exact type of ammunition must be specified. Arrows, rifle rounds, or crossbow bolts for instance. This ammunition can be used as part of an attack that uses this form of ammunition. A bow firing arrows, for example. Attacks made with this attack ignore up to 3 resistance.

EXPLOSIVE AMMUNITION: The exact type of ammunition must be specified. This ammunition can be used as part of an attack that uses this ammunition type. The weapon damage of the item increases by 3.

FIREWORK: Fireworks are excellent for long communication. They come in a variety of colors. If used as a weapon, two actions are required. The weapon damage is 5, and if it hits then make a separate attack against all creatures in the zone, who will take 1 point of damage if it hits.

THUNDER STONE: Enchanted rocks that, when thrown to the ground, create a tremendous cracking sound. All creatures in the zone must roll constitution against 12 or be deafened for 5 rounds.

MESSAGE NOTES: Magical notes that when thrown into the wind teleport away. They will always be found by their intended recipient, as long as they are on the world.

LUM MOTHS: A small vial of moths which, when released, light an entire location.

GADGETS

The following list is some technological (or magical if it fits your characters theme) gadgets which have their own rules or are too specific to be in a pack.

GRAPPLING HOOK GUN (BASIC): This grappling hook is attached to a crossbow, gun, or other device that launches the grappling hook a great distance. It gives the character the swing movement type.

WIRELESS HACKING TOOL (ADVANCED): This device allows the character to interact with any computer within two zones.

DRONE (ADVANCED): This is a small mechanical plane, or perhaps magical construct, which can be controlled with an action. The character can look through the drones camera or eyes through a screen.

UNIVERSAL COM DEVICE (SIMPLE): Cell phones, neural chips, radios, or any other simple communication device can be easily rigged to connect to others of a similar frequency. These items allow communication across long distances.

SPYGLASS (SIMPLE): Whether it is a simple spy glass or an advanced set of binoculars, this items allows a character to see longer distances than normal.

TRACKING DEVICE (BASIC): This device is a combination of tracking darts and a small screen to follow them. A player can make an attack roll to attach a tracking device to a vehicle, objects, or character. Though, the character will easily know they have been tagged. The player can now follow the tracking device as per tracking with no roll required.

DATA STORAGE (SIMPLE): This is a glorified notebook. A small computer that can input data and can be easily hacked to accept any form of data.

PERSONAL COMPUTER (BASIC): A small laptop, electronic tablet, or handheld device. A personal computer for a gate strider is almost always modified to be universal, or at least easily hacked to work with most forms of technology. The uses of a personal computer are vast. Anything from holding data, hacking into devices, searching an internet, or modif



WEALTH AND MONEY

Wealth is an abstract unit of measurement, but there is a direct translation of wealth to currency. This section will detail a few examples of converting wealth to three types of currency. Coinage, Paper money, and a credit based money system. This information serves as a guide for worlds currency created by the Game Master. Rules for purchasing mundane items and gear is provided here as well.

COINAGE

Coins are common in many fantasy settings or historical settings. They are simply small pieces of metal with a value attributed to them. Common examples include gold coins, silver coins, copper coins, and sometimes even iron or tin coins. Often these coins are given special names, such as blanks, pennies, quarters, chips, dragons, and many others. This is dependent on the setting and its lore.

1 GOLD COIN	1 WEALTH
50 SILVER COINS	1 WEALTH
500 COPPER COINS	1 WEALTH
1 PLATINUM COIN	5 WEALTH
5 IRON COINS	1 WEALTH
1000 TIN COINS	1 WEALTH

PAPER

Paper money represents civilisation. By itself, it has no value. It is only the laws and customs which give it meaning. Paper is useful because it can be created quickly and easily, is not as heavy as coin, and can be more easily tracked. More modern settings use paper money, but anywhere with a stable government to regulate it can make it. Similar to coins, paper often times has different values. A 100 dollar bill and a five dollar bill, for instance. For the purposes of wealth, a good standard is one wealth equals 100 of the smallest paper money.

CREDIT

In any world with an interconnected web of digital connection, credit will eventually take over. It is a digital currency with value based on the entirety of the worlds economics. Credit may be transferred between digital accounts through chips, cards, or other devices. One wealth is worth 1,000 credits. Though, there is no lesser or greater values objects for a credit. A credit is simply a credit.

THE VALUE OF WEALTH

As a rule of thumb, one wealth is enough for someone to live one month with the bare minimum. This includes shelter and food. 5 wealth will allow someone to live comfortably for a month. And 25 wealth will allow someone to live luxuriously for a month. A common worker will be paid approximately one wealth a week, while specialists can be paid three to five wealth a week. The following tables will list the value of various objects, services, and projects. Decimal places will be used in order to help break down wealth into smaller forms of currency.

PURCHASING COMMON GOODS

As an abstract unit of measurement, wealth can be difficult to break down to purchase small items, such as torches, grain, or other items. The Purchase Floor is instead used to purchase items or services. It is determined by the amount of wealth a character has. When purchasing a mundane item or service within or under the Purchase Floor, the character is assumed to be able to afford the item. Items outside of the Purchase Floor will potential cost the character wealth, or otherwise will be more difficult to obtain. Anything that has a wealth cost, an item value (simple, basic, or advanced), or is unique would not be purchased in this method.

The Purchase Floor should not be a replacement for role-playing encounters with shop owners and other interesting characters. Rather, it should compliment it by removing haggling. A character may haggle with a spirit roll of 10. Success means the character can purchase from the Purchase Floor above their current floor without issue, but the character loses one fifth of the wealth for reaching that floor. The following is a list of the purchase floors and the various items within it.

- 1+ WEALTH: Extremely cheap items such as a handful of grain or a mug of ale. Simple services such as watching a horse for an hour or a shoe shine.
- 5+ WEALTH: Cheap items such as a pound of wheat, a chicken, a pound of salt, 1 yard of canvas, a torch, or a pound of iron. Standard services such as a nights rest at an inn, stabling horses, messenger, or repairing a shirt.
- 10+ WEALTH: Moderately priced items such as a full meal, a goat, a pound of spices, a pack, a saddle, a sleeping pack, a pound of copper, a cart, or a small book. Complex services such as tailoring, prostitutes, or transport.
- 20+ WEALTH: Slightly expensive items such as a pound of saffron, an ox, a pound of silver, a full tent, a fine meal or small feast, or a fine wagon. Expensive services such as a long transport, medical service, mercenary, or securing wealth.
- 30+ WEALTH: Expensive items such a pound of gold, a well bred bull, carriage, a square yard of fine silk, or jewelry. Most services including mercenary company, surgery, and a personal butler.
- 50+ WEALTH: Extremely expensive items such as fine jewelry, an exotic animal, a pound of platinum, or a fine feast.

PROJECTS

A project would be a large structure, item, or renovation which the players may want to build. Each project has a wealth cost and a time to build. Most of the time, players will not be able to simply build a keep without permission of a lord or government. Thus deeds to land may be rewards for quests, or at least a starting point for players to create permanent bases in a world. The cost of building a project is a combination of materials and workers, and may be raised or lowered due to circumstance.

PROJECT	COST	TIME
Abbey	50,000	1 year
Large School	50,000	1 year
Standard House	2,500	1 month
Large Dungeon or Basement	15,000	3 months
Lodge	5,000	2 months
Keep	50,000	1 year
Manor	25,000	1 year
Large Castle	100,000	5 years
Temple	50,000	1 year
Trading post	5,000	6 months
Inn or Tavern	3,000	2 months
Ship	20,000	3 months
Airship	40,000	4 months
Floating Fortress	150,000	2 years

ARTIFACTS

Artifacts are objects of great power and of great destiny. They cannot be lost. Even hurling an artifact in the deepest pits of hell are not enough to rid the world of one. For, if one tried, an Demons would lead an invasion with the power of that artifact, only for it to fall into the hands of another wielder. Each has a soul of its own. A soul powerful enough to influence those who wield it. This is not to say, Artifacts are truly alive. Most cannot speak but there are those that can.

An artifact is an object of magic. But, they are separate from simple enchanted items. Artifacts use the wearers own power to fuel its magic. They are conduits for magic. Because of this, Artifacts use the wearers attunement stat. Two wearers will have different effects from the item depending on how much attunement they invest into the item. Some artifacts simply become more powerful with more attunement, while others unlock new abilities.

While an artifact IS an object, it is more accurate to think of an artifact as part of a character. Thor, the norse god of thunder, always wields Mjolnir and how can King Arthur not be identified by his sword, Excalibur?

USING ARTIFACTS

To use an artifact, it must be attuned to the user. Attuning to an artifact requires at least an hour of rest with the item per the cost of the attunement. A character then must decide how much attunement they want to invest into an artifact. A character does not need to invest all of their attunement into a single item. They can spread it out into several items. For example; Assuming the character has three attunement, they can have two attunement invested into a sword, and one into a belt. Alternatively, three in either item or two into the belt and one in the sword.

ARTIFACT TRAIT

Artifacts bind with their wielder in a unique way. Because of this, the weapon imparts a part of itself onto the enemy. If a character has at least one attunement with an artifact, they gain the artifact trait. These traits work like flaws in backgrounds, in that the Game Master can activate them at any time by giving the wielder a hero die.

WEAPONS AND ARMOR

Artifact weapons and armor have the same stats as their mundane counterparts. However, weapons deal +2 damage and armor has +2 resistance. Even if not attuned. If a character starts with an artifact granted by their background, these may be modified like normal equipment.

ARTIFACT QUESTS

Some artifacts are created for a purpose. These goals of the artifact translate into a quest the wielder can complete. When the requirements of the quest are meant, then the artifact unlocks additional powers. These are separate from using attunement to unlock its potential, and it works on a per person basis. If one person completes a quest and hands it to an ally, the ally does not benefit from the quest abilities of that artifact.

MAKING ARTIFACTS

Players are not intended to craft Artifacts, as it takes years of dedication and magical intent. However, this is not to say they cannot. If a player wishes to craft an artifact, talk with the Game Master. The crafting of the object should be treated like a quest. It's end goal is the artifacts completion.

SAMPLE ARTIFACTS

HEROES BLADE

DESCRIPTION: This three foot blade is crafted with masterful skill. Its bluish blade glimmers in the light, where it reveals inscriptions of heroic characters. Every time the blade moves in the light, a different story is told.

This weapon was crafted by an oracle who foresaw the coming of a great hero. The hero's journey is long over, but the sword remains.

TRAIT: The wielder of this blade feels an urge to be heroic. This can cause them to act recklessly.

EFFECT

NONE: This functions as a longblade.

1 ATTUNEMENT: The sword's damage increases by 1 per attunement invested, up to a maximum of three. The user can spend a stunt to cause the blade to be enveloped by a bright, white light. This causes the weapon to deal radiant damage for one attack.

2+ ATTUNEMENT: The user of this sword can hurl a slash of light. The wielder of this blade can make a ranged attack with this sword. The damage is equal to the weapon's damage, deals radiant damage, and its range is short. The Player can use spirit for ability damage.

POWER STAFF

DESCRIPTION: This staff is red with gold tips on either side. The staff hums with energy whenever it is twirled or swung. This was a weapon crafted for the gods. Its abilities were used to support the sky and prevent the world's destruction. Since its removal, the weapon has been used by villains, heroes, and everything in between.

TRAIT: The wielder of the Power Staff sees themselves as invincible, as if they are capable of even holding the sky in place.

EFFECT

NONE: This functions as a staff.

1 ATTUNEMENT: With a stunt, the quarter staff can be extended to strike at an enemy in an adjacent zone. The staff can also extend outside of combat to no more than 50 feet.

2+ ATTUNEMENT: The staff can shrink down to the size of a small stick, becoming very easy to hide. Drawing it to its full length is the same as drawing a weapon during initiative. It can now be extended to 300 feet in length, plus 100 feet per attunement spent.

THUNDER HAMMER

DESCRIPTION: The Thunder Hammer is a primitive looking hammer with a thick, iron head and giant hide wrappings. Whenever it strikes, thunder sounds in the distance.

Forged by dwarves in the heart of a world and tempered by a powerful storm. This hammer was made to defend against giants.

TRAIT: The wielder of this hammer has a unexplainable, deep hatred for all giants.

EFFECT

NONE: This functions as a bludgeon.

1 ATTUNEMENT: The hammer can be hurled, giving it a close range.

2 ATTUNEMENT: This weapon deals an extra amount of thunder damage equal to its attunement.

3+ ATTUNEMENT: The wielder of Thunder Hammer gains the flight movement type.

QUEST: When the wielder of this hammer slays 9 colosi with this artifact, then the range of the hammers level 1 attunement increases to long and its weapon damage increases by 2.

HOLY BLADE

DESCRIPTION: This katana, forged in the same world as the thirsty blade, has a white blade and gives a sense of peace when held.

Forged by a peaceful monk in a contest. This blade was made to be a representation of the peaceful and zen nature of martial arts.

TRAIT: The wielder of this weapon is more calm and peaceful. Their instinct is to not fight, and will often stop mid-combat.

EFFECT

NONE: This functions as a longblade.

1 ATTUNEMENT: The Holy Blade will not accidentally cut anything the wielder does not wish it to. This means it cannot be used by an enemy until the enemy attunes themselves to it.

2+ ATTUNEMENT: This weapon ignores an amount of resistance equal to the attunement by fading through armor.

THIRSTY BLADE

DESCRIPTION: This katana, forged in the same world as the Holy blade, has a black, wicked blade and gives the wielder an urge to cut anything and everything.

This blade was crafted in a contest of smithing by a ninja of legendary status. It was meant to be a perfect blade which could cut anything in its path.

TRAIT: The wielder of this blade has a need to cut everyone they meet. They must resist the urge.

EFFECT

NONE: This functions as a longblade.

1 ATTUNEMENT: The Thirsty Blade ignores half resistance on all inanimate objects.

2+ ATTUNEMENT: This weapon ignores an extra amount of resistance equal to the attunement.

DRAGON SLAYER

DESCRIPTION: This is a large claymore that has been shattered and reforged. The reforging was incomplete, giving it a shattered look. The veins where the blade was reattached glow bright red in the presence of a Dragon.

This blade was once shattered by a god and reforged by a Gate Strider. Its purpose was to slay a legendary dragon.

TRAIT: The wielder of this blade has a mental itch which can only be scratched by slaying the world's dragon. Sometimes, they will seek out the dragon despite the dangers.

EFFECT

NONE: This functions as a greatblade.

1 ATTUNEMENT: The Dragon Slayer deals an extra amount of damage to Dragons equal to attunement.

2+ ATTUNEMENT: The wielder of this blade increases defence against dragons by attunement.

QUEST: After the wielder of this blade uses this weapon to slay a dragon, they can materialise a set of heavy armor at will. This armor is fashioned of gold but weighs no more than iron. The armor disappears when removed, and appears equipped on the wielder.

HEAVEN SPEAR

DESCRIPTION: This spear is crafted of metal and the ancient wood of a world tree. It is incredibly well balanced, and always lands point first.

Built to be the weapon of a god, it has since been lost. It was crafted by guardians of knowledge and legend says pure lightning is trapped in its tip.

TRAIT: The wielder of this spear gains a sense of superiority. They instinctively see themselves as better than others.

EFFECT

NONE: This functions as a polearm.

1 ATTUNEMENT: The spear's precision increases by attunement, up to three.

2+ ATTUNEMENT: The spear can be thrown with long range. When it is thrown in this fashion, the spear deals lightning damage and returns to the thrower.

SUN BOW

DESCRIPTION: This golden bow is always warm to the touch, and needs no arrows.

This was a gift to a messenger. The gold was forged in the light of a sun and is enchanted to be stronger than steel and lighter than cork.

TRAIT: The wielder of this bow gains a fear of the dark.

EFFECT

NONE: This functions as a polearm.

1+ ATTUNEMENT: The Bow needs no ammunition to fire. Instead, golden arrows of light are created that cause radiant damage.

WIZARD'S STAFF

DESCRIPTION: This is a simple wooden staff, engraved with magical runes and adorned with charms. The Wizard's Staff is one of the many that have been made. Mostly crafted by archmagi and elven mages.

TRAIT: These staves give their wielders a thirst for arcane power.

EFFECT

NONE: This functions as a staff.

1-3 ATTUNEMENT: The staff gains a number of "charges" equal to the attunement spent. These charges can be used as lesser sources of magic for rituals, or three can be used as a moderate source. The staff increases its charges once a week, but can have no more charges than attunement.

OCEANS TRIDENT

DESCRIPTION: This crystal clear trident appears to be made of a solid water, but it is not cold to the touch as ice is. The Oceans Trident was crafted by a Sea Giant in order to be used to save the ocean from disaster. The weapon has since been lost.

TRAIT: The wielder of this trident feels unsafe out of the water. This can be extreme enough to cause panic.

EFFECT

NONE: This functions as a Short Polearm.

1 ATTUNEMENT: The wielder of this trident gains a bonus die to resist any natural weather. The wielder also gains a swim speed.

3 ATTUNEMENT: The wielder of this spear can attack anyone in the same zone as a body of water you can touch. The trident is thrust through the water, and emerges to attack someone else.

TOOTH AND CLAW

DESCRIPTION: These primitive weapons appear to look like a large, two foot long sharp tooth and a smaller, foot long claw. The weapon was crafted from the tooth and claw of a dragon by a master hunter. It is a trophy which is earned by hunting its wielder. Many hunters seek this weapon as a trophy.

TRAIT: This Artifact has no trait, but the wielder is always hunted by others.

EFFECT

NONE: This functions as a short blade and a small blade. When one of these weapons is drawn, the other appears in the offhand.

2 ATTUNEMENT: The user can use a stunt to use both the short blade and small blade stunts at once.

3 ATTUNEMENT: The wielder of this set of blades can roar with one action. Doing so causes all enemies in your zone to roll a DC 10 focus roll or become enraged.

MIRROR BLADE

DESCRIPTION: This weapon is a dagger made of perfectly reflective mirror. This blade was crafted by a Fae who learned to make glass. It was originally made as a party gag, but it's usefulness was soon discovered.

TRAIT: The wielder of this weapon gains a sense of humor which can cause dangerous mishap.

EFFECT

NONE: This functions as a short blade and a small blade. When one of these weapons is drawn, the other appears in the offhand.

1 ATTUNEMENT: Once per skirmish, the wielder can leave a motionless illusion of themselves behind when they hide. This disappears at the start of the Players next turn.

3 ATTUNEMENT: The wielder can use the illusion ability as many times as they would like.

LAWBRINGER

DESCRIPTION: This weapon is a large revolver decorated with ivory with a dark wooden handle.
Lawbringer was forged in a town about to be overrun by bandits. The sheriff of the town used this weapon to save the town and bring justice to the bandits.

TRAIT: The wielder of this revolver have an extreme sense of justice which causes them to bring any criminal to justice.

EFFECT

NONE: This functions as a small firearm.

- 1 **ATTUNEMENT:** This weapon deals an extra 3 critical damage against criminals who have broken the law of the world it is in.
- 2 **ATTUNEMENT:** The Lawbringer also gives the wielder a bonus dies to see through lies and illusions.

QUEST: Bringing justice to 13 criminals who are to powerful for the local law to take down will unlock this weapons quest. This weapon no longer can run out of ammunition.

RIFT-CLAWS

DESCRIPTION: This is a pair of demonic looking gauntlets with thick, sharp blades protruding from the fingertips. This weapon was not forged, but salvaged. The claws of an Demons were ripped from its corpse and transformed into these weapons.

TRAIT: The wielder of these claws has strange thoughts and voices intrude their thoughts. Sometimes, they cannot help but act on the voices.

EFFECT

- NONE:** These function as fist weapons with 2 weapon damage.
- 2 **ATTUNEMENT:** This weapon damage for both claws increases by the attunement. Up to a maximum of 5 weapon damage total.
 - 3 **ATTUNEMENT:** The wielder can use a stunt to rip open a tear in reality. This is a small portal which the gauntlets can reach through. Effectively, this gives the claws a short range, but the rift can be used more creatively.

EXECUTIONER

DESCRIPTION: This weapon is a large Axe used to behead those who were to be executed. It looks unassuming, but is permanently stained with blood.
This weapon was not originally an artifact. But centuries of use has given it an insatiable thirst for death.

TRAIT: The wielder of the Executioner gains a solem outlook on life. They see death wherever they look. The wielder loses hope in life, and thinks they could lose their head at any moment.

EFFECT

NONE: This weapon functions as a great axe.

- 2 **ATTUNEMENT:** The wielder of this weapon can execute a target with one less action.
- 3 **ATTUNEMENT:** When this weapon deals the maximum of critical damage possible, then it deals an extra 5 weapon damage.

