

# Ability Scores:

**Cognition:** Cognition represents your characters intellect and problem solving ability. For every bonus in cognition you gain a cognition point every day which you can use to either gain fortune(1) on a cognition skill check or you can spend as an action before making an attack roll to gain a +1 to your roll. You add your cognition and guile together to determine your mental AC.

**Guile:** Guile represents your ability to interact with others. You add your cognition and guile together to determine your mental AC.

**Grit:** Grit is your physical prowess. It represents not only physical strength for things such as unarmed and melee strikes but also your resistance to physical afflictions such as diseases. You use your Grit to determine any bonuses to your Maximum HP at level 1 and when levelling up.

**Finesse:** Finesse is your physical dexterity and reaction allowing you to dodge attacks and aim ranged weapons. Your Finesse is added to your AC for a base AC of 10+Finesse.

**Corruption:** Corruption represents how far you have fallen. Unlike the other ability scores, a low corruption score is a good thing. When you reach 10 corruption you have simply fallen too far, your character is handed over to the GM as a new monster for the party to hunt. And they must hunt this character before they can level up.

## Rolling terminology

**Check:** Any d20 roll to determine the outcome of an event. This includes attack rolls, ability checks, and saving throws.

**Critical Failure:** Any check where either a 1 is rolled on the d20 or where the result is 10 or more below the DC of the check. On a critically failed attack roll you are flatfooted for 1 round.

**Critical success:** Any check where the result is 10 or more above the DC. On a critical success on an attack roll you double the damage dealt.

**Difficulty Challenge (DC):** The DC of a check is a static number that determines how difficult a particular check is. You must roll equal to or above the DC in order to succeed on a particular check. Other effects such as armor class (AC) are DCs against specific checks, in the case of AC it is the DC for an attack roll to succeed.

**Flat check:** a check with no bonuses or penalties to the roll vs a DC.

**Fortune(X):** Roll X additional d20 and take the highest.

**Misfortune(X):** Roll X additional d20 and take the lowest.

**Multiple Roll Penalty (MRP):** This is the penalty you take for repeated checks in the same category per turn such as making multiple attack rolls or saving throws.

Roll	Penalty	Agile Penalty
1 <sup>st</sup>	0	0

2 <sup>nd</sup>	-5	-4
3 <sup>rd</sup> +	-10	-8

Reliable(X): If you roll less than X on a dice you instead treat the number rolled as X.

Resistance(X): Reduce the damage taken from a particular damage type by X.

Vulnerability(X): Whenever you take an instance of a particular damage type, take X additional damage.

## Healing

Healing from spells and abilities do not recover any HP lost from damage. Instead, it applies a buffer of temporary HP to your current HP. Your current real HP plus these temporary HP cannot exceed your maximum HP. You cannot stack temp HP and instead the higher value replaces the lower one. Any unused Temporary HP go away at the start of the next day.

In order to recover lost real HP you regain real HP equal to your level plus your Grit at the start of each day up to your maximum HP.

## Status conditions

**Minor:** Narrow and simple effects.

Bufs:

+1 attack roll or saving throw: You gain a +1 bonus to attack rolls or to a particular saving throw.

Debuffs:

Reduced speed: Your speed has been reduced by 1 meter per move action

-1 to Attack roll or saving throw: You take a -1 penalty to either your attack rolls or to a particular saving throw.

**Standard:** Basic effects covering multiple categories.

Bufs:

+2AC: you gain a +2 bonus to your AC

Swift: You have a free move action once per turn and you have a +2 bonus to attack rolls and a +1 bonus to finesse saves that target only you.

Debuffs:

Flatfooted: -2 AC.

Weakened: -2 to all damage rolls to a minimum of 0.

Confused: Your first action every round must be used to make either a weapon, unarmed strike, or to use a cantrip against a randomly determined target. You have a +1 bonus to damage rolls with this attack. If

your target is not within range you must use this action to move closer to them. For this action you treat no creature as your ally.

**Prone:** You have a -2 AC against melee attacks and a +1 AC against ranged attacks. In addition, you have a -2 to your attack rolls and finesse saving throws.

**High:** Generally major effects that can be defining in the right circumstance.

**Bufs:**

**Haste(1):** You regain 1 additional action at the start of your next turn.

**Empowered:** Your weapon and unarmed strikes deal an additional 1d6 damage. You can make this effect a different damage type from the weapon by adding the damage type cost.

