

# Rolling terminology

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

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

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

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

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

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

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

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

Roll	Penalty	Agile Penalty
1 <sup>st</sup>	0	0
2 <sup>nd</sup>	-5	-3
3 <sup>rd</sup> +	-10	-6

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

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

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

**Training Bonus:** An additional bonus representing your skill with a particular check.

Training	Bonus
Untrained	+0
Trained	+2
Expert	+4
Master	+6
Legendary	+8

**Dice Step:** This references changing the size of the dice either up or down. This follows the pattern of +1>d4>d6>d8>d10>d12. An ability which changes a die step cannot take it above d12's or below flat damage.

Explode: When you roll a dice and roll the highest number, roll another dice of the same size. Repeat until you no longer roll the highest on a dice.

# Ability scores

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

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

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

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

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

# Healing

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

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

# Damage type

Whenever you critically hit with an attack roll using either a weapon attack or your target critically fails a basic saving throw they are subjected to an additional effect as determined by the damage type. If you would deal two or more different damage types you can choose only one. Some damage types have effects that apply to all damage or attack rolls.

All exotic damage types can only be chosen for spells under specific circumstances such as choosing an essence.

Damage type	Effect
	Physical

Bludgeoning	On a critical hit your target takes a -3 to all damage rolls until the start of your next turn.
Piercing	On a critical hit your attack rolls for the rest of this turn have the agile property and the target of your attack is flatfooted until the end of your turn.
Slashing	On a critical hit this attack roll does not count against your MRP and all dice explode.
Sonic	On a critical hit the target is flatfooted until the start of your next turn.
Elemental	
Fire	On a critical hit you deal an additional 1d4 persistent fire damage
Frost	On a critical hit the target must make a Grit save against your spell DC or be enfeebled until the start of your next turn.
Lightning	On a critical hit the target has half speed until the end of their next turn and their first attack roll on their turn has misfortune(1)
Acid	You deal an additional 1d4 acid damage and the target is flatfooted until the end of their next turn.
Poison	On a critical hit the target is poisoned until the start of your next turn.
Exotic	
Mental	On a regular hit or failed save, the target must make a mind save against your spell DC or become poisoned for 1 round. On a critical failure you must make the save.
Bleed	Provided the target has blood or equivalent, at the GMs determination, the target takes persistent damage.
Holy	Living Creatures without vulnerability to holy damage take no damage from this damage type, instead they heal for an equal amount.

## Status Conditions

If a status condition says that it is the upgrade of another or a status condition is a component of another you cannot have a creature who is affected by both at the same time. For example, you cannot be terrified and frightened by the same creature but you can be terrified of one creature and frightened of a different one.

**Minor:** Narrow and simple effects.

**Grappled:** Your movement speed is set to 0. A creature can use 1 action to attempt to escape a grapple. This escape attempt counts as an attack action for the purposes of MRP.

**Lesser Empowered:** Once per turn when you roll damage you can reroll a single 1 or 2 result on a damage dice and must take the second result.

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

+1 to attack rolls, a single saving throw, or AC

-1 to attack rolls or AC

**Empowered:** Whenever you roll damage, you can reroll 1's and 2's on up to two damage dice but you must use the second result.

**Weakened:** You take a -1d4 penalty to your damage rolls.

**Confused:** Your first action every round must be used to make either a weapon, unarmed strike, or to use a cantrip against a randomly determined. You have misfortune(1) on attack rolls and they have fortune(1) on saving throws. If you do damage you deal an additional 1 point of damage. If your target is not within range you must use this action to move closer to them. For this action you treat no creature as your ally.

**Prone:** All melee attacks against you have fortune(1) and all ranged attacks against you have misfortune(1). You have a -1 penalty to melee attack rolls and finesse saving throws. Prone does not have a duration.

**Frightened:** You have -1 to all of your checks and AC, and cannot move closer to the source of your fear. And you have a -1 penalty to damage rolls while the source of your fear is in your line of sight.

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

Flat footed: -2 AC

Resistance/vulnerability(1) to a single damage type.

**Poisoned:** You take a -2 penalty to all attack rolls, saving throws, and skill checks.

**Greater Empowered:** You can reroll any number of 1's or 2's on your damage dice but must take the second result.

**Concealed:** So long as the creature does not have a special sense outside of normal, night, or dark vision. You have fortune(1) on your first attack roll each turn, and the first time a creature hits you on its turn it must make a DC 8 flat check or it fails to hit you.

