

RINGWALKER



TB-RTS-TTRPG

CORE RULEBOOK

FOUNDATIONS OF POWER

A GAME OF CHARACTERS & KINGDOMS
BY: RONAN EBERHEART

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RingWalker Core Rulebook

Created by **Cory W.**, under the pen name **Ronan Eberheart**

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Let's keep this world wild, collaborative, and respectful.

Break the rules only if it makes the story better.

And above all else..

REMEMBER TO ALWAYS STAY EXCELLENT!

Ringwalker
TB-RTS-TTRPG
Core Rulebook - Foundations of Power
A Game of Characters & Kingdoms
By: Ronan Eberheart

DEDICATION

I'd like to dedicate this game to you, dear reader and fellow adventurer,

Every roll, every decision, and every story you explore breathes life into the land of Rhelm. Whether you're gathering around a table with old friends or meeting new ones online, this is where the real magic happens. These pages are just the beginning, a framework for the countless unforgettable tales waiting to be told.

Remember, these rules are your tools, not your chains. Don't be afraid to break them if the story truly calls for it, bend them if the moment feels right. This world truly comes alive in your hands, and every choice you make adds another page to its story.

Make it yours. Dream big. Adventure well.

A special thank you to the wonderful folks who took time out of their day to answer my endless questions, share their thoughts, & help me navigate the trickier decisions along the way. Grudius (Bearing), Ethan (VictorE06), Sneakytiger2000, Anthony Court Jr., your input helped shape this from a bundle of ideas into something really special.

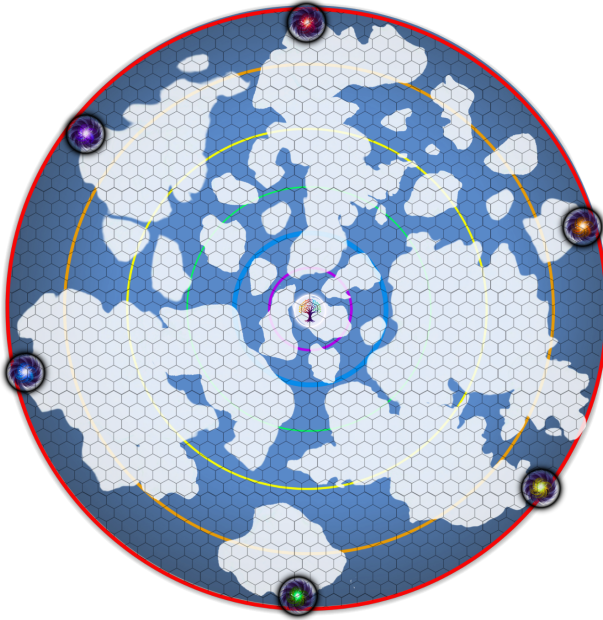
For everyone who's ever said "Okay, but what if..."

RingWalker

Core Rule-book

SECTION 1: WELCOME TO RHELM

RHELM



RING ZONE BONUSES & TRIBAL TILES

WHITE	VIOLET	BLUE	GREEN	YELLOW
* ESSENCE - 10X	* ESSENCE - 4X	* ESSENCE - 2X	* ESSENCE - 1X	* ESSENCE - 1/2X
* SEVITAN - 1X	* SEVITAN - 1X	* SEVITAN - 1X	* SEVITAN - 1X	* SEVITAN - 1X
* VOID - N/A	* VOID - 10X	* VOID - 4X	* VOID - 2X	* VOID - 1X

ORANGE	RED	BLACK	TRIBE OWNED TILE	F. TRIBE OWNED TILE
* ESSENCE - 1/2	* ESSENCE - 1/10X	* ESSENCE - 0X	* ESSENCE - 0X	* ESSENCE - 1X
* SEVITAN - 1X	* SEVITAN - 1X	* SEVITAN - 1X	* SEVITAN - 4X	* SEVITAN - 4X
* VOID - 1/2X	* VOID - 1/10X	* VOID - 1/10X	* VOID - N/A	* VOID - 1X

ESSENCE & SEVITAN - X EFFECT
VOID - X COST

WORLD SCALE

- "WORLD DIAMETER:" 400 MILES
- "EACH WORLD TILE:" 10.5 MILES ACROSS
- "EACH PVP TILE:" 8 FEET ACROSS
- "7,200 PVP TILES PER WORLD TILE"
- "55,440 FEET PER WORLD TILE"

The Living World of Essence and Void

Before the multiverse, before the concept of existence itself took shape, there was only Essence - pure, radiant, and whole. Like a perfect marble containing all potential, a sphere of pure creation hung in the void of pre-existence. Within this pristine state, essence beings of pure energy wielded the creative force of reality itself, and even the concept of void served merely as a tool, a means of cycling between creation and renewal.

Yet this perfection could not last. In an act that would forever alter the fabric of reality, Essence gave birth to something new. What began as a creative spark, a moment of pure potential, spiraled into an unexpected form - the now living Void, a sentient force of entropy and consumption that turned its newfound hunger upon the very essence that created it. For the first time, concepts previously unknown entered creation: true death, permanent destruction, and the irreversible end of things.

This severance of cyclical perfection marked the end of an era, the perfect sphere could no longer sustain itself, and shattered – its fragments scattering like stardust across what would eventually become the known universe. Before this though, where essence and void energies collided and synergized in the heart of the cosmic storm, something remarkable emerged – a new force called Origin was born.

This power, embodying the balance between creation and destruction, the substrate the entire multiverse would eventually be formed from, coalesced into a solid core that would become Rhelm - a flat living world spinning gracefully at the axis of all creation.

At the point where these threads intersect with the surface, towering over Rhelms inhabitants stands the Essence Tree – a crystalline colossus that captures and refracts the Aether particles. Under its influence, these particles spread across the landscape in concentric rings of decreasing magical intensity, a rainbow of power flowing outward from the pure white center through bands of violet, blue, green, yellow, orange, and finally red.

