

# Plagues, Knights & Monsters - 2e

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Welcome to Plagues, Knights & Monsters, a tabletop role-playing system designed for thrilling dark fantasy adventuring. This comprehensive ruleset provides detailed mechanics for character creation, advancement, and combat resolution to facilitate engaging gameplay in a gritty, monster-hunting setting.

At its core, PKNM utilizes a d100 roll-under system for task resolution. Characters are built by assigning points to one of four core attributes - Prowess, Swiftiness, Vigor, and Magika- which determine combat and regular force application, magical aptitude, general bodily resistance, and skill competence. Classes and races offer further customization through unique traits and abilities.

Combat revolves around opposed attack and defense rolls, employing both melee and ranged options. An extensive armory provides an array of equipment choices, while the dynamic magic system allows spell casting classes to construct unique incantations from Latin word combinations.

## Chapter 1:Mechanics

### Chapter 1-1: Stats:

**Prowess:** This stat measures the amount of force you can inflict on any given situation in which raw power is needed. It affects your melee damage (with exceptions) and also whether you can wield and wear heavier weapons and armor. your total Prowess is your maximum carrying capacity in Kilograms. Mount Type Animals instead triple their Prowess

**Swiftiness:** a measure of your agility and reflexes, this helps with things like finesse, motor skills and more

**Vigor:** This stat measures your resilience and ability to withstand damage. And also resistance, in situations where you get poisoned, or whenever something affects your general health and bodily well-being

Magika: This stat is all about magic and your ability to work with and through it, it is also linked to your mana, for which you will multiply your Magika stat by 5 (mana regenerates with a rate of 10% of total every hour (60 rounds)).

### Chapter 1-1.5: Stat Generation:

When creating a character, stats are essential for determining their abilities and strengths.

To generate stats, roll 3 six-sided dice (3d6), this number will be your base stat, which will then be modified by the modifiers of your class, race, and other factors (the correct method of that is specified in chapter 2). Once you have calculated your modified stats, apply the corresponding modifiers.

([Roll Preconfigured Dice here](#) with a resource for generating stats)

*(Consider allowing players to reroll a certain number of times or even all their rolls if they end up with very low stats. This should be open for discussion, especially if the player feels that the low rolls would negatively impact their enjoyment, as ensuring fun should be the highest priority)*

### Chapter 1-2: Modifiers

The total score, once calculated, will give you one of the following modifiers, which will be added (or deducted) to (from) the rolls, to which they correspond (for lifting, prowess would be used):

Stat Points	Modifier	Stat Points	Modifier
0-8	-3	101-108	+11
9-16	-2	109-116	+12
17-20	-1	117-124	+13
21-25	0	125-132	+14
26-36	+1	133-140	+15
37-48	+2	141-148	+16
49-56	+3	149-156	+17
57-64	+4	157-164	+18
65-72	+5	165-172	+19

73-80	+6	173-180	+20
81-88	+7	181-188	+21
89-96	+8	189-196	+22
97-99	+9	197-199	+23
100	+10	200	+24

To advance into unlocking the modifiers beyond 100/+10 Reference [Chapter 8-4](#)

### Chapter 1-3: Money and Coin

The money in this world works like the following:

Coin	In Pfennig	Direct Conversion	Short Form
Heller	0.5 (½)		He
Pfennig	1	2 Heller	Pf
Kreuzer	10	10 Pfennig	Kr
Schilling	50	5 Kreuzer	Sch
Gulden	500	10 Schilling	Gl
Taler	2500	5 Gulden	Tl

### Chapter 1–4: Minor Skills

Minor Skills can be anything you think of, if you think your character should have a certain skill, they can have that skill. While some skills are certainly more or less useful, more specific skills should be rewarded with advantages, or other bonuses (such as adding a fitting stats modifier to the role).

At level zero you can allocate 250 points to your skills, with being able to allocate up to 60 points into two skills and then up to 35 points into all further skills got through the starting skill points.

Should a character be proficient in any skill through their Childhood, Job ([Chapter 5](#)) or any other influence, they will add 10 points to it per total character level (this also goes for any other proficiencies added later)

If you are asked for a skill check, you roll a d100 and the number on that skill shows your chance of success (rolling lower or the number of points in your skill let's you succeed)

Advantages lets a roll be done twice, upon which the better roll must be taken.  
Disadvantage uses the same system, but the worse roll must be taken.

Your Modifiers are added if relevant to the skill/situation, this will be decided by the GM, whenever you gain/add that skill (in certain situations, that can be waived, if everyone thinks that would be a good idea (rule of cool, it just makes sense, whatever, having fun is more important than the rules anyway )).

### Chapter 1-5: Resistance & Immunity:

Resistance makes a character or NPC take only half damage of that type  
Immunity makes a character or NPC take no damage of that type.

### Chapter 1-6: Character Creation:

After rolling your base stats, they are added upon by everything you choose that is not a main class (Fighter, Rogue, Wizard, etc.) and after that you multiply that end-score by the modifier of your main class. It is recommended to write down your base score (after calculations with subclass, childhood, etc.) in order to calculate more easily should it be increased. Meaning that you need your Total Score, Modifier and Base score on your sheet.

## Chapter 2: Combat

This chapter is all about fighting, if it is in duels, bar fights, wars and everything in between.

### Chapter 2-1: Combat:

#### Aiming and Hitting Rules:

D100 With percentiles.

Whenever you choose to attack in any form you roll a D100 (percentage die). If you manage to roll a roll of 10% or lower of your max. Chance to hit, you score a critical hit and deal double the damage.

the Swiftiness modifier of an enemy actively lowers your chance to hit by that modifier. This chance is modified by the stat with which you handle your weapon, by adding it. If you are not proficient with the weapon, your chance to hit lowers by whatever amount is attached to the feature / trait of the weapon.

Any chance of 0% or lower is an automatic miss.

If the weapon has multiple features / traits they will not stack, the highest number is used.

### **Movement:**

- One Hexagon = 0.5 Meters
- Stride = 1 Meter (2 Hex)
- Step = 0.5 Meters (1 Hex)
- Quart = 0.25 Meters (0.5 Hex)
- Charge = 2 Meters (4 Hex)

### **Turns & Rounds:**

Each Round lasts for 10 seconds

Turn order is decided by rolling a 2d12+ your Swi modifier  
if two players get the same result, they may choose who goes first each time their turn starts

On a Turn, one has 3 Action Points and 1 Free Point

With 1 action point, one can:

1. Move
2. Use a Manueuver
3. Cast
4. Use Abilities

With a free Point, one can:

1. Use
2. Equip/Un-equip

3. Interact
4. Feint (Stop one attack and do another, changing up one's pattern)
5. Change Stance

If one has Action Points left, they will be converted (1 to 2) into Reaction Points, giving one either 2, 4 or 6 Reaction Points.

Reaction Points can be used to move, take a manipulative/reaction manouver or take a defensive stance/use defensive manouvers, these can only be used after an enemy action, and as a direct reaction to that action. Or Safe against spells.

Aiming, Hitting, Blocking & Evading in Melee combat:

Upon one's attempt to strike the enemy, the following chances apply:

- Head – 10% Chance
- Arms/Legs – 15% Chance
- Torso – 20% Chance

To that chance, one's total score is added.

That total score, for all weapons, be:

Prowess

For Weapons with the Finesse property, one may also use

Swiftiness

However, Prowess can still be used

After adding one's total score, the Modifier of the Swiftiness Score of the enemy is subtracted (if it is in the negatives, you gain a few percent to your chance), further conditions, like being un-proficient or shields can also apply and change the outcome of the number.

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The Defender, may at any point expend a reaction point to contest the attack, rolling a d20+mod (prowess or Swiftiness, depending on what they use for attacks, if the block is of magical nature one may also roll Magika).

Should that contention fail on the defender's part, they suffer the attack, if they succeed however, they may then use any one of their defensive techniques (depending on the stance, relative to the attacker's attack, the GM may trigger a further Prowess contention).

Combat Style:

What is a Combat Style?

A combat style is a way of fighting, consisting of varying stances from and through which different maneuvers are undertaken, these can be directly offensive or defensive in nature, but also, something entirely different.

Combat School rules:

The first combat school a character learns at level zero consists of 3 Stances and 10 Actions/Maneuvers, these can be any way of wielding the weapon or weapon type that school is made for.

These can be freely designed, however for the start, this is a basic Level 0 School for any two handed sword or sword which has the Versatile trait.

### **Longsword School - Level 0:**

In this School, if not specified otherwise, one takes a Step backwards if defending and a step forward if attacking

The High stance:

The Sword is lifted over the head, and the tip is pointed toward the enemies head  
From the High Stance one can swing down upon the enemies head, with a direct or slightly angled strike, a step or quart is done with this maneuver.

Furthermore, a stab can be done, through which the enemies upper torso or head is targeted.

For Defense One takes a step back and swings the sword over ones head, trying to either hit ones enemy or strike their weapon.

Middle Stance:

The Sword is held in front of ones groin, or with straight arms, in the direction of the middle of ones body, as if laid into ones hand. Then the tip should face the enemies head.

Firstly a strike can be done, in which the sword is pulled on the shoulder and then brought forth

through pulling the pommel first and then striking in order to hide ones strike. This can be done diagonally or horizontally. - *offensive maneuver*

When the enemies weapon has been hit with ones own, drive your own blade over the enemies weapon and into their leg. - *reaction/manipulation maneuver*

To defend, one Strikes the Enemy weapon with their own, by using the flat side of their blade.

After defending, one may stab along the enemies sword into their face or upper body. - *defensive maneuver*

Low Stance:

The Sword is held in a low position, with the blade in direction of the ground, the sword can be facing to either side, or at the enemies feet.

In defending, the enemies Blade is struck with ones own blade's side.

The enemy can be struck from below at any point of their body.

The enemy can be stabbed anywhere on their lower body.

### Damage and Health:

One's Body is divided into different parts, and each of these have different amounts of health, that will never be lesser than one, except if they are damaged by some environment or enemy. However, no Character should start with any body part at a health of lower than one.

Body Part	HP of Vig	Effect when Broken
Head	25%	Death
Neck	10%	Incapacitation
Shoulders	20%	Mobility Impairment
Upper Arms	15%	Reduced Combat Ability
Elbows	10%	Limited Arm Functionality
Forearms	15%	Decreased Grip Prowess
Wrists	10%	Difficulty with Fine Motor Skills
Hands	10%	Severely Reduced Swiftness
Fingers	5%	Limited Hand Functionality
Chest	50%	Severe Injury



Abdomen	50%	Severe Injury
Hips	30%	Mobility Impairment
Groin	20%	Extreme Pain
Upper Legs (Thighs)	25%	Difficulty Walking
Knees	10%	Impaired Mobility
Lower Legs (Calves)	15%	Reduced Speed
Ankles	10%	Difficulty Balancing
Feet	10%	Difficulty Standing

### Death/Incapacitation:

A Character Gains death points upon having one of their more sensitive Body Parts break.

In this case, the Blues and the Greens are excluded but on a yellow part breaking the character gains 1 death point, upon breaking an orange the character gains 2 death points and one a red one breaking the char gains 4 death points

These represent your chance of death after each of your turns, excluding the first point. You, once you gain 2 points, roll a d100 and each point after the first, represent a further 10% chance of death.

For example:

2 Points = 10% Chance (as long as you roll a 90 or below you'll fine)

5 Points = 40% Chance (as long as you roll a 60 or below you'll fine)

7 Points = 60% Chance (as long as you roll a 40 or below you'll fine)

10 Points = 90% Chance (as long as you roll a 10 or below you'll fine)

11+ Points = 100% Chance (you die/get incapacitated after your next turn after reaching this number)

### Chapter 2-2: Mounted Combat

Mounted combat introduces a dynamic layer to standard combat, incorporating both the rider's and the mount's capabilities and limitations. The following rules and adjustments build upon the standard combat system to seamlessly integrate mounted engagements.

Mount Characteristics

Each mount has its own set of characteristics that impact mounted combat:

Swiftness (Swi): Determines turn order and movement.

Prowess (Pro): Used for strength-based actions.

Stamina (Sta): Used for endurance in prolonged combat or strenuous actions.

(Essentially Vigor)

Temperament (Tem): Reflects the mount's behavior under stress. (Essentially Magika)

## Mount Types

Mounts are categorized into three primary types, each with unique traits:

Light Mounts: Agile but less durable. Ideal for quick movements and hit-and-run tactics.

Medium Mounts: Balanced between speed and durability. Suitable for versatile roles.

Heavy Mounts: Slow but resilient. Best for sustained engagements and carrying heavy loads.

## Mounted Movement

Mounts have unique movement capabilities, with specific actions and movement costs:

Walk: 1 Meter (2 Hexes) per action point

Trot: 2 Meters (4 Hexes) per action point.

Gallop: 4 Meters (8 Hexes) per action point but requires a successful Stamina check for every 3 consecutive Gallop actions.

Charge: 6 Meters (12 Hexes) per action point, used primarily for initiating an attack with momentum.

## Mounted Combat Actions

While mounted, characters can perform specific actions with their action points:

Attack: Use a melee or ranged weapon. Riders can leverage the mount's momentum for increased damage on a successful hit.

Mount Maneuver: Direct the mount to move or take evasive actions.

Trample: Heavy mounts can attempt to trample enemies in their path. Roll D100 through the mount's Prowess. If successful, the target must make a Swiftness check or suffer damage.

## Attacking While Mounted

When attacking from a mount, the following adjustments apply:

**Momentum Bonus:** Add the mount's Swi modifier to your chance to hit.

**Height Advantage:** Gain a +10% chance to hit when attacking ground targets, additional +10% if using Spears or Polearms.

**Unsteady Platform:** Subtract 5% from your chance to hit if the mount is moving (Trot or Gallop).

## Defending While Mounted

Mounted characters have unique defensive considerations:

**Evade:** Use the mount's Swi to evade attacks directed at the rider.

**Block:** Use the rider's Pro or Magika to block attacks. This may include using a shield or magical barrier.

## Mounted Combat Stances

Riders adopt stances that integrate both offensive and defensive maneuvers:

**High Stance (Mounted):** Weapon held high for downward strikes. Gains a +10% chance to hit against infantry but is more vulnerable to attacks aimed at the mount.

**Middle Stance (Mounted):** Balanced posture, suitable for both striking and defending. No specific bonuses or penalties.

**Low Stance (Mounted):** Leaning forward, ideal for quick slashes or thrusts. Gains a +10% chance to hit mounted targets but reduces Swiftiness by 5%.

## Mount Health and Damage

Mounts, like their riders, have various body parts with specific health points (HP) that, when damaged, lead to distinct effects. The table below categorizes these body parts and the corresponding HP, as well as the effects when they are broken. Additionally, mounts accumulate death points based on the severity of damage to different body parts, which represent the increasing likelihood of death or incapacitation as damage accumulates.

Body Part	HP of Mount	Effect when Broken
Head	20 %	Death

Neck	15 %	Severe incapacitation
Shoulders	25 %	Reduced carrying capacity, impaired maneuverability
Front Legs	20 %	Impaired mobility, cannot charge
Back Legs	20 %	Impaired mobility, difficulty in sustained movement
Torso	30 %	General damage, reduced endurance
Abdomen	30 %	Severe injury, reduced stamina
Wings (if applicable)	25 %	Flight incapacity, crash risk
Tail (if applicable)	15 %	Reduced balance and agility

### Death Points and Mortality Mechanics

Mounts accumulate death points based on the damage to their body parts. These points represent the increasing likelihood of death or incapacitation as the mount sustains more severe injuries.

Blue Body Parts (No Death Points)

Yellow Body Parts (1 Death Point)

Orange Body Parts (2 Death Points)

Red Body Parts (4 Death Points)

Once a mount accumulates death points, the rider must roll a D100 after each turn (excluding the first point) to determine if the mount succumbs to its injuries. Each death point represents a 10% chance of death.

2 Points: 10% Chance of Death (90 or below to survive).

5 Points: 40% Chance of Death (60 or below to survive).

7 Points: 60% Chance of Death (40 or below to survive).

10 Points: 90% Chance of Death (10 or below to survive).

11+ Points: 100% Chance of Death (automatic death after next turn).

## Falling from Mount

If a mount is incapacitated or if the rider fails a Temperament check (e.g., due to sudden fear or panic), the rider must make a Swiftiness check to avoid falling. Falling results in:

Minor Fall: 1d6 damage.

Major Fall: 2d6 damage plus a chance for broken limbs (roll D100; above Swi = broken limb).

## Turn Order and Initiative

Initiative in mounted combat follows the standard rules but incorporates the mount's Swi modifier:

Roll 2d12 + rider's Swi modifier + mount's Swi modifier. If tied, the rider and mount with the higher combined Swi act first.

## Chapter 2-3: Ranged Combat

Reloading Mechanics:

- **Quick Reload:** As a reaction, spend 1 Action Point to reload instantly, reducing the normal reload time by **1 AP**. You can only do this thrice per day.

Cover and Evasion Mechanics:

- **Cover:** Ranged combatants can use **terrain or objects** for cover, reducing the chance they are hit.
  - **Partial Cover:** Enemies suffer a **-20% penalty** to hit you.
  - **Full Cover:** Enemies cannot hit you unless they move to a different position or use special maneuvers like a ricochet shot.