**Concealed:** So long as the creature does not have a special sense outside of normal, night, or dark vision. You have fortune(1) on your first attack roll each turn, and the first time a creature hits you on its turn it must make a DC 6 flat check or it fails to hit you.

**Debuffs:**

**Blinded:** So long as the you do not have a special sense outside of normal, night, or dark vision you have misfortune(1) on all attack rolls and saving throws and you automatically fail any perception and investigation checks that rely on sight.

**Grappled:** Your movement speed is set to 0 meters and you have misfortune(1) on all finesse saving throws and all attack rolls.

**Frightened:** You have -1 to all of your checks and AC, and cannot move closer to the source of your fear.

**Enfeebled:** You have a -2 to your attack rolls and a -1 to your saving throws, you have a -1 to your AC and all DCs, and you have a -1 to all damage rolls.

**Mania:** The upgrade of Confused. As with confused except all of your actions must be used to make a weapon, unarmed strike, or to use a cantrip (determined at the start of each of your turns), and you have a +2 bonus to your damage rolls.

**Slowed(1):** You regain 1 fewer action at the start of each of your turns.

**Prone:** You have -2 AC against melee attacks and a +2 AC against ranged attacks the first

**Greater:** Major effects that can define a spell or ability on their own.

**Bufs:**

**Absolute Precision:** You have fortune(1) on all attack rolls and on a hit all damage dice have reliable(3).

**Intense Power:** Your weapon and unarmed strikes deal an additional 1d10 damage with Reliable(4) on this dice only. You can make this effect a different damage type from the weapon by adding the damage type cost.

**Resistant:** You have resistance(1) to a damage type. When you choose this effect you can reduce the cost of this effect by the power for the specific damage type.

**Hidden:** The upgraded form of Concealed. As with concealed except you have fortune(2) on your first attack roll and they must succeed on a DC 8 flat check to hit you with their first attack roll.

**Focused:** You gain a +2 bonus to all rolls as well as to your AC.

**Debuffs:**

**Controlled:** Your first action at the start of each turn is determined by the originator of this effect. For this action you treat any ally of the controller as an ally. Any unused actions are returned to the controlled creature.

**Poisoned:** You are flatfooted, slowed(1), and have a -1 to all attack rolls and grit saving throws.

**Restrained:** The upgraded form of grappled. As with grappled except creatures attacking you also have a +2 bonus on attack rolls.

**Terrified:** The upgraded form of frightened. Same as with frightened, except you have a -5 to all checks and you must spend your first action each turn moving as far away from the source of your fear as possible.

**Vulnerable:** You have Vulnerability(1) to a damage type. When you choose this effect you must spend additional power for the specific damage type.

**Extreme:** Almost encounter winning amounts of power if applied in the right circumstances.

**Bufs:**

**Fortified:** As with resistant except you have resistance(5) .

**Invisible:** So long as the creature does not have a special sense outside of normal, night, or dark vision, you have fortune(2) on all attack rolls per turn and creatures have misfortune(4) on all attack rolls against you. In addition, you have fortune(2) on all stealth checks.

**Debuffs:**

**Puppeted:** As with controlled, except your first 3 actions are determined by the originator of this effect.

**Routed:** The upgraded form of terrified. Same as with Terrified, except you have a -5 to your AC and a -10 to all checks, and you must use all of your actions to run as far away from the source of your fear as possible.

**Flawed:** As with vulnerable, except you have vulnerability (5).

**Paralyzed:** You regain no actions at the start of your turn, all creatures attacking you have fortune(1) and on a hit it is a crit, finally, you automatically fail all Grit and Finesse saving throws.

## Spell Creation

Magic in this realm is not the sparkling display of light and wonder found in forgotten tales. Here, it is a dance with decay, a manipulation of the very essence of corruption known as miasma. This swirling, brackish energy permeates the land, a legacy of a broken world. While it grants immense power to those

who dare to tap into it, the miasma is a fickle mistress. Unskilled or reckless use can warp both flesh and soul, twisting the would-be caster into a grotesque reflection of their ambition. Those with the fortitude and discipline to master these volatile energies can unleash devastating spells, but such power comes at a steep price. Tread carefully, for the path of magic is as treacherous as the corrupted landscape it shapes.

