

Oblivions Knife

A Table-Top Roleplaying Game

Urquhartloch

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Introduction

You grew up hearing legends of heroes and demigods who went off to fight monsters and defend their homelands from threats far beyond what you could even imagine. You are not a hero or demigod. You are just an ordinary mortal. More alike with Bill Son of the Baker from down the road who watched as three of his friends got ripped apart by a werewolf than with these demigods.

You can survive... if you are smart. Fools die quickly and there is always *something* waiting between you and death willing to make a deal. You come back, but you bring a little bit of darkness with you. Like a campfire on a cold winters night it may be enough to keep you alive but too much and it will turn into a raging inferno that consumes you and all that you hold dear.

Terminology

Below is some common terminology used in this game.

- XdY: X number of dice with Y number of sides. If the X is not present assume it is a 1.
- Check: Anything that requires someone to roll a d20 to determine an outcome is a check. Attack rolls, saving throws, and ability checks are all specific kinds of checks. To make any check roll 1d20 and add or subtract the relevant bonuses or penalties.
- Bonus: Any single number that increases the result of a check.
- Penalty: any single number that decreases the result of a check.
- Advantage(X): this is the equivalent of a +2*X bonus to a roll due to circumstances.
- Disadvantage(X): this is the equivalent of a -2*X penalty to a roll due to circumstances.
- Immediate/immediately: this occurs at the instant it triggers regardless of whose turn it is or the circumstances which caused it.
- Resistance(X): Reduce the incoming damage dealt by a specific damage type by X, to a minimum of 0. Alternatively, the creature has a +X bonus to avoid being subjected to a particular condition.
- Vulnerability(X): Whenever a creature is targeted with a damage type they are vulnerable to they take X additional damage of that type.
- Immunity: The creature takes no damage of the associated damage type regardless of the amount. Alternatively, the creature is immune to a specific status condition.
- GM: Game Master. The one who is in charge of running the game.
- NPC: Any creature not controlled by a player.
- DC: Difficulty class. The number that a hunter or NPC must roll over to succeed a check.
- Critical Success: a creature critically succeeds on a result when it rolls a number that is 10 points higher than the DC of the check.
- Critical Failure: A creature critically fails on a result when it rolls a number that is 5 points lower than the DC of the check.

Chapter 1: Character Creation

General Terminology:

Session 0: this is a game session before the start of a game where GMs can talk about information in the world as well as player expectations and players can collaborate on character creation.

To create a character a player should take the following steps.

1. Add your starting stats and equipment to your character sheet.
2. Develop a character concept
3. Choose 5 of any combination of feats and improvements
4. Collaborate with other players to purchase and allocate starting gear among the players
5. Determine the starting relationships between hunters

Starting stats

Regardless of what kind of hunter you become, all hunters start with the same general abilities as a human.

- Your starting HP is 10.
- All stats, weapon attack bonuses, and skills begin with a base of +0 bonus
- Your starting movement speed is 5 meters per round
- You have low light vision of 1 meter

Starting Equipment

All hunters begin with the following equipment regardless of your background and backstory.

- A set of common clothes
- A Metal knife or dagger
- 5 rations
- A trinket (trinkets are more fluff items that have no mechanical benefit such as a wolfs tooth necklace)
- 5 gold as spending money for the start of the game
- A sack or backpack
- 5 gold for purchasing your own equipment (see purchasing starting equipment below)
- 15 gold added to the starting equipment pot (see purchasing starting equipment below)

Develop character concept

The first step in creating any character of note is to develop a concept for said character. Are they a strong bruiser? A doctor of questionable origin? A cursed individual?

While developing a concept you should also decide how they operate on a daily basis. How do they help their hunting party? What are their skills? How did they develop their skills in the first place? Why did they decide to become a Hunter as opposed to living a peaceful life on a farm somewhere?

Starting feats and improvements

Each hunter begins character creation with five feats or improvements of their choice (listed in chapter 3). These are representative of your hunters life before they became a hunter.

Purchasing starting equipment

At this point players will have a starting pot of money and some starting gold for purchasing their own equipment. Players will need to sit down as a group and decide how they want to distribute starting wealth from the starting equipment pot.

To purchase starting weapons and armor players will need to first decide on the material that the weapon or armor is made from and purchase the appropriate amount for the weapon or armor. Players will then need to pay for the work of the item as though they had contracted the item out (as seen in the contracting equipment out section in chapter 4) regardless of how they acquired it in their backstory.

Starting Group Dynamics

Each person will need to roll 2d6. Choose one d6, this tells the player which other character they have a relationship with, counting players to the left and ignoring themselves, the other d6 tells the player what kind of relationship they have/had using the list below. Repeat this step going to the right instead of left.

This is because many hunter groups are formed long before the hunting actually begins. Hunters must have a reason to trust one another with their lives. This history can be anything from a formal hunting organization to childhood friends or war buddies. If two players want to have some other kind of established relationship, they may agree to something else that makes more sense to them. The important part is not what the relationship itself is, but the fact that they have one with another character.

Players can also roll to randomly determine their motivation for becoming a hunter or choose a different motivation. While this is not strictly necessary it does help to define the hunter and explain why they choose to be one as opposed to a farmer or some other profession.

Number	Relationship	Motivation
1	Siblings	Money
2	Rivals	Protect the citizens
3	Former lovers	Protect a fellow hunter (choose another player)
4	Childhood friends	Fame
5	Students under the same teacher	Revenge
6	Ex employer/employee	Tradition

Improving Hunters

Hunters are never static. Always learning and evolving their tactics and equipment. After 5 game sessions each player can choose one improvement of their choice and a feat of their choice. Players may also choose instead to gain two improvements of their choice. They immediately gain all of the benefits of their choices.

Chapter 2: Darkness

Darkness represents the evil your hunter has taken on or through the heinous acts you have committed in the pursuit of your duties, or even just for fun. All hunters start character creation with a minimum

darkness score of 0 and can never reduce it below that through any means. Not even gods can reduce a hunters darkness score below their minimum darkness score.

Increasing darkness

The main ways that a hunters darkness score is increased is through evil acts, by serving dark beings, or by making deals to return. While there are many different aspects that can lead one down the road of darkness being forced to commit acts such as these will not increase a hunters darkness score. Below is a chart with a sample of ways to increase a hunters darkness, but these are by no means the full extent of ways to increase a hunters darkness score. GMs may add darkness to a character if they feel a hunters actions warrant it.

Actions	Darkness increase
Cruelty	2
Worshipping evil gods	Minimum: +2
Theft	1
Murder	2
Making a pact with a dark creature	Minimum: +1

Hunters can also gain additional darkness increasing their minimum darkness score by gaining a darkness feat. Darkness feats can be found in chapter 3 or can be handed out as a reward from a dark creature such as a fiend for completing tasks.

Losing a hunter to darkness

Whenever a creature, including hunters and NPCs, has a total darkness score of 30 or more the player immediately loses control of their character sheet and must turn it over to the GM. The hunter officially leaves the group by the end of the session and within a few game sessions the group will usually be tasked with hunting them down and killing them. GMs are free to improve them between when they leave and when the party faces them with as many feats and improvements as they deem appropriate.

Reducing Darkness

To prevent this horrific fate, hunters can reduce their darkness by finding a shaman, cleric, or priest to offer them absolution. Hunters will almost always be granted absolution by completing a task or performing a selfless act as determined by the individual offering them absolution. After completing the task set before them the hunters darkness is reduced by 1d4 points to their darkness score minimum. Reducing your darkness score does not rid you of any of your darkness feats.

Death and dying

Whenever a hunter drops to 0 HP they must make a deal to return with a dark being. The hunter is returned under player control at full health, though they are unconscious for 8 hours or until they take damage. In addition, they gain a darkness feat of the GMs choice which applies immediately. They gain the minimum darkness associated with that feat. If the feat has multiple options, the player chooses which option they would prefer.

Chapter 3: Feats and improvements

General terminology:

Initial: There is an additional effect when choosing this feat for the first time.

Limited(X): A player can only choose this feat up to X number of times.

Level: The number of times a feat has been chosen by the player.

Note: Additional information for the GM.

Score: The total bonus to a particular skill, save, or weapon attack.

Prereq.(): Prerequisite. Before a player can pick up this feat they must meet some other prerequisite either in stats or in other feats. The prerequisites are listed in the parenthesis.

Improvements

Focused Aid:

There's an old saying "No man works alone". Nowhere else is this more true than as a hunter. You rely on your team as much as they rely on you and the more you can help them the easier you may find your goals.

When helping another character to perform a task you give an additional +X bonus, where X is the level of this improvement. The total bonus cannot exceed your own skill bonus. For example, if you have a +6 bonus for a skill you would normally give a +3 bonus to another character. If you chose this improvement 3 times you could give your entire +6 bonus. If you instead chose this improvement 4 times you could still only give +6 until you increase this skill.

Quick reaction:

You gain a +1 bonus to your initiative.

Skill Increase:

Better skills are a hunter's bread and butter. Intelligent use of skills allows them to not only find their prey, but also to prepare better ambushes and keep their gear in working order after it has been damaged. It also helps them to make better* gear than other hunters. (*Better is entirely subjective). Choose three ability or tool skills, these skills may be duplicates. Increase the bonus to those skills by +1.

Character Example: Mishaari al-Shakir

Backstory: Mishaari al-Shakir is a 30-year-old man. He has spent the majority of his adult life so far working as a bodyguard for the same man. His only wife Raabim died while giving birth to their son, Bilaal, when he was only 23.

Miraashi al-Shakir desperately wants to send his son to the best school possible and so has left his work as bodyguard with its meager pay to go find work at the local Hunting Lodge where he can put his skills as a guard to work for much higher pay.

While he is doing this work he has left his son with his brother Saahir and a promise to send them money as often as he can.

Stats: Strength: 0; Reflex: 0; Resilience: 0; Mind: 0

Movement speed: 5 meters per round

Feats and Improvements: Quick reaction(1); Skill increase x2 (perception x2, intimidation x2, insight x2); Bodyguard(1); Defensive stance(1)

Equipment: A locket containing a line of scripture written by his son and a picture of him with his wife and son (trinket); A set of common clothes; A metal knife; 5 rations; a sack; A metal scimitar; 5 gold

Stat Increase:

Increase the bonus to rolls from one of your defense skills (Strength, Reflex, Resilience, or Mind) by +1.

Weapon Proficiencies:

Weapons help you murder shit. Murdering shit is your job. Being better at using weapons makes you better at murdering shit. Choose a weapon category, increase the attack bonus for weapons you wield in that category by +1.

Feats**Combat****Advanced Martial Arts:**

Prereq.(Martial arts(1))

Limited (2)

Whenever you hit with an unarmed strike you deal X additional damage dice when you roll for bludgeoning, piercing, or slashing damage. This feat applies to each different damage dice size, ie 1d6+1d4 becomes 2d6+2d4 when you select this feat the first time.

Assassin:

Initial: Choose one from the following list: Hidden, low light conditions, surprised, prone, restrained, paralyzed, or frightened.

Once per turn you can give yourself advantage(X) on an attack roll against a creature when either you are hidden from them or in low light conditions (if you chose one of those options) or who is surprised, prone, restrained, paralyzed, or frightened (if you chose one of those options). When you choose this feat again you can choose a different option or to increase the advantage value for one of those options.

Aim:

Limited(1)

You're kinda worthless if you cant hit anything. Take a second. Breathe. And try not to miss this time.

You may spend any number of actions to steady your aim over any number of your turns. The next time you make a ranged attack, gain advantage (X), where X is the number of actions spent aiming. Whether or not the attack hits after you make the attack check the aim count resets to 0. If the target you are aiming at ends their turn behind full or total cover from you, your aim count resets to 0.

Backstab:

Once per turn before you roll for an attack with a weapon that deals piercing or slashing damage you can take a -10 penalty to the attack. If the attack still hits it deals Xd6 additional piercing, or slashing damage, based on the base damage type of the weapon. If there is an effect which would normally cause damage to propagate to future turns or attacks this damage is not applied. On a critical hit while using backstab, roll twice as many damage dice.

Batter:

Prereq.(Strength bonus +3)

If you hit them, hit them way harder than they are about to hit you. Otherwise, don't hit them in the first place.

When wielding a weapon with the heavy property you can spend additional actions to make a single attack. If you hit with this attack the targets AC is reduced until the start of your next turn. This reduction is equal to $2 \times (X - 1)$ where X is the number of actions used to perform this attack. You must declare the number of actions you are using to batter before you make the attack roll.

Battlefield Bully:

Your job in the front is to keep enemies away from some of your friends. So get mean! Make them regret leaving your side.

Whenever you take this feat choose one of the following options:

- Whenever you hit with an attack of opportunity reduce the targeted creatures speed by X meters where X is the number of times you chose this option in addition to the normal effects of the hit.
- Whenever you hit with an attack of opportunity the creature has disadvantage(X) on its next attack roll this turn where X is the number times you chose this option, in addition to the normal effects of the hit.

Character Example: Piers Engleford

Backstory: Piers carefully stalked the wooden target in the clearing. Instinctively knowing where the leaves and twigs were. His father and brothers were all standing around it looking outward. If he could land this shot without being detected, he could join the werewolf hunt. As he slowly and carefully knocked an arrow he heard a thud behind him before watching half of the sparrow feather in his cap flutter in front of his eyes. None of them had appeared to move but they all knew what that meant. His father just shook his head in disappointment. "We could all hear the grass rustling against the wind. Better luck next time."

"Honestly, you're pretty good." Said John turning around. As he walked past Piers he whispered "For a deer hunter." Piers just silently turned away and began walking back to the manor house to keep them from seeing the tears in his eyes.

Stats: Strength: 0; Reflex: 0; Resilience: 0; Mind: 2

Movement Speed: 5 meters per round

Feats and Improvements: Stat increase x2 (Mind); Weapon Proficiencies x1 (Bow); Skill increase x2 (Stealth x2, Awareness x2, Survival x1, Investigation x1)

Equipment: A letter of introduction to the hunters guild (trinket); common clothes; metal knife; 5 rations; a backpack; a wooden shortbow; 20

Blinding strike:

Limited(1)

Poke their eyes out! If they can't see you it's a hell of a lot harder to hit you.

If you critically hit while wielding a weapon that deals piercing damage you gain a second critical hit option. The second option you gain access to is to force the target of your critical attack to make a resilience save with the DC equal to the damage dealt by this attack. On a fail, it is blinded until the start of your next turn. Choose which effect you would like to use on each critical hit. You cannot use both critical hit options.

Blitz:

Hit fast. Hit hard. Kill them as quickly as possible. Don't die.

The first round of each combat you deal additional X damage on all weapon attacks, where X is the level of this feat.

Bodyguard:

"I live to protect. My body is your shield. My life is forfeit if you should be killed under my watch."

-Imperial guards swearing their traditional oath

As an action you can choose to reduce your AC by any amount (to a minimum AC of 0) and grant a single ally within 1 meter an AC bonus equal to your AC reduction + X, where X is the level of this feat.

Defensive Stance:

Your reaction when being told to die for someone else should be "Not no, but hell no!" Unfortunately not everyone listens to this advice.

As an action you can choose to increase your AC by +X, where X is the level of this feat.

Disabling strike:

Limited(10)

Prereq.(Any non club or axe weapon bonus of +3 or higher)

"The best way not to die is to not let them hit you." – An old hunter to their protege

Before you make an attack with a weapon that is either an unarmed strike or which deals piercing damage on a hit you can attempt to declare a called shot. When you attempt a called shot, declare which appendage (head, prehensile limb, leg, wing, body, etc.) you are aiming for. You take an (11-X) penalty on your attack roll, where X is the level of this feat. On a hit the creature must make a resilience save with the DC equal to the damage dealt or the appendage is disabled. The effect is determined based on the limb disabled. If a head is disabled the creature cannot use any jaw or bite attacks, nor can it use any sound based attacks or effects and cannot speak. If a prehensile limb is disabled it cannot grasp anything new with that limb, nor can it or anything held in it be used for an attack or effect losing any reaction

that relies on the use of the hand or item (such as an attack of opportunity). If a leg or similar is targeted the creature loses 1/Y of its speed (minimum loss of 1m) where Y is the number of legs or similar left (targeting a fin may reduce the swim speed or a wing would reduce the fly speed of a creature or even knock it to the ground as an example). For any limb not mentioned here your DM will determine what happens when a particular limb is disabled (though no singular strike can directly lead to a kill such as stopping a creatures heart or preventing it from breathing).

Elemental Ki:

Limited(3)

Prereq.(Martial Arts (2))

Someone once asked an unarmed hunter how this was not magic. Their response was to throw them off a nearby cliff. I for one agree that it is not magic.

Choose one element from the following list: Fire, Lightning, or Frost. Whenever you make an unarmed strike you can choose to replace bludgeoning damage with one of the elements you have access to from this list.

Environmental Warfare:

Prereq.(Stat increase(Mind(1)))

“Pay attention! Everything you see is a weapon if only you are smart enough to use it.” – An old hunter in his last message to his students

Once on each of your turns you can use an action to spend a mind point to activate this feat. Any damage dealt by environmental effects you directly cause on your turn deals an initial X additional damage dice, where X is your level in this feat.

Fast Fighting:

While wielding two weapons with the light or weightless property whenever you take the attack action you can declare that you wish to make a number of attack up to X+1, where X is your level in this feat. You attack that many times alternating which weapon you are using for each attack and have disadvantage (Y) on all attacks for this attack action, where Y is the number of attacks chosen.

Feint

Once on each of your turns you can use an action to attempt to feint a target. Make a deception check with a DC equal to the targets passive insight. On a success the targets AC is reduced against your next attack by X, where X is the level of this feat.

Character Example: Miztli

Backstory: Miztli never knew who her parents were. She grew up near the grand temple and they would give her food in exchange for helping out with chores. The other adults believed she was either cursed or a demon in disguise. As a result the only creatures who truly spent time with her were the birds and rats near the temple who she developed a special connection with.