To maintain equilibrium, void vents punctuate the outer perimeter of Rhelm's surface, creating a natural counterbalance to this outward flow. These gates to the void's domain pulse with rhythmic waves, each one drawing in Aether particles in a cycle of consumption. This intricate system - the threads, tree, and vents - creates a perfect gyroscopic balance that maintains Rhelm's rotation and position.

The flat disc of the world, four hundred miles in diameter, spins gracefully in space, surrounded by a shimmering, opalescent membrane - the last remnant of the perfect sphere from which all creation sprang. This barrier serves as a semi-permeable threshold between Rhelm and the greater multiverse, with void vents creating stable passages through which travelers might venture.

Unlike the countless worlds that orbit their stars throughout the multiverse, Rhelm remains stationary while its sun circles in eternal dance. Six moons accompany this celestial ballet, their paths weaving between the crystalline threads that extend above and below the world's surface. Their complex orbits create intricate patterns studied by scholars for signs and portents, while their combined light bathes the world in brilliant illumination when aligned, or casts it in deep shadow when scattered.

Between these celestial forces, liquid origin flows - the fundamental substance that allows Rhelm to breathe, evolve, and expand. This is nothing less than the primordial substance of creation itself, the cosmic clay from which all reality is fashioned. Every world, every being, every mote of existence throughout infinite reality is ultimately formed from origin.

Yet only in Rhelm, spinning at the axis of creation where essence and void achieve perfect balance, can this fundamental force naturally condense into liquid form. Like blood flowing through the veins of reality, liquid origin courses through Rhelm's fabric, generating spontaneously where the radiating waves of essence meet the pulsing consumption of void. This unique property makes Rhelm not just a world, but a wellspring of creation itself - the only place in all existence where the raw material of reality can be found in its pure, liquid state.

Though the world itself seems to slumber now, deep currents of awareness stir within its fabric - echoes of a consciousness that began to emerge with the birth of the Sevitan, only to retreat into dormancy when they were shattered. Some say that in certain places, in moments of great significance, the world itself still responds to those who would shape its destiny.

The Three Powers

Understanding Rhelm requires grasping the three fundamental forces that shape not just this world, but existence itself: Essence, Void, and Origin. These forces, once unified within the perfect sphere, now exist in careful balance, each expressing its nature in distinct ways.

Essence remains the primordial force of creation, now manifesting through the crystalline threads that pierce Rhelm's core as Aether particles - the raw stuff of magic itself. Each thread represents a fundamental power word of creation, their combined energies allowing those who understand them to weave reality according to their will.

The Essence Tree, standing where these threads intersect with Rhelm's surface, captures and refracts these particles across the landscape. Yet this power follows natural laws - like light dimming with distance from its source, essence magic becomes more difficult to access and control as one moves away from the threads and tree.

The Void, though born from essence's creative spark, exists as a conscious force of unmaking. Its domain, uniquely contained within Rhelm's membrane at the world's edges, connects through vents that puncture the disc's surface. Through these vents, the void expresses itself not through creation but through three fundamental acts: the dissipation of energy, the shattering of matter, and the complete consumption of existence itself. Its rhythmic pulses draw in the Aether particles that essence radiates, maintaining a crucial balance in Rhelm's magical ecosystem.

Between these primal forces flows Origin, the power born of their interaction and the fundamental substance of existence itself. While essence radiates creative energy and void manifests the power of unmaking, Origin represents something even more fundamental: it is the cosmic substance from which all reality is fashioned - the metaphysical atoms from which the universe is built. This fundamental power manifests in many forms: as the life force within living beings, as the inherent energy within materials and objects, and in its most precious state - liquid origin, which occurs naturally only within Rhelm.

Both essence and void magic share one crucial trait - once begun, a spell must be completed, regardless of the cost to the caster. Just as essence magic might drain one's very life force when overtaxed, void magic's absolute nature means its effects continue until they reach their natural conclusion. A wielder of void magic attempting to shatter matter beyond their capacity will simply continue channeling the void's effect until either the target breaks or they themselves cease to exist.

This uncompromising nature of magic creates a profound equilibrium. Anyone in Rhelm can attempt magic of any magnitude - the true limiting factor is survival. Those who would reshape reality must carefully measure their own capacity against their ambitions, for magic cares nothing for intention, only for completion.

The Ring System and Geography

The Ring Zone System shapes every aspect of life in Rhelm through concentric bands of magical influence radiating outward from the center. While most inhabitants navigate these zones with little conscious awareness of their effects, the boundaries between rings manifest visibly through Aether Crystals. Each crystal glows with its zone's characteristic color - from white at the center, through violet, blue, green, yellow, orange, and red, with void vents creating pockets of black at the perimeter.

The rings' effects on magical power vary dramatically. In the violet ring near the Essence Tree, essence magic manifests at ten times its normal potency, while void magic requires ten times the normal effort. This relationship shifts as one travels outward - by the red ring, essence magic is reduced to just one-tenth of its normal strength, while void abilities only cost a quarter of their usual effort.

The Sevitan tribes maintain a unique relationship with this system. Their abilities remain consistent across all rings, unaffected by the ebb and flow of essence and void. Near their tribal totems, Sevitan powers surge to four times their normal strength, while both essence and void magic cease to function entirely. The false tribes present an interesting exception - in their territories, both essence and void magic operate at their baseline strength, unmodified by any ring effects.

The Sevitan tribes' ability to nullify essence and void magic around their totems makes them both valuable allies and feared threats. This power to completely negate the ancient magics - abilities that essence and void beings consider their birthright - has led to centuries of prejudice and conflict. While some practitioners seek alliances with Sevitan settlements to use as safe havens when operating in hostile rings, many others view their power to cancel magic as an existential threat that must be contained.