MONKEY CHAIN

DESCRIPTION: This Artifact appears to be a long chain with a metal hand attached to the end. The hand feels cold, but moves and twitches occasionally.
This artifact was crafted by an alchemist as a tool to help navigate through jungles.

TRAIT: The wielder of the Monkey Chain seeks thrill. They put themselves in danger, skydive, or take leaps of faith for the excitement of it.

EFFECT

NONE: This weapon functions as a rope weapon.

- 1 **ATTUNEMENT:** The wielder of this chain can use it as a grappling hook. The hand will grip anything it is thrown at, allowing the chain to be used as a rope to swing on as well.
- 2 **ATTUNEMENT:** The wielder can use a stunt to attack a target one zone away. If the attack hits, then the target is dragged into the zone the attack originated from.

CLOCKBOW

DESCRIPTION: This Artifact is a crossbow fashioned of brass and copper. It is powered by a series of clockwork cogs and gears and winds itself perpetually. There is a small clock at the base of the crossbow.

The Clockbow was made by a mad engineer. It is a creation that took 5 years to create, and was only kept as an art piece. Until it was stolen.

TRAIT: The wielder of the Clockbow gains a fear of running out of time. They hear a constant clicking, and feel terrible whenever they are simply waiting.

EFFECT

NONE: This weapon functions as a Crossbow.

- 1 **ATTUNEMENT:** The wielder of this weapon can spend a stunt to slow a target hit by this weapon. This slows time slightly for that target, and can be used on objects to slow their mechanics.
- 2 **ATTUNEMENT:** The wielder can use a stunt to gain one action. This only works once per skirmish.

WORLD-BREAKER

DESCRIPTION: This Artifact appears to be a large, sledgehammer. It has runes carved into the black steel head which glow red hot when wielded.

This weapon was originally designed to be a tool capable of destroying anything. It was first used to breach the defences of an enemy fortress. Since then, many wielders have discovered it crushes skulls as easily as stone.

TRAIT: The wielder of the World-Breaker feels an overwhelming urge to destroy man made structures.

EFFECT

NONE: This weapon functions as a Great Bludgeon.

- 1 **ATTUNEMENT:** All resistance is ignored on inanimate objects.
- 3 **ATTUNEMENT:** This weapon immediately destroys any non magical equipment when the wielder uses the sunder stunt.

WISTLE BLADE

DESCRIPTION: This Artifact is a thin rapier which causes a faint musical sound when wiped through the air.

It was crafted as a gift to a warrior princess, who did not see the weapons value. It was tossed aside, and eventually used by the princess's assassin.

TRAIT: The wielder of the Whistle Blade is impatient and occasionally make rash decisions or rushes ahead.

EFFECT

NONE: This weapon functions as a Thin Blade.

- 1 **ATTUNEMENT:** If the wielder wins initiative, then the first attack made is made with a bonus die.
- 2 **ATTUNEMENT:** The weapons precision bonus becomes half the Players initiative.
- 3 **ATTUNEMENT:** The wielder gains a bonus die to initiative rolls.

DEATHS KISS

DESCRIPTION: This Artifact is a black Kusari Gama decorated with bone. Black tendrils of smoke flow from the weapon.

This was a tool crafted for a deadly ninja in order to slay a god-emperor. 101 lives were sacrificed to give this weapon its power. The weapon slayed its prey, but was also used to destroy the clan that made it.

TRAIT: The wielder of Deaths Kiss slowly losses all empathy. Eventually, they lose the ability to feel altogether.

EFFECT

NONE: This weapon functions as a Rope Weapon.

- 1 **ATTUNEMENT:** This weapon can be used at a short range.
- 2 **ATTUNEMENT:** While wielding this weapon, the user gains a bonus die on stealth rolls.
- 3 **ATTUNEMENT:** The user gains the teleport movement type by disappearing and reappearing in black mist.

GOLDEN HIDE

DESCRIPTION: This is armor crafted of hide from a large, golden ram. Wings are visible among the Hide, and the two silver horns rest over the shoulders.

The Golden Ram was a sacrifice to the gods, who in return crafted this armor. This armor was granted to a champion to lead an army.

TRAIT: The wearer of the Golden Hide always charges into battle first, regardless of the dangers.

EFFECT

NONE: This functions as Primitive Armor.

1 ATTUNEMENT: The wearer of this armor can spend an action to summon the Golden Ram. This Ram acts as a mount for the wearer, and disappears when dismounted.

2 ATTUNEMENT: The armor's resistance increases by 1.

GOLIATH PLATE

DESCRIPTION: This set of plate armor is crafted of thick stone and strapped together with flexible iron bands.

The Goliath Plate was made to be used as a tool of war. Paid by a king and carved from stone from the tip of the highest mountain.

TRAIT: The wearer of the Goliath Plate feels they are tougher than they really are. To the point where they would be willing to take on, unaided, an army.

EFFECT

NONE: This functions as Heavy Armor with 7 resistance and 4 load.

1 ATTUNEMENT: The wearer of this armor can spend an action to increase their size for half an hour. They gain the benefits of the Large innate perk.

2 ATTUNEMENT: The armor's load lowers by 2.

FEATHERED GOWN

DESCRIPTION: This dress is constructed out of dozens of different types of feathers and has an elegant, flowing look. The Feathered Gown was the sacred outfit of a priest, until the peaceful monastery was attacked and destroyed by raiders.

TRAIT: The wearer of the Feathered Gown gains an intense claustrophobia.

EFFECT

NONE: This functions as cloth armor.

1 ATTUNEMENT: The wearer is immune to fall damage.

2 ATTUNEMENT: The wearer of this armor gains the flight movement type.

MIRROR SHIELD

DESCRIPTION: This shield is polished so perfectly as to appear to be a mirror.

The Mirror shield was crafted by a god for a young warrior to fight a foe that could not be looked at directly. Since then it has had many owners.

TRAIT: The wielder of the Mirror shield becomes obsessed with their own self image. So much so that they would refuse certain actions if it could potentially ruin their look.

EFFECT

NONE: This functions as small shield.

1 ATTUNEMENT: When an energy based attack misses the wielder, the attack doubles back to the attacker. The difference between the defence and attack roll is used as the attack roll against the attacker.

2 ATTUNEMENT: Add 5 to the attack roll on the reflected attack.

CLOAK OF NULL

DESCRIPTION: This cloak is impossible to describe. That is not to say that it does not have a form. Simply, once someone sees the cloak and looks away, they forget what it looks like. Any attempt to describe it is forgotten immediately. Looking at someone wearing this cloak, you can identify they are wearing a cloak. But the details of the cloak are impossible to understand.

The Cloak of Null was made by an Demons lord who wished to create something that cannot exist. It failed, but it did manage to create a cloak that cannot exist in a mortal's mind.

TRAIT: The wielder of the Cloak of Null causes the wearer to wish to be unnoticed. Sometimes the effect is so extreme as to prevent wearer from leaving their home.

EFFECT

NONE: This functions as a cloak.

1 ATTUNEMENT: Stealth rolls have a bonus die.

2 ATTUNEMENT: The character can hide with no cover, shadows, or anything to hide behind. This does not work on constructs, undead, fae, Demons, or Angels.

FLYING CARPET

DESCRIPTION: This Carpet is colorful and died with cloud motifs.

The Carpet was originally made by a powerful Mage for a Sultan that commanded a great army. The carpets intent was to allow the Sultan to travel in his throne without the need for servants.

TRAIT: When one becomes attuned to the Carpet, they gain the same sense of leadership as the original Sultan owner. They believe themselves to be the leader of their group, whether this is true or not.

EFFECT

NONE: It is a lifeless carpet.

1 ATTUNEMENT: The carpet functions as a large flying mount, and it can be summoned by the one that is attuned. When summoned, it takes the most direct route to its owner. Objects and people can be carried this way.

2 ATTUNEMENT: The carpet always follows the owner if they wish, hovering just over the ground. Also, if the character is falling, they can use their reaction to summon the carpet to catch them.

AMULET OF EVERLASTING LIFE

DESCRIPTION: This amulet appears to be a small, ruby heart wrapped in gold. It beats slowly.

The Amulet was made by a legendary alchemist as an attempt to create everlasting life. Effective for a while, the alchemist survived until the amulet was stolen.

TRAIT: When one becomes attuned to the amulet, the character becomes fearful of death. They must muster up their strength of will in order to face danger.

EFFECT

NONE: It is a nice necklace.

1 ATTUNEMENT: The wearer of the amulet stops aging. When the amulet is removed, then their age catches up to them immediately.

3 ATTUNEMENT: When the wearer of this artifact dies, they are resurrected in a whole body one week later. During this resurrection, the Amulet shatters.

QUEST: When the character nearly dies 7 times, meaning they lose all of their HP and TH and suffer no wounds, they complete this items quest. The character gains resistance 10 to necrotic damage.

DIE OF FAITH

DESCRIPTION: This six-sided die is crafted of bone and gives the holder a sense of dread.

A gambler asked a devil of the crossroads for a die that would give him the ultimate thrill. The devil agreed.

TRAIT: The owner of this die becomes obsessed with gambling and will often leave important life or death decisions up to chance.

EFFECT

NONE: It functions as a perfectly balanced six sided die.

1 ATTUNEMENT: The owner of this die may, once per session, roll the die. Roll 1d6 and consult the following result.

1. The player gains a bonus die they can spend for any roll this session.
2. The character heals all wounds.
3. The character gains two wealth immediately.
4. The character loses one wealth. If no wealth can be lost, then the next wealth the character obtains vanishes.
5. The characters Threshold is reduced by 5 for this session.
6. The character immediately gains a permanent wound, chosen by the Game Master. This wound can be universal or monster specific if the Game Master wishes.

2 ATTUNEMENT: The character can roll two dice and choose which one they wish to use.

QUEST: If a character rolls six ones in a row when using this die's magical properties, the character can roll 3 dice and choose the result when using the die.

FOOLS CAP

DESCRIPTION: This hat appears to be a jesters cap with bells at the end. The material the bells are made of constantly change and alter.

They say this hat was worn by a trickster god before it was given away as a joke.

TRAIT: The owner of this strange hat cannot resist telling the worse jokes at the worse times.

EFFECT

NONE: The hat jingles, but is otherwise unremarkable.

1 ATTUNEMENT: The wearer of this hat gains a hero die that can only be spent on humerus tasks. Such as exaggerating an attacks windup, telling a joke when trying to convince someone of something, or purposefully tumbling away from an explosion in a goofy way. The Game Master may, if they are so inclined, reward this hero die back to the player if they do something funny without using the hero die from this item. Otherwise, the hero die refreshes every session.

SOLAR CANNON

DESCRIPTION: This artifact appears to be a high tech rifle that glows with a yellow light. It draws power from a sun.

This rifle was crafted to take down astral ships. It is a perfect blend of science and magic. But, it is not very reliable.

TRAIT: This weapon often discharges prematurely, sometimes even firing while holstered.

EFFECT

NONE: This artifact functions as a Long Firearm that deals radiant damage.

1 ATTUNEMENT: The weapon damage increases by 2.

2 ATTUNEMENT: The wielder of this rifle can spend two actions to make a high powered attack that has a weapon damage of 12. This attack resolves on the next turn, but takes no actions that turn.

HAT OF MANY THINGS

DESCRIPTION: This artifact is a pointed hat with a simple blue design.

Crafted by an apprentice to impress a peer. However, the apprentice mistakenly used a powerful ingredient, rendering the hat to be a proper artifact.

TRAIT: This hat often violently spits out objects at random intervals.

EFFECT

NONE: This artifact functions as a simple cap.

1 **ATTUNEMENT:** The hat can be used to pull a simple item out of its brim once per day.

2 **ATTUNEMENT:** The wearer of this hat is able to pull a basic item from the hat once a week.

VIPER ROPE

DESCRIPTION: This artifact appears to be a long rope made of a fine material and painted to resemble a snake. It feels warm to the touch.

The rope was slowly crafted over several years by a small group of jungle elves. It was meant to be a guide to a chosen chief, but has since become a tool for Gate Striders.

TRAIT: The owner of the rope feels an urge to choke those they are near.

EFFECT

NONE: This artifact functions as a rope. It is nearly unbreakable.

1 **ATTUNEMENT:** The rope can be summoned by its owner, which it then slithers into a neat coil by their feet. The rope can also be commanded to tighten, loosen, or untie itself.

2 **ATTUNEMENT:** The rope can be used to grapple enemies from distance. With one action, the owner can cause the rope to slither up to two zones away and make an attack of 5+ players spirit to grab an opponent. It is a contested dexterity versus spirit to escape this rope.

SADDLE OF GLASS

DESCRIPTION: This artifact appears to be a smooth glass saddle, but is as strong as steel.

This saddle was formed by a Fae in order to carry it through any land.

TRAIT: The owner of the saddle feels an overwhelming sense to go to lands unknown.

EFFECT

NONE: This artifact has no function, and makes a poor real saddle.

1 **ATTUNEMENT:** With a stunt, the owner may leap onto the saddle, and a glass basic mount of the owner's choice appears underneath. The mount is under complete control of the owner. Upon the mount's death, it shatters and may be resummoned, otherwise the mount lasts forever.

2 **ATTUNEMENT:** The mount summoned can be any type of mount.

2 **ATTUNEMENT:** The mount summoned can be a combination of two mounts.

SAMPLE TRINKETS

A trinket is a minor magical item which does not need attunement at all. These items have a singular purpose and serve as a more utility item. They do not increase statistics or skills, but they can be used to great effect with a bit of imagination.

SOLAR CANNON

50 ft. of rope which, when cut, grows to its original size in 24 hours. The larger of the pieces is the one which grows.

DUMMY-IN-A-BOTTLE

This is a small bottle with a human doll within. When uncorked, the bottle becomes a human-sized doll. It stands motionless and expressionless for 10 minutes, but otherwise looks indistinguishable from a human.

NIMBUS BAG

This bedroll is white and fluffy. When laid out, it hovers 6 inches off the ground and can support the weight of one person.

HANDY SACK

This simple sack is five times larger on the inside than its dimensions should allow it to be.

HOLO-STONE

This small gem places a single illusory message. This is often used to send messages, but sometimes they contain plays and lectures.

HAT OF CLEANLINESS

While wearing this wide brimmed hat, the wearers clothing cannot become dirty, stained, or blemished.

LIGHT STONE

A small gemstone which produces light when rubbed.

RING OF WAYFINDING

A ring with a small arrow always pointing to the a location you set by pressing the ring.

CLOCKWORK TURTLE

A small, nearly indestructible clockwork automaton in the shape of a turtle. It can be set to walk forward until it hits a wall. Perfect for detecting traps.

MASK OF FLESH

This strange, flesh-like mask can be worn by a player with one action. Upon wearing the mask, the characters face alters to appear to be a different face. This face is always the same.

PLAGUE MASK

This enchanted mask resembles a long beak. The wearer of this mask gains a bonus die on resisting diseases.

UNBREAKING CHAIN

This silvery chain is surprisingly light and nearly impossible to break. A difficulty 30 strength roll is required to break the chain.

FLASK OF NEVER ENDING JOY

This small flask is filled with a sweet wine which refills at dawn, noon, dusk, and midnight.

PUZZLE BOX OF MANY SIDES

This trinket is a puzzle box about two foot long and a foot wide. There are 12 different ways to opening the puzzle box, each one harder than the last. Each different method of opening the puzzle box leads to its own storage space.

HORN OF THE HERO'S CHARGE

This trinket is a wooden horn designed to rally a charge. Only allies of the one who blows the horn can hear its sound.

CANDLES OF TRUTH

These sets of candles sparkle with magic when lit. Any character in the same zone as the candles gain a penalty die to any rolls to hide information, lie, or disguise themselves.

CHAPTER FIVE: MASTERY

The Game Master has a responsibility to make the game engaging and fun. They describe the events of the world to the best of their ability. Not every Game Master is skilled in description and drama, but it is important that they give their best and have fun describing their world.

Everything listed in this chapter is simply a suggestion for how to play Gates. Use any other techniques for running the game as you see fit, or modify any rule as you see fit. As a Game Master, you have full control over almost any aspect of the game. This includes the core rules. However, change rules with purpose. Changing rules for no reason removes their point. Rather, only change them when they conflict with the style of game you wish to run.

THE PILLARS OF PLAY

The Pillars of Play is a design and play philosophy for Gates. There are three pillars which make up the playstyle of Gates. They are Set Piece Combat, Discovery, and Social Interaction. As a rule of thumb, the average game of Gates should have three scenes that correspond to a pillar of play. Whether this is one of each, two combat and one social, or even three scenes of Discovery. It is wise to vary the type of experience, else the game can become tiresome.

SET PIECE COMBAT: Combat is a major part of the game. This does not mean that the Players should fight every enemy they come across. Focus on combat that is exciting and memorable. Do plan for an epic fight between your Players and an entire castle or have a battle atop cars on a highway. Do not bother rolling initiative for single bandit the Players come across or for a bar fight (unless the bar fight is an exciting brawl). Instead, handle these small combat encounters through narration. Focusing on the more memorable combat can lead to a greater game experience overall.

DISCOVERY: Gates thrives when the Players go to worlds they are not familiar with. A group of strangers in a strange land. Reward Players for exploring and discovering new things. The discovery pillar as a mystery that the Players must solve. How do those rocks float, with no supports? Why are these tiny frog people so friendly to us? What is hidden in that valley shrouded in darkness? These are questions the Players will have. If the Players are unfamiliar with Gates, tell them that they are expected to seek out the nooks and crannies of the world on their own.

SOCIAL INTERACTION: NPC's are a useful tool for giving the Players an interesting and rewarding experience. Players are what create the story and plot, but NPC's are the catalyst that gives it meaning. NPC's should be interesting and varied. Give them a reason for your Players to talk with them. Without social interaction, the game becomes void of life. It becomes a meaningless slew of combat and locations.

THE RESPONSIBILITY AND EXPECTATIONS OF THE GAME MASTER

A Game Master does not need to know every rule, but needs to be able to quickly find most relevant information. Players are expected to know how their own characters work. Similarly, the Game Master is familiar with how enemies work. When a rule comes up that now one knows, The Game Master does what they feel is most appropriate in the moment, then they look up the rules later. This will prevent the game from being slowed down.

The Game Master is also responsible for the atmosphere of the table and the game. They design the adventures, so they decide the tone of the game. Make sure the Players know exactly what they should expect from the scenarios. For example, some Players might love gritty, bloody descriptions, but others might be uncomfortable with it.

FANTASTIC ADVENTURE

Gates supports fantastic adventure. Not simply fantasy adventures, but truly awe inspiring quests and story. Use this to your advantage. Instead of guiding the Players to a simple bandit camp, maybe the bandits use robotic wolves or are camped in a dungeon full of traps and magical treasure. Instead of fighting a dragon in a lair, perhaps the Players fight the dragon in mid-flight while riding alongside on flying machines. A diplomatic mission between two countries could instead be a peace mission between two entirely different worlds. These are just a few of the examples of high adventure that can be in this game. A good rule of thumb for this game is to create scenarios as fantastic as possible, then tone it back to fit the rest of that world.

WHAT THE GAME MASTER DOES

The Game Master's role in Gates is arguably the most difficult, important, and rewarding job. A Game Master is required to create Non-Player characters, the setting, and the story hooks. A Game Master also takes the role of any character that is not a Player as well as being in charge of designing challenges for the Players. These challenges will come in many different shapes and sizes, but they should always drive something forward, lead to a reward, or lead to another challenge. There are many ways of designing these challenges, some of which will be discussed later in this chapter.

WHAT THE PLAYERS DO

A common misconception is that the Game Master creates the story for the Players. This is not ideal for this game. The Players create the story, the Game Master only decides where it begins and how to tempt the Players into creating a good story. Players decide where they go, when they go. It is possible for players to miss "key moments" in a story, because these key moments do not exist. The Players are at the center of it all, and the quests they create for themselves is often more engaging than predetermined plot hooks.



SET BASED ADVENTURING

Set based adventuring is a style of playing Gates that gives Players the freedom to explore but also limits them just enough to explore the story hooks provided. Others can call this "theme park" world design. This is how it works: at the beginning of an adventure, the Players enter a new setting. These settings can range from cities to large dungeon complexes to even an entire world. Players are encouraged to explore these settings at their own pace. These settings should have one or several overarching goals for the Players. This overarching goal affects most of the smaller goals. For example, an island with the overarching goal of stopping a pirate invasion. The other goals can be finding the pirates treasure, saving a village from an attack, or defeating a sea monster unleashed by the pirates. After the Players have completed their goal, or have explored to their content, they leave this world to explore anew. The time between adventures is called the Home Trip and gives the Players the opportunity to have downtime to work on crafting, research, or to do what they please.