**Brute Empowerment:** You have a +1 to all attack rolls with weapons and unarmed strikes and on a hit deal an additional 1d6 damage

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

**Haste/Slowed:** You regain 1 more/fewer actions at the start of each turn and have fortune(1) or misfortune(1) respectively on finesse saves.

**Enfeebled:** You have a -2 to your attack rolls as well as grit and finesse saving throws, and you are weakened.

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

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

**Terrified:** The upgraded form of frightened. Same as with frightened, except you have a -2 to all checks and you must spend your first action each turn moving as far away from the source of your fear as possible.

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

**Blitz:** You regain three additional actions at the start of each of your turns. In addition, your move speed is doubled and you have Fortune(1) on all finesse saving throws.

**Restrained:** The upgraded form of grappled. As with grappled except creatures attacking you also have a +2 bonus on attack rolls and you take a -2 penalty to all saving throws.

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

**Puppeted:** As with controlled, except all of actions are determined by the originator of this effect. The originator must spend 1 action each round to issue new orders otherwise the puppeted creature will continue following the last instructions given. Any unused actions are returned to the controlled creature.

**Routed:** The upgraded form of terrified. Same as with Terrified, except you have a -5 to all checks, a -1 to your AC while the source of your fear is in your line of sight, and you must use all of your actions to run as far away from the source of your fear as possible.

**Paralyzed:** Creatures who are paralyzed regain no actions at the start of their turn, their finesse does not apply to their AC, and automatically fail all Grit and Finesse saving throws.

**Invisible:** So long as the creature does not have a special sense outside of normal, night, or dark vision, you have fortune(2) on all attack rolls per turn and creatures have misfortune(1) on the first attack roll against you each turn provided that they attack the correct space. In addition, you have fortune(2) on all stealth checks.

## Spell Creation

Magic in this realm bears no resemblance to the sparkling displays of forgotten lore. Here, it's a grim waltz with decay, a manipulation of the very essence of corruption known as miasma. This swirling, brackish energy permeates the land, a testament to a broken world. While miasma grants immense

power to those who dare to wield it, it's a fickle mistress. Unskilled or reckless use can warp both flesh and soul, twisting the would-be caster into a grotesque mockery of their ambition.

Those with the fortitude and discipline to master these volatile energies can unleash devastating spells in two ways: at-will abilities honed through constant practice, and spells fueled by miasma itself. This miasma, however, comes at a steep price. Tread carefully, for the path of magic is as treacherous as the corrupted landscape it shapes.

## Spellcasting Traditions

Here, spellcasters and spellblades choose a tradition, not a comfortable path, but a desperate grasp for some semblance of control over the chaotic miasma. Each tradition offers a different bite of the forbidden fruit, granting power at a terrible cost.

**Arcane:** You are not blessed, but scarred. Arcane magic is the raw manipulation of the miasma, a brutal language of primal force. You twist reality with sheer willpower, but the miasma hungers for reciprocity. Arcane casters age faster, their bodies warped by the alien energy they wield.

**Spellcaster Benefit:** Gain 2 additional essences when creating spells

**Spellblade Benefit:** Gain 1 additional essences when creating spells

**Occult:** You delve into forbidden knowledge, where whispers of forgotten secrets and potent folk magic linger. Practitioners tread a perilous path, piecing together forgotten rituals and potent curses from ancient grimoires and whispered legends. This knowledge grants immense power, but at a terrible cost. The miasma responds to dark curiosity, twisting and warping those who delve too deeply.

**Benefit:** You can use remnants of a creature to create a sympathetic bond with them even against their will. When conducting research you will occasionally come across bits of a creature, such as a tuft of hair, fur, or a vial of blood, usually as a result of gaining a critical success on a check. During combat you can use your reaction to burn a collected bit of a creature to give yourself fortune(1) on a failed attack roll against the creature or to give them misfortune(1) on a successful saving throw. If you are a spellcaster you can also choose bleed or mental damage without needing to purchase them separately.

**Divine:** You claim to wield the power of celestial beings or infernal lords, though the truth is murkier. Divine magic is a bargain, a plea for power answered by entities with their own agendas. You gain access to potent healing magic, but at the cost of owing a debt to your patron. This debt may manifest as spreading corruption in the case of a dark pact, or unwavering devotion in the case of a holy one.

**Benefit:** You can choose the holy damage type for spells you create and gain an ability based on your divine patron.

# Foci

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

## Battle

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

You either become trained in light armor and at every odd character level you gain a +1 bonus to your maximum HP total.