Aiming and Hitting Rules:

- **Aiming:** Ranged combatants can use their Action Points (AP) to **aim** more carefully, improving their chance to hit.
  - Spending 1 AP on aiming adds a **+5%** to their hit chance (up to 2 AP for a maximum of +10%).
- **Reloading:** Depending on the weapon, reloading can take **1-3 RP**, making reload management essential in battle.
  - Bows: Free (uses 0 RP to nock an arrow).

- Crossbows: Takes **1 RP**.
- Flintlocks: Takes **2 RP** for pistols, **3 RP** for rifles.
- **Firing:** When attacking, you roll a **D100** to determine success. Your hit chance is determined by your base accuracy, weapon proficiency, and any bonuses from aiming, minus modifiers such as range and enemy evasion.
- **Range Modifiers:**
  - Short Range (less than 30% of max. range): **+10%** hit chance.
  - Medium Range (31%-60% of max. range): **No modifier**.
  - Long Range (61%+ of max. range): **-10%** hit chance.
- **Critical Hits:** Rolling 10% or lower of your chance to hit results in a **critical hit** (double damage). For example, if you have a 50% chance to hit and roll 05 or below, it's a critical hit.

### **Combat styles for Ranged Weapons:**

Ranged characters, like melee fighters, have access to **stances** that offer advantages in different situations. A stance can be changed by using a **Free Point** during a turn. Each stance has offensive and defensive options tailored for ranged combat, including abilities to reposition, aim more effectively, or protect themselves.

Combat styles are created like the following:

**Stances** – Your combat style's foundation. Choose how you position yourself in battle.

**Offensive Maneuvers** – Actions that help you hit your target or deal extra damage.

**Defensive Maneuvers** – Actions that help you evade attacks, take cover, or reduce incoming damage.

The bonuses and AP/RP costs should be discussed with your GM beforehand.

### **Example lvl 0 Combat School:**

Stances:

1. **High Guard** – Focus on strong, precise strikes, sacrificing defense for power.
2. **Low Guard** – Emphasize defensive positioning, allowing swift reactions while maintaining a low profile.
3. **Flowing Guard** – Keep moving, using fluid motion to both attack and avoid enemy blows.

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Stance 1: High Guard

In this stance, the character raises the sword high, prioritizing powerful overhead strikes at the cost of defensive readiness.

- **Offensive Maneuvers:**

- **Cleave (2 AP):** Deliver a powerful downward strike, hitting up to two adjacent enemies. Apply a -10% penalty to hit each target after the first.
- **Crushing Blow (3 AP):** Target a single enemy with a heavy, focused strike. If successful, deal extra damage equal to your Swi modifier.

- **Defensive Maneuvers:**

- **Strong Parry (1 RP):** You brace your weapon or part of your armor to block the next incoming melee attack, reducing damage by 15%.
  - **Overhead Deflection (1 RP):** When targeted by an attack, roll to parry and redirect the strike, potentially dealing half damage back to the attacker (only if the roll exceeds the attacker's hit roll by 15%).
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## Stance 2: Low Guard

In this stance, the character holds their sword low, ready to respond defensively and strike with precision while staying protected.

- **Offensive Maneuvers:**

- **Feint (1 AP):** Pretend to attack, then follow up with a precise strike, granting +15% hit chance on your next attack.
- **Counterstrike (1 RP):** After a successful parry, immediately strike back at the attacker. This strike deals half damage.

- **Defensive Maneuvers:**

- **Guarded Step (1 RP):** Move 1 hex while maintaining a defensive posture. The enemy lowers their hit chance by 10%
  - **Wall (2 RP):** Assume a defensive stance, granting the enemy a -20% chance to hit you with melee attacks until your next turn.
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## Stance 3: Flowing Guard

This stance emphasizes continuous movement, allowing the character to evade in a fluid dance of movement.

- **Defensive Maneuvers:**
  - **Sidestep (1 RP):** After being attacked, you may roll to dodge and move 1 hex, avoiding the attack completely if successful.
  - **Evasive Footwork (1 AP):** Move 2 hexes without provoking opportunity attacks from enemies engaged in melee combat.

Chapter 2-4 Magic Disciplines:

## Magic Disciplines

### What is a Magic Discipline?

A Magic Discipline is a structured approach to casting spells, akin to how Combat Styles work for physical fighters. Each discipline is built around specific schools of magic or themes, with **Stances** (casting forms) and **Maneuvers** (spell variations, techniques, or combos) tailored to enhance spellcasting efficiency, flexibility, and power. Magic Disciplines evolve as a caster gains experience, providing new spells, techniques, and abilities at each level.

### Core Structure of a Magic Discipline

A caster's discipline defines how they engage in magic, both offensively and defensively, with three key elements:

- **Casting Forms** (Analogous to stances)
- **Spell Techniques** (Analogous to maneuvers)
- **Channeling Styles** (Different focuses within a discipline)

### Casting Forms (Stances)

Each discipline will have several Casting Forms, which represent different methods of gathering and focusing magical energy. These forms affect the way spells are cast, providing benefits or drawbacks depending on the situation.

Examples of **Casting Forms**:

- **Concentrated Form:** Focuses on single-target spells for more damage or control (similar to an offensive stance).



- **Flowing Form:** Enhances area-of-effect spells, improving their range and making it harder for enemies to dodge.
- **Defensive Form:** Reduces incoming spell damage or increases resistances, granting the caster enhanced protection when in a vulnerable state.
- **Quickened Form:** Reduces casting time and mana cost for lower-tier spells, perfect for fast engagements or when resources are running low.

## Spell Techniques (Maneuvers)

These are specific variations of how spells can be cast or combined, similar to maneuvers in combat. Each technique modifies a spell in a unique way, offering flexibility and creativity in how magic is used.

Examples of **Spell Techniques**:

- **Chain Cast:** The caster may link two spells in rapid succession without delay (useful for comboing support and offensive magic).
- **Mana Shield:** Forms a barrier of raw magic that absorbs incoming damage based on the caster's current mana pool (10 mana for 1 damage reduction).
- **Overcharge:** A technique that increases the potency of a spell, using additional mana to push it beyond normal limits. (double mana for double damage but only on spells of 3 words or more)
- **Spell Redirect:** A reactive technique that allows the caster to deflect or counter spells, using their magical ability (needs at least the same amount of words and costs 1.5x mana).

## Channeling Styles (Maneuvers II)

Channeling Styles are akin to specialized focuses within the magic discipline. They allow the caster to further refine their approach to magic. Each Magic Discipline could offer different focuses, such as elemental specialization, healing mastery, or illusion weaving.

For example:

- **Fire Channeling:** Increases the potency and radius of fire spells while granting minor fire resistance.
- **Healing Focus:** Enhances healing spells, increasing the effectiveness and range, while allowing the caster to absorb a fraction of healing cast on others.
- **Necrotic Channeling:** Increases the damage dealt by necromantic magic while granting life-stealing properties to certain spells.

## Leveling in a Magic Discipline

Just like combat styles, each discipline has its own leveling track that rewards the caster with new abilities, forms, and techniques. Each level provides a certain number of skill points, new spell techniques, or additional casting forms. A caster may choose to specialize in multiple disciplines, but spreading out too much may dilute their effectiveness.

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### Example Magic Discipline: Pyromancer's Path (Fire Discipline)

#### Level 0 Pyromancer:

The Pyromancer's Path is all about controlling fire magic, with a balance between offense and defense, using heat and flames as tools of destruction or protection.

- **Casting Forms:**
    - **Blazing Form:** Increases fire spell damage by 10%, but makes the caster more vulnerable to cold or water-based magic.
    - **Searing Form:** Enhances the range and area-of-effect of fire spells by 20%, ideal for spreading fire across multiple enemies.
    - **Flickering Form:** Reduces the mana cost of fire spells by 25%, but lowers the damage output slightly.
  - **Spell Techniques:**
    - **Ignition:** Allows the caster to set multiple small fires on the battlefield, used to create environmental hazards or distractions.
    - **Firestorm:** Overcharges a fire spell to create a massive, swirling storm of flames that covers a large area.
    - **Heatwave:** A defensive technique that releases a burst of heat, pushing enemies back and granting the caster fire resistance for a short time.
    - **Flame Whip:** Turns a fire spell into a flexible whip of flame, allowing for precise, controlled attacks against multiple targets.
  - **Channeling Styles:**
    - **Inferno Mastery:** Enhances the caster's fire spells, increasing their damage and area-of-effect while reducing fire resistance of enemies hit by spells.
    - **Flame Barrier:** Specializes in creating fire-based defensive shields that absorb damage and burn melee attackers.
    - **Living Flame:** Grants the caster the ability to summon and control sentient fire creatures, like fire elementals or flaming hounds.
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## Leveling Up Magic Disciplines

As with combat styles, leveling up in a Magic Discipline provides new **Casting Forms**, **Spell Techniques**, and **Channeling Styles**. Each time a player levels up, they may choose which discipline to advance.

The XP system remains the same, with a character able to invest XP in either a combat school or magic discipline (or split them). Multiple magic disciplines may be learned, but the same XP multiplier penalty (1.5x) applies after the first two disciplines.

## Chapter 3: Classes

There are Main Classes, with subclasses to fit any play style.  
(should one's stat have a number less than one, it is rounded up)

**Basically meaning, you roll your base stats and then add or subtract the numbers you get from everything but your class and after that you multiply that number (Which is now your base score) by the number in your main class.**

Only one ability can be used at any time. Although this decision is ultimately up to whoever is running the Game and can be disabled by them.

### Fighter:

Fighters go all in during combat, often serving on the front lines whilst being supported by ranged units. They normally use medium and heavy armor, but are also proficient in using light armor.

They use Melee Weapons and can use Spears and javelins as ranged weapons. Furthermore, they also often carry shields. Their Magic specialty is close quarter combat

Stat score increases:

Prowess: 2x

Swiftness: 1.5x

Vigor: 3x

Magika: 0.5x (rounded up)

Special skills:

Heavy Strike: Once every 5 Attacks, deal double damage on any given physical attack (decrease cooldown by 1 per 3 levels)

Block: Completely Block 3 physical attacks per day, completely. (Increase by one per 5 levels)

### Subclasses:

#### **Charger:**

This Sc is made to charge into combat and deal heavy damage.

Stat base changes:

+1 Pro

-1 Vig

+2 Swi

Additional skills:

Charge: Move at least one or up to 3 Meters and Deal two attacks, expending only one action point, additionally, add the amount of half meters as extra damage to both attacks (every 5 levels, increase amount of attacks by one and range in meters by one every 2 levels)

Iron Skin: Once per 3 Rounds, halve any taken damage for that round (every 5 levels, decrease cooldown by one)

Iron Skull: Broken head does not kill, works as other red type point damages.

#### **Paladin:**

A paladin is a warrior of God, they are usually protectors of temples or churches. Their Magic speciality is holy and healing magic

Stat base changes:

+2 Vig

+3 Mag

-2 Swi

(replaces Mag Multiplier. with 1x)

Additional skills:

Blade of Magic: Imbue your Attacks with Magic, deal additional 3 damage per attack (+2 per level)

The Holy Spirit: You and your team members gain advantage in a 5 Meter Sphere twice per day, enemies gain disadvantage (additional meter, every 3 levels)

Magical Knight: Gain 35 Mana (+15 mana every 2 levels)

### **Duelist:**

The Dueler tries to balance out all of their Stats trying to make a “jack of all trades” whilst still being able to wield most weapons with ease.

Loses proficiency with heavy armor

Gains proficiency with dual wield, which makes them able to do one attack with a weapon in each hand per Action.

Can use Swi as attack score for weapons without the “finesse” property

Stat base changes:

+1 Prw

+2 Swi

-1 Vig

Special skills:

Master of Reaction: gain 1 extra Free point and 2 Reaction points (+ 1 of both every 5 levels)

Quick Block: You do not have to change stances in order to make defensive maneuvers

### **Rogue:**

Rogues attack from the shadows or places the enemy can't quite see, they might not have the most HP, but their high damage output over short times can negate the problems that come with having low HP.

Rogues are proficient with offhand weapons (two weapons at once), light armor and Simple weapons and any other weapons under 70cm of length. Additionally, they can use throwing knives, and other small projectile weapons. Their Magic specialty is poison and dark magic.

Stat score increases:

Prowess: 0.5x

Vigor: 1.5x

Swiftness: 3x

Magika: 1x

Special Abilities:

Quick Fight: Gain an extra Action point in Combat (+1 every 5 levels)

Stealth Attack: If hidden and surprising an enemy, deal double damage (+1x every 5 levels)

Subclasses:

#### **Assassin:**

This Sc deals with even higher Swiftness but at the cost of Magika

Stat base changes:

+2 Swi

-1.5 Mag

Special abilities:

Accurate: Deal Double Damage if attacking Enemies with medium armor or heavier (at level 7, against all enemies)

Swift: You can move with your Free points, gain one additional Free point (gain +1 Free point every second level)

### **Mastermind:**

This Sc uses their Magika to deal with things, but their Swiftiness doesn't get impacted greatly

Stat base changes:

+2 Mag

-1 Vig

+1 Prw

Special Abilities:

Spellcaster: All spells deal at least 2d6 damage (+1d6 every third level)

Insight: Gain knowledge of all enemy weaknesses relevant to combat

### **Pirate:**

This Sc is great on and in water, they are excellent thieves and can man Cannons and maneuver with ships. They are also Proficient with one-handed swords and small shields, especially with bucklers.

Stat base changes:

+2 Prw

-2 Swi

+1 Vig

Special Abilities:

Heavy: Reduce damage taken by an attack by half, once per day (+1 time per day, every 4th level)

Fighter: All weapons deal +3 damage (+1 damage every level)

### **Ranger:**

They also need Swiftiness like a rogue, but rangers are better at attacking from long distances instead of short distances, you are a bit of a jack of all trades. Furthermore, they get proficiency with Light and medium armors, all ranged weapons, except crossbows and firearms, and short weapons. Their Magic specialty is nature and tracking

Stat score increases:

Prowess: 1.5x

Vigor: 1x

Swiftiness: 2.5x

Magika: 1.5x

Special Abilities:

Tracking:

Track the location of anything as long as it is at most 16 meters from you, the tracking is accurate within a 5 Meter radius. (2x range per level, -0.5 radius every second level, 1 extra thing tracked every second level)

double shot:

Fire twice instead of once with one action, every two rounds (+1 projectile every third level, 1 round cooldown at level 5)

Subclasses:

### **Sharpshooter:**

Sharpshooters are some sort of Magic mix out of Ranger and Rogue, they are not proficient with medium armors and can only wield bladed weapons as melee weapons (no axes, maces, spears, etc.)

Stat base changes:

-1 Vig

+1 Mag

+1 Swi

Special Abilities:

Precision shot:

Once every 5 rounds, double chance to hit. (-1 round every third level)

Exchange:

Directly exchange accuracy for damage and vice-versa [damage, cannot be lower than 1] (level 5 exchange rate 1-2)

### **Crossbowman:**

Crossbowmen are heavily armed elite troops, they gain proficiency with heavy armors small to medium, shields and martial weapons and of course crossbows

Stat base changes:

+1 Vig

+1 Prw

+0,5 Swi

-1,5 Mag

Special abilities:

Heavy hitter:

Every four rounds, deal triple damage on one action (+1x every third level)

Tank:

Reduce taken damage by half for 2 rounds every 6 rounds (+1 round every second level)

### **Artillerist:**

Troops working on artillery are very important during sieges, especially when the enemy has heavily armored defenses. They gain proficiency with siege weapons, firearms, shields and blunt weapons. Their Magic specialty is large scale damage magic

Base Stat changes:

+2 Vig

-2 Mag

+1 Swi

Special Abilities:

Piercer:

[Passive] half of enemy armor ignored on ranged attacks (level 5 all armor ignored)

Cannon fire:

A cannonball is shot through a rift, dealing 5d20+ 2x level + Swi Mod. This costs 6 Schilling per shot.

Heavy Artillery:

6 cannonballs are fired and land in an AoE of 6 meters, landing on random hexagons, dealing 10d20+ 2x level + Swi Mod + Prw Mod. Costs are 3 Gulden, a further Gulden can be expended to increase the AoE by 2, decrease it by one or add another cannonball.

### Wizard:

You need high Magika, Vigor is also good since Wizards are normally quite squishy. Wizards normally are not buff at all. They are perfect for support or high damage output if the situation is right. Wizards aren't proficient in any armor and can only wield simple weapons. Their Magic speciality is all magic.

Stat base changes:

Prowess: 0,5x (rounded up)

Vigor: 1x

Swiftness 1.5x

Magika: 3.5x

Special Abilities:

Manahoard:

[Passive] +25% mana (every fifth level additional 25%)

Spell strengthening:

Spells deal double damage for one round, every three rounds (+1x to multiplier every third level)

Subclasses:

### Cleric:

These Special Wizards have many healing abilities, and they can also wield weapons and armors. They are proficient in Light and medium armors and can wield maces, hammers and swords. Sometimes they also carry shields. Their Magic speciality is Holy and Healing

Base Stat changes:

+2 Vig

+1 Mag

+1 Swi



Special abilities:

Healing Hands: Heal 20 Hp every 5 rounds through touch (increase by 2 every level)

Vessel of the Gods: Make yourself the Avatar of your God and gain bonuses relevant to that.