## Foci

Foci are not mere disciplines, but potent channels of arcane energy that shimmer with a perilous allure. Mastering a Focus requires a sacrifice, a pact forged in the shadows. Some bend reality itself, like the Battle Foci that warps flesh and rends steel with spells born of devastation. Others delve into forbidden knowledge, like the Malediction Foci who whisper insidious curses, twisting fate and inflicting excruciating maladies. Still others tread a perilous path, like Hemomancers who bind themselves to the very essence of life and death, manipulating the flow of blood itself.

## Battle

The Battle Foci carves a path of devastation, weaving spells that warp flesh and rend steel.

## Malediction

The Malediction Foci whispers insidious curses, twisting fate and inflicting agonizing maladies.

## Hemomancy

Those who delve into Hemomancy bind themselves to the very essence of life and death, manipulating the flow of blood itself.

## Illusion

The Illusion Foci weaves intricate lies, shrouding reality in mesmerizing deceit and crafting phantoms from the fabric of nightmares.

## Alchemy

Alchemists tread a precarious path, concocting potent elixirs and mutagens that teeter between salvation and oblivion.

## Warding

The Warding Foci binds themselves to ancient pacts, erecting arcane barriers against the encroaching darkness, a bulwark against the shadows that gnaw at the edges of life.

## Destruction

The Destruction Foci channels raw, unbridled chaos, wielding energies that leave only smoldering ruin in their wake.

## Summoning

Those who dabble in Summoning forge precarious pacts with entities that lurk beyond the veil, inviting potent, yet perilous, allies into the mortal realm.

## Enchantment

The Enchantment Foci twists the will of others, bending minds and hearts to their dark purpose, a siren song that lures towards a perilous surrender.

## Spell creation rules

Every caster has a number of spells of different levels they can prepare. Each of these spell levels has a maximum corresponding power. This includes cantrips.

To cast a spell you need to use the number of actions required and pay the miasma cost for a spell of that level. For a spell which requires 6 you also need to focus on the casting, which means that it can be disrupted and you cannot focus on a different spell, following the rules for focus. If a spell is disrupted in this way you lose the miasma spent casting the spell.

## Spell power chart

Spell level	Spell Miasma Cost	Total Spell power 1 action	Total Spell power 2 action	Total Spell power 3 action	Total Spell power 6 action
Cantrip (0-level)	0	35	45	65	-
1	4	105	140	160	225
2	5	135	173	195	268
3	6	165	205	230	310
4	7	200	245	270	355
5	8	235	285	310	400
6	9	262	315	340	435
7	10	302	360	354	449
8	11	315	375	400	505
9	12	360	425	453	563
10	13	405	475	505	620

## Incant and Sign components

For every action used in the casting of a spell you must provide either an incant component or a sign component. For a 6 action spell you only need to supply 3 components as with a 3 action spell.

**Incant:** Incant components require you to speak the incantations of the spell loudly and distinctively. As such, you cannot ambush a creature using a spell with a speech component and you cannot subtly utter the words to discreetly cast a spell. You can only have 1 incant component per spell.

**Sign:** Sign components require you to physically weave the miasma with your hands and shape it to your will. You cannot hold any items in your hand while using it to weave a sign. You can have up to 2 sign components per spell.

## Spell creation steps

Below are the steps of creating spells. Each step will increase the overall power of the spell which cannot exceed the total power of the spell. (see the spell power chart for more details).

1. **Determine Effects**
2. **Determine Duration**
3. **Determine targets or area and range**
4. **Apply Attack roll and save multiplier**
5. **Name it and give it a description**

### 1. Determine Effect

#### Damage

##### Damage dice

Damage	Base	Exploding dice	Persistent damage
+1	10	N/A	29
D4	25	33	73
D6	35	42	103
D8	45	51	132
D10	55	62	162
D12	65	71	191

Use the table above to determine the power of the damage dealt by a spell.

#### Persistent damage

Persistent damage does not occur the instant it is applied. Instead, it takes effect at the end of a creatures turn, after which it makes another save against the original effects DC or the spell casters DC. The creature can decrease the DC by -5 using a particularly effective action as determined by your GM (such as dousing themselves with water to end persistent fire damage). Another creature may also use an action to perform a similar action to give the same bonus. A creature cannot willingly fail the save against this effect.