## Malediction

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

As an action with the Open Trait you can choose to inflict an unavoidable curse on a creature you can see within 2 meters but at the same time you also suffer from this curse. You gain a -2 penalty to all attack rolls, saving throws, and your AC, and in exchange you inflict vulnerability(5) to all instances of damage a creature will take until the start of your next turn.

## Hemomancy

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

You have the ability to create Hemomancy spells. Hemomancy Invocation spells have two additional essences and a +2 bonus to attack rolls and have the additional requirements that the caster must sacrifice 1 HP while Hemomancy At-will spells have one additional essence and a +1 bonus to attack rolls but can only be cast when you are below your maximum HP.

## Illusion

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

You become trained in performance or deception.

You gain the minor illusion and the disguise self spellcaster feats.



## Alchemy

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

You become trained in alchemical tools.

At the start of every day you can create an unstable alchemical item which can be given to another creature of your choice. It has the same number of essences as your invocations, but it does not have to be one of your known or prepared invocations. You can choose essences from the single target and Sphere shapes column from the 1 action category which do not have barrage, flurry, or volley.

Additionally, you can choose to imbue an invocation you know or have prepared and which meets the above requirements by expending the Miasma required to cast it as normal.

These items have a 3 meter range increment and must be held in one hand to use. It uses your attack bonus and spell DC if applicable.

At the start of the next day if it remains unused the item is destroyed but does not injure any creature or anything.

## Warding

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

Once per turn after you cast a spell you can use an action to weave excess miasma around you granting you resistance(5) to one damage type of your choice.

## Destruction

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

Once per turn you can use an action and channel the forces of destruction in chaotic and unpredictable ways. For the remainder of the turn you have Fortune(1) on your spell attack rolls and a +2 bonus to your spell DCs for spells which deal damage.

## Enchantment

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

You become trained in either Diplomacy or Deception.

You can use two actions to either force a single target within 5 meters flat range who can see you and can understand you to either have empowered or to force them to make a presence save against your spell DC. On a failure they are frightened or confused for one round, your choice when you use this ability.

## Summoning

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

You gain a familiar of the listed type and can use one action on your turn to command it and give it 2 actions. If you have the ability to smite and you do so your turn, your familiar gains a 1d6 smite of the same damage type with no other effects.



Note: Because summons are based on monster creation which has not yet been completed use the below ability scores at level 1 when evaluating this ability.

Size: Small

AC: 10, HP: 5, Attack bonus: 3, damage on hit: 1d4, saving throws: +1 to all

## Spells

Spells are described in terms of how often you can cast them. At will spells are simple enough that spell casters can cast them without risking damage to their souls. However, a spell caster can cast their invocation spells twice per day.

At-will spells have two essences while invocation spells have a number of essences is determined by their class, however, most start off with 4 spell essences.

To create a spell:

1. Determine the number of actions it will take to cast the invocation. You can only choose essences that take the same number of actions
2. Determine if the essence will require an attack roll, saving throw, or basic saving throw. If it requires a saving throw or basic saving throw also determine which save the target(s) must make.
3. Choose the essences that make sense for the invocation. If it deal damage, choose one damage type. Each time you choose a damage essence you can choose the same damage type or choose a different type.
4. Name and describe your spell.

## Essence Effects

Flurry(X): You make X additional attacks against any number of creatures within range. Each attack increases your MRP as Normal. If the Attack has a line, cone, or sphere effect you can change where the origin is between attacks.

Volley(X): You make X additional attacks against any number of creatures within range. Each attack does not increase your MRP until after the spell is finished casting. If the Attack has a line, cone, or sphere effect you can change where the origin is between attacks.

Barrage(X): You force all creatures affected to make multiple saving throws against your spell. They take the effects of every save.

Splash(XdY): Regardless of whether the spell is a hit or miss the target and all creatures within 1m of the targeted space (using the creatures space if it is size medium or smaller) take the listed damage with no saving throw.

Reroll(X): whenever you roll the designated number(s) you must reroll and take the second result.

Potent(X):this effect requires you to use X spell essences to incorporate into your spell.

Single effect/single target: this spell affects only one target or has one area of effect.

Explode: When you roll the highest number on a damage dice, roll an additional damage dice. Repeat until you no longer roll the highest number.

## Persistent damage

Persistent damage does not occur the instant it is applied. Instead, it takes effect at the end of a creature's turn, after which it must make a DC 15 flat check ending the effect on a success. The creature can decrease the DC by -5 using a particularly effective action as determined by your GM (such as dousing themselves with water to end persistent fire damage). Another creature may also use an action to perform a similar action to give the same bonus. A creature cannot willingly fail the save against this effect.

