Syndicate Handbook

Preface

The Syndicate is an online role playing community where we all participate in collaborative storytelling. We operate primarily off of Discord though this system can be used in a more traditional tabletop setting or even in LARPs. The goal of the Syndicate is to bring storytellers and players together online and in person, enabling them to express their creativity and engage in cooperative storytelling. We facilitate their interactions and provide them with systems and structures to maximize fun, satisfaction, and safety in expression.

This handbook will go over all you need to know to be a successful player in the Syndicate, covering basic settings and rules as well as more advanced systems that you'll run into as you gain experience in our system. It's not required that you memorize these rules, but the more familiar you are with them the easier you'll find your time as you enjoy the many worlds and stories available to you!

Syndicate Setting

Welcome travelers, to The Syndicate - a loosely connected consortium of guilds bound by fragile peace. The purpose of these guilds is to influence the major planes, to serve as heroes (and occasionally, antiheroes) of the realms beyond. One can be a member of the Syndicate without belonging to any guild, but joining a guild is the

primary means by which one interacts with the Syndicate. These guilds may share common goals from time to time, or they might find themselves at odds with one another. The Elevated Beings (or Whisperers) that lead the Syndicate, and their unknown designs, are the main things keeping these guilds in a semi-cooperative state. The Syndicate spans every plane and has influence among many of the major planar governments to one extent or another.

This is a group of magically influenced people- able to adapt and grow at fascinating speeds, and largely untouched by the designs of Fate as they forge their destinies forward. Barring citizens from Vayle, people in every other world are quite familiar with the reputation of The Syndicate. They are often seen as an untouchable power, a collection of incredible heroes capable of lending aid even in the direst of situations. The Veridian Isle may be seen as a mecca for those of other planes, seeking to change their life and find a horizon of adventure.

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The Guilds

The guilds of the Syndicate are loosely connected entities stuck with a tenuous alliance that frequently dips in and out of conflict. Each guild has its own goals and ideals that members are expected to follow. Guilds of the Syndicate are separated into three main categories: core guilds, member guilds, and initiate guilds.

Core Guilds

The Core Guilds of the Syndicate are ancient guilds that have been in the Syndicate since it was formed more than a thousand years ago. These Core Guilds own the bulk of the influence and resources that are spread throughout the planes. All of the core guilds are headed by an Immortal Elevated Being with a mortal Guildmaster administrating the guild underneath them. The Elevated Beings that run the core guilds are called Whisperers. The Whisperers' true names and histories are unknown and they go by monikers to hide their true identities.

The Core Guilds are also thought of as the "Story Guilds." These Guilds are run by the Syndicate official story team rather than by players. When something happens with these guilds, it is usually directed by the official story team. Players can join these guilds, and they can move up in the ranks such that they can influence the plot of these guilds, but they cannot become the guild master of one of these guilds without an official story team sanction.

The Hallowed Vanguard: The Hallowed Vanguard is a chapter of Knights and Soldiers dedicated to The Giver, a valkyrie-like war goddess of flame and battle. They have a strict code of honor they uphold, and they have the

largest and best-trained standing military of all the Syndicate Guilds. They are the peacekeeping force of the planes, and tend to let their swords do their talking. Their magics are fire and light.

The Neverdawn Network: The Neverdawn Network is a conclave of spies, assassins, criminals, and political entities dedicated to manipulating the planes from the shadows. They follow the mysterious Dweller in Shadow. Their goals are as inscrutable as the Elevated Being that leads them, but their network is everywhere and their spies see everything. Their magics are dark and water.

The Scarlet Feast: The Scarlet Feast is a coven of witches, warlocks, berzerkers, and beastmasters dedicated to growing their bloody empire. Led by Audeoch, this guild constantly pushes the boundaries of what the other guilds will accept. Their magics are fire and earth. This is an NPC only guild.

The Order of the Morning: The Order of the Morning is a school of wizards, doctors, scholars, diplomats, and scientists dedicated to gathering and sharing knowledge of all kinds. They study and learn from all sources, both good and evil. Led by The Valor, they seek to learn about and control the threats to the planes, and administrate balance within the worlds. Their magics are dark and light.

Member Guilds

Member guilds in the Syndicate are player-run guilds that have kept up their membership numbers and proven that they are a valuable member of the Syndicate Guilds. Some of these guilds may have an Elevated Being that stands as a patron to support and guide the guild, but ultimately the Guildmaster calls the shots.

The Steadfast: Dedicated to preserving good and offering aid in times of crisis, The Steadfast stands as an ambassador to those in need. They prioritize health of self, safety of community, respect of nature, and preservation of the worlds. They established a children's home on the Veridian Isle to help orphans in need. Their magics are earth and wind.

Initiate Guilds

Initiate guilds in the Syndicate are player-run guilds that are new or small guilds that have yet to prove themselves valuable members of the Syndicate Guilds. Some of these guilds may have an Elevated Being that stands as a patron to support and guide the guild, but ultimately the Guildmaster calls the shots.

The Oathbreakers: These tenacious group of sailors flout divine beings and carve their own path. Freedoms are a personal priority, and this rag-tag group of adventurers answer the call of adventure. Their magics are water and wind.

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Elevated Beings

Elevated beings are immortal creatures of great power who have ascended beyond the bounds of the mortal condition. Elevated beings can be born/created, or they can ascend from a mortal state to an immortal one. Elevated Beings are commonly thought of as Gods, but to think of them as all-powerful is folly. Elevated beings wield great power, more than any mortal could dream of wielding, however, they can die and their power does have limits.

The Elevated beings that run the core guilds are called "Whisperers" and the elevated beings that guide member and initiate guilds are called "Patrons." It is through them that guild members have access to the River of Elements, and through these Whisperers that the guilds, particularly story guilds, are commanded to action. One should always act in accordance with the will of their Whisperer, lest consequences follow.

The Whisperers and Patrons

The Dweller in Shadow: Whisperer of the Neverdawn Network. Notorious for being able to overhear conversations and slip into the minds of those surrounding him, this entity is a powerful creature of darkness. Rumors abound that this particular Whisperer feeds upon the souls of those who cross him, and finds fear a most delicate flavor.

The Valor: A former ally of the Order of the Morning's previous Whisperer, The Valor is a battle-seasoned veteran from a lost plane. While older in appearance, this man's power proves undeniably strong. Reasoning and logic are a strong point, though pursuit of balance remains at the helm of his reformed guild's core.

The Giver: Glorious and bathed in flame and light, The Giver is a warrior to the core. She upholds the tenets of the Hallowed Vanguard with utmost precision, and serves as a venerator of justice. The Giver wields a battle axe and wings, and is just as apt upon the battlefield as she is with a tankard in hand.

Audeoch: A terrifying entity, born of the Mists of the Waste in Lanae'tu. While little is known of this new Whisperer, it remains a horrifying sight to behold. Realities seem to warp in this monster's very presence, and so violent an entity seems well-suited to helm The Feast.

Kahadin: Patron of the Steadfast. Kahadin is the child of Ofurian Goddess Thalivera, and helps to lead his guild as they pursue their mission of healing and diplomacy. As this Whisperer is relatively new, little is known of him.

Other Guild Magics: Guilds who do not have the patronage of an elevated being have found other means - finding and defending an item of great power they draw their magics from.

Magic

The River of Elements

The River of Elements, as legend has it, is an extraplanar river of magic that flows throughout all the planes. Elevated Beings, like Whisperers, hold direct access to this river of magic and can siphon what is needed without issue,as such, their magic is far more powerful. A lesser being- any Fateless, for example, can utilize a Whisperer or Element's tether to this river, but the dilution means any spells cast are not as strong, and limited to the magical capacity of the person (i.e. mana.)

The six elements that make up the river are: Earth, Water, Fire, Wind, Light, and Dark

Advanced Classes

Clever magic casters throughout history have found ways to combine elements in new and unusual ways. This knowledge can prove difficult to find, and so players may find extra effort needed to learn these cross-classes of magic. Some of them include: electromancy, pyromancy, and necromancy. Because of the difficulty attached to learning, higher attunement to elemental magic proves necessary to undertake this learning.

Focus

Only very powerful magic wielders can naturally harness the elements of the world, and so a conduit is needed for casting. Every person can utilize a different item, be it a scroll, a wand, a magic rock- whatever helps them to focus and channel magic. Hands and mouth must always be free, as somatic and verbal components make up a great part of spellwork in The Syndicate.

Planes

The planes of the Syndicate are made up of several different worlds tied together by ancient portal magic. Each world has its own races, cultures, and religions. Areas of the planes may have their own unique languages and dialects, but the planes have been tied together for so long that a single common language is understood and spoken throughout all regions. There are also a number of common races that can be found on most of the planes.

Most, if not all planes, operate under a medieval to high renaissance setting. As such, things found in the modern world like cell phones, Taco Bell, and cars do not exist. We encourage players to reach out and ask questions if they have any historical questions, as we do try to avoid things that may prove anachronistic to the setting. Some technology, foods, flora and fauna, etc. may vary from plane to plane, but as a baseline, assume Renaissance. Because this is a fantasy setting, historical figures from Earth and events in Earth's history do not exist. The history of the planes varies, and our Planar Architects can help you, in creating a character, to discern what people/places/things your character might be familiar with.

The Standard Planes

The standard planes of the Syndicate are inhabited planes that are connected by a portal network. The portals have physical locations that are usually hundreds if not thousands of miles apart from one another. Nobody knows exactly how they were built, who they were built by, or for what purpose, but they've enabled a grand sharing of cultures over untold millennia as nations and empires have risen and fallen. There are currently seven standard planes:

SELNATA: the hub world. This world is the central world in the network of worlds. You can get to any other world in two portals from Selnata. This plane is where the Veridian Isle is located, which is where The Syndicate Guilds calls home. This is the plane players spend the most time on. It is an expansive world that is highly developed and very urban. Many areas of Selnata are densely packed megacities.

DAERVYN: This world is connected to Ofuria and Selnata. It is a plane of dwarves and dwarf kind where industry rules, but much of it is still untamed wilderness. The flavors of Daervyn are Scandinavian with a few areas that are Asian influenced.

VAYLE: This world is connected to Selnata and Lanae'tu, and Vapor. Vayle is a plane battling against undead, vampires, and demons in a light versus dark struggle for survival. The people of Vayle have been kept in the dark as to the existence of the other planes, so all but the truly privileged believe they are alone in their fight. VISUAL AESTHETIC BOARD.

Lanae'Tu: This world is connected to Selnata, Vayle, and Tempestia. Lanae'Tu is a plane on the high seas. The Plane of the Seas. Port of pirates and merfolk and monsters, Lanae'tu is loud, colorful, and brimming with adventure for anyone who dares to reach out and take it. Adventure… and treasure. From the university at Capricorn, to the menacing jungles of Juka, to

the glittering Merseas, wonder and danger walk hand in hand, and invite you to join them in pursuit of the unknown.

OFURIA: This world is connected to Daervyn, Selnata, and Tempestia. This world is a desolate world wracked by a cataclysmic event that turned the entire plane into a ruby wasteland. They subsist entirely off of imports from other planes, carefully regulating the sale of ruby to buy what they need to survive. Many groups have separated themselves from the civilized parts of Ofuria to turn to a tribal cannibalistic society to survive.

TEMPESTIA: This world is connected to Lanae'tu, Ofuria, and the elevated plane of Elysian. This plane is an expansive world largely untouched by society. Many of the nature-touched races live in harmony with their surroundings. The northern hemisphere is perpetually in sunlight, and the southern hemisphere is perpetually in darkness. The plane is cut in half by a massive storm belt that prevents travel between hemispheres.

The Veridian Isle

The Veridian Isle is a temperate island on the plane of Selnata. It is where the Syndicate Guilds calls home. Each guild has a residence of some sort here. Smaller guilds might have a building or small compound, which core guilds and older member guilds would have a full guild hall to call home. The Veridian Isle is watched over by an Elevated Being simply known as Denny, who runs a tavern in Veridian Village simply known as "Denny's Tavern." (Do we have a pic of Denny?)

Denny's Tavern

Denny's Tavern, or The Generalist Tavern, is the primary gathering spot for Syndicate adventurers. Here can be found a quest board where people from all walks of life on any plane can send a quest to have posted there in search of assistance from the tavern regulars, and very special door in Denny's Tavern allows for quick travel between connected taverns on the different planes. No longer must people travel for months to help people on different planes.

There's only one rule in Denny's Tavern: You cannot take any action that harms or negatively affects another patron of the tavern. It is the ultimate neutral zone, enforced by Denny and his legendary frying pan, "The Grand-Slam." Even visiting elevated beings recognize Denny's power and rules, and commonly use the Tavern as neutral ground for their dealings.

Many a conversation happens here, and it tends to be a good place to hold meetings, to meet new people, to find new adventures, and to have a good drink. Common fare includes ale, bread and cheese, and anything else reasonably found in the era. Because this is a common

area, it should not be assumed that conversations are private. Moreover, with OOC permission, you may jump in and interact with anyone that may be sitting in the tavern. From the tavern, it's a quick walk to the other areas of the island and other guild halls, though some halls have fortifications or barriers to prevent nonmembers from entering.

Map of Viridian Isle

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Races

There are an expansive variety of races throughout all of the ten planes. Each world molds its races to the unique world they live in. From the oceans of Lanae'tu to the ruby world of Ofuria, there are many races available to you. Each of them are unique and many of them give you an advantage in the game in one regard and a disadvantage in another. However, some of these races are behind the wall of only playable with planar architect permission to make sure that everything is balanced and that some races are played in the correct manner.

Below is a list of all available races, While some races are tied to specific planes that does not mean that they are only found on those planes. Rather that those races originate from that plane and are often found there, if your backstory would have you be from a different plane then the race originated from, check with an initiator to see if that is plausible. The non-planar races are races that can be found on almost any plane and don't have a set location of origin.

The following is a list of races that are playable in our system. Here is a link that goes into further detail explaining their background and stats.

> Non-Planar Races
>> Humans
>> High Elves
>> Wood Elves
>> Dark Elves
>> High Fae
>> Pixies/Sprites
>> Gnomes
>> Dwarves
>> Orcs (Non-planar)
>
> Daervyn Races
>> Kitsune (PA Approval needed to play)
>> Satyr
>
> Vayle Races
>> Demon-kin (PA Approval needed to play)
>> Angelborn (PA Approval needed to play)
>
> Ofuria Races
>> Shadow Elves
>
> Lanae'tu Races
>> Sea Elves
>> Straught-lak
>> Sea Goblins
>> Merfolk: Blazefin, Merae, Cephalar, and Anesse
>> Capricorn
>> Goblin
>> Ratkin Undercrawlers
>> Ratkin Straightbacks
>> Ratkin Basher

Tempestia Races
>   Ekolyte
>   Dryad
>   Selenades (Moon Nymphs)
>   Vrachide (Anavrachide)
>   Kataigides (Storm Nymphs)
>   Anthousai (Flower Nymphs)
>   Hesperides (Evening Nymphs)
>   Oreades (Mountain Nymphs)
>   Nereides (Water Nymphs)
>   Lampades (Cave Nymphs)
>   Sylphides (Air Nymphs)
>   Ilektrides
>   Thirides (Beast Nymphs)

Unique Homeless Races
>   Changeling (Playable with FW Permission)

Currency

Rasps may be earned and used by players to purchase items, though every character, dependent upon background, may be assumed to have Gold/Silver/Copper. The exchange rate is as follows:

	USD	Rasps	Gold	Silver	Copper
Rasps	$1000	1	10	100	1000
Gold	$100		1	10	100
Silver	$10			1	10
Copper	$1				1

Rasps

Rasps are the currency used to buy things that matter in the Syndicate System. Rasps can be used to trade with another player, or buy items from a shop. Rasps can also be used for many other things. When you first start with a new character, you begin with 1 rasp.

Tracking Rasps: use this rasp transaction form if you'd like to trade rasps or make a purchase. You can see your rasps in your character sheet.

Gold/Silver/Copper

Gold, sliver, and copper are considered roleplay currency. For the sake of simplicity and ease, we don't track them within the game. You are free to assume that you have some of this currency on your person at any given time. In general, anything that provides real gameplay bonuses cannot be bought with "roleplay currency" and must be bought with rasps.

Languages

Primarily because of the inter planar trade that occurs most in the planes speak and write in common. There are various languages across cultures and planes, but normally it can be expected that everyone speaks and writes common unless specified by a Story Teller (Either a Quest Master (QM), Fate Weaver (FW), or Planer Architect (PA).)

Getting Started

New character form

When building a character, the first step is to fill out the New Character Initiation Form (for making secondary characters please refer to "Character Creation for New and Existing Players" on page 19) And then speaking to an Initiator if you haven't already. During the course of filling this out, you will be asked for your Discord username. Later in the new character creation process you will fill out a second form that will ask for your Discord ID (this is different from your username) and Email. We will not send any marketing, announcement, or spam emails to the address provided. The email address is where we will send you a link to your character sheet after it is created.

Once the form is filled out, tag an Initiator for more information.

Players can create new characters whenever they would like without perma-killing their existing characters. These are the rules for making any character:
- Players can have any number of characters
- Players can only change between characters (including creating new characters) once per week.

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  - This is to prevent flip flopping between characters to gain story or pvp advantages.
- All characters must be 18 years old or older (or the racial equivalent)
- All characters must be from one of the Syndicate worlds (planes)
- All characters must be a race that is approved by a PA for the plane.
- All new characters start with 10 favor, a T1 item, and 14 ability score points to distribute. A starting ability score can't go over 4.
  - If you retire your current character you get 100% of their favor to invest right from the start.
- Players must contact a Judicator to create a new character or to swap between characters.
  - Players can also utilize the D2 bot (change bot). The steps to use the change bot are:
    - Go to the talk-to-judicators channel and type "/Change"
    - Follow prompts that pop up.
- Players must change their discord nickname to match their new character's name.
- Players cannot have more than one account for their multiple characters.
- Each character will require a new character sheet to be copied and made.
  - This is to preserve the skills of your other characters.

There will occasionally be exceptions granted to these rules. If you feel like you merit an exception, contact a Judicator.

There may be times when you have regretted retiring one of your characters. these are the steps you need to take to un-retire your character:
- Contact a Judicator to inform them of your intention to unretire your character.
  - The Judicators will review their logs and find out which of your characters received the favor and rasps of the character you want to un-retire.
  - The favor and rasps will be taken away from the character that received them and returned to the un-retired character.
- Your character sheet for your character will be located and be brought up to date if needed.
  - If no character sheet is found, a new character sheet will be provided.
- If your un-retired character had any IC positions (Guildmaster, Assistant guildmaster, etc) these positions will not automatically be returned to your character.
  - These potential conflicts are to be resolved IC.

Discord navigation

The Syndicate Discord community has two different servers. The hub server hosts all of our Out-of-character chat rooms, Selnata, The veridian isle, and all of the private guild hall chatrooms. "The Realms of the Syndicate" this server hosts all other planes and chat rooms. In

general, the hub server is for roleplay and ooc chatting, the realms server is for questing, with a few exceptions.

The Syndicate Hub

The Syndicate Hub has a few channel categories. Each category hosts a great number of channels. At the top of each channel, you can see a channel description, as well as what it's generally used for. Here are a list of channel categories and their general uses:

- Main/OOC Channels: These channels are used for out of character chatting, sharing and memeing.
- Selnata - The Veridian Isle: Where the majority of roleplay occurs. This channel houses all areas of the Veridian Isle.
- P6: Selnata (Hub World): Where all other selnata related channels are. This is where questing on selnata would take place.
- Metagame: This is where you can go to ask questions, share funny or cool moments as well as specific channels for rolling dice and using bot commands.
- Loom of Fate: Most people can't see this channel category, but it's where syndicate staff go to collaborate and discuss improving and managing the system.
- Guilds OOC: Houses all the out of character chats for each of the guilds.
- Guild Categories: Each guild should have its own channel category here. There are public channels that anyone is allowed to see into, and private categories that only members of the guild and moderators can see into.
- Retired channels: are where you can see all older channels and read through past history of the Syndicate.

The Realms of the Syndicate

The nine realms server also has several channel categories.

- Main/OOC Channels: This is mainly used for quick access to the rules or help documents. For the most part, you would not do much ooc chatting here.
- Plane Categories: Each plane has its own category where quests take place.
- Retired channels: are where you can see all older channels and read through past history of the syndicate.

Suggestions for starting off on the right foot

Your character is the vehicle through which the game is played. Without a character, you cannot take part in any other phase of play. While thinking up a few character ideas/concepts, there are a few basic suggestions to keep in mind

- This system has attempted to balance roleplay and combat. Both are viable directions to take your character in. Or you can balance a character between both.
- try to create a character that's at the beginning of their journey. For example, avoid making a character that's been in 10 wars, slain 2 dragons, and has trained under a

league of assassins for 3 years. At level 1, you might be able to take on a wolf with difficulty, but a bear would certainly kill you.
- Characters should have flaws. Playing into character flaws enhances in-character drama. Every character will have weaknesses.
- Avoid making your character a reflection of yourself. We've seen too many people mirror themselves onto their character and take things personally when in-character conflict arises. It often ends in heartache and hurt feelings.

Character Sheet

Obtaining Your Own v2.5 Character Sheet

If you're new to the Syndicate or creating a new character, contact a judicator by tagging @judicators in #talk-to-judicators to create and share a character sheet for your character.

Favor

Favor is how the Syndicate system represents character training and experience. It is the resource that is spent to increase your character's abilities and make them stronger. Favor can be spent in the character builder screen to increase stats and gain new abilities.

On your character sheet you will see your Favor displayed in three places. On the Cover sheet to the right of your character name in cell O4 and on the Adventurer sheet on the far left in cell C2 and C24.

Level

The amount of favor you have earned determines what level you are. Your 10 starting favor means that you are level 1. When you reach 41 favor you will be at level 5, and when you achieve 163 favor you will be level 10 and unlock champion favor.

Your level determines your health points (HP) and Mana points (MP)

Your character level can be found between your character name and your favor in cell L3.

Starting Equipment

All players can start with one T1 item from their backstory or buy a T1 item for free at the Alforge when they start. Our item system runs off of a prescribed slot system so a T1 item means you get 1 primary slot.

Common starting items examples:
+1 to a skill of your choice
+1 to attack weapon
+1 to AC armor

For a list of all possible primary slots follow this link to our item slot document.

Instead of a T1 item you may also start with a tame Common animal like a horse, dog, hawk, or cat. If you wish to start with that animal already bonded you may but this consumes favor so be aware of this beforehand.
If you want it to be bonded to your pet or have an uncommon animal, speak to an initiator to have the pet added to your sheet, or permission for the uncommon animal.

There are no restrictions on how many non enchanted items you can start with.

General tips for understanding the character sheet

Colors

Light Blue: When you see a light blue cell, that indicates a cell that you can edit. These cells are safe from having any spreadsheet code in them.
Dark Blue: When you see a dark blue cell, that color indicates that you meet the prerequisites to unlock that skill or ability
Green: When you see green that means you have spent favor and have unlocked that ability correctly!
Red: You do not want to see red on your character sheet, if you see red that means you have invested favor in an ability without first meeting the prerequisites to unlock that ability or skill. This can also mean that you have spent more favor than you have earned.
Any other color (such as grey or white): Do not touch these cells. Most of them have formulas that will be overwritten if an update is performed.

Columns

Favor Spent Summary: On the far left of your adventure sheet you will see a column listing each category of skill you could have favor spent in as well as a running total of how much favor you have spent and in which category.

Races

To the right of Favor summary you will see a long list of races, separated by which plane they are from. Locate the race you chose for your character and read over the description by mousing over the cell if you are on a computer or selecting the cell if you are on mobile. For some races it will tell you to choose a number between 1-8 to determine what the racial bonus

effects are, while for others you just need to put the number 1 to indicate that your character is that race.

If the race is in red text that indicates that you need prior Fateweaver (FW) approval to play as that race or be from that plane.

Planes

At the top of the sheet and to the right of the races column is the planes section. Locate the plane you have chosen for your character and put the number 1 in the have column to indicate your character is from that plane.

Backgrounds

Located below the planes section. You can choose two backgrounds. Details for these backgrounds can be found on the character sheet. The purposes of these are to give your character some unique traits and connections based on their life before joining the Syndicate. Put the number 1 next to the two chosen backgrounds to indicate that you are those backgrounds

Ability Scores

Found at the top of the sheet and to the right of planes and backgrounds. You get 14 ability points for free, with these free points you can spend a max of 4 per ability. Once you have allotted your free points any points you invest will start to cost favor, you can have a maximum of 26 ability points allotted.
you will find 5 separate columns.
- The first column is the **Score**: this is your actual ability score (this is also displayed on your cover sheet) and will be your roll modifier when rolling for these abilities. This goes from -1 through 6. <u>Do not edit these cells</u>
- **AS Name**: The name of the ability.
- **Inc**: stands for increase, this is where you put your ability points. At the bottom of this section is the total. You can put 1-7 for each of the abilities up to the total of 26.
- **Cost**: This will show you the favor cost if you spend an ability score point above the first 14. The favor value is affected for every ability no matter which score you increase . <u>Do not edit these cells</u>
- **Spent**: this will show you how much favor you have spent on each ability. With a total favor spent at the bottom the section. <u>Do not edit these cells</u>

Proficiency

Located below the ability scores. In a basic sense the proficiency are your base levels for the various weapons, skills and magics.
For weapons and skills you can go up to proficiency 5 as an adventurer, and magic up to proficiency 10.
Much like the ability score section there are 5 columns that are very similar but slightly different.