If multiple sources would cause the same persistent damage effect, the effects stack. In this way a creature can inflict 2d4 bleeding on one turn and then on the next inflict another 2d4 bleeding for a total of 4d4 bleeding. However, if the bleeding creature then succeeds its save against the bleed effect both go away.

Due to the fact that persistent damage continues until the creature saves or is killed, persistent damage will continue, even after the spell or effect which caused it has ended.

#### Damage type

Damage type	Base effect	Single type effect	Critical Effect	Power
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Physical				
Bludgeoning	Nothing	Target is flatfooted until the start of your next turn with a Grit save against your spell DC.	Target is flatfooted until the start of your next turn.	0
Piercing	Nothing	All base damage dice gain the explode property.	Ignore resistances to all damage types for this attack.	17
Slashing	Nothing	Your attacks with this spell have the agile property.	Inflict an additional 1d4 bleed for every 2 slashing damage dice.	4
Sonic	Nothing	Physical resistance is halved for this spell.	Target must make a grit save or be slowed(1).	10
Elemental				
Fire	Can ignite flammable objects when not being worn or carried. When either combined with a duration or as persistent damage lights up an object or area with 1 meter of bright light and 1 meter of dim light.	Deal 1 additional persistent damage on a hit for every 2 damage dice.	Deals additional 1d4 persistent fire damage for every 2 fire damage dice.	43
Frost	Nothing	Reduce target movement speed by 1m until the start of your next turn.	Target is restrained until the start of your next turn.	26
Lightning	Nothing	Attack rolls ignore bonuses from metal armor and shields, after casting tis spell you can move up to half your speed as a free action if your move speed	You deal an additional 1d10 lightning damage and all damage dice gain reliable(4).	6



		is at least 1m, and the first time you deal lightning damage you deal an additional 1d6 lightning damage.		
Acid	Nothing	Deals double damage against targeted objects, and the first time each turn you deal acid damage you also inflict an additional 1d4 persistent acid damage	The acid splashes dealing additional acid damage to all creatures within 1 meter equal to the miasma spent on the spell.	45
Poison	Poison damage has no effect on objects	Target is poisoned with a Grit save against your spell DC until the start of your next turn.	Target is poisoned until the start of your next turn.	63
Exotic				
Mental	Mental damage ignores creatures with a negative mind score and spells with mental damage target creatures mind AC.	The spell has no effect on creatures with a mind score, on a hit, creatures are confused until the start of your next turn.	Creatures are paralyzed until the start of your next turn.	28
Bleed	All base damage dice are persistent damage dice but can only affect creatures with blood or blood equivalent.	Nothing	Persistent bleed triggers immediately.	47
Holy	Has no effect on objects, if the target is a living creature it does not deal damage, instead healing them for the amount specified, only available to the Divine spell	Nothing	All damage dice for this effect are maximized for 1 round.	7

	Tradition, cannot be chosen for cantrips			
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### *Multiple Damage types*

If a spell has two or more damage types, add them separately and then combine them for a total effect power. For example 2d4 slashing + 1d6 fire damage would be  $((2+2)+0.5)+(3+4.3)=11.8$  base spell power.

### *Damage type effects and saving throws*

If a spell has an initial saving throw, and the damage type effect also has a saving throw, the target needs only make one save against the initial effect. For example, if a spell deals only bludgeoning damage with a cognition save the target is then flatfooted, even though the single type effect specifies a Grit save.

### *Damage and duration*

For spells which deal non persistent damage and have a duration you must apply one of the effects below to determine how your damage impacts your action cost.

Action cost	Power	Description
Free action	10	During each of your turns you can re target or recast a spell as a free action. If the spell has an area you may change where the area is centered.
1 action	0	During each of your turns you must spend one action to re target or recast a spell. If the spell has an area you may change where the area is centered.
2 action	-5	During each of your turns you must spend two actions to re target or recast a spell. If the spell has an area you may change where the area is centered.
3 action	-8	During each of your turns you must spend three actions to re target or recast a spell. If the spell has an area you may change where the area is centered.

If you choose not to use a spell with a duration and the duration has not ended yet it fades by the end of your turn.

### *Buff*

Buff effects do not require an attack roll or saving throw, however, they do require a minimum duration until the end of your turn.