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

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

## Essences and targeting

Essences do not have precise targeting. It is impossible to make a spell which deals damage or inflicts negative status effects on only your foes, likewise it is impossible to inflict positive status effects which only affects your allies. If your Pariah ally is in the area of your fireball you had better be willing to ask for forgiveness later.

## Combining essences

During spell creation it is to be expected that a spell caster would want multiple effects such as an attack roll target that also forces all creatures in a sphere to make a grit save. This is normal and to be expected. If an invocation has a complex shape it must be defined in the spell description.

### *Same essence multiple times*

If the same effect is chosen multiple times you can choose to either have the dice increase or the area increase if it is a damage effect or the duration or number of targets if it is a status effect. You cannot combine them. For example, if you choose a 3m cone twice as a 1 action spell you can either have a spell with a 6m cone that deals 2d4-1 damage or a 3 meter cone that deals 4d4-2 damage.

### *Combining different essences*

Each essence is tracked separately. For example, you can have an invocation that deals 2d4-1 damage in a 6 meter cone while only grappling those within a 3 meter cone, all on the same attack roll.

### *Multiple essences with flurry, volley, or barrage*

Effects which stack (such as the first attack roll or first saving throw) are combined for all effects.

Effects take the following precedence in order of resolution.

1. All Single effects/target and
2. All Barrage effects
3. All remaining Volley Effects
4. All remaining Flurry Effects

For example, a 1 action invocation that targets a single creature with a 2d4 single target attack, a 2d4-1 flurry attack, a 1d4-1 volley attack, and a 1d4-1 explode, barrage(1) finesse saving throw will resolve in the following way.

1. The spellcaster will make their first attack roll. On a hit they will deal 5d4-2 damage (2d4 single target attack+2d4-1 for the first flurry attack+1d4-1 for the first volley attack).
2. The targeted creature must make 2 finesse saving throws. On a failure or a critical failure on either one they will take 1d4-1 damage which will explode.
3. The spellcaster makes a second attack roll without increasing their MRP. On a hit they deal 1d4-1 damage from the second volley attack.
4. The spellcaster makes a third attack roll. Because it is the third attack roll this turn and is not also a volley attack it is made with the 3<sup>rd</sup> roll MRP penalty. On a hit they will deal 2d4-1 damage.

### *Invocations with complex shapes*

Sometimes a spell has a simple complex shape with a target and a sphere. Other times it may be more complex such as with a line and two different cones. In this case, an invocation must specify where the origin of each effect is and if it is directional what the direction it is relative to the spell having been cast. When combining multiple different shapes into a spell you can only combine them by connecting the origin to a leading edge. See below where the origin and trailing edge are for a spell.

- Target: The origin and trailing edge for a target is the same thing.
- Line: The origin is at one edge of the line and the trailing edge is the entire length of the line.
- Cone: the origin is at the point of the cone, from which it radiates out to the trailing edge at the opposite end of the cone.
- Sphere: The origin is in the center of the sphere and the trailing edge is the edge of the sphere.

Additionally, a creature cannot be affected twice by the same spell using the same attack roll or saving throw. For example if there are two spheres overlapping a creature in the middle is not affected twice unless the spellcaster makes two attack rolls with volley or flurry or forces two saving throws with barrage.

## 1 action

	Target	3m line	3m cone	1m sphere
Attack	<b>Damage:</b> 2d4: single target	<b>Damage:</b> 2d4: single effect	<b>Damage:</b> 2d4-1: single effect	<b>Damage:</b> 1d6: single effect