Each setting is a story of its own. Several plotlines can emerge and intertwine, all dealing with the themes of the setting itself. An easy way to visualize these settings is to treat them like chapters in a book. Each one is part of a whole journey, but they are individual stories. The stories crafted in these settings can be part of a larger epic, of course. For instance, the Players would want to destroy an enemy army. So the epic would be set with three distinct settings. A military base the Players must infiltrate and explore, a city under siege that must be defended, and the enemy's home base that must be destroyed. All of these settings lead into one overarching epic, but each one can be a story of its own.

SETTING GOALS

The advancement system of Gates relies on characters completing Quests. In a set based adventuring style, these Quests can be known before the game starts or learned organically. For example, the Players can have traveled to a small village to find a powerful source of magic. If the party instead travels into the village by chance, and then slowly discovers there is a powerful source of magic under the village. Either way is fine, and it entirely depends on how you want the story to begin.

It is a good idea when designing a setting to create or keep in mind several Quests that can come up. Perhaps a tavern keeper wants their child saved or a businessman might seek the deed for some land. Quests can also be created on the fly. This can lead to more organic adventures that change with the Players actions.

HUB WORLD

The Hub World is a useful option for players. It is a world Players can return to that has many Gates leading to unknown worlds. It serves as a relaxing place to shop and build their reputation. The advantage to this is the players can go to any of the connected worlds for various missions, meaning they are given more choice in where they travel. They also have a home they can return to with its own quests and NPCs.

SETTING DESIGN

It is completely possible to flesh out entire worlds with a detailed history and a robust society. But, it is far more efficient to start small. When designing a setting, keep the setting only detailed to as far as the Players might travel. Some minor details can be made for areas beyond the setting, in case the Players decide to leave. For example, when designing an island adventure the island the Players begin on should be detailed enough to give a description of its key points and inhabitants, but surrounding islands might have a sentence or two to describe the entire island.

Design the key points of a setting such as dungeons, towns, important buildings, and other locations first. Then work on the minor details for them. Try not to describe each area in too much detail. The designs should be treated as guidelines for how to roleplay encounters. Rather than set rules to follow.

As a quick exercise, let's create three larger areas for a setting. A forest, underground labyrinth, and city for example. Then, we make smaller locations within them. A bear cave, unicorn grove, and a hidden witches hut in the forest for example. Or a lich lair, goblin city, or alchemist lab in the labyrinth. After this, create Quests in these minor locations. This should create enough content for a setting that can be easily moved and reused if the Players do not explore these areas.

QUEST DESIGN

The Quest is what drives the Players forward. When designing a Quest keep in mind the tier of power of the Players. And decide how long you want the Quest to be. A simple Scene, such as delivering a parcel to a dangerous land, could be completed in just a few real-life minutes. But more complex Stories take all night. Such as "Kill the dark lord". This Quest can be separated into several Scenes. Such as finding the lord's location, defeat the lords champion, and finally confront the dark lord.

These Quests should be scaled in importance based on the tier of power. The following is some tips on crafting Quests at different tiers.

MUNDANE: A mundane Quest is something anyone should be able to do. When designing a mundane quest, it should not be too dangerous or taxing. While mundane Quests can seem simple, they can be a challenge. Players should have to put some solid effort to complete these quests. For instance, say your Players need to talk to the lord of the land. It could be that the lord does not wish to see them, or that the lord is not in his manor. Then the Players need to find a way to convince the lord to see them, or to find where the lord is. As long as these Quests are engaging, they do not need to be exciting. Here are a few sample mundane quests.

- Deliver a letter to the next town over.
- Kill a rabid animal.
- Find a rare item in a marketplace.
- Help an old lady find her lost son.
- Scare off a highwayman.
- Solve a murder.
- Free a slave from captivity.
- Find the solution to a puzzle.
- Find a hidden book in a library.
- Follow a bear back to its den.
- Retrieve data from a computer.
- Track down the author of a book.
- Find a proper ritual for some task.
- Escape a collapsing tunnel.
- Track down a traveling performer.
- Help settle a disagreement between neighbors.

ADVENTUROUS: This is the default starting quests. These Quests are also where things start to get more interesting. An adventurous Quest should lead Players into exciting situations and dangerous areas. They should begin to meet impressive enemies or fantastic people. Here are a few sample adventurous quests.

- Slay an ogre.
- Rescue a merchant from a monster.
- Sneak a wanted refugee out of a city.
- Sneak into a prison.
- Steal an object from a wizard.
- Clear out a bandit camp.
- Hunt down a werewolf.
- Defend a town against a small raid.
- Escape a monster camp.
- Find a lost artifact.
- Clear a house of a ghost.
- Uncover a conspiracy in a government

HEROIC: At this point in a Gate Striders career they have defeated many simple monsters and completed several dangerous tasks. Now that they are strong enough to handle heroic quests, they will be saving kingdoms from invasion, cities from utter destruction, and defeating creatures of monstrous size. This power level is where characters begin to start tackling real dangerous problems. Here are a few sample heroic quests.

- Slay a giant.
- Defeat a small army single-handedly.
- Destroy an enemy fortress.
- Hunt down a legendary artifact.
- Take over a small country.
- Clear out a forest full of monsters.
- Save a kingdom from a deadly spell.
- Uncover a hidden vampire.
- Negotiate a truce between two warring peoples.

LEGENDARY: Legendary Quests have world shattering consequences. These are impossible for any normal person to accomplish. These Quests determine the fate of a world. Failing at this level can lead to entire kingdoms being wiped off of a world, cursing all the inhabitants of a world, or even cut the world off from magic. Here a few sample legendary quests.

- Slay a worlds dragon.
- Save a kingdom from destruction.
- Close a rift to hell.
- Destroy a city of evil monsters.
- Heal a world tree.
- Defeat a force invading a world.
- Destroy a small titan about to land on a world.

MYTHIC: Mythic Quests are by far the most intense, dangerous, and important. These Quests can determine the fates of several worlds, or even the multiverse as a whole. Enemies in these Quests are otherworldly monsters of mass destruction, other mythic Gate striders, or even rogue Gods. Here are a few sample Mythic Quests:

- Slay a world-devouring titan.
- Destroy a world-conquering army.
- Defeat an evil, rogue god.
- Mediate a truce between two deities.

Never design a Quests ending. Only the beginning, locations, and time frame. Let the players and the NPCs involved work together to create an ending to them. For example, with a quest such as "Find the golden scepter". The beginning can be a historian wanting to purchase it and the location of it can be in a tomb. The players decide how they find the tomb and how they retrieve the artifact.

QUEST REWARDS

The primary reward for completing a Quest is Advancement Points. Page xxx Has the details on what is generally a good amount of AP to reward. However, Advancement Points are not the only type of reward a Player can gain. Feats, Wealth, Artifacts, Scrolls, and Allies are just a few examples. These should be rewarded on top of the Advancement Points, rather than instead of. If the players are seeking out these rewards, such as trying to track down an artifact or a ritual, treat these as quests. Award them AP for successfully tracking down things they want.

QUEST OF A HIGHER TIER

When the Players feel they are ready, they can try their hand at completing a Quest of a higher tier. This is very dangerous, of course. But the rewards are great. Completing a Quest of a higher tier allows that character to advance one tier. A heroic character completing a legendary Quest will become a legendary character for example. As a general rule, these Quests should be longer, complex quests. These should be the Quest that has the focus of the characters.

ROLEPLAYING THE MULTIVERSE

DESCRIBING NEW WORLDS

A world is not just a planet or place. It is a theme and an idea. When the Players discover a new world, you need to make clear the theme of the world in the first five minutes. For instance, when they enter a world run by evil robots, the Players could witness an innocent being hunted by a drone. In a world of knights and dragons, perhaps the Players come across a battle between a dragon and a knight.

When describing any scene, it's a good idea to follow the three, two, one rule. Describe three things they can see, two sounds that can be heard, and a smell or other sensation they feel. When describing worlds, make sure you try to describe the theme as best as possible in this initial description. Here is an example. The Players have just entered a savage world about surviving the roamings of monstrous beasts enhanced with technology from a mad scientist. Without the world's idea in mind, it might be described as such: "You see before you a dense jungle, large tracks, and a distant mountain. The sounds of distant roaring and the rushing of nearby water can be heard as well. The air around you is warm and humid." With the theme in mind, the description would instead be, "You see a wild, natural jungle and tracks from a beast larger than any you have seen. In the distance, is a massive mountain no doubt home to monsters of similar caliber. There is a roar in the distance. An animalistic howl with a slight, mechanical reverb to it. The constant animals cry of the jungle hush immediately in fear of that large creature. The humidity and raw heat remind you that this is not going to be a leisurely world." Of course, a description that long should be reserved for important areas or new worlds. Not everything should be described with such length.

STRANGE CULTURES

Gates can allow for some strange and interesting people. This can be a great tool for you to use, however, there are a few things you need to be careful of. While you can make the people in your worlds very weird, it is important that they are still relatable. A planet with slug people who talk through scents could reasonably exist, but the Players will find it difficult to interact with them at all. It is better to make the people of your worlds human or semi-human.

Language is a tricky subject. Gates works under the assumption that every world speaks a different language. However, it is recommended to allow the worlds that you want the Players to interact with socially be able to speak to the Players. You could simply give your Players the means to understand them through magic or technology. Or you can want a more social challenge for your Players and make them learn it the old fashioned way. Another option is to just ignore languages and assume every character has a translator. Ultimately it is up to you, but make sure you talk to your Players on how they expect languages to be used.

The cultures and people of your worlds should also act accordingly to the world they are in. A world of dread and misery will not have cheerful people full of hope nor would a 1960's era paradise world have a blood hungry cult of murderers. The people should fit the world's theme as much as the world itself does. This can make unrealistic characters, but that is ok. As long as it is consistent with the world, then the flaws will be ignored. For instance, if you want your world to be a post-apocalyptic world where they use swords and catapults, let the people use swords and catapults. Do not mind that guns could still work or where they made swords in such volume.

ROLEPLAYING A GATE

A Gate is a sentient creature, so they have their own thoughts and feelings. But, a Gate is also a location. So they have architecture and design. It is important to blend these two aspects together. A Gate takes on the themes of the world it is leading to. So a Gate heading towards a pirate swarmed ocean would have seafaring themes and pirate-like enemies. But each Gate has their own personality along with this theme, so if that gate is quick to anger, so are pirates within. If the Gate is one that prefers logic and thinking, then the Gates challenge might be a water-based puzzle.

There are many ways to roleplay as the Gate. You could simply give it a voice. This is rare for a Gate, however. They are ancient immortal beings and do not think the same way we do. Instead, communicate the Gate through the environment. If someone insults the gate, for instance, the floor might crumble away beneath them. If a Gate is pleased, it might give them a piece of treasure. When a Gate wants to communicate directly, it might do that through riddles on notes or paintings on the walls.

The entrance to the Gate is also of the same theme of the next world. A large metal sliding door with a keypad might lead to a world set in a sci-fi city. After walking through the first door, the Players will always be greeted by the Star Road. This is a white bridge of light that always leads to a glowing white door. The bridge is suspended in nothing, and there is nothing but night sky and stars. Falling from this bridge means certain doom. This area is always safe, so try to keep it free of enemies or traps. If your Players require it, allow them to rest here as well.

DESIGNING A GATE

Gates take a large role in the multiverse. They are challenges the Players must go through in order to travel to a new world. They serve as a great introduction to how the next world functions and what sort of challenges to expect. Reflections of the next world is a good way to describe a Gate. For instance, a Gate going to a western style world would have a challenge set in a desert or maybe a train. The Gate should also have any world traits the world will have.

The challenges of the Gate can be nearly anything you want. A fight, a riddle, getting through a dungeon alive, convincing a council to let you pass, or even a dancing competition. These challenges can break physics and need no explanation. The Gate is there to challenge the Players, so they do not need an excuse to why a giant statue fit through the door. Also, they can be as long as you would like. It is reasonable to have an entire Quest chain within one Gate. A Gate should not be long if the Gate is not the focus of the story, however.

Treat the challenges of a Gate like a test for their characters. Give them encounters that are built for those characters in specific. Make sure that no character will be left with nothing to do. For instance, a dinosaur/man hybrid barbarian from a primitive world should not be in a spelling contest. Play off the characters strengths, but tease at their weaknesses. No Gate should be easy, but they should not be so hard that they are unfair either.



WORKING WITH THE PLAYERS

HOW TO HANDLE PLAYER POWER

Player Characters begin the game as powerful characters in Gates. They are stronger than most other humans and are already strong enough to be world renown. This kind of power can lead to some difficult situations for the Game Master to handle. The best piece of advice for handling the Players power is this: Let them be powerful. There is nothing more fun than doing battle with an impossible enemy and coming out on top. If the Players want to destroy your towns and cities, let them! They can suffer from their recklessness, but these characters should be able to change the world and cause a commotion wherever they go.

If the Players are too powerful for the encounters they should be fighting, either change your tactics or consider giving them a higher tier Quest in order to increase their tier. Never simply increase attack, damage, or HP. On the other side of the coin, listen to your Players and ask them if they find the difficulty is fair.

TIERS OF PLAY

There is a large noticeable difference between low tier and high tier characters, and thus you need to make that distinction clear in the descriptions you use, the stories you tell, and the places you go. The Tiers of Play is a tool you can use which as a guide to determine how to treat the players. There are four main tiers of play, which each connect to the tiers of the players. There are three things to look out for in the tiers of play. The locations, which cover the zone sizes as well. The descriptions, or how the characters fight. The final change is collateral damage.

LOW TIER: The first is for both mundane and adventurous tier play. This is low-power play, but do not mistake this for being boring. Adventuring locations in these tiers of play would be places like castles, dungeons, forests, and the like. Mostly mundane, and not inherently dangerous. Not boring, for sure. But these tiers of characters would not be romping around active volcanoes or riding on the backs of dragons. Zones should be about 10 to 20 feet chunks, give or take.

When it comes to describing the combat of this tier of play, think exciting but realistic. Two swordsmen would slash and chop at each other, parrying every attack and rolling out of the way. Dodging and arrow simply means getting out of the way.

Finally, there should be realistic amount of collateral damage. For example, if a character misses with a sword blow, it might scratch a wall. But, a missile would still blow up a wall. However, a single bullet can still pierce through thin walls, possible harming someone on the other side.

HEROIC TIER: The second tier of play is reserved for heroic characters. This would be considered a mid-tier power level compared to the others. Heroic locations are a bit more fantastic than low tier. Sky islands, underwater adventures, and mind-bending dungeons are a few examples. Zones should be a bit larger than low-tier zones, no larger than 30 feet across. Buildings would be split into one zone per room, for example.

A heroic fight has more fantastical elements to it. When arrows are dodged, they are instead deflected by blades. A fight between warriors would be fast, dangerous, and deadly. Each blow would produce wind and force that causes small debris to flutter about. A heroic fight is an awesome sight to behold.

When it comes to the environment, heroic characters can cause significant collateral damage. A missed attack can leave cracks in stone walls and a successful defense against a giant might cause a tiny crater at the characters feet.

LEGENDARY TIER: The third tier is where the game becomes truly epic. Players can transform into giants, legendary talents are accessed, and monsters are truly terrifying. Zones are much larger, where players are running anywhere from 50 to 100 feet per zone to do battle. Instead of going room to room, legendary heroes might treat each building as its own zone. The locations are dangerous and epic. Live volcanoes, islands full of dragons, and endless dark hells are good examples.

Legendary fights are full of impossible skill and epic feats of strength. Two warriors clashing will cause claps of thunder sending stones and small creatures flying, a character might dodge a missile by slashing it into dozens of pieces, and magical abilities might be bright enough to be seen miles away.

Legendary characters can smash apart small buildings by accident, melt the sides of boulders, and cause enough damage to an area that it can not heal for years.

MYTHIC TIER: This is the final tier. As a rule of thumb, take the intensity of descriptions to their logical extremes. Locations for these adventures can be Entropy, Paradise, The Faery or even the Void. Zones can be hundreds of feet long as the characters fly across the battlefield, destroying everything in their way.

A fight between mythic characters creates stories which are told for many generations. A clash between mythic characters can be seen for miles around. Attacks are not simply dodged, as no mythic character misses an attack. They are instead repelled by pure grit, impossible will, or well-placed parries.

The collateral damage from a mythic fight can destroy entire towns and villages, scar miles of wilderness, and even melt the sides of mountains if they go on long enough.

USING THE RULES

CALLING FOR A ROLL

Deciding whether or not to call is simple at the core. Whenever a character tries to do something either difficult or important to the story, then you call for a roll. If a character is doing something very easy or unimportant, then they should not roll. For example, a character trying to climb over a 5-foot cliff does not need to roll, but if they are being attacked and failing the roll will result in being overrun, they should roll. Likewise, characters should never roll for things they should simply be able to do. A scientist from a high tech world should not roll when turning on a computer, but a primitive character can have to. Use your best judgment when calling for a roll.

REWARDING BONUS OR PENALTY DICE

Bonus dice can be given to your Players as rewards for clever ideas. Use your best judgment when rewarding bonus dice. Some examples for rewarding bonus dice can include a Player seeking out and purchasing a special software to hack into a computer, jumping on a table to gain an advantage or splashing water in an enemies face to distract them. Your NPCs can use similar tactics as well, but make sure that the Players are the stars of the show. Not your monsters.. You can also give penalty dice as well, depending on the situation. If a character is at a disadvantage, such as balancing on a pole with oil on it, they should get a penalty die.

DIFFICULTY

When a character is rolling for something that is not contested, such as climbing a mountain or lifting a boulder, then the roll is compared to the difficulty. Use the following chart and judgment to determine the difficulty of actions.

- | | |
|-------|--|
| 1-3 | Only roll if severely disabled. (Walking, breathing.) |
| 4-5 | Trivial (Climbing a ladder, hitting a barn.) |
| 6-7 | Easy (Balancing on a 2 ft. beam, tossing a ball to someone.) |
| 8-9 | Simple (Sneaking past a sleeping person, most actions.) |
| 10-11 | Moderate (Swimming in a small storm, hitting a target at 10 yards.) |
| 12-13 | Challenging (Climb a cliff side, solve a riddle.) |
| 14-15 | Hard (Hitting a bullseye, Bluffing past a guard.) |
| 16-17 | Very Hard (Hitting a moving bullseye, Sneaking past a paranoid detective.) |
| 18-19 | Severely difficulty (Lifting a boulder, Leaping a 6-yard gap.) |
| 20-24 | Nearly Impossible (Winning an arm wrestling contest against a giant, Outsmarting a god.) |
| 25-29 | Impossible for mortal (Sneaking past a dragon, Convincing a king to dethrone.) |
| 30-39 | Legendarily difficult (Arm wrestling a God, Crafting an artifact.) |
| 40+ | Mythical Difficult (Hiding the Truth from an Archoel, Surviving a year in Entropy) |

CHAPTER SIX: SETTINGS

REALITY IS GONE - OR, PERHAPS, BROKEN. BEFORE GATES AND GATE-WALKERS, BEFORE THE DEMONS, ANGELS, AND THE DEAD, THE WORLD MADE SENSE. THERE WAS A PLANE OF LOGIC, ITS RULES DETERMINED BY MATH AND SCIENCE. BUT THE PLANE OF LOGIC WAS DEAD, NEARLY LIFELESS. ANOTHER PLANE EXISTED, MUCH DIFFERENT FROM THE FIRST. IT WAS RULED BY CHAOS AND MAGIC. LIFE THRIVED AND EVOLVED, BUT RAPID CHANGE STOPPED ANY MEANINGFUL GROWTH OR DEVELOPMENT. THESE PLACES ARE NO MORE.

THERE WAS THE REALMS OF THE GODS. THOSE WHO RESIDED AMONG LOGIC AND CHAOS. THE RULERS OF EVERYTHING, NOTHING, AND ALL IN BETWEEN. GREAT CIVILISATIONS ROSE FROM THE WHIMS AND WANTS OF THE GODS. BUT, THIS PARADISE COULD NOT LAST.

A GREAT STORM AROSE, POWERFUL ENOUGH TO SMASH THE TWO HALVES OF THE UNIVERSE TOGETHER AND TO TEAR THE GODS APART. BY SOME MIRACLE, LIFE WAS SAVED AND THE GATES WERE CREATED. NO ONE KNOWS WHO DID THIS, OR WHY. THE GATES ARE THE STITCHING THAT HOLDS THE WORLD'S TOGETHER. REALITY IS NO LONGER WHOLE. IT HAD BEEN SHATTERED, SEPARATED INTO AN INFINITE NUMBER OF WORLDS, EACH DIFFERENT FROM EVERY OTHER. TECHNOLOGY AND MAGIC WERE REDISCOVERED. LIFE BEGAN ANEW. GREAT CIVILISATIONS GREW AGAIN. LEGENDS WERE BORN. AND NEW GODS AROSE. HEAVEN, HELL, VOID, AND THE WILDS WERE FORMED BY PURE CHANCE. THIS IS THE NEW REALITY: BRAND NEW AND AS OLD AS LIFE, OLDER EVEN THAN THE NEW GODS, DEMONS, AND ANGELS.