Stats: Strength: 0; Reflex: 0; Resilience: 0; Mind: 1

Movement speed: 5 meters per round

Feats and Improvements: Universal language x2 (rats, birds); Skill increase x2 (Animal Handling x2, Awareness x1, Stealth x1, Survival x1, Negotiation x1); Stat increase x1 (Mind)

Equipment: A pet mouse (trinket); a set of common clothes; a metal knife; 5 rations; a sack; Sling; 30 sling bullets; Herbalism kit; Cooking tools; blanket; tarp; 5 gold

Knockout:

People sometimes want the pleasure of killing their enemies themselves. Other times you don't want to kill them, just knock them out for later. Either way, you don't have to kill everyone you meet... Actually do. I want an easy bounty job.

When rolling damage for a nonlethal attack add an additional +2*X temporary damage, where X is the level of this feat.

Note: Do not subtract this temporary damage from a creature's health if it does not knock the creature unconscious.

Leg sweep:

Limited(1)

If you critically hit while wielding a weapon that deals bludgeoning damage you gain a secondary effect in addition to the normal effect of a critical hit with a bludgeoning weapon. The creature you are targeting must make a strength or reflex save (their choice) against a DC equal to the damage dealt. On a fail they are knocked prone. If they critically fail their saving throw against this effect they are also stunned until the start of your next turn.

Martial Arts:

Prereq.(Unarmed bonus +3)

Limited(6)

"What are you going to do without your sword?" – Swordmaster Jun

Initial. You unarmed strikes deal an additional 1d4 points of damage when you are not wearing heavy armor or wielding a shield.

Choose one of the following benefits for your unarmed strikes:

- Increase the damage dice size by one step, up to 1d12.
- Once per turn when you take the attack action with a weapon or unarmed strike and miss you can make one unarmed strike as a free action. If you are able to attack multiple times per attack action this benefit only applies once per attack action.

Monstrous enemy:

Hunters don't have to just be generalists. Some choose to specialize in hunting a particular creature type. Nothing wrong with it, just don't forget that there are others.

Initial: Whenever you first choose this feat choose one of the following creature types: Beasts, Fiends, or Undead. This is your initial monstrous enemy type. Whenever you hit a creature of your monstrous enemy type you deal an additional 1d4 bludgeoning, piercing, or slashing damage, using the same damage type as your weapon damage.

Whenever you choose this feat again choose either a new monstrous enemy (they gain the additional 1d4 damage bonus initially as well) or increase the damage by 1d4 for one of your enemy types. For

example, you can deal an additional 1d4 against undead and 3d4 against fiends. If you are facing an enemy with two creature types that are your monstrous enemy use whichever bonus is higher.

Mystical Martial Arts:

Prereq.(Unarmed bonus +10)

There are two people you never refer to as idiots. Old hunters and hunters who choose to punch things instead of using swords and guns. Three people. Old hunters, hunters who punch things, and The Emperor.

You have achieved new heights of unarmed combat. Choose one of the options from the following list of benefits for your character.

- If you have a darkness score of 0 your unarmed strikes deal Holy damage.
- Choose a status effect excluding unconscious. Once per turn when you hit with an unarmed strike the enemy must make a resilience save, DC equal to 14+X (where X is the number of times you have chosen this option for that status effect) or be subjected to that status condition until the start of your next turn.
- Note: Each status must be tracked separately and if the player has access to two different status conditions they must choose one. If the player has access to Paralyzed(2) or Poisoned(1) they must choose to either use Paralyzed with a DC of 16 or Poisoned with a DC of 15 and they cannot use this ability again until the start of their next turn.
- Your unarmed strikes gain the reroll(2+X) trait, where X is the level of this feat

Overkill:

Prereq.(Strength Bonus +3)

Limited(1)

When using a melee weapon that deals Bludgeoning or Slashing damage if you deal more damage to a creature than it has HP remaining, subtract the creatures HP from the damage dealt. Deal the remaining damage to a different creature within 1m of the original that is also within range of your current weapon.

Parry:

Character Example: Vineet Viswan

Backstory: Vineet came from a rather wealthy trading family in Danghez. However, as prosperous as his family was it couldn't keep up with the fines he was generating for his misbehavior. Finally, they kicked him out of the family and his antics went from him messing around to him desperately trying to survive without his families assistance.

Fortunately for him, the local thieves guild was recruiting and with his knowledge of security around the homes of wealthy families he made a natural choice. This went on for several years before he was finally caught. His own father being the judge and handing down the punishment. He could choose between death or become a hunter and have the proceeds of his work go to pay back the families he stole from.

Stats:

Movement speed: 6 meters per round

Feats and Improvements:

Environmental awareness x1 (urban); Faster movement (1); Prepared action x1 (hide); Skill increase x2 (Thievery x2, Deception x1, Negotiation x1, Knowledge (thieves guild in Danghez) x1, Stealth x1)

Equipment: A vial of an unknown blue liquid(trinket); A set of common clothes; a metal knife; 5 rations; a sack; Lockpicks; 5 gold

“It takes less time to repair a sword than a dead body.” – Imperial Swordplay instructor

Whenever you are wielding a weapon other than an unarmed strike and you have this feat you gain one free reaction for each level of this feat. This reaction can be used whenever you would normally take damage from a weapon attack that is not a firearm. When you use this reaction you interpose your weapon between yourself and the attack. Reduce the incoming damage up to the current HP of your weapon. Your weapon takes all reduced damage. If your weapon is reduced to 0 HP it is destroyed and you take any remaining damage.

Persistent Damage:

Limited(1)

If you attack with a weapon that does not deal bludgeoning damage and crit you gain an additional critical option that you can choose instead of the normal critical options for the damage types. Choose one of the damage types. The creature will continue to take this damage at the start of its turn for a number of rounds up to the level of this feat or until it succeeds at a resilience save for this effect. The DC for this save is equal to 5+damage dealt by this effect this round.

Pressure points:

Limited(1)

Prereq.(Elemental Ki(3))

On a hit you can choose to deal mental damage instead of bludgeoning damage or a damage type you have access to from Elemental Ki.

Preparation:

Limited(1)When you choose this feat choose one non attack action. You can use that action once per round as a free action.

Revenge Strikes:

Limited (1)

Once per round you can make a free attack of opportunity to one creature within range when it attacks one of your allies.

Thrown weapons:

Limited(12)

Throwing your knife is a fine surprise tactic. Just consider what you are going to do after you run out of them.

When you choose this feat, choose one from the following list: the daggers weapon group, hatchets, axes, or spears. For you, these weapons now have the ranged ((2+X)m) property, where X is the number of times you have chosen that weapon or weapon group. These weapons can have a maximum ranged value of range(5m). While wielding these weapons specifically you do not suffer disadvantage(1) for having an enemy within 1m of you provided you use the weapons to make a melee attack instead of a ranged attack.

Wrestler:

Whenever you successfully grapple a creature it has disadvantage(X) on all attack rolls until it escapes from your grapple, where X is the number of times you have chosen this feat.

Crafting

Crafting Master

Prereq.(Every 10 increases to Crafting Bonus)

Limited(3)

Whenever you take this feat choose one of the following modifications that you can choose to add to items you create. The properties do not increase the size or weight of the item but do increase the resources needed to craft the weapon. Each tag can only be chosen once.

- Keen(5G, Melee weapon that deals slashing damage): Reduce the value needed to crit by 1 per level of this tag up to a maximum of 10.
- Resilient(10G, All): increases the base HP of the weapon or armor you craft by +10 if its armor or a shield, or by +5 if its a weapon for each level of this tag.
- Razor sharp (5G, A melee weapon that deals slashing or piercing damage): The weapon deals +1 damage on a hit per level of this tag.

Jury Rig:

Prereq.(Crafting bonus +3)

Limited(1)

Sometimes people cant have nice things.

When you are normally unable to craft replacement weapons and armor after your allies break theirs you can make the next best thing using whatever you have lying about. You can now craft either a set of armor or a weapon in half the time or using half the resources. However, the item is noticeably shabby and only has half the HP (rounded down) of a regular set of armor or weapons. You still require the appropriate tools and facilities to craft.

Character Example: Wu Lei

Backstory: Wu Lei has lived their entire life in the Temple Monastery down the river from Baozou, a tiny fishing village. Found on the temple steps at six months old she largely found herself being raised by Shi Lei who gave them his family name. As Wu grew older they were constantly getting into fights with other children. Most of the time Wu was the one to start it.

Eventually the Masters of the temple came together and decided that perhaps their way was not meant for Wu and resolved to send them out to find their way, perhaps on the battlefield, perhaps in another region. However, Shi Lei protested and argued that Wu was not old enough to care for themselves. So, a compromise was made Shi Lei would train Wu until they became an adult and then they would be sent to a Hunting Lodge.

When the time came for Wu to leave Shi Lei was not present. He was in his room crying tears of despair.

Stats: Strength: +1; Reflex: 0; Resilience: 0; Mind: 0

Movement speed: 5 meters per round

Feats and Improvements: Stat increase x1 (Strength), Martial arts x1 (additional attack), Weapon Proficiencies x3 (Unarmed)

Equipment: An unopened letter from Shi Lei (trinket); A set of common clothes; a metal knife; 5 rations; a backpack; Light Metal Armor; spear;

Multitool:

Limited(10)

Prereq.(Crafting bonus +5)

No, you cant carry an anvil. Just find a flat rock and hit the metal with a round rock. That's good enough.

When you take this feat you can use improvised or improper tools to craft, modify, or repair items, provided your dm determines the tools are reasonably close to what they are replacing. For example, using a claw hammer or Warhammer and a flat rock to replace the hammer and anvil of the equipment for smiths tools. However, using a knife or a book to replace a hammer would not be a reasonable alternative. You also do not require the appropriate facilities to craft, however it takes an additional 1d6 days if you do not have the appropriate facilities.

Crafting, modifying, or repairing items using this feat gives you a penalty of (11-X) to your final crafting roll, where X is the level of this feat.

Repair Expert:

Prereq.(Crafting bonus +1)

Its almost always cheaper to repair something you already own than to just buy a new one. Knowing how to repair it yourself makes it even cheaper.

When repairing items 1 resource will now repair +1 extra HP on the item.

Tinker:

When determining the amount of time it takes to craft or modify an item, reduce the time impact of mods by 1 day per level of this feat to a minimum of 1 day. Note, this only applies to mods and not to the base item, nor does it have any impact on the resources required.

Material expert:

Prereq.(Crafting bonus +3)

Just because you know how to work metal doesn't necessarily mean that you can make amazing spears. There are some who only work with wood and can make a better and more durable equipment with wood than you can with metal.

Whenever you choose this feat choose a material. Weapons, armor, and equipment you craft using that material have +5 HP applied after the material bonus.

[Darkness](#)

Dark Alignment:

Limited(6)

Initial. When you first choose this feat you become immediately aware of any consecrated, holy, desecrated, or corrupted areas within 10ft of you.

Character example: Sextila Rustica

Backstory: Sextila Rustica was raised around her families gladiator business. As a result, she learned how to spot the weaknesses of other gladiators from the stands. This lead to a blossoming of business with a number of highly successful and skilled gladiators.

However, with this success came accusations of cheating. Particularly from those who were upset at a woman owning her own gladiators. Despite her best efforts these

Whenever you choose this feat your minimum darkness score increases by 1.

If you spend (6-X) Minute(s) reaching out to align yourself with the darkness that surrounds you, where X is the level of this feat. You know the exact location of all dark creatures within 60ft of you for a number of minutes equal to this feat's level.

Hellish Mutation:

Your body begins to twist and deform in hellish ways. Choose one of the options from the following list of benefits for your character.

- Increase your minimum darkness score by 1. Increase your current Maximum HP by +1.
- Increase your minimum darkness score by 5. Your character now has an additional prehensile limb of your choice which can be used in the same way as your natural arms and hands, including using weapons or items. When you choose this feat decide what appearance your additional limb takes be it an arm, tail, tentacle, or something else. Though whatever you decide on for appearance it cannot do piercing or slashing damage unless you choose/use a different feat or ability that allows you to do so.
- Increase your minimum darkness score by 2. Whenever you deal piercing or slashing damage with your unarmed strikes you deal Xd6 additional poison damage, where X is the level of this feat.
- Increase your minimum darkness score by 5. Your limbs extend to an unnatural length. Your character has 1 meter additional reach with all melee weapons held in any of your prehensile limbs or natural weapons (choose when you select this feat), though this does not affect the accuracy of weapons with reach(0). Your limbs cannot be retracted within themselves.
- Increase your minimum darkness score by 2. Choose a damage type. You either gain resistance(1) to that damage type or increase your resistance to that damage type by 1.

Forbidden knowledge:

Whenever you choose this feat your minimum darkness score increases by 1.

You can perform a 10 minute ritual, sacrificing 1 HP from any creature to gain a +2*X bonus to one mind ability check of your choice, chosen when you complete the ritual, where X is the level of this feat. If you take a long rest before using this feat you will need to complete the ritual again before it can be used. Whenever you use this feat your darkness score increases by 1.

Primal Mutation:

Your body has begun to mutate in animalistic ways often reflected physically. Choose one of the options from the following list of benefits for your character.

- Increase your minimum darkness score by 5. Your biology has mutated to give you some form of natural weapon. Decide its appearance and where it is located on your body. Your natural weapons cannot be retracted and appropriate clothing must be made for you to use them without being destroyed. These weapons enhance your unarmed strikes and deal 1d4 points of Bludgeoning, piercing, or slashing on a hit, your choice when you select this option. Each time you select this option again you can choose to form either a new natural weapon or to enhance

an already existing natural weapon with an additional melee weapon tag of your choice. If a tag has a value that value for this feat is one, choosing that tag for the same natural weapon again increases the tags value.

- Increase your minimum darkness score by 5. Your character now has an additional prehensile limb of your choice which can be used in the same way as your natural arms and hands, including using weapons or items. When you choose this feat decide what appearance your additional limb takes be it an arm, tail, tentacle, or something else. Though whatever you decide on for appearance it cannot do piercing or slashing damage unless you choose/use a different feat or ability that allows you to do so.
- Increase your minimum darkness score by 2. Your character now has +1 meter of darkvision.
- Increase your minimum darkness score by 2. Your character now has advantage(X) on all checks related to hearing or listening, where X is the number of times you have chosen this option.
- Increase your minimum darkness score by 2. Your character now has advantage(X) on all checks related to smell or scents, where X is the number of times you have chosen this option.
- Increase your minimum darkness score by 5. You can only choose this option once, but when you do so you grow gills and are able to breathe underwater becoming fully amphibious, though you must submerge yourself in water for at least 2 hours every day or your maximum HP will be reduced by 1 at the start of the next day and will not come back until you spend 8 hours completely submerged in water.
- Increase your minimum darkness score by 3. You gain a climb speed of +1 meter regardless of the condition of the surface you are attempting to climb. However, if you end your movement in a place without sufficient hand or footholds you slide down to the nearest hand and/of foothold and must make a reflex save to not fall further, the DC is equal to the distance slid. If you fail, you fall to the ground.

Vicious Strikes:

Limited (1)

Character Example: Vegar Hegland

Backstory: Vegar grew up listening to the songs of bards and the tales men would tell of raiding and hunting. As much as he would have wanted to jump in and join every expedition his father always held him back and had him help at the blacksmith shop. Finally his father relented and gave him an warhammer that he himself had forged for this explicit purpose. Before he left he promised his father the next time he would hear of him would be in a bards song telling of his exploits.

Stats: Strength: +1; Reflex: 0; Resilience: 0; Mind: 0

Movement speed: 5 meters per round

Feats and Improvements: Weapon proficiencies x1 (Clubs), Stat increase x1 (strength), Skill increase x1 (Performance x1, Crafting x2)

Equipment: An amulet that he had made with his father from when he started learning to blacksmith (trinket); A set of common clothes; A metal knife; 5 rations; a backpack; A metal Warhammer; 5 gold

When you choose this feat your minimum darkness score increases by 1. Once per turn when you hit with a melee weapon attack you deal additional weapon damage equal to your darkness score.

Exploration

Cat like reflexes:

Prereq.(Acrobatics bonus +1)

Limited(1)

If you would normally take falling damage, make a reflex saving throw with a DC equal to the distance fallen. If you critically succeed you take no damage, if you succeed you only take half damage, and if you fail you take full damage.

Climber:

You gain a climb speed of +1 meter provided that there are suitable hand and footholds and not on a ceiling.

Enhanced Low Light Vision:

You can now see an extra +1 meter in low light situations.

Environmental hardiness:

Prereq. (Resilient+3)

You cant hunt if you cant even make it there.

You have advantage(X) for resilience saves against environmental effects and auras of creatures.

Environmental awareness:

“Pay attention! You’re going to get us all killed!” – Last words of an imperial scout commander before being killed by a Yorgoth

Initial: You add your full skill bonus when helping another creature with your Nature or Survival skills while in a type of environment you have chosen for this feat.

Choose a single type of environment (eg. Forest, urban, arctic, tundra, etc.). You have a +X bonus to passive awareness checks against stealthed or hidden creatures while in this environment, where X is the number of times you chose that environment. You also gain a +X bonus to survival checks to find and follow beast, human, and undead tracks in that environment.

Faster Movement:

If you cant cut it you might as well run home to mommy. Im sure she’ll protect you from the mean old wolf.

Your movement increases by +1 meter per round.

Hunting target:

“Finding them is your first problem. Killing them is your second.” – An old hunter saying

Initial: When you first choose this feat choose an enemy type from: Beasts, Fiends, Humans, and Undead. This choice is your first hunting target. You have advantage(1) on survival checks to track creatures of your hunting target type. In addition, whenever you attack and hit a creature of your hunting target type you deal and additional 1 bludgeoning, piercing, or slashing damage, depending on the damage type used in the attack, per hit.

Whenever you choose this feat again you can choose one of the following options: a new enemy type that this feat applies to (ie if you chose undead first and then chose beasts this would apply to both undead and beasts), you can increase the advantage value, or you can increase the number of additional damage by 1 for one of your hunting target types (ie if you have beasts(3) and undead(1) you can deal 3 additional damage against beasts and 1 extra damage against undead).

Swimmer:

Swimming, like running but in water.

You gain a swim speed of +1 meter.

Wall Run:

Prereq.(Acrobatics bonus +3)

I never understood the appeal of running up walls. It looks cool but doesn't do much of anything beyond what climbing does.

You can now run along or up solid vertical surfaces for up to 1+X meters, where X is the level of this feat. You must use your movement to wall run. If you are still wall running at the end of your turn you fall. For example, if you have a movement speed of 5 meters per round and have taken this feat five times you can only wall run for 5 meters without dashing.