- The first column is the **Prof**: this is your actual proficiency score. This directly impacts your rolls for those skills and weapons. <u>Do not edit these cells</u>
- The next relevant column is **Level**: This is where you put your actual level you want for that proficiency.
  - For weapons and skills you can put 1-5 and for magic 1-10.
- **Cost:** this column shows how much favor it will cost to go up to the next level. <u>Do not edit these cells</u>
- **Spent**: show total favor spent for that proficiency. <u>Do not edit these cells</u>

Feats

This is by far the largest section of the whole character sheet. The Feats are separated out into Weapons, general, spellcasting, misc and skills. But the overall principle of each section is exactly the same. When you invest favor in a proficiency you can then spend favor to unlock feats that correlate to that specific proficiency. Each proficiency feat has feat trees. When you are at least level 1 in a proficiency you can get the first feat of any of these trees. To unlock additional feats for a particular tree you need to be the right proficiency level *and* have unlocked all the previous feats in that tree.

To unlock a feat it first needs to be lit up blue and then you put the number 1 in the have column next to the available feat and it will light up green. The cost and spent columns work exactly the same as described for proficiencies.

Once you have unlocked a feat you can then favorite it if you would like. You can do this by clicking the fav check box next to the feat you have unlocked. When you favorite a feat it will appear on your cover sheet under your favor totals. You may need to refresh the cover sheet to get your favorite feats to appear. To refresh just click or tap the "Refresh/Auto fill" button in the top right of the Feats/Abilities section of the cover sheet

Cover sheet

Your cover sheet serves as an overview of everything on your adventure sheet. From listing your character name, race, level, and favor. You can also easily see how many Rasps you have and your ability scores. There are also sections for keeping track of your Health and Mana as well as useful information like movement, AC, and various rolls you can do.

To the very far right of your character sheet you can fill out a detailed description of your character, as well as what weapons armor they have. There is also a place to list their inventory!

Brief Overview of the Rules

This document is a brief overview of the rules so newer players can quickly get into the Syndicate system. Here is a link to the detailed rules. Take your time to read through them as all players will be held accountable to all the rules in our system. New players will be given leeway with the rules as they learn the details, but take the time to learn the details. When new players are no longer new, they will be held accountable for the detailed rules.

Everywhere

- Nobody under the age of 18 can join the Syndicate. Period. All player-characters must also be adults.
- Be respectful to your storytellers and to syndicate officials.
- Cyberbullying of any kind **will not be tolerated**!
- Trolling will not be tolerated.
- All usernames, nicknames, and statuses cannot be vulgar or offensive.
  - Your server nickname must match the name of your current character.
- If another player asks to be left alone, respect their boundaries.

Out of Character
- Hate Speech of any sort will absolutely not be tolerated. This includes, but is not limited to racist, sexist, homophobic, and transphobic messages.
- Respect is to be shown to everyone.
- Keep in-character conflicts and relationships in-character, likewise keep out-of-character conflicts and relationships out-of-character.
- While playing at a live or in person event, do not touch another member of the syndicate without clear consent to do so.

In Character
-General
- While your characters may fight, they may hate each other, they may say mean things to each other, there's still a measure of respect that is expected to be maintained in role play. This includes thought-speech and narration.
- You can only control your own character(s) (no god-moding)
- Exploiting the gameplay system to give yourself an unfair advantage will not be tolerated. Min-maxing is fine, exploiting the system is not.
- The only powers/abilities you have are the powers/abilities on your character sheet. Reallocating (referred to as respeccing) favor on your character sheet must be pre approved by a Judicator.

Note that if there is any "grey area" in these rules, the Moderation team has the final say in interpretation. Arguing over interpretation will get you nowhere, however if you feel you have been treated wrongly or disrespectfully, there are avenues for you to report the interaction.

Core Rules

Roleplay vs Combat vs Questing

There are three primary types of play in the Syndicate system. Player vs. Environment (PvE), Player vs. Player (PvP) and Roleplay (RP). There are some minor differences in the rules for these three types of play. The following are short descriptions of each:
- **Player Vs. Environment (PvE):** When a player is at odds with a non-player character (NPC) or is struggling against an environmental effect (such as hunger or a storm), they

are facing the environment. Usually PvE is encountered within the bounds of a quest, but can take place in random events, or during other moments of play.
- **Player Vs. Player (PvP):** When a player is encountering another Player Character (PC), and one player takes action against the other player, PvP is taking place.
- **Roleplay (RP):** When a player is socializing with other characters and no actions are actively being taken against one or the other character.

Player Vs. Environment (PvE)

Player Vs. Environment is when a player is at odds with a Non-Player Character (NPC) or the environment itself. PvE is characterized by:
- A Questmaster or Fateweaver running the encounter
- One or more players encountering a challenge that is not created by another player.

The parameters of the interaction are up to the Questmaster or Fateweaver, but they exist to create fun and challenging scenarios and situations for your character to overcome and grow from.

Player Vs. Player (PvP)

Player vs player is when one player takes actions against another player. This includes but is not limited to:
- Attacking them or casting harmful spells on them
- Using Skill Checks against them
- Casting mental spells against them
- Using an item on them
- Spying or scrying on them

PvP is always acceptable under the following conditions:
- When **both players agree** to the parameters of the interaction. For example:
  - Person 1: "Hey, person 2, can I roll a stealth check against your perception check to see if I can sneak past you upstairs?"
  - Person 2: "Sure, if I win I see you, if you win, you successfully make it past me."
- When **NOT on a quest** and a **Referee** is involved and sanctions the interaction.
- When **ON a quest** and a **Questmaster/Fateweaver** is involved and sanctions the interaction.

There will be occasions where a referee/questmaster deems that the use of a skill or ability is not appropriate for the circumstances, but other times the exact same action is okay. For example:
- **Instance 1:** Player 1 steals an item off of player 2's corpse. Player 2 wants to steal it back without informing them before the attempt so they can't metagame their way out of it. Player 2 asks a referee if they can officiate in the interaction. **This is probably okay (depending on the broader spectrum of circumstances)**

- **Instance 2:** Player 1 is a much higher level character than player 2. Player 2 just got an item from a quest that player 1 wants *really bad.* Player 1 asks a referee to officiate in the interaction while player 1 steals the item from player 2. **This is probably NOT okay (depending on the broader spectrum of circumstances)**

Character skills and abilities are meant to facilitate fun and inform RP in as many instances as possible.However you are to use your skills and abilities on other characters respectfully. If you are using your abilities to bully another character without their consent you are wrongfully using your skills and abilities.

The following are things officiators should always remember when officiating in pvp:
- Players set their own DC's for social checks.
    - If one person wishes to roll a persuasion check against another, they can if both players agree on the parameters. It is suggested that the target of the roll tells the roller the DC before the roll occurs, but if it doesn't work out that way, the target of the roll can arbitrarily choose how their character reacts to the roll.
- Critical rolls, or Natural 20's, aren't always automatic successes in pvp. The target of any roll can decide arbitrarily how to react to a specific roll, **unless a DC was specified prior to the roll.**
    - If player 1 insists on a persuasion roll and player 2 has decided there's no chance for the roll to work, but player 1 rolls a natural 20, the natural 20 does not have to be respected.

The following are things a pvp-officiator should never allow:
- Forcing one character to tell another character how to play their character. For example:
    - Player 1 wants to intimidate player 2. Player 1 rolls an intimidation check against player 2. Player 1 rolls high and decides on behalf of player 2 that player 2's character is now intimidated.
- Wild Rolls. A wild roll is when someone just rolls something without being prompted and without a warning. They throw their dice, hoping for a natural 20, and then they try to force the moderator or QM to respect their die roll. **Wild rolls in the case of a pvp situation should <u>never</u> be accepted.**

Roleplay (RP)

Roleplay happens when one or more characters, whether NPC's or PC's interact with each other in a manner where no adverse or challenging actions are taking place. These are moments of pure story and narrative, and will rarely if ever involve rolls or stats of any kind. RP is the default state of a character, and if a challenge occurs, your character shifts into PvP or PvE depending on who's involved and what's challenging you. Not all challenges need to occur in a PvE or PvP environment.

The following are instances where it's totally okay to resolve a challenge in RP:
- When all parties agree on an outcome.

- Player 1: "Hey, I was thinking it would make for an interesting story for your character to beat up my character in the alley after the meeting tonight, what do you think?"
        - Player 2: "Sure, I don't have much time for pvp combat tonight though, mind if we just RP my character beating up yours?"
        - Player 1: "Sure! That works perfectly."
  - When there is little to no chance for failure.
        - Player 1: "Suzie walks to the park in the rain. She almost slipped in a puddle, but she caught herself and kept going."
  - When an outcome has no bearing on the game.
        - Player 1: "This flower is Jimmy's favorite. It's been hard to cultivate and grow these last few weeks, but now it's a big beautiful flower. Jimmy cares for it as only he has learned to, watering it, trimming it, giving it fertilizer. He just knows that soon it will be the greatest flower in existence."

In each of these cases, if a player is putting themselves up against a challenge that won't have any bearing on gameplay, a player is always welcome to set their own DC for a check and make a roll based on the DC. Such checks aren't necessary though. A player can usually decide they just do or don't do something in these cases. These rolls are always open for when a player is feeling especially spontaneous or indecisive.

Roleplay rules

All new characters start on a intro quest or in #the-generalist-tavern channel to introduce yourself. The generalist tavern, also known as Denny's Tavern, is the primary place where people from every guild gather to chat and roleplay.

Setting continuity

These rules describe a few basics for maintaining story continuity and the feel of the setting.
  - Earth doesn't exist. Cell phones don't exist. Cars don't exist. Pizza doesn't exist. Air conditioning doesn't exist. Stuff like that doesn't exist.
  - Technology from Vapor is mid-1800's steam power mixed with magic. Technology everywhere else is from the 1700's era, though things may be earlier depending on the region. The vast majority of firearms are flintlock or matchlock firearms. It would be very rare and expensive to purchase a firearm that uses cartridges, such as a repeating rifle or a six-shooter pistol.
  - Keep roleplay consistent with where you are. For example, don't order a burger and fries with an ice cream sundae from the tavern. Instead, order meat and potatoes with wine. Don't break the immersion! The 4th wall is to be respected.

Traveling From Place to Place

When traveling from place to place, we have two methods of travel you can do. One being from channel to channel to channel in a specific order. Or two a much faster point to the channel you are going to, without regard to how your character actually gets there. Here are the specific rules for these two methods of traveling:

- The Slow method.
  - Traveling though each channel one by one following the 'proper' series of channels. For example:
    - Traveling from the Vanguard hall to the Tavern: is-it-hot-in-here, the-beaten-path, veridian-village, the-generalist-tavern.
  - If a scene is happening in a channel you are traveling through, post a single sentence to pass through with as little disturbance to the scene as possible.
- The Fast Method:
  - Going from your starting channel and going directly to your desired channel. You must post where you intend to go from your starting channel, a simple "Chalcedone goes to #the-allforge" is all that is required
  - When traveling through portals, you must RP traveling through the portal in the channel where the portal is located and in the channel where the portal takes you, before you continue using the fast method.
  - When on a quest, the Storyteller has the final say on how you will travel between channels.

Inactive Characters

When a character goes inactive for a time, they are assumed to be going about menial tasks in their day to day lives. These menial tasks need not be roleplayed out, but if you come back from a break, or switch back to an older character after a time, consider what they've been up to in your absence. Usually, when you come back, try to come back in the general vicinity of where you last logged off. For example, if you logged off in the vanguard guild hall, come back in the vanguard guild hall. If you logged off in the tavern, log back on in the tavern, or in the nearby town.
If it's been long enough that you no longer recall just starting up in the tavern or your guild hall is always a safe bet.

Channel Indicators

Channel indicators are little symbols next to various channels used to denote special purposes of those channels. Here are the channel indicators and what they mean:

- 💛 = Safe Zone. PvP actions cannot be taken in these zones without the consent of all parties.
- ⭐ = Portal Tavern: Any location with this symbol is connected to all other channels with this symbol through the use of a portal door. PvP is NEVER allowed in a portal tavern, even with consent.

- 🔴 = Restricted Content: Any location with this symbol has been tagged as an area where restricted content is allowed. Proceed at your own risk under parental supervision if applicable.

Roleplay conventions

While talking and roleplaying, there are a few standard conventions that we use to help people communicate.
- When narrating your character's actions, type without anything surrounding them.
- "When your character is speaking out loud, use quotation marks," they said.
- (When speaking out of character, use parenthesis)
- || When you're displaying sensitive or potentially triggering content, surround it by double bars ||
- "ALL CAPS IS YELLING," he said.
- "You might use *italics* for *emphasis*," she said.
    - You can do italics in discord by surrounding what you say in *asterisks*
- *Italics are also used for thought speech,* he thought to himself.
- "**You** might **bold** things to provide **impact** to what you're saying," we said.
    - You can bold in discord by surrounding what you say in **double asterisks**

Dice and rolling

Basic rolling

The core rule of the game is the foundation upon which most of the system is built. It is thus:

- Roll a d20
- Add your Ability Score associated with the action to the total you rolled on the die.
- Add your proficiency bonus corresponding to the action to the total you rolled on the die.
- Add any extra bonuses from temporary effects to the roll.
- Compare the result to the target number of the action you're taking. If your roll plus bonuses are equal to or higher than the target number, you succeed on the roll. If it's lower, you fail on the roll.

Your character sheet, and the stats on it, dictate the modifiers you add to your roll. Your target dictates the target number you're rolling against.

> For example, Let's look at a scenario where player 1 is attacking player 2 with a sword. Player 1's body ability score is +3. Player 1 has a heavy melee proficiency of +4. Player 1 has an extra effect that increases their attack rolls by +1. Player 1 rolls a 6 on their d20 die roll. They add 6+3+4+1 for a total of 14 on their roll.
> We then compare that attack to player 2's armor defense. The armor they are wearing has an armor defense rating of 12. 14 is greater than 12, so the attack hits and player 2 takes damage.

Let's look at another example. In this example, player 1 is attempting to convince a non-player character (or npc) to allow them into a city. After doing some roleplaying, the Questmaster who is running the quest asks player 1 to make a persuasion check using charisma. Player 1's charisma ability score is +4. Player 1 has a persuasion proficiency of +5. Player 1 rolls a 3 on their d20 die roll. They add 3+4+5 for a total of 12 on their roll. Before the roll, the Questmaster decided on a target number for the roll. It is up to them if they want to reveal that target number or not before or after the roll. For the sake of this example, let's say they chose a target number of 15. Because 12 is less than 15, the player fails to persuade the guard to allow them in.

We have two dice bots on our server, DiceParser and Avrae. Both have in depth options with them but how they are primarily used on our server is with a simple D20 roll. Input !roll d20 or $roll d20 to make a basic roll. Often you will add a modifier to that either from proficiency or other source in which case you'll roll !roll d20+5+2 for example

Difficulty Class (DC)

Whenever you take an action in PvE that has a chance for failure, the questmaster or fateweaver will assign a Difficulty Class (DC) to it, and a roll will be made. If the roll equals or is higher than the DC, the action will succeed. If it's lower, the action will fail. Occasionally a success or failure won't be quite so black and white. If you fail by a little, a QM might rule that you succeeded anyway, BUT you still incur a consequence. If you succeed by a lot, a QM might rule that you succeeded so well that you get another bonus. Such partial/extreme failures/successes are up to a QM's discretion according to the roll you've made.

When attacking someone, their [defense score](#) is always the DC of the attack.

Rolling to overcome a challenge will include picking a skill or modifier appropriate to the challenge and rolling a d20, adding the bonus from your skill and ability score, then comparing it against the DC.

> For Example:
> Jimmy: "QM, I'd like to sneak past the guard."
> QM: "Give me a stealth-dexterity check"
> QM -- (chooses a difficulty appropriate to the challenge, in this case he chooses 15)
> Jimmy -- (looks at his character sheet, sees his stealth gives a +3 bonus to his roll, and he has a +2 dexterity)
> Jimmy: [rolls d20, gets a 14, adds +3 and +2 to it.] "That's a 19 on the roll"
> QM: "Jimmy ducks behind a door as the guard looks his way, but as the guard sneezes and scans in the other direction, Jimmy takes the opportunity to successfully sneak past him."

Making any skill check has the following steps:

1. Declare a skill check - The player can either request to make a skill check, or the QM can request the player make one.
2. QM chooses a DC - they can announce the DC or they can keep it to themselves.
3. Player rolls and adds their modifiers to the roll, then announces the result.
4. QM chooses the consequences, good or bad, based on how the roll compares to the DC.

Choosing a DC

The QM can choose a DC appropriate to the situation and circumstance. They might alter the DC depending on how the player wants to accomplish their goal. There might be bonuses or detriments incurred for tackling a challenge in a manner unlikely to work or very likely to work. There are two types of DC's, **Static DC's** and **Opposing DC's.** Static DC's are flat numbers chosen by the QM, and are usually used when the challenge isn't actively striving against the player. Opposing DC's are more dynamic numbers where a bonus is chosen and a d20 is rolled. The rolled number plus bonus decides the DC of the roll. If the bonus has an associated attribute, like strength, the npc's strength score is used as the bonus.

- Examples of times you'd use a static DC:
    - Climbing a cliff
    - Sneaking past a tired guard
    - Seeing a hidden feature of a room
- Examples of times you'd use an Opposing DC:
    - Wrestling a weapon from a bandit's hands. (athletics-strength vs athletics-strength)
    - Seeing a sneaking goblin. (Stealth-Perception vs Stealth-Dexterity)
    - Haggling with a merchant. (Persuasion-Charisma vs Persuasion-Perception)

The following table shows the normal bonuses and DC's of various actions:

Challenge Difficulty	Static DC	Example	Opposing DC	Example
Very Easy (usually not rolled for)	5	Seeing an obvious feature of a room.	D20 - 5	Taking candy from a clumsy child
Easy	10	Falling 10 ft without taking damage.	D20 + 0	Wrestling a teenager
Moderate	15	Climbing a wall with many handholds	D20 + 5	Haggling with a simple merchant
Hard	22	Recalling a piece of rare information	D20 + 10	Sneaking past a highly vigilant guard
Very Hard	30	Breaking down a reinforced door	D20 + 15	Disguising yourself as a person's best friend
Nearly Impossible	40	Tracking a goblin in a dune sea in the middle of a sandstorm	D20 + 20	Tackling an Elephant

Social skill checks, like persuasion, intimidation, and performance, follow special rules when rolled against players. When a QM rolls a persuasion, intimidation, or performance check with a player as the target, it is done without a DC. It is 100% up to the player to decide if they are persuaded, intimidated, or impressed with regards to a roll. Those rolls are just to tell the player how persuasive, intimidating, or impressive someone is being. What they do with the information is their prerogative.

Deception is similar, in that when an npc tries to deceive a player, it is up to the player to determine if they believe someone or not and react with an insight check. When a player rolls an insight check to determine if a person is being truthful when they are not being truthful, it is suggested a QM roll a deception check in a place the player can't see it so they can tell someone if they are clearly lying, or difficult to read. Failing an insight check against deception doesn't mean you believe them, it means you can't tell if they're lying or not.

Basically, what it comes down to is that **no QM or FW should be telling a player how their character thinks or how they would react.**

Variable Pass/Fail

Adding on top of the core rule, we want to encourage varying degrees of passing/failing. We want to encourage questmasters and players to think in a "yes-but", "yes-and", "no-but", "no-and" style of thinking. Ideally, what this means is that close calls should feel like they were close, and big successes or big failures should feel like they were big.

Let's use our previous example of the player trying to persuade the guard to let them into the city. Following the core rule strictly, the guard would turn the party away without any if's and's or buts. However, the player rolled an 14, where the target number was 15. That feels pretty close. So in this case, a Questmaster might think of this in terms of a "no-but" scenario and might play it by saying. "The guard says, 'I can't let you enter, but maybe if you were to show me something shiny, I might be willing to look the other way.'" Essentially saying, no, you can't come in, but for a bribe, I might let you in. Notice the "No-but" in there.

Similar situations might come up when barely rolling above. Let's say on this guard roll, the player rolls an 16 where the target number is 15. The guard might say, "Yeah, I'll let you enter, but I'm going to tell the other guards to keep an eye on you. I don't like the look of you."

Now, what happens when the roll is significantly higher or lower than the target number? In general, a significant difference is more than double or less than half of the target number. This is where you would use "yes-and" or "no-and" thinking. For example, say you roll a 30 on your roll and the target number is 15. The guard might be very impressed by you and say, "Yes of course you can enter. And don't worry, I won't tell a soul you're here." Or if you roll a 7 with the 15 target number, the guard might say "No, you can't come in. And if I see you snooping around here again, me and the boys will beat you!"

Impossible/Trivial Rolls (optional)

A trivial roll is when a task is so easy for a player that rolling for it is an afterthought. A trivial roll is when the target number is less or equal to a quarter of the maximum die result (5) plus any bonuses (75% chance of success or better). For example, if a strong player with a body score of +6 and an athletics skill rating of +5 tries to pick up a rock. The Questmaster might assign a 10 as the target number. 20/4 +6+5 = 16, 10 is less than 16, and as such considered a trivial roll for that player. Questmasters are encouraged to just let the player do it rather than making them roll for it. Questmasters can also rule that other things might be trivial to the character if they wish.

An impossible roll is when something is attempted that doesn't/shouldn't have a target number because the target number would be astronomically high, or no matter how hard they try, they cannot do it. A few examples of impossible rolls would be seducing a dragon (to give a classic D&D example), lifting a house, or convincing someone who hates you to fall in love with you. When a player requests an impossible roll, it's strongly encouraged for the Questmaster to not even let players roll for it (though they are free to roleplay what they wish). That being said, if a Questmaster assigns a target number and lets players roll for it, and they beat the target number the QM assigned, the QM should honor that target number (and dig their own grave lol).

Other RP Rolls and their Rules

Damage
Damage is either calculated or it will be stated outright how much damage a spell / ability inflicts. Weapon attacks are often calculated by subtracting Defense of a target from the Attack total. The remaining number is the amount of damage the target has taken. This can be changed if the attacker has damage on hit bonuses or if the one getting hit has Damage reduction.

Skill Rolls
D20 + ability score + Proficiency in specified skills +any other modifiers

[Skill Save Feats](#)
These three feats: Quick Reflexes (Dex), Mental Acuity (Mind), and Push Through (Body) can be used by any character, and are their own basic rolls. If you have no such bonuses you will roll a flat d20+ability score.
Unless altered the **DC** for these is 15.

Critical hits

Whenever a natural 20 is rolled in combat for an attack, you may roll an additional d6 and add it to the damage total. This does not apply to spells or skills.

Reprimands

Rolling a natural 1 results in a player losing their next turn, they keep the same defense as whatever stance they were reprimanded in. You cannot be reprimanded by casting a spell or rolling a skill check. This can be pushed through, The DC 15 for Adventurers and 20 for Champions.

Dice ties

In our system we use a Meets it Beats it rule. Meaning if a roll meets the target's defense or DC of a task this counts as a hit or a success! If it is an attack roll any on hit effects apply and spells go off.

Rounding

If an effect or a piece of math requires division of some kind that would result in a decimal number, always round in favor of the player. If two players are contesting each other, always round down.

Advantage/Disadvantage

Anytime the circumstances of a roll dictate you have some sort of advantage or disadvantage, you can roll twice and take the lowest or highest depending on the circumstance. Rolling with Advantage means rolling twice and choosing the highest of the dice rolls. Rolling with disadvantage means rolling the dice twice and choosing the lower of the two rolls.

Advantage/Disadvantage does not stack. If two abilities both grant the roll advantage they only have basic advantage.

Assisting and Hindering Rolls

Whenever a player wants to assist or hinder another player's roll, they simply state they are doing so and might add some flavor text to describe how they're doing so (within the bounds of reason), and then the player they're assisting or hindering gets advantage or disadvantage on the roll.

Auto Hits

When an ability or spell states that it is auto hit this means that the ability will hit the target without the need for a roll. Any ongoing effects that occur as a result can then be rolled against using a save roll. Auto hit damage can act in a slightly different way then normal damage covered here.

Willing or Unconscious targets

When casting a spell There is no need to roll a die against a willing or unconscious target, as they can't get out of the way it is assumed to automatically hit.

Maximum Modifier Caps

To ensure that characters in the same character rank don't have excessive power over each other we are adding caps that can't be exceeded under any circumstances. These caps are *very* difficult to reach. Any skill checks, attack, or armor score has caps tied to character rank.

Everything but roll to hit while using magic denoted by (magic) or your total armor score (AC) falls under Actual Cap in the table below.

Adventurer Lvl 1-10	Champion Lvl 11-20
Actual Cap = 15	Actual Cap = 30
(Magic) = 20	(Magic) = 35
(Defense) = 25	(Defense) =40

What this means is that regardless of what the bonus should be, you can't have a modifier that goes over the cap.

For example, as an adventurer you've managed to get a large amount of varied bonuses that makes it so your strength skill roll would be a +17. However because of the cap you can only roll with D20+15

If your abilities do go over the cap for all instances you need to treat them as though your abilities are at the cap not their actual amount. For example your AC is at 42 as a champion. If you are hit with an ability that lowers your AC by 5, your AC would be 35 not 37. You would treat it as Cap - 5 not 'Actual number 42' -5.

Stacking Bonuses in the Same Category

Another limiter to powering up too highly is our stacking rules. If you have two feats from a similar category that give the same bonuses they don't stack on top of eachother, instead you must take the higher of the scores.

Spells and skill feats stack on top of eachother as long as they are not the same skills and spells. (aka two instances of inner focuses that give +1 to attack don't stack to +2. But Inner focus of +1 attack and Forced Focus that gives +1 to attack Do stack since they are two different spells)

The main categories are: Advanced Classes, Consumables, Given Abilities, and Items.

If one broad ability covers the same numerical bonus of a more specific ability, they do not stack. If one advanced class ability gives you +3 to AC and another advanced class ability gives you +2 AC against spells, These are NOT two separate things that would stack to make normally +3 AC but specifically +5 AC against spell attacks. Base AC includes AC against spell attacks so you would take the higher of the two abilities and the +2 against spell attacks would be overridden by the base +3 to all AC.