THE GATES ARE PROTECTORS OF REALITY, GUARDIANS OF THE PATHS TO OTHER WORLDS, AND MAKERS OF LEGENDS. THEY GUIDE THOSE DEEMED WORTHY TO OTHER LANDS, TO EXPERIENCE AND DISCOVER WHAT LIES BEYOND. WHY ARE THEY CHOSEN? ONLY THE GATES KNOW THE ANSWER. SOME BELIEVE IT IS TO CREATE A BALANCE BETWEEN THE WORLDS, OTHERS THAT THEY ARE A QUIRK. SOME EVEN THINK THE GATES HAVE GONE MAD WITH AGE. PERHAPS ALL ARE CORRECT, OR NONE. ONLY ONE THING CAN BE DONE: EXPLORE.

Gates is a game of infinite possibilities. However, the worlds and realms of the Astral are within the same implied universe. This universe is a macro-verse that is purposely left nonspecific. Game Masters are expected to use their own interpretations and ideas for how the universe works specifically. There are some implied specifics, such as Gates, worlds, and magic. This chapter will explore these ideas, as well as present some aides for the Game Master.

GATES

A Gate is the link between worlds. Each one is a unique, sentient being with its own personality and particular look. On the outside, a gate will look like some sort of portal, door, or path. Sometimes shut, sometimes open. Just inside the door is a pathway of light that leads to another door. This pathway is supported by nothing and hangs in a void. Stars can be seen from inside this section of a gate. Falling from this path of light, or the Star Roads as they are often called, leads to certain death. Just passed this second door lies the gate itself. A Gate has godlike control over itself. It can alter reality at will. Luckily for Gate Striders, a Gate wants them to pass through. Unfortunately for them, the Gates do not want it to be easy.

Every Gate wants to challenge the striders that walk through it. These challenges can range from anything as simple as a gladiator style arena fight, to anything as complex as a sprawling city with danger around any corner. Any objects or items created by a Gate disappear once they leave the gate, but if any Gate striders bring in objects then they can be taken out. The challenges of a Gate can be dangerous, and are often deadly.

A Gate can be destroyed. The process is not easy and requires a tremendous amount of power. When a Gate is killed, it becomes a Gaping hole in reality that anyone can pass through. This includes armies bent on destruction. This is very dangerous for the world, however. When a Gate is destroyed, the world's hold on reality begins to falter. Other planes of existence begin to slip through, causing massive destruction and strange events. When all of a world's Gates are destroyed, then it will simply fall apart into the astral, leaving behind a nothin.

WORLDS

A world is less of a location, as it is an idea. When reality shattered, the thoughts and dreams that made up the gods and the mortals shattered with it. These shards of reality we call worlds are built upon the ideas that came with them. The worlds of fire burn with an everlasting heat while the worlds of battle contain neverending wars. Though, like everything, Worlds grow and change. Through the Gates, new ideas are introduced. These ideas can reshape the world as a whole and change it forever.

A world is the setting that your game will take place in. Thinking of a world as a planet is not a productive way to think of them. Rather, you should view worlds as genres or themes. These themes can be more complex than, say, a cowboy world or pirate world. For example, one world's theme might be fantasy golem-controlled apocalypse while others would be a horror world ruled by shadow monsters.

WORLD FEATS

A Player can gain access to a feat that is only usable in a certain world. Some examples of these would be gaining favor with a particular faction, gaining a magical boon that only works in a certain forest, or becoming cursed while on that world. These feats should be recorded by the Game Master on a world sheet if you are using them.

WORLD TRAITS

The World Trait is a property of that world that changes how reality works for that world. For example, in a world based on action movies ammunition never runs out and cars explode when shot. In a superhero world, the zones may be larger to account for superhero-sized battles.

World traits are also a guide for how to run the world. For example, in a western everyone carries a gun. Not a specific rule, more of a guideline.

WORLD RULES

Some worlds have their own rulesets that they use. These rules can alter the core fundamentals of Gates. For example, in a horror world, characters are more susceptible to damage than normally.

WORLD STATISTICS

World statistics do not change any aspect of the world, rather they act as a guide. Follow the statistics to determine the kind of conflicts and encounters the Players will run into. Each statistic is on a scale of one to four. The lower the statistic the less prevalent that aspect of the world will be. The statistics of a world is Savagery, Magic, Advancement, Conflict, and Divinity.

SAVAGERY: A world's savagery represents how wild the world is and what sorts of animals and monsters will be encountered.

1. At this level, the most savage things the Players would run into would be a hungry dog or a bear den.
2. This level of savagery will cause large wolves, beastmen, and deadly bears to be a valid concern for traveling through a wood.
3. A world with savagery 3 constantly has to deal with monsters. Giants live in the mountains, werewolves stalk the night, and monster hunting is a valid profession.
4. The highest level of savagery is a world with titanic monsters wandering the plains, dragons fighting over control of kingdoms, dinosaurs that hunt humans, and leviathans fill the oceans.

MAGIC: Every world has magic. However, some worlds are more magical than others. These worlds have a higher concentration of mythical beasts, powerful wizards, and magical artifacts. Lower magic worlds often do not believe magic is real and hand wave magic as coincidence.

1. The lowest level of magic causes the world to have very little to no magical properties. No animals with magical abilities, no artifacts, and the most powerful mage is probably someone who accidentally cast a spell and did not realize it.
2. At this level of magic people know about it, but it is rare and mysterious. There might be a handful of legendary magical monsters, legendary swords with minor magical properties, and the most powerful mage is a wizard who is sought out by the kings. This is the standard low-magic setting.
3. When a world is at level three magic the world is noticeably magical. Every town and village has a mage, magical trinkets are sold in stores, and magic monsters are commonplace.
4. The highest level of magic creates worlds where everyone knows a ritual or two, animals are known to talk, powerful magic items are sold in every store, and the most powerful mage is incredibly powerful.

ADVANCEMENT: A world's advancement is how advanced the people of the world are. What sciences they have discovered and how civilized the world is in general.

1. At this level the world is uncivilized. People live in tribes and hunt for survival. The largest center of the population might be a village.
2. Level two advancement is equivalent to our world's medieval technology. Farming is taken hold and people generally live in villages. The largest center of the population would be a city. This is the most common level of advancement.
3. This level is equivalent to our modern day technology. Computers are relatively new, and most people live in towns or cities. The largest center of the population would be a large metropolis.
4. This level is a world with science beyond ours. Food production is no longer an issue and people live in comfort and luxury. Robotics and other advanced technology are extremely common. This level of advancement is capable of traveling worlds without a Gate.

CONFLICT: The conflict of a world represents how prevalent war and battle is in the world. Nearly every world has war if there are people, but how important to the themes of the world the wars are is up for question.

1. At level one, the conflict of the world is non-existent. There are no major wars and the most that would happen would be a scuffle between individuals.
2. Level two conflict means there are a handful of small wars happening and a few organizations at war.
3. The worlds with level three conflict have constant wars between dozens of nations.
4. The final level of conflict represents a world where every person contributes to a massive world war. Cities are always being raised and destroyed.

DIVINITY: This statistic represents how prevalent divine presence is in the world. High divinity has a true divine presence while a low divinity might not worship at all.

1. At this level, the world has likely never seen a miracle before. Nature or ideals are worshiped instead of gods.
2. Level two is the standard divinity level for most worlds. They know of gods, but no one has ever seen one and only stories of Angels or Demons are told.
3. Level three is when miracles are common enough to be hoped for. Angels and Demons often visit these worlds. A god can have made their presence known once or twice in its history.
4. At the final divinity level, deities take a more direct approach to watching over the world. They can rule over it as a god-emperor and Angels and Demons join battles.

INSTABILITY: This statistic represents how together the world is. The higher the instability, the more gates have been destroyed and the more prevalent objects and ideas from other worlds are.

1. The world likely only has one or two Gates, still intact.
2. A handful of Gates, sometimes animals migrate through.
3. Several Gates, or a broken Gate or two. Some explorers may discover the portals.
4. Several broken Gates, world is close to falling apart. The worlds it connects to intermingle with it.

USING WORLD STATISTICS

These statistics represent what kind of world it is but the statistics are not separate from each other. The stats blend together. For example, a world with three savagery and one magic would have dinosaurs and other natural monsters, but a world with three savagery and three magic might have dragons, medusas, and other magical monsters that wander the wilds. These statistics are a guide for the sorts of adventures that can happen in a world, as well as the sort of creatures within.

WORLD TRAVELER MAPS

There is a technique for mapping the worlds that is commonly used by Gate Striders. These Maps are simple to make and use. Simply begin on the world you are on, and draw a circle on a paper. When you travel to a new world, draw a new circle and draw a line between them. Continue doing this, and eventually, you will have a detailed network of worlds. Each line represents a Gate, information about where the Gate is often written on the line. Information on the worlds is written in the circles.

DRAGONS

Every world has one Dragon. Unlike the Dragons of our stories, they are not large fire-breathing lizards. Rather, a Dragon is a physical manifestation of the world itself. They are a perfect representation of those world's ideas and themes. A world about the hunt would have a dragon that is the apex predator, the perfect hunter. Another world about corporations oppressing the weak would have a Dragon that takes the form of a mysterious, all-powerful CEO. These Dragons are the greatest challenge of the worlds. Because of this, Gate Striders tend to become Dragon Slayers.

Slaying a Dragon marks the slayer permanently. They gain an aspect of that Dragon, and in return, the Dragon gains an aspect of the Slayer. Then, the Dragon is reborn. With its rebirth, the world changes to reflect the new Dragon. The only way to truly remove a Dragon is to destroy the world itself.

EXAMPLE WORLDS

WESTERN

The western is a world where the law is controlled by the person with the quickest trigger finger. Not always 18th century USA, but the themes from media about that era are relevant. Cowboys, six-shooters, tumbleweed, saloons, and bar brawls are some of the imagery these worlds would have.

STATISTICS

SAVAGERY: 2 The wilds are uncivilized, but not so dangerous to warrant higher savagery than two.

MAGIC: 1 Grit and guns are the tools of this world. Not magic.

ADVANCEMENT: 2 While the advancement is two, this world does contain some more advanced pieces of technology such as guns, trains, and dynamite.

CONFLICT: 2 Folk are always fighting amongst themselves, but the conflicts are not nationwide. Settler versus native, lawman versus outlaw, and hero versus villain.

DIVINITY: 1 Faith is strong, but it is just faith. A miracle or two is known, but true channelers are almost never known.

TRAITS

LAW IS TAKEN INTO THE PLAYER'S HANDS IF THEY ARE PRESENT.

HONOR IS MORE IMPORTANT THAN LAW AND ONLY THE VILEST OF VILLAINS ARE HONORLESS.

NO ONE CAN MOVE WHILE A TUMBLEWEED PASSES WHILE IN COMBAT.

RULES

SHOWDOWN: At some point, the players are bound to get into a high-noon duel with a villain. To run this, it plays out as a normal encounter. Except, initiative is different. The characters all begin shooting each other, initiative is not rolled. Instead, everyone present rolls an attack and defense simultaneously. Then, resolve damage in order of highest initiative bonus to lowest. If a character would be rendered unconscious before they shoot, then they make no attack. Then, roll initiative normally, but anyone shot gains a penalty die.

DRAGON

The ultimate lone wanderer. He is a mysterious stranger with no past. The only way to defeat this dragon is in a duel at high noon.

LONE WANDERER

Tactics: 4

HP: 80

Attack/Defence: 10/10

Defend: 13

Resistance: 10

STR: 10

DEX: 18

CON: 10

FOC: 10

INT: 10

SPI: 6

ATTACKS

SIX-SHOOTER: +19 (Aim +22) 25 damage
Short range, infinite ammo.

TRAITS

DUEL: The Lone Wanderer can only be damaged during a showdown.

FAN THE HAMMER: The Lone Wanderer can strike up to six opponents in the first round of a showdown.

DEADLY DUEL: In a showdown the Lone Wanderer is in, all damage from attacks made at the beginning of the showdown is multiplied by 5 after resistance.

SAMURAI

With very little modification, this world fits the stereotypical samurai ridden feudal Japan. Instead of guns, think katanas. And instead of tumbleweed, a deer scarer may be appropriate.

WONDERLAND

A wonderland is a world that is strange and dreamlike. Physics has no hold on reality and everyone has no choice but to be mad.

STATISTICS

SAVAGERY: 3 Monsters stalk every corner, though these beasts tend to talk. They may even seem pleasant.

MAGIC: 4 Magic is everywhere and everything is magical in some way. A cake which shrinks characters, waterfalls which sail upwards and talking teacups are just a few examples.

ADVANCEMENT: 1 Society cannot gain a strong foot in the wonderland, even if individual characters manage to build themselves homes.

CONFLICT: 1 The wonderland is fairly peaceful, mostly because of the sheer chaos of the land.

DIVINITY: 2 The Wonderland has its gods. The red queen, the hatter, and other characters from Alice and Wonderland would make for excellent religions.

TRAITS

EVERYONE IS A BIT MAD, AND EVERYONE SPEAKS IN RIDDLES.

MOST OBJECTS CAN TALK IF ASKED.

THE WORLD DOES NOT FOLLOW GEOGRAPHICAL LAWS.

IT MAY OR MAY NOT BE A DREAM.

RULES

STRANGE: Sometimes, odd things just tend to happen. Whenever two dice roll the same value, something strange occurs. Roll on the following table or create a random effect.

1. Something in the environment gets up, and walks away.
2. The floor gives away to nothing. Those who fall down end up somewhere new. They are unharmed.
3. A random character begins hiccuping bubbles.
4. Day and night switch.
5. Music begins to play from nowhere.
6. Sudden weather change.
7. All characters clothes begin to complain.
8. A giant of improbable size steps into the environment on their way somewhere.
- 9 The world begins to shrink.
10. The world begins to grow.

DRAGON

The jabberwocky who galumphs through the wonderland. A large monster of uffish design. Its jaws are wide and cheshire with claws that snatch up its prey. It appears how it feels and can never be counted on.

JABBERWOCKY

Tactics: 4
HP: 80
Attack/Defence: 10/10
Defend: 13
Resistance: 10

STR: 18	DEX: 10	CON: 10
FOC: 6	INT: 6	SPI: 18

ATTACKS

JAWS THAT BITE: +19 (Aim +22) 25 damage

CLAWS THAT CATCH: +19 (Aim +22) 20 damage
Enemies hit with claws are grabbed

TRAITS

VORPAL WEAKNESS: The Jabberwocky takes double damage from things that do not exist.

BURBLES: The jabberwocky has 1d10/2 actions on their turn and one stunt.

WHIFFLING WINGS: The jabberwocky has the flight movement type.

WEIRD: When rolling contested dice, the jabberwocky must swap one die rolled for a die rolled by the opponent.



HORROR

A world of terror. Ghosts, ghouls, vampires, and werewolves hide in the shadows and insane murderers lurk in the home. It is where the fear of the dark begins. A place of despair, danger, and The Dark.

STATISTICS

SAVAGERY: 3 Monsters prowl the night, ready to feast on the innocent.

MAGIC: 2 Foul sorcery curses the swamps and raises the dead.

ADVANCEMENT: 2 A world afraid, but still trying hard to advance.

CONFLICT: 1 There is no time to fight amongst each other when the people are nothing but livestock to the ghouls and goblins.

DIVINITY: 1 Faith exists, but this is a godless world.

TRAITS

A CORPSE DOES NOT STAY DEAD FOR LONG.

EVERYONE KNOWS OF THE MONSTERS, BUT NO-ONE IS WILLING TO TALK ABOUT THEM.

DAYS SEEM SHORT, EVERYTHING SEEMS TO HAPPEN AT NIGHT.

EVERYONE HAS THEIR SECRETS AND NO-ONE IS TRULY INNOCENT.

RULES

HELPLESS: Players convert $\frac{1}{2}$ their threshold into Health Points while in this world. This world is deadly and even the strongest of striders fear the things in the dark. Characters also receive a penalty die to resist fear effects as well.

THINGS IN THE DARK: Dark vision is slightly less effective. You can see in the dark, but all details are lost and only colorless silhouettes can be seen.

DRAGON

It is not some monster, ghoul, or vampire that claims the title of dragon. It is a beast, or rather THE beast. The thing that every fiend uses to its advantage. It follows people everywhere they go and sometimes it uses trickery to make it seem safe. It is a personification of the evil dark. An invisible force that can only be bested by embracing and facing it.

The dark is never faced alone. Always there is something hiding in it. The prime location to fight the dark is in haunted mansion filled with monsters or similar caliber to itself.

THE DARK

Tactics: 4
HP: 1
Attack/Defence: 10/10
Defend: 13

STR: -	DEX: -	CON: -
FOC: 15	INT: 15	SPI: 15

ATTACKS

UNFORTUNATE ACCIDENT: +19 (Aim +22) 15 damage
Long range, environment finds a way to damage. Targets are slowed if hit.

TRAITS

FEAR ITSELF: All players are frightened while in its presence. Characters who are immune to fear must instead roll a spirit check difficulty 15 or be frightened anyway.

INCORPOREAL: The dark cannot harm nor can it be harmed. But it can cause accidents. Tripping while a monster is behind or causing a tree to fall in the path. If the Dark is alone, it can be harmed by radiant damage.

THE THING THAT GOES BUMP: The Dark can, as a reaction, move to a zone that contains a villain, ghoul, undead, or other horror movie monster when a similar creature dies, is knocked out, or otherwise removed from the skirmish. Monsters in the same zone as The Dark gain a bonus die to all rolls.

SCIENCE FICTION

A world that has advanced beyond possibility through science. Nothing is beyond their reach, but their solutions have created their own problems. Rogue AI, mad scientist, and bioscience with questionable morals are quite dangerous.

STATISTICS

SAVAGERY: 1 Society has removed the danger of the wilderness.

MAGIC: 1 Magic is nothing but a children's game and a rumor on the deepest of internet chat sites.

ADVANCEMENT: 4 The world has advanced to its highest point.

CONFLICT: 2 Wars are not so much a concern, but corporations fight tooth and nail through assassins and mercenaries to gain as much power as possible.

DIVINITY: 2 Gods watch the progress of the world, but religion often becomes a meta-mental idea of existence rather than the worship of divine beings.

TRAITS

NPCs HAVE 1 MORE INTELLIGENT THAN NORMAL.

AI AND HUMANS ARE INDISTINGUISHABLE.

EVERYTHING IS EXPLAINABLE, EVEN THE GATE STRIDERS MAGIC.

RULES

JARGON: Gate Striders with at least 6 intelligence can give meaningless, technobabble solutions to technology problems. An example would be "We need to redirect the photon lasers to bounce off the gama waves!" Doing so grants a bonus die to solving the problem.

DRAGON

An embodiment of all things science and complicated. An artificial intelligence which designed and built itself housed inside the most advanced robotics possible for the world. It is absolute law and thinks a billion times faster than the smartest human. The Artificial Dragon Intelligence on its 1323rd iteration.

ADI-1323

Tactics: 5
HP: 100
Attack/Defence: 10/10
Defend: 13
Resistance: 10

STR: 10	DEX: 10	CON: 10
FOC: 10	INT: 30	SPI: -

ATTACKS

LAZER: +15 (Aim +20) 20 damage
Long range

TRAITS

INVENT: ADI-1323 can create any non-magical object with a bonus action. Material is synthesized.

RESET: ADI-1323 resets to base stats after one hour. This includes HP.

NULL: ADI-1323 is immune to magic.

SUPER HERO

A world of magic, science, mystery, and heroism expanded into everyday knowledge.

STATISTICS

SAVAGERY: 3 While standard animals are not dangerous, giant monsters attack cities on a near weekly basis.

MAGIC: 3 Ancient magick is wielded by both hero and villain.

ADVANCEMENT: 3 Mad science and super genius technology has seeped into the world.

CONFLICT: 3 The world is constantly at war. Heros versus villains.

DIVINITY: 3 Angels and demons come to this world to wage their endless war and heros of the gods rise up to stop them.

TRAITS

ZONES ARE MUCH LARGER, ABOUT THE SIZE OF A FOOTBALL FIELD EACH.

DESPITE THE COLLATERAL DAMAGE, CIVILIANS WILL BE SAVED BY HEROS. THE ONLY WAY FOR A CIVILIAN TO DIE IS THROUGH THE PLOTS OF VILLAINS.

FALL DAMAGE IS IGNORED.