The false tribes present a carefully engineered exception to this dynamic. Created by essence and void beings in their rare moment of cooperation after shattering the Sevitan's unity, these tribes' territories allow both ancient powers to function at baseline strength regardless of ring location.

These regions have become bustling centers of magical commerce and political intrigue, where practitioners of both powers can operate without the rings' usual restrictions. Yet this "neutral" ground serves a deeper purpose - providing essence and void beings strategic footholds while perpetuating the divisions between the true tribes.

This magical landscape defies conventional geography. The constant flow of origin power creates territories where desert might border tundra, while rainforest transitions suddenly to savannah - the usual constraints of latitude and climate patterns matter less than the fundamental forces shaping this unique world. Each continent anchored by a void vent develops its own character, but this character remains dynamic and mutable, with resources shifting and transforming as inhabitants harness liquid origin to alter the very nature of their territories.

As such, the entire system remains in constant flux, subject to change through the actions of Rhelm's inhabitants. Should void vents be sealed through the application of liquid essence, the rings shift toward essence dominance, with each sealed vent pushing the magical balance further toward essence influence. Conversely, the Essence Tree can be poisoned with void ichor, requiring three successful applications to fully corrupt it - each poisoning driving the rings toward void dominance.

The possibility of such fundamental changes ensures that no advantage in Rhelm can be taken for granted. A civilization flourishing in the violet ring might find itself suddenly struggling in red-band conditions should the Essence Tree be poisoned.

In such times of magical upheaval, the false tribes' territories become invaluable sanctuaries, their consistent magical conditions drawing desperate refugees and opportunistic power-brokers alike. Meanwhile, the true Sevitan tribes find themselves in an even more precarious position - their ability to negate magic making them targets for those who see their power as an even greater threat during times of magical instability.

Should either force achieve total dominance - either through sealing all void vents or destroying the Essence Tree - hope for restoration remains. Void vents can be reopened with void ichor,

while the Essence Tree might be cleansed with liquid essence, or even regrown through the combination of a preserved leaf and liquid essence.

However, gathering these materials becomes increasingly difficult as the rings shift away from one's aligned power source. Some whisper that sealing all void vents might do more than just shift the rings - that it could be the key to surviving a face to face confrontation with the void itself

The Peoples of Rhelm

Three fundamental peoples shape the destiny of Rhelm, each bound to the primordial forces that birthed them. The essence beings, having traded their formless radiance for physical form, wield the pure creative force of reality through their mastery of power words. The void beings, embodying entropy's conscious will, command the absolute powers of dissipation, shattering, and consumption. Between these two monoliths stand the Sevitan.

The Sevitan are the native children of Rhelm, born from the world's awakening consciousness. These beings when they first emerged, embodied something unprecedented: perfect balance between essence and void.

They possessed an unprecedented mastery over Origin power, able to simultaneously wield abilities now split between their descendant tribes - the psychic dominion of the Mind Tribe, the physical adaptability of the Body Tribe, the radiant force of the Spirit Tribe, the entropic control of the Decay Tribe, and the creative power of the Origin Tribe.

Their very existence represented an existential threat to both earlier powers, but for different reasons. The essence beings saw in them the obsolescence of their own importance, while the void recognized a force that could potentially contain or control its nature.

This mutual fear led to an unlikely alliance. Essence and void, creator and creation, worked together. They sacrificed their own to develop unforgivable rituals designed specifically to fragment the Sevitan's unity. This act not only shattered the tribes but sent Rhelm's own consciousness into dormancy.

The Sevitan, once unified, split into five distinct tribes, each embodying different aspects of their original wholeness. To further their division, essence and void created two false tribes - Orderly Creation and Chaotic Destruction - designed to sow perpetual discord among their fragmented peoples.

The trauma of this shattering revealed something profound about existence itself - that fundamental nature, while immutable at birth, could be transformed through extraordinary

means. Various paths of transcendence and transformation emerged, each carrying its own price.

Various paths of transcendence and transformation have emerged, each carrying its own price. Some beings learned to reject the cycle of life entirely, becoming Undead - not through evil intent, but through embracing an inverted existence where decay brings strength and poison heals. Others, like Synthetic beings, emerged as a unique fusion of crafted form and essence magic, neither truly alive nor dead but possessing their own unique connection to existence.

The most profound transformations came from those who dared to break fundamental laws of reality. Those who consumed their own flesh became Ghouls, cursed with eternal hunger but granted terrible power. Those who absorbed the trapped souls from dark crystals transformed into Demons, gaining the ability to manipulate Origin power directly but at the cost of their former nature.

Yet the rarest and perhaps most significant transformation came through the successful fusion of essence and void energies - the creation of Nexus beings. These entities demonstrate that while one's original nature might be immutable, transcendence remains possible for those willing to risk everything in pursuit of greater understanding.

Today, these diverse peoples share Rhelm's lands, each bound by their fundamental nature yet seeking their own destiny. The ancient wounds of the Sevitan's shattering have evolved into complex political relationships, as each group balances their inherent needs against the pragmatic requirements of survival.

While essence and void once allied briefly to fragment the Sevitan, such cooperation has become increasingly rare, as each force pursues its own vision for Rhelm's future. Meanwhile, the Sevitan tribes navigate their own divided existence, some dreaming of restored unity while others embrace their distinct identities. All of this unfolds as Rhelm's dormant consciousness stirs in dreams of what might yet be.

Paths of Power

While one's fundamental nature in Rhelm cannot be chosen, every individual has the potential to shape their destiny and influence the world around them. A beginning practitioner of any path starts with 500 Origin Points - their basic claim to existence itself. How these points are invested creates the foundation for all future growth and development.

The path you walk in Rhelm isn't just about what powers you can use - it's about how you approach every challenge you face. An essence practitioner facing a locked door might weave reality to reshape the lock itself, while a void wielder could simply unmake it. A Sevitan of the

Body tribe might transform their fingers into lock picks, while one of the Mind tribe could reach into the locksmith's memories.