Ability scores

Ability scores are the broadest strokes of your character. They are the fundamental capabilities that govern the rest of your character's capabilities. Ability Scores take a long time to level up and cost significant amounts of favor to increase, but they improve many aspects of your character when they are leveled up.

There are six ability scores:
- Body: Your physical prowess and strength.
    - Governs damage with heavy weapons, and how much damage you can resist.
- Mind: Your mental intelligence and strength.
    - Governs your ability to hit, damage with, and defend against magic, as well as your ability to recall information.
- Spirit: Your spiritual connection and strength.
    - Governs your ability to hit and damage with spiritual abilities, as well as your ability to sense and connect with spiritual or religious entities.
- Dexterity: Your physical dexterity and speed.
    - Governs damage with light weapons and your reflexes.
- Perception: Your ability to see detail in a scene.
    - Governs ability to hit with a ranged weapon and your ability to perceive detail.
- Charisma: Your social intelligence and presence.
    - Governs social ability and commanding presence.

When creating your character you will be able to choose 14 ability points before it begins to cost favor, after which the price will increase until you have a max of 26 ability scores chosen and that is the max.

Proficiencies

Proficiencies are a measure of your character's abilities in a more specific light. Each proficiency uses an ability score alongside it to create an effect. As described earlier, anytime you roll a die using any proficiency, you add your ability score + the proficiency + your d20 die roll and that determines the outcome of the roll when compared against a target number.

Skill Proficiency

Skills are similar to ability scores, but they dictate your training or natural skill in different applications of those ability scores. Each skill has an ability score associated with it. When you wish to use the skill, you roll a d20, then add your skill bonus to the roll. For example, if I have a 4 body score that would be a +3, then if you have +2 proficiency in athletics, I would and add +5 to the total on an athletics roll.

There are 15 different skills:

- **Athletics** (Body): Athletics is the skill that covers much of the physical side of things. It governs your ability to use your body with strength and skill.

- **Endurance** (Body): Endurance is the skill that covers your ability to weather a powerful blow or fall from a great height or something of that nature. It governs your robustness and your ability to push through injury and pain.

- **Stealth** (Dex): Whenever a character tries to hide themselves or a physical action they are taking, or to perform something that requires stealth-adjacent skills, they would roll a stealth check.

- **Agility** (Dex): You would use the agility skill when you are trying to perform something physical with finesse or speed.

- **History**(Mind): Ability to recall historical information and know how to apply it.

- **Academic**(Mind): A knowledge skill that a character would use to know detailed academics, in regard to teaching it to others or researching books and other detailed materials.

- **People**(Mind): knowledge of people, history, and society.

- **Tinkerer**(Mind): The tinkerer skill covers your ability to understand and possibly build machines.

- **Alchemy**(Mind): The Alchemy skill covers a character's ability to mix ingredients to create a special effect.

- **Mysticism** (Mind): knowledge of the arcane and ability to connect with the mystical.

- **Spirituality** (Spirit): knowledge of spiritual matters and ability to connect with the spiritual.

- **Fieldcraft** (Spirit): Knowledge of nature and survival skills.

- **Animal Handling** (Spirit): skill in working with animals and understanding animal behavior.

- **Non-magical Healing** (Spirit): knowledge of the body and skill in fixing problems non-magically.

- **Riding**(Spirit): Riding is the skill used to dictate one's ability to ride and direct an animal.

- **Performance** (Cha): skill in acting, playing an instrument, disguising, or otherwise performing, and the ability to see through a performance.

- **Persuasion** (Cha): skill in persuasion and diplomacy, and the ability to discern someone's true intent behind attempts at persuasion.

- **Deception** (Cha): Skill at deceiving others socially, as well as the ability to see through social deception.

- **Intimidation**(Cha):The ability to instill fear in someone else, often causing them to falter.

- **Observation** (Perc): Ability to notice the world around you with your physical senses.

There are also three empty blank spaces that can be filled in by you to create up to three unique skills not covered by the above skills. These blanks are optional but still valid. The only restriction is that these skills cannot allow you to defy reality or the bounds of the rules, and they cannot cover things already covered by one or more of the default skills. It is up to you to ask your QM if you can use a custom skill for a roll, and it is their prerogative to reject the use of a skill if it seems too unrealistic or overpowered.

> An example of this is a custom Sailing skill. Then when a QM asks for a role regarding boats you could ask if you can you that skill instead of whatever roll they called for.

You can increase skill proficiency by putting favor into a skill tree of your choice. Increasing skill proficiency will add +1 to every d20 roll you make using that skill, as well as unlock the ability to purchase Feats as part of those skill trees.

Skill Checks

Whenever you want to use a skill, you roll a d20, add your ability score (representing your natural ability in that area), then you add your skill proficiency (representing your training or natural ability with a skill) to the total on the dice, you might add temporary bonuses or penalties from outside sources. Skill Checks are done anytime your character uses a skill and this can happen at almost any point in RP.

The result number represents how well you perform the task. Then you compare that number to a target number that usually represents the difficulty of the task. The higher the target number,

the more difficult the task. When you're rolling against someone else in a contest, their roll becomes the target number, but the principle is the same.

You can use skills for many different things. They are intentionally vague so that they can cover lots of ground. Some specific checks are discussed in the sections below but they don't cover all options. They are only there to give you a few ideas for how to properly use skills. In addition, because these skills cover a lot of ground, there may be overlap in what they can do. In such cases, feel free to use whichever skill is most advantageous to you.

If you perform a skill check in combat this counts as a half action.

You can make a passive skill check instead of rolling. This would be a calculation where you treat it as though you rolled an 8. This is the calculation 8+skill+ability score +misc. It is always best to aska QM before making a passive skill check on a quest as they might request a roll.

Using an Alternative Ability Score

As mentioned earlier, each skill has a default ability score associated with it. This default represents the most common ability score that will be utilized with that check. However, other ability scores can be used in various situations.

For example, the Mind ability score is the default used for mysticism skill checks, however, if you're reading a magical text and looking for something specific in that text, you might instead use a perception ability score with your mysticism skill. Feel free to come up with your own alternative uses.

Perception can very commonly use alternative ability score. If you are trying to see someone who is sneaking, you might roll a stealth-perception check, or if you are trying to see how athletic a person is, you might roll an athletics-perception check.

Magic Proficiency

Magic proficiency dictates how good you are at using a specific magic school. You can increase magic proficiency by putting favor into any of the five elements of your choice. Increasing magic proficiency will allow you to create spell scrolls in an element you are proficient in as well as unlock special abilities as part of those magical element trees. Magic Proficiency influences your **Spellcaster Level**.

Magic Schools

Fire: Control over the element of fire and passionate emotions. Fire magic is largely used for shock and awe, to deal instant damage to an opponent and to continue to apply burning over time. This is an offensive branch of magic, used for those who prefer to instigate by manipulating an opponents emotions and strike powerfully, with flame
.

Water: Control over the element of water. Water magic lends to the ability of control, of skillful manipulation of others and to depower the spells that others cast. One can learn to see spectral planes, to silence another, or to control flow of mana with this element.

Earth: Control over the element of earth. Earth magic is largely used for protections, to make one steelier and harder to hit. Earth magics can also be used to debuff others, and as firm as the ground itself, give a sense of earthen solidness.

Dark: Control over the element of darkness. Dark magic belongs to those willing to sacrifice the well being of themselves and others for an advantage. These spells dip into a bit of every element, but the cost is *always* paid. Dark Magic may be frowned upon by external entities.

Light: Control over the element of light. Light serves to heal, and to bring a sense of calm to the soul. Talented light casters are often benevolent in their use of this magic, and can even buff others up with a bright burst of pure light.

Wind: Control over the element of wind. Flighty as the winds themselves, Wind may be used to move positioning or to make one more fleet. This element can stall the other elements around it, though is largely used to aid or buff, rather than to harm

Guild Magic

Each Guild has access to 2 elements. A member of those guilds can cast any spell they have as long as you are the proper level. The following is a list of Guilds along with their approved spell elements. Your guild magic counts towards your spell level, so in combat you may choose between your proficiency in that magic or your level capped at 10 in your guild magic to add to the spell roll if it is RtH. On top of this you can add your ability score as well.

      a. **The Hallowed Vanguard**   Light/Fire
      b. **The Neverdawn Network**   Water/Dark
      c. **The Scarlet Feast**   Fire/Earth
      d. **The Unchained**   Earth/Light
      e. **The Steadfast**   Earth/Wind

Weapon Proficiency

Weapon proficiency dictates how good you are at using a specific weapon type. You can increase your weapon proficiency by putting favor into a weapon group of your choice. Increasing weapon proficiency will add +1 to your attack as well as unlock special stances and weapon skills within those stances. For most melee weapons, upping your proficiency will also

add to your defense. However for ranged and magic weapons this is not the case. Check each of the weapon groups to see if you would add your weapon proficiency to defense.

Weapon Groups

All weapons and magic fall into a specific Weapon Group. When you have that weapon out and ready to fight with you are considered to be in a Stance in that weapon Group. A weapon group takes an action to change, during which the player loses their weapon proficiency bonus to defense.(aka putting away your long sword to pull out magic scrolls) A player can also select a new stance during the same action it is changing its weapon group. The ability score tied to your weapon doesn't change, you always add the assigned ability score modifier.

Here is a list of all the weapon groups
- Light Blades (Dex)
- Heavy Blades (Body)
- Polearm (Body, Dex)
- Bludgeons (Body)
- Bows (Perception)
- Fire Arms (Perception)
- Unarmed (Body, Dex)
- Shields (Body)
- Shifters (Specific to what Shifter you have unlocked) (Spirit)
- Fire Magic (Mind)
- Light Magic (Mind, Spirit)
- Water Magic (Mind)
- Earth Magic (Mind)
- Wind Magic (Mind, Spirit)
- Dark Magic (Mind, Spirit)

Stats

The following are the basic stats of your character and how to calculate them followed by brief descriptions of the different parts. All of these can be increased, decreased, and altered with the help of Items, Feats, Spells, Consumables, and more. Below is listed the base calculations for the terms.

Health Points (HP): how much damage your character can take before going down.
- The base HP for a character is: **10 + character level**

Mana Points (MP): how many spells your character can cast before the well of magic runs dry.
- The base MP for a character is: **10 + character level**

Outside of combat, your mana will replenish back to your standard mana level at the top of every hour. While in combat in a tabletop or online setting, mana resets happen every six rounds. So at the start of round 7, 6 rounds will have passed so it is mana reset and you get full MP restored.

Dodge: How easily you can actively dodge an enemy's blows.
- 8 + agility + dexterity. You can only take the dodge half action if you are higher in the initiative order.

Spellcaster Level: Spellcaster level is used every time a spell asks for a level, whether that is in determining the power of a spell's effects, or determining which spells you can cast. This level is either your character's level (max 10) for your guild, **or** their proficiency in the element of the spell, whichever is higher. (character level does NOT count towards leveling up proficiency in an element)

Weapon Attack: The stat used to govern your bonuses when rolling an attack with a weapon.
- D20 Roll Results + Ability Score + Weapon Group Proficiency + Weapon Score

Weapon Score: A weapon score is determined by the enchantment slots that raise Attack on an item.

Weapon Group Proficiency Level: The level of Proficiency an individual has over their respective Weapon Group. Proficiency starts at 0 and can be increased by upgraded with Favor (Exp points).

Target: Normally in combat, a player can only target one character per round. Your attack dice roll will only apply to that one individual.

Targets
- If the words "you" or "the caster" are used with regards to a target, that can only be used with yourself as the target.
- If the words "your target" or "a target," or any similar rendition with regards to a target, your target can be yourself or any other non-ghost person unless the it says otherwise.
- If it says your target must be a "dead person" or "ghost" your target can only be a ghost / dead body.
- If something affects an area, it affects everything in that area, including the caster (unless the spell/ability/feat/ext. states otherwise)

Defense = 10 + Weapon Group Proficiency + Armor Score
(Typically ranged weapons don't add Weapon Proficiency Level to defense, check your weapon type specifically. Magic doesn't add their weapon proficiency to defense until Champion Prof is purchased.)

Initiative: Roll D20 + Dexterity

Determining Your Level and Earning Favor

Participating in Syndicate quests and activities will earn you favor awarded by QMs, FWs, Guilds, or other management. Favor is used as the currency for leveling up your character. You can look at your level anytime in your character sheet.

Favor can be spent to acquire a number of special skills for your character, however, spending favor does not take away from your total favor, which is used to level up your character.

Character Rank

We use character rank for various balancing purposes. While you are an adventurer, you can only purchase adventurer skills and your maximum bonuses are capped at a certain number. Once you level up to level 11, you become a champion and can purchase champion feats.

There are two different types of favor: Adventurer favor and champion favor. Adventurer favor can be earned by anyone at any level. Champion favor can only be earned by those level 10 or higher. Champion feats must be purchased using champion favor. A conversion system is available on the character sheet to be able to use adventurer favor in place of champion favor with diminished returns.This conversion can't be used to get your first piece of champion favor

Character Rank is determined by your level:
An adventurer is level 1-10
Champion is 11-20

Adventure Rank

Character Level	Total Favor Required	Spell Level	Standard HP	Standard MP
1	0	1	11	11
2	13	2	12	12
3	17	3	13	13
4	23	4	14	14
5	31	5	15	15
6	43	6	16	16
7	59	7	17	17

8	83	8	**18**	**18**
9	115	9	**19**	**19**
10	163	10	**20**	**20**

Champion Rank

When you reach level 10, you become a champion and can start earning champion favor. This champion favor is different from standard adventurer favor, and requires more difficult quests to obtain. You can use this favor to level up your character from level 11-20, increasing your stats as you go. You may also spend this champion favor in the same way you can spend regular favor.

Once you get your first champion favor your character sheet will automatically update and provide you with a second sheet containing new feats and abilities that you can access which use Champion favor that mimics the adventure sheet..

Spellcasting level does *not* increase beyond 10 without any additional bonuses or proficiencies. Champion favor levels as well as the hp/mp gain are as follows:

Character Level	Total Champion Favor Required	Standard HP	Standard MP
11	1	**21**	**21**
12	3	**22**	**22**
13	7	**23**	**23**
14	13	**24**	**24**
15	21	**25**	**25**
16	33	**26**	**26**
17	49	**27**	**27**
18	73	**28**	**28**
19	105	**29**	**29**
20	153	**30**	**30**

Death

Down but not out: When your HP hits zero, you do not die, but enter a "down but not out" state.This mechanic is meant to mitigate potential "1 hit kills" that may occur during combat. This mechanic has the following stipulations:

- All excess damage beyond what caused you to drop to 0hp in that turn is negated.
- For up to 10 minutes your character is incapacitated in some way, and can only crawl if they are able to move at all.
- During this state you cannot attack, cast spells, or take actions and your defense score no longer includes your weapon proficiency.
- If you are damaged in any way during this period, you die and must be resurrected.
- If you are healed in any way you may be fully alive and active again.
- If you are both healed and take damage during a round in which you are downed you must compare the numbers. If you take more damage then healing you die. If you are healed more than you take damage you are taken out of the downed state and are fully alive and active
- If the ten minutes lapse and you do not die or are healed, you are able to stand with 1 hp remaining. (this ten minutes is in-combat time, not real-world time.)
- You cannot take an action in the same turn you were healed out of this state.

Ghosts: When you do die your PC will turn into a ghost, this guarantee of manifesting as a ghost is typically something that only PCs have access to as a benefit of being fateless. When you are a ghost others cannot see or hear you unless they have special abilities typically tied to the Spirituality skill.

Ghosts have no health or mana. They cannot take damage or cast spells. No spells can affect a ghost unless the spell specifically targets ghosts. Ghosts can still follow players around on quests, but typically cannot communicate or interact with the physical world unless a specific feat or ability allows it.

Ghosts can fly and phase through walls unless a specific material will not allow ghosts to phase through it. They can also choose when to manifest after they die (doesn't have to be instant), and they can de-manifest at any time.

Resurrection Sickness

When your character dies and is returned to their body via magical or other unnatural means, they contract a sickness where your body temporarily rejects the spirit that's been put into it. This sickness results in nausea and fatigue and reduced coordination that can become more severe the more times someone dies. Resurrection sickness follows a five track system. Every time you are resurrected, you progress along the different stages, getting more and more uncoordinated until eventually, your body can no longer handle your spirit properly and you will be bedridden until resurrection sickness wears off.

The stages of Resurrection sickness:

Stage	Symptoms	Adventurer Gameplay Effects
1	Mild Nausea, dizziness	-1 to all rolls -1 to Defense
2	Moderate Nausea, Loss of coordination	-2 to all rolls -2 to Defense
3	Severe Nausea, Severe loss of coordination	-3 to all rolls -3 to Defense
4	Extreme Nausea, Sporadic loss of motor control	-5 to all rolls -5 to Defense
5	Bedridden, Severe fever, regular loss of motor control	Bedridden, possible Permadeath, -25% favor

Stage 5: When you hit stage 5, your character goes into a state where they are helpless and barely conscious. You lose portions of your spirit as it is very difficult for it to hold onto your body. You lose 25% of your favor, and can choose to permakill your character, or keep your current character. (permakill doesn't incur another 25% loss)

Getting Resurrected (Moving further along the track): You can move further along the track depending on how you are resurrected. Some forms of resurrection will move you down the track while others will not.

The following are ways of getting resurrected that will move you 1 stage further along the track:
- The Resurrect spell
- The Raise Dead spell
- Performing the "Dance with Death" do-it-yourself quest. (can result in higher res sickness)
- Most other means of resurrection

The following are ways of getting resurrected that will NOT move you down the track.
- Getting resurrected using True Resurrect
- Getting resurrected by someone with the proper non-magical healing feat

Moving up the track (decreasing in stage)
Even if you are resurrected with resurrection sickness, all is not lost! You can be healed of these death penalties.

The following options will decrease your stage of resurrection sickness by 1:
- Leveling up
- Going 14 days (real time) without dying
- Getting healed by someone with the proper non-magical healing feat
- Drinking a Lazarus Tonic (8 rasps at the alforge)

Permadeath

If your character dies permanently, you lose 25% of your total favor and rasps, and you must make a new character. This new character has none of the memories, relationships, items, abilities, or advantages of your previous character, however, upon character permadeath please contact a Judicator to get your new character's favor and rasps taken care of. You may choose to permanently kill your character, or retire them. If you retire your character, it is treated as a permadeath, and you can never go back to playing that character, but rather than killing them, you find a story reason for that character to no longer be around. (such characters may make cameos later under a fateweaver's direction with your permission)

Dying permanently does not reset the number of weeks you've been in the syndicate.

Respecializing (Respec)

You have the choice to respecialize how you've spent your character's favor points. This option is limited, but it is available to the player base. If you want to change how your character's favor points have been allotted, inform a moderator and they will help facilitate that. There are four different ways to respecialize:
- Everyone gets one free 100% respec at level 1. Whether you use it in the first week or two years down the line, you only get one for free, so use it wisely!
  - You can use 100% respecs to reallocate any number of favor points.
- You can gain another 100% respec by spending 20% of your current total favor, and you must use it at the time of purchase. (no buying one at low level and saving it for higher levels)
- Everyone gets a free 50% respec every quarter after the major releases. These free 50% respec's must be used within the week you received them, or you lose them.
  - You can use 50% respecs to reallocate up to 50% of your total favor.
- You can gain a 50% respec by spending 10% of your current total favor, and you must use it at the time of purchase.

Once you declare to a moderator that you intend to use a respec, you have 24 hours to make whatever changes you want to make (within the percent limit) before you can no longer take advantage of that respec.

(WIP) Questing

What to Expect on a Quest

Finding a Quest

DIYs

Requesting a quest

Joining a Quest

Timeline Continuity (wibbly wobbly)

Time skipping

Quest Travel

Becoming a Questmaster

Combat

General rules

Whether you are in a PvP combat or a PvE combat there must be a referee. In a PvP that should be an impartial third party with a good familiarity of the rules, in a PvE it is often the QM. If a PvP is taking palace and there is no one that can act as a referee online, everyone in the fight must unanimously agree to continue without a referee or pause until one is available. Anyone who referees the fight MUST do so Out Of Character.

1. You must accurately keep track of your health and mana.
2. If you want to cast a spell, use a feat on, or attack someone, you must be in the same chat-room as your target
3. Once a fight has started, no one new can join the fray.
4. If your target has stated, out of character, that they will be away from their keyboard, you may **not** attack or cast a spell on them.

a. If you are in a fight with someone, it is your responsibility to always state when you need to step away from the computer.

Order of Combat

In Combat, there are 3 phases: The Declaration Phase, The Action Phase and the Referee Phase. Ultimately, the whole round takes place at the **same time**, so initiative is tactical and doesn't mean a character is acting sooner. **Each round lasts for 10 seconds in-character.**

Simplified Combat
In a PvE (Player vs Environment) combat, QM's can simplify things in various ways up to their discretion. These are a few common options people use to speed things up.
1. **Enemies Declare First:** No need to roll initiative. Enemies go first, then all players declare at the same time.
2. **Roll Initiative Once:** Players roll initiative one time and keep that initiative the entire combat.
3. **Roll Initiative at the start, then every mana reset:** Players roll initiative one time, then again each mana reset.
4. **Roll attacks after declaration:** All combatants roll immediately after declaration rather than splitting it into another phase.
5. **Players Calculate their own Damage:** QM gives the players the enemies' defense numbers, and players calculate and post the damage they deal.

Click here to see more information on simplifying combat.

The Declaration Phase:

1. Players Roll Initiative (this happens at the beginning of each round)
2. Starting from the lowest roll, each player declares their intent
    a. When movement happens, one can declare an action against someone if they are in range at *any* point in their movement during that round.

After rolling initiative, the declaration phase starts with whoever rolled the lowest. In the Declaration Phase, you're not actually *doing* what you're writing out. You're just stating what you intend to do.

At the beginning of a battle each player chooses a weapon group then the player chooses a stance they will start the combat in. This stance renders additional abilities and bonuses to player.

This includes stating what **stance** you are in, which spell you're casting, abilities you're using, actions you're taking, etc. Once Declared, you are locked into that action for the rest of the round. This gives higher rolls a huge advantage, since they know what will happen.

During your declaration it is best practice to post what the effect of the spell you are casting or skill you are using for the referee to easily reference. If you do any additional damage on hit or on hit effects it is best to post it as an addition to your declaration so it is easy to keep track of.

Example, Round 1 of combat
Player 1 who rolled a 5 on Initiative: "I am in Heavy Blade stance and I hit Player 2 with my sword."

Player 2 who rolled a 16 on initiative: "I am in Fire magic stance and want to cast flame strike on player 1 (Flame Strike will be RtH and do 8 damage on hit)."

The Action Phase:

If rolls are needed, this is where players would roll their dice and determine whether they hit or miss.

1. Players roll for their actions/attacks.
2. $roll or !roll is the command to roll dice on the discord. (ex. "$roll d20+1+3" will give you a random number between 1 and 20, then add your proficiency and weapon attack to it)
3. All actions happen at the same time during this 10 second window. All sword slashes are made, all defenses are taken into account, all spells are cast, REGARDLESS of initiative or incantation length.
4. The only spells that interrupt the current turn's actions are interrupt and reflect type spells. **Every other CC spell takes effect on the next round (such as freeze or hush). Being downed or killed also does not interrupt actions taken.**

The Referee Phase:

The Referee takes all that has happened, adds up damage for each individual, and types it out in a narrative way.

Ex.
As the flash bang renders most of the group blind, @Erik Manley swings barbarically at @Everlord Resten Thestrus slicing him across the arm (for 3 damage). Feeling the assault, @Everlord Resten Thestrus backs up slightly, just in time to dodge a wild attack from @Corbin. @Aileen Forestier too gangs up on the Everlord, but only manages to graze his cheek (for 1 damage). @Denny and @Everlord Resten Thestrus lunge forward to stab @Aileen Forestier but both of them miss entirely.

Once the Referee has narrated the fight, a new round begins. All players roll initiative again and the whole process starts over.

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Sneak attacks: When someone wants to perform a sneak attack to begin an encounter, the following rules are to be followed:
- Upon attacking, the attacker must roll a stealth check (even if they are already stealthed) to determine how well they are able to remain stealthy as they prepare their attack and then execute it. if the attacker was already stealthed this stealth check is against everyone's individual passive perception (10+ their perception modifier). If the attacker is

in the open then everyone can choose passive perception or make a countering perception check to not be stunned into inaction on the first turn.

- Anyone who fails the perception check is stunned for the first turn. Anyone who succeeds notices well enough to react within the first round (ten seconds). If half the party notices an attack they can't yell and alert the other party to the attack to break this stun, after the first round everyone may join the battle, but this perception check is almost a reflex check to see who notices in time to act.
- Anyone who notices the attacker then rolls initiative along with the attacker and takes the first turn as normal. The attacker must perform the action they declared initially upon attacking, but they roll advantage on initiative. (For example they wrote They would attack player 3, they still must attack that target but the method of the attack doesn't need to be declared until their turn thus the initiative advantage can be high)
- Anyone who did not notice the attacker cannot add their weapon proficiency bonus to their defense this round, and they don't benefit from any passive bonuses from their stance.
- If multiple people decide to sneak attack at once, the lowest stealth roll is used to determine the DC to notice the attack.
- The narrator of the encounter may decide to give advantage or other bonuses/penalties (like +/-4) to the stealth roll or perception checks depending on circumstances.
  - When stealth attacks are made in the "ranged" or "long range" engagement distances, the stealth rolls are usually made with advantage.

Levels of Engagement:
There are seven primary levels of engagement split into four different ranges: Melee, Out of Reach, Ranged, and Long Distance.