RULES

MONOLOGUE: When initiative is rolled, all characters may exchange in lengthy dialogue. Combat only begins when all characters have finished their monologue.

JUST IN TIME: A character can spend a hero die to arrive at a skirmish that another character is in. No matter the distance, an excuse will be created latter.

DRAGON

The paragon of justice. A man with bullet proof skin, laser vision, super strength, and a heart of gold. He is Dragonman, the greatest superhero possible.

DRAGONMAN

Tactics: 4
HP: 95
Attack/Defence: 10/10
Defend: 13
Resistance: 20

STR: 15	DEX: 15	CON: 15
FOC: 15	INT: 15	SPI: 15

ATTACKS

LAZER VISON: +17 (Aim +20) 20 damage
Long range

PUNCH: +17 (Aim +20) 25 damage

TRAITS

WEAKNESS: Dragonman has two weaknesses. His sense of justice and a rare rock defended by the worlds heros. When close to this rock, Dragonmans abilities are reduced by 10 and resistance becomes 0.

STOP! Dragonman will always appear when the world is in danger to save it just in time.

SUPER MOVEMENT: Dragon man has every movement type and cannot be slowed.

DIVINITY

Gates has an implied deific presence throughout its worlds. Though, what a god or divine actually is varies from world to world. Perhaps they are truly beings from before the reality shattering event. Maybe they are immensely powerful mages. What is for certain, is that they have enough power to pierce through the Gates and grant power to their followers.

MAGIC AND TECHNOLOGY

Magic is present on all worlds. Some worlds try to classify it into different groups. Some call it psionics, alchemy, divination, conjuration, evocation, calling, runecasting, and hundreds upon hundreds of other names. But, magic is magic. Magic is the act of making change in reality by projecting your intentions. Some interpret this as a requirement that the formula for what must happen must be written in the mind, which does work. Others use their raw imagination and belief to tell reality what to do. Even the gods use the same magic, and bequeath it to their followers. However magic is called into being, the important part is that it is personal. Every spell and every incantation is a piece of art which spells out what the change is and has the artists personal flair. Thus, most mages are, by nature, artists.

The personal nature of magic often leads to a vast variation in the visuals in magic. Every spell and ritual has a piece of the caster etched into it. A spell that hurls a ball of fire might look like a flaming rose for once caster, but a green laughing skull for another.

SCROLLS AND SPELLBOOKS

Remembering a ritual is considered difficult for many. But writing a ritual down is nearly impossible for them. To accurately represent every formula, thought, emotion, movement, and incantation required on a piece of parchment can take weeks or even months to accomplish. These are called scrolls. They can take the form of parchment, tablets, carvings, or even data on a computer. A spellbook is simply a book of many rituals. Spellbooks are incredibly rare and expensive. After all, It takes a lifetime for a spellbook to be fully written. Even mages require years to write a full spellbook. This is because poetry, inventions, biographies, and other forms of information are often written as well. Collectors spend many years trying to track down even a copy of a spell book, which is difficult to find.

Crafting scrolls is done with the downtime rules. Crafting a spellbook is essentially the same as crafting dozens of scrolls, they are simply bound together. Scrolls found in the game generally reflect the world they are found in. A world similar to ancient greek can use clay tablets for their rituals, while a different world might scribe scrolls on hide.

TECHNOLOGY

The level of technology in every world varies so widely it would be a fool's errand to list the types. The possibilities range from clockwork technology, biotech, to no technology aside from sharpening stone and lighting fire. Most worlds have a level of technology equivalent to our worlds medieval. High tech societies, such as our 1900's and beyond, are very rare. However, they do exist. As a result, most Gatestriders end up with some form of advanced technology in their travels. Firearms, translation devices, small computers, and even recreational devices such as a cd Player are some devices a common Gate Strider would carry. Because most worlds technology is not compatible, Gate Striders often pick up an understanding of how technology works and how it could be hacked to fit. A bit of tin foil and nearly any battery can be made to fit any device, for example.

When technology and magic combine, miraculous things happen. Ships that can travel through the astral, god-like computers, weapons of mass destruction, and even magical DNA manipulation.

LANGUAGE

Every world has its own languages or variations of languages. However, there are three broad types. There is the Gate-languages. This is the language of the Gates and its variations. Many worlds have learned language from Gates or Gate Striders, so these languages are always a little similar. Most Gate Striders learn this language, and can get a broad understanding of what people who speak similar languages are saying.

There are common languages. These are languages which spawn over time and they are all different. However, they are all easily translated by universal translators or magical potions of tongues.

Finally, there is the elder languages. These language types are used by Demons, Angels, Gods, and truly ancient and strange creatures. These languages cannot be translated, even by magic. The reason is because these languages predate mortal ideas, thus they are unable to be understood by mortals.

Almost every Gate Strider finds some way to communicate. Common techniques include enchanting oneself to understand all languages, installing translation augments into their mind, using translation device, or simply learning every language they come across.

CHAPTER SEVEN: DANGERS

HAZARDS

TRAPS

While out of combat, a character is still in danger from traps and other dangers. These traps are designed to deter or alert, but a few are designed to kill. When the Players approach a trap, compare the Players highest passive perception to the traps difficulty. If the Players search for traps, then decrease the traps difficulty by 3 and allow them to roll focus. If the Players do not notice the trap, then they trigger it. Triggering a trap is very dangerous, because when a trap deals damage, it is always to hp. Some traps are dodgeable. In this case, when the trap is triggered the Players can roll dexterity against the original difficulty to dodge the trap.

There is a limitless amount of traps available. Though, when designing them it's good to keep in mind that traps are either harmless, captures a target, or is deadly. A trap that just wounds an enemy is not useful to whomever set up the trap. Below are a handful of traps as examples.

POISONED ARROW TRAP: 15

Crossbow-like mechanisms are hidden behind a wall, eager to strike anyone who activates the trap. When this trap is activated, every character in the area immediately receives 5 damage and must roll constitution against a difficulty 15. Failure results in TH being lowered by 5 for the next 24 hours.

HIDDEN ALARM: 20

Either a thin wire or a motion sensor is connected to an alarm. This trap is harmless, but can alert those who seek harm. When this trap is activated, an alarm is sounded.

POISONOUS PLANT: 12

Failing to notice these draping plants will cause a powerful rash that makes it difficult to focus. For the next 24 hours the character's effective focus is reduced by 1.

SPIKE TRAP: 15

Holes in the ground, walls, or ceiling hide deadly spears which impale trespassers. When this trap is activated, every character in the area immediately receives 10 damage.

Disarming a trap is purely based on what the trap is. The Game Master determines what actions need to be taken to disarm a trap, such as hacking a camera or simply cutting a wire. More often than not, it is simpler to avoid a trap rather than try to disarm it.

POISON AND DISEASE

Poison is a dangerous weapon that can be used on a weapon, drink, or unsuspecting door knob. Most poisons applied to a weapon simply increase damage, but some of the more subtle poisons have different effects. When a poison is ingested or touched, the character rolls constitution against the poisons difficulty. Failure means the character suffers from the full effects of the poison. Success means the character only suffers from the minor effect. Diseases have no minor effect and the dangers of the disease are not apparent immediately. Instead, the effects are apparent hours or days latter. The following is a handful of example poisons and diseases.

SLEEPERS UNREST: 16

This thick black poison is generally used against sleeping targets due to its obvious look. When a character fails the constitution roll, they gain two levels of fatigue and do not receive the effects of rest. The minor effect simply does not grant a rest that night.

SLEEP POWDER: 10

This is a white powder that is blown into an enemies face. Failing the constitution roll causes the victim to fall unconscious. The minor effect of this poison imposes a penalty die on focus rolls for the next five rounds.

FLESH ROT: 15

This disease is contracted from touching someone diseased by this deadly bacteria. Failing the constitution roll will cause the character to receive one constitution damage per day. Every day the character can roll constitution again against the same disease. This persists until two of the constitution rolls are made in a row, or the character dies.

ENEMIES

There are dangers on every world. Monsters, bandits, robots, villains, assassins, beasts, and cultists just to name a few. To detail out every monster for every world would be a foolhardy task, so instead this book will give advice for creating your own creations. There are four basic types of enemy with their own special rules. Standard enemies are singular creatures or people who work similar to Players. Hordes are large groups of creatures, such as a swarm of rats or an army of goblins. Colossus are massive-building sized creatures that are difficult to kill. Minions are similar to standard enemies, but they will go down with one hit.

Each creature also has a tier and a difficulty associated with it. The tiers are the same as the Players, mundane through mythic. There are three difficulties for a creature. Common, basic, and tough. Heroic and onward tier enemies have the superiority benefit that players gain. Making them extra dangerous against weaker players.

TACTICS

The tactics statistic is a guide for Game Masters on roleplaying the enemies in combat. The tactics stat ranges from 0 to 5. They represent how well the enemy works with others and how tactically minded they are. Below is a description of each tactics level.

- 0: At zero tactics the creature has no ability to think about the world around them. They will simply move towards an enemy and attack. They cannot use stunts, defend or aim actions, will walk through dangerous terrain and traps, and cannot work together. An example of this tactic would be a slime, mindless zombie, or an elemental. This level can still use the recover stunt.
- 1: At one tactic the creature still cannot use any tactical actions such as stunts or defend or aim actions. However, they will avoid dangerous terrain. An example of a one tactic would be an insect or a robot.
- 2: Two tactics is where creatures can start thinking more tactically. They will use the defend and aim actions as well as stunts. Teamwork is still not done. Goblins and untrained peasants act at this tactic level.
- 3: At three tactics characters will start to work together. They can perform simple teamwork, such as hiding behind larger allies or using ranged weapons alongside melee allies. Wolves and new recruits will act at this tactic level.
- 4: Four tactics allows the enemies to work together, use any tactical abilities, and use their environment to their advantage. Trained soldiers act at this tactic level.
- 5: The final level of tactics allows the character to use any tactical techniques available, but these characters also intuit the Players actions and techniques. Usually this is reserved for generals or genius monsters. Assume these characters know what the Players can do, unless they hide their abilities. Feel free to use your knowledge of the Players tactics against them with this enemy tactics level.

SQUADS

Squads are a collection of different enemy types that would be common to find together. Each squad will detail the enemies found within, as well as the tactics used by the squad. Each squad has world statistics, these work as a guide for the sorts of worlds they can be found in.

ENEMY TYPES

STANDARD

Standard enemies do not have any special rules than what has been presented so far. But keep in mind that standard enemies do not have to follow the guidelines of Players. They can have abilities Players do not gain access to, do not have threshold, and they can have abilities past the normal limit.

MINION

Minions follow all of the rules of a standard enemy, except they have no HP. Instead, if they take any damage they are knocked out immediately.

VILLAINS

Villains are not a specific type of enemy, but rather a title for them. A villain is any NPC that may use hero dice as a Player as well as having threshold. Villains should be given names, personalities, and have a tie to the characters. They may be an antagonist the Players are trying to stop, a general of an evil overlord, or any other unique character.

HORDES

Hordes are a special type of enemy. They are not a single creature. Rather, they are a large group. Some examples of hordes would be a swarm of rats, a mob of angry peasants, a small army or imps, or a living forest. Hordes follow a few new rules.

SIZE: Every Horde has a size of one or more. The size is how many zones the Horde takes up. The horde is considered to be in every zone that it encompasses. These zones the horde is within must be connected, but the horde can resituate itself with a stunt or an action. Though, the horde must be in at least one zone that it was before it moved. If the Horde has a size of one, it may move one zone.

ATTACKING: When a horde makes an attack, it targets every enemy in the same zone. It may use a stunt, but the stunt only targets one character rather than all. The same applies for defensive stunts.

HEALTH: If a Horde has more than one size, then the Hordes HP will be written as x/x/x... The Health points will be split into a number of sections equal to its size. For example, a size 3 Horde may have 18/12/6 while a size 4 horde might have 20/15/10/5. The first number is the maximum health points. When the health point maximum reaches the next number, the horde loses one size.

TARGETING A HORDE: A horde cannot be targeted by an effect that affects a single character, but it is affected by any effect that targets a zone. When a character attacks a zone, the weapon and critical damage is ignored. Though, if a horde is attacked by an ability that targets a whole zone it takes full damage.

COLOSI

A colosi is a huge enemy anywhere from 20 to hundreds of feet tall. A few examples of Colosi would be ancient dragons, large robots, eldritch monsters from the sea, giants, and huge animated statues. Colossi are detailed on page 162.

CREATING ENEMIES

STEP 1: CONCEPT

The first step to creating an enemy is to come up with the idea. Virtually anything can have enemy stats, though only things that players will likely fight should be stated up. Each enemy stat is unique. An orc warrior and an orc shaman have different stats for example.

STEP 2: TIER AND DIFFICULTY

At this point the power and difficulty of the enemy should be chosen. The tier is chosen based on the tier of players expected to fight it. The guide on page xxx can assist this decision.

Next, determine if the enemy is common, basic, or tough. As a rule of thumb, players should be able to handle double their number of simple enemies of their tier, equal number of basic of their tier, or half their number of tough of their tier.

STEP 3: STATISTICS

The next step is to determine the enemies statistics. Follow the guide on page xxx to determine the attack, defence, health point, and abilities. An enemy should have one good ability, 2 medium abilities, and three low abilities.

STEP 4: ATTACKS AND TRAITS

This is where the enemy becomes more unique. Choose a weapon for the enemy, or create an attack. It is a good idea to base attacks off of weapons, but do give them special properties and interesting mechanics.

Special traits make the enemy more interesting to battle, and the enemy can have virtually any ability thought of. An example would be summoning other enemies when at low HP or causing players to be feared. Use good judgement when creating special properties, and keep in mind what or who the enemy is when choosing trait.

Use the example enemies as a base for the sorts of traits and attacks an enemy could use.

STEP 5: TWEAK NUMBERS

Now, take the enemy and tweak the numbers a bit to make them more concise. Add or reduce health points, abilities, and other statistics until the game master believes it to be complete.

Tier	Attack/Defense total	High Stat	Med Stat	Low Stat	HP + con x 2
MUNDANE, SIMPLE	0	6	3	2	16
MUNDANE, BASIC	2	7	3	2	20
MUNDANE, TOUGH	4	8	4	3	24
ADVENTUROUS, SIMPLE	2	9	4	3	20
ADVENTUROUS, BASIC	4	10	5	3	24
ADVENTUROUS, TOUGH	6	10	5	3	28
HEROIC, SIMPLE	6	11	6	4	30
HEROIC, BASIC	8	12	7	4	36
HEROIC, TOUGH	12	13	8	4	42
LEGENDARY, SIMPLE	14	14	8	4	40
LEGENDARY, BASIC	16	15	9	5	48
LEGENDARY, TOUGH	20	16	9	5	56
MYTHIC, SIMPLE	18	17	10	5	50
MYTHIC, BASIC	20	18	10	6	60
MYTHIC TOUGH	24	18	10	6	70

EXAMPLE ENEMIES: MUNDANE

COMMONER

TIER/TYPE: Mundane/Minion	STRENGTH: 2
TACTICS: 2	DEXTERITY: 2
HIT POINTS: -	CONSTITUTION: 2
ATTACK: 0	INTELLIGENCE: 2
DEFENSE: 0 (defend 3)	FOCUS: 2
RESISTANCE: 0	SPIRIT: 2
	WORLD: ANY
ATTACKS	
FARMING TOOLS +1 (4) Damage: 4	Melee Attack
STONES +1 (4) Damage: 4	Short Ranged Attack
TRAITS	
UNTRAINED: The commoner only has one action.	
SPICE OF LIFE: Select one ability by rolling a d6. One results in strength, two is dexterity, and so on. This ability becomes 3.	

Farmers, cashiers, students, laborers, and anyone who is not particularly special. These are the bulk of people. Commoners are found on any world with people, though some worlds have races that are simply too powerful to be placed in the commoner placement.

VARIATIONS

CHILD: Child commoners decrease strength by one.

FOOL: A fool is a commoner who is, well, foolish. Tactics is one.

MILITIA: Militant commoner. Trained to defend their homes from simple threats. Their attack is one.

ELDERLY: The elderly are mostly feeble. As a result, constitution reduces by one.

DRUNKARD: A common drunkard has a penalty die on every roll.

THUG: No more than a child who thinks they are tougher than they really are. These commoners carry proper weapons. Their weapons damage increases by 1.

UNIQUE COMMONERS

These tables can be used to give individual commoners a more unique personality. These tables can also be used on any NPC as well. To roll on these tables, either use a d100 or other way to generate a number between 1 and 100.

PERSONALITY QUIRK

1-5	ANGRY
6-10	SKITTISH
11-15	CHEERFUL
16-20	SORROWFUL
21-25	NERVOUS
26-30	QUIET
31-35	BLUNT
36-40	FUNNY
41-45	COLD
46-50	MEAN
51-55	HAUGHTY
56-60	HUMBLE
61-65	LOGICAL
66-70	KIND
71-75	MOTHERLY
76-80	CAREFUL
81-85	CRAZY
86-90	RUSHED
91-95	CRUEL
96-100	GENEROUS

GOAL

1-5	HUNGRY
6-10	BORED
11-15	NEED TO RELAX
16-20	MAKING MONEY
21-25	MEETING A FRIEND
26-30	FINDING LOVE
31-35	HAS NOWHERE TO GO
36-40	NEEDS TO BE ALONE
41-45	HELPING SOMEONE
46-50	BETRAYING SOMEONE
51-55	COMMITTING A CRIME
56-60	RUNNING AWAY
61-65	SPEND MONEY
66-70	CONFRONT ENEMIES
71-75	LOST
76-80	CON SOMEONE
81-85	GOING HOME
86-90	LEARNING SOMETHING
91-95	PROCRASTINATING
96-100	WANTS TO HAVE FUN

SOMETHING UNIQUE

1-5	Speaks with an accent
6-10	Ethnicity not common
11-15	Carries a weapon
16-20	Wearing clothes beneath their station
21-25	Is obviously wealthy
26-30	Has a unique hairstyle
31-35	Is obese
36-40	Unhealthily skinny
41-45	Is wounded
46-50	Wears a mask
51-55	Uncommon hair color
56-60	Bad breath
61-65	Exotic scent
66-70	Exotic clothing
71-75	Unique jewelry
76-80	Noticeable Scar
81-85	Strange tattoos or piercings
86-90	Carrying a strange object
91-95	Is mildly deformed
96-100	They make you feel uncomfortable for no apparent reason.

COMMON ANIMAL

TIER/TYPE: Mundane/Standard	STRENGTH: 4
TACTICS: 2	DEXTERITY: 3
HIT POINTS: 19	CONSTITUTION: 4
ATTACK: 0	INTELLIGENCE: 2
DEFENSE: 0 (defend 3)	FOCUS: 3
RESISTANCE: 0	SPIRIT: 3
	WORLD: ANY

ATTACKS

BITE/KICK +2 (5) Damage: 6	Melee Attack
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TRAITS

UNTRAINED: The commoner only has one action.

Anyone would be familiar with these animals, at least, if they live in the same world as them. They are the beasts of burden and pets. Dogs, cattle, horses, pigs, and other animals are just a few examples. Because many animals share the same statistics, each beast gains one trait depending on what the animal is.

QUIRKS AND TREASURE

Even the same type of animals are unique and often their homes have small bits and bobs of items dragged in. Use the following tables to add some life to wild animals. Reroll if any results do not work for that particular animal.

STRAY QUIRK

1-5	BITTEN EAR
6-10	STRANGE SKIN/FUR
11-15	ALBINO
16-20	MISSING TEETH
21-25	LARGE SCARS
26-30	ARROW HEALED OVER
31-35	DISEASED
36-40	FILTHY
41-45	WELL GROOMED
46-50	WEARING COLAR
51-55	MISCOLORED EYES
56-60	MISSING TAIL
61-65	MISHAPEN HEAD
66-70	WEARING CLOTH
71-75	BLIND IN ONE EYE
76-80	BURNED SKIN
81-85	SLIGHTLY LARGER
86-90	SLIGHTLY SMALLER
91-95	FAT
96-100	SKINNY

DEN/NEST TREASURE

1-5	BITS OF BONE
6-10	HUMAN CORPSE
11-15	1 WEALTH
16-20	OLD WEAPON, CHEWED
21-25	PILE OF CLOTH
26-30	RAW ORE OR RESOURCE
31-35	RUNNING, FRESH WATER
36-40	ID6 BABIE ANIMALS
41-45	NEAR DEAD ANIMAL
46-50	WOUNDED COMMONER
51-55	ID6 ARROWS
56-60	BROKEN ANIMAL TRAP
61-65	DEAD RARE CREATURE
66-70	PRIMITIVE CARVINGS
71-75	FRUIT TREE OR BUSH
76-80	INTACT ANIMAL FUR
81-85	PACK OF SUPPLIES
86-90	RARE PLANT
91-95	ENTRANCE TO A CAVE
96-100	EERILY EMPTY

ANIMAL TYPES

DOG: Dogs are clever if trained, and have an instinctual pack mentality. As a result, dogs have a tactics of 3.