Each approach to power carries its own risks and requirements. Essence magic demands careful measurement of power against distance from the threads and tree. Casting even simple spells too far from your source, and you might find yourself draining your very life force to complete it. Void abilities, while simpler to invoke, cannot be attempted in parts, it is all or nothing - attempt to shatter something beyond your capacity, and you'll continue channeling the void's power until either the target breaks or you cease to exist.

The various Sevitan paths each offer unique solutions to common challenges. Where an Origin tribe member might create a golem to lift a heavy boulder, a Body tribe member could temporarily enhance their own strength. A Spirit tribe practitioner might infuse their weapon with soul stone to increase its power, while a Decay tribe member could turn the very ground beneath their enemies into a weapon.

Success in Rhelm requires not just understanding your own capabilities, but recognizing how they can be enhanced or limited by your environment. An essence practitioner might carry stored power for use in void-heavy territories, while a void wielder could seek out False Sevitan settlements to create safe zones for operation in essence-dominated regions.

As you grow in power and understanding, you'll discover new ways to push the boundaries of your abilities. Yet remember - while transformations like becoming undead or achieving Nexus being status exist, they represent fundamental changes to your very nature, not simply new abilities to be gained.

Advancement along each path reflects their own intrinsic nature. Essence practitioners grow through deeper understanding of power words and their combinations, each new mastery expanding their ability to weave reality. Their journey is one of increasing sophistication and control, learning to achieve greater effects with more efficient use of power.

Void wielders advance by strengthening their connection to the void itself, enabling them to unmake greater portions of reality while better controlling the cost to themselves. Their growth isn't about learning new abilities, but about expanding the scope and precision of their inner powers.

Sevitan advancement varies by tribe but always relates to their core nature. The Body tribe develops more dramatic and sustained transformations, while the Mind tribe expands their psychic reach and control. Each tribe's growth path reflects their unique approach to channeling Origin power.

This growth in power brings both opportunity and risk. As your capabilities increase, so too does your potential impact on Rhelm itself. Whether you choose to focus on personal advancement,

territorial control, or shaping the destiny of entire regions, your growing power will demand ever greater wisdom in its application.

Fractal Play: Kingdoms, Guilds, And Domains

In Rhelm, your adventure extends beyond personal heroics to the creation and management of settlements, guilds, and kingdoms. This seamless scaling of gameplay—from individual combat to continent-spanning empires—allows your character's influence to grow organically as you build lasting institutions that shape the world.

From Champion To Ruler

The journey from adventurer to ruler is not merely mechanical—each step creates opportunities for compelling storylines and meaningful choices:

- **Founding settlements** requires scouting territories, establishing alliances, and performing rituals that anchor your domain to Rhelm itself
- **Building your inner circle** means seeking out exceptional individuals whose unique talents—and complex motivations—will define your domain's character
- **Developing resources** takes you on expeditions to uncover ancient ruins, negotiate with territorial spirits, or confront competing claimants
- **Expanding your influence** involves personally planting your banner in new lands, mediating border disputes, and winning the loyalty of conquered peoples

Alignment Flexibility

Heroic Leadership:

- Benevolent rulers might personally lead humanitarian missions during crises, demonstrating their values through action.
- Just war campaigns provide opportunities for characters to show mercy, honor traditions, and build legitimacy through principled action.

- Diplomatic initiatives allow characters to forge lasting peace built on mutual respect and understanding.

Villainous Ambitions:

- Characters with darker motivations might lead raids against trade caravans, stealing bulk resources that would take months to produce legitimately.
- Covert operations to sabotage rival domains create perfect villainous adventures with immediate domain-scale impact.
- Proxy warfare lets morally questionable characters manipulate others into fighting their battles while maintaining plausible deniability.

Morally Complex Choices:

- Domain management often requires difficult decisions where no option is purely good or evil.
- Characters might need to choose between protecting their population and honoring treaties, creating meaningful ethical dilemmas.
- Resource allocation during crises forces characters to prioritize some needs over others, with real consequences for those not chosen.

Where Strategy Meets Adventure

Every domain-level decision creates opportunities for character-scale adventures:

- **Diplomatic missions** become opportunities to navigate court intrigue, forge personal connections, or uncover hidden agendas
- **Covert operations** allow you to lead elite teams behind enemy lines rather than simply rolling dice
- **Military campaigns** place you at pivotal moments where individual heroism can turn the tide of massive battles
- **Resource conflicts** pit you against rivals in races to secure vital materials or protect vulnerable supply lines

Through Fractal Play, your character's personal growth and your domain's expansion become intertwined narratives, each feeding into the other. Whether you rule through benevolent wisdom, calculated pragmatism, or ruthless ambition, your character's values will be reflected in the civilization you build—and tested by the difficult choices that come with power.

Your Role in Rhelm

Your journey in Rhelm begins with understanding your fundamental nature, but where it leads depends entirely on your ambitions and choices. This unique realm offers countless paths to leaving your mark on reality itself.

Perhaps you'll start small, establishing yourself in a single territory and gradually building influence through trade or craft. A skilled artisan might discover new ways to enhance materials with both skill and magic, creating items of remarkable power. A merchant could master the art of moving goods between ring zones, turning the very barriers between essence and void into opportunities for profit.

Those drawn to grander ambitions might seek to reshape entire regions. Leading armies, establishing settlements, or forging alliances between different peoples requires understanding not just your own powers but how they interact with others'. The rings themselves might shift under your influence - will you work to seal void vents, protect the Essence Tree, or maintain the delicate balance between these forces?

Some might delve into the mysteries of Rhelm's dormant consciousness, searching ancient ruins for fragments of knowledge from the time before the Sevitan's shattering. Others could explore the boundaries of transformation, walking the dangerous paths that lead to undeath, demon-hood, or even the rare state of Nexus being.