Social

Commanding Presence:

"Screaming like a banshee doesn't work always. Sometimes asking politely and quietly gets more done." – Advice given to Imperial drill sergeants

A number of times per day equal to your level in this feat you can issue any single simple command to a creature who can understand you. The creature must succeed on a mind save, DC equal to your passive

Character example: Velloth

Backstory: The first thing that Velloth remembers is standing naked in a dimly lit room surrounded by the bodies of cultists. Their blood dripping from her hands and tail with strange markings covering the room.

First thing she did was get dressed in whatever clothes she could find. Unfortunately, there weren't any that were designed to accommodate her tail now glistening green as it dripped poison. She did eventually find a book that, upon looking at the pictures, looked like it described what happened to her. Though she is unable to read it except for one word: Velloth, which she took as her name.

No matter where she went people would chase her off as soon as they discovered either her tail or name.

Stats: Strength: 0; Reflex: 0; Resilience: 0; Mind: 0

Movement speed: 5 meters per round

Feats and improvements: Primal mutation x1 (Natural weapon (spiked tail)); Vicious strikes (1); Hellish mutation x2 (Prehensile limb, poison); Skill increase x1 (Intimidation x1, Deception x1, Insight x1)

Equipment: An unreadable book with dark markings and drawings of a ritual (trinkets); A set of common clothes; A metal knife; 5 rations; a backpack; Light metal armor; Cloak; 6 gold

Total Darkness: 13

intimidation, on a fail the creature will follow your command as quickly as possible provided the command is not knowingly harmful to it.

Impersonation:

Sometimes you cant do anything. Sometimes other people don't want to help you.

Upon taking this feat you gain the ability to disguise yourself as a specific person much easier and arouse less suspicion. If you spend a day watching a particular individual you develop the ability to mimic their behaviors, mannerisms, speech patterns, and even their handwriting if you can get ahold of a sample. All creatures have disadvantage(X) on their passive insight checks against your deception while portraying this person, where X is the level of this feat. This does not give you the ability to forge convincing documents. Anything you write or sign will only hold up to light scrutiny and is likely to be discovered within a few hours to a day.

Leadership/Tactician:

Sometimes all you need is a second pair of eyes to see what you don't.

As an action choose a single allied creature within X meters, where X is your level in this feat, that can understand you. You issue a specific direction to them to complete a specific task. The creature gains a bonus to a single check of their choice over the next round to complete the task. The bonus is equal to your mind score. They lose this bonus if you use it again before the start of your next turn.

Lipreading:

Limited (1)

"Sometimes people don't want to tell you something. In those cases get one of their friends for them to tell." – Rachel, Imperial Spymaster

After you choose this feat as long as you can see a creatures lips while speaking a language you know you are able to understand them as though they were speaking directly to you.

Universal Language:

People wont always talk to you. Shocking. But they will talk to their pets.

When you choose this feat choose a single species (excluding humans), for example birds or horses. You can now effortlessly understand and be understood by them to the point where you are able to hold simple conversations with them.

Translator:

Prereq.(Character creation or another creature teaches you this feat)

When you choose this feat choose a language or a code. You are now fluent in that language or code in addition to any other languages your character may be fluent in.

True Emotion:

As an action you can choose to mark up to X creatures, where X is the level of this feat. While marked in this way you automatically know exactly what emotions that creature is feeling and when its mood shifts.

Quick change:

Limited (10)

Did you not pay attention when I told you, you weren't a hero or demigod?

You are able to change outfits and disguises much faster than a normal person. Instead of the typical 10 minutes it takes to change outfits it now takes you 10-X minutes where X is the level of this feat. If you take this feat ten times you can completely change your outfit in an action. Note, this feature does not alter the time it takes to change into or out of armor.

Chapter 4: Equipment

General Terminology:

Tag(equipment): This is formatting for the tag descriptions and modifications. The tag is the name of the equipment tag and the equipment is which types of items it can be, or is, applied to.

NPC: Players cannot modify their equipment using this modification themselves. Instead they must find an NPC who is willing to modify their equipment.

G, gold: Gold is the currency used in this system.

Equipment list

Items with an N/A for the health cannot be used to craft, or by extension purchase, the item in question. Mithral equipment cannot be purchased, only given as a gift or earned as a reward.

Armor

Name	Properties	Work:	HP: Base	HP: Mithral
Light armor	Lightweight	5 G	15	20
Medium Armor		25 G	30	40
Heavy Armor	Clunky	50 G	45	60
Shield		5 G	10	15
Tower/kite shield	Clunky	15 G	20	30

Weapons

Melee weapons

Name	Weapon type	Damage	Properties	Work:	HP: Base	HP: Mithral
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Unarmed	Unarmed	-2 (B)	Weightless, Natural weapon	N/A	N/A	N/A
Dagger	Dagger	1d4-1 (P,S)	Light, versatile(P, S)	5 G	5	10
Palm Dagger	Dagger	1d4-2 (P)	Weightless	3 G	1	8
Longsword	Sword	1d8(S)		12 G	10	20
Greatsword	Sword	2d6(S)	Heavy, two handed	18 G	25	35
Great axe	Axe	2d6(S)	Heavy, two handed	16 G	20	28
Maul	Club	2d6(B)	Heavy, two handed, reroll(1)	18G	20	25
Mace	Club	1d6(B)		3 G	8	15
Quarterstaff	Club, polearm	1d8(B)	two handed	3 G	20	N/A
Halberd	Axe, Polearm	1d10(B,S,P)	Reach(2), two handed, versatile(B,S,P)	12G	15	25
Club	Club	1d4-1 (B)	Light	1 G	5	10
Axe	Axe	1d4(S)		3 G	5	13
Warhammer	Club	2d4(B)	Heavy	8 G	10	15
Hatchet	Axe	1d6-1 (S)	Light	3 G	3	8
Spear	Polearm	1d6(P)	Reach(1)	3 G	5	12
Rapier	Sword	1d8(P)	Reroll(1)	25 G	8	20
Scimitar	Sword	1d6-1 (S)	Light	8 G	8	14
Shortsword	Sword	1d6-1 (P,S)	Light, versatile(P,S)	8 G	6	12
Glaive	Polearm	1d10(S)	Reroll(2), Reach(2), two handed	15 G	15	25

Ranged weapons

Name	Weapon type	Damage	Properties	Work:	HP: Base	HP: Mithral
Shortbow	Bow	1d6 (P)	Ammunition(1), range(20m)	10 G	5	N/A
Longbow	Bow	1d10 (P)	Ammunition(1), range(50m)	15 G	15	N/A
Blowgun	Exotic ranged weapon	1(P)	Stealth, ammunition(1), range(5m)	1 G	3	N/A

Sling	Sling	1d4-2 (B)	Ammunition(1), range(10m), Weightless	1 G	1	N/A
Hand crossbow	Crossbow	1d6-1 (P)	Ammunition(1), light, range(10m)	8 G	8	N/A
Light Crossbow	Crossbow	1d8 (P)	Ammunition(1), range(20m), reload (1)	10 G	12	N/A
Heavy crossbow	Crossbow	1d12 (P)	Ammunition(1), reload(2), range(40m)	15 G	15	N/A

Firearms

Name	Damage	Properties	Work:	HP: Base	HP: Mithral
Pistol (pistol)	1d8-1 (P)	Light, loud, Reload(1), ammunition (6), range(20m), reroll(1), overload(1)	20 G	10	20
Blunderbuss (musket)	2d8 (P)	Reload(2), loud, heavy, range(5 m), ammunition(1), reroll(1), overload(2)	25 G	15	20
Musket (musket)	1d10 (P)	Reload(2), loud, two handed, range(25m), ammunition(1), reroll(2), overload (4)	25 G	15	25
Long rifle (musket)	2d12 (P)	Reload(4), loud, two handed, heavy, range(70m), ammunition(1), reroll(3), overload(1)	50 G	25	40
Palm Pistol (pistol)	1d4-2 (P)	Weightless, reload(1), loud, range(2m), ammunition(1), reroll(2), overload(1)	10 G	5	15
Pepperbox (pistol)	1d10 (P)	Reroll(2), Reload(3), range(5m), Loud, ammunition(4), reroll(5), overload(1)	20 G	10	25
Grenade (grenade)	1d4-1 (P)+1d6 (B)	Light, area(2), consumable, range (5m)	5 G	1	N/A

Exotic weapons

Exotic weapons are any weapons that are not listed, and which cant be applied to one or more existing weapon type(s), and cant be reflavored from a listed or known weapon. For example a Katana would be a reflavored longsword, a sniper rifle would be a reflavored long rifle, etc. These exotic weapons are split into melee and ranged categories and are determined on a case by case basis by the GM.

Improvised weapons are considered exotic weapons that deals a base 1 point damage if it fits easily within one hand or 1d4 points of damage if it is wielded in two hands the damage type is bludgeoning, piercing, or slashing damage (as determined by your GM for the weapon) it has no other properties.

Ammunition

Name	Weapon type	Properties	Price (quantity)
Arrows	Bow	None	1 G (20)
Crossbow bolts	Crossbow	None	1 G (20)
Pistol Bullets	Pistol	Consumable	1 G (10)
Musket bullets	Musket	Consumable	1 G (5)
Grenade	Grenade	Light, Area(2), consumable, range(5m)	5 G (1)
Sling bullets	Slings	None	1 G (30)

Tools

Tool	Price
Lockpicks	20 G
Smithing tools	15 G
Alchemy tools	15 G
Forgery kit	12 G
Musical instrument	5 G
Disguise kit	10 G
Herbalism Kit	5 G
Artisans tools	5 G
Leatherworking tools	10 G
Navigator/cartographers tools	15 G
Medical Supplies	10 G
Cooking tools	5 G

General Equipment

Equipment

Item	Price	Item	Price
Backpack	2G	Candle	1G
Sack	1G	Torch	1G
Chest	5G	10 ft Chain	7G
Common clothes	1G	Lock	3G
Fine Clothes	10G	Chalk	1G
Tent	5G	Crowbar	1G

Climbing gear	5G	Hammer	1G
Hunting Trap	5G	Piton or Iron spike	1G
Flask of oil	2G	Animal feed per day	3G
Lantern	3G	Gunpowder (horn)	2G
10 foot wooden pole	1G	Ink and ink pen or feather	1G
Fishing equipment	2G	Paper per sheet	1G
Empty flask	1G	Small bag of sand	1G
Manacles	10G	Magnifying glass	25G
50ft Hempen rope	3G	Telescope	25G
Antitoxin	3G	Steel Mirror	1G
Vial of Poison	3G	Ration per day	3G
Empty Vial	1G	Vial of Perfume	3G
Bedroll	5G	Iron Pot	5G
Blanket	3G	Belt Pouch	1G
Two person tent	10G	Portable ram	5G
Tarp	2G	Poncho/cloak	2G
Gunpowder (Keg)	10G	Saddle	5G
Caltrops (bag of 100)	5G	Saddle bags	3G
Sealing wax per use	1G	Shovel	3G
Soap	1G	Signal Whistle	1G
Tinderbox	1G	Waterskin	1G
Vial of Oil	2G	Vial of Acid	5G

Candle: Candles last for a maximum of an hour each and shed bright light out 3 meters and dimlight another 3 meters past that.

Torches: Torches last for a maximum of an hour each and shed bright light out 3 meters and dimlight another 3 meters past that.

Padlock: Most padlocks have 20HP, are made of metal, and come with a key to that specific padlock. If you don't have a key padlocks can be unlocked using lockpicks and making a successful DC 10 Thievery check.

Caltrops: 10 Caltrops can cover 1 square meter of ground forcing all creatures that want to pass through it to make a DC 10 reflex save or fall prone and take 1d4 points of piercing damage. Alternatively, creatures sized medium or smaller can expend 2 extra meters of movement to move through the area with no save required.

Manacles: Most manacles have 20 HP and are made of metal. Manacles also come with a key to undo them. As an alternative to using a key manacles can be broken with a DC 25 strength check. They can also be escaped from using a DC 15 acrobatics check. Finally, they can be removed using lockpicks and a DC 10 Thievery check.

Hunting trap: Hunting traps have 10 HP, and are usually, but not always, made of metal. When a hunting trap is placed it must first be primed to go off using two actions and the user can use an additional action to pin it to the ground. Creatures passing through that space must make a DC 10 reflex save or take 1d4

points of piercing damage and if the trap is pinned to the ground their speed is reduced to 0 meters until they free themselves. To escape a creature must use two actions on their next turn to remove the trap if they are able to open the trap. Otherwise they must succeed on a DC 10 Athletics check to remove the trap without opening it, though they do take an extra 1d4 points of piercing damage if they do so.

Crowbar: Crowbars give advantage(2) to strength and athletics checks related to prying things open.

Gunpowder: Gunpowder is an explosive component used in the manufacturing of bullets and explosives. If lit on fire gunpowder will explode forcing all creatures within 3 meters to make a resilience save with a DC equal to 9 + the number of kilograms of gunpowder that explode. On a critical success the creature takes no damage, on a success the creature takes half damage, on a failure the creature takes full damage, and on a critical fail the creature takes double damage. The gunpowder deals 1d4 points of bludgeoning damage for each pound that explodes. A horn of gunpowder has 0.5 kg of gunpowder when full and a barrel of gunpowder has 5 kg of gunpowder when full.

Oil: Oil is a slick substance. A vial of oil can cover up to 1 square meter of area forcing any that wish to cross it to make a DC 10 reflex save or be knocked prone. Additionally it can be lit on fire and will burn for 1 minute or until put out.

Resources

Resource	Price (per unit)	Equipment HP modifier
Unusual/Cloth	1G	+0
Leather	3G	+3
Wood	7G	+6
Metal	12G	X2
Mithral	N/A	X2
Precious Material	15G	X1.25

In order to craft each item players or NPC require 1 of the appropriate resource for every 10 gold of work required, rounded up. Each material also has an HP modifier which applies after any mods.

Unusual/cloth resources can be used to make anything as the DM determines appropriate based on the material (you wouldn't use a boulder to make a pair of pants for example). Unusual applies to any material that is not specifically listed here such as stone, bones, grasses, paper, glass, etc.

Leather resources can only be used to make armor, shields, and slings.

Wood resources can only be used to make bludgeoning and piercing melee weapons (except for swords and daggers) and ranged weapons (but not firearms) as well as armor and shields. Weapons with the versatile tag that can deal one or more damage types alongside slashing damage can be made from wood, but lose the ability to deal slashing damage.

Metal resources can be used to make anything except for clothing and is the most resilient option.

Mithral resources cannot be purchased as people no longer have the skills or knowledge how to make it. It has a different base HP than everything else that makes it much more resilient than a normal set of armor or equipment. It can be used to make anything its crafter desires.

Precious materials are by far the most expensive, though not the best. Precious Materials are anything from gold and gems to silk and exotic materials. They can be used to craft appropriate items as determined by your DM.

Equipment Tags and Damage Types

Equipment Tags

Ammunition(ranged weapons): The weapon can fire a number of shots listed in the parenthesis before it must be reloaded. The wielder must have an empty hand to reload.

Lightweight(armor): The armor is light and flexible enough to sleep in comfortably. This generally implies that it does not cover all parts of the user's body except for armor made out of leather/cloth/hide.

Clunky(armor): The armor is loud and difficult to maneuver in giving disadvantage(2) to all stealth, sleight of hand, and thievery checks or disadvantage(1) if it is made of leather, hide, or cloth.

Range(ranged weapons, firearms): This property indicates the range increment of a weapon. A weapon can only make an attack roll over a maximum range of 5 range increments taking a penalty to the attack roll of disadvantage(X-1) where X is the number of range increments between the wielder and target rounded up. Weapons with this property have disadvantage(2) on all attack rolls for each creature within 1 meter of them when used.

Stealth(ranged weapons): If you hit with a weapon that has the stealth property and you are currently hidden from the target you are not automatically revealed. However, you must attempt to hide again before the end of your turn or be revealed.

Reload(ranged weapons, firearms): This property indicates how long it takes a character to reload a weapon. The number in parenthesis indicates how many consecutive actions must be used to reload a weapon before it can be fired again.

Light(all weapons): This is the second lightest of the weapon weight tags. Whenever an attack with a light weapon hits it deals -1 points of damage. Light weapons also have a +1 bonus to their AC when being targeted by an attack.

Reach(melee weapons): While wielding a weapon with reach a character may attack targets that are X+1 meters away where X is the number in the parenthesis. If a melee weapon does not have this property listed it is assumed to have reach(0). If a weapon has a reach of 1 or higher a wielder has disadvantage(1) for each creature or object larger than size small other than themselves or the target within reach.

Loud(ranged weapons): The weapon is loud and bombastic enough to draw attention to the wielder making it impossible to hide the same round it is fired.

Two handed(all weapons): This weapon requires two hands to wield effectively, meaning that a character must have two hands on the weapon at all times in order to attack with it at any point during a round. If a weapon or shield lacks this property it may be carried and used in one hand. Thus if a character wishes to wield a two handed weapon and cast a spell using both hands they must first set down or sheathe the weapon at the start of their turn and cannot pick it back up again until the start of their next turn when they attack with it again.

Heavy(all weapons): The weapon is especially large and cumbersome leading to it dealing an additional damage dice per hit (included in the weapon damage dice). It is the heaviest of all weapon weight classes and if its weight is reduced it becomes a normal weight weapon (no weight tag).

Normal weight(all weapons): This is the assumed weight of all weapons without a weight tag.

Versatile(melee weapons): The versatile property allows a weapon to deal a variety of different damage types listed in the parenthesis. With each attack the user must declare which damage type they are using.

Reroll(All weapons): The reroll property allows for damage dice to be rerolled once if they roll below the number listed in parenthesis. You must take the second roll.

B,P,S(All weapons): The letter indicates which damage type(s) the weapon deals. B stands for bludgeoning, P stands for piercing, and s stands for slashing.

Natural Weapon(melee weapons): This weapon is a natural part of the creature in question. It cannot be disarmed or removed.