Tier	Power
Minor	2
Standard	16
High	38
Greater	57
Extreme	278

### *Debuff*

Debuff effects require an attack roll or saving throw and they require a minimum duration of 1 round.

Tier	Power
Minor	2
Standard	16
High	38
Greater	57
Extreme	278

### *Movement*

Movement effects require either an attack roll or a saving throw.

Movement	Power	Description
Forced movement(X)	4 per meter	Forces a creature away from you X meters. Requires instantaneous duration.
Reduced move speed (X)	1 per meter	Reduces move speed by X to a minimum of 1meter. Requires minimum of 1 round.

### *Illusion*

The difference between an illusion and a spell effect that creates a spectral image is that with an illusion the caster is trying to trick another creature into believing that the illusion is real while with a spectral image the effect is clearly false to the casual observer. All creatures that can see the illusion and have a passive perception score lower than the casters spell DC believe it to be real until it is either dispelled or they can conclusively prove that it is non existent (such as by shooting arrows or seeing another move through it). A creature that actively attempts to disprove or investigate it must spend an action doing so and must succeed on a perception check vs. the casters spell DC.

Until it is disbelieved, a creature that attempts to see through a visual illusion using normal, night, or dark vision cannot as it blocks visual line of sight. Using this method, a number of wizards have created a form of invisibility by combining illusions with the hidden buff.

Illusions do not require an attack roll or saving throw but because they need to survive to be seen, they must have a minimum duration of 1 round.

Illusions cannot be combined with areas of effect.

Effect	Power	Description
Static Illusion	20 per cubic meter	You create a visual illusion that does not move or change.
Mobile visual illusion	40 per cubic meter	You create an illusion that can move or change as directed by the caster but has no other sensory effects tied with it.
Sensory Illusion	20 per sensory effect+5 per meter.	You create an illusion of a non visual sensory effect within a particular radius of the source

		such as the scent of perfume or the sound of running water.
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#### Difference between illusions and flavor

The difference between illusions and flavor is that illusions are attempting to trick a creatures senses while flavor is not. For example a spell that describes conjuring a dragon to breath fire is not attempting to trick other creatures into believing that the caster has indeed summoned a dragon. All creatures that can see it immediately understand that this is a part of the casters interpretation of the spell. If the caster truly wants all creatures to believe that they can summon a dragon to breathe fire they will need to have an illusion effect.

#### Utility and indirect

All utility effects require a duration, but this duration is increased to be measured in minutes rather than in rounds.

Effect	Power	Description
Telekinesis	1 per kilogram moved (moving creatures requires them to be willing)	The telekinesis effect is defined by how far an item can travel per round and how much it can carry. It cannot be used to make an attack or force a saving throw. It can be moved during your turn as a single action and has a maximum distance it can be moved away from the caster. Telekinesis cannot be used to make an attack.
Light	5 per meter radius	Causes a palm sized or smaller object to glow with harmless bright light of any color out to a specified distance and dim light for an equal distance beyond that. Cannot be used to blind.

#### Add-ons

Add-ons alter the effects of the spell.

Add-on	Requirements	Power	Description
Limitation	Only available on GM approval.	-15	You have a basic limitation with the spell such as 'can only create an illusion of a generic guard' or 'can only be used to attack enemies wearing metal armor' or 'cannot use a move action the same turn this is

			cast'. This limitation must be beyond normal limitations or interactions such as being unable to heal with a spell that deals poison damage.
Strict limitation	Only Available on GM approval	-30	You have a specific and severe limitation such as 'can only be used to attack enemies I know the name of' or 'can only be used to create the illusion of a specific guard' or even 'can only be used during a full moon'. This limitation must be beyond normal limitations or interactions such as being unable to heal with a spell that deals poison damage.
Mobile origin	Requires a duration of at least 2 rounds and an area of effect.	4 per meter as an action, 10 per meter as a free action	Once per turn as either an action or free action the origin of a spell can be moved up to a number of meters, affecting all creatures along its path but not outside the original range of the spell
Extra crit effect	None	Multiply effect by 0.1	An additional effect that applies on a critical hit with an attack roll or a critical failure on a saving throw. This effect occurs after doubling any damage.
End early	Requires a minimum duration of 1 round, must affect a creature other than the caster as a debuff or damage. Only	1 action: -34 2 action: -27 3 action: -12	An affected creature can end a spell affecting them early by performing a specified action such as by wiping away