Remember that your actions ripple through both the physical and magical fabric of Rhelm. A battle between powerful forces might create the conditions for liquid origin to manifest. A carefully maintained trade route could become a corridor of stability between hostile territories. Even small choices in how you use your powers can gradually shape the character of the lands you inhabit.

Yet also remember that Rhelm's nature ensures no victory is ever truly final. Today's dominance might become tomorrow's vulnerability as the rings shift and alliances change. The wisest practitioners of power learn to think in cycles rather than absolutes, understanding that influence must be maintained rather than simply achieved.

Perhaps you'll tend the fertile lands near the Essence Tree, cultivating rare resources and building a peaceful life. Some may seek to bridge the divides between tribes and peoples, working to forge new alliances or deepen old rivalries. Or maybe ambition will drive you to vie for control of the ring zones, gathering allies and conquering territories, perhaps even seeking the spark of divinity itself.

Whatever path you choose, know that your story becomes part of Rhelm's ongoing evolution. In this world where reality itself can be shaped by will and understanding, your actions will echo through the very substance of existence. Your journey begins now, in a realm where the only true limits are those you accept. Whether you choose to walk the path of magical essence, embrace the mysteries of the void, or follow the balanced way of the Sevitan, your story will become part of the ever-unfolding tapestry of Rhelm.

IMPORTANT: This TTRPG is built on a foundation of asymmetrical gameplay. This means that not all characters, enemies, or challenges are created equal. You will encounter situations where your character is overwhelmingly powerful, and others where they are hopelessly outmatched. This is intentional. It reflects the inherent inequalities of a world filled with diverse creatures, powerful magic, and ancient secrets.

The Value of Teamwork

Because of this asymmetry, teamwork is absolutely crucial. A lone wolf, no matter how strong, will eventually encounter a threat they cannot overcome. Building a well-rounded party, where characters' strengths and weaknesses complement each other, is essential for long-term success. A warrior who is immune to fire might be useless against a creature that can only be harmed by magic, while a mage vulnerable to physical attacks needs the protection of a sturdy defender. Learn to rely on your allies, and they will rely on you.

Beyond Brute Force, Non-Violent Solutions

This game is not just about combat. While fighting will often be necessary, it is rarely the only option. Many challenges can be overcome through:

- **Diplomacy and Negotiation:** Persuading, intimidating, or even bribing your way out of a conflict can be just as effective (and sometimes more rewarding) than fighting.
- **Stealth and Evasion:**
Sometimes, the best way to deal with a threat is to avoid it altogether.
- **Investigation and Knowledge:** Understanding your enemies, their weaknesses, and the environment around you can unlock alternative solutions.
- **Crafting and Resourcefulness:** Utilizing items, traps, and the environment to your advantage can turn the tide of a seemingly impossible situation.

Embrace the challenge of asymmetrical gameplay. Learn to think strategically, work as a team, and explore all available options. Only then will you truly thrive in this unforgiving world.

Good luck RingWalker

A NOTE TO PLAYERS:

This Core Rulebook provides a complete introduction to the world of Rhelm, and its fundamental systems. You'll find everything needed to fully create characters, start settlements, craft your own equipment, and run a full campaign. Reaching Tier 3 of 5 marks the current peak of progression detailed within this Core Rulebook other than a very few select exceptions, providing a satisfying range of capabilities for most campaigns.

For GMs and players wishing to incorporate the expert-level challenges and abilities of Tiers 4 and 5, those rules can be found in the following expansions that are designed for a deeper, more mechanical, and crunchier high level version of the game.

1. Artifice & Empires - Specialized crafting systems, numerous resource variations, futuristic technological development, and advanced kingdom management systems

2. Mystical Paths - High level magical systems for all paths, as well as advanced rituals, arcane interactions, and even additional character options like exotic body selections

This allows new players to enter Rhelm without being overwhelmed, while providing modular depth for those ready to expand their experience. Your journey begins with the essentials presented here, but the full breadth of possibilities awaits in these companion volumes.

SECTION 2: CHARACTER CREATION

PART 1: PERCEPTIONS OF SELF



CHARACTER NAME

PERSONA

ORIGIN

MENTAL AP RECOVERY - TURN

PHYSICAL AP RECOVERY - TURN

HEALTH

STAMINA

TEMPERATURE

MENTAL AP

PHYSICAL AP

VITALITY & ORIGIN

ATTRIBUTES

STRENGTH

CONSTITUTION

ENDURANCE

AGILITY

SPEED

PERCEPTION

INTELLIGENCE

WILLPOWER

PHYSICAL TOUGHNESS

RESISTANCES

MENTAL TOUGHNESS

EMBODED MATERIALS :

ARCANE SKILL DICE :

ARCANE DAMAGE PER AP :

BACKSTAB MULTIPLIER :

MAX MOVEMENT PER ZAP :

MAX ACTIONS PER TURN :

BODY QUALITY & SKILL DICE :

HAND TO HAND :

KICK :

HEADBUTT :

BITE :

MELEE WEAPON & SKILL DICE:

SWING :

ALTERNATIVE SWING:

THRUST :

SHIELD & SKILL DICE :

SHIELD DEFENSE :

SHIELD BASH :

RANGED WEAPON & SKILL DICE :

SHOOT :

AMMO & COUNT :

PROJECTILE SPEED :

ARMOR MASTERY

SHIELD MASTERY

UNARMED MASTERY

MELEE MASTERY

RANGED MASTERY

ATHLETICS MASTERY

STEALTH MASTERY

BACKSTAB MASTERY

GUILF MASTERY

SUBVERSION

MENTAL ACUTY

ARCANE CONTROL

INFLUENCE

BERSERKER

SYNTH MASTERY

19

Character Name: _____

Personality: _____

Origin: _____

Race: _____

Alignment: _____

Campaign: _____

Sex: _____

Build: _____

Diet: _____

HEAD & MOUTH

Mouth Type: _____

Head Assembly: _____

INJURIES: _____

SPECIAL #1: _____

SPECIAL #2: _____

L. ARM

BODY

R. ARM

BODY COVERING: _____

INJURIES: _____

INJURIES: _____

INJURIES: _____

LEGS

LEG TYPE: _____

INJURIES: _____

SPECIAL ABILITIES: _____

CHOOSING YOUR PATH

The path you walk in Rhelm begins with understanding your fundamental nature—the core essence of your being that defines how you interact with reality itself. This choice shapes not just your abilities, but your entire approach to challenges, conflicts, and opportunities.