Weightless(all weapons): A weapon with the weightless property can more easily be hidden than many others. It is the lightest of all weapon weight classes, nothing can be lighter than a weightless weapon. When a creature attempts to conceal a weightless weapon they have advantage(2) on the check and anyone looking at the creature does not immediately know of its existence unless the hiding creature critically fails on the appropriate check. Weightless weapons deal -2 points of damage (to a minimum of 0) whenever they land a hit. Additionally, weightless weapons have a +2 bonus to their AC when they are targeted by an attack.

Area(grenades): Instead of making an attack roll to determine if it hits a creature or not a creature wielding a grenade will make an attack roll towards a creature or location. If the wielder chooses a location, they must first succeed on a DC 15 attack roll to land it in that exact spot. On a failure the grenade misses that spot and lands nearby, your GM determines where precisely. If the wielder chooses a creature make an attack roll against their AC, on a hit you land it at their feet. Whichever option you choose if you critically fail the initial attack roll it lands at your feet. After throwing it make a second attack roll. All creatures within X meters, where X is the number in parenthesis, must make an agility save with the DC equal to your second attack roll when the grenade explodes at the end of your turn. On a failure they take the full damage, on a critical failure they take double damage, on a success they take half damage (rounded down), and on a critical success they take no damage.

Consumable(grenades, ammunition, equipment): After being used they cannot be retrieved or recovered by any means.

Overload(All firearms): When reloading a firearm a character can choose to overload it up to the overload value. Overloading it causes the firearm to deal an extra damage dice per overload, but the range for critical failure is reduced by 1 per overload (ie on overload(1) the critical failure range is 4 below the targets AC, on overload (2) the critical failure range is 3 below the targets AC, etc.) on a critical failure on an attack roll the creature using the firearm, as well as the firearm itself, rolls and takes the damage as though they hit themselves. It is to be assumed that characters un-overload a firearm when possible between combats unless otherwise stated.

Damage types

Damage type	Special Effect	Critical hit effect
Bludgeoning	Only bludgeoning damage can deal nonlethal damage or knock out a creature.	The targets AC is reduced by 1d4 until the start of your next turn
Piercing	None	Ignore all resistances for this attack
Slashing	None	The target has a -1 penalty to all attack rolls until the start of your next turn.
Fire	None	The target is lit on fire. (see environmental damage for rules regarding being lit on fire)
Frost	None	Until the end of your next turn, the targets speed is reduced by half.
Lightning	None	On their next turn the target can only take one action.
Acid	Deals double damage to armor, half damage to creatures	Until the target uses 3 actions on their turn to remove the acid all weapons which do bludgeoning, piercing, or slashing damage deal an extra 1 point of acid damage
Poison	Deals double damage to creatures and no damage to armor	The target suffers disadvantage(1) on all checks for 1d4+1 rounds
Mental	Damage leaves no identifiable trace and ignores armor. Objects as well as creatures with negative mind scores are immune to Mental damage.	Until the start of your next turn the target is stunned
Holy	Holy weapons deal no damage to creatures without darkness.	All allies within 2 meters heal 1 HP

Equipment Mods

General Terminology:

Limited(X): a chosen mod can only be applied X number of times to an item.

Item(price): the amount of work it requires to apply that mod to the item once.

Incompatible(mod1, mod2, etc): this mod cannot be applied to the same piece of equipment as the mods in parenthesis.

Mods:

Spikes (armor(10G), shields(5G), limited(1)): Your armor or shield is now an exotic melee weapon that deals 1d4 piercing damage on a hit.

Multibarrel (firearms(10G), limited (3)): Firearms with this modification increase their ammunition value by 1.

Weighty (All items(5G)): the item is one weight category heavier.

Dispersal device (melee weapons(10G)): Melee weapons with this modification can be doused once with poison or acid as a part of the attack action. This action can be used X number of times before the wielder must spend 10 minutes to refill the pipe, where X is the value of this modification.

Shrapnel(Bullets(1G), Grenades(2G), limited(1), Incompatible(Poisoned shot, Flaming shot)): Bullets and grenades with this modification deal an additional 1d6 points of piercing damage on a hit and cause the target to take an additional 1d4 points of piercing damage at the end of their next turn.

Flaming shot(Arrows(1G), bullets(2G), incompatible(Shrapnel, Poisoned Shot)): Arrows and Bullets with this modification deal an additional 1d6 fire damage on a hit.

Poisoned shot(Arrows(2G), bullets(2G), Incompatible(Shrapnel, Flaming Shot)): Arrows and bullets with this modification deal an additional 1d6 poison damage on a hit.

Wrist mounted (Weightless weapons excluding unarmed strikes(10G)): the weapon is able to be mounted on your wrist allowing it to be used while still maintaining a free hand. It is unable to be thrown if it normally could be.

Modifying equipment

In order to modify already existing equipment, it costs half the price of the base item in work plus the work cost of all of the modifications, including the materials used in the modification. If the item is consumable, such as arrows or bullets, ignore the half cost of the base item and the modifications apply to up to the quantity that can be purchased as a group (ie 20 arrows, 10 pistol bullets, etc.). You will also need to follow the rules for crafting items when crafting modifications to items.

If the player is crafting an item from scratch with modifications include the full cost of the base item instead of the half cost.

When determining the amount of resources for crafting modifications to existing items do not count the base items work cost for determining the resource cost. Modifications require that they be made of the same resource type as the base item. Modifications do not add to or decrease the HP of the base item, excluding the resilient mod found under the crafting master feat.

At the end of the crafting time the player must make a crafting check as though they had just made a new item (ignoring the base item if they already had it).

Player crafting

Sometimes players will want to make their own custom items rather than simply contracting them out. If this is the case, to make items players will need to have the appropriate number of resources for the item in question, including any mods, which is to say 1 resource for every 10 gold of work required. You

must have all of the materials at the start of crafting. All of the resources must be the same, such as all metal or all wood. It cannot be a mix of materials such as leather and metal for example.

You also require facilities and tools appropriate for modifying and crafting items such as a forge and smiths tools for metal weapons and armor or woodworking or carpentry shop for wood items. Your DM will determine if any specialized facilities or tools are required for your item.

Characters can do 5 gold worth of work per day, provided that they have the appropriate tools and facilities. All work must be done during contiguous days, as such you cannot spend one day crafting and the next doing something else, if it requires that you spend 10 days crafting then you must spend 10 days straight crafting. If something comes up that forces you to suspend your crafting, such as the city is unexpectedly attacked by an army, the king summons you to take care of a werewolf problem immediately, or your workshop is burned down by a rival, you lose 1 days worth of work that you have already put into crafting the item for every day you are gone to a maximum of how many days you had already spent crafting. However, you do not lose any materials (unless they are stolen in your absence).

At the end of this time make a crafting check with the DC equal to the gold cost of work needed to craft the item. On a success you make the item, on a failure you do not make the item and lose a quarter of the resources used (rounded up), on a critical failure you not only fail to make the item but also lose all of the resources used to make it.

If you decide to craft a base item with modifications from the start you do not need to pay the additional half cost of the base item for determining the cost of your modifications.

Contracting equipment out

If players do not wish to craft, modify, or repair items themselves they can opt to contract it out to an NPC if one is available. Paying for the materials as well as the full work cost. However, they will receive their item fully crafted to their specifications at the end of the crafting period with no risk of failure. In addition, while the item is being crafted players may do other things besides craft.

Examples of crafting, modifying equipment, and contracting equipment out

Suppose that a player wants a pair of wrist mounted palm daggers and two sets of flaming arrows. However, they already have a single palm dagger, that is missing 1 HP, that they want to use in crafting these daggers.

To start with a palm dagger requires 3 gold worth of work as a base and to make it wrist mounted requires 10 gold worth of work.

Starting with the already existing palm dagger the wrist mounted mod requires 10 gold worth of work and since the palm dagger must be made out of metal the player needs one unit of metal (costing them 12 gold), three days straight of crafting, and access to a forge to craft their wrist mounted palm daggers. At the end of that time the player will need to succeed on a DC 10 crafting check to finish the item. It will have 1 HP, the same HP as the palm dagger.

Next, to craft the second wrist mounted palm dagger from start to end will require 2 units of metal (costing them 24 gold) and three days straight of crafting, one for the dagger itself and two for the wrist mounted mod, as well as access to a forge. However, at the end of the second day of crafting the players are suddenly summoned to help the mayor of the town deal with a wolf that attacked his beloved pet

dog. If it takes the players a day to hunt down the wolf and return it to the mayor then by the time the crafting player returns their progress will have been reduced to one day and they will need to spend another two days crafting. At the end of that time the player will need to succeed on a DC 13 crafting check to finish the item. It will have 2 HP, the same HP as the palm dagger.

During the time that they were hunting the wolf the player decides to contract out the two sets of flaming arrows to a local craftsman. It will cost the player 4 gold, 1 gold for the work of making the arrows themselves and 1 gold for the work of making them flaming arrows, but at the end of the day the player can go to the local craftsman and pick them up without any check required.

Repairing equipment

To repair an item character must spend at least 2 hours doing nothing but repairing the item in question. Players can repair one item before bed every day if they are doing something else during the day provided that they have the appropriate tools.

Characters can repair an item using one resource per 5 HP of the same type as the item, losing any excess material. At the end of the duration characters must make a crafting check with a DC equal to 10 plus the number of resources used to repair the item. On a critical success the item is either repaired by an additional 10HP or the cost of repairing the item is reduced by two resources, characters choice. On a success the item is repaired. On a failure the item is not repaired. On a critical failure the items HP is reduced by 1d4 times 5.

Chapter 5: How to play

General Terminology:

Active: The creature is making a conscious effort to use a skill such as actively trying to be stealthy when trying to hide from a deer. Creatures cannot actively try and use a skill forever and there must be a specific reason why they are using a skill actively. Actively using a skill requires the character to make a check using that skill.

Passive: The creature is not making a conscious effort to use a skill. For example, walking up quietly behind someone may just happen because you are so used to or so good at being stealthy. Whenever a character is not actively using a skill they are passively using it. Generally this takes the form of a DC to beat whenever another creature actively tries to use another skill. The DC of this check is 10 + the skill bonus + advantages - disadvantages. A creature has advantage (1) on the check if they are actively aware that something may happen, such as keeping an eye out for pick pockets on a particular street or speaking with a creature that has been known to lie before. A creature has disadvantage on a passive check depending on the situation and at the GMs discretion.

Immediate/immediately: this occurs at the instant it triggers regardless of whose turn it is or the circumstances which caused it.

Contest: Each character involved in the contest rolls the appropriate check and whichever side is higher wins. If both rolls are equal, then the current status is maintained whatever that may be.

Oppose: Different skills oppose others. When skill X says that it opposes skill Y that tells the GM that those two skills are used to set the DC of a check. For example, Awareness opposes Stealth. You must use awareness to try and spot an enemy who is trying to hide. Likewise you must use Stealth to avoid an

enemy becoming aware of your presence using the enemies passive awareness score as the DC for the stealth. If a skill does not have an opposed skill the DC for the check is set by outside factors typically not related to any skill.

Character stats

Stats

Strength: Strength saves indicate how physically strong your character is. Lifting 500lb boulders and pulling heavy carts are both examples of an individual using their strength. Whenever you hit with a melee weapon you deal additional damage to the target equal to your strength save. Additionally, whenever you make an athletics check you add your strength save bonus.

While these rules assume that players are travelling from town to town and that they are able to carry all of the items in their possession there are some game types, such as survival style campaigns, where one of the challenges is managing how much a player can carry with them. To that end there is also a variant rule about how much a player is able to carry. Players have a total carrying capacity of $50\text{kg} + 5 \times \text{strength}$. If a player exceeds this amount they are encumbered and have their speed per round cut in half, if a player is carrying double this amount they are heavily encumbered and can't move in combat, travel at half speed when not in combat, and have disadvantage(2) on all practical skill checks until they reduce the amount of stuff they are carrying.

Reflex: Reflex saves are an indication of how dexterous a character is or how good their hand eye coordination is. Not hitting your thumb with a hammer and performing a complicated ballet recital are both examples of an individual using their reflex. A characters Armor Class, or AC, is $10 + \text{Reflex}$. Additionally, whenever you make an acrobatics check you add your reflex save bonus.

Resilience: Resilience saves are an indication of how physically tough a character is. Eating rotten food or surviving sub zero temperatures are both examples of an individual using their resilience. Characters gain more HP based on their resilience save at a rate of +1 HP for every +3 bonus to resilience saves.

Mind: Mind saves are an indication of how learned or street smart a character is. Solving complex math problems or knowing how to talk to people are both examples of an individual using their mind. Characters with a mind save bonus higher than +0 are given at the start of each day a number of points equal to their mind save bonus. If you roll a check with an ability score that has the mind tag and don't like the result you may, before you know whether your check succeeds or fails, expend a use of one of these points to roll the dice again and take the higher result. You cannot use mind points to beat a passive check. Finally, any mind points not used by the start of the next day are lost.

Skills

Below is a list of skill checks that any player can make. Mind tags indicates that the skill is wholly mental and can be trained by studying and research. Practical tags indicate that while a skill can be learned from books it must be practiced in order to truly understand it.

Acrobatics (practical). Acrobatics is about moving nimbly from point A to point B where footing is not guaranteed. So walking a tightrope versus walking along a bridge. You add your reflex save bonus to all acrobatics checks.

Athletics (practical). Athletics is less about raw strength and more about the application of said strength to physical challenges. Moving a large boulder may be more about knowing where to apply what strength you have than to mindlessly attempt to shove it. You add your strength bonus to all of your athletics checks.

Awareness (mind). Awareness is how aware a character is of their surroundings. Is there an extra statue on one side of the road? Is someone trying to hide something under their shirt? This is not investigation where you are looking at the fine details to try and notice something, instead, this is related to looking at the bigger picture. Awareness is also used for tracking creatures, particularly those who do not wish to be tracked. Awareness opposes stealth and pickpocketing/sleight of hand.

Crafting (practical). The crafting skill is related to how well a character can make or repair weapons, armor, and items.

Deception (mind). Deception is all about affecting the actions or thoughts of another through trickery, lies, and deceit as opposed to gentle negotiation or overtures of violence. Deception opposes insight.

Engineering (mind). Engineering is the knowledge of structures, how they are built, maintained, and best destroyed. Engineering is used to construct and repair buildings and fortifications like how crafting is used to make or repair object and items, however, it also gives a person advanced understanding of where damage is best placed to tear down a building.

Insight (mind). Insight relates to your ability to see the true intentions of others. Insight opposes deception and intimidation.

Intimidation (practical). Intimidation is about imposing your will on another through the use of fear and scare tactics. Intimidation opposes insight.

Investigation (mind). Investigation is the ability to connect highly specific clues and notice small details that others might miss. You would use Investigation to notice that books on a bookshelf are out of order or that the killer had a highly specific boot impression that they left in the mud. Investigation opposes any number of other skills based on what is being investigated, stealth to notice footprints, thievery to see tool marks on a lock (or lack thereof), pickpocketing/sleight of hand to notice a hidden item, or medicine to find a needle mark on a corpse are a few examples of ways different skills could oppose investigation.

Medicine (mind). Medicine is knowing how a body works and how different compounds might interact with it. Knowledge of medicine allows characters to recognize how to apply pressure to a wound to stave off death or to recognize the effects of a poison.

Nature (mind). Nature relates to a characters understanding of taxonomical classifications and facts related to natural systems. Which wolf species is howling, what is the name of that plant, is this mushroom of the toxic variety, things of that nature.

Negotiation (mind). Negotiation is about influencing the thoughts and actions of another through the use of kind words, bartering, or polite discussion without the use of threats of violence or lies. Negotiation opposes insight.

Pickpocket/sleight of hand (practical). Pickpocketing/Sleight of hand relates to the placing of an object on a person, pulling an object off a person, or generally related to dexterity of hands and fingers to avoid notice. Pickpocket/Sleight of hand is opposed by awareness and sometimes investigation.

Religion/Occult (mind). Religion/Occult represents a player's knowledge about fiends, certain monstrosities, as well as beings worshipped by major religions and cults, their servants, and religious practices. Not having a bonus in this does not mean that players won't know about major facets of each, but may require some help to get through uncommon rituals.

Stealth (practical). Stealth is about remaining unnoticed when you do not want to be noticed. Stealth opposes awareness.

Survival (practical). Survival is less about how a particular plant or animal is classified taxonomically and more about the practical application of the plant or animal or how to avoid it. Survival is also used to craft shelters and harvest natural materials including animal skins.

Thievery (practical). Thievery is not about how nimbly you can move your fingers but more about knowing how to get past locks, guards, guard dogs, etc. Thievery opposes awareness and investigation.

Knowledge (mind): _____. Knowledge skills rank how well a character has knowledge about a particular subject not covered by this skill list such as the military structure and strategies employed by a particular kingdom or the names of members and operations about a specific thieves guild.

Checks

Using tools

Whenever you make a check while using tools you have a bonus with which you can add your full tool bonus to determine your bonus for the check. For example if you are crafting a set of heavy metal armor and have a crafting skill bonus of +3 and a smith's tools bonus of +1 you have a +4 bonus. Alternatively, if you are evaluating the craftsmanship of a metal sword you might add your smith's tools bonus to the check.

Group checks and assisting

Whenever a group of individuals are attempting something as a group rather than as individuals, such as trying to avoid guards or the notice of something, they can assist each other, covering for the weaknesses of each other. Have a designated member of the group make a single dice roll, then add the lowest skill bonus of the group. Characters have advantage(1) on this roll for each character with more than double this bonus or +2 or higher if the lowest bonus is +0.

Other times team members will want to aid each other in completion of the task. This is not a group check as a particular individual is doing something on their own, however, others may be willing and able

to assist. In order to assist a character must first have a reasonable ability to assist in the task. For example, its unlikely that one character will be able to assist another in picking locks or making intricate carvings on a ring. To actually assist a character must first explain how they are helping, then they need to either spend 10 minutes assisting or for the duration of the task, whichever is more reasonable. The assisted character then gets a bonus equal to half the skill bonus of the assisting character rounded down to a minimum of 0. Any number of characters may assist as is reasonable. It is not reasonable to assist using a skill that would not be relevant. For example, using athletics to lift a character to reach the top level on a shelf in a library with ladders, or deception or persuasion to access a book in the main library that the characters already have access to.