	available upon GM approval.	Requires a specific ability check against spell DC: 5	acid or shaking their head to clear it.
Automatic saving throw	Requires a saving throw and a duration of at least 2 rounds, cannot reduce	Round: -16 per round Focus:-3 per round Sustained (1 action): -15 per round Sustained(2 action): -12 per round Sustained (3action): -5 per round	An affected creature can make a saving throw at the end of every round which does not count against their MRP.
Drawback	Requires buff/Debuff	Variable, see description	The spell provides both benefits and drawbacks, such as providing increased speed but leaves the target poisoned (1). To calculate reduction if the spell is a Buff subtract half the power of all debuffs, if the spell is a debuff subtract half the power of all buffs.

## 2. Determine Duration

Duration	Power	Description
Instantaneous	0	Instantaneous effects occur and then end immediately
Until the end of your turn	17	Effects that occur until the of your turn last for the duration of your turn.
Round	72 per round	The number of rounds an effect will last. Effects end at the start of your next turn after regaining your actions.
Focus	13 per round	You can only focus on one spell with the focus add on. Upon being hit, you must make a grit save with a DC equal to 10 or half the damage taken, whichever is larger, or lose the spell.

Sustained	1 action: 67 per round 2 action: 53 per round 3 action: 23 per round	You can have any number of sustained spells active. But you must spend a number of actions equal to the rank to maintain the spell or it ends.
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### 3. Determine targets or area and range

#### Targets

Target/Area	Power	Description
Target	0	Target a specific creature or object
Utility/other	0	If the nature of a spell does not require a specific target such as with illusions.

#### Area of Effect (AOE)

Shape	1m	2m	3m	4m	5m	6m	Description
Line	0	4	8	12	16	20	A straight line between two points, one of which is the origin. Can be continually increased by increasing the cost of the component by 4.
Cone	0	13	29	55	85	124	A cone of X length with an origin at the point. It has a base distance equal to its length.
Sphere	13	52	117	221	338	494	A sphere affecting all creatures within a certain radius with an origin at the center.
Field	Half cost	Half cost	Half cost	Half cost	Half cost	Half cost	Instead of affecting things in three dimensions, it only affects creatures that touch the ground around the origin. Has half the cost of the original area.

#### Creating an aura

While it may seem confusing at first why there is no aura option available, this is because the aura area comes from combining a target and an area centered on a creature with a duration. This allows for the spell to target a specific creature as the origin of the aura, moving with them, then uses the area to define a distance or space the aura takes effect in. If the sphere does not have a target, then it is presumed to target the space the creature occupies. You can only have one target per spell which creates an aura.

The first time each round a creature enters an aura or when it ends its turn inside of one, it is affected by the aura, which includes the creature the aura is targeting. If an aura requires an attack roll, make one for all creatures that enter the aura which lasts until the start of your next turn.

### Attack rolls and area of effects

If a spell has an area of effect and an attack roll, make a single attack roll and compare it to the AC of all creatures within the area before applying the effect.

### Combining areas

If multiple areas are interconnected sum the areas together to determine a final shape. The origin of each shape must be along the edge of another to be considered valid. In your description you must describe how they are connected. For example, a 5 meter cone at the end of a 10 meter line would have a power of  $(0.4 \times 5^2) + (0.5 \times 10) = 15$  power.

### Distance

Distance to origin	Power	Description
Self	-5	The origin of the spell starts at you.
Touch	0	The distance to the origin of the spell is only as far as you can touch.
Range	4 per meter	The distance to the origin of the spell is defined in meters. The first meter has a power cost of 0.
Range increment	11 per meter	As with range, however, you can attack creatures beyond this range by taking a -1 penalty to your attack roll or spell DC for each range increment past the first up to a max of 5 range increments.

### Range and Duration

If a creature affected by a spell moves outside of the maximum range of the spell before it has ended the spell is suppressed temporarily. If they are not within range of the caster by the end of the casters turn, the spell ends on them.

### Range in melee

Effects with a non touch or self range that is cast in melee take a -2 penalty to attack rolls and spell DCs for each creature in melee with you.