- *Melee:* 1 level of engagement (less than 10ft) - Players with throwing weapons or melee weapons can engage enemies.
- *Out of Reach:* 1 level of engagement (10-19ft) - Players with a ranged weapon and throwing weapons can engage enemies at this distance.
- *Ranged:* 2 levels of engagement (20-39ft) - Players with Ranged & Long Distance Weapons can engage enemies at this distance.
- *Long Distance:* 3 levels of engagement (40-70ft) - Players with long distance weapons can engage enemies at this distance.
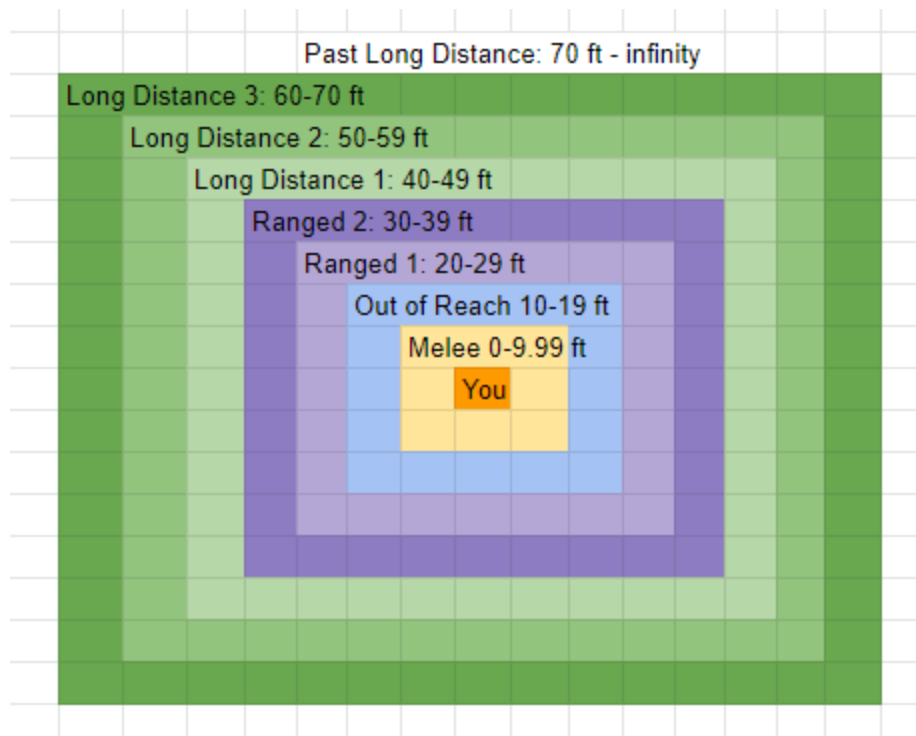
If a spell or ability references Ranged or Long Distance without specifying a number, aka, "This hits up to Ranged" the default is to assume it can cover the entirety of that level of engagement so the ability can hit ranged 1 or 2

You may take the actions: *dash, move,* or *quick step* to move between levels of engagement.

Actions in combat

During your turn you have one full action and two free actions you can choose to take. These actions, and all movements you make to perform this action, happen within the ten second window of the combat round.

There are three types of actions you can take in a combat round: Free actions, half actions, and full actions.

- Free actions are quick enough that they take negligible time to accomplish and do not diminish from a character's focus or action as they perform other actions. You can have 2 of these each round.
- Half actions are quick actions that may happen in less than 10 seconds, but usually take more than one or two seconds.
- Full actions take your entire focus and take up the entire 10 seconds of a round. You may take up to two free actions in a turn on top of any other actions.
- Entire action: If an action takes a Full and both free actions.

You can take two half-actions in a turn, but if you do so, cannot take a full action. You may take a full action in a turn, but if you do so, cannot take any half actions. If you run out of free actions but wish to use another free action, you may use a half action instead.

Free actions: You may take up to two free actions during your turn without affecting your other actions. Free actions are quick and negligible and can be done without interrupting your focus. Examples of free actions are:
- **Minor Movements:** You may draw a weapon in the beginning of combat, reposition within 5 feet of your current location (as long as it's in the same level of engagement), or perform other minor movements within reason like a flourish or a shake of the head.
- **Command a Bonded Pet:** You may command a bonded pet through a mental command. If you do not command a pet in a round, it will do nothing.
- **Skill Save Feats:** These three feats can be used by any character, and are their own basic rolls. There are only a few items and feats that alter these rolls that will be specified. If you have no such bonuses you will roll a flat d20 + ability score

  - **Quick Reflexes**: If a damaging effect that is not "roll to hit" targets you during the declaration phase (this might be a damaging effect that affects an area, or a healing spell if you're undead.), you can immediately spend a free action during the action phase, (as long as you have free actions left) to make a Quick Reflexes roll and try to reduce the damage of the effect. Make a Quick Reflexes roll = d20+ quick reflexes bonuses + Dexterity , then compare it to their DC =DC = 15 + applicable bonuses. If your roll is greater than or equal to that number, you take half damage rounded down from the effect. You can use this free action only once per effect a round.

  - **Mental Acuity**: If you are currently being affected by an ongoing mental effect, you can spend a free action on your turn to try to ignore the effect (this roll is made during the declaration phase). Make a Mental Acuity roll = d20+ Mental acuity bonuses+Mind , then compare it to their DC = 15 + applicable bonuses. If your roll is greater than or equal to that number, you ignore the effects for that round, but the effect is still on you for the duration.You can use this free action only once per effect a round.

  - **Push Through**: If you are currently being affected by an ongoing non-mental effect, you can spend a free action on your turn to try to ignore the effect.(this roll is made during the declaration phase) Roll a Push Through Check =d20+ push through bonuses+Body, then compare it to their DC = 15 + applicable bonuses. If your roll is greater than or equal to that number, you ignore the effects for that round, but the effect is still on you for the duration.You can use this free action only once per effect a round.

Half actions: You may take two half actions during your turn, but if you take a half action, you cannot take a full action on your turn.

you cannot take two of the same half actions in a turn.
The only half actions available to you are the actions specifically stated below. (for instance, you cannot convince the person running combat that an action you want to take is a half action). Examples of half actions are:

- **Dodge:** You can choose one opponent and try to dodge their attack. This can be a spell, melee attack, or a projectile. Your base dodge score is Dodge = 8+agility score + Dexterity modifier. You can only dodge if you are higher in the initiative order.
- **Quick Step:** You move one area of engagement, and **do not** add your proficiency bonus to defense.
- **Quick Attack:** Your attack roll is made with the same modifiers, but any damage dealt is halved (rounded up). Magic,Ranged, and long ranged attacks cannot be quick attacks unless a weapon effect or ability specifically state that it can be a half action.
- **Skill checks:** Any time someone wants to roll to perceive something, do something sneaky, do something acrobatic, or anything of the sort, it is a half action.
- **Change stances within the same weapon group:** You can change stances within the same weapon group. Immediately after changing stances, the benefits and abilities of the new stance are available to you, and the benefits and abilities of the previous stance are not.
- **Command an unbonded pet or companion:** You can command a pet to perform an action as a half action. Even if it's just a spoken command, this half action implies the steps you take to get your companion's attention and use any gestures the pet may need to understand the command. If you do not give a command in a round, your pet or companion will do nothing. While the player does control the pet the player must narrate the pet in a manner separate from the player. QMs and FWs can take control of an unbonded pet or companion There is no "the pet is smart enough to do this on its own." Every unbonded pet or companion follows the rules above.

Full Actions: You may only take one full action during your turn. If you take a full action, you cannot take any half actions on your turn. Most actions will be full actions unless specifically stated as a half action. Examples of full actions are:

- **Attack:** you attack with your normal attack score, and proficiency and all damage is resolved as normal. If you attack in a manner not meant for the weapon (hitting someone with the butt of a rifle, or punching someone from a spell stance), you do not add your proficiency bonus to attack.
- **Move:** You move one area of engagement and retain your proficiency bonus to defense.
- **Dash:** You move two areas of engagement, but lose your proficiency bonus to defense. You can only lose max 5 proficiency bonus. (20 feet)
- **Block:** Add your weapon proficiency bonus to defense. If you already add your weapon proficiency bonus to defense, you may add +1 to your weapon proficiency bonus to defense.
- **Cast a Spell:** You can only cast a spell as a full action.
- **Use a Consumable Item:** Whenever a person applies a bandage, drinks a potion, throws an item, or uses any other consumable item, it takes a full action unless otherwise stated.

- **Change weapon groups:** You can change weapon groups and a stance within that weapon group as a full action. While changing weapon groups as a full action, you do not add proficiency to defense.
- **Use a combat ability:** Unless specifically stated, you can only activate combat abilities as a full action.
- **Improvised Action:** You can take an action to improvise, performing any other action you want within reason. Any time you improvise, the referee decides if you add any bonuses to the roll based on favor unlocked skills. The referee for the combat may also grant you bonuses for creativity and tactical thinking. The referee decides if the action succeeds based on your roll. The referee of the encounter may decide an improvised action is a half action.

Combat Items

Like many games your character can have an inventory and items that they can equip to help them on their journeys. Our items fall into four primary types. Armor, Accessories, Consumables and Weapons. Here we'll be discussing how items affect combat but we go into full depth into our item system below.

Armor

At any time a player may only equip **one** item as armor. Regardless of how many layers you do or don't wear, your overall armor will fall into one category and only one set of enchantments can boost your defense and be considered armor. Armor primarily affects your Defense score and Damage Resistance score.

Armor Score: or defense is determined by the enchantment in the armor and the weight it is made of. Armor weight is separated into 3 different categories: *Light, medium,* and *heavy* armor. Heavier armor protects you more, but weighs you down, and lighter armor is less protective, but offers more freedom of movement. The base armor score bonuses for each type of armor, as well as their penalties are:

Base Stats inherent to the item	Defense bonus	Detriments
Light armor	None	None
Medium armor	+1 Defense	-1to Dexterity score
		-3 to Dexterity score

Heavy armor	+2 Defense	

The benefits and detriments can change based on the enchantment on the armor but the above represents its basic stats.

Clothes are considered light armor. Sturdy leather armor or light weight metal would be medium armor. Full plate mail would be considered Heavy armor. While you are RPing you are welcome to be as descriptive as you wish with your appearance but try to have what your character wears into battle line up with the weight stat you pick for their armor.

Resistances/DR: Damage Resistances, or DR, reduces damage by the amount stated. If you have 2 DR that means at the end of the turn when you have totaled up your damage you may remove 2 damage from that total.

Some DR can be specific to certain types of damage. For example: fire resistance 2, reduces 2 damage from fire damage you receive. Resistances are resolved before any damage is taken.

This is counted at the end of the round once all the damage has been totaled.

> For example if you are hit with two attacks each doing 6 damage each, at the end of the round you get the total of 12 and *then* reduce the damage by your amount of resistance. if your total damage resistance is 4 then the total damage taken will be 8. This can make damage reduction good against one enemy but struggle against multiple attacks.

Defense related MISC. Rules

Multiple Defenses a Round

If you recall "**Defense** = 10 + Weapon Group Proficiency + Armor Score." We've gone over these basic scores, but what happens if you are in multiple weapons groups in 1 round? Which proficiency do you use?

If you are in multiple stances during one round that have different defenses, the defense you use to calculate hits at the end of the round is the defense from the stance you spend the most time in. If there is a tie, for example two different half actions in two different stances. You apply the defense of the stance you were last in.

Weapon at the Ready:

 Any time you would lose your weapon proficiency bonus while in a Champion stance, you keep Champion Proficiency

Accessories

These items encompass anything that can be equipped onto a player that isn't armor or a weapon. The purpose of accessories is typically to allow your character to have passive magical buffs via Enchantment. We will go into more detail on that system later in this book.

The amount of accessories you can equip are endless. However before you get excited thinking you can equip 100 rings that buff HP, we do have a rule preventing stacking items that do the same thing that will be covered below.

Consumables
These items are typically single use items that grant temporary benefits such as a potion, bandages, or a magical meal.

Unless specified otherwise using a consumable takes a full action. You can stay in the stance you were already in when using a consumable.

Consumables stand in their own category when it comes to item stacking. If you have a maxed out HP item, you can still take a consumable that boosts your HP and it will stack with the item.

Weapons

Weapon Groups

All fighting styles and magic spells fall into a specific Weapon Group which can be enhanced by items that your character can equip. You may only have 1 weapon equipped in your primary hand at once, but you may carry multiple weapons on your person. You can also carry a weapon or shield in your off hand, however if you do there are additional rules to follow.

When you have that weapon out and ready to fight with you are considered to be in a **Stance** in that weapon Group. What a Stance is will be covered bellow

A weapon group takes an action to change, during which the player loses their weapon proficiency bonus to defense.(aka putting away your long sword to pull out your bow) A player can also select a new stance during the same action it is changing its weapon group. This speed can be altered depending on your **Mastery** which will be covered later.

The following is a list of the types of weapons in the game split up by their Weapon Group along with their category descriptions. If a weapon you want to wield isn't listed below you can choose a weapon it is most similar to and apply it to that weapon Category.

Light blade: (Dex)
Examples One handed blade Rapier, Scimitar, Hand Axe, Short Sword, Katan,: Hunting Knife, Shuriken, throwing blades

One handed swords - **Add** weapon Proficiency to defense. These weapons can attack in Melee range.

Dagger/Throwing Knives: **Do not** add weapon Proficiency to defense.
- **Jab**: These weapons can attack in Melee range, and don't add weapon Proficiency to defense (without boosts from LB tree feats).
- **Throwing**: Can be used to attack enemies one area of engagement past their normal range, but the weapon is then placed in that area of engagement. (without any boost from LB tree feats this means OoR)

Exception: Rope Knives - See Whip under Bludgeons, has the same properties but is a LB.

Heavy Blade: (Body)
Examples: Great axe, Great sword, Bastard sword (Hand and a half), Battle axe, Scythe

Melee: These weapons attack enemies in the melee area of engagement.
Add your weapon Proficiency to your defense.
Versatile - These weapons can be used either with one handed or two handed grips.
(you still must remain in the same weapon group regardless of grip)

Exception: Scythe - **Add** weapon Prof to defense.
- **Reach**: Attacks enemies in the out-of-reach area of engagement normally. Can also attack enemies in the melee area of engagement, but must half the amount of damage rounded up.
- **Two Handed -** These weapons require the use of both hands to wield effectively and cannot be used for dual wielding without -5 to your attack roll.

Pole arm: (Body, Dex)
Examples: Halberd, Spear, Pike, Quarterstaff, Short Spear

Add weapon Proficiency to defense.
- **Two handed**: These weapons require the use of both hands to wield effectively and cannot be used for dual wielding without -5 to your attack roll.

- **Reach**: Attacks enemies in the out-of-reach area of engagement normally. Can also attack enemies in the melee area of engagement, but must half the amount of damage rounded up.

Exception - Short Spear
- **Add** weapon Proficiency to defense.
- **Melee:** These weapons attack enemies in the melee area of engagement.

Bows: (Perception)
Examples: All bows

Do not add weapon Proficiency to defense.
- **Ranged:** Can be used to attack enemies in the Ranged or OoR area of engagement.
- **Two Handed:** These weapons require the use of both hands to wield effectively and cannot be used for dual wielding without -5 to your attack roll.
- **Blocking:** You may use the block action: spend your action phase adding your weapon proficiency bonus to defense. If you already add your weapon proficiency bonus to defense, you may add +1 to your weapon proficiency bonus to defense.

For each Adventurer Bow Weapon tree you have mastery in, add +1 to your AC; this functions as normal Adventurer Weapon AC.

Firearms: (Perception)
Examples: Pistol, Rifle, Blunderbuss, Musket, Shotgun

Unlike other weapon groups Firearms abilities are strictly split by the type based on which type of gun you are using.
Guns of all kinds **do not** add weapon Proficiency to defense.

Pistols can only use abilities in the Gunslinger tree
- **Close Combat:** You attack enemies in OoR and Melee

Rifles/Muskets can only use abilities in the Sniper tree.
- **Ranged:** Attacks enemies in OoR and Ranged.(20-50 ft).
- **Blocking:** You can use the block action as a full action and add +1 to your AC when taking this action.
- **Two handed**: These weapons require the use of both hands to wield effectively and cannot be used for dual wielding without -5 to your attack roll.

Shotguns/Blunderbuss' can only use abilities in the Boomer tree.
- **Close Combat:** You attack enemies in OoR and Melee
- **Blocking: Y**ou may use the block action: spend your action phase adding your weapon proficiency bonus to defense. If you already add your weapon proficiency bonus to defense, you may add +1 to your weapon proficiency bonus to defense.
- **Two handed**: These weapons require the use of both hands to wield effectively and cannot be used for dual wielding without -5 to your attack roll.

For each Adventurer Firearms Weapon tree you have mastery in, add +1 to your AC; this functions as normal Adventurer Weapon AC.

[Bludgeons](): (Body)
Examples: Flail, Mace, Club, Morning star, Maul (Great Hammer), Hammer, Whip

Add your weapon proficiency to your defense.
- **Melee**: These weapons attack enemies in the melee area of engagement.

Special Exceptions

Flail: You do **not** add weapon prof to defense
- **Close Combat:** You attack enemies in OoR and Melee

Whip: **Add** weapon Proficiency to defense
- **Reach**: Attacks enemies in the out-of-reach area of engagement normally. Can also attack enemies in the melee area of engagement, but must half the amount of damage rounded up.
- **Whip:** As an action, you can attempt to grapple an enemy in range with your whip. Roll an attack using your normal bonuses. If you hit, the target takes no damage but is restrained (cannot move, attack, or cast spells, but can still speak). The target can attempt to break out by rolling push through. If they succeed the check, they are no longer restrained and take their turn normally. While a target is restrained, you cannot take any actions requiring two hands, or your whip, and you cannot move.

[Unarmed](): (Body, Dex)
Examples: Brass knuckle, Barehand, Gauntlet

Do not add weapon Proficiency to defense. (See Grappler tree feat upgrades to do so) You attack in the **Melee** range of engagement.

Shields:
Examples: All Shields

Add your weapon proficiency to your defense.
- **Defensive:** These weapons always add their weapon proficiency bonus to defense. You do not normally add your weapon proficiency bonus to attack. (See Juggernaut tree feat upgrades to do so)
- **Blocking: Y**ou may use the block action: spend your action phase adding your weapon proficiency bonus to defense. If you already add your weapon proficiency bonus to defense, you may add +1 to your weapon proficiency bonus to defense.
- (Shields have the unique property of granting +1 AC anytime they are equipped outside of items stacking)

Spell Focus:
Example: Staff, Wand, Spellbook, Orb, Tattoos

Spell Focus - A variety of different items can be used in spell casting stances and typically scrolls must still be torn, however some items can allow you to cast without the need for scrolls. This item is clearly magical in nature when viewed making it difficult to deny its use in magic.

You can use this item in place of scrolls when casting a spell. If this item adds proficiency to defense, you cannot add proficiency to defense while in a spellcasting stance. Having a spell focus does not change the action required to change stances/weapon group; you still need both hands free apart from a focus you may be holding, and you still need to be able to speak.

Weapon Category Descriptions
The following are explanations and rules regarding the weapon group categories.

Reach - Can only attack enemies in the out-of-reach area of engagement. Can also attack enemies in the melee area of engagement, but must half the amount of damage rounded up. Always add weapon proficiency to defense.
Throwing - These weapons can be used to attack enemies one area of engagement past their normal range, but the weapon is then placed in that area of engagement.
Melee - These weapons can be used to attack enemies in the melee area of engagement. Always add weapon proficiency to defense.

Close combat - These weapons can be used to attack enemies in the out of reach and melee area of engagement. You cannot add weapon proficiency bonus to defense.

Sniper - Can be used to attack enemies in the ranged or long distance area of engagement. You cannot add weapon proficiency bonus to defense.

Ranged - Can be used to attack enemies in the ranged or out of reach area of engagement. You cannot add weapon proficiency bonus to defense.

Blocking - You may use the block action: spend your action phase adding your weapon proficiency bonus to defense. If you already add your weapon proficiency bonus to defense, you may add +1 to your weapon proficiency bonus to defense.

Jab - You may attack anyone in the melee range of engagement, but you are not able to use your weapon proficiency bonus for defense.

Defensive - These weapons always add their weapon proficiency bonus to defense. You do not normally add your weapon proficiency bonus to attack. These are usually held in an off-hand with a primary weapon in the main hand, but all attacks with that weapon are still made without proficiency unless an effect states otherwise. If you have a defensive weapon equipped, you must be in a stance corresponding to that weapon group (not the main hand weapon group) unless another feature says otherwise.

(Shields have the unique property of granting +1 AC anytime they are equipped outside of items stacking)

Two handed - These weapons require the use of both hands to wield effectively and cannot be used for dual wielding without -5 to your attack roll.

Versatile - These weapons can be used either with one handed or two handed grips. (you still must remain in the same weapon group regardless of grip)

Spell Focus - A variety of different items can be used in spell casting stances and typically scrolls must still be torn, however some items can allow you to cast without the need for scrolls. This item glows with a soft light of your choosing making it difficult to deny its use in magic. You can use this item in place of scrolls when casting a spell. If this item adds proficiency to defense, you cannot add proficiency to defense while in a spellcasting stance. Having a spell focus does not change the action required to change stances/weapon groups.

Special - Special rules apply to this weapon type.

- **Whip:** As an action, you can attempt to grapple an enemy in range with your whip. Roll an attack using your normal bonuses. If you hit, the target takes no damage but is restrained (cannot move, attack, or cast spells, but can still speak). The target can attempt to break out by rolling push through. If they succeed the check, they are no longer restrained and take their turn normally. While a target is restrained, you cannot take any actions requiring two hands, or your whip, and you cannot move.
- **Staff:** Magical Staves can also be used in the bludgeon weapon group as a bludgeon, however you still do not add proficiency to defense while in a spellcasting stance.

Stances

Whenever you equip a weapon or scroll you are considered to be *in* that weapon group and when you are in a weapon group the player *must* choose which stance they are standing in. This stance renders additional abilities and bonuses to players.

These stances are listed in the character sheet under each weapon group. For example at the start of a combat you would declare 'starting in Light Blades - Knife Fighting Stance'

In adventurer Magic groups don't have stances so you would just be standing in a general 'Fire stance' instead of a specific stance. When you are a champion Magic does get stances and at that point you must say for example you are in 'Fire - Artillery Mage stance'

A stance takes a half action to change when changing to a stance within the same weapon group, and a full action if changing to a different weapon group.

You cannot use any abilities of a stance you are not in unless you have Mastery in that stance. You can never use abilities from another weapon group while not in that weapon group.

the player retains their weapon proficiency bonus to defense of the stance they were in the longest while changing stances. [Example: you start in Shiel stance, free action swap to magic and cast a spell, you were in magic stance longer you use your magic stance AC]

Champion Stances

Once you are level 11 your character sheet will automatically update and provide you with a second sheet containing new feats and abilities that you can access which use Champion favor. It mimics the Adventure sheet quite closely in use but there are a few ways in which it is different and once of those are in 'Continuing Stances or Independant Stances' in weapon groups.

The easiest way to explain this is with an example. In Adventure the weapon group of Heavy Blades has three stances: Blood Rager, Executioner, and Challenger. In Champion Heavy Blade again has three stances but they are called: Blood Rager 2, Defiler, and Challenger 2. Blood Rager and Challenger then are both Continuing Stances as in champion they share the name with the stances in adventurer with a 2 added at the end.Defiler would be an independent stance as there is no stance called Defiler in Adventurer. Where as Blood Rager 2 and Challenger 2 are Continuing stances.

The differences between how these are treated is that to purchase feats in a continuing stance you must first have Mastery in the stance it came from in Adventurer. If you've not Mastered Blood Rager, you Cannot purchase feats in Blood Ranger 2. Defiler however you could purchase feats in as long as you meet the prerequisites in proficiency.

Mastery

Once you level up your proficiency enough,and purchase enough feats, mastery will become available for you to unlock. Mastery works a bit differently in the different trees whether it's magic proficiency, skill proficiency, or weapon proficiency but it is the cap stone feat in each stance.

- **Weapon Mastery:** You gain all the feat abilities passively of weapon stances that you have mastery in while still in the same weapon group.

    Example: You are investing favor into Heavy Blades, you have the first three feats of the Executioner Stance and the Blood Rager Stance. At the start of combat you need to pick which of those stances you are standing in. If you choose to be in Blood Ranger Stance the abilities of the Executioner stance tree are locked off.

    However if you put enough favor into **Mastering** the Executioner Stance, now when you stand in the Blood Ranger Stance you have access to both the Blood Ranger feats as you are in that stance, *and* the feats from Executioner since you have that stance Mastered and can passively access them whenever you are using a Heavy Blade.

    The only exception to this is the Gun weapon group. guns can Never passively access the abilities of their other trees as each tree is tied to a specific type of gun.

    Mastery in a single stance also allows you to swap to/from other stances within the same weapon group from/to the weapon stance(s) you have mastery in once per turn as a free action.

    Additionally, ranged weapons often get a defense bonus with stance mastery to make up for a lack of adding weapon prof to defense. This is specified in the specific weapon group so read that over.

- **Skill Mastery:** Mastery in one branch of a skill gives you +1 to your passive skill check for each additional mastery you get in the same skill to a max of +3

- **Magical Mastery:** Each magic element is considered a weapon group but the magic weapon groups are closely knit. Magical mastery allows you to switch to/from casting spells in the element you have mastery in from/to any other element once per turn as a free action. If you are leaving Magic and getting a weapon out you still need to take a full action to do so as normal regardless of magical mastery.

    Once you are in Champion each magic element will receive three stances much like weapon groups, receiving mastery at the end of these tress allows you to have the

benefits of every spellcasting feat and passive bonus of that element similar to weapon mastery in that element.

General Weapon Feat Masteries: On your character sheet there are Masteries that can be purchased that are aimed around allowing you to change weapon groups faster then the typical full round it requires. We will go over them in detail here!

Major Mastery and **True Mastery:** These feats allow you to shift Into or from *any other* weapon group regardless of if you have proficiency invested into it as long as you either started from or ended in a weapon group in which you did have mastery.