Please note that the skills do not need to be the same, for example when searching a library for a recently read book one character may assist with an investigation check, another may assist with survival by looking for books without dust, and a third may assist with deception by asking about recently checked out books from the librarian for “official reasons”. However, in the end only one person gets to make the roll to see whether it succeeds or fails.

If you have a bonus to a tool you add your bonus with the tool before halving it when determining your bonus to assisting or helping another character.

Chapter 6: Combat

General Terminology:

Contest: Each character involved in the contest rolls the appropriate check and whichever side is higher wins. If both rolls are equal then the current status or situation is maintained, whatever that may be. If two different skills are not listed it can be safely assumed that both creatures roll the same listed skill check.

Automatically, automatic: an effect that happens without any check required.

Melee weapon attacks: Attack rolls using weapons without the ranged property.

Ranged weapon attacks: Attack rolls using weapons with the ranged property.

Free hand: A hand that is not currently being used for any activity or holding any item or object.

Surprise round

If characters are not expecting or wary of being attacked they are considered to be surprised and can do nothing on their first turn. In addition, the attackers gain advantage(1) on their first attack their turn. The GM determines who is surprised. If neither group makes any attempt to conceal their presence they are automatically aware of each other, though through interactions the GM may determine that they can still be surprised. At the end of the surprise round initiative is rolled and each character may act as they see fit.

Initiative and combat rounds

At the start of combat each creature involved makes an initiative check. If there is a tie either the NPCs go first or, in the case of a tie between two players, whoever has the higher initiative bonus goes first. If there is still a tie between hunter the GMs may use their discretion to determine turn order. Turn order in combat proceeds based on who rolled highest to lowest, this is referred to initiative order.

Immediately after the last character in the initiative order has gone a new round begins. The new round restarts at the top of initiative order. Combat ends when there are no more enemies present or all characters no longer have a reason to continue fighting.

Your turn

If this is the first round of combat it is assumed that your character draws their weapons if they are able to. If they are not able to it is assumed that they are drawn at the first available opportunity. On your turn you are able to take any number of free actions and move up to your movement speed and take up to 3 actions. These actions may be anything from the below list of general actions, anything granted by a feat, or anything allowed by your GM.

Actions

Attack: A character may use one action to attack with a weapon that they are currently holding. To make an attack roll, roll a d20 and add the corresponding weapon attack bonus using the higher bonus if the weapon has two different types, or spell power bonus if it is a spell, then add or subtract advantages and disadvantages respectively. An attack hits if it meets or exceeds the targets AC, if it comes below the targets AC the attack is successfully blocked or dodged. On a hit roll the appropriate damage dice for each different damage type. If the attack is with a melee weapon add your strength bonus to the physical damage, less if it is a light or weightless weapon (included in the weapon damage description). To attack a weapon or item in a creatures hands make a weapon attack as normal using the wielders AC as the baseline. Light and weightless weapons will have a bonus to their AC. Do not apply any critical effects aside from fire damage to wooden items.

Grapple: A character may use one action to attempt to subject another creature your size or smaller within melee range to the grappled condition. Make a contested roll with the grappler using athletics and the target using either Athletics or Acrobatics. On success the target is subjected to the grappled condition and they may spend an action on their turn to attempt to escape from the grapple using the same skills as above. To attempt to grapple the grappler must have at least one hand empty to hold the grappled creature should the check succeed. The target has disadvantage(1) for each additional hand used either in the initial grapple or used to hold the creature during subsequent checks to maintain the grapple.

Dash: Once per turn a character may use one action to move up to their movement speed.

Disarm: A character may use one action to attempt to disarm an opponent removing a single weapon or object in their hand. To do this they must succeed on a contested roll of Athletics as opposed to the opponents reflex save. If the creature is holding onto a weapon or item with two hands they may choose to either have advantage(1) on the check or use their strength save instead. If the creature attempting the disarm succeeds then the target is disarmed losing the item and the creature attempting the disarm is now holding it. In order to use this action the creature attempting to disarm must have at least one free hand to hold the object should the disarm succeed.

Set up a reaction: A character may use an appropriate number of actions to use when a certain specific condition is met. A character can only have one reaction per triggering event. For example, if character A is next to Enemy's B and C they may specify that they would like to hold a reaction to attack B if they attempt to leave their reach. A cannot have two reactions ready to attack B if they try to leave their reach because they both would have the same triggering event. Additionally, if C tries to leave the reach

of A, A cannot make that reaction attack unless they also used an action to prepare a reaction for C attempting to leave. This is a simple example and is in no means restricted to just using attacks. Setting up an attack to trigger on a reaction is called an attack of opportunity and creatures can only make one attack using an attack of opportunity regardless of how many attacks they would normally be able to make.

Dodge: A character may use two actions on their turn to attempt to dodge increasing their cover rating by 1.

Pin: Once per turn while grappling a creature, the grappler may use one action to attempt to pin a creature they are grappling. To do this they must succeed on an athletics check against the creatures AC. On a success the creature is restrained until the start of the grapplers next turn, provided that the grappled condition does not end early.

Object interaction: From time to time character may want or need to use items or objects in combat such as throw a flask of oil, loose rocks, pocket sand, etc. At the GMs discretion these may require the use of a single action.

Skill Check: A character can use an action to attempt to make a particular skill check that takes less than a round to complete. If the skill check would take longer a GM may require that multiple actions be used for the skill check.

Douse: A character may spend one action to douse a weapon in poison, acid, or oil. Dealing 1d4 extra points of damage on hit with the damage type determined by the fluid. Oil has an extra step requiring an additional action to ignite the oil and it deals fire damage. After an attack hits the weapon is no longer considered to be doused. This action requires 1 vial of the appropriate fluid per douse.

Free actions

Free actions are anything that does not require the use of an action, reaction, or movement. They do not consume the use of an action, reaction, or movement under any circumstance (though certain circumstances may modify them). Free actions are generally determined by your GM, by a feat, or by other specific rules.

Movement

While a creature may have as high of a move speed as they wish, they can only have a minimum move speed of 1 meter per round unless their speed is set to 0 from specific effects. Creatures are able to split up their movement during their turn. Thus, a creature may move two meters, use an action, move one meter, use two actions, and then move their remaining movement speed.

Climbing and swimming costs a creature an extra 1m of movement for each meter that they wish to move unless they have a climb or a swim speed in which case the first X meters are not reduced, where X is their climb or swim speed (as applicable). This does not increase or extend their base movement speed. Thus if a creature has a climb speed of 10 meters and a movement speed of 6 meters, they will only be able to climb 6 meters.

Environmental effects

Damage

Lit on fire: Creatures can be lit on fire through several means, including as a result of a critical hit, failing a DC 13 reflex save when standing in at least a 1mx1m open flame (such as a campfire), or being doused in oil that is set alight by taking fire damage at some point in the next minute. At the start of a creatures turn they take 1d8 fire damage and the damage is reduced by one step if they are no longer standing in the flame. The final step is 1 fire damage and then it ends on its own. A creature can use two actions to douse the flames and no longer be on fire.

Falling: Creatures and objects take 1d4 points of bludgeoning damage for every 4 meters they fall. This damage ignores armor.

Falling objects: Creatures underneath a falling object must make a reflex save DC equal to 25 minus the distance the object must fall before it reaches the creature. The base damage dealt by a falling object is 1 point of damage for a tiny sized object, 1d4 damage for a small object, and increasing by one step per size of the falling object, typically this damage is bludgeoning but may be of another type as determined by the GM. This damage is then modified by the distance the item is dropped, dealing one additional dice for every 4 meters dropped to a maximum distance of 60 meters. If the item is dropped from less than 4 meters the creature has resistance 3 to the damage. On a critical success the creature nimbly avoids all damage and if the falling object is sized small or larger can move up to 1m away from the object without provoking any opportunity attacks or triggering any reactions that might be caused by the movement. On a success the creature avoids all damage and can move up to 1m away from the object itself if it is sized small or larger. On a failure the creature takes the damage and if the object is sized small or larger must make a strength save with the DC equal to 5 + the damage taken from the object on a failure it is knocked prone by the object. On a critical fail the creature takes all of the damage, plus is knocked prone if the object is small or larger and restrained if the object is medium sized or larger. If a stealthed character succeeds on an additional stealth check contested by the awareness of any creatures that the object could fall on the creatures in the path of an object have disadvantage(3) on their reflex saving throw to avoid the damage. Please note that these rules are for a falling object, not a thrown object, thrown objects would follow the rules for improvised weapons.

Collision: Creatures that are forcibly collided with solid unmoving object and structures take 1d4 points of bludgeoning damage for each extra meter of movement the driving creature, vehicle, or object has remaining.

Cover

There are several different types of cover: none, light, partial, heavy, full, and total.

None is equivalent to standing out in an open field.

Partial is similar to standing behind a desk. Creatures are still largely visible and can be afflicted with all standard actions and abilities. Attacks against creatures behind partial cover have disadvantage(1). If the target is subjected to a strength, reflex, or resilience save it has advantage(1). Melee attacks against creatures behind partial cover treat the creature as though it is behind no cover.

Full cover is similar to peeking around a doorframe. Creatures are mostly visible and thus can be attacked and afflicted with various conditions and standard actions including grappled, disarmed, and

pinned. Creatures attacking a target behind full cover using ranged attack have disadvantage(2). If the target is subjected to a strength, reflex, or resilience, saving throw it has advantage(2). Melee weapon attacks treat the creature as though it is behind partial cover if it is behind full cover.

Total cover is standing with a wall fully between the target and the attacker. Creatures behind total cover cannot be targeted with melee or ranged attacks, are immune to being grappled, pinned, disarmed, or anything else that would be realistically possible through a solid wall.

Other

Submerged: If a creature is fully submerged it has full cover against ranged weapons, cannot use firearms and must reload any that are on their person, has disadvantage (2) on melee attacks, and cannot be knocked prone.

Light, Dim light, and Darkness

Light: Well lit spaces and daylight create a light filled environment where being able to see is more a limitation of the surrounding areas (including walls and hills), then the actual light itself. Creatures suffer no penalties to any checks while in areas that are well lit.

Low light: low light is created in an area where there is some remnant light to allow them to see while still being largely in darkness, such as a darkened room with lights streaming through cracks in the doorway, the edges of a torchlight, or during a full moon. Creatures do not suffer any penalties in dim light within a distance equal to their low light vision, provided that there are no blocking objects. Beyond this range all creatures have disadvantage(2) on all ability checks and saving throws from sources originating from outside their low light vision. Creatures with darkvision can see perfectly in low light conditions out to their darkvision range and suffer no penalties out to that distance.

Darkness: Darkness is pitch black. All creatures without darkvision are blinded. Darkness can be found in a moonless night or in the depths of a cave with no torch light. Creatures with darkvision suffer no penalties and are not blinded out to their darkvision range as a result of being inside a darkened area.

Critical hits and Critical fails

An attack is a critical hit or a critical fail whenever an attack roll, respectively, critically succeeds or critically fails. On a critical hit the attacker chooses one of the attacks damage types. The attack gains an additional effect based on the chosen damage type. On a critical fail the next attack against the attacker has advantage(1). Only attack rolls can critically hit or fail in this way, effects which require a saving throw or ability check do not have the additional effect granted by their damage types on a critical success or failure.

Death and dying

Whenever a hunter drops to 0 HP they make a deal to return with a dark being. The hunter is returned under player control at full health. In addition, they gain a random darkness feat of the GMs choice which applies immediately. They gain the minimum darkness associated with that feat. If the feat has multiple options, the player chooses which option they would prefer.

Conditions

Grappled: Creatures that are grappled have a movement speed of 0 meters per round and do not gain any benefits from boosts to their speed. The condition ends if the grappler is incapacitated, if the grappled creature succeeds on a contested check using the grapplers athletics or spell DC (if applicable)

vs the grappled creatures athletics or acrobatics (their choice), or if the grappled creature is forcibly moved out of the grapplers reach by another creature that succeeds on a contested athletics check. The grapple only ends when the grappler is incapacitated, the grappler releases the grappled creature, or the grapple is broken, either by the creature being grappled or by another creature breaking the grapple. The grappling creature can forcibly move the grappled creature by succeeding on a contested athletics check.

Restrained: A restrained creature is grappled, attack rolls against it have advantage(2), the creature has disadvantage(1) on reflex saving throws.

Prone: A prone creatures only movement option is to crawl, which uses half its movement, or to use 3 meters of its movement to stand up. The creature has disadvantage(2) on all attack rolls, all melee attack rolls against the creature that are within 1 meter have advantage(2) to hit the prone creature, all ranged attack rolls have disadvantage(2) to hit the prone creature.

Poisoned: A poisoned creature has disadvantage(1) on all checks.

Paralyzed: A paralyzed creature is incapacitated, has a movement speed of 0, does not gain any benefits from boosts to their speed, they automatically fail strength and reflex saves, their reflex save bonus does not apply to their AC, and all melee attacks have advantage(2) on attack rolls and deal an additional damage dice on a hit.

Frightened: A frightened creature has disadvantage(2) on all checks while the object of their fear is within their line of sight.

Exhaustion: Creatures take 1 point of exhaustion when they do not take a long rest at the end of the day and fail a resilience save with a DC equal to 10+ the number of days that they have gone without sleep, do not eat the proper amount of food, or drink the proper amount of water (1 ration is the equivalent of 1 days worth of food), or for various environmental conditions or other effects as the GM determines necessary. Creatures have disadvantage(X) on all checks including attack rolls and saving throws, where X is the level of exhaustion. If a creature has 6 levels of exhaustion they die without being able to make a deal with a dark being to return. Exhaustion is reduced by 1 at the end of every consecutive day that they get 8 hours rest as well as eat and drink the proper amounts.

Blinded: A blinded creature cant see and automatically critically fails any check that relies on sight. Attack rolls that the creature makes have disadvantage(1) as well as attack rolls against it have advantage(1).

Deafened: A deafened creature cant hear and automatically fails any check that relies on hearing.

Incapacitated: An incapacitated creature cannot take actions or enable reactions.

Stunned: A stunned creature is incapacitated, restrained, can only speak falteringly, and has disadvantage(1) on strength saving throws.

Unconscious: An unconscious creature is paralyzed, prone, unaware of their surroundings, unable to hold any objects, and all melee attacks are critical hits provided that they hit.

Recovery

At the end of an eight hours long rest all living creatures regain 1 HP and all status conditions, except for exhaustion, end. Alternatively, at the start of the day a single character can spend an hour to attempt to

treat a single other characters wounds. If at the end of this a creature treating the wounds succeeds on a DC 20 medicine check they can roll a d4. On a 4 the creature regains 2 HP instead of the usual 1HP. If they critically succeed on the medicine check the one treating the wounds can choose to either have 1d4+1 creatures other than themselves regain an additional 1 HP or the creature they were initially treating regains a total of 1d4+1 HP.

In order to gain the effects of a long rest a creature must be able to rest comfortably which means that it cannot be wearing armor without the lightweight property or wielding a shield and must rest in such a way that they are free from the effects of harsh terrain. For example in a tent or cave during a rainstorm or with a roaring fire in a cabin during a blizzard.

Chapter 7: GM section

Large number of advantages and disadvantages

From time to time it may occur that a single creature is subjected to such a large number of advantages and disadvantages that it becomes difficult to keep track of the total bonuses and penalties to a single roll. If that happens choose a number that is easier to keep track of such as five or six. Only count the ones that provide the biggest bonus or penalty to the results. However, keep in mind any secondary effects that may modify how a creature acts such as a grapple preventing movement even if it no longer provides advantage or disadvantage.

Social Gaming

This system is often times about how out of depth the hunters are when fighting monsters. This can lead to some dark stories and storylines that can make your players feel uncomfortable. This can happen even if you think you know what a player might or might not be comfortable with. One of the things that you can do to help mitigate problems is to implement consent in gaming. Below are two example systems that you can use, although anything you come up with could work if applied and listened to.

X card

The first system is referred to as the X card. Simply put it's an index card with a large X drawn on it. If the players ever start to feel uncomfortable, they can touch or hold up this card. This lets you know that something is wrong so you can change what is going on, how many details are being provided, etc.

Stoplight system

The second system is more complicated but provides significantly more information than the X card. The stoplight system uses the three colors of a stoplight: red, yellow, and green to relay consent quickly. Each color has its own meaning and players can use it to type, text, shout, or raise a colored card. Here is the meaning of each color:

- Red: I have a problem with the concept of what is happening. We should do some other mission.
- Yellow: The details are too much for me. We can keep going but maybe skimp on some of the less important details.
- Green: All good! Keep going!

Green is the least used of these three because consent is often assumed in gaming unless its explicitly revoked. However, it can be useful to quickly confirm that everyone is not having issues during a stressful scene.

Mission Design

Designing missions for your players to undertake can be tough, particularly if you don't have much experience as a GM or you don't have many character details to work with or it's a side mission not connected with any main storyline. Below are a few of the most common problems that GMs need help with and some advice to deal with them.

Introduction

One of the major problems that GMs can deal with is how to bring the mission to the players attention without forcing it on them. Alternatively, you may struggle with connecting the quest giver to the monster. The reason why this is a problem is that many GMs choose to write their adventures forwards. From where the players are now to where they will end up.

Instead, design your monster or villain and where the players will be fighting them first. Then work backwards designing clues, red herrings, and finally how the quest giver is connected and why they would approach the players. This approach inserts the creature into the world in a more natural way than many missions that are written going forward.

Clues

The next major problems that GMs can struggle with is what sort of clues should you leave for the players to discover about their enemy. If you are currently struggling with this below is a short list of different things you can write clues for as well as some ideas of how to present that.

- Creature type
A creatures type can show in how it affects the terrain. A human will have either no impact or immense impact on how the terrain is altered. A beast will mark its territory. A fiend could cause infernal markings to appear on trees or buildings. An Aberration may warp the same trees into monsters with tentacles.
- Attacks
What does the creatures attacks look like? Does it swing a greatsword or throw exploding potions? What sort of marks would that leave on a creature? You don't have to leave human bodies everywhere. You can use Cattle, Dogs, Cats, instead. You can also leave marks or pieces behind. Crossbow bolts go missing all the time and no one is going to stop and pick up shards of glass from a broken vial of acid.
- Abilities
Consider what it looks like when a creature uses one of its abilities. Does lightning spark? What about a dragon's breath? Does it leave a trace such as scorch marks on the ground? What happens when it misses? A good way to tell players about what abilities it has would be to show its effects on an individual or in the surrounding areas.
- Location or daily route
By far one of the most important clues you can give your players is how to actually find the creature they are hunting. If you are struggling with this consider the trace evidence that they may leave behind. Someone who lives in a swamp just outside of town may track a little bit of mud on the floor or tables even if they try and scrape it off. Additionally, having an eye witness

who knows where they will be could be of great help. Finally, if the players have plenty clues and know what it is you could present them with someone who could direct them to where they could pick up the tracks or actually encounter the beast.