Essence Beings: Architects Of Reality

Weaving the threads of creation through the power of will and word

Once formless entities of pure energy, Essence Beings have taken physical form but retained their connection to the creative power that shaped existence. You are the descendants of the architects of reality itself, capable of manipulating the fundamental forces that govern Rhelm through the ancient power words.

As an Essence Being, you approach challenges through manipulation and creation. Where others might force their way through a locked door, you might transmute the lock to glass, reshape the hinges, or simply create a new opening in the wall.

Ring Zone Relationship:

Your connection to the Essence Tree is crucial. In the inner rings (white, violet, blue), your magic surges with barely containable power. In outer rings (yellow, orange, red), your spells require significantly more effort, sometimes demanding dangerous overexertion.

Core Mechanics:

- **Combine Power Words:**

(Fire, Water, Light, etc.) with Intentions (Create, Destroy, Transform, etc.)

- **AP cost:**

Power Word + Intention + additional modifiers = total AP cost

- **Most effective in the inner rings:**

(White, Violet) and weakens in outer rings (Orange, Red)

Primary Ability Requirements:

- Mental Acuity
- Arcane Control

Example Combinations:

- **Fire + Generate:** Create flames (damage increases with AP investment)
- **Earth + Shield:** Form protective barrier of stone
- **Mind + Control:** Influence another's thoughts
- **Light + Envision:** Create convincing illusions
 - See full list of power words and intentions in the detailed magic section

Playstyle:

Essence magic rewards creativity and planning. The most effective practitioners learn to combine words in unexpected ways, creating complex effects from simple principles. You'll excel at versatile problem-solving but must carefully manage your AP resources, as overextending can be fatal.

Advantages:

- Unparalleled versatility in problem-solving
- Access to the most powerful creative magic in Rhelm
- Ability to manipulate fundamental forces

- Natural connection to the Essence Tree and its power
- Virtually limitless creative potential with the right word combinations

Disadvantages:

- Steep learning curve for players mastering the word combination system
- Requires significant planning and creativity rather than straightforward solutions
- More complex record-keeping and spell management than other paths
- Power diminishes dramatically in outer rings
- Risk of fatal overexertion when casting powerful spells

Void Beings: Shapers Of Entropy

Masters of unmaking, wielding the absolute power of reduction

You are the living embodiment of entropy and dissolution, born when the void gained consciousness and purpose. While Essence Beings weave complex patterns of reality, you command the fundamental power to unmake, reducing creation to its simplest form—or to nothing at all.

As a Void Being, you approach obstacles directly. A locked door presents no puzzle to one who can simply disintegrate the lock, shatter the door itself, or in extremes, consume the very concept of "barrier" between you and your destination.

Ring Zone Relationship:

You draw power from the Void Vents at Rhelm's edge. In outer rings (red, orange, yellow), your abilities flow effortlessly. In inner rings (blue, violet, white), they require significantly more effort and risk.

Core Mechanics:

- Three fundamental powers:

Dissipate (weaken energy), Shatter (break objects), Consume (erase completely)

- Most effective in outer rings:

(Red, Black) and severely weakened in inner rings (Violet, White)

- All void effects are absolute:

They can never be partially completed

Primary Ability Requirements:

- Mental Acuity
- Arcane Control

Fundamental Powers:

- **Dissipate:** Reduce energy, weaken attacks, drain life force
- **Shatter:** Break physical objects, create structural damage
- **Consume:** Completely erase target from existence

Playstyle:

As a Void practitioner, you approach problems directly. While your abilities lack the versatility of Essence magic, their raw power and simplicity make you extraordinarily effective in your domain. Remember that your powers require absolute commitment—if you begin to unmake something, you must complete the process or risk unmaking yourself.

Advantages:

- Straightforward, powerful abilities that produce immediate results
- Excel at direct problem-solving and combat
- Less complex system for newer players to learn and master
- Fewer decisions required in moment-to-moment gameplay

Disadvantages:

- All-or-nothing nature of powers—failure means self-destruction
- Limited subtlety compared to Essence magic
- Struggle in inner rings where Essence power dominates
- Abilities that can permanently destroy valuable resources
- Social stigma in many settlements and civilized areas
- Less flexibility for creative problem-solving

Sevitan Tribes: Children Of Origin

Native balance-keepers, inheritors of Rhelm's deepest potential

You are the true children of Rhelm itself, born from the world's awakening consciousness. Where Essence and Void beings represent external forces that have taken root in this realm, you embody the world's own nature—a perfect balance of creation and destruction channeled through Origin power.

Each of the true Sevitan tribes embodies a different aspect of the original, unified Sevitan nature. While they all share a connection to Origin, their approaches to challenges and their core abilities differ dramatically. The Sevitan stand apart from the Essence-Void spectrum, maintaining consistent power regardless of location. Near your tribal totem, your abilities surge

to four times their normal strength, while both Essence and Void magic cease to function entirely in your presence.