Major Mastery: Requires Mastery in at least 1 Stance within a Weapon Group or mastery in a magical element. You may switch into and out of any Weapon Group or magical element as a Half Action, as long as you have Mastery in at least one Stance within that Weapon Group or mastery in that magical element.

True Mastery: Requires "Major Mastery"
Requires Mastery in three Stances within the same Weapon Group or prof 10 in a magical element, or mastery in three magical elements . You may switch into and out of any Weapon Group or Element as a Free Action, as long as you have Mastery in all three Stances within that Weapon Group or prof 10 in that magical element, or three magical masteries.

Spellcasting

How to Cast Spells:

Spells are an integral part of the Syndicate experience but also open enough in execution to encourage role play flexibility! There are a few rules that need to be followed anytime someone casts magic.

1. You need to have a spell scroll or a spell focus.
2. There needs to be an incantation (Something verbally spoken)
3. You need to be able to do Somatic Components (Aka have both hands free to wave about, tear a scroll to cast, wave your wand ext. Without BOTH hands free it is [very difficult](#) to cast
4. You need to have the proper level of proficiency matching with the level of the spell. (AKA with Prof 3 in Earth magic you can cast up to level 3 earth spells) OR if you are in a guild you may cast up to your character level in the magic elements of your guild.

There is no need to type out the incantation or somatic components when casting a spell online. You are more than welcome to do so if you wish, but it is not necessary. You may just say "I'm going to cast (insert spell name here) and as long as you meet all requirements for the spell, you can cast it. You may also assume you have enough scrolls on your person to cast any spell you want.

Within a combat encounter, you may state and act out(if you want) the spell you wish to cast. As a curtose post what the spell does during declaration so that the one running combat sees the effects right there.IE "I pull out my scroll and tear it casting poison spray in a purple haze at Orc 1 (Target takes 5 damage and 1 additional damage every round for 5 rounds. This affects everyone within 10ft of the target.)"

All spells require line of sight and can't be cast through objects whether opaque or transparent. You may assume you have enough scrolls on your person to cast any spell you want. Just know that your character always needs 1) a scroll or spell focus, 2) speak an incantation, and 3) hand wavies. Therefore, if you 1) have your possessions taken from you, 2) are gagged or trying to hide, or 3) your hands are bound*, you cannot cast a spell.

How to read spells

When reading the effects of the spell, assume everything is literal.

Here is an example of a spell

Stinging Stream
(Damage)
Lvl: 2
MP: 2
Range: Long Distance (Roll-to-hit)
Ability: Deal two Damage to the target
Upgrade: You can choose to use upgraded effects when you unlock the proper proficiency, spending the new mana cost.
- **At Prof 10:** (3 Mana) target can be pushed 10 ft away.
- **At Prof 15:** (6 Mana): target can be pushed 10 ft in any direction.

- At the top is the name of the spell, fairly self explanatory
- The second line shows what Categories are associated with a spell. These can affect how spells interact. (For example spells in the armor category can't stack with any other spell that has the armor category.)
- Level: You need to have the proper level of proficiency matching with the level of the spell. (AKA with Prof 3 in Earth magic you can cast up to level 3 earth spells) OR if you

- are in a guild you may cast up to your character level in the magic elements of your guild.
- MP: This shows how much Mana it will cost to cast this spell
- Range: This has two important pieces of information. First it will say up to what level of engagement this spell can be cast. This spell shows it is the Long Distance range, that means you can cast up to the edge of long distance at the max all the way back to melee of the caster so it covers a huge swath of area.
    - Both ranged and Long distance have multiple sections inside of them. Unless this range specifies it can only go to one of these distances you are to assume that it can get to the end of it. In this case this spell can go up to LD 3
- In the Range of a spell it will also say if this spell is (Roll-to-hit) or (Auto-hit) This means what it sounds like, if a spell is RTH then the caster must roll a d20 + caster's spell level. If the rolled number matches or beats the target's defense, the spell takes effect. If it is lower, the spell doesn't take effect. There is no need to roll a die against a willing or unconscious target. If it is Auto-Hit you don't need to roll anything your spell will find it's target.
    - If there is nothing listed in this area the default assumption is it is a RTH spell. Never assume a spell is auto hit, this must be specifically stated.
- Ability: This is the bread and butter of the spell, what occurs when you do cast it. For this spell you deal 2 damage to whoever you targeted.
- Upgrade: once you have purchased enough proficiency to match what is requested, you can spend additional mana to trigger the effect. In this spells example if you have purchased 10 Wind Proficiency you can cast the spell for 3 mana instead of 2 and then the spell will push a target away as well as deal 2 damage. Guild magic doesn't not count towards if you qualify to upgrade these spells it Must be purchased proficiency.

Some spells can cause harmful temporary status effects listed just below

Spells outside of combat: A player can only have 2 spells from the following list active at any time they are not in combat. If combat ends and they would have more than two, they choose two spells and all others from the following list end. If a third spell would be cast on a character outside of combat the character chooses which two of the spells they keep and the third ends. Spell Types: Armor, Aegis, Enhancement, Aura, Utility, Transformation, Spirit.

Buying Proficiency in your Guilds Magic:

Taking proficiency in a guild element reduces spell cost by 1mp for the level spell you have BOTH proficiency in AND character level matching or greater.

Combat Misc Rules

Line of Effect **-** Line of effect is defined as nothing physically blocking between you and a target. For instance, if you shoot an arrow and it hits a glass window between you and your target, you do not have line of effect. If you do not have line of effect to your target, you cannot hit them with any effect unless it is specifically stated.

Invisibility- This rule applies to any target that is invisible. Any target you do not have line of sight to is considered invisible. If you are blinded, all targets are invisible to you. Auto hit effects become (roll to hit) effects regardless of their range. Roll to hit effects have disadvantage unless you are in melee. Area of effect spells have no penalty against invisible targets. People have disadvantage on perception checks to notice an invisible target.

Status Effects

Status	Effects online/tabletop	Cure Conditions
Bleeding X	X damage every round in combat, or every ten minutes outside of combat. The heal and push through DC increases by X. X cannot equal more than 5. This damage ignores THP	Instant Cure: Bandages Heal DC: 10 Save: Push through 12
Poisoned X	1 damage every round, or 10 minutes out of combat. Increases by +1 damage per round to a maximum of X damage per round. For every 3 damage this effect deals per round, target takes -1 to all rolls.This damage ignores THP	Instant Cure: Antidote Heal DC: 15 Save: Push Through 13
Diseased	Character is diseased. The specifics of the disease are unique to the disease.	Cure is specific to the disease
Burning X	X damage every round, (or 1 minute out of combat). This increases by +1 damage every round up to a maximum of 10 damage in a round. If the damage per round equals 0, the effect ends. Push through DC increases by +2 every 1 point of damage this deals per round (non cumulative) to a maximum of DC 20.	Pat out: Half action, -1 damage per round. Smother: Full action, -3 damage per round. Roll: Full action, end turn prone. -5 damage per round. Push Through DC: 10
Charred X	Character takes X extra damage any time they take	Needs: Something cold or wet.

	fire damage for the duration; if X is not specified then it is 1, and X cannot exceed a maximum of 10. This effect lasts a maximum of two weeks if never treated. This extra damage only occurs once per person that inflicts fire damage per round. If a DoT effect such as Burning inflicts fire damage this activates Charred once even if multiple DoT effects cause fire damage, separate from the above once person a round rule.	Cure DC: 10
Chilled X	Character takes X extra damage any time they take Water damage for the duration, and subtracts -(1+X) from Initiative; if X is not specified then it is 1, and X cannot exceed a maximum of 10. This effect ends if the target takes Fire damage, or spends an hour warming up. This extra damage only occurs once per person that inflicts water damage per round. If a DoT effect inflicts Water damage this only activates Chilled once, even if multiple DoT effects cause Water damage, separate from the above once person a round rule	Needs: Blankets/something warm. Cure DC: 12
Slowed X	A slowed character cannot take half-actions and subtracts -1 from initiative, defense score, and attack bonuses for the duration.	N/A
Blinded/Dazed X	All physical attacks and spells (including auto-hit spells) must be rolled with disadvantage.(With the exception of area of effect spells or self cast spells)	N/A
Invisible	While invisible you get advantage on stealth checks.	N/A
Concussed	The target's mind is foggy and it's hard to concentrate past their intense headache. -1 to all rolls and has a 10% chance that any spell they cast fails. (Roll a d10 and on a 1 the spell fails, the mana is still lost and they still used that action).	A DC 18 Non-Magic Healing check and 24 hours of rest removes the condition. A failed Check reduces the player's maximum mana by 1. It takes 24 h to recover any lost mana. The condition is cured after 7 days if not cured sooner.
Cracked Skull	Roll a d6 at the beginning of every round. On a 1, you're Reprimanded for that turn.	Cured after 2 weeks in real time. Casting Greater Cleanses on the target removes 1

		day from the waiting period per casting.
Embedded	There is something inside you that cannot be removed with magic. Any ongoing bleed conditions (That deal damage to HP) cannot be cured until this condition is removed	Needs: Suture tools. DC 13 There must be 15 minutes of medical RP before your skill check. Failing the check by 5 or more results in the bleeding effect dealing +2 damage for the direction of the Condition
Rooted X	A rooted character may not move or be moved but can attack and cast spells normally	N/A
Restrained X	A restrained character cannot move or be moved, and cannot attack or cast spells, but can speak for the duration. (usually can roll to attempt to escape the effect)	N/A
Knocked Down	A knocked down character acts as though stunned until you recover with a half-action by getting up.	N/A
Stunned X	A stunned character may not move or speak, and they lose their weapon proficiency bonus to defense for the duration	Needs: This can be cured instantly with a successful check. DC: 15
Petrified X	A petrified character cannot move, or speak, and is not aware of anything happening around them for the duration.	N/A (This effect Cannot be pushed through)
Controlled X	Character must perform an action as stated by the spell cast on them. Their mind is being controlled to perform an action. Every "Mental" spell causes this status effect..	N/A
Unconscious X	character cannot move or speak, and they lose their weapon proficiency to defense, but the effect ends if the character is attacked.	Needs: Smelling salts. DC: 8
Downed	Character must crawl slowly. They may move one area of engagement as an action. They lose their weapon proficiency bonus to defense. If they are damaged, they die, if they are downed for 10 rounds, they are back up with 1hp	Needs: This can be cured instantly with a successful check. DC: 10 (This effect Cannot be pushed through)
Silenced X	Character can't speak and can't cast spells for a period of time.	N/A
Dead	Character is a ghost. They can't cast spells or attack. They cannot be affected by a spell unless an	N/A (This effect Cannot be pushed through)

	effect specifically targets ghosts	
Undead	Character takes damage from all sources of Light healing but heals from all sources of Dark damage	N/A (This effect Cannot be pushed through)
Dehydrated	If you go 24 or more hours without drinking any liquid you gain the Dehydrated condition. The target does not have enough liquid in it's system to function properly. They feel light headed and their mouth is dry and muscles ache. The Target takes -10 to all move actions they take and -1 to all rolls they take. Each additional 24 hours you don't drink your penalties double. When you reach -8 or 96 hours you die.	Drinking water and 24 hours of rest removes this condition. A Non- Magic healing check (DC 13, Need Water/Liquid) that takes 15 min to perform can remove this condition. A failed check results in no penalty but a check can only be performed once each hour.
Starved	The target feels light headed and has a slight tremor to each movement. Their feelings of lethargy and weakness are evident. The target takes -1 to all rolls and cannot move more than 20ft each round on their own. if you go 24 hours without eating you gain the starved condition. Each additional 24 hours you don't eat increases your penalty by 1. When you reach a penalty of -14 you die.	Can be removed by eating and resting for 24 hours or a Non-Magic healing check (DC 15, Need food) can remove it by spending 5 min and the person resting for 15 additional min. A failed check results in the Nauseated condition for 24 h on the target.
Nauseated	The target is experiencing debilitating gastro-intestinal discomfort.The Target takes a -1 to all rolls and cannot eat food until the condition is removed.	The condition is removed after 2 hours or a Non-Magic healing check DC 12 and spending 5 min.
Exhausted	The subject has experienced intense workloads and has not allowed themselves to rest properly. They Seem visibly slow and nod off occasionally. The target receives a -2 to all attack rolls and a -2 to defense. They cannot take full actions to move.	Resting for at least 8 hours uninterrupted removes the effect. A DC 16 Non-Magic healing check can remove these effects for 2 hours but the target looses 2 HP from their max HP limit until the Exhausted condition is removed. A failed check reduces the max HP by 2
Bleeding Out	Character takes 5 damage every round. This increases by +1 damage every round (or every minute out of combat). If this hits 10 damage a round, the character falls unconscious.This damage ignores THP.	Instant Cure: Tourniquet, but the limb is deadened. Heal DC: 20 Save: Push Through 20
Deadened Limb	Your limb is deadened. If it's an arm, suffer disadvantage on all attacks. If the deadened limb is a leg, they suffer -10 feet to all move actions. All skill checks requiring the limb suffer -5 penalty.	Heal DC: 18 Save: Push Through 18

Broken Arm	-2 to any roll using that limb and you take 2 damage each time you use it	Needs: Splint. There must be 15 minutes of medical RP before your skill check. After a successful check target gets the Set Bone condition DC: 15
Missing Arm	Unable to use 2 handed requirements. Any action requiring the use of the missing limb cannot be taken.	N/A (This effect Cannot be pushed through)
Broken Leg	-10 feet to all movement actions they make and they take 2 damage each 10 feet they move on their leg or 2 damage each round they stand on it (whichever is greater).	Needs: Splint. There must be 15 minutes of medical RP before your skill check. After a successful check target gets the Set Bone condition DC: 15
Missing Leg	You cannot take any half action to move or dodge, and you cannot take the dash action. When you take the move action, (you can only move if you have at least one leg). If missing both legs, any move action takes two turns to make. You cannot take any alternate action requiring the use of the missing leg.	N/A (This effect Cannot be pushed through)
Broken Wing	the target cannot fly and must immediately make an agility check (DC 15) or enter free-fall. If they break out of free-fall the condition is treated as a broken leg condition except each round they fall 10 feet and cannot move upwards.	Needs: Splint. There must be 15 minutes of medical RP before your skill check. After a successful check target gets the Set Bone condition DC: 15
Missing Wing	Unable to fly. Any action requiring the use of the missing limb cannot be taken.	N/A (This effect Cannot be pushed through)
Set Bone	This condition can only affect limbs. A Set Arm (or equivalent) grants a -1 to any roll using that limb. A broken Leg (Or equivalent) grants the user -10 feet to all Dash Actions they take. Broken Wing (Or equivalent) the target moves at half speed while flying.	Cured after 2 weeks in real time. Casting Greater Cleanses on the target removes 1 day from the waiting period per casting.
Broken Neck	Character cannot move or speak for as long as the neck is broken.	Need: Neck Brace. There must be 10 minutes of medical RP before your skill check.

		DC: 25 (This effect Cannot be pushed through)
Missing/ Broken Tail	Target is sad for the duration. Their parents don't love them anymore.	Needs: Splint. There must be 10 minutes of medical RP before your skill check. DC: 15 (This effect Cannot be pushed through)

Status effects: Explained!

The Status Effects that have had the most changes are Bleeding, Burning, and Poisoned. Each of these have similarities and differences from how they act from one another.

Burning X : "X damage every round, (or 1 minute out of combat). This increases by +1 damage every round up to a maximum of 10 damage in a round.

If the damage per round equals 0, the effect ends. Push through DC increases by +2 every 1 point of damage this deals per round (non cumulative) to a maximum of DC 20."

Burning Explained: This Status Effect will deal X damage the round it takes effect. If this Status Effect is not cured, it will deal X+1 damage the next round. It will deal X+2 the next round, and will continue to grow to a maximum of 10 damage a round. If an action is taken to stop this effect, the action affects the X stacks first - if X is 0, the effect ends. So, if you have Burning 2 and it's going to go up by 2 at the end of the round, and you take an action to smother the Burning (make the Burning stack go down by 3), then the Burning on you stops entirely.

Poisoned X: "1 damage every round, or 10 minutes out of combat. Increases by +1 damage per round to a maximum of X damage per round. For every 3 damage this effect deals per round, target takes -1 to all rolls.This damage ignores THP"

Poison Explained: This is applied by something that will specify a specific poison amount, like Poison 4. It will start at 1 and gradually build to 4, going up by 1 each round. If you are at Poison 3, you take -1 to all rolls. It's rounded down, so Poison 4 and 5 still make you take just -1. This damage skips THP.

Bleeding : "X damage every round in combat, or every ten minutes outside of combat. The heal and push through DC increases by X. X cannot equal more than 5. This damage ignores THP"

Bleeding explained: This when applied doesn't keep building. It instead applies a specific

bleeding amount right away that is specified by the attack or weapon. Bleeding 2, for example, makes you take 2 damage to your HP per round until you cure the condition.

What does Pushing through these effects do?: Every round as a free action you can push through to avoid taking damage from a status effect. Currently it does nothing to stop the effect from building or from being applied, but on rounds where you push through the effects you take no damage from them.

Bleeding push through: DC 12
Poisoned Push Through: DC 13
Burning DC 10 increases by +2 every 1 point of damage this deals per round (non cumulative) to a maximum of DC 20

Weapon Secondary slots

Bleeding Secondary Slots

Bleeding weapon 1: Applies Bleeding 2 on hit
Bleeding weapon 2: Applies Bleeding 3 on hit

(if target is already bleeding, subsequent hits do nothing. But the target will bleed again if they are cured and struck again.)

Poison Secondary Slots
Poisoned Weapon 1: Applies Poison 1 on a hit, and on subsequent hits gives an additional 1 Poison stack up to Poison 3.
Poisoned Weapon 2: Applies Poison 2 on a hit, and on subsequent hits gives an additional 1 Poison stack up to Poison 5.

If you have Poisoned Weapon 1 and hit someone once, they have Poison 1. If you hit them again while they have Poison 1, they have Poison 2. And if you hit them yet again while they still have Poison 2, they have Poison 3. Additional attacks after that cap would do nothing.

Burning Secondary Slots

Burning weapon 1: "Applies Burning 1 on a hit.
Burning weapon 2: "Applies Burning 1 on a hit, and the target's Burning grows by 2 at the end of each round (starting next round).

Pretty much think of it like if someone has burning 1 and is left alone it will take them 10 rounds to build up to burning 10. This weapon slot is the cause of the initial burning, and helps speed up that process up to a certain point.

Advanced Classes Explanation

Advanced classes are abilities that your character can learn that goes beyond the basic skills available to every character. For example if you are an extremely talented Wind and Fire mage, you may look how to combine those skills to form a new type of magic, Electromancy. In order to learn this you typically must go on a few quests and then will be rewarded with an extra sheet on your character sheet going over the new abilities

Once you receive an Advanced Class,an extra tab will be added onto your character sheet. You will notice that portions of these extra tabs are listed into 2 or maybe 3 separate categories: Tiers, Spells, and (sometimes) techniques. Pure magic Advanced Classes typically don't include techniques.

Reaver						
Name/Description	Have	Cost	Total	Quest?	Feat Granted	Requirements
Ashen	1	5	5	1	**Conflagrating Aura:** As a free action, an aura of fire emanates from your form, dealing 1 damage a round to anyone within melee range excluding you and cauterizing any bleeding effects on you. This effect can remain on indefinitely, but while it's active, you lose 4 permanent MP and regain it when it's turned off as a free action. You have 2 Fire resistance. You now have access to level 1 and 2 Reaver spells without a token as well as tier 1 reaver techniques	Tier 1 - Proficiency 4 in Fire & 2 in (weapon of choice), level 6 a mentor, a quest
Firebrand	0	5	0		**Mark of the Ifrit:** Once every hour, or every 6 rounds in combat, as a free action, you may mark a target within OoR of you. That target takes +1 fire damage from you until a new target has been marked or 12 rounds have passed You now have access to level 3 and 4 Reaver spells and level 2 Reaver techniques	Tier 2 - Proficiency 5 in Fire Casting & 3 in (weapon of choice), and level 7, a mentor, Tier 3 - Mastery in Fire Casting & prof 4 in (weapon of choice), and level 8, a mentor Tier 4 - Proficiency 6 in Fire Casting & prof 7 in (weapon of choice) a mentor

Reaver Spells						
Spell Name	Level	Cost	Range	Catagory	Element	Description
Furious Sprint	1	2	Self/auto	Enhancement	Fire	Caster takes 2 fire damage. Target of this spell can move an extra level of engagement for the next X rounds. This can only apply once a round (X is half your level)
Sacrier's Fear	2	3	OoR/roll to hit	Damage	Fire	Deal 4 fire damage to a target. That target gets -1 to their attack roll the next round

Reaver Techniques							
Technique Name	Tier	Cost	Range	Action	Proficiency	Description	Restrictions
Siphon Heat	1	2 Mana	Self	Free	2 weapon, 2 fire	Your weapon gains Charring 5 for the next 6 rounds or until the next time you hit with a weapon attack.	Can only be used once per combat.
Powerful Shove	1	4 Mana	Melee	Full	1 Weapon, 2 Fire	Choose a target within Melee. You and that target both move two Levels of Engagement in the direction behind your target. You deal 4 Fire Damage to them and 2 to yourself. If you hit into a wall, you stun them for one round.	Each round, roll a d6. If you roll a 5 or 6, you can use this ability again. You can use this ability again if combat ends.

The **Tiers** determine what rank of an AC (Advanced Class) you are from Tier 0-5. To progress through the tiers you must spend favor to represent the training you've done in the AC. Each tier has requirements tied to what the main skills are for your AC. For example, to become a Tier 2 Reaver (the Fire/Weapon AC) you must have Proficiency 5 in Fire-Casting, Proficiency 3 in (weapon of choice), be level 7, and have a mentor. Tiers 1-3 can be purchased while your character is in Adventurer, but once you get to Tier 4-5, the requirements will <u>always</u> demand Champion level purchases and so can't be entered into until your character is a champion.

Now what it means by **mentor** is that you must still be in the good graces of whatever mentor first taught you this class. It can be assumed—unless there is a falling out—that you are in their good graces. This is because some mentors may have certain alignments or goals, and if your character violates them it would be likely that they would no longer be willing to mentor you

further in the AC. If you are ever unsure about this, contact the QM/FW that runs your character's Mentor and make sure. Falling out with a mentor would not remove any current tiers, but it would bar you from progressing further in the class until you once again obtain a willing teacher.

Along with the tiers, each AC grants **Feats** that speak to the core of the Class. These Feats are not necessarily tied to any stance and so can be performed regardless of what stance your character is in; whether it's in a magic or fighting stance, or transformed into an animal. Some feats may be augmentations to existing abilities—such as an increase in damage when casting certain types of spells—which only activate when those abilities are used in the correct stance and won't allow you to cast those spells while in a weapon stance.

Electromancer Spells						
Spell Name	Level	Cost	Range	Type	Element	Description
Charged Spark	1	0	Ranged 1	Damage	Fire/Wind	Auto Hit, Target within range of the spell takes 1 damage next round as long as they remain within range of the spell.
Reactive Static	1	1	OoR, Auto-hit	Utility	Fire/Wind	Auto-hit; Target Receives a +5 to thier next initiative roll.
Charged Zap	2	2	Ranged 1	Damage	Fire/Wind	Auto Hit, Target within range of the spell takes 3 damage next round as long as they remain within range of the spell.

Spells: These act similarly to any other spell. If your advanced class is a multi-elemental one, you will notice your spells have 2 or more associated elements. These spells can be cast from any of those stances. This doesn't allow you to access all abilities from all listed stances, but instead you pick to be in one stance only. If you have a fire/wind spell, you can choose to cast the spell from fire stance, accessing any feats tied to just the Fire stance while casting, or wind stance accessing only wind feats..

You'll see that spells are leveled 1-10. These indicators are tied to your character level, not the tier of the AC. Spells can be given as rewards to those not in the class and so have normal levels attached to them.

Reaver Techniques							
Technique Name	Tier	Cost	Range	Action	Proficiency	Description	Restrictions
Siphon Heat	1	2 Mana	Self	Free	2 weapon, 2 fire	Your weapon gains Charring 5 for the next 6 rounds or until the next time you hit with a weapon attack.	Can only be used once per combat.
Powerful Shove	1	4 Mana	Melee	Full	1 Weapon, 2 Fire	Choose a target within Melee. You and that target both move two Levels of Engagement in the direction behind your target. You deal 4 Fire damage to them and 2 to yourself. If you hit into a wall, you stun them for one round.	Each round, roll a d6. If you roll a 5 or 6, you can use this ability again. You can use this ability again if combat ends.
Reaver's Roar	2	6 Mana	Self	Half	Fire 3	For the next X rounds, where X is equal to fire proficiency, anyone in melee range who attacks you does so with -2 to their roll. You take 2 Fire damage each round this is active. (X Caps at 6).	Can only be used against an opponent moving away from you, during the round they move away. Cannot be used against the same target until 6 rounds have passed. This can only be used against an opponent you have marked with "Mark of the Ifrit".
Forceful Displacement	2	2 Mana	Melee	Full	Weapon 2, Fire 1	Move a target within Melee to the other side of you. They take 4 Fire damage, are knocked prone, and are stunned for one round. This deals 2 Fire Damage damage to you. If the target uses Push Through escape this abilities stun, it also applies to the Knocked Over condition.	Each round, roll a d6. If you roll a 5 or 6, you can use this ability again. You can use this ability again if combat ends.
Molten Glass	3	4 Mana	Melee	Half	Fire 4	Target takes -X to their attack rolls, where X is 1/2 rounded down of the fire damage they have taken this combat. This effect lasts until they are cleansed or 3 rounds has passed. This effected can be Pushed Through.	Can only be used while "Conflagrating Aura" is active on the user. Each round, roll a d6. If you roll a 5 or 6, you can use this ability again. You can use this ability again if combat ends.