You don't need to give all of this information about a creature or group of creatures. Instead, these are all clues that you can give players and leave them to decipher.

Loot and Rewards

Gold and valuables

Gold, gems, priceless art, whatever form it takes people want to see their bank accounts grow. Everyone has their own reason for wanting wealth be it to make the lives of others better, to hoard it like a dragon, to spend on businesses or projects, or to just live and to be able to afford lifestyle expenses such as food, clothing, and shelter. Gold and valuables as well as equipment and resources are always strong contenders for rewards. The amount of gold, equipment, or valuables given out to the players should be equivalent to half the power rating of all creatures fought. For example, if the creature has a power rating of 25 then the reward for killing it should be 13 gold total.

Equipment and resources

Equipment must always be maintained and at the ready. If equipment is damaged or destroyed it must be replaced. Sometimes it can be upgraded. In any case, those with access to weapons, armor, or the means or resources to make such items may offer to perform repairs or make new equipment as a reward or as payment for services or items. Alternatively, they may offer materials such as hides, raw ores, cloth, etc. which the players can then use to modify, manufacture, or repair their equipment.

Feats

Sometimes the players may wish to help someone who doesn't have enough money to effectively pay the players for what they need, such as a common woodcutter, trapper, or street beggar. In those instances they may offer, or the players can ask, to train either a new or existing feat or improvement. Alternatively, the players may seek out someone to train them in a feat or improvement. In order to train this feat the one doing the training cannot have an equal or lower skill in the feat that they wish to train in, after all it makes no sense for a master swordsman to go to an amateur to improve their sword fighting. Additionally, a player must spend a solid week studying under the expert. The players will be expected to fund their own lifestyle as well as any other expenses incurred during training.

Fame and renown

Many players will want or earn fame or renown with various groups during their missions. This translates to a bonus or a penalty to a roll on the initial reactions table found below. To determine the total bonus or penalty to the roll first determine to which factions the NPC belongs and sum up all of the players bonuses or penalties with that faction, then determine which factions their allies are a part of and add or subtract half of their bonuses rounded up. For example, if the players have a +2 renown with the nobility, a -1 renown with the commoners, and a +1 renown with the towns guard and the players wish to speak with the local lord. First determine the bonus, since the local lord is a member of the nobility add his bonus of +2 and since his wife used to be a commoner subtract half of -1 rounded up which is 0 and since his bodyguard is a member of the town guard add half his bonus of +1 or +1 for a total bonus of +3.

Next roll on the table, assume a result of 7. Normally with that roll the local lord would be neutral to the players, but with the bonus he is happy to see the players though he might need a little bit of convincing

to help them due to his wife's concerns. On the other hand let's assume a result of 2. Normally this would have the local lord openly attack the players instantly, however using the same bonus as above they decide to instead just openly bad mouth the players instead.

Other

Sometimes the players will want or be offered something immaterial or that does not neatly fit into the categories above such as admission to a library or group, or the technical blueprints for a unique modification.

Setting DCs

To set DCs follow the general format:

DC	Difficulty
0	Simple
5	Normal
10	Tricky
15	Challenging
20	Incredibly Difficult
25	Nigh Impossible (but still doable)
30	Impossible

- Simple is something that if you don't know how to do you couldn't function in the world, like walking or eating or talking.
- Easy is something that even if you haven't done before you can still make a good guess and get it right. Like turning a screw or changing a lightbulb.
- Tricky is more difficult to get right by pure guesswork but you can still do it. Like cooking. You may burn the grilled cheese sandwich but it's still edible.
- Challenging is something that is going to take you some time even if you know how to do it. Like making a sword. There is still a slight chance you can make a usable sword by pure guesswork, but it's probably not going to happen.
- Incredibly difficult is something that you are probably not going to do unless you already knew how to do it. Like picking a lock on a jail door. You may get lucky, but it's not something you should count on.
- Nigh impossible is probably not going to happen unless you have plenty of training and even then it's highly unlikely unless you get really lucky.
- Impossible is strictly impossible unless you have a ton of training and experience in that category and even then, you still have to be very lucky.

Random Mission creation

How are the players contacted

Die roll	Result
1	The employer or one of their agents requests the players specifically
2	The players see a bounty board or public reward post
3	The players overhear two people talking about it
4	A letter arrives addressed to one of the players requesting their aid

Who is contacting the players

Die roll	Result
1	A commoner, villager, townsfolk, or other blue collar worker
2	A member of the nobility or high society
3	The military, town guard, or militia
4	A religious order
5	A guild or trade organization
6	A criminal organization or an individual member

Rumors/random information

Die roll	Result
1	A person has been missing for a week
2	Someone who was thought to be dead was just seen recently
3	The players receive a letter from "A concerned source" with no signature or identifying marks
4	Strange tracks have recently started appearing
5	Players find an animal corpse. An investigation reveals that it was killed using unknown tools
6	The players find a book with writing in a strange language that none of them can read

Foe

Die roll	Result
1	Beast
2	Undead
3	Human
4	Demons/Devils/Fiends
5	Aberration
6	Monstrosity, roll twice ignoring this result

Task

Die roll	Result
1	Locate and recover an item
2	Locate and recover a person alive (person may be unwilling)
3	Kill something/someone
4	Stop an activity
5	Protect an item or location
6	Protect a person
7	Negotiate (ignore if foe is mindless)
8	Go to another location
9	Explore/scout an area
10	Roll twice for a multistage mission/task

Reward

Die roll	Reward
1	Gold/gems/valuables
2	Equipment
3	Feats/improvements/training

4	Connection to someone important
5	Progress towards a specific PCs goals
6	Information

Random rollable tables

Below is a list of random tables you as the GM can roll on for any bit of information you are struggling to come up with. Please do note that none of these tables are meant to sustain a campaign, merely to inspire you when you are stuck.

1d10

Roll	Colors	Weather	Items Carried	Motivations
1	Red	Cloudy, no rain	A rapier	Greed
2	Blue	Clear	A spear	Power
3	Yellow	Downpour	A staff	Freedom
4	Green	Sunny	A small coin pouch	Fame
5	Black	Unnaturally dark	A dagger hidden in their sleeve	Protecting a person or group
6	Brown	Windy	A letter from the head of the local assassins guild	Revenge on an individual or group
7	Pink	Acid rain	A token establishing them as a former member of the guard	Curiosity/ Investigativeness
8	Orange	Thunderstorm	A symbol connecting them to a powerful local family	Destiny
9	Purple	Terrain related natural disaster	Evidence of a recent murder	Desire to serve an individual or group
10	Rainbow	Soft rain	A wolfs paw	Enforce tradition

1d20

Roll	Personalities	Unique NPC features
1	Secretive	They have 1d6 extra eyes
2	Shifty	The have two of the same hands
3	Cocky	They look like they are made from two different people seamlessly stuck together with one taking the left side, the other taking the right side
4	Arrogant	They have two different hair colors, both of which are natural
5	Braggart	They are so boring to look at that players cant recall any details about them after they leave
6	Tightwad/penny pincher	They are wearing two eye patches
7	Religious	They have 2d4 tails
8	Nice guy/girl	They are wearing a heavy metal collar or broken shackles that at least one of the players would recognize as belonging to a slave
9	Aggressive	They have braided hair down to their ankles
10	Hate fueled	They are trying to hide their connection to a powerful local family (poorly)

11	Intolerant	They have dozens of holy symbols for different religions openly displayed
12	Corrupt	They are attempting to hide a tentacle (and doing a very poor job of it)
13	Lustful	Their fingers on one hand (but not the other) are at least 10 centimeters long
14	Gambling addict	They have 1d4 extra arms
15	Shy	They are missing an appendage (arm, leg, elbow)
16	Brave	They have a pair of useless wings
17	Industrious	They are covered from head to toe in thick fur
18	Devoted (Ideal, person, or group)	They are wearing clothing not appropriate for the current season/location
19	Honorable	They have a pair of large tusks
20	Lazy	Their eyes are an unnatural color

Encounters (1d20)

Roll	Encounters (wild)	Encounters (urban)
1	Players find an old-abandoned shack	One of the players pockets gets picked without them noticing
2	Players find a freshly abandoned farm with warm bread still on the table. No sign of what happened to the person/people that lived there.	Players notice that they are being followed by two people in identical clothing. Turns out that they were sent by the local law enforcement to keep an eye on them.
3	Players find a beautiful natural spring that heals an additional 1d4 HP if they take a long rest near it. It is gone without trace in the morning.	Players notice that they are being followed by two people in identical clothing. Turns out that those following them are career criminals preparing to mug them.
4	Players find a 3-meter-tall smooth stone spike in the middle of a grove of trees with no explanation about how it got there.	The players are invited to judge which of three different alcoholic beverages is better by random strangers
5	Players encounter a herd of large herbivores that are glowing mysteriously.	The players find flyers for a circus that has just come into town.
6	The players find what initially appears to be an abandoned empty town. However, it turns out a small community of people live there that are willing to trade and give them food and shelter for the night as long as the players don't look at them.	While the party is strolling through a street, a passerby hears their conversation and joins in. They'll steer the conversation towards their personal life very quickly and just keep talking; about their bunions, about how their kids are doing, about their annoying neighbor and on and on and on. The only way out is running away or being extremely rude
7	The players find a beautiful weapon lodged in a rock that none of them can remove.	two taverns are situated across from one another on a busy road. despite being nearly identical, both taverns' owners, employees, and patrons all hold a deep resentment for the other establishment

8	The players find a community of people who completely ignore them no matter what they do. In the morning the entire town has disappeared as if it never existed in the first place.	In an alley the party encounters someone running a gambling game. There is a small crowd of onlookers. It's clearly a scam, but no-one seems to notice
9	The players find 100 meters of asphalt road that comes from, and goes to, nothing.	A recruiter is trying to get people to either join a dangerous sea voyage or to join the army
10	The players find an area of land that should not exist given the terrain.	A starving dog wanders up to the players begging for scraps
11	The players run into a wandering trader who has a few goods that they are willing to sell or trade	The players turn the corner to witness the start of a fight between a thieves guild and town guards
12	The players run into a what at first appears to be a wandering trader but quickly find out that its an ambush by bandits	The town guard shoves the players roughly aside before dragging the unconscious bodies of a couple of prisoners past
13	The players easily notice a terribly set up ambush by a group of starving farmers desperate for food and medicine after a recent drought.	A shady individual approaches the party offering to sell them: dragons eggs, magic potions, and talismans. Its all fake.
14	The players find an abandoned trading cart that is empty.	A member of the party stumbles across one member of the clergy taking bribes from a member of the thieves guild
15	Nothing interesting happens	The party is approached by a woman claiming to be an alchemist
16	The players see birds of prey off in the distance	A starving kitten is suddenly clinging to one of the players mewling for food
17	The players stumble across a dead body with fresh signs of a struggle around it.	The players are approached by a man claiming to be a cousin of one of the players. No one knows them
18	The weather suddenly changes in the middle of the day, roll twice on the weather table. Once for morning, once for afternoon.	Players notice that they are being followed by two people in identical clothing. Turns out they are missionaries for a new god working up the courage to talk to the players.
19	The players stumble across 1d4 undead or hostile beasts	The local lamplighters are on strike, and it's no longer safe to wander the dark streets alone at night
20	The players encounter some travelers who have a letter for one of the players.	The players end up following behind a dangerous looking man walking an even more dangerous looking dog. One of the players steps in warm dog poo.

Initial opinions (2d6)

Die roll	Result
2-	Openly hostile. Attacks the players on sight

3	Openly hostile. Draws weapons and tries to goad the players into a fight. They wont initiate a fight.
4	Openly hostile. Keeps their weapons holstered and will try to goad the players into a fight. They wont initiate a fight.
5	Openly hostile. Keeps their weapons holstered and openly bad mouths about the players loud enough that they can hear.
6	Neutral. Wants to see the players fail but wont do anything to openly hinder their chance of success.
7	Neutral. Has no strong inclination to help or harm the players.
8	Neutral. Wants to see the players succeed but wont do anything to openly help them succeed.
9	Happy to see the players but is unwilling or unable to help
10	Happy to see the players but requires but requires a lot of convincing to help
11	Happy to see the players but requires a little convincing to actively help
12+	Happy to see the players and requires no convincing to provide help

Chapter 8: Groups and group strategies

Soldiers, guards, and militias

Description

This section is all about the official law enforcement be they military police or the village watch.

What they want

Official groups such as this want something simple. All other groups to obey theirs. They collect taxes and tribute to fund themselves and use intimidation of a larger group than what can be handled by an individual to control a populace. So as long as the proper respect and difference is given, the taxes and tribute is paid, and all of their laws are followed, they have no problems with letting other groups exist. But when those groups disobey, the taxes or tribute don't come, they will come knocking.

How they operate/solve problems

Soldiers, guards, and militias use the weight of their organizations as a form of intimidation to scare people into following their instructions. The threat of a group like this is not the combat skill of individual members but the number of individual members, their coordination and communication between sister groups, and the equipment that they have. The threat is not Jeff son of a baker but the threat of the entire army. An insult or attack on one of their members is not an attack on one, but an attack on the whole organization.

Their solution to a lot of problems is to simply throw money, resources, and people at it until its solved. This is why many groups like this will patrol in squads, four common guards or foot soldiers can handle most problems posed by a single individual or even a couple of hostile individuals. Additionally if a group of troublemakers leaves an area controlled by a specific member group, such as the town guard of one particular city, they have sister groups that can be notified ahead of time or alerted to the problematic nature of individuals. When going out to arrest or kill troublemakers and opponents these groups will do everything in their power to have at least double their number.

If they cant fight an opponent head on through brute force they may change tactics and go for their opponents support structure. Arresting individuals that provide aid or comfort to their opponents. Hiring

more skilled individuals such as bounty hunters to hunt down enemies that are too strong for most average members. In extremely wealthy areas they may have specialized squads dedicated to dealing with individuals who are too strong for their average members. Though in poorer regions this may be a single individual or group who travel from town to town or through the wilderness tracking down extreme troublemakers.

Who they target in combat

Rather than targeting everyone in a pitched battle or going into a one on one combat soldiers, guards, and other organized groups will leverage their numbers and go after specific individuals who are the greatest threat. The greatest threat are those who are either directing or encouraging others to keep fighting or those who present the greatest individual threat. They will apply as many numbers as is possible or reasonable to that one individual, take them down, and then see who is the next person who best fits that description.

When would they retreat

Groups like this will try and press their advantage only while they have the numbers or have a serious equipment advantage, though they will try and avoid the second unless victory is assured from the onset. When they have fewer people than their opponents they won't retreat, but they will pull back to a location where they can bolster their numbers such as a guard house or a barracks. Additionally, if they go to arrest someone and find themselves outnumbered, they will likely back down until they can bring in more numbers on their side.

Criminal organizations and bandits

Description

Criminal organizations exist on the fringes of society where the forces of the law are less severe or their presence is more sporadic. People who join criminal organizations do so because crime is either more profitable or gives them better prospects at being able to afford a better, safer, life than by following the law. Sometimes people join criminal organizations out of a sense of familiarity.

What they want

People who join criminal organizations do so because crime is either more profitable or gives them better prospects at being able to afford a better, safer, life than by following the law. Sometimes people join criminal organizations out of a sense of familiarity.

Criminal organizations generally fall into two categories: formal and informal.

Formal criminal organizations want the same things that law enforcement, soldiers and militia want, just on a smaller scale at the edges of society. Mafias can be considered a type of formal criminal organization.

Informal criminal organizations are oftentimes more loose groups of individuals who find that their criminal jobs are made easier when they work with others. Most bandits and gangs can be considered informal criminal organizations. For groups like this the organization takes second place to the individual member.

How they operate/solve problems

Formal criminal organizations run with similar strategies to soldiers, law enforcement, and militias using fear tactics based on the threat of the larger organization though they will be less concerned with

attacking when at lower strength, though if this is the case they may use stealth, trickery, and sudden attacks to get an advantage when outnumbered.

Informal criminal organizations will settle things indirectly, rather than going after their opponent directly, particularly if they are against a dangerous opponent they will attack their support network, hire assassins, or use a different group to weaken both (such as town guards).

If either type of criminal group gets advanced notice that an attack is incoming they would typically rather cut their losses and run than face a pitched battle.

Who they target in combat

If either a formal or informal criminal organization are involved in a fight they will target either the most dangerous to the individual attacking or if they have a personal vendetta they may go after that person instead.

When would they retreat

If the initial assault does not result in a win or a significant advantage they will immediately consider leaving. Additionally, if the fight starts to go badly or they are at half health individual members of an informal organization may try and flee the fight.

Commonfolk

Description

Commonfolk are your average individuals. The average person who might live in a village and at most will get into a bar brawl once or twice in their life.

What they want

Virtually all commonfolk just want to live their lives free of toil, strife, hunger, and violence. They enjoy the smaller pleasures in life. A drink at their favorite pub, a flourishing garden, a favorite pet, or a night spent reading a good book.

How they operate/solve problems

Commonfolk don't actually tend to solve their own problems. Instead, they will do what they can to have others solve their problems. Be it that they turn to the local town guard or to the local crime syndicate. They will try and turn to any official group first, but if that fails or is incredibly unreliable the local crime syndicate, then, and only then after all other options have been exhausted will they go seeking a fight. If they go looking for a fight, they will most likely bring a few friends at most. But are just as likely to show up on their own.

Who they target in combat

If they have a particular target that they want to unleash their wrath upon commonfolk will mob them, but otherwise they will attack whoever is closest with no real strategy behind who they attack.

The alternative for commonfolk is that they get caught in the middle of a fight and will only attack people who try and preventing them from leaving.

When would they retreat

Commonfolk will likely retreat when things look bad or like they could be harmed. They won't even wait for things to actually not go their way and will only continue to press their luck when things are going their way.