CATTLE: Cattle are not very smart, but they are tough. Constitution increases to 6, and Hit points increase to 30.

BOAR/RAM: Both of these animals are similar in their tactics. They double any damage from momentum.

MONKEY: Monkeys increase dexterity to 4 and decrease strength to 3. They also have the climb movement type.

SNAKE, VENEMOUS: These snakes are small, but deadly. Strength is reduced by 2, but bite deals 2 additional poison damage.

SNAKE, CONSTRICTING: These snakes are significantly larger than their smaller cousins. Constrictors can wrap around a grappled or immobile enemy with one action. They may then use an action to cause 5 damage through squeezing.

BIRD, FOWL: These birds are mostly land based. Rarely fly. Chickens, turkey, pheasant. Their damage with their pecks are 3 and strength is 2.

BIRD, HUNTER: Eagles, hawks, vultures. These creatures have the flight movement type.

CAT: Cats are sneaky, but weak. Their strength is two, but dexterity is 5. Damage is unchanged, but uses dexterity.

LIZARD: Iguanas, monitors, and other large lizards. Their tactics are 0.

CEPHALOPOD: Squids, octopus, and other tentacle wielding water dwellers. These creatures have the swim movement type, as well as the ability to grab an enemy with a stunt if they hit with an attack.

EQUINE: Horses, elk, and other similar animals have 5 strength, and their kick deals 8 damage.

LARGE FISH: Large fish have the swim movement type.

LARGE RODENT: Dexterity for these creatures is 4 and they have a bonus die when sneaking.

RAPTOR: Small dinosaurs. They are quick. This allows them to move one zone for free on their turn.

BEAST CUB: The youngest of larger animals. Bears, wolves, lions, tigers, and the like. These animals lose the untrained trait.

TORTISE: Tortise and similar creatures are slow, they must use their action to move. But, their resistance is 3.

LARGE CRUSTACIAN: Large crustaceans, such as giant crab, have a resistance of 2.

LARGE BUG: Giant insects have the flight movement type and their resistance is 1.

LARGE SPIDER: A giant spider has the climb movement type, and its bite deals 2 additional poison damage.

DIRE ANIMALS

Dire animals are large version of the animal. Their strength is increased by 2, hit points increase by 10, and attack and defense increase by 1. Dire animals are adventurous tier.

AWAKENED ANIMALS

Sometimes, an animal will become wise. Either through magic, experience, or strange science. These animals can speak and have an intelligence and tactics of 3.

SMALL ANIMALS

Any small animal, at least smaller than the average dog, including baby animals are minions.

BANDIT

TIER/TYPE: Mundane/ Standard	STRENGTH: 7
TACTICS: 3	DEXTERITY: 3
	CONSTITUTION: 4
HIT POINTS: 28	INTELLIGENCE: 2
	FOCUS: 2
ATTACK: 1	SPIRIT: 3
	WORLD:
DEFENSE: 1 (defend 4)	CONFLICT: 2
RESISTANCE: 1	
ATTACKS	
SWORD +4 (7) Damage: 10	Melee Attack
SHORT BOW +2 (5) Damage: 5	Short Ranged Attack
TRAITS	
DIRTY FIGHTING: The commoner deals 2 extra damage against any enemies that have been attacked in the current round.	

Bandits live at the edge of society. Their origins are varied. Outcast criminals, soldiers from battles lost, or secluded tribes of savages to name a few. Any world with conflict will eventually spawn bandits in one form or another. Simple challenges by themselves, but bandits have an advantage in numbers and loose morals.

VARIATIONS

- PIRATE:** Seafaring bandits. They gain the swing movement type while on a ship.
- OUTLAWS:** Criminals in the wild west. They carry with them firearms. Their attacks are replaced by a gun attack. This is a short ranged attack that deals 8 damage.
- ORCS:** Orcs are a race of creatures with bandit like tendencies. They are usually tribal, strong, and ruthless. Their strength and constitution increases by 1, but their intelligence and tactics decrease by 1.
- CANNIBALS:** Evil men who feast on human (or similar) flesh. These cannibals do not care about treasure, only sustenance. Thus, they have perfected the kill. Damage is increased by 2 for both weapons.
- CHIEF:** Some bandits have a chief who is stronger than the rest. This chiefs attack and defense increases by 2, and they have 40 hitpoints. Furthermore, a chief may use an action to allow a bandit to attack.
- DESERTERS:** Deserters from a battle. Luckily, they have managed to keep their armor. Their resistance is 3.
- HENCHMEN:** Henchmen are used by many super villains and other criminals. They are considered minions.

CAMP

It is a well known fact that bandits reside in camps. Though, this camp takes many forms. Ships, ruins, caves, fortresses, and secret lairs are just a few. But, every camp is slightly different. They have their defenses and their quirks. perks that the bandits utilise to defend themselves from wandering heros and aspects of the bandit camp that makes it more interesting. An average camp hase 4d6 bandits and one chief.

DEFENSES		QUIRK	
1-5	AN ADVENTUROUS TIER	1-5	BUILT INSIDE A GIANT
	MONSTER.		SKULL
6-10	1D6 DOGS	6-10	CONTAINS A FOUNTAIN
11-15	REINFORCED WALLS	11-15	PROFESIONALLY CON-
16-20	SNIPER TOWERS		STRUCTURED.
21-25	TRAPPED EXTERIOR	16-20	PAINTED BRIGHTLY
26-30	HIDDEN ENTRANCE	21-25	BUILT ON A CLIFF
31-35	TRAPPED TREASURE	26-30	STACKED ONTO ITSELF
36-40	LOCKED DOORS	31-35	BUILT ON WATER
41-45	ALARMS	36-40	EASILY MOVED
46-50	A MAGE ALLY	41-45	NATURAL CAVE
51-55	1D6 BEAST CUBS	46-50	ANCIENT RUINS
56-60	REINFORCEMENT CAMPS	51-55	SMALL
61-65	COMUNICATION DEVICE	56-60	LARGE
66-70	2D6 EXTRA BANDITS	61-65	RAISED OFF THE
71-75	AN ARTIFACT		GROUND
76-80	A RITUAL	66-70	DECORATED, TOTEMS
81-85	SECRET TUNNELS	71-75	DECORATED, CORPSES
86-90	SPY	76-80	DECORATED, BANNERS
91-95	POISON GAS	81-85	UNNIFORMED BANDITS
96-100	4D6 HENCHMEN	86-90	OVERGROWN
		91-95	FILLED WITH JUNK
		96-100	FILTHY

LOOT AND TRINKETS

Bandits are, by their nature, thieves. Trinkets are objects a bandit would carry on their person. But, back at their camp they keep their loot. Piles of treasure ready to be "recovered".

LOOT		TRINKET	
1-5	CART, 2D6 WEALTH	1-5	CARVED BONE
6-10	1D6 COMMONERS	6-10	1 WEALTH, JEWELRY
11-15	10 WEALTH, SILVER	11-15	1 WEALTH, COINS
16-20	5 WEALTH, RAW ORE	16-20	PERSONAL JOURNAL
21-25	GOOD LUMBER	21-25	HEALTH POTION
26-30	2D6 BASIC WEAPONS	26-30	GRENAD
31-35	3 WEALTH OF ALE	31-35	EXTRA RATIONS
36-40	RITUAL PAGE	36-40	A BASIC WEAPON
41-45	AN ARTIFACT	41-45	A TRAP
46-50	EXOTIC MOUNTS	46-50	PICTURE OF LOVED ONE
51-55	EXOTIC ANIMALS	51-55	LOCK OF HAIR
56-60	15 WEALTH, GOLD	56-60	TROPHY FROM HUNT
61-65	15 WEALTH, GEMS	61-65	SMALL PET
66-70	QUALITY CLOTHING	66-70	PIPE AND WEED
71-75	5 WEALTH, FURS	71-75	DECK OF CARDS
76-80	10 WEALTH, TECH	76-80	DICE
81-85	5 ADVANCED WEAPONS	81-85	2 WEALTH, GEM
86-90	QUARRIED STONE	86-90	2 WEALTH, ART OBJECT
91-95	1D6 MONTHS OF FOOD	91-95	SACK OF MARBLES
96-100	ROLL TWICE	96-100	A MAP OF THE AREA

CONSTRUCT

TIER/TYPE: Mundane/ Standard	STRENGTH: 5
TACTICS: 1	DEXTERITY: 5
	CONSTITUTION: 5
	INTELLIGENCE: 3
HIT POINTS: 34	FOCUS: 4
	SPIRIT: 1
ATTACK: 1	
DEFENSE: 3 (defend 6)	WORLD: MAGIC: 3
	OR
RESISTANCE: 2	ADVANCEMENT: 4

ATTACKS

SLAM +3 (6)	Melee Attack
Damage: 6	

TRAITS

INORGANIC: A construct is immune to any mind effecting ability, poison damage, and any poison, venom, or disease.

INSTRUCTIONS: Constructs always follow one order given by their owner. They will never stop doing their task, and will never be convinced to stop.

Constructs are robots of a sort. They are creatures made not born. Robots, droids, undead, golems, and animated statues are just a few examples of these creatures. They are built for labor or war, too dumb to be given any form of leadership.

VARIATIONS

DROID: Robotic creatures built by advanced civilisations. Droids gain a lazer attack. It is a long ranged attack that deals 8 radiant damage. Droids are vulneralbe to lighting damage.

GOLEM: Creations of clay and stone. Their resistance is 5 and HP is 40. Dexterity becomes 2.

PROMETHIAN: A creation of flesh, given life by lightning. The construct is resistant to lightning damage and has a strength of 8. Resistance is 0.

ANIMATED ARMOR: Armor given life through magic. Its resistance is 5 and it gains a sword attack. It is a melee attack that deals 9 damage.

PUPPET: A wooden puppet given life. It gais a swing movement type.

FACTORY MACHINE: A large, thick construct used for heavy construction. Its HP becomes 50.

MATERIAL AND POWER SOURCE

Most constructs are made of metal or wood, but some have unique contructions materials. But, materials are not the only ways that constructs become unique. Each construct is powered by a different method. These traits of a construct are generally based on the worlds technology, but the following tables are available for random constructs.

MATERIAL

1-5	BONE
6-10	TITANIUM
11-15	SOLID OAK
16-20	MARBLE
21-25	OBSIDIAN GLASS
26-30	CARBON FIBER
31-35	FOSSIL
36-40	PLASTIC
41-45	STEEL
46-50	COPPER
51-55	COLD IRON
56-60	ENCHANTED ICE
61-65	QUARTZ
66-70	JUNK
71-75	MONSTER FLESH
76-80	HARDENED LEATHER
81-85	BRICK
86-90	BACKED MUD
91-95	FOOLS GOLD
96-100	CONCRETE

POWER

1-5	STEAM
6-10	GASOLINE
11-15	ELECTRICITY
16-20	SOLAR
21-25	CLOCKWORK
26-30	HUMAN SOUL
31-35	TINY CREATURES
36-40	HYDRAULICS
41-45	BOUND DEMON
46-50	SUMMONED ELEMENTAL
51-55	PSYCHIC ENERGY
56-60	NUCLEUR POWER
61-65	DIVINE WILL
66-70	PUPPETED BY GHOST
71-75	WIND
76-80	CARBON CONVERSION
81-85	BLOOD MAGIC
86-90	LAVA
91-95	GRAVITY
96-100	UNIVERSE RADIATION

UPGRADE

1-5	EXTRA LIMBS.
6-10	ENGINE. THE CONSTRUCT CAN MOVE TWO ZONES WHEN MOVING WITH AN ACTION.
11-15	REINFORCED ARMOR. RESISTANCE INCREASES BY 1.
16-20	TOTEM. SPIRIT INCREASES BY 1.
21-25	MENTAL CAPACITY. INTELLIGENCE INCREASES BY 1.
26-30	UPGRADED SENSORS. FOCUS INCREASES BY 1.
31-35	FLEXIBLE MATERIALS. DEXTERITY INCREASES BY 1.
36-40	HYDRALIC LIMBS. STRENGTH INCREASES BY 1.
41-45	REINFORCED STRUCTURE. CONSTITUTION INCREASES BY 1.
46-50	AIMING SOFTWARE. ATTACK INCREASES BY 1.
51-55	TRACKING SOFTWARE. THE CONSTRUCT GAINS A BONUS DIE TO TRACK CREATURES.
56-60	CAMOFLAUGE. THE CONSTRUCT GAINS A BONUS DIE WHEN HIDING.
61-65	JETS. THE CONSTRUCT GAINS THE FLIGHT MOVEMENT TYPE.
66-70	WEAPONISED. THE CONSTRUCT IS BUILT IN WITH AN ADVANCED WEAPON.
71-75	SELF DESTRUCT. WHEN KILLED, THE CONSTRUCT EXPLODES DEALING 10 DAMAGE TO EVERYONE IN THE SAME ZONE.
76-80	OVERCLOCK. THE CONSTRUCT CAN TAKE 3 ACTIONS ONCE IN THE SKIRMISH.
81-85	ADVANCED TACTICS. TACTICS INCREASES BY 1.
86-90	REPAIR. CERVOS. THE CONSTRUCT HEALS 1 HP PER ROUND.
91-95	WIRELESS COMMUNICATION. THE CONSTRUCT CAN COMMUNICATE WITH OTHERS OF ITS KIND OVER ANY DISTANCE.
96-100	ROLL TWICE.

RODENT SWARM

TIER/TYPE:	STRENGTH: 3
Mundane/ Horde	DEXTERITY: 5
TACTICS: 0	CONSTITUTION: 4
	INTELLIGENCE: 2
HIT POINTS: 20	FOCUS: 3
	SPIRIT: 3
ATTACK: 1	
DEFENSE: 1 (defend 4)	WORLD:
	SAVAGERY: 2
RESISTANCE: -	
SIZE: 1	

ATTACKS

SWARM +3 (6) Swarm Attack
Damage: 3

TRAITS

GLUTTONOUS: Any edible objects in the same zone as a rodent swarm will be eaten.

Rodent swarms, which might also be insects, arachnids, or any other small creature, wander through tunnels, basements, and dark damp places seeking food. They devour anything in their path, including eachother if they are hungry enough. The only thing that these swarms do faster than eat is breed. Left alone, a rodent swarm will grow until no food remains.

VARIATIONS

LOCUST: The swarm gains the flight movement type.

SCORPIAN: A swarm of scorpions deals 4 extra poison damage.

SPIDER: Spider swarms deal one extra poison damage and have the climb movement type.

BAT: A bat swarm gains the flight movement type and can navigate in the dark.

PIRANAH: Piranah swarms have the swim movement type.

CORPSE PILE: Animated corpses that have collapsed into a heap. Enemies must make a difficulty 8 constitution check while in the same zone. Failing this check causes the character to be slowed from the stink.

NANODROIDS: Small robots. These swarms are vulnerable to lightning damage.

WAR ELEPHANT

TIER/TYPE:	STRENGTH: 8
Mundane/ Colossus	DEXTERITY: 3
TACTICS: 2	CONSTITUTION: 8
	INTELLIGENCE: 2
HIT POINTS: 40	FOCUS: 3
	SPIRIT: 3
ATTACK: 2	CLIMB: 10
DEFENSE: 2 (defend 4)	WORLD:
	CONFLICT: 3
RESISTANCE: 3	
SIZE: 1	

ATTACKS

STOMP +6 (9)	Melee Heavy Attack
Damage: 12	
SWEEP TUSK +8 (11)	Melee Attack
Damage: 10	

TRAITS

TRAMPLE: Any creature in the same zone a war elephant moves into must make a difficulty 5 dexterity check. If they fail, they receive 8 damage.

PALANQUIN: Up to 6 creatures can ride the war elephant comfortably.

WEAK POINTS

EYES: The eyes of the war elephant will unbalance it if struck. However, the elephants defence doubles against ranged attacks targeting the eyes.

FEET: The feet of a war elephant are particularly sensitive. Attacking the soles of the feet or tricking the elephant into walking into spiked will unbalance it.

War elephants are trained specifically to fight in war. They are trained to carry a palanquin, often have metal blades attached to their trunk and tusks, are given simple directions in combat. They are a terror on the battlefield. One sweep of its tusks and entire squads can be wiped out.

VARIATIONS

TRICERATOPS: A trained triceratops is very similar to an elephant. However, it loses the sweep tusk attack. The trample abilitys dexterity check becomes 10.

HELLEPHANT: A monster born of fire and pain. Its an elephant tortured to a rage and made immune to pain. It loses its feet weakness and hit points are increased to 50. However, a hellephant will turn on its owners if given the opportunity.

ARMORED ELEPHANT: The elephant is given thick armor. Its resistance is 10, but the elephant loses the trample trait.

DIRE WAR ELEPHANT: The monsters size becomes 3. The front half, back half, and top of the elephant are the zones the elephant contains.

AGED ELEPHANT: This elephant has survived many battles. Its attack and defence increase by 1, and its intelligence and focus both increase by 2. Its strength is reduced by 2, however.

MECHA ELEPHANT: A robotic war beast. Its weaknesses are removed. But dealing lightning damage to it will unbalance it.

UNDEAD ELEPHANT: War elephant raised from the grave. Its weaknesses are removed. But dealing pious damage to it will unbalance it.

QUIRK AND PALANQUIN

To make the elephant more unique or to uncover additional description, roll on the following tables.

QUIRK		PALANQUIN	
1-5	DRAGON SKULL HELM	1-5	WOOD AND HIDE
6-10	WAR PAINT	6-10	METAL BOLTED TO THE
11-15	SPIKED TUSKS		ELEPHANT
16-20	BLADED TRUNK	11-15	CRAFTED WITH ELE-
21-25	BROKEN TUSK		PHANT BONE
26-30	HEAVILY SCARRED	16-20	CHAINED TO THE
31-35	LEATHER BARDING		ELEPHANT
36-40	MISSING EYE	21-25	STONE ENCHANTED TO
41-45	BURNED HIDE		BE LIGHTER
46-50	MISSING EARS	26-30	WICKER
51-55	FLAGS ATTACHED TO	31-35	BUILT INTO BARDING
	EARS	36-40	BLOODSTAINED
56-60	TUSKS REPLACED BY	41-45	REINFORCED WITH THIN
	IRON		METAL
61-65	FOUR TUSKS	46-50	EASILY RELEASED
66-70	TWO TRUNKS	51-55	HOLDS A LARGE FIRE
71-75	YOUNG	56-60	CRAFTED FROM
76-80	WEIGHTED TUSKS		GROWTHS ON THE ELEPHANT
81-85	UNHEALTHILY THIN	61-65	LIVING TREE WRAPPED
86-90	UNUSUALLY FAT		AROUND THE ELEPHANT
91-95	COVERED IN MUD	66-70	PAINTED TO MATCH THE
96-100	TRUMPET IS RAGGED		ELEPHANT
		71-75	DECORATED WITH
			CLOTH
		76-80	DECORATED WITH
			TOTEMS
		81-85	WRAPPED IN WIRE
		86-90	HOLDS BEDS
		91-95	STABILISED
		96-100	NO ROOF

EXAMPLE ENEMIES: ADVENTUROUS ZOMBIE

TIER/TYPE: Adventurous/Minion	STRENGTH: 5
TACTICS: 0	DEXTERITY: 2
	CONSTITUTION: 8
HIT POINTS: -	INTELLIGENCE: 1
	FOCUS: 3
ATTACK: 1	SPIRIT: 4
DEFENSE: 1 (defend 4)	WORLD: DIVINITY: 2
RESISTANCE: 0	OR MAGIC: 2

ATTACKS

BITE +3 (6) Damage: 7	Melee Attack
GRASP +3 (6) Damage: 2	Melee Attack
	Special: If the grasp hits, then the zombie gains a bonus die to a bite attack that round.

TRAITS

LUMBERER: A zombie cannot move and attack at the same time.

UNDEAD: The zombie is immune to any poison damage or effect. It is also immune to any disease, but can contract and pass on diseases.

STURDY: A zombie must be struck twice to be destroyed unless a character spends a stunt to aim for the head, deals at least 15 damage, or attacks with pious damage.

PLAGUE: A creature killed by a zombie will come back as a zombie in 1d6 hours.

The shambling dead. Ghouls from beyond the grave. These beings are usually created through necromantic power or misplaced genius. Rarely, a spirit will try to reclaim a body and mistakenly raise a corpse. These zombies are assumed to be human, but their traits can be placed on any monster to create a zombie version of that monster.