## 4. Apply attack roll and save multiplier

Depending on your spell you may decide if you would like to make it an attack roll, saving throw, and how many attack rolls or saves a spell requires. This is the final step in determining the power of a spell.

In this step you need to sum the power of the spell from all previous steps and then multiply them by the value found in the chart below. For the spell attack and save effects which give the option of an additional increase you increase the multiplier by the amount given. For example with a spell that deals 1d4 bludgeoning with a touch range and flurry (5) as a 1 action spell the final calculation would look like:  $(2+0) \times (1.5+0.05 \times 4) = 3.4$  power



Attack or save	1 action multiplier	2 action multiplier	3&6 action multiplier	Additional increase 1 action	Additional increase 2+ action
Other/Utility	X1	X1	X1	N/A	N/A
Attack	X1	X1	X1	N/A	N/A
Flurry (X)	X1.5	X1.8	X1.8	+0.05	+0.07
Volley (X)	X2.5	X2.4	X2.4	+1	+1
Pass/Fail save	X8.8	X4.1	X3.4	N/A	N/A
Barrage (X)	X11.9	X8.2	X7.3	+3.2	+4.3
Basic Save	X14.5	X6.4	X5.2	N/A	N/A
Basic Barrage (X)	X20.1	X14.1	X11.6	+5.7	+7.6
Multicast(X)	X2	X2	X2	+1	+1

**Attack:** Make a single attack roll and apply effect on a hit.

**Flurry (X):** Make 1+X attack rolls against any number of targets, increasing MRP for each attack.

**Volley(X):** Make 1+X attack rolls against any number of targets. Increasing MRP for each attack only after all attacks have been made.

**Pass/Fail Saving throw:** Force the target(s if in an AOE) to make a saving throw of your choice when you create the spell. Taking the effect on a fail and ignoring the effect on a success. Cannot apply damage type critical effects.

**Barrage(X):** As with Pass/Fail Saving Throw, except the target makes (1+X) saves against your DC being subjected to the effect on all failures.

**Basic Saving throw:** Force the target(s if in an AOE) to make a saving throw of your choice when you create the spell. On a critical success the target is unaffected, on a success the target takes half damage and none of any other effects, on a failure they take the full effect plus any additional effects, on a critical failure it as with a failure except you take double damage and are subjected to the damage type critical effect.

**Basic Barrage (X):** As with Barrage(X) except it follows the rules of a basic saving throw as opposed to a Pass/Fail saving throw.

**Multicast(X):** Cast this spell against X+1 different targets or with X+1 different independent origins. Can be combined with other Attack or save multipliers.

## 5. Name and describe your spell

In the flickering light of an unhallowed candle, etched onto a scrap of parchment stained with both ink and sacrifice, a new sigil takes form. This isn't mere creation, but a pact forged with the shadows, a sliver of forbidden power granted by your unseen patron. Naming it becomes neither a privilege nor a casual task, but a ritual of binding. Whispers from the abyss echo in your mind, demanding a title that captures not just the spell's function, but the chilling cost exacted for its use.

Do you choose a name that reflects the raw, destructive potential at your fingertips, a chilling reminder of the chaos you unleash? Or perhaps a cryptic phrase, hinting at the pact you've made and the horrors that lurk just beyond the veil, a constant reminder of the price of your ambition.

## Example spells

Format

**Actions:**

**Incant/Signs:**

**Range:**

**Target/area:**

**Duration:**

**Attack/save:**

**Effect:**

**Description:**

## Cantrips

*Iron fists*

**Actions:** 2 actions

**Incant/Signs:** Signx2

**Range:** Touch (0 power)

**Target/area:** Target

**Duration:** Instantaneous (0 power)

**Attack/save:** Volley(1) (x1.5multiplier)

**Effect:** 1d4 bludgeoning (25+0=25 power)

**Total:** 45 power

**Description:** You momentarily harden your fists into Iron and quickly strike. Make two attack rolls increasing your MRP for each one. On a hit the target takes 1d4 bludgeoning damage and must make a grit save or become flatfooted.

*Crunch*

**Actions:** 3 actions

**Incant/Signs:** Incant, sign x2

**Range:** Touch

**Taregt/area:** Target

**Duration:** Instantaneous

**Attack/save:** Attack (x1)

**Effect:** 1d12 bludgeoning (65+0=65 power)

**Total:** 65 power

**Description:** You reach out, cursing you're a creature you can touch and attempting to crunch them. Make an attack roll. On a hit you deal 1d12 bludgeoning damage and they must make a grit saving throw or be flatfooted.