Guilds, Cults, and religious orders

Description

Guilds, cults, and religious orders can all be described as loose groups of individuals with a single common linking factor. With cults and religious orders this would be religion and with guilds this is an industry, service, or product.

What they want

Power. Plain and simple. These groups all want power and control.

How they operate/solve problems

Each of these groups don't solve problems on their own. Instead they leverage the strengths of their individual members and allies to coordinate a response. For example a beer guild who are dealing with a tavern that isn't paying dues or which has been recently attacked will turn to formal authorities to deal with the attackers or have other guilds, such as the butchers guild, deny services. Alternatively if an illegal cult is having pressure put on them from the authorities they may ask the local crime syndicate for help in relieving some of the pressure.

Combat

Typically these kinds of organizations will act less as a cohesive unit and more as a mass of individual parts. When in combat members will react based on any secondary group they are a part of. For example a group of guards who worship at a temple together will react as a group of soldiers, but a group of commonfolk worshipping at the same time may just run.

Beasts

What they want

All animals want the basics of food, water, and shelter. How they get it is different. Predators hunt down prey, prey tries to live long enough to eat, scavengers take the leftovers, and trained and wild animals perform the duties requested of them by their human masters.

How they operate/solve problems

Wild animals will generally follow their instincts when solving problems while trained and domesticated animals will follow the instructions of their human master.

Who they target in combat

Predators will target whichever creature is easiest to kill if they decide to engage the party. If a member of the party is downed predators may stop fighting to feed on the downed player if they feel secure.

Prey will target and attack any who are blocking their escape route. If a player is downed they will ignore them and leave the area as soon as possible.

Scavengers will only target and attack when they are either directly threatened or if they are attempting to hunt.

Trained and domesticated animals will typically follow the instincts of their wild relatives unless they are trained for combat at which point they will attack whoever their masters order them to attack.

When would they retreat

All animals not trained for combat will typically retreat when they are below half health with some variance.

Predators will not engage if a fight looks too dangerous and if it looks like they could win they may keep going past the half health point.

Prey will normally run away at the first sign of danger (though with some notable exceptions based on the region).

Trained and domesticated animals that are trained for combat may continue fighting until death or at least until they are at a quarter health.

Zealots

Within every group there exists zealots who can change the course of a fight by their simple refusal to surrender or retreat. Within beasts this could be a mother bear protecting her cubs, within the commonfolk they may be an individual who enjoys the thrill of a bar brawl. Typically they occur in one out of every 100 people, though that may change depending on demographics to become either rarer or more common.

Chapter 9: Monsters, Villains, and NPCs

Do you even need a stat block?

Before you engage in designing every creature in your game through this toolset it is important to consider if you even need it or if it would overwork you and bog down your game. While a powerful tool to create just the right creature for your group of hunters to study and slay, it is also incredibly time intensive. You should consider what difference it will make to your game to have or not have. You don't need a stat block for every cat, bat, rat, deer, rabbit, fish, or whatever else is in your game. Instead consider how it will function and create solid rules around that. If players aren't bringing horses into a fight and are instead just using them to get from one village to the next then you don't need a horse stat block and just need to create rules for moving from one village to the next.

Consider modifying or using standardized stat blocks

Instead of creating a stat block for every individual NPC that your players will encounter instead consider a standard base stat block that can be modified depending on the circumstances. For example, making Mirt the general store owner with a scar over his eye that he uses to scare children into not misbehaving and who throws daggers at a target to keep busy. Use the villager stat block as a base using the skill increase to give him a +1 to insight, intimidation, and investigation and increase his power by also giving him the improvement weapon proficiency (daggers) for a +1 to attack rolls with daggers and the thrown weapons feat.

Also, using one stat block for a set of guards instead of an individual stat block for each and every guard. Individual stat blocks should only belong to named NPCs that the party will interact with frequently or specialized targets of a hunt.

The 10-1 and 14-infinity rules

If your players decide to attack something that you were not expecting, such as a random songbird or an incredibly powerful ruler, and you don't have a stat block for them and a standard stat block doesn't work for one reason or another, here are a few quick rules to help.

The 10-1 is useful for if it doesn't make sense that the players should not be able to kill something quickly like an arrow to a normal crow or a great sword against a kitten. In this instance you can quickly decide that the creature has an AC of 10 and it has 1 HP. If the players roll over 10 on their attack roll it's dead and if they don't then it runs away as quickly as it can.

The 14-infinity rule operates in much the same way except for powerful opponents who are there for atmosphere that the players shouldn't be able to kill, such as a demon lord observing a ritual in his honor or an angel blessing a holy rite. In this instance the creature has 14 AC and it has effectively infinite HP. It doesn't matter if it would normally have a set amount. Its going to leave or remain unaffected for one reason or another after it is attacked and so whether it has 120 or 300 HP doesn't matter. Using this rule sparingly will provide a sense of awe and fear in the players that there are more powerful things than they could ever hope to overcome, but it must be used sparingly. If it is not then the players will completely lose hope and simply give up trying anything because "everything is impossible" or it will end up feeling like a boring movie that the players are forced to sit through.

Designing enemies and NPC stat blocks

1. Determine what role it fills in either a fight or in the story
2. Determine its Creature type and add the appropriate Initial feats and bonuses to its stat block
3. Determine its size and use that to determine its Strength, reflex, and resilience bonuses as well as the Base HP multiplier and the area it covers
4. Add additional feats to its stat block
5. Develop any customized abilities that it should have
6. If it uses weapons and is larger than medium add the weapon bonus damage dice to its attacks.
7. Add up the total power of the creature using its base power (base power has been calculated from the combination of base HP, initial feats, and initial bonuses), feats, and any abilities.

Balancing Combat Encounters

When creating combat encounters the general rule of thumb is that encounter difficulty is based on the number of feats and improvements on the player side. Each player feat or improvement equates to one power when designing enemies. For example, if the hunters have five feats and improvements each and there are four of them for a combined feat and improvement count of 20 then a single 20 power enemy should be an equal match for them.

However, it should be stated at this point that this is not a hard and fast rule. There are simply too many factors involved to provide exact mathematical balance, from player luck that night to terrain and other extenuating circumstances. The power rating is merely a guide to help you balance combat in an arena or white room and common sense should be applied as to how a feat or ability might affect combat.

For example, against an all melee party an enemy that hides on a cavern ceiling and rains arrows down on them is far stronger than what the power rating might suggest. Additionally, against the same party a general for whom most of their power comes from being able to direct their soldiers will be a joke with no soldiers to command even if their power rating is quadruple the rest of the party.

Finally, while clothing may be purchased it does not increase the combat capabilities of a creature so go ahead and give them clothes or outfits as you see fit.

Creature types

Aberrations

Description: Aberrations are creatures that do not make any sense to an average human. This includes, but is not limited to: Plant monsters, oozes, living statues, and eldritch horrors.

Base HP: 150

Initial Feats: Natural defense(2), Natural weapons, Extra long reach (1)

Initial Bonuses: Resilience +4, Strength +1

Starting power: $15(HP)+9=24$

Beasts

Description: Beasts include anything from your classic beasts of burden and domesticated pets to wild animals.

Base HP: 15

Initial Feats: Natural Defense (1), Natural weapons, Speed up (1), Darkvision (3)

Initial Bonuses: Strength +1, Reflex +1

Starting power: $2(HP)+13=15$

Fiends

Description: Fiends include any number of foul creatures such as demons, devils, and evil fairies.

Base HP: 100

Initial feats: Damage immunity (A damage type of your choice), Darkvision (5)

Initial Bonuses: Strength +2, Resilience +2, as an action a fiend can take the form of any human it has seen that is its size or smaller

Starting power: $10(HP)+25=35$

Humans

Description: Regular humans. Poor or rich. Healthy, wealthy, or wise. These are the people who live in huddled and terrified villages and need player help to solve problems that they cannot.

Base HP: 10

Initial feats: Player Improvements (skill increase), Equipment (1)

Initial bonuses: None

Starting power: $1(\text{HP})+3=4$

Monstrosities

Description: Monstrosities are creatures that are hybrids of two other creature types. For example, a werewolf is a monstrosity that is a hybrid of a human and a beast.

Base HP: Half of one creature type plus half of the other creature type rounded up.

Initial Feats: Gains all of the initial feats of each creature type.

Initial bonuses: Gains all of the initial bonuses of each creature type.

Starting power: has the combined starting power of both creature types.

Undead

Description: The undead. Those who have died previously and come back through one means or another. It should be noted that undead are distinct from humans and beasts even if they use, or used, the same form. A zombie is just an undead, not a human/undead monstrosity. A zombie bear is an undead, not a beast/undead monstrosity.

Base HP: 50

Initial Feats: Undying resilience, Natural weapon, Natural defenses (1)

Initial Bonuses: Speed is reduced by -1 meter per round, Resilience +2, Reflex -2, Strength +1

Starting power: $5(\text{HP})+16=21$

Size Modifier chart

Size	Strength/Reflex/Resilience	Base HP multiplier	Weapon bonus damage dice	Area
Tiny	-2/+2/-2	0.25	0	0.5mx0.5m
Small	-1/+1/-1	0.5	0	1mx1m
Medium	+0/+0/+0	1	0	1mx1m
Large	+2/-1/+2	2	1d4	2mx2m
Huge	+4/-2/+4	4	1d6	3mx3m
Gargantuan	+6/-3/+6	8	1d8	4mx4m

NPC Feats:

Additional Movement type (1, Beast, Fiends, Aberration, Undead): All creatures have at least one movement type, typically walking. If a creature would be able to fly or swim only and not have a secondary mode of movement this feat does not apply and the ground movement can be replaced without altering the power of a creature. If a creature has multiple movement options such as being able to fly and walk then this feat grants the option to do either using the creatures base movement speed.

Darkvision (1, Beasts, Fiends, Undead, Aberrations): The creatures Darkvision range increases by 1 meter.

Dim light vision (1, all creatures): The creature's dim light vision range increases by 1 meter.

Extra long reach (2, all creatures): If the creature is a human, beast, or undead this feat can only be chosen once per size category above medium, ie large humans can only gain this feat once and gargantuan humans can gain this feat up to three times. The creature has a base reach of +1 meter.

Extra turn (5, all creatures): This creature takes an additional full turn at an initiative 5 lower than their previous. For example, if a creature has this feat twice and rolled a 10 for initiative it takes a turn at initiative counts 10, 5, and 0.

Equipment (1, all creatures): This creature has 10 gold to purchase equipment listed in chapter 4.

HP up (1, Beasts, Fiends, Undead, Aberration): The base HP of a medium sized creature before modifiers is increased by +5 each time this feat is chosen. It applies after halving and then adding the HP together of monstrosities, and before the modifications based on size.

For example, a werewolf with a human and beast half would have an initial base HP of 13 for a medium sized creature. If this feat is chosen once and then it is made into a large creature its base HP would become 18 and then doubled to 36.

Natural Defenses(3, All creatures): This creature's AC increases by +1 each time this feat is chosen.

Natural Weapons (3, Beasts, Fiends, Undead, Aberration): This creature has natural weapons which cannot be disarmed or removed while it is still alive.

Accuracy: Increase the power of this feat by 1 for every +1 bonus to the creature's to hit bonus of this natural weapon.

Base dice: The base dice size of the natural weapons is 1d4 for a medium sized creature. The dice size increases by one step for each size above medium, so a large creature's natural weapons are a base 1d6, a huge creature's natural weapons are 1d8, etc. If a creature is sized small its natural weapons instead deal a base of 0 regardless of strength and a tiny creature's natural weapons deal a base of -1 regardless of strength. Strength is then applied once to any bludgeoning, piercing, or slashing damage for natural weapons.

Die size: Increase the power of this feat by 1 for each size the die increases above its base and reduce it by -1 for each size it is decreased below its base.

Increasing die count: Increase the power of this feat by 2 for each additional damage die added at the creature's base die level.

Increasing damage bonus: increase the power of this feat by 1 for every +1 bonus to damage added to the natural weapon.

Damage type: For most creatures their natural weapons deal Bludgeoning, piercing, or slashing only. Choosing one of those does not result in an increase in power of this feat. Alternatively other, stranger creatures may deal another type of damage with their natural weapons. Choosing any other damage type will increase the power of this feat by 2 except for poison which will increase it by 3 and mental which increases the power by 10. Common and alternative damage types may be split among different damage dice without any additional increase to power. For example, a natural weapon that deals 1d4

bludgeoning+1d4 lightning on a medium sized creature. Only the additional damage dice and lightning would increase the power of this feat.

Tags: All natural weapons have the weightless tag except they do not have a -2 penalty to damage rolls.

Player Improvements (1, All creatures): This creature gains the benefits of one improvement from the player improvements found in chapter 3.

Player Non-darkness Feats (1, Humans, Fiends, Undead): This creature gains the benefits of a player feat that does not increase darkness found in chapter 3.

Player Darkness feats (3, Beasts, Fiends, undead, Aberration): This creature gains the benefits of a player feat that increases darkness found in chapter 3 but does not suffer the darkness limit as the players do.

Command action (4, Humans, Fiends, Undead): Choose an action that an ally could take. Once per turn, this creature can use an action to command an ally to take that action, if possible. The ally then immediately takes the action once. Whenever this feat is chosen again the creature can either command a different action or increase the number of creatures they can command by one.

For example, an Octopus trainer with this feat could command one of their three octopi to immediately make a single tentacle attack, but they cannot command a human ally to make a tentacle attack. If they have this feat again, they could either command two Octopi to make a tentacle attack or choose to be able to use a second action such as dash.

Speed up (2, all creatures): Increase the creatures base movement speed by +1 meter per turn each time this feat is chosen.

Undying resilience (10, Fiends, Undead, Aberration): This feat can only be chosen once. After the creature is reduced to 0 HP they must make a DC 15 resilience save every time they take damage and at the start of each of their turns. If they succeed on this save they remain active on the battlefield.

Condition Resistance/immunity (2, Beasts, Fiends, Undead, Aberration): Whenever a creature makes a saving throw to avoid a specific condition it has advantage (X), where X is the level of this feat. If there is a conditional placed on this resistance, such as it does not function while in running water or after it has taken acid damage, the power of this feat is decreased to 1. If this feat is chosen 10 times the creature instead has immunity to the condition.

Condition Vulnerability (-2, Beasts, Fiends, Undead, Aberration): Whenever a creature makes a saving throw to avoid a specific condition it has disadvantage (X), where X is the level of this feat. If there is a conditional placed on this vulnerability, such as it does not function when alone or after it has taken acid damage, the power of this feat is increased to -1.

Damage resistance/immunity (2, Beasts, Fiends, Undead, Aberration): Increase the damage resistance of one damage type by 1 each time this feat is chosen. If there is a conditional placed on this resistance, such as it does not function against silvered weapons or weapons bathed in holy water, the power of this feat is decreased to 1. If this feat is chosen 10 times the creature instead has immunity to the damage type.

Damage Vulnerability(-2, Beasts, Fiends, Undead, Aberration): Increase the damage vulnerability of one damage type by 1 each time this feat is chosen. If there is a conditional placed on this vulnerability, such as it only works against silvered weapons or while the creature is on fire, the power of this feat is increased to -1.

NPC Abilities

Abilities differ from feats in that unlike feats they are often custom to the creature and can often be termed supernatural.

Steps for ability creation

To create a custom ability for a creature use these following steps:

1. Determine how the ability is activated. Does it use actions? Does it have to be prepared as a reaction? Or does it automatically happen as a result of some condition being met?
2. Determine whether the ability targets all creatures in an area or if it targets specific creatures. If it is an area what is the shape of that area? If it chooses targets it may choose itself or allies as those targets.
3. Determine whether the ability only affects targets in melee or if it has a range. Note: All areas require a range component to determine their size.
4. Determine the effects of the ability.
5. Determine whether the ability requires a saving throw, attack roll, or if it is an automatic effect.
6. Determine the recharge value of the ability.
7. Determine the duration of the ability.
8. Determine the power of the ability by summing the power of each of its components. If an ability is only harmful to the creature, such as a vampires weakness to sunlight, invert the signs on the final power of the ability.

Ability components:

General Terminology:

Name (X): this is the format for each component. X is the power of the component.

Activation:

Action (-1 per action required): this ability requires the creature to use between one and three actions on its turn.

Reaction (-3 per action required to set up the reaction): The ability requires the creature to use between one and three actions to set up the ability as a reaction.

Permanent effect (4): The ability is always active or is automatically used when it is recharged requiring no action on the creatures turn.

Conditional activation (2): The ability is only activated when a specific event occurs or external action is taken. Such as a medusas gaze which paralyzes players if they look at it.

Targets/Area: Areas utilize range to describe their size. When used in this way range itself does not increase the power. Areas cannot use the melee range and must have a minimum range of 1 meter. If the

ability uses an area and an attack roll make one attack roll and compare the final result to the AC of all creatures within that area.

Cone area (3 per meter range): The same range is used to describe the distance from the source to its furthest most point and its diameter at that furthest point.

Spherical area (4 per meter range): The range is used to describe the radius of the sphere from the source to its edge.

Line area (1 per meter range): The range is used to describe the length of a 1 meter diameter line from its source to the furthest point.

Wall area (2 per meter length and 2 per meter height): Wall area uses two ranges, one to describe the length of the wall and the other to describe its height.

Target (2 per target): Targets do not use range to define an area. Instead it is a specific target either of the creatures choice or described by the ability.

Range:

Melee (0): This ability requires the creature to make physical contact with the target.

Range (1 per max range distance to the target): Targets will use range to define the maximum distance the target can be from the source for it to take effect. Otherwise range is used to define the size of the area, when used in this way it does not increase the power of an ability by itself.

Distance to source (1 per meter distance from the creature to the source or the effect): Sometimes an ability will require that the source is not the creature itself. This particular range is used to move the source away from the creature, up to the maximum distance. If it is 0 the source is the creature itself.

Inflict status condition: Status conditions require a minimum effect duration of at least one round and a save to take effect.

Condition	Power
Grappled	2
Restrained	4
Prone	3
Poisoned	2
Paralyzed	8
Frightened	2
Blinded	2
Deafened	1
Incapacitated	4
Stunned	8

Inflict effect: These effects listed here are non-condition debuffs that afflict the target. They all require a duration of at least one round.