### **Druid:**

Attuned to nature you can talk to animals and turn into animals as long as you have met and studied them to a certain extent. They can also wield short bladed weapons and light armor. Their Magic speciality is Nature and Healing.

Stat Base changes:

+2 Swi

+2 Mag

-1 Vig

Special abilities:

Animal Form: Turn into any creature gaining one of it's stats to your own (additional stat per level)

Nature Prayer: Command plants to do your bidding (Including wild or domestic animals at level 5)

### **Necromancer:**

Necromancers are usually not really accepted by society and tend to do things by themselves and their undead legions, some exceptionally strong necromancers can turn into Liches gaining new powers that surpass humanity. Their Magic speciality is Dark and Summoning

Stat Base changes:

+5 Mag

-3 Prw

-1 Vig

Special abilities:

Summon Undead:

summon an undead for 15 Mana per turn (reduce by 2 every third level; change to per round at level 6)

Dread Touch:

on touching deal 1d4 magical damage [Dark], effect lasts for 3 rounds, if you own a soulstone [Empty], consume the enemies soul within that stone (+1d4 damage per second level, + MOD at level 6; effect lasts +1 round every third level) - (Only enemies with a total of at least 120 of combined main stats can be consumed by a soulstone.)

### **Psion:**

The Psion is a master of psychic abilities, harnessing the power of the mind to manipulate thoughts, emotions, and physical matter. With their telekinetic powers, mind control, telepathy, and energy projection, they possess a versatile skill set for both

defensive and offensive purposes. Psions primarily rely on their psychic abilities, but they can also wield simple weapons, such as daggers or staves, if needed, also wearing light armors. Their psychic powers often serve as their primary means of combat. Their Magic specialty is Mind and Manipulation

Stat score increases:

Prowess: 1x

Vigor: 1.5x

Swiftness: 1x

Magika: 2.5x

Special Skills:

Mind Control: As a contest of Magika [+Mod +level] control an enemies mind for 1 action (+1 action per third level)

Telekinetic Blast: Deal 2d4 Psychic damage with a AoE of 2 Meters, and a range of 20 Meters (+1d4, +0,5 Meters AoE, +2 Meters Range every second level)

Telekinesis:

Telekinesis within 10 meters (+2 meters per level) (movement of small objects up to 1kg & vocal telekinesis - speech transmitted by mind, which does not require language but get's less structured and more vague/animalistic, for less intelligent creatures)

Subclasses:

### **Illusionist:**

The Illusionist subclass of Psion specializes in the creation and manipulation of illusions, distorting reality and deceiving the senses of their enemies. They are masters of illusionary magic, capable of crafting complex illusions and using them to their advantage. They can wield one-handed weapons, such as a rapier or a wand, for close combat if necessary. Their Magic speciality is Illusion

Stat Base changes:

+2 Swi

+2 Vig

-1 Prw

Special Abilities:

Illusion:

Create an illusion, which is cast into 4 beings vision (+1 per level) an Magika check of half or more of your total Magika ignores the illusion

Realize Illusion:

Make your illusion real by expending 80% of your total mana

### **Conjurer:**

The Conjurer subclass of Psion focuses on summoning and controlling otherworldly entities and energies. They tap into the fabric of reality to bring forth powerful creatures and forces to aid them in battle. They can wield simple weapons, such as staves or wands, and wear light armor to support their magical abilities. Their Magic specialty is Conjuring and Summoning

Stat Base changes:

+1 Mag

+1 Swi

-1 Prw

Special Abilities:

Conjure:

expend 25% of your total mana to conjure a creature, (-5% per every second level), only 3 creatures can be summoned at any time, when more creatures are summoned, the oldest one, is released from the casters control (+1 per every second level).

Rift:

Open a rift into another plane for 10% of your total mana per round (-1% per third level) the rift is one by three meters (+1 meter into either dimension per every second level)

Portal:

Open a portal to another point within the same plane for 25% of your total mana, this portal will stay open for 1 round (+1 round per additional 10% of mana), and has a reach of 50 meters (x1.5 every level)

### **Telekinetic:**

The Telekinetic subclass of Psion specializes in the. Their Magic speciality is

Stat Base changes:

+2 Mag

+2 Vig

-1 Prw

Special Abilities:

Telekinetic mastery:

You are able to pick up and carry/move a weight same to your magika in kilograms in a range of 10 meters, only up to 2 (+ Level) Items can be picked up and carried/moved at a time.

Telekinetic finesse:

You are able to use Magika instead of Prowess or swiftness for weapon attacks when wielding weapons through telekiniesis

## Unarmed Fighter:

The Unarmed Fighter relies on being hard to hit whilst hitting hard. They are unable to use weapons or armor, relying purely on their natural defenses, some may use weapons such as Brass Knuckles or other weapons directly attached and used with the limbs. They excel in support and boosting magic, especially at close range.

Stat score increases:

Prowess: 2.5x

Swiftness: 2x

Vigor: 2x

Magika: 0.5x (rounded up)

Special Abilities:

Natural Defenses:

All Damage reduced by 2 (One additional reduction every second level)

Magical Punch:

Imbue attacks with magical damage, one additional damage per 10 mana (mana required reduces every third level by 1, minimum mana usage at 3 mana)

Unarmed Attack:

Deal 1d4+[MOD] as attack die if attacking unarmed (1d6 at level 3, then +1d6 every 2nd level)

Subclasses:

## **Monk:**

Monks focus on the magical aspects of unarmed fighting, but can also use staves and other blunt weapons. They excel in spiritual magic and rituals.

Stat Base Changes:

+1 Mag

+2 Swi

-1 Prw

Magika Multiplier replaced with 1.5x

Special Abilities:

Spiritual defense:

Monks take half damage from magical attacks and deflect the absorbed damage toward an enemy (double deflected Damage dealt every 5 levels)

Ki-Attack:

Expend 2% of your mana to add +1 magical attack to your attack, this can be done up to 10 times (+1 extra damage per every third level)

Staff Wielder:

[Passive] Doubles damage dice on staves

### **Acrobat:**

Acrobats focuses on agility and Swiftness, and can also use Short weapons, mostly daggers but also some light swords.

Stat Base Changes:

+3 Swi

-1 Mag

Special Abilities:

Evasive Maneuver:

Move without expending any points, and gain advantage (which cannot be canceled through disadvantage) if trying to dodge away from any attack. This lasts for 2 rounds and can be activated every 5 rounds (-1 round cooldown every second level, +1 round duration every third level)

Vault:

Move over one to three enemies by expending one action point, the total maximum movement of this action is 4 Meters (8 Hexagons) (+1 enemy every second level, +1 meter every level)

### **Wrestler:**

Wrestlers use their innate strength and tactics in order to overwhelm their opponents in close quarter combats, by restricting enemy movements.

Stat Base Changes:

+2 Prw

+3 Vig

-2 Mag

Special Abilities:

Chokehold:

Whilst an enemy is grappled, you can choose to deal 1d6+MOD damage against them (+1d6 every second level)

Ground Pound:

You slam your enemy onto the Ground [Prw Contest Check] Dealing double damage, all entities in a 3 meter area get moved away from you by one meter. Your enemy is

stunned in their next turn. (+1x modifier every 5th level, +0.5 meter area OR pushback amount)

## Chapter 4: Races / Species

There are many different races and species in the World of Dead by Night, who all have their own special quirks.

### Human:

#### **Physical Description:**

Humans have a lean and athletic build. Their skin tones range from a pale, almost translucent complexion to a deep, rich brown, with various shades in between. Hair colors vary from dark browns and blacks to blonde, red, and auburn hues. Eye colors are predominantly brown or blue, with some individuals having green, hazel, or gray eyes.

#### **Cultural Significance:**

Humans have an innate capacity for community and social bonding, which has allowed them to thrive in diverse environments. Their societies are often built around cooperation, mutual support, and a strong sense of belonging. This has led to the development of complex cultures, rich traditions, and a deep appreciation for art, literature, and innovation.

#### **Abilities:**

**Versatility:** Humans have an uncanny ability to adapt to new situations, granting them a +5 bonus to every skill they choose to specialize in.

**Adaptability:** Humans can choose an environment (e.g., desert, forest, mountains) in which they are not affected by its hazards, such as extreme temperatures or toxic gases. This ability must be discussed and approved by the GM.

**Linguist:** Humans have a natural talent for languages, allowing them to learn two additional languages of their choice (if applicable).

#### **Language:**

**Country Language:** The common language spoken in their country of origin.

**Origin Language:** The ancient language of their ancestors, often used for rituals, ceremonies, or secret communications.

#### **Lifespan and Maturity:**

**Lifespan:** Humans can live up to 200 years, with some individuals living longer or shorter lives depending on their lifestyle, diet, and access to healthcare.

Maturity: Humans reach physical maturity around the age of 22, but emotional maturity and social integration may take longer to develop.

### **Roleplaying Suggestions:**

Humans are driven by their passions and convictions, making them fiercely loyal to their causes and communities.

They are naturally curious and love to learn, often seeking out new experiences and knowledge.

Humans have a strong sense of empathy and compassion, making them excellent mediators and diplomats.

## Orc:

### **Physical Description:**

Orcs are a sturdy and formidable species, with dense, muscular builds. Their skin tones range from mossy yellows to olive greens and weathered greys, often blending in patches or uniform tones. Coarse hair grows in crests or patches on their frames, adding to their rugged appearance. Broad faces feature small, deep-set eyes and sharp incisors capable of tearing into hides. Their hoof-like feet are well-suited for traversing rocky terrain, allowing them to move with ease in their domains.

### **Cultural Significance:**

Orcs are a fiercely loyal and resilient species, driven by an inner fire that channels the untamed energies of the wilds. This primal connection fuels their clan loyalty and conquest, as they seek to protect and expand their territories. Despite their fearsome reputation, Orcs possess an ancient wisdom and cunning that guides their actions. They value prowess, loyalty, and cunning, demonstrating a resilience that has allowed them to thrive in the harshest of environments.

### **Abilities:**

Primal Fury: Orcs gain a +50% increase to their HP, with an additional +5% per level.

Rampage: 3x per day, Orcs can rampage for one minute, dealing 2x damage with axe-type weapons, with an additional +1 to the multiplier each 5th level.

### **Languages:**

Country Language: The common language spoken in their country of origin, used for trade, diplomacy, and everyday communication.

Clan Language: An ancient, guttural tongue spoken only among Orcish clans, used for secret communications, rituals, and ceremonies.

**Lifespan and Maturity:**

Lifespan: Orcs can live up to 200 years, with some individuals living longer or shorter lives depending on their lifestyle, diet, and access to healthcare.

Maturity: Orcs reach physical maturity around the age of 22, but their emotional maturity and social integration may take longer to develop.

**Roleplaying Suggestions:**

Orcs are driven by their primal connection to the natural world, making them fiercely protective of their territories and kin.

They are naturally inclined towards leadership, using their strength and cunning to guide their clans.

Orcs have a deep respect for the land and its creatures, often seeking to live in harmony with the natural world.

**Elf:****Physical Description:**

Elves possess a wiry, athletic build, with skin tones that mirror the subtle hues of the forest floor. Their complexions blend shades of bark, moss, and fallen leaves, allowing them to blend seamlessly into their surroundings. Their slender frames belie a surprising resilience, reminiscent of the ancient, gnarled boughs of the forest. Small, sharp fangs hint at their hunter's heritage, while their long, narrow ears take forms likened to the horns of forest sprites – sometimes pointing skyward, others curling close in unique patterns.

**Cultural Significance:**

Elves are the guardians of the natural world, with a deep love and respect for the land and its creatures. Their hearts hold a deep wisdom, forged from their ancient connection to the forest, and a fury that matches the oldest, wisest woods. They demonstrate a profound stewardship over the land, echoing the harmony and balance that exists within the natural world.

**Abilities:**

Bowmaster: Elves gain advantage with any bow-type weapon, reflecting their ancient expertise in archery and their connection to the natural world.

Rich Ancestry: Elves start with double the starting money, because their rich cultural heritage and the accumulated wealth of their ancestors.

**Languages:**



**Country Language:** The common language spoken in their country of origin, used for trade, diplomacy, and everyday communication.

**Covenant Language:** A sacred tongue, used for rituals, ceremonies, and secret communications among the Elven clans.

**Language of the Wild:** A unique, instinctual understanding of the natural world, allowing Elves to communicate with animals and sense changes in the environment.

### **Lifespan and Maturity:**

**Lifespan:** Elves can live up to 550 years, with some individuals living longer or shorter lives.

**Maturity:** Elves reach physical maturity around the age of 45, but their emotional maturity and social integration may take longer to develop.

### **Roleplaying Suggestions:**

Elves are driven by a deep love and respect for the natural world, making them passionate advocates for environmental balance and harmony.

They are naturally inclined towards spirituality, often seeking to connect with the land and its creatures on a profound level.

Elves possess a quiet confidence, born from their ancient connection to the forest and its secrets.

## Dwarf:

### **Physical Description:**

Dwarves appear as if hewn from living stone, their bodies weathered and textured like outcrops of rock. Their skin is hard yet supple, shifting between shades of flint and obsidian like the shifting hues of basalt, with strong and solidly built compact frames perfectly balanced for life underground. Their hands and feet bear nubby digits, well-suited for climbing sheer surfaces and navigating treacherous tunnels. Wide-set eyes contain mirrored lenses, catching even the faintest photons, while flared nostrils allow them to sense vibrations through solid matter. Mouths hold grinding plates, ideal for breaking rocks or minerals, and some tribes use bioluminescence to illuminate tunnels without flame.

### **Cultural Significance:**

Dwarves live in harmony with the underlying stone, their ancient souls tied to the minerals and rhythms of the dark earth. They move with the slow, deliberate gestures of the ages, their stony exteriors hiding a deep connection to the primordial mountains. Tales say they were born when the mountains first took shape, and their consciousness is intertwined with the breathing, pulsing stone.

**Abilities:**

Dark Vision: Dwarves can see as if in dim light for 30 meters and as if in normal light for 25 meters, even in the darkest depths of the underground.

Gems Instead of Gold: Dwarves start with gems worth 50% more than the usual starting money, reflecting their connection to the rich mineral wealth of the earth.

Strong Arms: Dwarves deal 25% more damage with blunt weapons (+5% per level), reflecting their sturdy physiques and mastery of mining and excavation.

**Languages:**

Country Language: The common language spoken in their country of origin, used for trade, diplomacy, and everyday communication.

Sign/Rock Language: A tactile language, used for secret communications among Dwarves, varying between regions and clans.

**Lifespan and Maturity:**

Lifespan: Dwarves can live up to 850 years, with some individuals living longer or shorter lives depending on their lifestyle, diet, and access to healthcare.

Maturity: Dwarves reach physical maturity around the age of 50, but their emotional maturity and social integration may take longer to develop.

**Roleplaying Suggestions:**

Dwarves are driven by a deep connection to the earth and its secrets, making them passionate excavators and explorers of the underground.

They are naturally inclined towards craftsmanship, often seeking to shape and craft the earth's materials into works of beauty and utility.

Dwarves possess a stubborn determination, born from their ancient connection to the stone and their unyielding commitment to their craft.

**High Born:****Physical Description:**

The High Born possess an ethereal grace and uncanny beauty, as if infused with the essence of the celestial realm. Their pores breathe a faint, soft light, and their skin shimmers iridescently like pearl or opal in hues of robin's egg blue, rose, amber, and pearl. Rich, flowing hair falls in rippling waves, crowned with intricate blooms or tracings of auroras that seem to shift and shimmer in the light. Their eyes gleam with an inner luminance, gazing out from behind translucent lids in hues of the midnight sky or golden dawn. Delicate antennae or feathery, manelike crests trail from their heads, periodically emanating sighing notes that seem to carry on the wind. Elongated limbs move with languid, tireless energy, and slender frames appear frail yet hold a wiry prowess to match any mortal.

**Cultural Significance:**

The High Born are beings of pure Magika, drawing vital essence directly from the spiritual winds that breathe the higher planes. They require little rest or sustenance, and pain and illness rarely trouble them. Death comes only when their ethereal flames are quenched, returning their essence to the greater powers that birthed them.

**Abilities:**

Being of Magika: Spells cost half to cast (abilities starting at level 8), reflecting their innate connection to the mystical forces that shape the universe.

Light: Falling damage is negated, as if the High Born are buoyed up by the very essence of the celestial realm.

**Languages:**

Highspeak: A language of whispers and sighs, used for communication among the High Born and other beings attuned to the mystical forces.

**Lifespan and Maturity:**

Lifespan: The High Born can live up to 1250 years, with some individuals living longer or shorter lives depending on their connection to the celestial realm and their ability to tap into its power.

Maturity: The High Born reach physical maturity around the age of 45, but their emotional maturity and spiritual integration may take longer to develop.