	1d8-1: single target, explode 2d4-1:Flurry(1) 1: flurry(1), persistent damage 1d4: Volley(1) 1d4-1: Volley(1), Explode Splash(2) -2: exotic damage type <b>Status effect:</b> Minor: 10 rounds, -4 rounds for +2m flat range or +1m range increment Standard:2 rounds High: 2 rounds, potent(3) Greater:1 round, potent(3)	1d8-1: single target, explode 2d4-1:Flurry(1) 1: flurry(1), persistent damage 1d4: Volley(1) 1d4-1: Volley(1), Explode -2: exotic damage type <b>Status effect:</b> Minor: 10 rounds, -4 rounds for +2m flat range or +1m range increment Standard:2 rounds High:2 rounds, potent(3) Greater:, 1 round, potent(3)	1d6:Flurry(1) 1d4-1: explode, Volley(1) -1d4: exotic damage type <b>Status effect:</b> Minor: 8 rounds, -4 rounds for +2m flat range or +1m range increment Standard:1 round High:1 round, potent(2) Greater:1 round, potent(3)	1d4: single effect, explode 1d4: explode, Flurry(1) 1d4-1: Volley(1) 0: exotic damage type, potent(2) <b>Status effect:</b> Minor: 7 rounds, -4 rounds for +2m flat range or +1m range increment Standard:1 round High: 1 round, potent(2) Greater: 1 round, potent(4)
Saving throw	<b>Damage:</b> 1d4-1: explode, single target 2: barrage(1),potent(3) -1: Exotic damage type Potent(3) <b>Status effect:</b> Minor: 4 rounds Standard: 1 round High: 1 round, potent(4) Greater: 1 round, potent(5)	<b>Damage:</b> 1d4-1: explode , single target 2:barrage(1),potent(3) ) -1: Exotic damage type Potent(3) <b>Status effect:</b> Minor: 4 rounds Standard: 1 round High: 1 round, potent(4) Greater: 1 round, potent(5)	<b>Damage:</b> 1d4-1: single effect 1: barrage(1), potent(2) <b>Status effect:</b> Minor: 3 rounds Standard: 2 rounds, potent(3) High: 1 round, potent(4)	<b>Damage:</b> 1d4-1: single target 1: barrage(1), potent(2) <b>Status effect:</b> Minor: 3 rounds Standard: 2 rounds, potent(3) High: 1 round, potent(5)
Basic Saving throw	<b>Damage:</b> 1d4-1: Single target 1d4-2: explode, single target 1: Barrage(1), potent(4)	<b>Damage:</b> 1d4-1: Single effect 1d4-2: explode, single effect 1: Barrage(1), potent(4)	<b>Damage:</b> 1: Single effect	<b>Damage:</b> 1: single effect

## 2 action

	Target	3m line	3m cone	1m sphere
Attack	<b>Damage:</b> 1d10: single target	<b>Damage:</b> 1d10: single effect	<b>Damage:</b> 1d8: single effect	<b>Damage:</b> 1d6: single effect 1d4: Flurry(1)

	<p>1d8: explode, single target  1d6+1: explode, single target  1d6:Flurry(1)  1d4:explode, flurry(1)  1d4: Volley(1)  1d4-1: explode, Volley(1)  1: persistent damage, volley(1)  Splash(1d4)  -1: exotic damage type  <b>Status effect:</b>  Minor: 11 rounds, -4 rounds for +2m flat range or +1m range increment  Standard:2 rounds  High: 3 rounds, potent(3)  Greater:1 round, potent(2)</p>	<p>1d8: explode, single target  1d6+1: explode, single target  1d6:Flurry(1)  1d4: explode, flurry(1)  1d4: Volley(1)  1d4: explode, volley(1)  1: persistent damage, volley  -1: exotic damage type  <b>Status effect:</b>  Minor: 11 rounds, -4 rounds for +2m flat range or +1m range increment  Standard:2 rounds  High:3 rounds, potent(3)  Greater:, 1 round, potent(2)</p>	<p>1d6: explode, single effect  1d4+1: explode, single effect  1d4:Flurry(1)  1: persistent damage, flurry(1)  1d4-1:explode, Volley(1)  -2: exotic damage type  <b>Status effect:</b>  Minor: 9 rounds, -4 rounds for +2m flat range or +1m range increment  Standard:2 round  High:2 round, potent(2)  Greater:1 round, potent(3)</p>	<p>2: Volley(1)  1d4-1:explode, Volley(1)  -1d4: exotic damage type  <b>Status effect:</b>  Minor: 8 rounds, -4 rounds for +2m flat range or +1m range increment  Standard:3 rounds, potent(2)  High: 1 round, potent(2)  Greater: 1 round, potent(3)</p>
Saving throw	<p><b>Damage:</b>  1d4: single target  3: barrage(1),potent(3)  -1: Exotic damage type Potent(2)  <b>Status effect:</b>  Minor: 5 rounds  Standard: 1 round  High: 1 round, potent(3)  Greater: 1 round, potent(5)</p>	<p><b>Damage:</b>  1d4: single effect  3: barrage(1), potent(3)  -1: Exotic damage type Potent(2)  <b>Status effect:</b>  Minor: 5 rounds  Standard: 1 round  High: 1 round, potent(3)  Greater: 1 round, potent(5)</p>	<p><b>Damage:</b>  2: single Effect  1: barrage(1), potent(2)  0: Exotic damage type, potent(3)  <b>Status effect:</b>  Minor: 4 rounds  Standard: 1 round  High: 1 round, potent(3)</p>	<p><b>Damage:</b>  2: single Effect  1: barrage(1), potent(2)  -1: Exotic damage type, potent(3)  <b>Status effect:</b>  Minor: 4 rounds  Standard: 1 round  High: 1 round, potent(4)</p>
Basic Saving throw	<p><b>Damage:</b>  1d4: Single target  1: Barrage(1), potent(3)  0: Exotic damage type Potent(3)</p>	<p><b>Damage:</b>  1d4: Single effect  1: Barrage(1), potent(3)  0: Exotic damage type Potent(3)</p>	<p><b>Damage:</b>  2: Single effect  1: Barrage(1), potent(3)  -1: Exotic damage type, potent(3)</p>	<p><b>Damage:</b>  1d4-1: single effect  1: Barrage(1), potent(4)  -2: Exotic damage type, potent(3)</p>