### *Rapid slash*

**Actions:** 1 action

**Incant/Signs:** Sign

**Range:** touch (0 power)

**Taregt/area:** Target (0 power)

**Duration:** Instantaneous (0 power)

**Attack/save:** Attack (x1)

**Effect:** 1d8 slashing damage, limitation (cant move on the same turn you use this), (45+4-15=34 power)

**Description:** You unleash a quick slashing attack on a creature you can touch. Make a single attack roll with agile MRP against this creature. On a hit, you deal 1d8 slashing damage.

### *Precision strike*

**Actions:** 3

**Incant/Signs:** Incant, sign x2

**Range:** Touch (0power)

**Taregt/area:** target (0power)

**Duration:** Instantaneous (0power)

**Attack/save:** Attack (x1)

**Effect:** 1d8 piercing, critical effect +3 bonus piercing damage (45+17+.1\*30=65 power)

**Total:** 65

**Description:** You take a moment to calm you mind and create a piercing dagger before striking. On a hit you deal 1d8 piercing damage and all damage dice explode. On a critical hit you deal an additional 3 points of damage after doubling any damage dice.

### *Burning rock*

**Actions:** 2 action

**Incant/Signs:** Incant, Sign

**Range:** 4meters (3x4=12 power)

**Taregt/area:** Target (0 power)

**Duration:** Instantaneous

**Attack/save:** Attack

**Effect:** 1d4 bludgeoning, critical effect ( 1d6 fire damage),  $(25+0+0.1 \times (35+43))=44.8$

**Description:** You grab a loose rock and imbue it with miasma heating it up. Make an attack roll. On a hit the target takes 1d4 bludgeoning damage and on a critical hit the target takes an additional 1d6 fire damage.

### *Minor illusion*

**Actions:** 3 actions

**Incant/Signs:** Incant, sign x2

**Range:** 2 meters (4 power)

**Taregt/area:** Utility/Illusion (0 power)

**Duration:** Focus (3 rounds),  $(13 \times 3=39)$  power)

**Attack/save:** Utility/other (x1)

**Effect:** 1 meter cube static illusion (20 power)

**Total:** 63 power

**Description:** You conjure a small, static illusion within 2 meters of yourself.

## **1<sup>st</sup> level**

### *Urchin Disguise*

**Actions:**6 actions

**Incant/Signs:** Incant, Signx2

**Range:** Self (-5 power)

**Taregt/area:** Target

**Duration:** Focus, 10 rounds  $(13 \times 10=130)$  power)

**Attack/save:** Utility/other (x1)

**Effect:** 2 meter mobile illusion, sensory illusion with 3 meter range, limitation (generic urchin only) ( $40 \times 2 + 20 + 5 \times 3 - 15 = 100$  power)

**Total:** 225 power

**Description:** You weave the miasma about to create an illusory disguise about you. For the next minute you have the appearance of an unwashed, unkept urchin. This requires you to maintain focus on your disguise.

*Firebolt*

**Actions:** 1

**Incant/Signs:** Sign

**Range:** 4 meters range increment ( $11 \times 3 = 33$  power)

**Taregt/area:** Target (0 power)

**Duration:** Instantaneous (0 power)

**Attack/save:** Attack (x1)

**Effect:** 1d4 fire damage, critical effect (+1d6 fire damage), ( $25 + 43 + 0.1 \times 35 = 71.5$  power)

**Total:** 104.5 power

**Description:** You launch a mote of flame at a target you can see. On a hit you deal 1d4 fire damage and on a critical hit you deal an additional 1d6 fire damage.

*Gravity well*

**Actions:**

**Incant/Signs:**

**Range:**

**Taregt/area:**

**Duration:**

**Attack/save:**

**Effect:**

**Total:**

**Description:**

2<sup>nd</sup> level

3<sup>rd</sup> level

4<sup>th</sup> level

5<sup>th</sup> level

6<sup>th</sup> level

7<sup>th</sup> level

8<sup>th</sup> level

9<sup>th</sup> level

10<sup>th</sup> level