**Roleplaying Suggestions:**

The High Born are driven by a deep connection to the mystical forces that shape the universe, making them passionate seekers of knowledge and wisdom.

They are naturally inclined towards the mystical and the unknown, often seeking to uncover hidden secrets and tap into the power of the celestial realm.

The High Born possess an aura of gentle wisdom, born from their connection to the higher planes and their innate understanding of the workings of the cosmos.

**Average Height for species:**

Human/Orc:

Male = 177cm

Female = 163cm

Elf:

Male = 178cm

Female = 182cm

Dwarf:

Male = 155cm

Female = 153cm

High Born:

Male = 185cm

Female = 180cm

## Chapter 5: Childhoods and Learned Jobs:

Through your background and learned job, you gain starting Items and proficiencies in various abilities and skills.

### Chapter 5-1: how to create a Childhood:

Designing a character's childhood impacts their abilities, skills, and starting equipment. This guide will help you create a balanced background for your character.

#### **Chapter 5-1.5: Step-by-Step Process:**

1. Conceptualize the Background:
  - Consider your character's upbringing: structured (e.g., military academy) or free-spirited (e.g., growing up in the wilderness)?
  - Reflect on key events or aspects of their childhood: family dynamics, significant events, lifestyle, environment, and relationships.
2. Determine Base Stat Increases:
  - Assign a total of +3 points across base stats to reflect the character's upbringing.
  - Apply a -1 modifier to one stat to balance the character. This should represent a weakness from their childhood experiences.
3. Allocate Starting Items:
  - Choose 1-2 items that would logically be in the character's possession based on their background.
  - Adjust starting wealth if relevant (e.g., -20% or -50% starting money).
4. Select Starting Skills:
  - Grant proficiency or expertise in 2 skills that align with the character's experiences.
  - Optionally, apply disadvantage in one skill if the background suggests a significant gap in abilities.

#### **Example 1: Liam the Blacksmith's Son**

Conceptualize the Background:

Liam grew up in a small village, the son of a renowned blacksmith. His childhood was spent helping his father in the forge, lifting heavy tools, and learning the trade. He had a structured upbringing but spent his free time exploring the nearby woods.

Determine Base Stat Increases:

- Prowess: +2 (from helping in the forge)
- Vigor: +1 (from handling the heat and physical labor)

- Swiftsness: -1 (more focused on prowess than agility)

Allocate Starting Items:

- A well-crafted hammer (a gift from his father)
- Leather gloves (used in the forge)

Select Starting Skills:

- Proficiency in Blacksmithing (due to his upbringing)
- Proficiency in Woodcraft (from exploring the woods)
- Disadvantage in Swimming (rarely near water)

### **Example 2: Elara the Scholar's Daughter**

Conceptualize the Background:

Elara was raised in a bustling city, the daughter of a university scholar. Her upbringing was filled with books and intellectual pursuits. She spent many hours studying in the library and attending lectures with her parent.

Determine Base Stat Increases:

- Swiftsness: +2 (developed fine motor skills from writing and handling delicate books)
- Magika: +1 (due to exposure to arcane studies)
- Prowess: -1 (lacked physical training)

Allocate Starting Items:

- A tome on basic magical theory (a gift from her parent)
- A set of fine quills and ink

Select Starting Skills:

- Proficiency in Arcane Knowledge (from extensive study)
- Proficiency in History (due to her parent's lectures)
- Disadvantage in Melee Combat (lack of physical training)

### **Example 3: Kellan the Farmhand**

Conceptualize the Background:

Kellan grew up on a farm, the youngest of five children. His life was filled with chores and outdoor activities. He developed a strong work ethic and a deep connection to nature, often helping in the fields and taking care of animals.

Determine Base Stat Increases:

- Prowess: +1 (from farm labor)
- Vigor: +2 (built resilience from outdoor work)
- Magika: -1 (minimal exposure to magic)

Allocate Starting Items:

- A sturdy pitchfork
- A small pouch of seeds (from the family farm)

Select Starting Skills:

- Proficiency in Animal Handling (from caring for farm animals)
- Proficiency in Agriculture (from working in the fields)
- Disadvantage in Magical Studies (little exposure to magic)

### **Example 4: Arin the Street Urchin**

Conceptualize the Background:

Arin grew up as an orphan in the crowded streets of a large city. He survived through quick wits, nimble fingers, and a keen eye for opportunity. His childhood was tough, and he learned to fend for himself at a young age.

#### Determine Base Stat Increases:

- Swiftiness: +2 (developed agility and reflexes to survive)
- Vigor: +1 (built resilience from harsh living conditions)
- Magika: -1 (little to no magical education)

#### Allocate Starting Items:

- A worn but functional dagger
- A lockpick set (essential for survival)

#### Select Starting Skills:

- Proficiency in Stealth (necessary for survival on the streets)
- Proficiency in Thievery (learned from a young age)
- Disadvantage in Formal Etiquette (never received formal education)

### Chapter 5-2: Learned Jobs:

Jobs are essential to everyday life, if you don't have one, you're either wealthy or soon-to-be homeless, everyone needs 'em and everyone needs 'em done. At the start of the game you roll a d3 (3 sided dice) in order to see with how much Money you start, and then, you will also gain some job bonuses. (Jobs can always be homebrewed with your GM, same with anything and everything that could replace anything else in these rules.)

jobs	Income (weekly)	Starting Money 1d3 - 1 / 3x	Starting Money 1d3 - 2 / 5x	Starting Money 1d3 - 3 / 10x
slave/servant	2 Heller	6 Heller	10 Heller	20 Heller
laborer	2 Pfennig	6 Pfennig	10 Pfennig	20 Pfennig
builder	1 Kreuzer	3 Kreuzer	5 Kreuzer	10 Kreuzer
farmer	6 Pfennig	18 Pfennig	30 Pfennig	60 Pfennig
innkeeper	2 Kreuzer	6 Kreuzer	10 Kreuzer	20 Kreuzer
shopkeeper	10 Pfennig	30 Pfennig	50 Pfennig	100 Pfennig
Guild staff	2 Schilling	6 Schilling	10 Schilling	20 Schilling
Guard	2 Schilling	6 Schilling	10 Schilling	20 Schilling
Academic	1 Gulden	3 Gulden	5 Gulden	10 Gulden
Cook	6 Pfennig	18 Pfennig	30 Pfennig	60 Pfennig
Miner	2 Kreuzer	6 Kreuzer	10 Kreuzer	20 Kreuzer
Tailor	1 Schilling	3 Schilling	5 Schilling	10 Schilling

Stone carver	1 Kreuzer	3 Kreuzer	5 Kreuzer	10 Kreuzer
baker	5 Pfennig	15 Pfennig	25 Pfennig	50 Pfennig
Stable master	1 Schilling	3 Schilling	5 Schilling	10 Schilling
Messenger	3 Schilling	9 Schilling	15 Schilling	30 Schilling
Fletcher	6 Pfennig	18 Pfennig	30 Pfennig	60 Pfennig
bowyer	1 Schilling	3 Schilling	5 Schilling	10 Schilling
knight	5 Taler	15 Taler	25 Taler	50 Taler
executioner	4 Schilling	12 Schilling	20 Schilling	40 Schilling
Hunter	1 Schilling	3 Schilling	5 Schilling	10 Schilling
Bounty Hunter	3 Schilling	9 Schilling	15 Schilling	30 Schilling
blacksmith	2 Schilling	6 Schilling	10 Schilling	20 Schilling
ship maker	4 Kreuzer	12 Kreuzer	20 Kreuzer	40 Kreuzer
sailor	2 Schilling	6 Schilling	10 Schilling	20 Schilling
Astrologer	2 Gulden	6 Gulden	10 Gulden	20 Gulden
Soldier	16 Schilling	48 Schilling	80 Schilling	160 Schilling

### Chapter 5-3: Job Bonuses/Starting Items:

(all gained Items can be made out of Iron, copper, bronze or Steel)

#### **Slave/Servant:**

Skill Proficiencies:

Stealth, Observation, Cleaning

Gear Proficiencies:

Light Armor

Starting Items:

Simple clothing, Small dagger, Cleaning supplies

#### **Laborer:**

Skill Proficiencies:

Endurance, Heavy Lifting, Tool Use

Gear Proficiencies:

Light Armor

Starting Items:

Work clothes, Shovel, Rope

**Builder:**

Skill Proficiencies:

Construction, Endurance, Masonry, Carpentry

Gear Proficiencies:

Light Armor

Starting Items:

Tool kit, Work clothes, Hammer

**Farmer:**

Skill Proficiencies:

Agriculture, Animal Handling, Harvesting, Carpentry

Gear Proficiencies:

Light Armor

Starting Items:

Farming tools, Work clothes, Seed bag

**Innkeeper:**

Skill Proficiencies:

Persuasion, Observation, Bookkeeping, Service

Gear Proficiencies:

Light Armor

Starting Items:

Ledger, Keyring, Basic weapon (club)

**Shopkeeper:**

Skill Proficiencies:

Bartering, Observation, Service

Gear Proficiencies:

Light Armor

Starting Items:

Ledger, Small dagger, Merchandise sample

**Guild Staff:**

Skill Proficiencies:

Administration, Persuasion, Negotiation, Organisation

Gear Proficiencies:

Light Armor

Starting Items:

Ledger, Writing kit, Small weapon (dagger)

**Guard:**

Skill Proficiencies:

Observation, Intimidation, Grappling

Gear Proficiencies:

Medium Armor, Swords and Hilt Weapons



Starting Items:  
Uniform, Sword, Shield

**Academic:**

Skill Proficiencies:  
Knowledge (specific field), Research, Writing, Teaching  
Gear Proficiencies:  
Light Armor  
Starting Items:  
Books, Writing kit, Robes, 2x 3 word spell scrolls

**Cook:**

Skill Proficiencies:  
Cooking, Baking  
Gear Proficiencies:  
Light Armor, Knives  
Starting Items:  
Cooking utensils, Ingredients, Apron

**Miner:**

Skill Proficiencies:  
Mining, Endurance, Tool Maintenance  
Gear Proficiencies:  
Light Armor  
Starting Items:  
Pickaxe, Lantern, Work clothes

**Tailor:**

Skill Proficiencies:  
Sewing, Design, Patterns  
Gear Proficiencies:  
Light Armor  
Starting Items:  
Sewing kit, Fabrics, Measuring tape

**Stone Carver:**

Skill Proficiencies:  
Sculpture, Endurance, Tool Maintenance, Tool Use  
Gear Proficiencies:  
Light Armor  
Starting Items:  
Carving tools, Work clothes, Chisel and mallet

**Baker:**

Skill Proficiencies:  
Baking, Observation

**Gear Proficiencies:**

Light Armor

**Starting Items:**

Baking tools, Ingredients, Apron

**Stable Master:**

**Skill Proficiencies:**

Animal Handling, Management, Riding, Veterinarian

**Gear Proficiencies:**

Light Armor

**Starting Items:**

Stable tools, Feed bag, Work clothes

**Messenger:**

**Skill Proficiencies:**

Running, Stealth, Riding, Memory

**Gear Proficiencies:**

Light Armor

**Starting Items:**

Messenger bag, Light weapon (dagger), Travel cloak

**Fletcher:**

**Skill Proficiencies:**

Fletching, Observation

**Gear Proficiencies:**

Light Armor

**Starting Items:**

Fletching tools, Feathers and shafts, Small knife

**Bowyer:**

**Skill Proficiencies:**

Bow making, Observation, Woodworking

**Gear Proficiencies:**

Light Armor

**Starting Items:**

Bow making tools, Wood and string, Small knife

**Knight:**

**Skill Proficiencies:**

Leadership, Riding

**Gear Proficiencies:**

Heavy Armor, Martial Weapons, Swords and Hilt Weapons

**Starting Items:**

Armor, Sword, Shield, Horse

**Executioner:**

Skill Proficiencies:

Intimidation, Anatomy

Gear Proficiencies:

Medium Armor, Cleaving Weapons

Starting Items:

Executioner's axe, Hood, Leather armor

### **Hunter:**

Skill Proficiencies:

Tracking, Stealth, Survival

Gear Proficiencies:

Light Armor, Ranged Weapons

Starting Items:

Bow, Arrows, Hunting knife

### **Bounty Hunter:**

Skill Proficiencies:

Tracking, Intimidation, Investigation

Gear Proficiencies:

Medium Armor, Swords and Hilt Weapons, Ranged Weapons

Starting Items:

Armor, Sword, Rope, Handcuffs

### **Blacksmith:**

Skill Proficiencies:

Blacksmithing, Strength, Metalworking, Maintenance

Gear Proficiencies:

Light Armor

Starting Items:

Blacksmith tools, Hammer, Apron

### **Ship Maker:**

Skill Proficiencies:

Shipbuilding, Woodworking

Gear Proficiencies:

Light Armor

Starting Items:

Shipbuilding tools, Wood and nails, Work clothes

### **Sailor:**

Skill Proficiencies:

Navigation, Endurance, Survival

Gear Proficiencies:

Light Armor

Starting Items:

Sailor's uniform, Rope, Small knife

**Astrologer:**

Skill Proficiencies:

Astrology, Observation, Interpretation, Teaching

Gear Proficiencies:

Light Armor

Starting Items:

Star charts, Telescope, Robes

**Soldier:**

Skill Proficiencies:

Tactics, Endurance, Survival

Gear Proficiencies:

Medium Armor, Martial Weapons

Starting Items:

Armor, Sword, Shield

## Chapter 6: Items & Magic Items

### Chapter 6-1: Items & Magic Items, overview

Items are normally one of the following categories:

- Consumables (Hp potions, MANA potions, foodstuff, etc.)
- Weapons (deal damage, how surprising can have names and stories)
- Accessories (Can be Equipped for looking cooler / richer)
- Armor (Shields are also counted as armor)
- Magic Weapons (same as weapons, but can have effects like magic attributes or boost your stats, sometimes both)
- Magic Accessories (should be easy to think what they do)
- Magic Armor (I hope you don't need an explanation)

Upon consuming a soulstone, you temporarily gain 1d4 points in a random enemy stat, selected by rolling or choosing. This bonus is added to your own stat and lasts for 1d4 rounds.

**Example:** If an enemy has 20 PRW and you have 35 PRW, and you roll PRW, your PRW increases to 45 for 1d4 rounds.

### Chapter 6-2: Damage Types for Weapons:

Slashing:

Slashing damage applies if a weapon's blade cuts through a thing, like a person. Usually, bladed weapons deal this damage. Slashing damage is most effective against light armors, but also works against some medium armors. Heavy armors are not affected by this damage (half Damage as Bludgeoning damage if medium is attacked, rest is negated).

Piercing:

Piercing damage applies if a sharp edge is pushed into a thing, like a person. Many different weapons deal this damage, but especially spears excel in it. This damage works perfectly against medium armor and light armor (ignoring light) if the attack isn't evaded.

Bludgeoning:

Bludgeoning damage applies if a surface that is not sharp gets used against a thing, like a person. War hammers and flails usually deal this damage, even your fists do. This damage is especially important if one fights heavily armored enemies, since it ignores the defensive properties of the armor. It also works perfectly against Heavy (+50% damage) and medium armor. Squishy and soft armor tend to deflect parts of its damage, though (-25% dmg).

Hacking:

Hacking damage applies if a surface is hit with a blade instead of cut. Especially Axes and picks can deal this damage. This type of damage deals only 50% damage against heavy armor, but deals additional 25% damage against medium armor.

### Chapter 6-3: Weapon / Item properties:

#### **Weapon Properties:**

- One Handed
  - This weapon can be wielded with one Hand
- Two handed
  - This weapon can be wielded with two Hands
- Versatile
  - This weapon can be either wielded with one or two hands
- Finesse
  - This weapon can be used with Swiftess as a primary stat
- Heavy
  - This weapon cannot be wielded with a Prowess of under 30
- Light

- This weapon can be dual-wielded by anyone, but is moved down one armor bracket
- Strong
  - This weapon cannot be dual-wielded, but is moved up one armor bracket
- Awake
  - This weapon can be used with your Magika Modifier

### **Magical Weapon Properties:**

- Silvered:
  - Silver has been applied on this weapon. It deals 50% more damage to Fiends and Undead.
- strengthened:
  - This weapon has been strengthened in its damage. This can be checked by looking at the attached number (+1, +2, +3, etc)
- Holy:
  - This weapon is a holy weapon dealing 50% more damage to Fiends and Undead additionally to evil aligned characters
- Unholy:
  - This weapon is an unholy weapon dealing 50% more damage to angels, gods (if good aligned) and good aligned characters.

### **Armor Properties:**

- Light
  - This Armor can be worn with 12 Prowess or more
- Medium
  - This Armor can be worn with 20 Prowess or more | +1 Def
- Heavy
  - This Armor can be worn with 45 Prowess or more | +2 Def
- Super heavy
  - This Armor can be worn with 70 Prowess or more | +4 Def
- Padded
  - +2 Def against Bludgeoning damage
- Hardened
  - +3 Def against Piercing damage
  - +2 Def against Slashing Damage
- Magic Defense
  - Same Def in Magic defense
- Resilient
  - Negates Critical Hit Damage

## Chapter 7: Magic:

(If the corresponding words need to be actually spoken in Latin to actually cast, or if they only need to be known is something to talk to your GM about, before the game)

Magic is a powerful force that can be wielded by those who learn its secrets. In this chapter, we will explore the different types of magic in the realms and how they can be used.