VARIATIONS

GHOUL: Ghouls are zombies with a small measure of intelligence. Their tactics and intelligence increase by 1. Ghouls usually seek the flesh of the recently dead in order to conceal their presence.

SKELETON: Ancient zombies. Their resistance is 2, but they lose the sturdy or plague trait.

MUMMY: A zombie that was specially prepared for preservation. These undead have a resistance of 3 and do not have the plague trait.

PARASITIC: These zombies are animated from a parasitic organism. Such as a plant or slug. These zombies cause the plague to spread immediately.

FAST ZOMBIE: Limber, fresh zombies. Their exexterity and strength is swapped, and they lose the lumberer trait.

WOUNDS AND POCKETS

Every zombie has died somehow, so if the game master wishes to introduce further detail to the zombie, the wound table can be rolled on. Furthermore, in a zombie plague situation, people generally still had objects in their pockets. If a player decided to loot a zombie, then the pockets table can be used. The pockets table expects a modern style zombie, but the items can be reinterpreted to other settings.

WOUNDS

1-5	GUTS SPILLED OUT
6-10	JAW ANGLED
11-15	LEG SNAPPED IN HALF
16-20	MISSING ARM
21-25	THROAT RIPPED OUT
26-30	SPINE SNAPPED
31-35	LEG TURNED AROUND
36-40	COLLAPSED CHEST
41-45	EXPOSED RIBCAGE
46-50	FLAYED FACE
51-55	NECK SNAPPED
56-60	SKULL CRACKED
61-65	FACE EATEN OFF
66-70	MISSING FOOT
71-75	EYE HANGING
76-80	BLOATED STOMACH
81-85	CRUSHED HIP
86-90	EXTREME ROT
91-95	FRESHLY DEAD
96-100	DROOLING BLACK
	BLOOD

POCKETS

1-5	A WALLET WITH AN ID
6-10	PICTURE OF FAMILY
11-15	MULTITOOL
16-20	CASH, 1 WEALTH WORTH
21-25	FLASHLIGHT
26-30	MEDICINE
31-35	BANDAGES
36-40	CELL PHONE
41-45	BATTERIES
46-50	NOTEBOOK
51-55	A NOTE TO A LOVED
56-60	CAN OF FOOD
61-65	PACK OF CIGARETTES
66-70	LIGHTER
71-75	TOOTHBRUSH
76-80	NEEDLE AND THREAD
81-85	KNIFE
86-90	EARPHONES
91-95	WATER BOTTLE
96-100	ROLL TWICE

BEAST

TIER/TYPE: Adventurous/ Standard
TACTICS: 2
HIT POINTS: 30
ATTACK: 1
DEFENSE: 1 (defend 4)
RESISTANCE: 2

STRENGTH: 9
DEXTERITY: 4
CONSTITUTION: 5
INTELLIGENCE: 2
FOCUS: 4
SPIRIT: 4
WORLD: SAVAGERY: 2

ATTACKS

BITE/CLAW +5 (8) Melee Attack
Damage: 12

The reason some people fear the woods at night is because of the beasts. Animals that are very dangerous and powerful. Bears, lions, wolves, gorillas, and crocodiles to name a few. Similar to animals, these beasts share the same statistics except for a trait based on the beasts type.

BEAST TYPES

WOLF: Wolves have a tacticts of 3. Wolves also gain a bonus die to attacking when attacking a target that another wolf has attacked that turn.

BEAR: Bears have a resistance of 4.

APE: The great apes are natural climbers. They gain the climb movement speed.

ALIGATOR: Aligators, or crocodiles, can spin if they hit with a bite. This is a bit attack that automaticaly hits.

BOVINE: A bull, elk, buffalo, or similar animal doubles damage from momentum.

BIG CAT: Big cats have a strength of 7 and a dexterity of 8. Furthermore, they can move one zone as part of an attack once per round. This attack is a pounce.

MEDIUM DINOSAUR: Not quite large enough to be colossi, but large enough to eat a man whole. These creatures bite damage is 15.

RHINOCEROS: Rhinos have a powerful charge attack that deals 15 damage, but can only be used after moving.

SHARK: Sharks have a swim movement speed.

DIRE BEASTS

Dire beasts are large version of the Beast. Their strength is increased by 2, hit points increase by 20, and attack and defense increase by 3. Dire beasts are heroic tier.

BEAST TREASURE

Use the tables from animal to discover if the beasts lair has any treasures as well as any further descriptions of the beast.

SOLDIERS

TIER/TYPE: Adventurous/ Horde
TACTICS: 4
HIT POINTS: 32/16
ATTACK: 2
DEFENSE: 2 (defend 5)
RESISTANCE: 4

STRENGTH: 6
DEXTERITY: 5
CONSTITUTION: 6
INTELLIGENCE: 5
FOCUS: 6
SPIRIT: 5
WORLD: CONFLICT: 2

SIZE: 2

ATTACKS

HACK AND SLASH +5 (8) Swarm Attack
Damage: 9

VOLLEY +4 (7) Long Ranged Swarm Attack
Damage: 8

The generic group of trained soldiers. Generally 30 or so. By themselves a group of soldier can raze a village, However, troops are rarely alone. Most of the time, they have a leader, other troops, and maybe even some monsters under their control.

VARIATIONS

CALVERY: Soldiers trained to ride mounts into combat. Once a round, the calvery moves one zone for free.

HORDE: A large horde of smaller creatures such as goblins or rat folk. Their size becomes three, and their HP become 32/21/10. Strength is reduced by 2.

RIFLERS: Modern soldiers with powerful firearms. Their attacks are replaced by a firearm attack. A long ranged swarm attack that deals 11 damage.

NINJA

TIER/TYPE: Adventurous/ Standard	STRENGTH: 5
TACTICS: 4	DEXTERITY: 10
	CONSTITUTION: 3
HIT POINTS: 30	INTELLIGENCE: 5
	FOCUS: 5
ATTACK: 3	SPIRIT: 5
DEFENSE: 1 (defend 4)	WORLD:
	CONFLICT: 3
RESISTANCE: 2	

ATTACKS

KATANA* +5 (9) Damage: 13	Melee Attack Stunt: Longblade
BO STAFF* +13 (16) Damage: 12	Melee Attack Stunt: Staff
WAKIZASHI* +13 (17) Damage: 12	Melee Attack Stunt: Shortblade
KUSARIGAMA* +13 (17) Damage: 12	Melee Attack Stunt: Rope Weapon
SHURIKEN* +13 (17) Damage: 11	Short Ranged Attack Stunt: Throwing Weapon
NUNCHUK* +13 (17) Damage: 12	Melee Attack Stunt: Sectioned Weapon
MARTIAL ARTS +13 (17) Damage: 13	Melee Attack

TRAITS

NINJA TOOLS: A ninja has only two of the attacks marked with *.

ONE WITH THE SHADOW: Ninjas may sneak as a stunt and gains a bonus die to sneak rolls. Furthermore, the ninja can also see in the dark.

NIGHT CRAWLER: Ninjas have the climb movement type and are not slowed by difficult terrain.

NINJUTSU: Once a skirmish, the ninja can use three actions.

Peasant warriors with skill far surpassing their humble origin. Ninjas are warriors of the night. Stealthy, cunning, and efficient. Most ninjas are simply spies, but those are little more than commoners. These ninjas, the true ninjas, train for their entire lives to perfect themselves and their techniques. Ninjas make excellent assassins, spies, and warriors.

VARIATIONS

MYSTIC: Mystic ninjas not only train their bodies to perfection, but also their spirit. They gain a mystic bolt attack. This is a long ranged attack that deals 12 points of damage.

SPECIAL OPS: The modern ninja. Instead of ancient techniques and tradition, these use military grade hardware and training. Instead of ninja tools, the special ops gains a silenced pistol. Use the statistics and stunts of a small firearm that is silent.

DEMON WARRIOR: Ninjas infused with demonic power. Their strength and dexterity are swapped.

CYBERNINJA: Half cyborg, half ninja. Resistance is increased by 2. Dexterity is reduced by 1, however.

TOOLS AND PATH

Ninjas are not just proficient with weaponry. They will use any tool to their advantage. To determine what extra item the ninja uses, roll on the tools table. These tools are found in the equipment section.

The path of a ninja is steeped in tradition. The path table can describe a few keywords for a ninjas school of training.

PATH		TOOL	
1-5	PRANCING SHADOW	1-5	POISON
6-10	LEERING CRANE	6-10	SMOKE BOMB
11-15	DANCING DRAGON	11-15	TRAP
16-20	HIDDEN TIGER	16-20	DISCRETE BOMB
21-25	JUMPING MONKEY	21-25	POTION OF INVISIBILITY
26-30	OPEN PALM	26-30	FIREWORK
31-35	PATIENT SERPANT	31-35	GRAPPLING HOOK
36-40	STANDING TREE	36-40	HACKING TOOL
41-45	WAXING MOON	41-45	SPYGLASS
46-50	COMING WAVE	46-50	UNIVERSAL COM
51-55	FLICKERING FLAME	DEVICE	
56-60	LIGHT BREEZE	51-55	KIT: SWIMMING
61-65	WISE TORTOISE	56-60	KIT: TRACKING
66-70	PRAYING MANTIS	61-65	KIT: STEALTH
71-75	SOARING EAGLE	66-70	KIT: DISABLE DEVICE
76-80	ANCIENT WAY	71-75	KIT: AID
81-85	RISING PHEONIX	76-80	KIT: ENDURANCE
86-90	FAT PANDA	81-85	ENSHADOWED ARMOR
91-95	CHARGING BOAR	86-90	IMBUED WEAPON
96-100	CRAWLING SPIDER	91-95	HIDDEN WEAPON
		96-100	DEMONIC ARMOR

NINJA SWARM

When attacking as a group, ninjas are considered minions. However, once there is a number of ninja equal to the number of players, they are treated normally.

OGRE

TIER/TYPE:	STRENGTH:	10
Adventurous/ Standard	DEXTERITY:	3
TACTICS: 2	CONSTITUTION:	6
	INTELLIGENCE:	1
HIT POINTS: 40	FOCUS:	3
	SPIRIT:	4
ATTACK: 4		
	WORLD:	
DEFENSE: 2 (defend 5)	SAVAGERY: 3	
RESISTANCE: 3		

ATTACKS

HUGE CLUB +9 (12) Melee Heavy Attack
Damage: 15

GRAB AND TOSS +9 (12) Special Attack
Special: This attack requires two actions. The ogre must make an attack roll against one enemy that is not large. If successful, then the ogre picks up the target and hurls it at a target within short range. The ogre makes another attack against this new target. If successful, then both targets take 15 damage.

TRAITS

STENCH: Upon meeting an ogre, players must pass a difficulty 5 constitution check. On a failure, they are slowed on the first turn.

FOOL: Ogres are easy to trick. They are unable to discern truth from lying unless they succeed a difficulty 5 intelligence check first.

OGRE RAGE: An ogre can spend an action to double their damage on one attack.

Ogre is a catch-all term for a big ugly monster. They are giants nearly 12 feet tall and just as wide. Ogres are humanoid, but they often have mutated traits that make each one unique. Luckily, they are dumb as bricks. Famously easy to fool, no matter the world.

VARIATIONS

TROLL: Trolls heal 5 HP every turn unless fire damage is applied. Furthermore, they turn to stone in direct sunlight.

ETTIN: Two headed ogres. Always arguing. They have a bonus die to any perception based check, but they are easy to trick into arguing with itself.

GLUTTON: Gluttons are immensely fat ogres. Their HP becomes 50 and they gain the lumbering trait from zombies.

MUTATIONS AND TREASURE

Ogres are prone to strange growths and mutations. To give the ogre a bit of a unique twist, roll on the following table.

The treasure table can be used to determine the ogres most prized possession. Though, these items are rarely useful for anyone.

MUTATIONS

1-5	THIRD EYE	1-5	ARM PITS
6-10	EXTRA, USELESS HEAD	6-10	SHORT TAIL
11-15	SMALL LIMBS UNDER THE	11-15	EXTRA LARGE JAW
			1D6 EXTRA FINGERS
			SPINES
			FLESHY GROWTHS
			LOOSE SKIN
			SCALY SKIN
			THICK, OOZING SWEAT
			GREEN BLOOD
			EXTRA LONG TONGUE
			HORNS
			LARGE EARS
			LONG LIMBS
			SMALL EYES
			LONG NOSE
			HUNCHBACK
			SHORT LEGS

TREASURE

1-5	BALL OF POLISHED MUD
6-10	PET MOUSE
11-15	CRUDE WOODEN CARVING
16-20	PRESTINE SKULL
21-25	BARREL OF PICKLES
26-30	SHINY GLASS SHARD
31-35	A DRESS
36-40	WELL PRESERVED HIDE
41-45	LOCK OF HUMAN HAIR
46-50	DRIED LIZARD
51-55	BAG OF NUTS
56-60	BAG OF MARBLES
61-65	LONG PIECE OF CHAIN
66-70	A HELMET
71-75	A TOOL
76-80	CHEST OF CLOTH
81-85	POLISHED STONE
86-90	A BASKET
91-95	A TREE
96-100	A FAMILY MEMBERS CORPSE

LEFTOVERS

Ogres are not very tidy. They often leave their garbage and cast offs just lying around. But, when a monsters diet includes adventurers, some of their leftovers can be quite useful to gate striders. Roll on the following table to see what goodies are left in the ogres lair.

LEFTOVERS

1-5	FULL SUIT OF HEAVY ARMOR
6-10	1D6 WEALTH WORTH OF COINS SCATTERED ABOUT
11-15	A WEAPON IMBUED WITH AN ELEMENT
16-20	LARGE GEM WORTH 2D6 WEALTH
21-25	POTION OF HEALING
26-30	VIAL OF POISON
31-35	PIECE OF A RITUAL
36-40	PACK WITH 1D6 DAYS OF FOOD
41-45	A HIGH QUALITY SHIELD
46-50	JEWELRY WORTH 1D6 WEALTH
51-55	BOX OF HIGH QUALITY TEAS WORTH 1D6 WEALTH
56-60	MAP TO TREASURE
61-65	A PRISONER WITH A 2D6 WEALTH REWARD
66-70	A REINFORCED LONGBOW
71-75	A TRACKING KIT
76-80	AN ADVENTURING PACK
81-85	A STARVING, BUT LIVING STURDY MOUNT.
86-90	A THUNDER STONE
91-95	1D6 TRAPS
96-100	A BABY BEAST THAT COULD POTENTIALY BECOME A PET

GIANT

TIER/TYPE:	STRENGTH: 10
Adventurous/ Colossus	DEXTERITY: 5
TACTICS: 2	CONSTITUTION: 7
	INTELLIGENCE: 3
HIT POINTS: 38	FOCUS: 4
	SPIRIT: 4
ATTACK: 2	CLIMB: 14
DEFENSE: 4 (defend 7)	WORLD:
	SAVAGERY: 4
RESISTANCE: 3	
SIZE: 3	

ATTACKS

STOMP +9 (12)	Melee Heavy Attack
Damage: 15	Special: Only targets the zone near its legs.
SWAT +9 (11)	Melee Attack
Damage: 12	

Giants are ancient creatures that stand anywhere from 40 to 80 feet tall. It takes as much effort for them to destroy a castle as it takes us to kick an anthill. Giants mostly keep to their selves, but their tempers are short.

VARIATIONS

CYCLOPS: One eyed giants. They have a weakness, their eye.

MOUNTAIN GIANT: Creatures made of the bones of the mountains. Solid stone, but slow. Dexterity is reduced to 1, but their resistance is 10.

PRIMAL GIANT: An ancient being from the creation of a world. An elemental giant hybrid. The giant is immune to one damage type, and deals 5 of that damage type to any who touch it. But, it is vulnerable to another type. For example, a fire giant is immune to fire, but vulnerable to cold.

TITAN: Titans are giants even larger than others. Their size is four, but their size and slow movment makes them easier to climb. Their climb is 12.

FOMORIAN: Ugly, secretive giants. Little more than giants beasts. Roll on the ogre mutation table and decrease their intelligence to 2.

BAGS AND HOME

Most intelegent creatures use packs, bags, or pockets. But, what makes giants unique is their bags can easily hold and entire family or villages food supply. The bag table is there to randomly determine what the giant holds in its pockets.

The home table serves to inspire the game master of where the giant goes when not rampaging the countryside.

BAG		HOME	
1-5	A LIVING COW	1-5	CLOUD CASTLE
6-10	BOULDER CARVING	6-10	HIDDEN GIANT CITY
	WORK-IN-PROGRESS	11-15	UNDERWATER BUBBLE OF
11-15	HALF-EATEN BEAR	AIR	
16-20	LARGE CAULDRON USED	16-20	MASSIVE CAVERN
	FOR A BOWL	21-25	MOUNTAIN TOP CASTLE
21-25	BULDERS MARKED LIKE	26-30	ANCIENT RUIN
	DICE	31-35	A VALLEY DEEP IN THE
26-30	MAST OF A SHIP	MOUNTAINS	
31-35	FULL TREE IN A LARGE	36-40	WITHIN A NEVER END-
	POT		ING SANDSTORM
36-40	OVERSIZED NOTEBOOK	41-45	WITHIN A DEEP LAKE
41-45	PILE OF FILTHY MAMOTH	46-50	INSIDE A VOLCANO
	HIDE	51-55	DEEP IN A JUNGLE
46-50	TREE TRUNK USED AS	56-60	INSIDE A PYRAMID
	TOOTHPICK		BURRIED BY SAND
51-55	A CRUDE KNIFE MADE	61-65	AT THE CENTER OF A
	OF STONE THE SIZE OF A MAN		REDWOOD FOREST
56-60	A STATUE WORTH 3D6	66-70	A HOLLOWED OUT
	WEALTH		MANSION
61-65	A LARGE PIECE OF METAL	71-75	ON A SECLUDED ISALND
	GRINDED TO AN EDGE	76-80	IN THE SKULL OF AN
66-70	A LARGE KEG OF FER-		EVEN BIGGER CREATURE
	MINTING CIDER	81-85	DEEP IN AN ARCTIC
71-75	A CAGE WITH A CREA-	TUNDRA	
	TURE WITHIN	86-90	BOTTOM OF DEEP HOLE
76-80	WHEEL OF CHEESE	91-95	AT THE BASE OF A
81-85	WAGON WHEEL		WORLD TREE
86-90	DOZENS OF ROPES TIED	96-100	AN ENCHANTED EX-
	TOGETHER		TRADIMENSIONAL SPACE
91-95	COMB MADE OF RIB		
	BONES		
96-100	A DOOR TURNED INTO		
	A SANDLE		

EXAMPLE ENEMIES: HEROIC

ALIEN INVADER

TIER/TYPE: Heroic/Minion	STRENGTH: 6
TACTICS: 4	DEXTERITY: 7
	CONSTITUTION: 4
	INTELLIGENCE: 10
HIT POINTS: -	FOCUS: 6
	SPIRIT: 6
ATTACK: 4	
DEFENSE: 2 (defend 5)	WORLD: ANY
RESISTANCE: -	

ATTACKS

LAZER RIFLE +7 (10) Long Ranged Attack
Damage: 11 radiant damage

PSYCHIC JAB +13 (16) Short Range Attack
Damage: 15 psychic damage

TRAITS

PERFECT SPY: Invaders can perfectly take on the appearance of any humanoid creature if they spend an hour to alter their appearance.

While most Gate Striders could be described in one way or another as an alien invader, these creatures are a specific type of creature. Beings from another world who seek to take over the world. They are short creatures with gray skin, large eyes, and large heads. Alien minds are also far advanced, to the point they have powerful psychic abilities. Most alien invaders are not gate striders. They use machines to travel from world to world. They are denizens of the astral plane.

VARIATIONS

CHAMELEON: The alien invader loses perfect spy, but they gain 2 bonus dice to stealth rolls.

TELEKENETIC: The alien can move any object within one zone with their mind. They use their intelligence as strength. They may also attack with small objects. This is the same as a psychic jab but does not deal psychic damage.

ASSAULT ALIEN: Alien invader outfitted with a jetpack. The alien gains the flight movement type.

COORDINATOR: The alien coordinator has a psychic ability to connect mentally to up to 10 other aliens. All of these aliens can communicate and know what each one senses. The coordinator must use one action per turn to use this ability.

INVASION REASON

Alien invaders, by their nature, must be invading somewhere. Otherwise, they are no longer invaders. The reasoning for this invasion can vary. The following table can be used to brainstorm reasons for the initial invasion.