Techniques: These require you to be in a weapon stance to activate, and you can't use these while in a magic element stance. An important thing to notice with techniques is the restrictions on how often and under what circumstances these can be used. Please pay close attention to these as you use them.

Some techniques also have recharges in their restriction section. A recharge means that to re-use the ability after initial use, you must roll a dice and meet a particular value and may not use the technique again until the value has been met. It will say something like "Each round, roll a d6. If you roll a 5 or 6, this ability can be used again." This roll can be made during the declaration phase, so its availability is known, or during the regular action phase, as long as the roll's purpose is made clear.

Shifters Explanation

Shifters are given abilities that allow characters to change into a creature. Upon acquiring one of these abilities, you will receive another tab added to your character sheet.

Example of a Dragon Shifter Sheet:

	25		0	

Dragon Shifter

Proficiency	Cost	Have	Attack	AC
1	1		.+1	11
2	2		.+2	12
3	3		.+3	13
4	4		.+4	14
5	5		.+5	15

Elemental Power	Cost	Have
Elemental Spit 1	1	
Elemental Spit 2	2	
Elemental Spit 3	3	
Elemental Spit 4	4	
Mastery	5	

Elemental Ease	Cost	Have
Elemental Resistance 1	1	
Elemental Resistance 2	2	
Elemental Resistance 3	3	
Elemental Resistance 4	4	
Mastery	5	

Physical Adept	Cost	Have
Brutal Strike 1	1	
Long Reach	2	
Accustomed Flight	3	
Swift 1		
	4	
Mastery	5	

Champion Dragon Shifter

Proficiency	Cost	Have	Attack	AC
1	1		.+6	16
2	2		.+7	17

Elemental Type	1
Water Dragon	
Fire Dragon	
Earth Dragon	
Dark Dragon	
Light Dragon	
Wind Dragon	
Huge Size	

Each shifter sheet will have a note under the creature's name showing the base abilities you will have when transformed. These include the creature's attack and AC before purchasing proficiency 1 and any skill stat changes that come from being in that form.

Some—not all—shifter trees have side-sections if there are extras associated with the creature in need of notation that aren't part of the main tree. If available, these often include picking and sticking to variants of the creature.

The total favor spent in the shifter ability is in the top left of the sheet. Adventure favor spent is shown in cell A1 and Champion favor is shown in cell B1. All shifters have an inherent starting cost included which is paid upon gaining the ability. As shown with this example, you must spend 25 adventure favor to pay the base cost of owning dragon-shifter before being able to

use it.

Mechanically, **a shifter acts just like it's own weapon group**. Shifting is the same as changing weapon groups. Thus any ability having to do with changing weapon groups (such as True Mastery) affect your shifting. Shifters are unable to dual wield, treat them like a 2 handed weapon class —no firing rifles as a bear.

Like other weapon groups you must purchase proficiency before going too far down in a tree. Purchasing prof 1 will allow you to access the first row of feats available on your sheet, and so on.

Access shifting abilities while in base form: None of the abilities listed in the shifter tree can be accessed while in your non-shifted form, unless the ability specifically states otherwise, these are very rare. Half-shifting is prohibited, as well as only manifesting certain parts of your form while in your base form. You have the choice of either being completely in your base form, or completely shifted.

Inventory: The inventory you have while you are shifted is entirely different from the one you have while you are in your base form. You don't burst out of your armor when you shift into a huge creature; all the items you have equipped remain with whichever form they are equipped to.

Weapon item: Since Shifters are essentially their own weapon tree, you may potentially acquire a weapon that can be equipped to that shifted form. It must be specific to your form—you can't use a weapon made for a fox while a dragon, and as a dragon you can't wield a heavy blade.

Champion: Some, not all, shifters have a champion level associated with them. In order to start purchasing those skills, you must first gain prof 5 before acquiring prof 6, and you must have mastery in Adventurer before you can purchase in Champion.

Additional Rules

Item System

The items you will come across during your RP in the Syndicate will be many and varied. The way these items are organized in our system is through Type, a Tier system, and Slots.

The Types were mentioned previously and are broken into four sections. Armor, Accessories, Consumables, and Weapons.

Slots go hand in hand with Tiers and they are how we differentiate our basic everyday items and the enchanted magical items you'll find along your adventures. We have Tier 0-4 items showing what their magical power levels are.

Tier 0 Items
If an item doesn't grant a numerical benefit to a roll it is what is called a T0 item. This would be a blanket, tent, pot, basic weapons or armor, rock, toilet, essentially anything that has RP and world building benefits but when used doesn't give a bonus to your roll or stats.

A rope for example if used for climbing would likely be considered T0 as while it does allow for the roll to take place, it doesn't boost the agility roll you need to do to climb and so it is T0.

T0 items can be obtained through regular self run RP without the need of a QM or anyone else approving the acquisition as long as it is reasonable and not exceeding a raps / $1000 in cost.

Tier 1-4 Items
If an item does benefit a roll in some way it would then be part of the 1-4 tier and is something that would need to have resulted from a quest or something that a player purchased with rasps and be tracked.

What makes them fall into either tier 1,2,3, or 4 is how many Primary Slots they have on them.

Primary Slots
Primary slots raise the raw numbers of your item and determine tiers. If your item has 3 primary slots it is a Tier 3 item.

For example a primary slot could contain: +1 to attack anything, +1 to a skill roll, +2 damage on hit, or +3 damage on hit against something specific, for example, zombies. Something that just raises the stats of your character.

Secondary Slots
Secondary slots are abilities that won't raise your roll numbers but will widen what your items can do.

For example: on causing damage to an enemy regain 2 health, apply burning 3 on a hit, prevent burning.
These slots are only available on armor and weapons not accessories.

Minor Slot
This is when an item has an ability that does have an effect on the environment, but is so minor that it shouldn't cost rasps. For example 'Gives off a light glow and jolts people when touched' These are unique enough however that it can't be obtained on T0 items gotten through normal RP.

For a breakdown of the purchasable item slots click here.

Item Lock off

Any item above Tier 0 has inherent magic in it that interacts with a characters level and helps determine the power that a character can draw from the item. For example if a level 5 character picks up a sword owned by a god, they will not have the power necessary to draw forth the weapons full power and it will only activate to the level that character can wield.

So if a Champion character dies and an adventurer picks up their Tier 4 sword of +4 attack with a large secondary skill that takes up 2 slots. That adventure could only activate 2 primary slots of that giving them +2 attack. Once the adventure becomes a champion, they can unlock more of the swords power granting them the full +4 attack and now access to the secondary skill as they can use 2 secondary slots now.

Character Rank	Tier	Primary Slots	Secondary Slot
Adventurer	Tier 0	0	0
	Tier 1	1	1
	Tier 2	2	1
Champion	Tier 3	3	2
	Tier 4	4	2

How to obtain items

While RPing you can obtain any T0 item that is under $1000 dollars and is reasonable to obtain, on your own without a QM or needing to track the item. It is best practice to RP out obtaining items, for example if you have a quest starting in an hour going to a shop and saying that your character is purchasing basic travel supplies so you are ready for the quest is ideal. You would not be able to obtain items from nowhere if it doesn't fit the situation. For example you are in the

middle of nowhere you can't say you manifest or find a shop suddenly that sells supplies, the items you get need to match your situation.

Once you get to T1 or higher items, or items that would cost in the range of rasps those do need to be tracked and would need either to be obtained from a QM, or purchased from an Artifier/QM run shop and Transaction forms filled out.

Alforge

On the Veridian Isle there is a shop run by Artificers who can offer any character on the island basic enchanted items and pet bonding. At this shop you can bring in any item you wish to enchant and they will give them basic enchantments as ordered for a set cost.

Primary Slot enchantments cost 6 rasps
Secondary Slot Enchantments cost 8 rasps

The full inventory of what they sell can be found [here.](#)

The Alforge can also obtain basic animals for players and can sell them untamed or tamed. Not all animals can be obtained through this shop but some can, typically exotic or magical animals can't be found here.

The cost of the animals Tamed and fully grown correspond to their size.
Small: 5 rasps
Medium: 10 rasps
Large: 20 rasps
Huge: 60 rasps

Armor weight can be adjusted free of charge at any time.

Selling to the Alforge

At anypoint a player can try to sell items to the alforge for rasps. Unless it is a special respec period The Alforge will typically buy back an item for Half of it's cost. So if an item has a primary slot they will give 3 rasps for this and 4 rasps for selling back a secondary slot.

Reforging: While at the Allforge or a friendly guildhall you may have your Weapon/Armor reforged into a Weapon of a difference stance (Light Blade into a Bludgeon) or Armor of a different weight, keeping all the same Primary, Secondary, and Minor slots (So long as all slots can legally be added to the new item). This process takes 24 IRL hours where the Weapon or Armor is not available.

Special Weapons or Armor handed out by QMs/FWs can be reforged at the discretion of the QM/FW.

Transferring Slots

If you want to reforge without waiting 24 hours there is a way this can only happen if you are combining / moving slots from one item to another of the **EXACT** same type.

You can also simply move the slots to a different item free of charge.

For example if someone has two +2 strength accessories those can be combined into a single +4 strength and T0 item instantly as opposed.

The reason for this is so that people can change the flavor of their items without much push back. Or if someone has an item that is sentimental but they need rasps. Like a bow that does +1 that was given by a friend. The +1 slot can be moved to a blank bow, that bow sold, so the player can keep their sentimental item as a T0 and still get rasps.

What we mean by type. Accessories = other accessories, armor = armor, weapon category (HB or pole arms) = same weapon category. You **can't** transfer an accessory slot to a weapon or armor,

For weapons type is weapon category. You can move slots from shields to a different shield but you can't move that on to a sword.

Item Types

Not all slots can go on all things and each slot will note what type of items they can be placed in. They will either say **Weapon**, **Armor**, or **Accessories** and can't be placed in a type of item they are not labeled.

At any time you can only have one set of armor and one weapon equipped (barring a feat like dual wielding that allows you to hold 2 weapons.) The accessories you can equip are endless. However the next rule explains why you can't get infinite HP from stacking hundreds of HP buffing accessories.

Item Stacking

Items that give the same bonuses do not stack.

If you have necklace that gives +3 to perception, and a ring that gives +1 to perception. Instead of giving a total of +4 only the highest bonus from any of your items applies, so it would be +3 and the +1 would be disregarded.

This applies to all items, so if you have armor that buffs AC and a shield that also buffs AC only one of those AC bonuses will be applied. In instances like that it is best to get a different primary slot that does something similar but not the same, for example giving the shield Damage Reduction enchantments instead.

The only exception to this is consumables. You can have a T4 item giving +8HP and then take a consumable that boosts HP by +2 for a total of +10. However, consumables don't stack with each other. So if you chug 2 of the HP boosting potions only 1 would apply and it operates similarly that if you take 1 potion that boosts AC by +1 and HP by +1 and then you take a second that boosts HP by +2, only the highest of the HP buffs apply even though the potions arn't identical.

Potions are consumables and are discussed below.

Alchemy

Our Alchemy system has been revamped!

Alchemy : With one proficiency in alchemy, you are able to craft alchemical potions and poisons.

With six proficiency, you can craft enhancers and bombs.

 In order to craft them, you can use slots that correspond to time frames. These time frames represent periods of time you worked on them during your downtime. However, you don't need to roleplay that you're working on them or spend the time required to do so unless you wish to.

At proficiency 1, you start with 1 daily slot, representing downtime spent in a day to brew an alchemical concoction. You can use these slots the moment you need them in order to retroactively state that you spent time creating the potion.

> For example, if I'm in combat and I'm missing 5hp, and I want to heal that using a health potion, I can immediately use a health potion as an action by using one of my daily slots, even if I hadn't done it prior to combat.

All slots recharge at 6am corresponding to their slot. (Dailies recharge at 6am every day, weeklies recharge at 6am on sundays, monthlies recharge at 6am the first day of the month. All alchemical items created with a slot expire when their slot recharges, so stockpiling can't be done unless otherwise stated.

The Alchemy Skill Tree Expands on what the Alchemy system can do.

- Creating alchemical items with any slot costs no action.
- Potions, Poisons, and Enhancers can be ingested in a liquid form or blown in the face of someone in melee as a standard action.
- Bombs can be thrown up to the Ranged area of engagement as a standard action.

You get additional slots at the following Proficiencies:
Prof 3: 1 Daily
Prof 5: 1 Weekly
Prof 6: 1 Daily
Prof 7: 1 Daily
Prof 8: 1 Weekly
Prof 9: 1 Daily
Prof 10: 1 Monthly

Approved Potions List

Pet Systems

Pets

There are many animals throughout the planes, and many can be taken as pets. You can RP buying a pet, or obtaining one, but you must have QM or FW approval for any pet more expensive than a horse or that is magical.

In order to use a pet in combat or taming, its stats and abilities must be decided by the artificers. There are two different kinds of pets: Bonded pets and Unbonded pets.

Bonded Pets

Pets can be bonded by going to specific NPCs. One of them is Fix, the in-character shaman at the allforge. This costs favor and 2 rasps.

When bonded, a pet can be resurrected similarly to a PC, however it's resurection sickness rank is tied to it's bonded owner. So if your pet dies and you use a normal revie on it, both you and your pet will have rez sickness 1.

 Commanding a Bonded Pet is a free action on your turn. They will take no action without you using an action to command them.

Owners can only communicate with the pet up to a mile away.

The pet understands all mental commands but cannot communicate back through the mental link. (Bonding to a pet doesn't effect an animals intelligence or sentients. It understanding your commands doesn't change that it is an animal and let it talk.)

The pet can share its current feelings with you through touch.

 If you die, the pet will follow your most recent command until it can't, then protect your body until you are resurrected.

Example of a Bonded Pet Sheet:

Medium Cat														Bond Cost:		10		Spent
Proficiency	hp	atk	def	cost	Purc has ed	Thick Fur		cost	Pur cha sed	Attack		cost	Pur cha sed	Hunter		cost	Pur cha sed	10
1	9	-1	9	1	0	Bulk 2: +2 to HP	1		0	Powerful Strike 1: add 2 to damage	1		0	Hunt: Creature can be trained to go and hunt for food and return in to their bonded master. This takes an hour to accumulate enough food for 1 day.	1		0	0
2	10	0	10	2	0	Agility 1: Add 1 to this creature's defense score.	1		0	Thrash: Whenever this creature deals damage to a target, that target gains the bleeding 3 condition.	1		0	Stealth 1: Creature can use it's natural camoflouge to keep it's self hiddent and out of sight. Add 1 to any stealth rolls creature takes	1		0	0
3	11	1	11	3	0	Bulk 4: +4 to HP	2		0	Pounce: If you end your movment in a space that is adjacent to an enemy, you may attack that enemy as apart of your move action.	2		0	Matching Background: When surrounded by a color that matches your fur, or you are in sandy terrarane, add an additional +2 to Stealth.	2		0	0
4	12	2	12	4	0	Agility 2: Add 2 to this creature's defense score.	3		0	Run and nip: After a movement is declared, this creature can declare an attack against any creature that is adjacent to them along their movement path.	3		0	Stealth 2:Creature can use it's natural camoflouge to keep it's self hiddent and out of sight. Add 2 to any stealth rolls creature takes (This replaces Stealth 1)	3		0	0
5	13	3	13	5	0	Mastery	3		0	Mastery	3		0	Mastery	3		0	0

Once you choose one training tree in a pet tree you are locked into that training path. Doing more will confuse your pet. Unlocking mastery in one tree allows you to begin training in one other tree of your choice.

Starting Abilities and Stats: When you first bond the following are abilities your pet has access to.

Body: 3 Mind:-5 Spirit:1 Dex:5 Perception: 4 Charisma:0

Speed: 1 engagement areas/round

Basic attack: d20 + atk, HP 8 Attack -2 def 8

Animal Type Hunter: If the animal is making one of the following skill checks they may use their bonded prof as the skill bonuses   Stealth, Perception, Agility

Fatal Strike: During a successful surprise round, you add half your stealth modifier rounded up to your attack bonus.

Once you bond to an animal you will have a sheet corresponding to your animal added to your character sheet. You can use your favor to buff up your pet if you wish.

In the top right corner, (O1) it lists the Bond Cost of the animal, you will need to have this paid in order to bond with your animal, this favor cannot be re-speced unless you unbond from your animal.

Without spending favor beyond what is required to bond the stats of the animal are in the gray box at the bottom. That box gives you a list of the starting abilities and stats that your animal has. It shows it's speed, ability scores, Basic attack, HP, Attack, and Defence. And any abilities you animal might inherently have, in this example the cat has the ability Fatal Strike

This box also shows the Animal Type. You can use this to help guide your RP and it also shows what skills an animal can get bonuses to tied to their proficiency. For this Cat since it is a Hunter it means that their Stealth, Perception, and Agility rolls increase tied to their proficiency. If their proficiency is 3 then they can add +3 to their agility roll.

The way you spend favor on a pet is similar to a weapon group. Mainly you need to purchase Proficiency before you can purchase any Feats in that same level. It is different in that once you begin to purchase feats in 1 of the training trees you are locked into that tree and can't teach the animal a different tree until the animal has mastered the skill.

> Looking at the example above if we say that someone has Proficiency 2 and Bulk2, they couldn't skip to Bulk 4 without first purchasing Proficiency 3 and Agility 1. And they couldn't buy a feat from any other tree until the Thick Fur tree was mastered.

Some animals have Champion abilities as well, they act the same as a pet adventure tree except that when you make purchases in it, it will use Champion proficiency.

Pet Slots

For every character rank (adventure, champion) you get 3 animal bonding slots. Each size category takes up a certain amount of slots to bond with.

small 1, medium 2, large 3, huge 4. You can bond with as many creatures as you can fit into your slots.

Example an adventurer has 3 pet slots. They can bond to a medium and a small animal and their slots are full. When they become a Champion they gain 3 more and can then also bond to an additional large creature. (Or become squirrel girl, be a champion with 6 small creatures)

Pets do not share the same level or health with the player. Instead, the player can spend their favor on their pets' unique skill tree to improve their stats and unlock abilities. You may only spend favor in the skill tree of the pet you are currently bonded with, and any favor spent on your pet cannot be spent on your character. If a feature allows a user to have more than one pet, each pet has their own skill tree and doesn't benefit from favor you've spent on previous pets, or pets you are currently bonded to.

Pets share initiative with the user and the user can mentally control their pet using their own senses (you cannot see through the pet's eyes or use their senses unless a separate feat allows it.)

Unbonded Pets

Unbonded pets can be used in combat, If the animal does not have a specific stat sheet, the basic stats based on the animals size should be used.

The pet's behavior can be volatile. If you do not treat the animal right, it may not obey you. This is effectively the same kind of pet as any other. If you spend a long time training it, it may get better following your commands, but you cannot spend any favor to improve it.

These pets only have one life and must receive all commands through mundane means. It takes a half action on your turn to command them to do something, and they can only be given simple commands. If you do not give a command in a turn, it will not take action.

Command an unbonded pet
You can command a pet to perform an action as a half action. Even if it's just a spoken command, this half action implies the steps you take to get your companion's attention and use any gestures the pet may need to understand the command. If you do not give a command in a round, They will take no action without you using an action to command them. . While the player does control the pet the player must narrate the pet in a manner separate from the player.

QMs and FWs can take control of an unbonded pet There is no "the pet is smart enough to do this on its own." Every unbonded pet or companion follows the rules above.

Pet Death
Unbonded pets don't have a downed phase and die upon reaching 0 HP. Bonded pets do have a downed phase. In combat when you or your bonded pet is killed the mental anguish of it causes the other bonded parties to be stunned for 1 round.

Animal Size Stats

Based on their size animals have inherent skill assigned to them based on their size and type. For Champion Proficienciency level the HP,, atk, and def simply continue +1 per extra prof.

Small Creatures

Proficiency	hp	ml	atk	def	cost
1	6	2	-4	6	1
2	7	3	-3	7	1
3	8	4	-2	8	1
4	9	5	-1	9	2
5	10	6	0	10	2

Agility +4, Strength -4, Stealth +2, Persuasion (intimidation) -2 Constitution -2

Basic attack: d20 + atk, HP 15 ML 7 Attack +5 def 15

Medium Creatures

Proficiency	hp	ml	atk	def	cost
1	9	4	-1	9	1
2	10	5	0	10	1
3	11	6	1	11	2
4	12	7	2	12	3
5	13	8	3	13	3

Basic attack: d20 + atk, HP 8 ML 3 Attack -2 def 8

Large Creatures

Proficiency	hp	ml	atk	def	cost
1	13	6	.+3	13	1
2	14	7	.+4	14	2
3	15	8	.+5	15	3
4	16	9	.+6	16	4
5	17	10	.+7	17	5

Agility -4, Strength +4, Stealth -2, Persuasion (intimidation) +2 Constitution +2

Basic attack: d20 + 2, HP 12 ML 5 def 12

Huge Creatures

Proficiency	hp	ml	atk	def	cost
1	16	8	+6	16	2
2	17	9	+7	17	3
3	18	10	+8	18	4
4	19	11	+9	19	5
5	20	12	+10	20	5

Agility -8, Strength +8, Stealth -4, Persuasion (intimidation) +4 Constitution +4

Basic attack: d20 + atk, HP 15 ML 7 Attack +5 def 15

Taming an Unbonded Creature

Each creature will have a Taming Score (TS) and a Taming DC (TDC).

TS – Shows how much training needs to be done with a pet before it will obey you perfectly and be prepared for bonding. Various factors such as intelligence and wildness effect a creatures TS.

TDC - Shows how difficult it will be to succeed on your rolls to have it obey you for the day.

When you first obtain a creature it will start at 0/TS, the goal is to raise the 0 to match the creatures TS then it will be **100% Tame.** - You no longer need to worry about unruly behavior (Barring intervention from a FW) and can bond with the creature.

To raise your score you must write out that you are training your creature then roll a D20 (+animal handeling peof + spirit mod+ other bonus) if successful whatever amount you roll is added to the score. It takes an hour of recharge before your creature will be ready for another training session in the same day.

When rolling for training if you roll 1-9 below the creatures training DC, you still add to the tame score, however the animal will be badly behaved, won't accept any more training, and won't obey you in combat for that day.

 In addition If you roll 10 or more below their training DC or a natural 1 nothing will be added to the animals training score for that session and the animal will be hostile and might attack (This does not need to be full combat. You don't have to put down your pet but they will swipe at you and be hard to contain.)

If you roll a nat20, you may make a second roll for the hour adding the roll regardless of the number.

Example:

Leo has caught a Dog with a TS of 75 and TDC of 13

Leo: I spend the next hour training my dog.
!roll D20+3
Leo rolled a 15(12, 3)
The dog's TS is now 15\75.

Once the hour is up, Leo decides to try another roll
Leo: I spend the next hour training my dog.
!roll D20+3
Leo rolled a 4(1, 3)
Because of the 1 the dog has now become hostile and will attack. Will also not be able to attempt again until the next day.

Roll at or above TDC	Add roll to TS, Creature will obey you for the day.
Roll 1-9 below TDC	Add roll to TS, Creature will be disobedient for the day.

Roll 10 below TDC or Nat 1	Don't add roll, Creature is hostile for the day

Raising a Baby Pet

When you get a baby animal it starts at a small size, and after a set period of time will grow into the next size stage until it reaches their max size.

If you hand raise a pet the TDC is significantly lower than finding a full grown animal in the wild. You may bond with your animal at any point once you have maxed their TDC. However if you do the animals stats will not grow with it until you pay the remaining bond cost required for the next size level. And any feats you purchase will be at the adult size cost

For example. If you have a baby lion you may bond with it for the regular bond cost to a small animal of 5. However any proficiency and feats that you purchase will be for the cost of the large animal and the hp/attack/defence score of the creature will remain at those of a small creature until the remaining bond cost is paid to change it to a medium and then a large creature, and enough time has passed for it to grow.

Growing up Time: Animals can grow up into the next size group based on one real life moth passing. Example if you have a baby huge creature it will take 3 real life months to grow all the way from a small creature to a huge one.

Current size groups are: Small - Medium - Large - Huge

(For RP reasons if you would like your animal to stay at a smaller/younger size for longer you may but this is the minimum amount of time you must wait for your animal to grow)

Notes:
- Contact an artificer as soon as you have a creature you have captured you wish to train to obtain a taming score and DC
- Once you have tamed an animal you can either bond to the creature yourself, keep it as a tame pet, or sell it. If sold, animals stay fully trained regardless of the starting TS.
- If you want to command your untamed pet in combat you must have rolled a training roll that day. Once tame you no longer need to roll and it will follow your commands as outlined in unbounded pet and companion rules.
- In combat when you or your bonded companion is killed the mental anguish of it causes the other bonded parties to be stunned for 1 round.

- Non-sentient beings can be tamed with animal handling. Sentient beings are swayed by the rules of the PCs or QMs running them; if a roll is used, it is most often persuasion.

Magic deep dive

Spell Categories:

The following are the categories each spell is placed into. Some spells fit into multiple categories. If two categories on the same spell have conflicting rules, the rule that is more strict takes precedence.

DAMAGE:
- Damage dealt does not increase past spell description unless another spell, item, or effect increases its power. For example, critical hits do not increase damage output.

DAMAGE OVER TIME (DoT):
- Damage over time spells cannot stack with multiple copies of the same spell.

CROWD CONTROL (CC):
- Crowd control spells are defined as any spell capable of altering a target's ability to fight or move.
- Crowd control spells cannot stack with multiple copies of the same spell.
- CC spells take effect on the next round. The only exceptions are interrupt, reflect, air heist type spells.

ARMOR:
- Armor spells cannot stack with any other armor spells.

HEALING:
- Damage healed does not increase past spell description unless another spell, item, or effect increases its power. For example, critical hits do not increase healing done.
- You can not heal past someones HP cap. (Healing for 15 will not make someones hp 45/30)

AURA:
- Areas created by Auras follow their caster.
- A caster can only have one Aura active at a time unless a feat specifies otherwise.
- If multiple casters have auras that have overlapping areas, anyone in the overlapping areas receive the effects of every aura.
- Effects of auras can stack unless stated otherwise.