When you are hit by a magical attack, you can attempt to roll a save against the damage using a d20 and adding your Swiftiness modifier. If you roll equal to or higher than the caster's Save Difficulty (15 + MOD), you will take only half of the damage. If you roll more than 5 over their Save Difficulty, you will completely evade the attack and take no damage.

There are many types of magic in the realms, each with its own unique properties and uses. Some of the most common types of magic include elemental magic, necromancy, divination, and enchantment. Wizards who specialize in a particular type of magic can unlock even greater powers and abilities, making them formidable opponents in combat. It is important to note that the use of magic often comes at a price. Spells can drain a caster's energy and leave them vulnerable to attack, and the use of forbidden magic can have dire consequences. As such, it is important for those who wield magic to use it wisely and responsibly, lest they suffer the consequences of their actions.

### Chapter 7-1: How does magic work?

Magic in this world is based on spoken spells made up of Latin words that activate in the order they are spoken. Different classes have access to different types of magic based on their specializations. For example, fighters excel at combat spells, clerics at healing and holy magic, and illusionists at illusion magic.

The effects of a spell depend on the specific words used and the order they are spoken. A spell like "send fire" would create fire and then direct it, while "fire send" would create fire without directing it. Adding descriptive properties like "close," "far," or "long" makes spells more precise and powerful.

There are four circles or levels of magic based on how many words a caster knows. The lower the circle, the more words they can string together in a single spell, up to five words for high-level wizards. Fighters may only combine two words at a time.

Damage from offensive spells is determined by rolling a number of d6 dice based on the power of the words. The GM decides how many dice, and the caster's Magika modifier is also added, possibly multiplied for very strong spells. For example, "fire destroy" deals more instant damage than "fire send," which takes time to travel.

## Chapter 7-2: Technicalities, specialities and the internal workings of magic:

Magic seems to be present within the world and everything there is, however, channeling it into reality needs a certain amount of inner magical strength. MANA, with Mana you can form magic into anything you want as long as you have the right words to bring it under your will.

The Words increase their Mana Cost, under here the total cost of using words is listed Here is the adjusted list where the cost increases exponentially from 6 words onward, with 5 words costing 80 mana and longer spells becoming very expensive:

1 word = 10 mana	11 words = 700 mana
2 words = 20 mana	12 words = 850 mana
3 words = 30 mana	13 words = 1000 mana
4 words = 40 mana	14 words = 1150 mana
5 words = 80 mana	15 words = 1300 mana
6 words = 120 mana	16 words = 1500 mana
7 words = 180 mana	17 words = 1700 mana
8 words = 250 mana	18 words = 1950 mana
9 words = 330 mana	19 words = 2250 mana
10 words = 420 mana	20 words = 2600 mana

Per word used, a die is added to the damage output, at 3 words, you would use 3d6. However, if the GM decides the used words are too strong or weak, that value may be changed.

Mana is regenerated at a rate of 10% of your maximum per hour.

To create a magic Spell one normally needs 3 words. Firstly the base of the Magic, this is what the magic should influence or what type of magic it should be (Sword, Fire, shield, enemy, name of a person). Then the second word should be an action/adjective (destroy, heal, attack, move, send, fly,...) And lastly the third word should influence the length (long, short,...) or the distance (far, close, certain location, here, there).

However, this can also be split up and divided into multiple sections, one could make a sentence out of the words:

Water, Lightning, Send, Attack, *Location*, Long.

This would combine Water and lightning (electricity) and then move it somewhere and attack a location over a long time, making this spell incredibly strong but it would also cost 92 Mana and would require the caster knowing these specific words (aqua, fulgur, mittere, oppugnare, Kalger, longus) (Kalger ist just a possible name of a city).

However, depending on the intention of the caster, this could either create a devastating spell that will spread a possible massive wave of water, making nearly everything in that city wet and then electrocuting it or it could create a raging thunderstorm, this is entirely based on the intention of the caster (Which in-game will have to be stated).



A special case is when a class or person is specialized in a type of magic, this completely lifts the need of having multiple words. A Fighter could just call out the name for Fire (ignis) and intend for their sword to catch ablaze and deal fire damage to their enemies, normally requiring the words Blade, Fire, Damage, Enemy (acies, ignis, adfligere, hostis).

Or a Cleric could just use the word Heal (medicare) to heal someone as clerics are specialized in healing and holy magic.

These shorter versions however are slightly weaker than using multiple words, but it is easier and also cheaper if one is, for example stuck in a long combat encounter.

Of Course there are spells that are just too powerful for a person that is not a god, no one could simply say “destroy, world” (annihilare, mundus) and the world would end.

### Chapter 7-3: Word Chains and Starting Words:

Class	Starting words (this amount or less if wanted for rp reasons)	Max. chain length	Words needed for circle 4/added max. chain length	Words needed for circle 3/added max. chain length	Words needed for circle 2/added max. chain length	Words needed for circle 1/added max. chain length
Fighter	5	3	16/1	26/2	35/1	45/3
Rogue	4	3	12/1	19/2	24/2	36/1
Ranger	7	4	17/2	27/2	35/3	44/2
Wizard	15	7	15/3	26/3	45/5	60/7
Psion	12	5	15/2	25/3	45/3	64/4
Unarmed Fighter	4	4	12/1	19/2	24/2	36/1

### Chapter 7-4: resources for players and GMs:

<https://glosbe.com/> perfect dictionary, various languages from and to Latin, but works like a regular dictionary, and it might take a little longer to find the right word with the right definition

<https://latin-words.com/> perfect for finding an English translation of Latin words (if you need something very quickly, no way to translate English to Latin)

### Chapter 7-5: Enchantment:

## Enchantment Basics

### 1. **Limitations:**

- Enchantments can only be applied to items in your personal inventory. You cannot enchant items belonging to others unless specified by the GM - Items can be enchanted by multiple people, with one person being the “main enchanter”.
- Enchantments are rituals, needing no specific words for enchanting, however, they require a day of ritual practice, in order to function correctly (this time frame can be changed, if deemed to short or too long).
- Every Character starts with 2 Enchantment slots they may use.

### 2. **Enchantment Categories:**

- Enchantments can be categorized into three main types:
  - **Offensive Enchantments:** your damage output by enchanting any item on your person.
  - **Defensive Enchantments:** Improve the protective qualities of armor or provide other defensive benefits.
  - **Utility Enchantments:** Offer a variety of effects that do not directly influence combat but provide useful abilities or bonuses.

## Enchantment Process

### 1. **(Optional) Preparation:**

- **Gather Resources:** Enchantments may only be cast by using up certain things and resources, should the GM decide that.

### 2. **Casting the Enchantment:**

- **Compose the Spell:** Formulate the enchantment spell using your words. Example words for different enchantments include:
  - **Offensive:** Ignis (fire), Glacius (ice), Tempestas (storm)
  - **Defensive:** Scutum (shield), Fortis (strong), Aegis (protection)
  - **Utility:** Celeritas (speed), Lumos (light), Volare (fly)
- **Roll for Success:** Roll a D100 chance die, using your Magika score as the chance.
  - **Simple Enchantment:** Lower than your Magika score
    - lasts as long as your Magika modifier in hours and adds half that to the item (if defensive or offensive boost)
  - **Moderate Enchantment:** Lower than half your Magika score
    - lasts twice as long as your Magika Modifier in hours and adds your modifier to the item
  - **Complex Enchantment:** Critical success
    - lasts indefinitely, if half of critical success chance, may be given out of your inventory without losing magical properties. Adds twice your modifier to the item

- Soulstone Enchantment: Guaranteed critical success
  - when using a soulstone it acts as a catalyst and guarantees a critical success upon enchanting

### 3. Mana Cost:

- The Mana cost of the enchantment

## Enchantment Effects

### 1. Offensive Enchantments:

- Increase weapon damage by a percentage or add elemental effects (e.g., fire, ice).
- Example: "Ignis Gladius" (Fire Sword) adds fire damage to a weapon.

### 2. Defensive Enchantments:

- Improve armor protection or grant resistance to specific types of damage.
- Example: "Aegis Scutum" (Shield of Protection) adds defense to an armor piece.

### 3. Utility Enchantments:

- Provide various non-combat benefits, such as increased movement speed or the ability to see in the dark.
- Example: "Celeritas Calcei" (Boots of Speed) increases movement speed.

## Advanced Enchantments

### 1. Combining Enchantments:

- Items can hold multiple enchantments if they have available slots. Each enchantment must be cast separately and may require additional resources or higher difficulty rolls (this would be decided by your GM).
- Example: A sword with both "Ignis" (fire) and "Tempestas" (storm) enchantments deals combined elemental damage.

### 2. Enchantment Slots:

- The number of enchantment slots an item has is determined by the item's quality.
  - Common: 1
  - Uncommon: 2
  - Rare: 3
  - Very Rare: 5
  - Legendary: 7
  - Heroic: 8

## Working with the GM

### 1. Customization:

- Work with your GM to customize enchantments to fit your character's story and the campaign setting.

### 2. Balancing:

- The GM ensures that enchantments remain balanced within the game. Discuss potential effects and costs to maintain fairness and challenge.

### Chapter 7-6: The Magic Circles:

Progressing through the Magic Circles grants characters enhanced abilities and resources, reflecting their growing mastery over magic. Here are the benefits at each level:

#### Upon reaching the 4th Circle:

- Choose one of the following:
  - +150 Mana
  - +20% to all magical damage
  - +1 Enchantment slot

#### Upon reaching the 3rd Circle:

- Choose one of the following:
  - +250 Mana
  - +30% to all magical damage
  - +2 Enchantment slots

#### Upon reaching the 2nd Circle:

- Choose two of the following:
  - +400 Mana
  - +40% to all magical damage
  - +2 magical defense, reducing incoming damage to all body parts
  - +3 Enchantment slots

#### Upon reaching the 1st Circle:

- Gain all of the following:
  - +500 Mana
  - +60% to all magical damage
  - +3 magical defense, reducing incoming damage to all body parts
  - +4 Enchantment slots

## Chapter 8: Leveling

### Chapter 8-1: levels:

Once the corresponding XP are reached in each Combat style.

XP total	XP	Level	Stances/Maneuvers added	Skill Points	Base Stat (to allocate)
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2.400	2.400	1	1/5	55	3
6.000	3.600	2	0/5	90	3
11.400	5.400	3	2/7	150	5
19.500	8.100	4	0/7	250	5
31.650	12.150	5	3/9	420	6
50.150	18.500	6	0/10	700	6
77.750	27.600	7	2/10	1150	7
119.750	42.000	8	0/13	1900	8
185.250	65.500	9	4/14	3150	8
278.250	93.000	10	5/15	5200	10

Added stances and maneuvers do NOT have to be assigned directly, but are the maximum a single fighter can have, however, once assigned, they cannot be changed. Multiple Combat schools can be learned, and these all carry their own levels. One can start with a new combat school at any point and can freely divide XP to either one once they are gained.

Two Combat schools can be reached without any changes, further Combat schools will have their XP values multiplied by 1.5x for every new Combat school (Combat school three will be multiplied with the normal levels and Combat school four with the values of Combat school three).

### Chapter 8-2: What are Skills ?:

Skills, sometimes come from talents gained from Jobs or Backgrounds, but generally can be chosen upon leveling up whenever specified by that level on each combat style

### Chapter 8-3: Major Skills:

Level	Skill slots
2	1
4	1
7	2
10	2

Skills can be changed, by giving up 25% of the XP of one's previous level of their highest leveled Combat school, so, should one be Level five in one school, they'd need to give up 3038 XP.

**Major Skills:**

Skills that can only be taken once are marked in blue

Name:	Description:	Special
Fast Strikes	Once per day, you can double your attacks for 1 turn	
Faster Strikes	Once per day, you can triple your attacks for 1 turn	
Epic Leap	Trice per day, you can triple your jump height / length without taking fall damage from jumping these heights	
The Prowess of two	Once per week, you can deal double damage for two rounds, <b>but</b> you are unable to take any actions for the round after the effect wears off	
Haggling	Twice per week, you can change the price of any item 25% in your favor	
Master Haggler	Thrice per week, you can change the price of any item 50% in your favor	
Blink	Twice per day, you can teleport up to 5 meters from your original position.	
Blinker	Thrice per day, you can teleport up to 12 meters from your original position.	
MANA of Nature	Twice per week, you can cast any spell that is available to you without any MANA costs. <b>But</b> if it happens within either the next day or two times with the same amount of days in between, you are immobilized for 1 entire day	
Mage of Nature	Four times per week, you can cast any spell that is available to you without any MANA costs. <b>But</b> if it happens within either the same day or four times with the same amount of days in between, you are immobilized for half a day.	
Morale Boost	Boosts the morale of Mass Combat armies by 15 for 2 rounds, every 5 rounds	
Stat Boost	Any chosen base stat is boosted by 1	

Strong Stat Boost	Any chosen base stat is boosted by 2	
Major Stat Boost	Any chosen base stat is boosted by 3	Cost 2 Skill slots
Damage Reduction	Any chosen Damage type has its damage reduced by 5%	
Ability Stealer	Get an ability of another Class or Subclass, no matter if they are your class or not.	Cost 2 Skill slots (+1 everytime taken)
DMG Reduction Strong	Any chosen Damage type has its damage reduced by 10%	
DMG Reduction Major	Any chosen Damage type has its damage reduced by 20%	
Sudden insight	Gain insight into one thing, this can be used 3x per day	

### Chapter 8-4: Going Beyond 100

Once a character reaches 100 in any stat, and with that a modifier of +9, they can only advance into further modifiers after going through a ritual.

This ritual must be done during a full moon, and requires at least one liter of true dragon's blood, a vampire's fang, a vial of one's own blood, a strand of hair of a royal, the brain of a wizard of at least the second circle and lastly a baby goat (kid). In the ritual, a pentagram has to be drawn with the dragon's blood, after which all items are to be placed on one tip of the pentagram, with the goat being in the center, the goat must then be slain, its heart extracted & consumed, after which, further strength (modifiers) can be reached.

## Chapter 9: Vehicle Combat

### Chapter 9-1: Statistics

Vehicles have multiple Sizes measured in the length of the longest side, spanning from:  
1-5 meters            Tiny

6-10 Meters	Small
11-25 Meters	Medium
26-50 Meters	Large
51-100 Meters	Gigantic
101-200 Meters	Massive
201-300 Meters	Enormous
301-500 Meters	Titanic
>500 Meters	Monumental

These sizes describe in how many parts a vehicle is divided:

Size	Parts Amount and Location		
	Front	Back	Sides
Tiny	1	1	1
Small	2	1	2
Medium	2	2	3
Large	3	2	4
Gigantic	3	2	5
Massive	3	3	6



Enormous			
	4	3	7
Titanic			
	5	3	8
Monumental			
	5	4	8

The Most important Values for Vehicles are:

Health, Armor, Damage

Each part, as above, of a vehicle has its own health, armor and also weapons, which then show its damage.

Health and armor should be adjusted depending on the type of materials and also general size of the vehicles.

Damage:

There are two different types of vehicle weapons:

Magical and Physical.

Physical Weapons deal their projectile lbs amount as their dice count and the d8 is rolled for damage, a 12 pounder projectile will deal 12d8 damage, the person who is commanding that weapon may add their primary (strongest) modifier multiplied by 3 to that roll.

Magical Weapons work similarly, however, they change their damage depending on the strength of the catalyst which powers the weapon. This catalyst can be anything, but most often is a soulstone.

Weak: half damage

Normal: normal damage

Strong: double damage

Legendary: triple damage

## Chapter 9-1: Movement:

Vehicles have a Maximum Speed Stat (MSS) and a Speed Acceleration Stat (SAS).

The MSS shows how many half-hexagons the vehicle can move in a single round, and the SAS shows how many rounds a vehicle takes to accelerate to that speed.

There are four movement speeds:

(If not a full half-hexagon number, it is rounded up)

Zero:	No movement
Slow:	quarter of the maximum speed
Half:	Half the maximum speed
Full:	the maximum speed

If a Ship, for example, has an MSS of 6 (three full hexagons of movement per round) and an SAS of 4, the following speeds would apply:

Zero:	No movement
Slow:	2 half-hexagons
Half:	3 half hexagons
Full:	6 half-hexagons

Once the speed is changed, the next step of speed/acceleration applies on the next round, not the round in which the speed was changed.

## Chapter 9-3 Actions:

There are four different types of actions:

Crew Actions

Speed Actions

Attack Actions

Special Actions

In a turn, a vehicle can first use a crew action, then an Attack Action, and lastly, if it applies, a special action. Steering is applied after the speed is calculated and the automatic movement of the vehicle is made

Crew actions are:

Repairing which heals the hull part by 10-20% (Roll a 1d10, on a 0 gain 10%, on a 10 gain 20%).

Reloading, which reloads all fired guns.