### 3 action

	Target	3m line	3m cone	1m sphere
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Attack	<p><b>Damage:</b>  2d6+1: single target  1d10: persistent, single target, potent(2)  1d4 persistent+1: single target  1d12: explode, single target  2d4:Flurry(1)  1 persistent+2: flurry(1)  1d8: flurry(2)  1 persistent+1: volley(1)  1d4: Volley(2)  Splash(1d6)  Splash(1d4 explode)  Splash(1 persistent)  1: exotic damage type  <b>Status effect:</b>  Standard:4 rounds  High: 1 rounds  Greater:2 round, potent(3)  Extreme: 1 round potent(4)</p>	<p><b>Damage:</b>  2d6+1: single target  1d10: persistent, single target, potent(2)  1d4 persistent+1: single target  1d12: explode, single target  2d4:Flurry(1)  1 persistent+2: flurry(1)  1d8: flurry(2)  1 persistent+1: volley(1)  1d4: Volley(2)  1: exotic damage type  <b>Status effect:</b>  Standard:4 rounds  High:1 rounds  Greater:, 2 round, potent(3)  Extreme: 1 round potent(4)</p>	<p><b>Damage:</b>  2d6: single effect  1d4: persistent damage, single effect  1d10: explode, single effect  1d8: Flurry(1)  1d4+2:Flurry(2)  1d4: Volley(1)  1d4-1: Volley(2)  0: exotic damage type  <b>Status effect:</b>  Standard:3 round  High:1 round,  Greater:1 round, potent(2)  Extreme: 1 round potent(5)</p>	<p><b>Damage:</b>  2d4+1: single effect  1d8: explode, single effect  1d6: Flurry(3)  2d4-2:Volley(1)  1: persistent, volley(1)  1d4-1: Volley(2)  -1: exotic damage type  <b>Status effect:</b>  Standard:3 round  High: 1 round  Greater: 1 round, potent(2)  Extreme: 1 round potent(5)</p>
Saving throw	<p><b>Damage:</b>  2d6+1: single target  1d10: persistent, single target, potent(2)  1d4 persistent+1: single target  1d12: explode, single target  1d4: barrage(1)  1: barrage(2)  1: Exotic damage type  <b>Status effect:</b>  Standard:4 rounds  High: 1 rounds  Greater:2 round, potent(3)  Extreme: 1 round potent(4)</p>	<p><b>Damage:</b>  2d6+1: single target  1d10: persistent, single target, potent(2)  1d4 persistent+1: single target  1d12: explode, single target  1d4: barrage(1)  1: barrage(2)  1: Exotic damage type  <b>Status effect:</b>  Standard:4 rounds  High:1 rounds  Greater:, 2 round, potent(3)  Extreme: 1 round potent(4)</p>	<p><b>Damage:</b>  2d6: single effect  1d4: persistent damage, single effect  1d10: explode, single effect  1d4-1: barrage(1)  1d4-1:barrage(2), potent(2)  <b>Status effect:</b>  Standard:3 round  High:1 round,  Greater:1 round, potent(2)  Extreme: 1 round potent(5)</p>	<p><b>Damage:</b>  2d4+1: single effect  1d8: explode, single effect  1d4-1: barrage(1)  1d4-1:barrage(2), potent(2)  <b>Status effect:</b>  Standard:3 round  High: 1 round  Greater: 1 round, potent(2)  Extreme: 1 round potent(5)</p>