CHANNELED:
- The caster of this spell must continually perform an action to maintain the spell.
- The effects end if the caster stops maintaining the spell.
- If a channeled spell is also an area spell the channeler can be anyone and can take turns with others channeling, but whoever is channeling must remain in the area or the effect ends.

ZONE:
- The areas created by Zone spells do not move with the caster or target and are centered on the target's position at the time of casting.
- Zones cannot overlap unless specifically stated in the spell description.

UTILITY:
- Utility spells cannot stack with multiple copies of the same spell.

TRANSFORMATION:
- Transformation spells cannot stack with other transformation spells.

CREATION:
- Created objects cannot be permanent.
- All created objects are considered magical objects.

COVEN:
- Primary spell caster must have a spell focus.
- Participants are not required to have a spell focus.

SUMMON:
- Only one summon spell can be active at a time per caster unless a feat, spell, or ability specifies otherwise.
- The spell does not require a target, and the caster controls the summon. The summon has their own action that they can take and shares the summoner's initiative roll. It does not take an action to command the summoned creature.
- Summoned creatures do not count as the PC's Weapons, they are classified as summons so if a spell / technique / Feat / Ability says something procs if the PCs Weapon strikes something the summoned creature doesn't count

ENHANCEMENT:
- Enhancement spells cannot stack with other copies of the same spell.
- Enhancement spell effects are not permanent unless stated in the spells description.

CURSE:
- Curse spells cannot stack with other copies of the same spell.
- Curse spells are not permanent unless stated in the spells description.

MENTAL:
- The mental tag delineates which spells only affect the mind. These spells do nothing physical to the target.

AEGIS:
- Aegis spells grant temphp that does stack. Each time an aegis spell is cast the timer of the aegis spell resets.

Caveats:

- You can't use "Interrupt" to stop another "Interrupt"
- You can't use "Reflect Spell" to reflect another "Reflect Spell"
- The only spells that interrupt the current turn's actions are interrupt, reflect, air heist type spells. Every other CC spell takes effect on the next round (such as freeze or hush).
- The target can choose what armor spell they have on. For example: If you have an armor spell giving 30thp on, and someone casts an armor spell on you granting 2 thp, you can pick which of the two armor spells you keep on as only 1 armor spell can be on a target at once.

Spell Glossary

When reading the effects of the spell, assume everything is literal.

Area Spells
- For area spells, all areas are circular in shape and the distances given are measured by distance from the target. For example a 10ft area spell is measured as 10 ft from the target location in all directions. (no spells are measured in diameter unless specifically stated.)
- The areas of spells don't move with the caster unless otherwise stated.

Spell Durations
- While in combat in a tabletop or online setting, all spell durations longer than two minutes are paused and are not counted in real-time. After combat is finished, the timers on those spells resume.
- When out of combat spell durations go off of IRL time.

Spell Failure
- If a caster completes a spell, but an effect prevents it from hitting its target or activating its effects, the caster still loses the MP, but the effects are null.

Temporary HP
- Temporary Hp always has a timer on it. When the time runs out, the temphp disappears. Damage taken is always subtracted from temphp first unless specified otherwise.
- No matter what, you cannot exceed your THP cap. Unless allowed by a feat this is 30 temphp at any given moment.
- If multiple types of THP are on the one who the THP is on can choose which type of THP takes damage and breaks first.

Overflow Blocking Temp HP
- Sometimes temporary HP can block overflow damage. If a feat or ability blocks overflow damage it will specify by how much. This means that if I have 10 damage overflow on my THP, 2 temporary HP, and 5 damage gets dealt to me, the remaining 3 damage doesn't transfer to my normal hit points. The Overflow only lasts the round the THP breaks so on the next round no protection remains even though the Overflow wasn't maxed out.

Coven Spells

Coven spells are spells that require more than one person to cast. Each coven spell consists of a caster and participants. Each coven spell will always say how many participants are required. The caster is included in that number of participants. Only one spell focus is required. The level requirement for the spell only has to be met by the primary caster. Unless otherwise specified, the mana cost of the spell must be paid by each participant. In order to participate, a player must have sufficient mana remaining. The caster informs every participant of the effects and cost of the spell if they don't already know.

Additional Coven Spell Rules:
- The number of participants listed is the minimum number of participants required for the spell to work.
- Any coven spell can use more than the minimum number required, but some coven spells may not improve or benefit by adding more participants.
  - The only benefit of adding more participants in that case is that as long as the minimum number of participants makes it all the way through the spell, the spell is cast. For example, if a spell requires three participants and there are four participants, and one participant gets silenced, the spell still casts.
- The one exception to the above rule is if the Primary Caster gets interrupted. If the Primary Caster gets interrupted the spell is interrupted.
- If the Primary Caster is interrupted with an "interrupt" spell, everyone expends the required mana and the spell fails.

Spell Specific Clarifications

Growing Fire: This spell cannot be cast using a small fire. It must be a roaring fire. It takes 60 seconds to build a fire up to a roaring fire if none are available.

Suggest: This spell cannot be used to steal items. You can ask questions in the form of tasks (I.e."Tell me where you hid your onion rings"). In addition, this spell takes no effect if the target is unconscious or cannot hear the caster.

Compulsory Attraction: cannot be circumvented via teleport spell but can be escaped through clarity spell.

Cannibalize: can work on any substantial body larger than a coyote.

Aspect of _____: These spells cannot stack with another aspect spell. Only one aspect spell can be active on a person at any time, and a person with an aspect cannot cast an aspect on another player.

Major and Minor Infuse: Only one infused spell may be released a round. You can't infuse your spell feats into an infused spell and those feats don't apply to released infuses; they are only the base spell.

Resurrection Spells: Resurrection spells have special rules.
- Light resurrection (resurrect and true resurrect) must be cast on a portion of the body. Resurrect requires the head, true resurrect requires at least 1 inch cubed.
- Dark resurrection (raise dead) must be cast on a ghost and creates a new body for the ghost.
- All resurrection spells remove scars, blemishes, tattoos, and non-magical diseases unless the blemish has become a part of the person's identity. (i.e. if they want to keep a scar on their face, or a tattoo on their body, they can)
- Nothing that dies of old age can be resurrected.

Edible Spells

You can turn magic spells you can cast into long lasting consumable infusions. The way to do this is to cast a spell into at least 4 oz of liquid or edible item with the intent to make a Edible Spells. Doing so will cost you double the regular mana cost and the Edible Spells effects will be half as effective. IE. Minor Heal Edible Spells Cost 2 mana, drinker heals 2 damage.

These Edible Spells need at least 4 oz of liquid or edible material and a spell focus to be created. The entire batch must be consumed to receive the effects. If the consumable is split no

spell effects occur. You can't use drops, you can't enchant a gallon and split that into smaller containers. You can use the consumable in cooking but the entire thing created must be eaten for 1 effet.

Points of Clarification Only with Edible Spells
- These Edible Spells follow the same rules that spells do, ie armor Edible Spells can't stack on other armor spells or Edible Spells. Can't have more than 1 of the same enhancements on at once in Edible Spells or spell form. ext.

- These Edible Spells will be created as a consumable that take a full round to consume and activate on consumption. Throwing them on others or objects will do nothing, they can't be coated on weapons.

- If any spell mentions level as part of the spell, the level to be calculated with is the one who created the Edible Spells, not the drinker.

- To craft a Edible Spells it must be RP'd out in Discord.

- This will not allow you to cast the spell once drunk, ie drinking a freeze potion will not allow the drinker to cast freeze, it will freeze the drinker for 1 round.

- Aspect spells can't be bottled

- You can't infuse your spell feats into a Edible Spells; it is only the base spell.

Edible Spells Examples

Suit of Pine
(Armor) - Earth level 5, Cost 10, drinker gains 8 temporary hit points for the next (15 x level of potion creator) minutes. If damage is taken, the health gained from this spell is to be spent first. Any remaining health gained from this spell vanishes after the time above completes.

Major Heal
(Healing) - Light level 4, Cost 6, drinker heals 6 damage. (this does not cure status effects)

Disappearance
(Utility) - Water level 6, Cost 10, for (5x level of potion creator) seconds drinker is invisible. (If the caster takes an offensive action the invisibility breaks)

Weapon, Magic, And Skill Themes

Skill Themes

Athletics
Default Ability Score: Body
Description: Athletics is the skill that covers much of the physical side of things. It governs your ability to use your body with strength and skill.
Common Uses: Climbing, Swimming, Grappling, Lifting things, pushing/pulling things, breaking things with your hands, playing a sport, etc.
Alternative Ability Scores:
- Perception: You might use an athletics-perception skill check to determine how athletic a person is, or how they compare to you.
- Mind: You might use the an athletics-mind skill check to know things about proper diet and exercise, weightlifting form, or to coach someone else in a sport.

Endurance
Default Ability Score: Body
Description: Endurance is the skill that covers your ability to weather a powerful blow or fall from a great height or something of that nature. It governs your robustness and your ability to push through injury and pain.
Common Uses: Absorbing damage, weathering a storm, resisting disease or poison, etc.
Alternative Ability Scores:
- Perception: You might use an Endurance-Perception skill to determine how durable a person is, or how they compare to you.
- Dexterity: You might use an Endurance-Dexterity skill to maximize your ability to escape from and avoid damage from anything that may come at you unexpectedly.
- Spirit: You might use an Endurance-Spirit skill check to weather an especially dark aura or an oppressive spiritual energy in an area.

Stealth
Default Ability Score: Dexterity
Description: Whenever a character tries to hide themselves or a physical action they are taking, or to perform something that requires stealth-adjacent skills, they would roll a stealth check.
Common Uses: Hiding from sight, sleight of hand, lockpicking, pickpocketing, blending into a crowd, disarming a trap, etc.
Alternative Ability Scores:
- Perception: You might use a stealth-perception skill check to locate someone who is hiding, or to notice when someone is performing a stealth check. This might also be used to spot a hidden trap, or trap door, or to spot anything else that was intended to not be found.

- Mind: You might use a stealth-mind skill check to find good hiding places, locate the sight of an ambush, or to determine how stealthy a person is.

Agility

Default Ability Score: Dexterity
Description: You would use the agility skill when you are trying to perform something physical with finesse or speed.
Common Uses: feats of acrobatics/gymnastics, falling without taking damage, parkour, sprinting.
Alternative Ability Scores:
- Perception: You might use an agility-perception check to determine how agile a person is, or how they might compare to you, or you might use it to determine the optimal path for running away during a chase or something of that nature.

Academics

Default Ability Score: Mind
Description: The Academics skill is considered a knowledge skill that a character would use to know detailed academics, in regard to teaching it to others or researching books and other detailed materials.
Common Uses: Recalling academic information, understanding physics, teaching others, navigating by the stars, etc.
Alternative Ability Scores:
- Perception: You might use a Academics-perception check to see how much a person may know about a academic topic, or to find a specific bit of knowledge in a textbook or report.
- Charisma: You might use a Academics-charisma check to give a lecture or presentation on a academic topic.

People

Default Ability Score: Mind
Description: The people skill is considered a knowledge skill that a character would use to know things about people and psychology.
Common Uses: Understanding a local culture, recalling information about a specific race, communicating with a language barrier, etc.
Alternative Ability Score:
- Perception: You might use a people-perception check to determine a person's personality, goals, desires, or history by what they are wearing or how they talk, or something of that nature. You might also use it to people watch and learn things about the locals by doing that. You could use it as an alternative to a persuasion-perception check to gain insight into a person's true intentions.
- Charisma: Might be used as an alternative to a persuasion-charisma check, however, I would probably suggest using this check as more of a "herd mentality" sort of skill check. For example, if you were trying to incite or calm a riot or persuade a larger group of people to one course of action or another. In general, I would use this check if I were

trying to manipulate people psychologically, rather than trying to get anyone to see a side of an argument.

History
Default ability score: mind
Description: the history skill is used to recall historical information and know how to apply it.
Common uses: understand the history of an area, or understand the significance of a name or event.
Alternative Ability Score:
- Spirit: You might use a history-spirit check to get a vague sense of the history of an object, place, or person. For instance, if you find an object in a tomb, you might use a history-spirit check to sense that the object was once used for some great evil.
- Perception: you might use a history-perception check to locate important historical information in a library or tome, or you might use it to navigate or locate something important or hidden in a tomb or dungeon.
- Charisma: you might use a history-charisma check to give a lecture or presentation on history, or to command an army using your knowledge of historical tactics.

Mysticism
Default ability score: Mind
Description: A character can use the Mysticism skill to recall and understand magical information, and to interpret and identify magical phenomena. Can also be used to perform minor magical effects.
Common Uses: Read magical text, perform a simple magic trick, start a camp fire without tinder, recall information about a spell, identify a spell by its effects, etc.
Alternative Ability Scores:
- Perception: You would use a mysticism-perception check to find specific mystical information in a library, or to spot a hidden magical effect, or to notice a magical trap.
- Spirit: You might use a mysticism-spirit check to sense the presence and strength of a magical ability. A very good check might allow one to sense specific information, while a poor check would only grant very vague information.
- Charisma: one might use a mysticism-charisma check to perform a magic show, or to give a lecture on magical theory or something of that nature.

Fieldcraft
Default ability score: Mind
Description: The fieldcraft skill covers all things natural from knowing things about plants and animals to wilderness survival and tracking.
Common uses: Knowledge of plants and animals. Knowledge about geography and maps. Ability to navigate in the wilderness and set up a camp. Knowledge about wilderness survival.
Alternative Ability Scores:
- Perception: A fieldcraft-perception check would be used to track things in the wilderness, or to locate a specific plant or creature.

- Spirit: You might use a fieldcraft-spirit check to sense the mood of nearby plants or creatures, or to get vague impressions from them. Someone very skilled in fieldcraft-spirit might be able to perform rudimentary communication with plants or creatures.

Tinkerer

Default ability score: Mind

Description: The tinkerer skill covers your ability to understand and possibly build machines.

Common uses: Knowledge of machines or automatons. Tinkering, building, or tampering with machines.

Alternative Ability Scores:
- Perception: A Tinkerer-Perception check would be used to see a weakness or other information about a machine. It might be used to locate a button that does something specific, or a lever that's needed.
- Dexterity: A Tinkerer-Dexterity check would be used to perform very fine and minute work on a machine.

Alchemy

Default ability score: Mind

Description: The Alchemy skill covers a character's ability to mix ingredients to create a special effect.

Common uses: Mixing poisons or potions. Creating an antidote for a poison. Knowing what an alchemical ingredient might do or recognizing a chemical.

Alternative Ability Scores:
- Perception: An Alchemy-Perception check might be used to locate a specific ingredient or potion on a wall of potions.

Spirituality

Default ability score: Spirit

Description: The spirituality skill is used for all things spiritual in nature, whether that be religious or more ethereal and intangible. It also covers extraplanar knowledge and allows a character to sense extraplanar interference.

Common Uses: Communing with spirits/ghosts, communicating with gods, sensing a person's spiritual disposition or general alignment (usually wont work on players), reading someone's aura or performing a tarot reading, sensing extraplanar interference, etc.

Alternative ability scores:
- Mind: A spirituality-mind check would be used to recall knowledge based information that is spiritual in nature, such as knowing things about a religion or elevated being, or knowing things about other spiritual matters.
- Perception: A spirituality-perception check might be used to know another person's spiritual sensitivity, it might be used to locate a spiritual anomaly, or to spot the source of spiritual energy, or to notice a spirit or god's current mood or disposition, etc.
- Charisma: a spirituality-charisma check might be used to speak to a spirit or elevated being or extraplanar entity without estranging them.

Animal Handling
Default ability score: Spirit
Description: the animal handling skill is used to determine how good a person is at connecting with animals.
Common Uses: Calming an animal, taming a pet, riding an animal, befriending an animal, sensing the mood and disposition of an animal, etc.
Alternative ability scores:
- Mind: an animal-handling mind check would be used to recall or understand information about the handling of a specific animal.
- Perception: An animal handling-perception skill might be used to determine how good another person is at animal handling, or it might be used to determine the current mood or disposition of an animal.
- Dexterity: An animal handling-dexterity check might be used to hold on during a particularly bumpy ride, or to maintain control of a creature.
- Body: An animal handling-body check might be used to wrestle a difficult animal into submission, or to establish dominance.

Non-magical Healing
Default Ability Score: spirit
Description: the non-magical healing skill can be used to understand and treat a wound or malady, or to understand physical anatomy.
Common Uses: Healing wounds, mending broken bones, treating illness, etc.
Alternative Ability scores:
- Mind: Knowing medical knowledge. You might use a non-magical healing-mind check when performing a complex surgery, or when you need to recall specific medical information or knowledge.
- Dexterity: You might perform a non-magical healing-dexterity check when you're performing a delicate operation and steady hands or quick operation is necessary. Or when you're trying to treat a wound with speed.

Riding
Default Ability Score: Spirit
Description: Riding is the skill used to dictate one's ability to ride and direct an animal. Oftentimes, this is done through feel and connection with a creature, so spirit is the ability score that primarily dictates this skill.
Common Uses: Riding a horse, riding a wild bull, training an animal to allow you to ride.
Alternative Ability scores:
- Body/Dexterity: A riding-body or riding-dexterity check might be used to avoid getting bucked off a wild horse or bull or something like that. Holding on for dear life until the creature tires itself out.

Performance
Default Ability Score: Charisma

Description: The ability to act or to perform.
Common uses: disguise, playing a part, acting, playing an instrument, entertaining, etc.
Alternative ability scores:
- Perception: The ability to spot when someone is acting, in disguise, or to know how good a person is at performing.

Persuasion
Default Ability Score: Charisma
Description: A persuasion check is used to bring someone else's will in line with your own.
Common uses: diplomacy, trades/deals, arguing, social engineering, convincing someone of something.
Alternative Ability Scores:
- Perception: The ability to spot when someone is trying to be persuasive, or potentially to gain insight into their true intentions.

Intimidation
Default Ability Score: Charisma
Description: The ability to instill fear in someone else, often causing them to falter.
Common uses: instill fear, instill doubt.
Alternative Ability Scores:
- Body: Using your physical form or imposing nature to strike fear of combat or competition into someone.
- Dexterity: Flourishing a blade or performing something impressive with the intent of instilling fear of combat or competition into someone.
- Mind: Using your knowledge of a topic or subject to intimidate.
- Perception: The ability to see through attempts at intimidation and notice when it is happening.

Deception
Default Ability Score: Charisma
Description: The ability to tell falsehoods. Whether you are lying or obfuscating the truth, you would roll a deception check.
Common uses: Lying, hiding the truth, telling half-truths to hide something.
Alternative Ability Scores:
- Perception: used to know when someone else is lying or being deceptive. A high roll might allow you to learn what they're trying to hide.

Observation
Default Ability Score: Perception
Description: The ability to notice things around you with your physical sense. If you are observing your environment you'd roll this skill.
Common uses: Surveying a scene, picking up on external ques.
Alternative Ability Scores:

- observation-body - Sensing things such as a change in temperature in the air, static in the atmosphere, or humidity.
- you could roll an observation-spirituality check to try and see if you're walking into a trap, and if you succeed you could get a chill down your spine.

Weapon Themes

Unarmed: Your ability to fight without a weapon using fists or improvised weapons.
Gameplay Considerations: High personal defense, good counter to close quarters attacks. Operates in close range.

Pros: can attack back as a free action, or empower your next attack if an enemy misses you, this weapon benefits from high defenses

Cons: not mobile, can only attack in close range. Looses many benefits if you are attacking someone that isn't attacking you. Group combat can be difficult if you are not the focus of an enemy's attacks.

Tips: aiming for high defense will ensure you can get your counter attacks more often.

Bludgeon: You ability to fight with blunt weapons such as cudgels or hammers.
Gameplay Considerations: Debuffs, is especially powerful against magic users. Operates in melee

Pros: a large amount of debuffs per hit that help allow for further hits to keep the debuffs going.

Cons: its single target and can only attack in melee, does not do massive DPS.

Sheilds: Mobile Group Defense with Block.

Pros: grants defense and some damage reduction to yourself and others.

Cons: not great for attacking. Blocking every round, while useful, could get boring

Tips: Consider getting both the items of your armor and shield themed around defense. If your armor has defense, get the Reverse Damage absorption on your shield so you have more Damage Reduction for yourself as you sit blocking.

Lightblades: High Risk High Reward. You can get in multiple smaller attacks by giving up defense, is great when dual wielded. Operates in melee to ranged.

> Pros: Parry can overcome enemies with high defense by changing the round into a attack roll V attack roll bypassing defense, and can be a response to multiple attacks against you. Can also grant multiple stacks of Bleed on an enemy.

> Cons: if you roll badly parrying you will get badly hurt and killed by weak enemies. If you use Daggers you don't add your proficiency to defense unless you buy certain feats so it can leave you vulnerable.

Heavy blade: Operate in Melee range High damage per hit. Is able to chase down enemies and attack multiple people around them per round.

> Pro: High damage on hit, hitting an enemy makes hitting them again easier.

> Cons: Lose prof to defense if their movement feat is used. More attacks mean more chances to reprimand

Polearm: Keep people at a distance in OoR and punish enemies for approaching melee. Can avoid melee weapon attacks and spells by Vaulting. Is good for repositioning yourself and the enemy Operates in Melee to ranged 1. This weapon group requires more strategic thinking then many, Polearms are at a disadvantage in melee and advantage at OoR, trying to keep track of those bonuses and disadvantages can be hard to do but worth the effort when used well.

> Pros: Great for mounted combat. Charging at an enemy or letting them charge to you can deal large amounts of damage. Repositioning an enemy can be a huge tactical advantage allowing for repeated high damage attacks.

> Cons: Being truly feasible in mounted combat requires a fair amount of Favor most of the time (maxed Riding tree, a Bonded pet, and of course your weapon tree), more rolls means an increased risk of Reprimand, Vaulting leaves you vulnerable to ranged weapon attacks.

Firearms: Each of their trees corresponds with a type of gun, each of those can attack at a different range. Sniper cover Long Distance and Ranged, Shotguns and pistols handle OOR and melee.

> Pros: is able to shoot from Long Distance. And do high single target damage. When an enemy gets close you can swap to a short range gun and blast them with a large amount of damage with your shotgun.

Cons: Don't add proficiency to defense. You only get a small number of feats at a time so passive bonuses don't cascade as well as other trees might.

Bow: Able to do ranged attacks against multiple opponents. Mana can be spent to improve your striking

Pros: Great at fighting groups of enemies at any range. Fire arrows into tight packed groups for multiple explosive shots and cluster shots. All of bows' feats combo together, so manage your mana pool wisely to get the most out of it. At higher levels, it's the only weapon group with auto-hit attacks. Auto-hit attacks can be devastating when paired with on-hit effects.

Cons: Don't add prof to defense. Great against groups, but it doesn't work as well against single targets.

Magic Themes

Dark Magic: Lifesteal and damaging yourself to cast for less mana is the biggest part of Dark. Tends to fight in short range and its damaging moves mainly come from sacrificing the casters Hit Points to attack. This can be taken from the Dark THP gained by hurting yourself, or Earth THP, making Earth and Dark magic a useful combo. Dark does have some utility spells as well including a good mind control spell, and zombies.

Light Magic: The element of Light is tied to life force of beings and how to heal and protect it. The best healing spells come from this element as well as protective utility options. Light magic's main bread and butter is Healing and protection. It heals the best for the least mana cost and has revival spells. It has great protection in armor spells and spells that make forcefields but it also has a great deal of other utility, including arguably the best utility spell Teleport. It doesn't have much damage unless you are fighting a creature of darkness then there are a couple of tricks up its sleeve.

Earth Magic: The biggest strength of this element is the temporary hit points they can grant. One of the strongest feats is the Untouchable which grants overflow to Earth THP. This element also has good Crowd Control, able to root and slow opponents. It does have strong damage as well, matching Fire's 1 mana for 2 damage ratio; however, Earth's damage can typically only be done at melee range, so there is more risk due to low spellcasting defense.

Fire Magic: Fire revolves around dealing lots of damage at range. It also has spells that effect a persons passionate emotions. 2 damage for 1 mana. If you want to be a squish DPS then Fire magic is the way to go, it has some of the strongest raw damaging spells. Once you move up to

champion you'll be able to get these spells to have AoE elements that enhance them even more.

Water Magic: Water magic revolves around mental manipulation, mana use, and controlling ice. This is one of the better elements in a PvP setting. The stopping power they have in their Crowd Control spells can make them terrifying to deal with. It is also good against other caster turning others spells against them or stopping their casting all together. It should also be stated that everyone *should* have some sort of counter in place for water because of how difficult it can be to deal with one if you don't have a good counter. That being said, anyone worth their salt will have a counter, so with water magic you're often counting on your enemy's lack of preparation.

Wind Magic: Long distance casting, and forced movement. Wind has very good Utility with skill-boosting spells. All of its spells can reach long distances so you can damage most opponents before they reach you. And if you are wanting to be a pacifist, this magic has spells that can help you escape sticky situations without hurting your enemies.

MISC rules

Flight in Combat

Movement

- For every movement, add 1 more level of engagement to your movement when in the air.(10 ft)
- While moving up you may only move up to half the levels of engagement rounded down but as long as you don't fly up higher then your cap your remaining movement can be used horizontally.
- You may move double the levels of engagement down.

Example: you can move 4 levels of engagement a round (40 ft) if you go straight up you may only go two squares up. If you dive straight down you may dive 8 squares straight down.
If you want to move diagonally up you may but the max up you can go is 2, for example diagonal up for two squares then over 2 for your remaining 2 squares. As long as you don't fly up higher then your cap your remaining movement can be used horizontally.

Falling

If you hit the ground without landing, you take fall damage. Fall damage is 2 damage for each level of engagement you have fallen since you entered free fall.