As a true child of Rhelm, your powers flow from your connection to Origin—the perfect balance between Essence and Void. Each tribe manifests this power differently, but all share certain traits:

- **Powers work consistently across all ring zones**
- **Near tribal totems, abilities surge to 4× normal strength**
- **Both Essence and Void magic cease to function near totems**

Mind Tribe: Masters Of Thought

The Mind Tribe harnesses the extraordinary psionic potential that all Sevitan once possessed. Through disciplined mental practice, they've developed the ability to reach into the thoughts of others, communicate across vast distances, and even manipulate the physical world through telekinetic force.

As a Mind Tribe member, you approach challenges through perception and influence. Where others might need to physically search a room for hidden items, you can scan it mentally. When faced with hostility, you might choose to alter perceptions or control minds rather than engage in physical combat.

Core Abilities:

- **Telepathy:** Communicate across distances, extract memories, create illusions
- **Psychokinesis:** Move objects with your mind, form barriers, deliver force attacks
- **Mind Control:** Influence or completely dominate other beings

Primary Ability Requirements:

- Mental Acuity
- Arcane Control

Playstyle:

Mind Tribe members excel at gathering information, controlling battlefields from afar, and manipulating opponents. Your powers function through mental AP and can be countered by targets with strong willpower.

Advantages:

- Free telepathic communication with other Mind Tribe members
- Ability to gather information without physical interaction
- Powerful mental attacks that bypass physical defenses

- Manipulation of objects at a potentially significant distance
- Can create powerful mental illusions and manifestations
- Appeal to players who enjoy strategic and social gameplay
- Less reliance on equipment than other approaches

Disadvantages:

- Most powers ineffective against enraged opponents and those with strong willpower or perception
- Very heavy reliance on Mental AP rather than Physical AP
- Viewed with suspicion by many due to mind-reading capabilities
- Powers typically require line of sight or prior connection to targets

Body Tribe: Physical Adapters

The Body Tribe embodies the physical adaptability the original Sevitan possessed, channeling Origin power directly into biological transformation. Their bodies are not fixed forms but malleable tools that can be reshaped to meet any challenge.

As a Body Tribe member, you approach obstacles through adaptation. Why climb a cliff when you can grow wings? Why fear underwater exploration when you can develop gills? Your body becomes the ultimate Swiss Army knife, transforming to overcome whatever stands in your way.

Core Abilities:

- **Physical Transformations:** Grow wings, claws, armor, or specialized senses
- **Passive Regeneration:** Heal continuously even during combat
- **Environmental Adaptation:** Survive in otherwise lethal environments

Primary Ability Requirements:

- Constitution
- Unarmed Mastery

Playstyle:

Body Tribe members adapt to overcome any physical challenge. Rather than expending AP, your transformations require HP investment, which your natural regeneration helps recover. You'll excel at versatility and survival in harsh conditions.

Advantages:

- Passive healing that restores HP each turn
- Ability to adapt to almost any environment
- Versatile combat capabilities through form changes

- Reduced dependence on equipment
- Appeal to players who enjoy tactical versatility and reactive gameplay
- Gain limited access to many aspects and abilities typically exclusively set during character creation
- Strong standalone capabilities without team support

Disadvantages:

- Transformations require HP expenditure (though it regenerates)
- Limited duration of adaptations
- Few ranged combat options without specific transformations
- Transformations can be socially alarming in civilized areas
- Players must remember and track multiple transformation options

Spirit Tribe: Radiant Channelers

The Spirit Tribe maintains the connection to light and spiritual energy that all Sevitan once shared. They channel radiant life energy for both healing and devastation, while their unique connection to soul stone allows them to possess objects and amplify their power.

As a Spirit Tribe member, you approach challenges through illumination and essence manipulation. You can heal allies, destroy undead with radiant beams, and temporarily inhabit objects or constructs to control them from within.

Core Abilities:

- **Radiant Projection:** Channel healing light or destructive beams
- **Soul Stone Infusion:** Enhance objects with spiritual energy
- **Aether Possession:** Project consciousness into objects or constructs

Primary Ability Requirements:

- Willpower
- Crafting

Playstyle:

Spirit Tribe members balance healing and offense through radiant energy. You're particularly effective against undead and void-aligned beings, while your soul stone infusions allow you to create powerful temporary enhancements.

Advantages:

- Powerful healing capabilities for allies
- Devastating attacks against undead, demons, and other darkness-aligned beings

- Ability to possess and control objects infused with soul stone
- Can enhance weapons and armor with soul stone effects
- Radiant attacks effective in almost all combat situations
- Appeal to players who enjoy support roles with offensive capabilities
- Valuable in almost any team composition

Disadvantages:

- Healing must be precisely calculated to avoid causing damage
- Heavy dependence on soul stone for advanced abilities
- Risk of being trapped if a possessed object is destroyed
- Complex tactical decisions between healing and offensive roles

Decay Tribe: Entropy Controllers

The Decay Tribe channels the aspects of entropy and dissolution that all Sevitan once balanced within themselves. They command rot and deconstruction, turning the inevitable end of all things into a powerful weapon and tool.

As a Decay Tribe member, you approach problems through controlled deterioration. Metal bars rust away at your touch, enemies wither under your gaze, and even the strongest materials become brittle when exposed to your powers.

Core Abilities:

- **Material Decay:** Deteriorate objects with a touch
- **Pathogenic Projection:** Create and control diseases and toxins
- **Necrotic Conversion:** Transform materials into volatile decay bombs

Primary Ability Requirements:

- Intelligence
- Guile

Playstyle:

Decay Tribe members excel at gradual deterioration rather than immediate destruction. Your abilities affect both living beings and inanimate objects, making you versatile in combat and exploration.

Advantages:

- Ability to deteriorate equipment and structures with a touch
- Can transform resources into powerful decay bombs
- Effective against heavily armored or equipped opponents

- Option to become undead through decay spores
- Appeal to players who enjoy damage-over-time and control strategies

Disadvantages:

- Powers can inadvertently destroy valuable resources
- Slow approach compared to direct damage methods
- Viewed with fear and suspicion in most communities
- Powers sometimes affect self and allies in area effects
- Requires careful positioning and targeting to avoid friendly fire

Origin Tribe: Creators And Animators

The Origin Tribe maintains the creative spark that all Sevitan once wielded, channeling raw Origin power to create connections between beings and to animate matter itself. They are the only beings who can directly manipulate Origin Points to heal, shield, or empower.