Speed Action, which changes the Speed to either of the 4 speed types, which then apply with the SAS stats of the vehicle.

After the Crew actions, a ship can choose to attack, how that attack works is set in the stats of the weapons (Damage, Range, Ship Part location)

Special Actions:

Special actions can replace any of the other actions, these are anything and all which is not mentioned in the other actions, such as boarding.

## Chapter 10: Items:

### Chapter 10-1: Weaponry:

Weaponry Production fees:

Usually, Blacksmiths take an additional 35% of the material cost for their services

### Chapter 10-1-1: Melee Weapons:

#### Trauma and cleaving weapons:

- Battle Axe
  - Length: 75 cm
  - Heavy, Two-Handed
  - Hacking Damage
  - 2.5 Kg
  - 2d8 + [MOD]
- Club
  - Length: 60 cm
  - Light, Simple
  - Bludgeoning Damage
  - 0.75 Kg
  - 1d6 + [Mod \* 0.5]
- Flail
  - Length: 120 cm
  - Two-Handed, Long, Simple
  - Bludgeoning Damage
  - 1.2 Kg
  - 1d6 + [MOD] (upgraded with spikes | 2x damage)

- Mace
  - Length: 70 cm
  - Heavy
  - Bludgeoning Damage
  - 2.4 Kg
  - 1d6 + [MOD]
- Quarterstaff
  - Length: 180 cm
  - Light, Long, Finesse, Simple
  - Bludgeoning Damage
  - 1.1 Kg
  - 1d4 + [MOD]
- Warhammer
  - Length: 80 cm
  - Bludgeoning Damage
  - 2.5 Kg
  - 1d8 + [MOD]
  - Can also be used Two-Handed
- Handaxe
  - Length: 50 cm
  - Light, Thrown, Simple
  - Hacking Damage
  - 1.6 Kg
  - 1d6 + [MOD]
- Morning Star
  - Length: 60 cm
  - Heavy
  - Bludgeoning/Piercing Damage
  - 3.0 Kg
  - 1d8 + [MOD]
- Brass Knuckles (both hands)
  - Light, Finesse, Simple
  - Bludgeoning Damage
  - 0.4 Kg
  - 1d6 + [MOD]
- Maul
  - Length: 150 cm
  - Heavy, Two-Handed
  - Bludgeoning Damage
  - 4.0 Kg

- 2d6 + [MOD]
- Bec de Corbin
  - Length: 200 cm
  - Heavy, Two-Handed
  - Bludgeoning/Piercing Damage
  - 3.5 Kg
  - 1d10 + [MOD]
- Francisca
  - Length: 45 cm
  - Light, Thrown
  - Hacking Damage
  - 1.2 Kg
  - 1d6 + [MOD]
- War Pick
  - Length: 80 cm
  - Heavy
  - Piercing Damage
  - 2.2 Kg
  - 1d8 + [MOD]
- Cudgel
  - Length: 65 cm
  - Light, Simple
  - Bludgeoning Damage
  - 1.0 Kg
  - 1d4 + [MOD]
- Tabar
  - Length: 90 cm
  - Medium
  - Hacking Damage
  - 2.0 Kg
  - 1d8 + [MOD]

### **Swords and Hilt Weapons:**

- Arming Sword
  - Length: 100 cm
  - Light, Finesse
  - Slashing Damage
  - 1.5 Kg
  - 1d6 + [MOD]

- Kriegsmesser
  - Length 80cm
  - Heavy, Versatile, Simple
  - Slashing Damage
  - 2 Kg
  - 2d6 + [MOD]
- Dagger
  - Length: 30 cm
  - Light, Finesse, Short, Thrown
  - Piercing Damage
  - 0.5 Kg
  - 1d6 + [MOD]
- Estoc
  - Length: 120 cm
  - Light, Finesse
  - Piercing Damage
  - 1.3 Kg
  - 1d6 + [MOD]
  - Can also be used Two-Handed
- Falchion
  - Length: 110 cm
  - Heavy, Strong
  - Slashing Damage
  - 2.6 Kg
  - 1d12 + [MOD]
  - Can also be used Two-Handed
- Katana
  - Length: 100 cm
  - Light, Finesse
  - Slashing Damage
  - 1.2 Kg
  - 1d8 + [MOD \* 0.5]
- Knife
  - Length: 25 cm
  - Light, Finesse, Short, Thrown, Simple
  - Piercing Damage
  - 0.6 Kg
  - 1d4
- Longsword
  - Length: 120 cm

- Versatile
- Slashing Damage / Piercing Damage
- 1.8 Kg
- 1d8 + [MOD] (1d10 + [MOD] if used Two-Handed)
- Rapier
  - Length: 105 cm
  - Light, Finesse
  - Piercing Damage
  - 1.0 Kg
  - 1d8 + [MOD]
- Sabre
  - Length: 95 cm
  - Strong, Finesse, Light
  - Slashing Damage
  - 1.1 Kg
  - 1d8 + [MOD]
- Shortsword
  - Length: 70 cm
  - Light, Finesse, Short
  - Slashing Damage
  - 1.3 Kg
  - 1d6 + [MOD \* 0.5]
- Zweihänder
  - Length: 180 cm
  - Heavy, Long, Strong, Two-Handed
  - Slashing Damage + Bludgeoning Damage
  - 3.4 Kg
  - 2d10 + [MOD] + 2d8
- Gladius
  - Length: 60 cm
  - Light, Short
  - Slashing Damage / Piercing Damage
  - 1.0 Kg
  - 1d6 + [MOD]
- Scimitar
  - Length: 90 cm
  - Light, Finesse
  - Slashing Damage
  - 1.2 Kg
  - 1d6 + [MOD]

- Claymore
  - Length: 140 cm
  - Heavy, Two-Handed
  - Slashing Damage
  - 2.8 Kg
  - 2d6 + [MOD]
- Kukri
  - Length: 45 cm
  - Light, Finesse
  - Slashing Damage
  - 0.9 Kg
  - 1d4 + [MOD]

### **Spears and Pole arms:**

- Bardiche
  - Length: 200 cm
  - Long, Heavy, Two-Handed
  - Hacking Damage / Piercing Damage
  - 3.5 Kg
  - 2d8 + [MOD] / 1d6 + [MOD \* 0.5]
- Guisarme
  - Length: 210 cm
  - Long, Heavy, Two-Handed
  - Piercing Damage / Hacking Damage
  - 2.7 Kg
  - 2d6 + [MOD] / 2d6
- Glaive
  - Length: 220 cm
  - Long, Heavy, Two-Handed
  - Slashing Damage / Piercing Damage
  - 2.5 Kg
  - 2d4 + [MOD] / 1d8
- Goedendag
  - Length: 150 cm
  - Heavy, Simple
  - Bludgeoning Damage / Piercing Damage
  - 2.2 Kg
  - 2d6 + [MOD] / 1d8 + [0.5 \* MOD]
- Halberd



- Length: 210 cm
- Heavy, Long, Two-Handed
- Hacking Damage / Piercing Damage
- 3.6 Kg
- $2d10 + [\text{MOD}] / 1d6 + [\text{MOD}]$
- Lance
  - Length: 250 cm
  - Long (2x), Two-Handed, Heavy
  - Piercing Damage
  - 3.4 Kg
  - $2d12 + [\text{MOD} * 0.5]$
- Man Catcher
  - Length: 200 cm
  - Long, Two-Handed, Simple
  - Piercing Damage
  - 1.6 Kg
  - $1d6 + [\text{MOD} * 0.1]$
- Pike
  - Length: 300 cm
  - Long, Two-Handed
  - Piercing Damage
  - 1.8 Kg
  - $1d8 + [\text{MOD}]$
- Plançon à picot
  - Length: 160 cm
  - Long, Two-Handed, Heavy
  - Bludgeoning Damage / Piercing Damage
  - 2.5 Kg
  - $2d6 + [\text{MOD}] / 1d8 + [\text{MOD}]$
- Trident
  - Length: 180 cm
  - Long, Two-Handed, Thrown
  - Piercing Damage
  - 2.0 Kg
  - $1d8 + [\text{MOD}]$
- Yari (Japanese Spear)
  - Length: 220 cm
  - Long, Two-Handed
  - Piercing Damage
  - 2.1 Kg

- 1d8 + [MOD]
- Spetum
  - Length: 240 cm
  - Heavy, Long, Two-Handed
  - Piercing Damage
  - 2.3 Kg
  - 1d10 + [MOD]
- Naginata
  - Length: 210 cm
  - Heavy, Long, Two-Handed
  - Slashing Damage
  - 2.6 Kg
  - 1d10 + [MOD]
- Ranseur
  - Length: 230 cm
  - Heavy, Long, Two-Handed
  - Piercing Damage
  - 2.4 Kg
  - 1d8 + [MOD]
- Javelin
  - Thrown, Simple
  - Piercing Damage
  - 1.8 Kg
  - 1d6 + [MOD]

### Chapter 10-1-2: Ranged Weapons:

- English Longbow
  - Ranged (100m), Strong
  - Piercing Damage
  - 1.7 Kg
  - 4d6 + [MOD]
- Mongol Bow (Recurve Bow)
  - Ranged (80m), Mounted Weapon
  - Piercing Damage
  - 1 Kg
  - 2d4 + [MOD]
- Crossbow
  - Ranged (80m), Strong, Heavy
  - Piercing Damage

- 2 Kg
- 3d6 + [MOD]
- Arbalest
  - Ranged (60m), Strong, Heavy
  - Piercing Damage
  - 2.4 Kg
  - 4d6 + [MOD]
- Hand Cannon
  - Ranged (50m), Strong, Heavy, Firearm W.I.P
  - Piercing Damage
  - 3.6 Kg
  - 2d10 + [MOD \* 0.5]
- Flintlock Musket
  - Ranged (80m), Strong, Heavy, Firearm W.I.P
  - Piercing Damage
  - 3 Kg
  - 2d10 + [MOD]
- Flintlock Pistol
  - Ranged (50m), Strong, Heavy, Firearm W.I.P
  - Piercing Damage
  - 1.4 Kg
  - 2d10 + [MOD]
- Hand Mortar
  - Ranged (60m | 200m unreliable disadv.), Heavy, Firearm, Strong
  - Bludgeoning Damage | Force Damage + Fire Damage
  - 6.6 Kg
  - 1d12 + [MOD \* 0.75] | 4d8 + [MOD] + 2d6 + [MOD], 5m Area
- Sling
  - Ranged (35m)
  - Bludgeoning Damage
  - 0.1 Kg
  - 1d4 + [MOD]
- Atlatl
  - Ranged (60m)
  - Piercing Damage
  - 0.5 Kg
  - 1d8 + [MOD]
- Chu Ko Nu (Repeating Crossbow)
  - Ranged (80m), Light
  - Piercing Damage

- 2 Kg
- 2d4 + [MOD]
- Throwing Axe
  - Thrown (15m)
  - Slashing Damage
  - 1 Kg
  - 1d6 + [MOD]
- Blowgun
  - Ranged (20m), Light
  - Piercing Damage
  - 0.5 Kg
  - 1d4 + [MOD] (can deliver poisons)
- Boomerang
  - Thrown (50m)
  - Bludgeoning Damage
  - 0.7 Kg
  - 1d4 + [MOD] (returns to thrower if missed)

### Chapter 10-1-3: Magical Weapons:

- Sentient Wire
  - Ranged (varying), Strong, Light, Finesse, Awake
  - Slashing Damage
  - 100g per meter
  - 2d4+ [MOD]
- 

### Chapter 10-2: Armors:

#### Armor Production fees:

Usually, Blacksmiths take an additional 15% of the material cost for their services

20% weight reduction when wearing armor

### Chapter 10-2-1: Head Armors:

- Mail Coif
  - Thin, Medium, Loud
  - 0.6 Kg
  - +1 Def, Protects Head
- Skull Cap (Cervelliere)

- Thin, Light
- 0.7 Kg
- +1 Def, Protects upper Head against strikes from above
- Spangenhelm
  - Medium
  - 0.9 Kg
  - +2 Def, Protects upper Head and sides of Face
- Nasal Helmet
  - Medium
  - 0.4 Kg
  - +2 Def, Protects upper Head and Nose
- Enclosed Helmet
  - Medium
  - 0.8 Kg
  - +3 Def, Protects whole Head
- Great Helmet
  - Heavy
  - 0.7 Kg
  - +3 Def, Protects whole Head
- Bascinet (No Face Shield)
  - Heavy
  - 0.8 Kg
  - +3 Def, Protects whole Head
- Sallet
  - Medium, Loud
  - 0.7 Kg
  - +3 Def, Protects Face and Neck, except chin
- Barbutte
  - Light, Sound Suppressing
  - 0.5 Kg
  - +3 Def, Protects whole Head (except stabs, adds disadvantage)
- Armet
  - Super Heavy, Loud
  - 0.8 Kg
  - +4 Def, Protects whole Head
- Close Helmet
  - Heavy, Loud
  - 0.7 Kg
  - +3 Def, Protects whole Head
- Burgonet

- Heavy, Loud
- 0.7 Kg
- +3 Def, Protects whole Head except face against stabs
- Kabuto (Samurai Helmet)
  - Medium
  - 0.6 Kg
  - +3 Def, Protects whole Head (Japanese style)
- Corinthian Helmet (Greek)
  - Heavy
  - 0.8 Kg
  - +3 Def, Covers entire head except face (Greek style)
- Attic Helmet (Greek)
  - Medium
  - 0.6 Kg
  - +2 Def, Covers upper head and sides (Greek style)

#### **Chapter 10-2-2: Neck Armors:**

- Aventail (Mail)
  - Medium, Loud
  - 0.4 Kg
  - +2 Def, Protects back of Neck
- Bevor
  - Medium
  - 0.9 Kg
  - +2 Def, Protects front of Neck and Chin
- Gorget
  - Medium
  - 1.2 Kg
  - +2 Def, Protects Neck
- Pixane
  - Light
  - 1.2 Kg
  - +1 Def, Protects Neck and upper Chest

#### **Chapter 10-2-3: Torso Armors:**

- Brigandine (Made of Fabrics, with 25% metal)
  - Light
  - 1.8 Kg

- +2 Def, Protects whole upper Body and Arms
- Gambeson (made of Fabrics) [Long]
  - Light
  - 1.4 Kg [+0.8 Kg]
  - +1 Def, Protects whole upper Body and Arms [Upper legs]
- Half-Cuirass
  - Medium
  - 2.2 Kg
  - +3 Def, Protects front of upper Body
- Faulds
  - Medium
  - 0.6 Kg
  - +2 Def, Protection for Hips
- Cuirass
  - Heavy
  - 3 Kg
  - +5 Def, Protects whole upper Body
- Culet
  - Heavy
  - 1.5 Kg
  - +3 Def, adds Protection for Hips
- Hauberk (Mail Shirt)
  - Medium, Loud
  - 2.8 Kg
  - +2 Def, Protects whole upper Body
- Plackart
  - Light
  - 1.8 Kg
  - +2 Def, Protects whole upper body
- Lorica Hamata (Roman Mail Shirt)
  - Medium
  - 1.8 Kg
  - +3 Def, Protects upper Body (Roman style)
- Lorica Segmentata (Roman Plate Armor)
  - Heavy
  - 2.6 Kg
  - +4 Def, Protects upper Body (Roman style)

**Chapter 10-2-4: Arm Armors:**

- Couter
  - Light
  - 0.4 Kg
  - +1 Def, Protects Elbow
- Guard of Vambrace
  - Light
  - 0.5 Kg
  - +1 Def, covers Couter, blocks strikes from above to Vambrace
- Spaulder
  - Light
  - 0.6 Kg
  - +1 Def, Protects Shoulder, not the armpit (weak against stabs)
- Pauldron
  - Medium
  - 3.6 Kg
  - +2 Def, Protects Shoulder and upper Arm
- Gardbrace
  - Light
  - 0.8 Kg
  - +1 Def, Protects Armpit
- Rerebrace
  - Medium
  - 1.2 Kg
  - +1 Def, Protects upper Arm
- Besagew
  - Light
  - 1.6 Kg
  - +1 Def, Protects Armpit
- Vambrace
  - Medium
  - 1.2 Kg
  - +1 Def, Protects lower Arm
- Kote (Samurai Armored Sleeves)
  - Medium
  - 0.5 Kg
  - +2 Def, Protects Arms (Japanese style)
- Tekko (Samurai Iron Gloves)
  - Light
  - 0.4 Kg
  - +1 Def, Protects Hands (Japanese style)



- Manica (Roman Arm Guard)
  - Medium
  - 0.5 Kg
  - +1 Def, Protects Arms (Roman style)
- Gauntlets
  - Light
  - 0.5Kg
  - +1 Def, Protects Hands