Free Fall: You fall two levels of engagement a round as a mandatory free action. You take the full fall damage when you hit the ground for each level that you have fallen. You may not move vertically intentionally while in free fall, if you have flight you can move horizontally in addition to falling 2 levels of engagement.

While flying if you take damage to your non temp hp equal to or greater than half your hp total you enter free fall. You enter free fall when stunned, sleeping, rooted, or can't fly, unless there's another effect that specifies otherwise.

To break out of free fall, the one falling must make a Quick Reflexes check, with the DC being 12. (Or riding check if it is a mount you are riding that is falling.)

Misc

- While in the air, for every engagement level past OoR you are from a target, roll attacks with a -1 to hit.
- If you are downed while flying you must land but you do not enter free fall

Riding in Combat

Mounting an animal takes a full action.

Directing an unbonded creature takes a half action. Directing a bonded creature is a free action.

Taking 10 or more physical damage while mounted knocks you off your mount and puts you in the knocked down condition. If you are on a flying mount, you go into free fall.

Take a -3 to all rolls while mounted that are not riding checks. When an animal uses a feat or technique, the rider must roll a riding check to stay on the animal against a DC of 16.

Pregnancy

While pregnant, it will be very common to feel morning sickness, potentially throughout the day. This is usually minor enough that you can push through it without major detriments. At the beginning of every day, you can attempt to push through the negative effects of your pregnancy using the push through DC next to the detriments of the trimester you are in. If you succeed at pushing through, you can ignore those negatives, but you still must roll the following D100 and abide by it.

First Trimester: no negative effects. You have +3 mana pool.

Second Trimester: -1 to all rolls requiring physical effort, DC 14 push through. You have +6 mana pool.

Third Trimester: -2 to all rolls requiring physical effort, DC 16 push through. You have +10 mana pool.

Roll a d100 every day. The following affects you based on the number you rolled.

100-98, Motherly Glow: You feel great today. You can ignore the roll penalties of pregnancy and get +2 to persuasion and deception checks.

97-61, Business as Usual: you feel normal. Aside from normal pregnancy issues, no negative detriments.

60-41, Cravings: you have a strange, strong craving for a specific food.

40-36, Cramping: you feel minor cramps. You suffer an extra -1 to all physical rolls.

35-16, Bad Morning Sickness: You feel very sick and nauseous all day. -1 to all rolls.During third trimester this is replaced with Braxton Hicks / Labor Prep. if rolled roll a d10. 6-10 nothing occurs besides hip discomfort. 5-1 you feel false labor pains, roll a d4 to determine the pain level, on a 4 you need to visit a doctor/cleric. All result in all day -1 to all rolls

15-4, forgetfulness or Mood swings: You suffer -2 to all mental power / mental acuity rolls having to do with recalling information or maintaining emotional control.

1-3, Why Did I do this?: Today is the worst you've felt. You hate everything and everything hates you. -2 to all rolls.

When you finally give birth, there are three options the player can choose for how birthing goes down. If you would like, you can roll a d3 and compare to the three below:

3, Easy delivery. After a few days in care, mother and baby are free to go.

2, Early delivery. Mother and baby are bedridden for a week or two and require extra care.

1, Complicated delivery. Healers must be on hand ASAP or the baby or mother could be lost. One or the other or both are bedridden for two weeks to a month after birth.

Questmasters can be requested to assist with childbirth. Questmasters are expected to communicate with the player and set proper expectations for how things will go down, and stick to the plan as best as possible.

If you die while pregnant, the child dies as well. Resurrections do not affect the baby. Being Downed for any reason will require the care of a physician or cleric within 24 hours or you will lose the baby (non-magical healing check of DC 12).

Player Looting/Theft

If, upon death, a player's body is looted, or something occurs where they can be robbed. Only 1 item that costs rasps may be permanently taken from their person. Or if no item is taken and the player has it on them 10 rasps.

The person being looted must honestly tell the looters what is on their body and 1 item can be selected and taken by the looters. After this even if realistically other magical items/rasps would be on the body they cannot be removed and will revive / stay with the person. Regardless of how many looters there are, only one item can be taken off one player within a 24 hour period / per death / occurrence.

This does not mean that a player can't be disarmed, simply that no more than 1 rasp item can be permanently taken from a player. If for example they have 4 enchanted weapons on them. They are disarmed, looted, and captured, and manage to escape, they may act as though they had left 3/4 of those enchanted items at home and thus safely return to using them in normal play once realistically out of a state of captivity / disarmament.

 Story Tellers don't necessarily have to follow this rule but it is *Strongly* encouraged that if their story takes items from players they provide avenues so the players can retrieve / earn them back.

Retrieving stolen items

 If a looted item is sold to the Alforge/NPC shops for rasps the original owner may buy that item back for half price.

 If a character who has looted items goes inactive for over 3 months, or a moderator determines the looter is now an inactive player, someone who was robbed and wishes to can arrange with a story team a way to get their stolen item back so it is not lost in the void of a inactive players inventory.

Soul Binding

All magical items are soul bound to a character upon receipt. When killed one item may be removed all other items disappear. All items not stolen disappear when the character is revived and appear on the new body.

Advanced Classes

Below is a list of advanced classes as well as the planes they can be found on, and who to talk to to give them. These are classes that you can earn starting at level 6. Each class has their own proficiency prerequisites that must be met before earning them, and you must find a mentor to teach you the class.

Once you finish the quest to locate the mentor, you must then go on another quest to earn the advanced class. The quest only must be undertaken for the first tier of the class. The rest of the tiers can be learned by spending favor. The quest can be done with a QM/FW or done as a DIY outlined in this doc.

This Document explains how to read the advanced class sheet you will receive, and here is the list along with basic descriptions of what each can do:

DIY Eligible Advanced Classes

Necromancer (DIY ELIGIBLE)
Description: Masters of undeath, they can raise minions from the dead to fight for them.
Prerequisites: Level 6, Dark Magic Mastery
Planes: Daervyn, Vapor, Selnata, Vayle, Lanae'tu
Who to Talk to: @team-freya, @team-chthoniia

Electromancer (DIY ELIGIBLE)
Description: They use lightning to fry their foes and control a battlefield
Prerequisites: Level 6, Proficiency 4 in Fire and Wind Magic
Planes: Daervyn, Tempestia, Lanae'tu
Who to Talk to: @team-freya, @team-chthoniia

Illusionist (DIY ELIGIBLE)
Description: They use illusions to confuse their foes and control perception.
Prerequisites: Level 6, Water Magic Mastery
Planes: Daervyn, Tempestia, Lanae'tu, Vayle
Who to Talk to: @team-freya, @team-chthoniia

Ranger (DIY ELIGIBLE)

Description: Rangers are masters of the environment. They know how to hide and fight in their environment better than anyone else.
Prerequisites: Level 6, Proficiency 4 in a weapon of your choice
Planes: Tempestia, Lanae'tu, Vayle, Vapor
Who to Talk to: @team-chthoniia, @team-freya

Gaia (DIY ELIGIBLE)
Description: Gaia use monoliths of stone to control the battlefield and support their team.
Prerequisites: Level 6, Proficiency 4 in Light and Earth Magic
Planes: Vapor, Ofuria
Who to Talk to: @team-freya

Warden (DIY ELIGIBLE)
Description: Wardens set various traps on themselves, which activate on those who harm them.
Prerequisites: Level 6, Proficiency 4 in Earth and Proficiency 2 in any weapon
Planes: Lanae'tu
Who to Talk to: @team-chthoniia

Telekinetic (DIY ELIGIBLE)
Description: Telekinetics have the power to move things and attack with the strength of their mind.
Prerequisites: Level 6, Wind Magic Mastery
Planes: Tempestia, Daervyn
Who to Talk to: @team-chthoniia, @team-freya

Doppelganger (DIY ELIGIBLE)
Description: Doppelgangers can split into multiple copies of themselves, confusing and distracting the enemy. They also have limited illusion abilities.
Prerequisites: Level 6, Proficiency 4 in Water and Proficiency 2 in any weapon
Planes: Tempestia, Ofuria, Lanae'tu
Who to Talk to: @team-chthoniia, @team-freya

Chef (DIY ELIGIBLE)
Description: Chefs are knights of the kitchen and wizards of the wok who use their prowess in cooking to help their team prepare for their coming trials.
Prerequisites: Level 6, Proficiency 5 in Alchemy
Planes: Tempestia, Vayle, Lanae'tu, Selnata, Daervyn
Who to Talk to: @team-freya, @team-chthoniia

Lifeweaver (DIY ELIGIBLE)
Description: Lifeweavers intertwine Light and Dark magic to be incredible healers, healing both the pains of the body by mending them, and healing the pains of the soul by granting

opportunities for closure. Lifeweavers know that there is value in both the Light and Dark, and that to use both together makes them stronger than apart.
Prerequisites: Level 6, Proficiency 4 in Light and Dark Magic
Planes: Ofuria, Vayle
Who to Talk to: @team-freya, @team-chthoniia

Pyromancer (DIY ELIGIBLE)
Description: Masters of fire magic, They create and uses massive roaring fires to enhance their more improved fire spells
Prerequisites: Level 6, Fire Magic Mastery
Planes: Ofuria, Daervyn, Selnata
Who to Talk to: @team-freya

Whisp (DIY ELIGIBLE)
Description: Elusive and deadly, turn into mist for quick movements and striking from a distance.
Prerequisites: Level 6, Proficiency 4 in Wind and Proficiency 2 in any weapon
Planes: Daervyn, Selnata
Who to Talk to: @team-freya

Protector(DIY ELIGIBLE)
Description: This is a Weapon only AC tied to protecting those around you and being a Tank.
Prerequisites: Level 6, Proficiency 4 in Wind and Proficiency 2 in any weapon
Planes: (unassigned)
Who to Talk to:

Fighter(DIY ELIGIBLE)
Description: This is a Weapon only AC tied to becoming a stronger fighter, use the momentum of battle to fuel your attacks, but you get weaker if you do poorly.
Prerequisites: Level 6, Proficiency 4 in a weapon
Planes: (unassigned)ac
Who to Talk to: Any

Wizard(DIY ELIGIBLE)
Description: This is a staple AC for any wishing to master the mystic arts. Build mana around yourself and enhance your known spells as you keep casting.
Prerequisites: Level 6, Proficiency 2 in 3 Elements
Planes: (unassigned)
Who to Talk to: Any

Vocare Mage (DIY ELIGIBLE)

Description: Commune with nature and call forth the spirits of the water and earth to assist you.
Prerequisites: Level 6, Proficiency 4 in Earth and water Magic

Planes: Tempestia
Who to Talk to: @team-chthoniia

Lithourge(DIY ELIGIBLE)
Description: Masters of Earth Magic
Prerequisites: Level 6, Earth Magic Mastery
Planes: (unassigned)
Who to Talk to:

Putrescent (DIY Eligible)
Description: Those who master Earth and Dark magics can create Fungal armor to boost their own power or to cling rot to an enemy and slowly suffocate out their life.
Prerequisites: Level 6, level 4 in dark and earth
Planes: (Unassigned)
Who to Talk to: Any

Gravitas (DIY Eligible)
Description: Those who master Earth and Wind can turn gravity it'self against their opponents!
Prerequisites: Level 6, level 4 in earth and wind
Planes: (Unassigned)
Who to Talk to: Any

Protector (DIY ELIGIBLE)
Description: This is a Weapon only AC tied to protecting those around you and being a Tank.
Prerequisites: Level 6, Proficiency 4 in a weapon
Planes: (unassigned)
Who to Talk to: Any

Fighter (DIY ELIGIBLE)
Description: This is a Weapon only AC tied to becoming a stronger fighter, use the momentum of battle to fuel your attacks, but you get weaker if you do poorly.
Prerequisites: Level 6, Proficiency 4 in a weapon
Planes: (unassigned)
Who to Talk to: Any

Wizard (DIY ELIGIBLE)
Description: This is a staple AC for any wishing to master the mystic arts. Build mana around yourself and enhance your known spells as you keep casting.
Prerequisites: Level 6, Proficiency 2 in 3 Elements
Planes: (unassigned)
Who to Talk to: Any

Vocare Mage (DIY ELIGIBLE)
Description: Commune with nature and call forth the spirits of the water and earth to assist you.

Prerequisites: Level 6, Proficiency 4 in Earth and water Magic
Planes: Tempestia
Who to Talk to: @team-chthoniia

Lithourge (DIY ELIGIBLE)
Description: Masters of Earth Magic
Prerequisites: Level 6, Earth Magic Mastery
Planes: (unassigned)
Who to Talk to:

Cataclyst (DIY ELIGIBLE)
Description: These mages control magma and can store up fire/earth magic in preparations to release spells that blast out lava.
Prerequisites: Level 6, Proficiency 4 in Earth and FireMagic
Planes: (unassigned)
Who to Talk to:

Luminary (DIY ELIGIBLE)
Description: Luminaries are masters of Hardlight who can craft a variety of objects with extreme finesse using magic; they also lean into the pacifistic element of both Light and Wind magic to create effects that control and incapacitate enemies, as well as benefiting allies.
Prerequisites: Level 6, Proficiency 4 in light and wind Magic
Planes: Lanae'tu / any plane
Who to Talk to:

Non-DIY ACs

Blood Mage
Description: They can steal blood from their foes to fuel their spells and empower their attacks.
Prerequisites: Level 6, Proficiency 4 in Dark and Water Magic
Planes: Vayle, Dream Realm, Selnata, Lanae'tu, Ofuria
Who to Talk to: @team-erik, @team-chthoniia, @team-freya

Shade (FW REQUIRED)
Description: They use their power from the shadow realm to strike swiftly and disappear once more. They are devout followers of death and darkness,and followers are expected to be as devoted to evil as the shade is. PAUSED FOR THE TIME BEING.
Prerequisites: Level 6, Proficiency 4 in Dark and Proficiency 2 in any weapon
Planes: PAUSED
Who to Talk to: PAUSED

Reaver
Description: They fight with fire and carnage, carving a path of destruction wherever they go.
Prerequisites: Level 6, Proficiency 4 in Fire and Proficiency 2 in any weapon
Planes: Daervyn, Lanae'tu
Who to Talk to: @team-freya

Paladin
Description: Paladins are the embodiment of justice and light that follow an Elevated Being. They use auras in battle that aid their allies.
Prerequisites: Level 6, Proficiency 4 in Light and Proficiency 2 in any weapon
Planes: Ofuria, Daervyn, Vapor
Who to Talk to: @team-freya

Cleric
Description: Clerics follow a deity and work to enact their will on the world.
Prerequisites: Level 6, Light Magic Mastery
Planes: Vapor, Ofuria, Vayle, Daervyn
Who to Talk to: @team-freya, @team-chthoniia

Slayer
Description: Slayers have one goal: to destroy their mark. Once they mark a target, they do everything in their power to eliminate that target.
Prerequisites: Level 6, Proficiency 4 in a weapon of your choice
Planes: Tempestia, Vayle, Lanae'tu, Ofuria
Who to Talk to: @team-chthoniia, @team-freya

Rune Mage
Description: This is a method of infusing spells into rune stones created by the Heimland clans.
Prerequisites: Level 6, level 4 in two different magics
Planes: Daervyn
Who to Talk to: @team-freya

Fiend (QM REQUIRED)
Description: They channel dark and fiery magic to change their form and create unhealable burns. Can shatter certain light magics and desecrates the ground.
Prerequisites: Level 6, Proficiency 4 in Fire and Dark Magic
Planes: Any
Who to Talk to:
Alignment: Evil, Anyone can learn but if you have a Light based AC from a patron (Paladin / Cleric) The favor cost of learning the AC is doubled.

Lunar Scion (QM REQUIRED)

Description: Students of the ocean's tides, Lunar Scions are wield Light based Blood Magic, using their Moon Stones to channel blood with light magic to both heal allies and hunt down those who would use Blood Magic and dark powers to hurt others.

Lunar Scion is the nicer side of Blood Magic, blood obtained must be obtained with consent or from a Creature of Darkness/Blood Mage or heavy penalties are sustained.

Prerequisites: Level 6, Proficiency 4 in Water and Light Magic
Planes: Lanae'tu
Who to Talk to:

Given Abilities

These are special abilities that can only be earned through a quest. They are similar to Advanced classes in this way, but they are usually more simple but more widely varied and can offer a powerful boost or alternate way of playing for any character. Generally speaking, any shifting ability will be considered as rare and may have some prerequisites attached, as these are meant to be less common abilities.

Vampire
Description: Vampires are powerful creatures that suck the blood of their enemies. This is a more powerful given ability and may have a criteria before it can be sought, on top of requiring an expansive quest.
Planes: Vayle [exclusive]
Who to Talk to: @team-chthoniia

Rácavaniú (Vaylian Werewolf)
Description:
Planes: Vayle [exclusive]
Who to Talk to: @team-chthoniia

Dreamwalker
Description: You can enter the world of dreams
Planes: Dream Realm
Who to Talk to: @team-erik

Fox Shifter
Description: You can shift into a fox.
Planes: Vapor
Who to Talk to: @team-freya

Small Cat Shifter

Description: Black cat (house cat)
Planes: Vayle
Who to Talk to: @team-chthoniia

Medium Cat Shifter

Description: Black cat (panther)
Planes: Vayle
Who to Talk to: @team-chthoniia

Raven Shifter

Description: You can shift into a raven.
Planes: Vapor, Vayle
Who to Talk to: , @team-freya, @team-chthoniia

Wolf Shifter

Description: You can shift into a wolf.
Planes: Vapor
Who to Talk to: @team-freya

Dragon Shifter (FW REQUIRED) PAUSED

Description: The ability to transform into an elemental dragon. This is a more powerful given ability and may have a criteria before it can be sought, on top of requiring an expansive quest.
Planes: Vapor [exclusive]
Who to Talk to: @team-freya

Bear Shifter (FW REQUIRED)

Description: You can shift into a bear.
Planes:
Who to Talk to:

Phoenix Shifter (FW REQUIRED) PAUSED

Description: The ability to become a fiery phoenix and be reborn from your ashes. This is a more powerful given ability and may have a criteria before it can be sought, on top of requiring an expansive quest.
Planes: Daervyn [exclusive]
Who to Talk to: @team-freya

Unicorn Shifter (FW REQUIRED)

Description: The ability to become a majestic unicorn. This is a more powerful given ability and may have a criteria before it can be sought, on top of requiring an expansive quest.

Planes: Daervyn/Ofuria [exclusive]
Who to Talk to: @team-freya

Born of the Songs
Description: Your blood runs with the Angelic Songs of Vayle. You can manifest holy wings, and, after some more investment and investigation into the powers of your newfound kin, store items in a divine armory. This is a more powerful given ability and may have a criteria before it can be sought, on top of requiring an expansive quest. One must be good aligned for this ability.
Planes: Vayle [exclusive]
Who to Talk to: @team-chthoniia

Born of the Discord
Description: Vaylian Darkness courses through your veins, corrupting your blood. You can manifest demonic wings, and, after some more investment and investigation into the powers of your kind, dissolve items into shadow and carry said shadow items with you wherever you go. This is a more powerful given ability and may have a criteria before it can be sought, on top of requiring an expansive quest. One must be evil aligned for this ability.
Planes: Vayle [exclusive]
Who to Talk to: @team-chthoniia

Vrykolaka
Description: A group of bloody shape shifters that can steal a person's form after killing them. This is a more powerful given ability and may have a criteria before it can be sought, on top of requiring an expansive quest.
Planes: Tempestia [exclusive]
Who to Talk to: @team-chthoniia

Mixologist
Description: A mixologist uses their knowledge of people, drinks, and potions to make magical drinks that buff themselves and their allies.
Planes:
Who to Talk to: @team-chthoniia

Linguist
Description: Those who are academically minded can get this given ability to better learn languages
Planes:
Who to Talk to:

Other additional rules

Automatic Damage

This refers to any damage a character takes from an Auto Hit spell or ability, or from an AoE if they were not directly targeted but would take damage from that attack. Those who would be hit by automatic damage can use quick reflexes, and on a success they half the damage from the source of automatic damage they quick reflexed away from.

If you are dealing automatic damage and have a buff that increases general damage beyond what is base on an auto hit ability that additional damage is **halved**. The only exception is if the buff states that it is specifically for Automatic damage.

> Example: Adeline shoots an arrow that allows the attack to deal 5 auto hit damage. Her bow deals +4 damage on hit and she has a spell enhancement so her attacks deal another +6 damage. Both those additional damage buffs don't specify that they are for auto hit damage and so they would need to be halved. Combined they only deal +5 to her 5 auto hit damage ability totaling to 10 damage.
>
> Phix casts a AoE fire blanket spell that deals 3 damage to everyone it hits. She also has an item that ups the damage of AoE spells by 2. Because all AoE damage is considered Automatic Damage she doesn't need to half anything as her item already takes this into account and so her spell deals 5 damage to everyone hit.

Dual Wielding

In order to dual wield, you must have at least proficiency 2 in the weapon categories you wish to dual wield. You may only dual wield one-handed weapons.

While dual wielding you still make only 1 attack roll, but you add a +1 to your attack modifier. While using this feature you take a -2 to your defense.

If you are Dual Wielding weapons in two seperate weapon groups, you may access up to 2 stances total from either receiving the passive benefits of both those stances, and can activate all abilities within each. regardless of masteries you can only passively access 2 stance of your choice, and you can swap which 2 stances you're accessing as a free action.

While dual wielding only the item slots in your primary hand are active, any enchantments in you off hand are inert.

One Armed Casting

You can cast a spell with one hand as long as you take an additional round to cast the spell, take no free actions, and you have to be in the correct magic stance for the spell. You cannot be doing anything with your off hand while casting.

Sword and Board

Sword and Board
Sword and Board requires at least Proficiency 2 in Shields and at least Proficiency 2 in 1 one-handed Weapon Group.

If you are using Sword and Board, you may access up to 2 stances total from either the weapon's or the shield's stances, receiving the passive benefits of both those stances, and can activate all abilities within each. Regardless of masteries you can only passively access 2 stances of your choice, and you can swap which 2 stances you're accessing as a free action.

Regardless of stances you may always make the Block action, when you do calculate the bonus to your AC using your shield proficiency. When you make a weapon attack you can use your one-handed weapon's proficiency

When using Sword and Board, you have -2 to your attack rolls.

When using Sword and Board, you may only access the item slots of the weapon whose stance you are in. so only your shield while in shield stance, only your one-handed weapon while in that stance. the other item's slots go inert when not in that stance. The +1 to AC inherent to shields is always active while using Sword and Board.

Too Many Wings!
If you have multiple abilities that would cause you to gain wings in order to use them, as long as you have one of the sets of wings active, you can access the other abilities without having to have all the sets of wings active. You can choose to have as many of your wings as you like out at once, but you don't have to have them all out to access their abilities.

Allies in Skills

 Skills that specify they work on Allies, work only on Allys not on the one performing the skill.

Creatures of Light Vs Darkness

Creatures of Dark: Demons, BotD, Vampires, Undead of any type, Vryokolaka, Fiend AC (during transformation)

Creatures of Light: Angels, BotS, Everlord, Unicorns

Skill Feat Stacking

2 or more instances of one skill do not stack on themselves (i.e. one person cannot re-roll a die twice because they have 2 Inspiring Words on, or gain a +2 to their roll from 2 allies using Continuous Strumming)

Dance With Death

The Dance with Death quest is a do-it-yourself quest. It involves entering the land of the dead, braving the horrors within to find your character's life tether and merge your spirit with it, becoming resurrected. However, the land of the dead is not a place for the fateless. Fateless spirits can become unravelled, but not destroyed, by spending too much time in the land of the dead.

You can attempt this quest once per day. When you attempt this quest, roll up to 5 d20's. The number of d20's you roll becomes the stage of resurrection sickness you have when you come back from the dead. (ex. 3 die rolled = stage 3 res sickness) If you roll a natural 20, you can choose to immediately come back from the dead and that dice used does not count towards your resurrection sickness. If your cumulative die rolls add up to being higher than 20, you can be resurrected with 1hp, with the amount of res sickness you have from the amount of die you used. This quest takes one hour in-character to complete.

On successful completion of the Dance with Death your ghost may either return into your body, or a new body is created around your ghost using dark magic, the choice is up to the player.

You can choose to leave the land of the dead at any time as a ghost. Your cumulative die rolls reset after one day.

Creatures of Darkness and Creatures of Light

If you have an effect that has you be permanently a creature of darkness or a creature of light you cannot take on another effect that permanently makes you the opposite. A.k.a. a vampire cannot become a unicorn. You cannot permanently be a creature of light and a creature of darkness at the same time. If You would take on a new ability that would make you one, speak with a FW about which will override eachother. (Maybe a Vamp can become a unicorn but becoming the unicorn cleanses them of being a vampire so they are only a unicorn)

if you are one of these creatures and a temporary effect would cause you to become another of the creatures. You lose your permanent effect and take on the temporary effect.
Aka. If you are an Ever Lord and a spell is cast on you to temporarily make you undead you lose your creature of light status and become a creature of darkness for the duration

Magic 'Skill' Rolls

When called on to make a Magic Skill Roll (Sometimes Story tellers will say Magic Prof roll (IE, using magic as if it were a skill)), make it as if you were making a normal magic attack for that element (so Prof+Ability Score+Items+Other Bonuses)

Max HP, THP, Mana lowering
When your cap for a stat drops below your current stat (If you're at full HP, at 40 HP, and your Max HP drops by 10 to 30, your HP drops to 30)

Optional Rules

Additional Resources

Balancing Table

Level	Fodder		Weak		Average		Strong		Unbeatable	
	Atk	Def	Atk	Def	Atk	Def	Atk	Def	Atk	Def
1-3	-1	10	+1	11	+3	13	+6	14	+10	16
4-5	+1	11	+3	13	+6	15	+11	18	+15	22
6-10	+3	13	+6	15	+11	18	+16	22	+21	25
11-15	+6	15	+11	18	+17	22	+21	25	+26	30

16-20	+10	18	+15	22	+21	25	+26	30	+30	35