As an Origin Tribe member, you approach challenges through creation and connection. You can forge links between beings to share power, animate golems from raw materials, or convert Origin directly into healing energy.

Core Abilities:

- **Origin Link:** Establish connections between beings to share power
- **Origin Animation:** Create golems and constructs from raw materials
- **Origin Shield:** Form impenetrable barriers
- **Origin Conversion:** Transform Origin energy into healing or damage

Primary Ability Requirements:

- Perception
- Influence

Playstyle:

Origin Tribe members excel at creation and connection. Your ability to animate objects, establish power-sharing links, and directly manipulate Origin energy makes you valuable in any group, though many of your abilities require significant OP investment.

Advantages:

- Ability to create and control golems from raw materials
- Can establish links to share power and abilities with allies
- Direct manipulation of Origin Points for healing and shielding
- Powers to convert one type of energy or resource to another

- Capacity to create defensive structures instantly
- Appeal to players who enjoy strategic and summoning-based gameplay
- Strong synergy with almost all team compositions

Disadvantages:

- Resource dependence for golem and object creation
- Link abilities reduce your AP while active
- Risk of losing Origin Points through detonation abilities
- Complex resource management required for optimal play
- Steeper learning curve than some other tribal abilities

The False Tribes: Paths Of Temptation

Artificial creations designed to fragment Sevitan unity

In a rare moment of cooperation after shattering Sevitan unity, Essence and Void beings created two false tribes—attractive alternatives designed to further divide the children of Rhelm. These are not true expressions of Sevitan nature but carefully engineered traps that permanently sever your connection to your tribal heritage.

As a member of a False Tribe, you gain tremendous power at the cost of your authentic self. You become a living embodiment of the schism between Essence and Void, wielding abilities that mimic aspects of both while belonging truly to neither.

Gameplay Style:

False Tribes offer powerful but specialized abilities that blend aspects of both Essence and Void approaches. They provide more straightforward progression paths with clear power increases, but lock you into specific playstyles.

Tribe Of Orderly Creation

Devoted to structure, hierarchy, and the power of runecraft, the Tribe of Orderly Creation channels Essence-like creativity through rigid, formulaic approaches. You gain access to powerful runes that can be inscribed on weapons, armor, and tools, granting them permanent magical properties.

Core Abilities:

- Inscribe runes on equipment to create permanent magical effects
- Function at baseline strength in all ring zones
- Create powerful linked items through draconic knowledge
- Potentially bond and grow with a dragon of your own

Primary Ability Requirements:

- Crafting
- Variable Runic Attributes

Playstyle:

Runecarvers excel at preparation and equipment enhancement. While you lack the instant versatility of Essence magic, your runes provide consistent, reliable effects regardless of ring location. Also, experienced dragon riders are some of the most powerful beings in all of Rhelm.

Advantages:

- Access to powerful runecraft unavailable to other paths
- Ability to create permanently enchanted items without Essence magic knowledge
- Simpler magic system than full Essence combination casting
- Potential To bond and grow with a Dragon companion
- Appeal to players who enjoy crafting systems, equipment progression, and predictability

Disadvantages:

- Permanent loss of true Sevitan tribal abilities
- Limited to runic formulas rather than free-form creativity
- Heavily dependent on materials and resources
- Losing a bonded dragon companion is extremely devastating for the rider
- Rigid hierarchical social expectations
- Viewed as traitors by true Sevitan tribes
- Serve as unwitting tools in Essence/Void plans to keep Sevitan divided

Tribe Of Chaotic Destruction

Embracing volatile power and immediate gratification, the Tribe of Chaotic Destruction harnesses Balestone—crystals manufactured from void ichor and Aether Crystal—to temporarily unlock superhuman abilities at the cost of your Origin Points and connection to your true nature.

Core Abilities:

- Consume Balestone to temporarily unlock extraordinary abilities
- Permanently sacrifice OP for immediate power
- Develop specialized abilities based on your highest attribute

Primary Ability Requirements:

- Extremely Variable and dependant on Bale Specialty

Specialization System:

Unlike other tribes with fixed power sets, a Chaotic Destruction member's abilities are determined by their highest attribute or skill

- **Synthetic Mastery:** Tech & Cybernetics
- **Willpower:** Mutation Blasts / Flesh Beasts
- **Stealth Mastery:** Assassin Arts
- **Strength:** Unrouteable Combat
- **Intelligence:** Elemental Chaos
- **Constitution:** Disease & Plagues

Playstyle:

Balestone users trade long-term potential for immediate power. Each consumption permanently reduces your OP but grants tremendous short-term advantages, as well as long term corruption powers—creating a high-risk, high-reward approach to challenges.

Advantages:

- Explosive, dramatic abilities with immediate payoff
- Access to power surges that temporarily rival high-level practitioners
- Different powers based on your highest attribute, allowing specialization
- Appeal to players who enjoy high-risk, high-reward gameplay
- Effective combat abilities across multiple domains
- Freedom from the cultural restrictions of true tribes

Disadvantages:

- Permanent loss of true Sevitan tribal abilities
- Powers that literally consume your Origin Points, risking permanent death
- Addiction-like dependency on Balestone consumption
- Dramatic but temporary power spikes rather than consistent linear growth
- Viewed as dangerous outcasts by most communities
- Serve as pawns in the larger Essence/Void conflict

Player Note: Choosing a False Tribe represents a significant and irreversible character decision. While these paths offer unique and powerful abilities, they permanently change your character's development trajectory. Consider this choice carefully.