#### **Chapter 10-2-5: Leg Armor:**

- Chausses
  - Medium, Loud (if Mail)
  - 1.2 Kg
  - +2 Def, Protects Legs
- Poleyn
  - Light
  - 0.7 Kg
  - +1 Def, Protects Knee
- Greave
  - Medium
  - 0.8 Kg
  - +2 Def, Protects lower Legs
- Cuisse
  - Medium
  - 0.8 Kg
  - +2 Def, Protects Thigh
- Sabaton
  - Light
  - 0.6 Kg
  - +1 Def, Protects Foot
- Tasset
  - Light
  - 0.5 Kg
  - +1 Def, Protects Upper Legs
  - Needs to be attached to Armor worn on upper Body
- O-Yoroi (Samurai Leg Armor)
  - Heavy
  - 0.9 Kg
  - +3 Def, Protects Lower Legs (Japanese style)

- Greaves (Greek/Roman)
  - Medium
  - 0.5 Kg
  - +2 Def, Protects lower Legs (Greek/Roman style)

#### **Chapter 10-2-6: Shields:**

- Heater Shield
  - Medium
  - 5.6 Kg
  - 10% Lower Hit chance
- Kite Shield
  - Large
  - 6.5 Kg
  - 15% Lower Hit chance
- Buckler
  - Small
  - 1.5 Kg
  - 5% Lower Hit chance
- Tower Shield
  - Extra Large
  - 9.0 Kg
  - 20% Lower Hit chance
- Round Shield
  - Medium
  - 4.5 Kg
  - 10% Lower Hit chance
- Scutum
  - Large
  - 8.0 Kg
  - 15% Lower Hit chance
- Targe
  - Small
  - 2.0 Kg
  - 5% Lower Hit chance
- Hoplon (Aspis)
  - Large
  - 7.5 Kg
  - 15% Lower Hit chance
- Pavise
  - Extra Large

- 12.0 Kg
  - 25% Lower Hit chance
- Clipeus
  - Medium
  - 5.0 Kg
  - 10% Lower Hit chance
- Rotella
  - Medium
  - 3.5 Kg
  - 10% Lower Hit chance
- Zulu Shield (Isihlangu)
  - Large
  - 3.0 Kg
  - 10% Lower Hit chance
- Viking Shield
  - Medium
  - 4.0 Kg
  - 10% Lower Hit chance
- Norman Shield
  - Large
  - 7.0 Kg
  - 15% Lower Hit chance
- Bhuj (Indian Shield)
  - Small
  - 2.5 Kg
  - 5% Lower Hit chance
- Hussar Shield
  - Large
  - 5.0 Kg
  - 15% Lower Hit chance
- Gothic Shield
  - Medium
  - 5.2 Kg
  - 10% Lower Hit chance
- Byzantine Shield
  - Medium
  - 4.8 Kg
  - 10% Lower Hit chance
- Mongol Shield
  - Medium

- 4.2 Kg
- 10% Lower Hit chance
- Persian Shamsir Shield
  - Small
  - 3.0 Kg
  - 5% Lower Hit chance
- GalloRoman Shield
  - Large
  - 6.0 Kg
  - 15% Lower Hit chance
- Highland Targe
  - Small
  - 2.8 Kg
  - 5% Lower Hit chance
- Samurai Tetsubo Shield
  - Medium
  - 5.4 Kg
  - 10% Lower Hit chance

### Chapter 10-3: Resources and Materials:

#### Materials:

Stats of Materials, always go in both directions, if a material has 2 physical defense, it will also deal 2 more damage, except if specifically stated otherwise.

Additionally, Defense means damage reduction/extra damage, as stated directly above

#### Chapter 10-3-1: Metals - Costs and Facts:

**To create any armor with a material, you need 110% of the weight of the base armor or weapon with the price of the material**

Material	Description	Price per 1KG	Price per 100g
Iron	- Normal Metal - Not too expensive but definitely not cheap	48 Pfennig	5 Pfennig
Steel	- Stronger than Iron - Iron + Coal - Iron Premium - More expensive than Iron but still rather cheap	19 Kreuzer	2 Kreuzer

Zinc	- Very Weak metal, but can be made into bronze	1 Batzen	2 Pfennig
Tin	- Can be used for every-day Items and such or in Alloys	22 Pfennig	3 Pfennig
Copper	- Soft Metal - Cheap - Can be used for cheap armors and weapons	9 Kreuzer	1 Kreuzer
Bronze	- Alloy of Copper and Tin [10% Tin, 90% Copper] - Stronger than Copper - a bit more expensive	28 Kreuzer	1 Schilling
Brass	- Alloy of Copper and Zinc - Fancy Bronze - a bit weaker than bronze but more expensive	19 Schilling	2 Schilling
Lead	- very Dense - Heavy - Strong - shields against radiance and radioactivity	35 Schilling	4 Schilling
Silver	- Very Shiny and reflective - stronger than gold - weak - mainly cosmetic - expensive but not as much as Gold	9 Gulden	1 Gulden
Gold	- Expensive metal - very weak - used in Alloys or as expensive ornaments	2 Taler	1 Gulden
Platinum	- Nearly never corrodes - less expensive than Gold - Good against heat	28 Gulden	3 Gulden
Rose Gold	- cosmetic - Silver Gold Alloy [40% Silver, 60% Gold] - only cosmetic - slightly more expensive than gold	28 Gulden	3 Gulden
Etrium	- Silver Gold Alloy [60% Silver, 40% Gold], can be found in nature. A bit stronger than Gold but still mostly cosmetic - Less expensive than gold	17 Gulden	2 Gulden
Mithral	-Second-strongest Metal - Silvery but whiter - second most expensive	10 Taler	1 Taler

Adamantium	- Most expensive - Best - Hardest - Lightly Green	30 Taler	3 Taler
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**Chapter 10-3-1-0.5: Metals - Stats:**

Material	Stat Changes
Iron	1 Defense
Steel	2 Defense, weight times 1.2
Zinc	-1 Defense, weight times 0.75
Tin	-2 Defense, weight times 0.2
Copper	-1 Defense, bludgeoning/Hacking, weight times 0.85
Bronze	-1 Defense, bludgeoning/Hacking/Stabbing, no weight changes
Brass	1 Defense, weight times 0.9, magic Defense 1
Lead	2 Defense, weight times 2, magic Defense 3, armor goes up 1 weight level
Silver	-1 Defense, weight times 0.9, magic Defense 4
Gold	-2 Defense, weight times 0.8, magic Defense 10
Platinum	5 Defense, weight times 0.9, magic Defense 2, fire Defense 2
Rose Gold	-5 Defense, weight times 0.8, magic Defense 10
Etrium	-1 Defense, weight times 1, magic Defense 5
Mithral	8 Defense, weight times 0.5, magic Defense 10, armor goes down 1 weight level
Adamantium	15 Defense, weight times 2, magic Defense 15, armor goes up 1 weight level

**Chapter 10-3-2 Fabrics:**

Material	Description	Price per Kg	Price per 100g
Wool	Most common material - good	25 Pfennig	3 Pfennig

	price		
Linen	very common material - more expensive - more comfortable	54 Pfennig	6 Pfennig
Silk	very rare material - unbelievably expensive - shows that you are above the masses	20 Schilling	2 Schilling
Hemp	common - less expensive than Linen	44 Pfennig	5 Pfennig
Cotton	more often found southwards - can replace linen - slightly expensive	19 Kreuzer	2 Kreuzer
Leather	often found in light armor - good material - rather cheap	9 Kreuzer	1 Kreuzer
Fur	common material for winter clothes - expensive	67 Pfennig	7 Pfennig

**Chapter 10-3-2-0.5: Fabrics - stats:**

Material	Stat changes
Wool	+1 Defense (+1 Bludgeoning), weight times 0.5, armor 1 level lighter
Linen	-1 Defense, weight times 0.7, magic Defense 1
Silk	-2 Defense, weight times 0.4, magic Defense 5
Hemp	-2 Defense (+1 Slashing), weight times 0.7, magic Defense 1
Cotton	-1 Defense (+2 Bludgeoning), weight times 0.5, magic Defense 2
Leather	2 Defense, weight times 0.8
Fur	2 Defense, weight times 0.9, magic Defense 1

**Chapter 10-3-3 Unbuyable Materials (with exceptions):**

Material	Stat Changes	Theoretical price per 100g/1kg

Dragon Skin	13 Defense, weight times 0.5, Magic Defense 18	5,6/56 Taler
Vampiric Amethystum	25 Defense, weight times 0.1 (counts as 1), Magic Defense 25, Deflects quarter of Incoming Damage at attacker	25/250 Taler
Demon Skin of Arcanium	28 Defense, weight times 0.8, Magic Defense 50, Absorbs 10% of all taken damage	35/350 Taler

## Chapter 10-4: Other Items:

### Chapter 10-4-1: Utility:

1. Rope (5 He) - 10 meters of sturdy rope
2. Torches (1 Pf) - 5 torches with a 1-hour duration each
3. Lantern (1 Sch) - A portable lantern that provides light for 5 hours
4. Waterskin (8 Pf) - A leather waterskin that holds 1 liter of liquid
5. Rations (5 Pf) - 5 days' worth of dried meat, fruits, and bread
6. Bedroll (1 Kr) - A compact bedroll for camping
7. Camp Stove (1.5 Kr) - A portable camp stove for cooking
8. Fishing Kit (2 Kr) - A basic fishing kit with hooks, lines, and bait
9. Herbalism Kit (2.5 Kr) - A beginner's kit for herbalism and potion-making
10. Map Case (1 Kr) - A waterproof case for storing maps and documents
11. Compass (1.5 Kr) - A basic compass for navigation
12. Fire Starters (10 Pf) - 10 fire starters (flint and steel, matches, etc.)
13. Grappling Hook (2 Kr) - A grappling hook with 10 meters of rope
14. Thieves' Tools (2.5 Kr) - A set of basic thieves' tools for lockpicking and disarming traps
15. Engineer's Tools (3 Kr) - A set of basic engineer's tools for crafting and repairing
16. Whetstone (5 Pf) - A small whetstone for sharpening blades
17. Rope Ladder (1.5 Kr) - A 5-meter rope ladder for climbing
18. Portable Anvil (2.5 Kr) - A compact anvil for on-the-go repairs
19. Hiking Boots (2 Kr) - Sturdy hiking boots with good traction
20. Goggles (1.25 Kr) - Protective goggles for dusty or hazardous environments
21. Climbing Gear (3.5 Kr) - A set of basic climbing gear (pitons, carabiners, etc.)
22. Survival Kit (4 Kr) - A compact survival kit with a water filter, shelter, and other essentials
23. Cartography Kit (5 Kr) - A set of tools for creating and navigating maps



24. Lockpicks (4 Kr) - A set of advanced lockpicks for skilled rogues
25. Geologist's Pick (4 Kr) - A sturdy geologist's pick for sampling rocks and minerals
26. Signal Mirror (10 Pf) - A compact signal mirror for signaling for help
27. Water Purification Tablets (1.5 Kr) - 10 tablets that purify 1 liter of water each
28. Portable Forge (10 Kr) - A compact, portable forge for smithing
29. Camouflage Kit (2 Kr) - A kit containing camouflage clothing and face paint
30. Underwater Breathing Apparatus (12 Kr) - A device that allows underwater breathing for 1 hour
31. Lockbox (2.5 Kr) - A small, locked box for storing valuables
32. Masterwork Toolbox (15 Kr) - A set of high-quality tools for various tasks
33. Signaling Flares (3 Kr) - 5 flares that can be used to signal for help

### **Chapter 10-4-2: Healing:**

1. Bandages (1 Kr) - 10 bandages for wound dressing
2. Antiseptic Wipes (2 Kr) - 10 antiseptic wipes for cleaning wounds
3. Healing Potion (4 Kr) - A basic healing potion that restores 1d10 + Vigor HP
4. Antidote (6 Kr) - An antidote for one type of poison
5. Herbal Remedies (8 Kr) - A set of herbal remedies for common ailments
6. Medkit (10 Kr) - A basic medkit with basic medical supplies
7. First-Aid Kit (12 Kr) - An advanced first-aid kit with stitches, splints, and more
8. Poison Antidote Kit (16 Kr) - A kit containing antidotes for various poisons
9. Cure Disease Potion (20 Kr) - A potion that cures one disease
10. Regeneration Potion (25 Kr) - A potion that restores 1d10 + Vigor HP and cures one wound
11. Herbal Tea (2 Kr) - A packet of herbal tea for soothing ailments
12. Anti-Infection Salve (4 Kr) - A salve that prevents infection in wounds
13. Pain Relievers (5 Kr) - A set of pain relievers for reducing discomfort (resistance to pain)
14. Wound Closure Kit (6 Kr) - A kit for closing wounds with stitches or sutures
15. Antivenom (8 Kr) - An antivenom for one type of venomous creature
16. Disease Resistance Potion (10 Kr) - A potion that grants temporary resistance to disease
17. Healing Balm (12 Kr) - A balm that accelerates healing and reduces scarring
18. Rejuvenation Potion (20 Sch) - A potion that restores 2d10 + Vigor HP and cures two wounds
19. Anti-Parasitic Medication (5 Kr) - A medication that cures parasitic infections
20. Wound Cleaning Solution (3 Kr) - A solution that cleans and disinfects wounds
21. Infection-Resistant Wound Dressing (6 Kr) - A dressing that prevents infection in wounds
22. Antihistamine (4 Kr) - A medication that treats allergic reactions

23. Pain Relief Potion (12 Kr) - A potion that grants temporary immunity to pain
24. Disease Resistance Elixir (15 Kr) - An elixir that grants temporary resistance to disease
25. Regeneration Serum (50 Gl) - A serum that accelerates healing and regenerates lost limbs
26. Panacea Elixir (35 Tl) - An elixir that cures all diseases, poisons, and wounds

### **Chapter 10-4-3: Misc:**

1. Incense Sticks (2 Kr) - 10 incense sticks with a calming effect
2. Musical Instrument (4 Kr) - A basic musical instrument (e.g., flute, lute)
3. Journal (3 Kr) - A 100-page journal with a lock and key
4. Ink and Quills (2 Kr) - A set of ink and quills for writing
5. Perfume (5 Kr) - A basic perfume with a pleasant scent
6. Tobacco and Pipe (6 Kr) - A set of tobacco and a pipe for smoking (half if only one)
7. Wine (8 Kr) - A bottle of average-quality wine
8. Fancy Clothing (10 Kr) - A set of fancy clothing for social events
9. Playing Cards (4 Kr) - A deck of playing cards for gambling and entertainment
10. Luxury Item (20 Kr) - A luxury item of your choice (e.g., jewelry, decorative item)
11. Pouch of Gems (10 Kr) - A pouch containing 10 small, semi-precious gems
12. Luxury Food (6 Kr) - A basket of exotic, high-quality food items
13. Rare Spice Blend (8 Kr) - A packet of rare, exotic spices for cooking
14. Fine Art (12 Kr) - A piece of fine art, such as a painting or sculpture
15. Exotic Pet (16 Kr) - A small, exotic pet, such as a bird or reptile
16. Rare Book (20 Kr) - A rare, leather-bound book on a specific topic
17. Curiosity (40 Kr) - A mysterious, unusual item with unknown properties
18. Rare Alchemical Ingredients (10 Kr) - A set of rare ingredients for alchemy
19. Exotic Incense (8 Kr) - A set of exotic incense sticks with unique fragrances
20. Customized Item (20 Kr) - A customized item, such as a personalized journal or engraved accessory
21. Rare Musical Instrument (25 Kr) - A rare, exotic musical instrument
22. Artisan's Tools (16 Kr) - A set of high-quality tools for artisans, such as woodcarving or weaving
23. Antique Item (30 Kr) - An antique item, such as a vase or piece of artwork
24. Soulstone (5 Gl) [for now] - A purple & foggy stone, brightening up when occupied by a soul

## Chapter 11: NPCs, Monsters & More:

There are three Different Ways of designing enemies or NPCs.

### Simple NPCs:

For a simple NPC, you can simply give them the 4 stats, if they are an enemy give them one weapon or two, maybe 1 or 2 pieces of armor.

Then, they will just take a set amount of their Vigor as their HP, 25%,50%,100% and so on.

If you'd like for them to use Magic, give them 1-4 combinations of words for some simple spells.

Example:

Goblin:

Prowess: 26

Swiftiness: 45

Vigor: 20

Magika: 10 (Mana: 50)

Weapon: Handaxe (1d6-1)

Words:

Ignis (Flame)

Scutum (Shield)

Sagitta (Arrow)

### Intermediate NPCs:

For a NPC that needs a little more detail you can give them the 4 stats, but then their HP either as Limb HP (Head 15%, Torso 50%, Legs 20% & Arms 20% of Vigor), Then Weapons and armor as needed.

Lastly Give them the right amount of Words. Maybe you can even give them some special properties like magic immunity or resistance.

Some NPCs might also have values such as speed & Carrying capacity attached, such as pack animals or riding animals.