Basic Saving throw	<b>Damage:</b> 2d4+1: Single target 1d12: persistent, single target, potent(3) 1d8: explode, single target 1: Barrage(1) -2: Exotic damage type	<b>Damage:</b> 2d4+1: Single target 1d12: persistent, single target, potent(3) 1d8: explode, single target 1: Barrage(1) -2: exotic damage type	<b>Damage:</b> 1d6: Single effect 1d6: explode, single effect 1d4-1:barrage(1), potent(2) -1d4: exotic damage type	<b>Damage:</b> 2d4-1: Single Effect 1d4+1: explode, single effect 2: barrage(1), potent(3) -1d6: exotic damage type
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## 6 action

	Target	3m line	3m cone	1m sphere
Attack	<b>Damage:</b> 3d10+1: single target 2d12: explode, single target 1d10 persistent +1: single target 1d6: persistent damage, flurry(1) 2d8+1:Flurry(2) 2d8: flurry(4) 2d6+1: Volley(1) 1d12: explode, volley(1) 1d10: Volley(2) 1d8: Explode, Volley(2) 2d4-1: Volley(3) 1d6: Volley(4) Splash(1d12) Splash(2d4 explode) Splash(2 persistent) 3d6: exotic damage type <b>Status effect:</b> Standard:7 rounds High: 2 rounds Greater:1 round Extreme: 1 round potent(2)	<b>Damage:</b> 3d10+1: single target 2d12: explode, single target 1d10 persistent +1: single target 1d6: persistent damage, flurry(1) 2d8+1:Flurry(2) 2d8: flurry(4) 2d6+1: Volley(1) 1d12: explode, volley(1) 1d10: Volley(2) 1d8: Explode, Volley(2) 2d4-1: Volley(3) 1d6: Volley(4) Splash(1d12) Splash(2d4 explode) Splash(2 persistent) 3d6: exotic damage type <b>Status effect:</b> Standard:7 rounds High: 2 rounds Greater:1 round Extreme: 1 round potent(2)	<b>Damage:</b> 3d10-2: single effect 2d10: explode, single effect 1d8 persistent damage +1: single effect 1d4 persistent damage +1: flurry(1) 1d12+2: Flurry(2) 1d12: Volley(1) 1d8+1: Explode, Volley(1) 1d8: Volley(2) 1d6: Explode, Volley(2) 1d6: Volley(3) 1: Persistent damage, volley(3) 1d4: volley(4) 1d12+1: exotic damage type <b>Status effect:</b> Standard:6 round High:2 round, Greater:1 round Extreme: 1 round potent(2)	<b>Damage:</b> 2d12: single effect 2d8: explode, single effect 1d6 persistent damage +2: single effect 1d4: persistent damage, flurry(1) 1d12+1: Flurry(2) 1d10:Volley(1) 1d8: explode, Volley(1) 2: persistent damage, volley(1) 1d6: Volley(2) 1 persistent +1: Volley(2) 1d10: exotic damage type <b>Status effect:</b> Standard:5 round High: 2 round Greater: 1 round Extreme: 1 round potent(3)
Saving throw	<b>Damage:</b> 3d10+1: single target	<b>Damage:</b> 3d10+1: single target	<b>Damage:</b>	<b>Damage:</b> 2d12: single target

	2d12: explode, single target 1d10 persistent +1: single target 1d8: barrage(1) 1d6: Explode, barrage(1) 1 persistent +1: Barrage(1) 3d6: exotic damage type <b>Status effect:</b> Standard:7 rounds High: 2 rounds Greater:1 round Extreme: 1 round potent(2)	2d12: explode, single target 1d10 persistent +1: single target 1d8: barrage(1) 1d6: Explode, barrage(1) 1 persistent +1: Barrage(1) 3d6: exotic damage type <b>Status effect:</b> Standard:7 rounds High: 2 rounds Greater:1 round Extreme: 1 round potent(2)	3d10-2: Single Target 2d10: explode, single effect 2d4: persistent damage, single effect 1d6: barrage(1) 1d4: Explode, barrage(1) 1 persistent +1: barrage(1) <b>Status effect:</b> Standard:6 round High:2 round, Greater:1 round Extreme: 1 round potent(2)	2d10-1: explode, single target 1d6 persistent +2: single effect 1d6: barrage(1) 1d4: explosive, barrage(1) 1: persistent, barrage(1) 1d4-1:barrage(2), potent(2) 1d10: exotic damage type <b>Status effect:</b> Standard:5 round High: 2 round Greater: 1 round Extreme: 1 round potent(3)
Basic Saving throw	<b>Damage:</b> 2d10: Single target 2d6+2: explosive, single target 1d6 persistent +1: Single target 1d4-1: Barrage(1) 1d8: Exotic damage type	<b>Damage:</b> 2d10: Single target 2d6+2: explosive, single target 1d6 persistent +1: Single target 1d4-1: Barrage(1) 1d8: exotic damage type	<b>Damage:</b> 2d6+2: Single effect 1d12+1: explosive, single effect 1d4 persistent+2: single target 1d4-1:barrage(1) ) 1d4: exotic damage type	<b>Damage:</b> 1d12+2: Single Effect 1d12: explosive, single effect 1d6 persistent +1: Single target 1d4-1: barrage(1) 1d4-1: exotic damage type