REASON

1-5	COLLECTING SLAVES TO BUILD AN INTERGALACTIC WONDER
6-10	COLLECT A RARE RADIOACTIVE ELEMENT
11-15	SEEKING SPECIES FOR A UNIVERSAL ZOO
16-20	RESEARCHING THE ANATOMY OF THE PEOPLE
21-25	SEEKING INTELENT SPECIES TO FEED OFF OF THEIR PSYCHIC ENERGY
26-30	SEEKING INTELENT PETS FOR THEIR RICH
31-35	WIPE OUT HUMANITY SO THE WORLD CAN BE SOLD
36-40	COLLECTING THE WORLDS WATER OR AIR
41-45	WISH TO EXPAND THEIR EMPIRE
46-50	LOOKING FOR TECHNOLOGY TO IMPLEMENT INTO THEIR OWN
51-55	SEEKING WARRIORS FOR A SPACE GLADIATOR ARENA
56-60	SEEKS TO DRAIN THE WORLD OF ITS MAGIC
61-65	LOOKING FOR ONE OF THEIR OWN TRAPPED ON THE WORLD
66-70	THE WORLD USED TO BE OWNED BY THE ALIENS AND THEY WANT IT BACK.
71-75	THEY ARE TRYING TO TAKE OVER THE WORLD TO BETTER DEFEND IT
76-80	THEY ARE FOLLOWING A MISGUIDED PROPHECY
81-85	THEY BELIEVE THEIR GOD IS TRAPPED ON THE WORLD
86-90	THEIR HOME WAS DESTROYED AND THEY NEEDED A NEW ONE
91-95	MUST COLLECT BRAIN FLUIDS TO EAT
96-100	SOMEONE TRICKED THEM INTO INVADING

ELEMENTAL

TIER/TYPE: Heroic/ Standard	STRENGTH: 6
TACTICS: 0	DEXTERITY: 6
	CONSTITUTION: 6
HIT POINTS: 42	INTELLIGENCE: 4
	FOCUS: 6
ATTACK: 3	SPIRIT: 10
DEFENSE: 3 (defend 6)	WORLD:
	MAGIC: 3
RESISTANCE: -	

ATTACKS

SLAM +6 (9) Damage: 15 element*	Melee Attack
TOSS ELEMENT +6 (9) Damage: 14 element*	Shor Ranged Attack

TRAITS

FORMLESS: Elementals are immune to critical damage.

ELEMENT: The elemental gains one damage type. It is immune to this damage type and deals damage based on that type. Furthermore, the elemental gains further changes based on its element.

MINDLESS: The element is controlled by pure energy and instinct. But, they have no true minds. They are immune to psychic damage and any mental effects.

An elemental is a raw form of magic. A sentient, singular thing. Elementals take many forms. Their origins vary almost more than the different elements. Spirits, ancient manifestations of magic, experiments gone wrong, beings of pure energy, or any other creature that is made of a single primal element.

VARIATIONS

ANIMAL SPIRIT: The elemental takes a more animal like appearance. Such as an eagle made of pure lightning or a tortise made of ice. These creatures have the movment types based on the animal they represent.

CHAOS: A chaos elemental changes its element at the beginning of each of its turns. Choose randomly from the element types.

STORM: Elemental storms are hordes with a size of one. They do not have ranged attacks, but their slam can target everyone in a zone.

PRIMORDIAL: Old elementals from the creations of the worlds. These promordials are intelegent, can speak, and generally have their own motives. They lose the mindless trait and their tactics are 3.

ELEMENTS

AIR: A creature of living air, always moving and twisting with debris. They gain two bonus dice when hiding, have the flight movement type, and their element damage type is standard damage.

FIRE: A bon fire the size of a man and the malice of a killer. Fire elementals deal 2 fire damage to anyone who strikes them with a melle attack. The element damage is fire.

WATER: A wave that never falls and hunts even on land. Water elementals have the swim movement tpye and their element type is standard.

EARTH: Earthen warriors of solid stone or gem. These elementals reduce dexterity to 3, but have 5 resistance. Their element damage is standard.

SOUND: Cousins of air, these are near invisible creatures of pure vibration. They cannot sneak, but have a bonus die to defense rolls. Its element damage is thunder.

ICE: Blocks of chisseled ice that move slowly. These creatures can only move with an action, but their resistance is 5. Their element damage is cold.

LIGHTNING: A being of pure energy held together. Lightning elementals have a teleport move type and its element damage is lightning.

DECAY: Festering piles of filth and decay. These elementals have a necrotic damage type.

VENOM: Pool of snake venom, scorpion poison, and other deadly substances given life. Venom elementals elemental damage is poison.

ACID: A living pool of acid that burns through anything it can. The element damage is acid.

MIND: These elementals take the form of a crude mockery of whatever the viewer is thinking about. It can read the minds of its foes, and as a result has a tactics of 2. Its element damage is psychic.

LIGHT: A floating ball of pure light. These elementals have a bonus die to defense rolls from blinding their targets. Element damage is radiant.

LIFE: A pile of living plants, shambling towards light and water. These elementals and standard element damage.

CHIMERA

TIER/TYPE: Heroic/ Standard	STRENGTH: 9
TACTICS: 2	DEXTERITY: 8
	CONSTITUTION: 9
HIT POINTS: 42	INTELLIGENCE: 4
	FOCUS: 7
ATTACK: 4	SPIRIT: 7
DEFENSE: 4 (defend 7)	WORLD:
	MAGIC: 2, SAVAGERY: 3
RESISTANCE: 3	

ATTACKS*

HORN +8 (11) Damage: 13	Melee Attack
BITE +8 (11) Damage: 14	Melee Attack
STING +8 (11) Damage: 10	Melee Attack
	Special: Constitution check agains 14 or 5 extra poison damage.
BREATH +7 (10) Damage: 12	Short Ranged Attack
	Special: Targets up to two enemies

TRAITS

***COMBINED BEASTS:** The chimera can use attacks only available to the animals that make it up. These pieces of the chimera also give different benefits or penalties.

MULTI-HEADED: The chimera has a bonus die for any perception checks.

THREEFOLD FOCUS: The chimera can make an attack as a bonus action. Each heads attack can only be used once, however.

A chimera is a combination of several animals. The source of this combination could range from natural evolution, magical effects, or science experiments. This monster is designed to serve many purposes. Not only can it replicate the traditional chimera, but other classic mythological creatures too. Such as a griffon, hippogryph, Cerberus, sphinx, or a wyvern.

BEAST PARTS

The traditional Chimera is a combination of a lion, a snake, and a goat. However, there are many animal hybrids that can occur either naturally or through experimentation. Each chimera has 2-4 of the following beast parts. Some chimeras can have multiples of the same part, but the benefits do not stack.

DRAGON: The head and wings of a lizard-like monster. The chimera has the breath attack and flight movement type. This breath attack deals fire damage.

GOAT: Head and back legs of a goat. The chimera gains the horn attack and doubles momentum damage when using it.

LION: A proud head and mane of a lion. The chimera gains the bite attack and strength is increased by 1.

SNAKE: A snake for a tail. The chimera gains the sting attack, and can make a bite attack with a penalty die as a reaction when someone attacks the chimera.

CROCODILE: Mighty crocodile jaws. The chimera gains a bite attack with 16 damage.

HIPPO: Back legs of a hippo. The chimeras hitpoints increase by 10.

EAGLE: Beak and wings of an eagle. The chimera gains the bite attack and the flight movement type.

HORSE: Powerful body of a horse. The chimera can move one zone at the start of its turn.

WOLF: Head of a wolf. The chimera gains a bite attack and tactics increases by 1.

APE: Powerful arms of an ape. Strength increases by 3.

ELEPHANT: Head of a small elephant. The chimera gains a horn attack and constitution increases by 1.

FISH: Scales and gills of a fish. The chimera gains the swim movement type and can breath under water.

VAMPIRE

TIER/TYPE:	STRENGTH: 8
Heroic/ Standard	DEXTERITY: 8
TACTICS: 2	CONSTITUTION: 8
	INTELLIGENCE: 8
HIT POINTS: 58	FOCUS: 8
	SPIRIT: 9
ATTACK: 7	
	WORLD:
DEFENSE: 5 (defend 8)	MAGIC: 2, SAVAGERY: 3
RESISTANCE: -	

ATTACKS

BITE +11 (15)	Melee Attack
Damage: 10	Special: If the creature bit has blood, the vampire heals half damage dealt.
BLADE +11 (13)	Melee Attack
Damage: 11	

TRAITS

THRALL: If a vampire kills a creature with its bite attack, it raises as a thrall. Thralls have the same statistics as it did in life, but are loyal to the vampire fully. When the vampire is killed, the thrall becomes free, but changes into a vampire after one year.

UNDEAD: The vampire reduces all damage by half. Pious or radiant damage is not reduced.

SHAPE CHANGER: The vampire can take the form of a wolf or bat. As a wolf, statistics do not change. But a vampire as a bat has the flight movement type and cannot attack. The vampire must spend an action to change to and back from a beast.

CREATURE OF THE NIGHT: The vampire can see fully in the dark.

SUN WEAKNESS: The vampire loses all traits when in direct sunlight. The vampire also cannot heal in the sun.

Vampires are undead creatures that sustain off of blood. They are lords of the night and creatures of pure evil. Given time, a vampire can take over a world. But, when the vampire is slain chaos reigns. One slain vampire can cause hundreds or thousands of thralls to become just as dangerous.

VARIATIONS

DRAUGR: Corpses of a fallen warrior who is not satisfied with their bloodshed. They lose the thrall and shapechanger traits, but their strength is increased by 13.

DEMONIC: Vampires whose outer appearance matches their inner self. They are demonic creatures that do not look human in the slightest.

LORD: A vampire lord is a villain with 30 TH.

PSYCHIC: Unlike their counterparts, psychic vampires do not sustain off of blood. Instead, they draw on psychis energy. They lose the bite attack, but gain a psychic drain attack. It is a short ranged attack that deals 10 psychic damage. Half damage dealt from this attack is healed.

SHADOW: Shadow vampires are litteral embodiments of night. They gains 2 bonus dice to sneaking when not in direct sunlight.

LAIR AND ECCENTRICITIES

Vampires need a lair to avoid the sun and to hide from hunters. Use the lair table to get ideas for where this vampire hides.

They are also old. So old that mundane hobbies bore them. Use the eccentricities table to determine what strange hobbies the vampire has.

LAIR

1-5	A LARGE CASTLE
6-10	SECLUDED TOWER
11-15	DEEP CAVE SYSTEM
16-20	A CRYPT
21-25	AN ABANDONED CHURCH
26-30	UNASUMING HOME
31-35	A FACTORY
36-40	WITHIN A LABORATORY
41-45	IN THE VAMPIRES HOME
	IN LIFE
46-50	FAR INTO THE ARCTIC
51-55	WITHIN A PYRAMID
56-60	UNDER A UNIVERSITY
61-65	IN THE BASEMENT OF A MESEUM
66-70	IN A PLACE OF HEALING
71-75	A SEWER SYSTEM
76-80	A WOLVES DEN
81-85	IN A BARN
86-90	AMONGST THE LIVING
91-95	ANCIENT RUINS
96-100	A GHOST TOWN

ECCENTRICITIES

1-5	COLLECTS BEAUTIFUL PEOPLE AS THRALLS
6-10	CREATES STATUES OF SELF
11-15	TINKERS WITH SCIENCE
16-20	STUDIES MAGIC
21-25	HOSTS DEADLY ORGIES
26-30	COLLECTS THRALLS WITH DEFORMITIES
31-35	COLLECTS MONSTERS
36-40	ALLOWS PEOPLE TO ESCAPE, ONLY TO HUNT THEM
41-45	COLLECTS MIRRORS
46-50	PERFORMES STRANGE PLAYS TO WOLVES
51-55	PLAYS AN INSTRUMENT
56-60	PLAYS DECADES LONG STRATEGY GAMES
61-65	IS A POLITICIAN
66-70	SENDS RUMORS OF THEMSELVES TO ENTIVE HUNTERS
71-75	PAINTS WITH BLOOD
76-80	RAISES SPIDERS
81-85	DANCES UNDER THE MOONLIGHT
86-90	HOSTS LAVISH DINNERS
91-95	BREAKS COUPLES UP
96-100	RAISES HUMAN CHILDREN

INSECTOID SWARM

TIER/TYPE:	STRENGTH: 7
Heroic/ Horde	DEXTERITY: 7
TACTICS: 0	CONSTITUTION: 7
	INTELLIGENCE: 4
HIT POINTS: 44/33/22/11	FOCUS: 7
	SPIRIT: 7
ATTACK: 4	
	WORLD:
DEFENSE: 2 (defend 5)	SAVAGERY: 3
RESISTANCE: -	
SIZE: 4	

ATTACKS

SWARM +7 (10)	Swarm Attack
Damage: 10	Special: Uses a stunt, not an action.

TRAITS

RAPID BREEDING: The insectoid swarm heals one hit point ever minute. If at full health, they produce a second swarm after a full day of breeding.

EVOLUTION: Whenever the insectoids heal at least 10 hit points, they gain a random mutating from the mutation table. Furthermore, one random ability is reduced by one, and another random ability is increased by one.

CRAWLER: An insectoid swarm has the climb movement type and is not effected by difficult terrain.

Insectoids are a scourge. No morals, no thought, only hunger. They are creatures that travel in packs devouring literally everything edible in their path. Including their own fallen. As they eat, they breed, die, and evolve. So quickly, that a swarm of these creatures. Most insectoids are pretty simple. Insect like jaws attached to legs and a stomach. But, as they evolve and change their form warps as well. After just a few days of breeding, the insectoids can appear to be a new creature entirely.

EVOLUTIONS

1-5 WINGS: The swarm grows wings that gran them the flight movement type.

6-10 VENOM: The swarms bites are venomous. Swarm attack victims must make a constitution check of 13. If failed, they take an additional 10 poison damage.

11-15 CAMOFLAUGE: The insectoid swarm learns to be subtle. They gain two bonus dice to stealth.

16-20 SPITTERS: The swarm can hurl lobs of acitic goo at their enemies. This is a short ranged swarm attack.

21-25 BURROWING: The swarm gains strong digging claws. They gain the burrow movement type.

26-30 AQUATIC: The swarm is now immune to any effects of being submerged. They gain the swim movement type and can breath under water.

31-35 SIMPLE BIOLOGY: The insectoids bodies are perfectly simple. They are immune to critical and poison damage.

36-40 ARMOR PLATING: Thick chitonous plating covers each insectoid. Their resistance is 5.

41-45 SONIC CRY: The swarm can make an attack with an action called a sonic cry. It is a swarm attack that targets the zones they are in, and all adjacent zones. The damage of this attack is 5 thunder.

46-50 DAMAGE ADAPTION: When hit by a special damage type, that swarm becomes immune to that damage type for one day.

51-55 SOFT SHELL: The swarms bodies are soft and morp hic. They can fith through small holes and enter anywhere that is not water tight.

56-60 HIVE MIND: The swarm has a mental connection with itself. Its tactics become 3.

61-65 ALPHA: One of the insectoids becomes large enough to be considered its own separete creature. This creature has thhhe same statistics of the swarm, except it is a standard creature, not a swarm. Its attacks target a single creature, not a zone.

66-70 QUICK: The swamr is very fast. They move one zone for free at the start of their turn.

71-75 MIMICRY: At the start of their turn, the swarm gains a random trait or innate perk of a random creature that shares the same zone as them.

76-80 STORMIC: The insectoids generate an electric field that turns into a lightning storm wherever they go. The swarm is immune to lightning damage. Also, every other creature takes 5 lightning damage at the start of their turn while in the same zone as the swarm.

81-85 WEB: Everwhere the insectoids go, they leave behind sticky threads. For one hour, any zone the swarm passes through gains the difficult terrain zone effect.

86-90 BLINDSENSE: The swarm senses through a combination of vibration sense and sent. They do not rely on sight to see, which means they are not effected by the dark or invisibility.

91-95 HYPNOTIC RYTHEM: As an action, the swarm can hum in a certain way to confuse their enemies. Ever character in their zone must roll a focus difficulty 12 or be slowed until the end of their next turn.

96-100 SPAWN SWARM: The swarm spawns a smaller swarm of tiny insects that follows them. Any creature in the swarms zones takes 5 damage at the start of their turn if they are in the swarms zone.

DRAGON

TIER/TYPE: Heroic/ Colossus	STRENGTH: 10
TACTICS: 2	DEXTERITY: 6
HIT POINTS: 62	CONSTITUTION: 10
ATTACK: 6	INTELLIGENCE: 6
DEFENSE: 6 (defend 9)	FOCUS: 6
RESISTANCE: 8	SPIRIT: 6
SIZE: 4	CLIMB: 16
	WORLD: SAVAGERY: 4, MAGIC: 2

ATTACKS

BITE +11 (14) Damage: 20	Melee Heavy Attack
TAIL SWIPE +11 (15) Damage: 15	Melee Attack Special: Can be used as a stunt once.
FIRE BREATH +11 (13) Damage: 15	Short Ranged Attack Special: Targets a full zone

ZONES

BODY, HEAD: Any character gripped onto the head of a dragon is save from the firebreath and bite attack of the dragon. However, no dragon will tolerate a mortal grasping their skull. Because of the shaking and twisting and swinging of the head, climb is 20 for the head.

BODY, TAIL: Like the head, there are advantages to holding onto the tail, or at least sitting on the rump of the beast. Tail attacks are not agile enough to strike the characters in this zone. However, if a tail attack is made, then the characters holding on must make a climb check.

LEFT AND RIGHT WING: Two zones, but very similar. While in flight, these zones are difficult to hold onto. Their climb is 18 while in flight, and a dragon cannot begin to fly if their wings are occupied.

TRAITS

WINGED BEAST: The dragon has a flight movement type.

SOUL OF FIRE: The dragon is immune to fire damage. Furthermore, the dragon can use a reaction to heat their scales. This causes 5 fire damage to anyone striking the dragon with melee attacks.

ANCIENT HUNTER: A dragon is an immortal predator who has perfected their hunt over centuries. Dragons can see in the dark, gain two bonus dice to searching or tracking, and can see clearly for up to 3 miles away if they choose.

Dragons are large reptilian beasts that have no rivals. Their only opposition are heroes who seek to challenge their ferocity or to remove a threat. The territory of a dragon can extend to the size of small continents for the larger beasts, but often only covers a mountain range or two. When two of these beasts clash, the land feels it. If humans anger one, their kingdom will be destroyed. Dragons are born to destroy and collect. When they are not hunting to add to their hoard, they are sleeping.

VARIATIONS

SEA SERPENT: Great serpents of the sea. They have no wings, instead a middle body zone. Sea serpents also have no flight movement type, but they do have the swim movement type. The fire breath is steam, but otherwise unchanged.

HYDRA: A multiheaded dragon. These beasts have anywhere from 3 to 9 heads. Each extra head increases bite damage by 1, as the bite attack is a combined effort of all the heads. Bites can also be used as a stunt. Hydras have no fire breath.

WYRM: Like sea serpents, but of the earth and sand. They replace their wings and flight with a burrowing movement type.

WYVERN: Smaller dragons, with a size of 3. However, their tails are poisonous. A hit from a tail attack requires a constitution check of a difficulty 16. failure causes 10 additional damage. However, the tail cannot be used as a stunt.

HOARD AND SCALES

A dragons hoard is not always gold and treasure. The hoard is a collection of things the dragon holds dear. Roll on the hoard table to determine what this dragon collects.

The scales of a dragon can be very useful for describing the dragon. Roll on the Scale table to discover its scales.

HOARD		SCALES	
1-5	GOLD AND TREASURE	1-5	METALIC
6-10	ROYALTY	6-10	GLASS-LIKE
11-15	WEAPONS	11-15	BONE
16-20	BOOKS AND SCROLLS	16-20	RAZOR SHARP
21-25	MAPS OF WORLDS	21-25	MULTICOLORED
26-30	MAGIC ITEMS	26-30	CAMOUFLAGED
31-35	FULL SAILING SHIPS	31-35	SHELL
36-40	RARE ANIMALS	36-40	LEATHERY
41-45	SKULLS OF OTHER MONSTERS	41-45	SMOOTH
46-50	TECHNOLOGY	46-50	ROUGH
51-55	ART	51-55	STONE-LIKE
56-60	STATUES	56-60	TRANSPARENT
61-65	UNIQUE PEOPLE	61-65	MIRROR-LIKE
66-70	HISTORICAL ITEMS	66-70	SPIKED
71-75	BUILDINGS	71-75	SHIFTING
76-80	RELIGIOUS ICONS	76-80	FEATHERED
81-85	RARE PLANTS	81-85	GLOWING
86-90	CORPSES OF FAMOUS	86-90	CERAMIC
91-95	FIGURES	91-95	FURY
96-100	ALLES AND FOODS	96-100	EXTRA THICK
	RARE MINERALS		

EXAMPLE ENEMIES: LEGENDARY AND MYTHIC (COMING SOON)