Speed reduction (1 per meter maximum speed reduction): The ability reduces the targets base speed by 1 meter to a minimum of 1 meter per round.

Temporary vulnerability/resistance: After using the ability the target has either increased vulnerability to a particular damage type or increased resistance to a particular damage type for the duration. It increases the power of the ability by 2 for each resistance increase that applies to the creature or vulnerability increase that applies to another creature and decreases the power by 2 for each resistance increase applied to another creature or vulnerability applied to the creature.

Forced movement (3 per meter of forced movement): The creature can force targets to move either immediately or using their movement on their turn in a direction of its choice up to a maximum distance.

Multiattack (5):

The creature can make one attack while using this ability.

Method: This is how the ability is confirmed to affect the targets. Does it require a saving throw or attack roll or does it automatically have the effect? All abilities require one of the following but choosing save or attack roll initially does not increase or decrease the power of a feat.

Save: When choosing to require a save choose one of the four stats for the player to roll. There can be multiple saves required before an ability takes effect, reducing the power of the ability by 2 for each additional save. When requiring multiple saves each stat can only be chosen once and all saves use the same DC. If the effect is a permanent AOE with a source then the saving throw happens at the start of their turn or when they enter the area for the first time on their turn.

Increase DC by 1: All save DCs begin at 10. Increasing the DC increases the power by 1 and decreasing the DC by 1 reduces the power of the ability by 1.

Attack roll: The creature using the ability makes an attack roll and if it hits the target then the ability takes effect. This can be combined with requiring a save after it hits before the ability takes effect reducing the power of the feat by 2 for each additional save following the rules for saving throws.

Increase attack bonus by +1: All attack rolls have an initial bonus of +0. Increasing the attack bonus by +1 increases the power by 1 and decreasing the attack bonus by -1 decreases the power by 1.

Automatic: The effect occurs automatically without any save or attack roll required. Choosing this option increases the power of the ability by 5.

Damage: Choosing damage as one of the effects of the ability requires that you select at least one damage type and also have the damage dice and/or damage bonus

Damage dice: The first damage die increases the power of the ability by the amount listed with each additional damage die increasing the power by 1 + the power of the additional die.

Die size	Power
D4	2
D6	3
D8	4
D10	5

D12	6
Additional die	1+die power

Damage bonus: This component increases the power of the ability by 1 for each point of additional damage.

Damage type: The type of damage dealt multiplies the power of the damage portion of the ability by the amount of damage dealt by each type. The multiplier applies after the damage bonus. For example, an ability that deals 1d6+1 lightning damage and 2d4 piercing damage would have a total damage power of $(3+1)*2=8$ for the lightning damage plus $(1+2+1+2)*1=4$ for the piercing damage for a grand total of 12 power.

Damage type	Power multiplier
Bludgeoning, Piercing, Slashing	1x
Fire, Frost, Lightning	2x
Acid, Poison	3x
Mental, Holy	5x

Damage on applies upon failing the initial saving throw, not on failing any subsequent saves.

Recharge:

All abilities use a recharge die of a d6 and begin with a recharge value of 6. After the creature has used this ability the GM must roll the recharge die until it comes up greater than or equal to the recharge value. When that happens, the creature can use the ability again. The power of the ability increases by 2 for every recharge value below 6, so 5 would increase the power of the ability by 2, 4 would increase the power by 4, etc. If the recharge value goes to 1 then it is always available or always active depending on the activation.

Effect Duration:

All abilities effects begin with a duration of instantaneous and this does not increase the power of the ability. However, this duration can be increased by one round at the cost of increasing the power of this ability by 2 per round, or 1 per round if they get a save at the end of every turn to end the effect, or 1 for every two rounds if the players get a save at the start of their turn to end the effect.

Harmful abilities:

When an ability is solely harmful to the creature, such as a vampire that takes damage in sunlight, invert the sign when determining the power of the ability. For example, if an ability would normally have a power of 12 if it is solely harmful to the creature it would instead be a power of -12.

Example creature types

Bear

Large Beast

HP: 30

AC: 11

Speed: 6 meters per round

Feats: Natural Defense (1), Natural weapons (+1 bonus to hit), Speed up (1), Darkvision (3)

Stats: Strength: +3, Reflex: 0, Resilience: +2, Mind: 0

Claws Attack: to hit: +1, damage: 1d6+3 slashing

Abilities: None

Power: $3(\text{HP}) + 14 = 17$

Wolf

Medium Beast

HP: 20

AC: 12

Speed: 6 meters per round

Feats: Natural Defense (1), Natural weapons, Speed up (1), Darkvision (3), HP increase (1)

Stats: Strength: +1, Reflex: +1, Resilience: 0, Mind: 0

Bite attack: to hit: +0, Damage: 1d4+1 Piercing

Abilities: None

Power: $2(\text{HP}) + 14 = 16$

Hunting dog

Small Beast

HP: 7

AC: 13

Speed: 6 meters per round

Feats: Natural Defense (1), Natural weapons, Speed up (1), Darkvision (3), Player improvement (stat increase (strength), skill increase (perception x3))

Stats: Strength: +1, Reflex: +2, Resilience: -1, Mind: 0

Bite Attack: 1 piercing

Abilities: None

Power: $1(\text{HP}) + 15 = 16$

Horse

Large Beast

HP: 30

AC: 11

Speed: 7 meters per round

Feats: Natural Defense (1), Natural weapons, Speed up (2), Darkvision (3)

Stats: Strength: +3, Reflex: 0, Resilience: +2, Mind: 0

Abilities: None

Attack: Hooves: to hit: +0, Damage: 1d6+3 Bludgeoning

Power: 3(HP)+ 14=17

Town guard

Medium Human

HP: 10+30 (light metal armor)

AC: 11

Speed: 5 meters per round

Feats: Player Improvements (Stat increase (strength, reflex, mind), skill increase(insight, investigation, intimidation), Weapon increase (polearm)), Equipment (4), Player non darkness feat (Parry(1), bodyguard(1))

Stats: Strength: +1, Reflex: +1, Resilience: 0, Mind: +1

Abilities: None

Equipment: Light metal armor, Metal spear, Wooden shield, 1 gold

Attack: Spear: To hit: +1, Damage: 1d6+1 piercing

Power: 1(HP)+ 11=12

Villager

Medium Human

HP: 10

AC: 10

Speed: 5 meters per round

Feats: Player Improvements (skill increase (three skills of your choice)), Equipment (1)

Stats: Strength: 0, Reflex: 0, Resilience: 0, Mind: 0

Equipment: Common Clothes, Wood Quarterstaff

Abilities: None

Attack: Quarterstaff: to hit: +0, Damage: 1d8, Quarter staff HP: 26

Power: 4

Frost Giant

Huge Human

HP: 40

AC: 8

Speed: 5 meters per round

Feats: Player Improvements (skill increase (three skills of your choice), weapon increase Spears (2))), Equipment (1), Player feat (thrown weapon (3), Defensive stance (2), Commanding presence (1)), extra long reach (2)

Stats: Strength: +4, Reflex: -2, Resilience: +4, Mind: 0

Equipment: Wood spear(Giant sized), Common clothes (Giant sized)

Abilities: Frost Aura: Activation(permanent), Area(Sphere, range 3 m), Save(resilience, DC 12), damage(4 frost), Speed reduction (3m per round), duration: 2 rounds (Save at the start of turn), recharge: None

Description: Whenever a creature gets within 3 meters of the frost giant or whenever they start their turn within 3 meters of the frost giant they must make a DC 12 resilience save or take 4 frost damage and have their speed reduced by 3 meters. This effect lasts for 2 rounds. At the start of each of their turns the creature can make a resilience save to end the effect.

Power: 40

Attack: Spear attack: Ranged (5m), Melee range: 1m (base)+ 2m (extra long reach (2))+reach (1)=4 meters, to hit: +2, Damage: 2d6+4 Piercing, Spear HP: 11

Power: 4 (HP)+19+40 (Frost Aura) =63

Hell warrior

Medium Fiend

HP: 100 +90 (Heavy Metal Armor)

AC: 13

Speed: 5 meters per round

Feats: Damage immunity (Slashing), Darkvision (5), Equipment (16), Player improvement(Stat increase (strength x1, Reflex x3), Weapon improvement (swords) x5), Additional movement type (flight), Conditional damage vulnerability (5, Bludgeoning and piercing damage dealt with weapons that were blessed during creation), Extra Turn (1)

Stats: Strength: +3, Reflex: +3, Resilience: +2, Mind: 0

Abilities: as an action a fiend can take the form of any human it has seen that is its size or smaller

Flaming Strikes: Activation: (conditional activation: When the Hell warrior hits with their greatsword), Target: (1 target, melee range), Damage: (2d6 fire), automatic effect, Recharge: (Permanent bonus), Duration: (Instantaneous)

Description: Whenever the hell warrior hits with their greatsword it deals an additional 2d6 fire damage.

Power: 33

Equipment: Heavy Metal Armor, Metal Greatsword, 8 gold

Attack: Greatsword: to hit: +5, Damage: 2d6+3 slashing +2d6 Fire, Greatsword HP: 50

Power: 10 (HP)+46+33 (Abilities)=99

Greater Northern Four Armed Werewolf

Large Human/Beast Monstrosity

HP: 46+18 (light leather armor)

AC: 11

Speed: 6 meters per round

Feats: Player Improvements (skill increase (intimidation, stealth x2)), Equipment (1), Natural Defense (1), Natural weapons (+6, Damage dice 1d8), Speed up (1), Darkvision (3), HP up (2), Damage Immunity (cold), Conditional Resistance (5, non-silvered bludgeoning, piercing, or slashing damage), Player non-darkness feats (Fast fighting (3)), Extra Long Reach (1)

Initial Bonuses: Strength +1, Reflex +1

Stats: Strength: +3, Reflex: 0, Resilience: +2, Mind: 0

Abilities: Frost breath: Activation: (3 actions), Area: (cone, 3 meter), Save: (resilience, DC 12), Status Effect: (paralyzed), Damage: (2d6 frost), Duration: (5 rounds, save at the end of every turn), Recharge: (6)

Description: The Greater Northern Four Armed Werewolf reels back before releasing a freezing cold blast of air. All creatures in a 3 meter cone must make a DC 12 Resilience save or take 2d6 frost damage and be paralyzed for 5 rounds. At the end of each of their turns they can repeat this save and on a success are no longer paralyzed. This ability recharges at the start of the Greater Northern Four Armed Werewolves turn on a roll of 6 on a d6.

Power: 35

Unearthly Howl: Activation: (1 action), Area: (Sphere, 3 meters), Save: (Mind, DC 12), Status Effect: (frightened), duration: (10 rounds, save at the start of every turn), Recharge: (4)

Description: The werewolf unleashes an unearthly howl to frighten nearby creatures. All creatures within 3 meters of the werewolf must make a DC 12 mind save or become frightened of the werewolf. At the start of each of their turns they can make another mind save to try and end the effect. This ability recharges at the start of the Werewolves turn on a roll of 4 or higher on a d6.

Power: 24

Equipment: Light leather armor, 2 gold

Attack: Claw: Melee range: 2 meters, To hit: +6, Damage: 1d8+3 slashing

Power: 5 (HP)+51+59 (abilities)=115

Werewolf

Medium Human/Beast Monstrosity

HP: 23+30 (light metal armor)

AC: 12

Speed: 6 meters per round

Feats: Player Improvements (skill increase (Intimidation, survival x2)), Equipment (2), Natural Defense (1), Natural weapons (+3 to hit, d6 base damage die), Player non darkness feat (fast fighting (1)), Speed up (1), Darkvision (3), HP up (2), Conditional Resistance (3, non-silvered bludgeoning, piercing, or slashing damage)

Stats: Strength: +1, Reflex: +1, Resilience: 0, Mind: 0

Abilities: Unearthly Howl: Activation: (1 action), Area: (Sphere, 3 meters), Save: (Mind, DC 8), Status Effect: (frightened), duration: (10 rounds, save at the start of every turn), Recharge: (6)

Description: The werewolf unleashes an unearthly howl to frighten nearby creatures. All creatures within 3 meters of the werewolf must make a DC 8 mind save or become frightened of the werewolf. At the start of each of their turns they can make another mind save to try and end the effect. This ability recharges at the start of the Werewolves turn on a roll of 6 on a d6.

Power: 16

Equipment: Light metal armor, 3 gold

Attack: Claw: to hit: +3, damage: 1d6+1 slashing

Power: 3 (HP)+ 24 +16 (abilities)=43

Chaos Fiendling (human/fiend monstrosities)

Medium Human/Fiend Monstrosity

HP: 55

AC: 13

Speed: 7 meters per round

Feats: Damage immunity (lightning), Damage immunity (fire), Darkvision (5), Player Improvement (Stat increase (reflex) x3, skill increase (deception, intimidation x2)), speed up (2), Equipment(1), Player non darkness feat (Fast fighting (3)), Extra long reach (1), Natural weapon (1d4 bludgeoning+1d4 lightning), Natural Weapon(1d4 slashing +1d4 fire)

Stats: Strength: +2, Reflex: +3, Resilience: +2, Mind: 0

Abilities: as an action a fiend can take the form of any human it has seen that is its size or smaller

Chaotic explosion: Activation: (Permanent effect), Area: (sphere, 3meter), Save: (reflex, DC 10), Damage: (1d4 Fire+1d4 lightning), recharge: (6), Duration: (Instantaneous)

Description: The Chaos Fiendling is unable to control the hellish forces welling up inside of them. At the start of each of the Chaos Fiendlings turns roll a d6. On a 6 the fiendling immediately explodes with chaotic energy forcing all creatures within 3 meters to make a DC 10 reflex save or take 1d4 fire damage and 1d4 lightning damage.

Power: 26

Equipment: 10 gold

Attack: Flaming Scythe: To hit: +0, Damage: 1d4+2 Slashing + 1d4 Fire

Lightning chain: To hit: +0, Damage: 1d4+2 Bludgeoning +1d4 Lightning

Power: 6 (HP)+73+26 (abilities)=105

Zombie

Medium Undead

HP: 50

AC: 9

Speed: 4 meters per round

Feats: Undying resilience, Natural weapon, Natural defenses (1)

Stats: Strength: +1, Reflex: -2, Resilience: +2, Mind: 0

Abilities: Putrid smell: Activation: (Permanent activation), Area: (Sphere, 1 meter), Save: (Resilience, DC 8), Status effect: (poisoned), duration: (2 rounds, save at the end of each turn), recharge: (always active)

Description: Rotting flesh causes the zombie to emit a putrid scent. Each creature that gets within 1 meter of the zombie must make a DC 8 resilience save or be poisoned for two rounds with a new save at the end of each of its turns to end the effect.

Power: 22

Attack: Punch: Attack: +0, Damage: 1d4+1 Bludgeoning

Power: 5 (HP)+16+22 (abilities)=43

Zombie Giant

Large Undead

HP: 100

AC: 8

Speed: 5 meters per round

Feats: Undying resilience, Natural weapon, Natural defenses (1), speed up (1), extra long reach (1)

Stats: Strength: +3, Reflex: -3, Resilience: +4, Mind: 0

Abilities: None

Attack: Slam: Melee range: 2 meters, To hit: +0, Damage: 1d6+3 Bludgeoning

Power: 10 (HP)+20=30

Vampire (human/undead monstrosities)

Medium Human/Undead Monstrosity

HP: 30 +33 (Medium Leather armor)

AC: 13

Speed: 8 meters per round

Feats: Undying resilience, Natural weapon, Natural defenses (1), Player Improvements (skill increase X3 (intimidation x2, Insight x1, Deception x3, Athletics x3), Equipment (8), player improvement (Stat increase (reflex) x4, Stat increase (mind) x2, Weapon improvement (swords) x6), Speed up (3), fast fighting (3), conditional vulnerability (10, when the players score a critical hit with a wooden weapon that deals piercing damage)

Stats: Strength: +1, Reflex: +2, Resilience: +2, Mind: +2

Equipment: Medium Leather Armor, 2x metal scimitars, Fine clothes, 6 gold

Abilities: Sunlight sensitivity: Activation: (conditional activation, when the vampire starts its turn in direct sunlight), Target: (1, self only), Automatic effect, Damage: 5 fire damage, Recharge: (always active)

Description: Whenever the vampire starts its turn in direct sunlight it will take 5 points of holy damage.

Power: -29

Charming gaze: Activation: (1 action), Target: (1 creature of the vampire's choice), Range: 10 meters, Save: (mind, DC 12), Status Effect: (Incapacitated), Static effect: (forced movement, 5m), duration: (5 rounds, save at the end of every turn), recharge: (4 or higher on a d6)

Description: With supernatural grace the vampire attempts to charm a creature within 10 meters of it that it can see. The creature must make a DC 12 mind save. On a fail, the creature is incapacitated and must use up to 5 meters of its movement to get closer to the vampire.

Power: 40

Attack: Scimitar (right): To hit: +6, Damage: 1d6 Slashing, Scimitar HP: 16

Scimitar (left): To hit: +6, Damage: 1d6 Slashing, Scimitar HP: 16

Bite: To hit: +0, Damage: 1d4+1

Power: 3 (HP)+38+11 (abilities)=52

Banshee

Medium Undead

HP: 50

AC: 9

Speed: 4 meters per round

Feats: Undying resilience, Natural weapon (poison), Natural defenses (1), resistance (1) to Bludgeoning, piercing, and slashing damage

Stats: Strength: +1, Reflex: -2, Resilience: +2, Mind: 0

Abilities: Banshee Scream: Activation (3 actions), Area: (cone, 6 meters), damage: (1d4 mental), recharge: (6), Save: (Mind, DC 10), Status effect: (stunned), Duration: (10 rounds, save at the end of every turn)

Description: The Banshee unleashes a devastating scream using all three of their actions. All creatures within a 6 meter cone of the banshees choosing, which originates from their location, must make a DC 10 mind save or take 1d4 mental damage and be stunned for 10 rounds. At the end of each of their turns they can make another mind save to end the effect. This ability recharges at the start of the Banshees turn on a roll of 6 on a d6.

Power: 43

Attack: Poisonous touch: To hit: +0, Damage: 1d4+1 poison

Power: 5 (HP)+25+43 (Abilities)=73