## Reaction

Reaction spells have an additional requirement that they need a single trigger. The trigger must be specific and requires GM approval. These triggers should not be expected to take effect every round. Some example triggers are:

- The spellcaster is missed by an attack roll from a creature within range.
- An ally within range critically hits with an attack roll while within range.
- A creature ends its turn within melee range of the spellcaster.

	Target	3m line	3m cone	1m sphere
Attack	<b>Damage:</b> 1d8: single target 1d6: explode, single target	<b>Damage:</b> 1d8: single target 1d6: explode, single target	<b>Damage:</b> 2d4-1: single effect	<b>Damage:</b> 1d6: single effect 1d4+1: explode, single effect



	<p>1 persistent+2: single target 1d4:Volley(1), must target the same creature -2: exotic damage type <b>Status effect:</b> Minor: 9 rounds, -2 rounds for +2m flat range or +1m range increment Standard:2 rounds High: 2 rounds, Potent(3) Greater:1 round, potent(3)</p>	<p>1 persistent+2: single target 1d4:Volley(1), must target the same creature -2: exotic damage type <b>Status effect:</b> Minor: 9 rounds, -2 rounds for +2m flat range or +1m range increment Standard:2 rounds High: 2 rounds, Potent(3) Greater:1 round, potent(3)</p>	<p>1d6-1: explode, single effect 1 persistent+1: single target 1d4-1: Volley(1), must target the same creature -1d4: exotic damage type <b>Status effect:</b> Minor: 8 rounds, -2 rounds for +2m flat range or +1m range increment Standard:1 rounds High: 1 rounds, Potent(2) Greater:1 round, potent(4)</p>	<p>1d4-1: Volley(1), must target the same creature -1d6: exotic damage type <b>Status effect:</b> Minor: 7 rounds, -2 rounds for +2m flat range or +1m range increment Standard:1 round High: 1 round, potent(2) Greater: 1 round, potent(4)</p>
Saving throw	<p><b>Damage:</b> 1d6-2: single target 1: barrage(1), potent(3) <b>Status effect:</b> Minor: 3 rounds Standard:1 round, potent(2) High: 1 rounds, potent(5)</p>	<p><b>Damage:</b> 1d6-2: single target 1: barrage(1), potent(3) <b>Status effect:</b> Minor: 3 rounds Standard:1 round, potent(2) High: 1 rounds, potent(5)</p>	<p><b>Damage:</b> 1d4-1: single target 1: barrage(1), potent(3) <b>Status effect:</b> Minor: 2 rounds Standard:1 round, potent (2)</p>	<p><b>Damage:</b> 1: single target <b>Status effect:</b> Minor: 2 rounds Standard:1 round, potent (2)</p>
Basic Saving throw	<p><b>Damage:</b> 1: Single target</p>	<p><b>Damage:</b> 1: Single target</p>	<p><b>Damage:</b> 1d4-1: single effect, potent(2)</p>	<p><b>Damage:</b> 2: Single Effect, potent(3)</p>

## Standard essences

Standard essences are available to all invocations.

Essence	Description	Essence cost
+5 meter flat range	The range of your spell increases by 5 meters. You cannot target a creature or have the origin outside of this range. Begins at 0 meters. You cannot have both Flat range and range increment.	1 each

+3 meter range increment	The range of your spell increases by 5 meters. You can target creatures and have the origin outside this initial range increment, however either your spell DC or your attack roll has a -1 penalty per range increment after the first out to the fifth range increment. Begins at 0 meters. You cannot have both Flat range and range increment.	1 each
Touch range	The standard assumed range of a spell. The creatures you can target or the origin of your spell must be within 1 meter range.	0
Self range only	The origin of the spell originates at the caster. Cannot be combined with either flat range or range increment.	+1 max spell essence