Example:

### City Guard Captain:

Stats:	HP:	Weapons & Armor
Prw: 60 (+3)	Head: 8	Longsword (TH): 1d10+3
Swi: 35 (+0)	Torso: 25	Iron Cuirass (Torso) +6 Def
Vig: 50 (+2)	Legs: 10   10	
Mag: 20 (100) (-2)	Arms: 10   10	

Words:	Lamina (Blade)	Fulgur (Lightning/Flash)	Sacer (Holy)
	Tremere (Wave)	Flumen (River)	Ignis (Fire/Flame)

Special Properties:	
More Guards	Summons 1d4 City Guards (every 5 rounds)
Battle Horn	Doubles Damage for all Guard type enemies for 3 rounds (2x per combat)

### Advanced NPCs:

Advanced NPCs like bosses or their direct underlings, maybe someone essential to the story, for those, you can use a character sheet and fill out all the relevant details. You may leave some parts out, maybe not have them have a class, childhood or job. You can also change and modify their skills, but a genuine character sheet might be able to give that NPC the real feel of being a living being and not just some numbers on paper.

Of Course you don't have to follow this example, you can essentially do what you want with them it's your world/gamer after all.

### Chaper 12: Plagues:

There are many plagues, some of magic and some of other origins, however, no matter the origin, all of them are deadly, very deadly.

## Creating a Plague:

A few different things go into creating a plague:

### 1. Type of Plague

- A plague can be a simple disease, spreading as diseases do, however a plague in this case is a wide spread, deadly phenomenon, which spreads itself further by “infecting” more and more people, animals and/or beings.
- Plagues can be diseases, Magical (through magic or affecting magic), perhaps undead or something else entirely, maybe demonic beings spreading throughout the environment

### 2. Place & Way of Origin

- The place of Origin for a Plague can be a region, or city, however, if a Plague originates from a creature, or is a magical one, the place of origin should be a temple or other structure, for the players to explore and interact with.
- The how is also very important, no matter the plague, how it started and how it came to be is a fairly important factor in a plague

### 3. Transmission methods

- Having a believable and grounded way of Transmission for your Plague is important

### 4. Stages and Effects

- A plague should have at least somewhat clear effects and stages to how it progresses, usually you would take less stages for a more deadly plague, using three stage as a minimum, so that players can still fight the plague. the highest amount of stages should lay around 12, as it could just get annoying and disrupt the game after that, and 12 is stretching it.
- Effects should be clear and plausible, for an undead plague one might not be able to control themselves while a disease might weaken a person at the beginning.
- It is also important to consider to who and what the plague spreads.

### 5. Cures & Information

- Players should be able to access cures for plagues, and in a way, so that they have a chance of surviving that plague. A GM can start with something that delays symptoms and further stages, but should eventually give their players some way of defeating that plague.
- The players should also be lead on a path of finding information on the plague, through libraries or their own investigative work.

### 6. Optional extras:

- Long Term effects:

- Certain long term effects, if discussed with players before actually applying them could lead to interesting games and outcomes, however, this is entirely optional, one could, base these on the stages of plagues, making them worse if the plague is healed later than it should be
  - Variants:
    - Having variants of plagues can make them more difficult to work with, but could lead to a more “hardcore” experience for players, but this should also be discussed beforehand.

## Optional Rules

### Chapter 13: Eating and Feasting:

Characters in the game must eat to maintain their energy and health. This simplified system uses a single Food Score to track the effects of food on characters.

Food Quality:

1. Low Quality: Basic sustenance (e.g., peasant food).
2. Average Quality: Standard meals (e.g., common city food).
3. High Quality: Excellent meals (e.g., food of the rich).
4. Exceptional Quality: Luxurious meals (e.g., food for kings and nobles).

Food Types:

1. Base Food: Staples like bread and potatoes.
2. Lean Meat: High protein, low fat.
3. Sweet Food: Tasty but can lead to weight gain. (doubles weight gain, if at least 1/10 of total food score intake)
4. Hearty Food: Filling and sustaining.
5. Fatty Meat: High energy, good for long journeys.
6. Special Food: Magical or rare properties.

#### Daily Food Score Calculation:

Each meal has a Food Score based on its quality and type. The Food Score is calculated by multiplying the Food Quality (1-4) by the Food Type (1-6). (This is at a Food amount equal to 10x ones weight, but in grams (at 80Kg that would mean 80Kg\*5 = 800gram))

- Example: A meal of High Quality (3) Lean Meat (1) has a Food Score of 3 x 1 = 3.

Effects of Food Score:

At the end of each day, add up the Food Scores of all meals consumed. This total determines the character’s buffs or debuffs for the next day.

Daily Food Score	Status	Effects
0-3	Malnourished	
4-6	Hungry	
7-9	Satisfied	
10-12	Well Fed	
13-15	Energized	
16+	Overfed	

#### Weekly Weight Changes:

At the end of each week, characters' weights may change based on their average daily Food Score.

- Average Daily Food Score  $\leq 6$ : Lose 1 kg
- Average Daily Food Score 7-13: No weight change
- Average Daily Food Score  $\geq 14$ : Gain 1 kg

#### **Adjustments for Prowess and Vigor:**

The stats Vig & Prw actively modify weight and weight scores:

For Each Score in Prw above +2, reduce your effective weight (the weight going into the weight score table) by 5

For Each Score in Vig above +2, reduce your effective weight by 2

So for example:

A person with a +6 in prowess would have their categories reduced by 20kg (4 points above average x 5kg).

A person with +11 prowess would have them reduced by 45kg (9 points above average x 5kg).

A person with +6 Vigor would have them reduced by 8kg (4 points above average x 2kg).

A person with both +6 in prowess and +6 in Vigor would have their weight categories reduced by 28kg (20kg for prowess, 8kg for Vigor).

#### **Weight for Species:**

These weight scores, give you the general averages for a person of average height, so they will differ for taller & smaller people of those species.

Humans:

>60kg = underweight

60-80kg = normal

80< = overweight

Dwarf:

>120kg = underweight

120-165kg = normal

165-225kg = overweight

225<

Elf/Highborn:

>55kg = underweight

55-75kg = normal

75<

Orc:

>70kg = underweight

70-90kg = normal

90<

### **Optional Rule for Special Foods:**

Special foods may grant temporary or permanent bonuses. The exact effects are up to the GM but should be significant given their rarity.

## **Chapter 14: Injuries:**

### **Chapter 14-1: Introduction**

Purpose and Scope: This system accounts for combat, accidents, diseases, and other physical damages. It adds consequences for risking health and safety and provides mechanics for recovery over time.

#### **Key Concepts:**

- Injury: Physical or mystical harm.
- Wound: Specific injury like a cut or broken bone.
- Hit Points: Vitality, dropping to 0 signals injury requiring recovery.
- Condition: Impaired state resulting from an injury.
- Recovery: Period of time injury prevents normal activity.

### **Chapter 14-2: Physical Injuries**

Effects:

- Arm Amputations: Loss of fine motor skills, reduced carrying capacity.



- Leg Amputations: Mobility reduction, prone to slipping.
- Treatment Options: Cauterization, cleaning, splinting.
- Mobility Challenges: Difficulty with self-care activities, impaired grasping.
- Minor Cuts: Minimal bleeding, no impairment.
- Deep Lacerations: Bleeding, infection risk.
- Severed Arteries: Profuse bleeding, potential death without magic.
- Infection Risks: Signs include pus, fever, require draining/cleansing.
- Bruises: Discoloration, tenderness, treatable with ice.
- Fractures: Set immediately, splinting, potential malunion/nonunion.
- Skull Fractures: Monitor for brain injury symptoms.
- Concussions: Risk of permanent neurological changes.
- Punctures: Deep penetration wounds, prone to infection.
- Organ Injuries: Internal bleeding, surgery/healing magic required.
- Barbed/Serrated Weapons: High risk of infection, require thorough cleaning.
- Embedded Projectiles: Clean removal necessary to prevent further injury.
- Sepsis Risk: Demand fast, aggressive cleaning.

### Chapter 14-3: Injury Severity and Consequences

- Minor Injuries: Up to 10% HP loss, heal within a day.
- Moderate Injuries: 10-50% HP loss, penalties until fully recovered.
- Critical Injuries: 50%+ HP loss, severe impairments, slow recovery without magic.
- Pain Penalties: Debuffs to attack rolls, skills, saves.
- Weakened Condition: Max HP and speed reduced by half.
- Bleeding: Lose HP per round, disadvantage on certain actions.
- Wind Knocked Out: Prone, -2 to Swiftess until recovered.
- Broken Bones: Movement speed reduced, skills impaired.
- Concussion: Disadvantage on ability checks and attacks.
- Shock: Disadvantage on Constitution checks, prone if not stabilized.
- Temporary Ability Drain: -1 Vig, -1 Swi, etc.
- Permanent Effects: Loss of limbs, impaired senses, chronic pain.

### Chapter 14-4: Special Considerations

- Verbal Issues: injuries risk spell failure if impacting speech.
- Sensory Abilities: Blindness, deafness affect magic use.
- Physically-Taxing Abilities: Exhaustion affects spellcasting.
- Magical Beast Attacks: Special wounds require specific treatments.
- Elemental Damage: Burns, frostbite leave lasting scars.

- Construction Dangers: Touching certain objects causes unique wounds.
- Poisonous Environments: Special treatments required for toxins.
- World Anomalies: Exposure in certain planes leaves unique marks.
- Tracking Recovery: Note normal wound and status effect timelines.
- Removing Magical Components First: Cursed wounds require Remove Curse first.
- Cumulative Severity: Combined injuries prolong recovery.
- Layered Penalties: Multiple injuries compound effects.
- Competing Treatment Needs: Prioritize more lethal effects.
- Stalled Healing: Curse may hinder normal healing.

### Chapter 14-5: GM Guidance on Custom Injuries

- New Conditions: Invent symptoms to suit narrative needs.
- Monster-Specific Wounds: Mimic digestive juices, mind flayer blasts.
- Advance the Story: Wounds add drama, challenge players.
- Rule of Cool: Dramatic injury descriptions engage players.
- Collaborate with Players: Discuss major penalties to ensure fun.

### Chapter 14-6: Prosthetics and Limb Replacement

- Basic Prosthetics: Wooden legs, peg legs, hooks.
- Enchanted Prosthetics: Magical materials, enhanced functionality.
- Artificial Limbs: Crude design, limitations in functionality.
- Transplanted Limbs: Surgery required, long recovery.
- Advanced Magical Limbs: Transforming abilities, psionic interface.
- Long-Term Bonding: Prosthetics become intuitive over time.

## Chapter 15: Travel:

### Chapter 15-1: Travel Speeds & Exhaustion:

#### **Travel Speed Based on Weight Carried**

The speed at which a party can travel is influenced by the weight they carry relative to their maximum capacity. The following table outlines the travel speed adjustments based on the percentage of maximum weight carried:

- **Up to 20% of maximum weight:** Travel speed is 5 km/h. (100%)
- **Up to 50% of maximum weight:** Travel speed is 3 km/h. (60%)
- **Up to 90% of maximum weight:** Travel speed is 2 km/h. (40%)
- **Over 90% of maximum weight:** Travel speed is 1 km/h. (20%)

For Mounts, their Travel speed is 4 km/h as a base + 1 every 10 points of their Total Swiftiness and +Swi Mod

#### **Daily Travel Duration and Exhaustion**

A typical party travels approximately 6 hours per day without incurring additional exhaustion. However, increasing the daily travel time results in the accumulation of exhaustion as detailed below:

- **7 hours per day:** Exhaustion increases by 1 level after 2 days of travel.
- **8 hours per day:** Exhaustion increases by 1 level after 1 day of travel.
- **9 hours per day:** Exhaustion increases by 2 levels after 1 day of travel.
- **10 hours per day:** Exhaustion increases by 3 levels after 1 day of travel.

#### **Managing Exhaustion**

Exhaustion can be mitigated by allowing the party to rest. Each day of downtime, characterized by engaging only in light activities, reduces exhaustion by 1 level.

#### **Exhaustion Levels and Effects**

Exhaustion is measured on a scale from 0 to 10, with increasing levels imposing more severe penalties on the party. The effects of exhaustion are cumulative and detailed as follows:

1. **Mild Fatigue:** No mechanical effect.
2. Disadvantage on attack rolls.
3. -1 to all modifiers.
4. **Moderate Fatigue:** No mechanical effect.
5. -2 to all modifiers.
6. Disadvantage on all rolls.
7. **Severe Fatigue:** No mechanical effect.
8. half damage dealt .
9. -3 to all modifiers.
10. Double damage taken.

## Chapter 15-2: Terrain:

### Types of Terrain and Their Effects

The environment in which the party travels significantly impacts their movement, visibility, and overall journey. Here are common types of terrain and their effects:

- Plains: Easy to traverse with no movement penalty. Visibility is high.
- Forests: Movement speed reduced by 25%. Visibility is reduced, and surprise encounters are more likely.
- Mountains: Movement speed reduced by 50%. Climbing gear may be necessary. Visibility can be either high or low depending on the altitude and weather.

- Swamps: Movement speed reduced by 50%. Risk of sinking or getting stuck. Visibility is low due to dense vegetation and fog.
- Deserts: Movement speed reduced by 25% during the day due to heat. Risk of dehydration is high. Visibility is affected by sandstorms.
- Urban Areas: Movement speed varies depending on the layout and population density. Visibility is generally high but can be reduced in crowded or narrow areas.
- Rivers and Lakes: Requires boats or swimming. Movement speed depends on the mode of transportation. Visibility is high but can be reduced underwater.

### Terrain Challenges

GMs should incorporate terrain-specific challenges to enhance the gameplay experience:

- Plains: Sudden storms or lack of cover.
- Forests: Dense underbrush, wild animals, or getting lost.
- Mountains: Rockslides, altitude sickness, or narrow paths.
- Swamps: Quicksand, poisonous plants, or aggressive wildlife.
- Deserts: Extreme temperatures, sandstorms, or mirages.
- Urban Areas: Navigating through crowds, local laws, or finding safe lodging.
- Rivers and Lakes: Strong currents, aquatic predators, or finding safe crossing points.

### Chapter 15-3: Weather: Weather Conditions and Their Effects

Weather plays a crucial role in the party's journey, affecting their movement, visibility, and well-being. Here are common weather conditions and their effects:

- Clear Skies: Ideal for travel with no movement penalty. Visibility is high.
- Heavy Rain: Movement speed reduced by 10%. Visibility is reduced, and surfaces become slippery.
- Snow: Movement speed reduced by 25%. Visibility is reduced, and the risk of frostbite and hypothermia increases.
- Fog: Visibility is significantly reduced, making navigation and encounters more challenging.
- Storms: Movement speed reduced by 50%. Visibility is low, and the risk of lightning strikes or getting lost increases.

- Extreme Heat: Movement speed reduced by 10% during peak hours. Risk of dehydration and heatstroke is high.
- Extreme Cold: Movement speed reduced by 10%. Risk of frostbite and hypothermia is high.

## **Weather Events**

GMs can use weather events to add dynamic elements to the journey:

- Thunderstorms: Sudden onset with heavy rain, lightning, and strong winds.
- Blizzards: Heavy snowfall, high winds, and extreme cold.
- Heatwaves: Prolonged periods of extreme heat, making travel dangerous.
- Cold Snaps: Sudden drops in temperature, increasing the risk of frostbite.
- Hurricanes: Severe storms with high winds and heavy rain, causing significant obstacles.

## **Chapter 15-4: Hazards, Events & Encounters:**

### **Natural Hazards**

Natural hazards can pose significant threats to the party:

Landslides: Triggered by heavy rain or earthquakes, blocking paths or causing injuries.

Avalanches: Sudden snow slides in mountainous regions, burying paths and posing a lethal threat.

Quicksand: Found in swamps and deserts, potentially trapping characters.

Wildfires: Rapidly spreading fires in forests or grasslands, forcing quick decisions and evasions.

### **Random Events**

Random events add unpredictability and excitement to the journey:

Lost Travelers: Encounters with NPCs in need of help, offering potential allies or side quests.

Merchant Caravans: Opportunities for trade, missions or information exchange.

### **Encounters**

Encounters with creatures or NPCs can occur based on the terrain and weather:

Common Creatures: Wolves, bears, or goblins in forests; giant spiders or trolls in swamps; sand serpents or scorpions in deserts.

Unique NPCs: Hermits with valuable information, local guides, or rival adventurers.

Magical Phenomena: Mysterious lights, enchanted groves, or ancient ruins with magical properties.

## Chapter 15-5: Rest & Recovery:

### Safe Resting Places

Identifying safe places to rest is crucial:

Campsites: Found in the wilderness, providing basic shelter.

Inns and Taverns: Available in urban areas, offering more comfortable rest.

Sanctuaries: Holy or magical places which are kept by followers of religions and higher beings.

### Recovery Activities

During downtime, characters can engage in activities to aid recovery:

Light Activities: Such as crafting, studying, or socializing, which help reduce exhaustion without straining the characters.

## Chapter 15-6: Animals & Companions:

### Animal Companions

Animals can assist the party in various ways:

- Mounts: Horses, camels, or other riding animals that increase travel speed and carry loads.
- Guard Animals: Dogs or trained beasts that offer protection and early warning of danger.
- Hunting Companions: Animals like falcons or hounds that assist in hunting for food.

### Training and Caring for Animals

Proper care and training are essential for the well-being and effectiveness of animal companions:

- Training: Time and effort must be invested in training animals for specific tasks.
- Feeding: Ensuring animals are well-fed and hydrated to maintain their health.
- Resting: Animals also require rest and recovery, especially after long travels or strenuous activities.