

2d6 + ATTRIBUTE MODIFIER

BASIC TARGET NUMBER = 8

Edge = +1d3 stacks but keep highest

Trouble = -1d3 stacks but keep highest

Character Creation

--Choose Imp Type--

Common Imp

Gain another skillset

Book Imp

Learn 2 More languages

Feral Imp

Understand animal's simple emotions

Aquatic Imp

Breathe underwater (-1 Wits OR -1 Brawling)

Trickster Imp

Once per rest become invisible as long as you hold still (-1 Resolve OR -1 Brawling)

Winged Imp

Hover up to your movement speed falling afterwards (-1 Physique OR -1 Brawling)

--Assign Character Stats--

All character attributes and combat skills begin at 0

- One point may be moved from a character attribute to another attribute OR a combat skill once
- One point may be moved from a combat skill to an attribute BUT NOT to another combat skill once
- Apply bonuses/penalties from imp type

CHARACTER ATTRIBUTES

Physique: 0

Finesse: 0

Wits: 0

Resolve: 0

TRAITS

Inventory Size = 10 + Physique

Movement Speed = 8 + Finesse

Perception = Wits +1

Health = 10

COMBAT SKILLS

Brawling: 0

Accuracy: 0

--Choose Skill sets and take items--

- | | | |
|---|--|--|
| 3. 3. Apothecary:
Herbalist Kit | 17. Fisher: Fishing pole | 15. Snake Charmer:
Flute and pet snake |
| 4. Astrologer: Book of
star charts | 18. Glassblower: 3 Glass
bottles | 3. Soldier: Banner |
| 5. Baker: 2 Loaves of
bread | 3. Ustor: A torch and an
Urn | 4. Surgeon: A roll of
bandages |
| 6. Blacksmith: Iron
tongs | 4. Hacker: Faulty
cyberdeck | 5. Watchman: Lantern
and a flask of oil |
| 7. Bookbinder:
Defective book | 5. Haruspex: Dead
chicken | 6. Trapper: Bear trap |
| 8. Brewer: Small barrel
of beer | 6. Goat Herd: Herding
Horn | 7. Welder: Welding
Mask |
| 9. Beekeeper: 2 Jars of
honey | 7. Hunter: Dead rabbit | 8. Woodcutter: Wooden
Log |
| 10. Butcher: 2 Raw cuts
of beef | 8. Locksmith: Lockpick
set | 9. Engineer: Tool kit |
| 11. Carpenter: A hand
drill | 9. Miner: 2 Chunks of
iron ore | 10. Gambler: Deck of
playing cards |
| 12. Cloud Nomad: A
Parachute | 10. Musician: Instrument
of your choice | 11. Explorer: Grappling
hook |
| 13. Cook: Cook Set | 11. Mycologist: Bag of
mushrooms | 12. Stonecutter: 5 Metal
Spikes |
| 14. Dancer: Colorful
clothing | 12. Navigator: Compass | 13. Farmer: Bag of flour |
| 15. Machinist: Bag of
nuts and bolts | 13. Painter: Painting set | 14. Astrologer:
Telescope |
| 16. Fletcher: 5 Arrows | 14. Sailor: 15 yards of
rope | 15. Weaver: 2 Bolts of
fabric |

Inventory and Weight

Characters can carry 10 + Physique as their inventory. In dire situations such as combat a roll is required to access one's inventory, the player must roll 2d6 to gain access to the item in the slot equal to the roll along with all items in the lower slots. The first 2 slots of a players inventory are quick access and do not require rolls.

Items have different Weight (WT) that affects how many slots they take up with a WT-2 Item taking up 2 slots, WT-3 taking 3 slots and so on. Items without a listed WT are assumed to be WT-1. Worn items like armor take up inventory space equal to their WT when worn, and continue to once their AP have been consumed. Very small items are WT-0. WT-0 items take up 1/5th of an inventory slot, as such you can keep five WT-0 items in 1 slot and access all of them when you roll the slot on an inventory roll.

Combat

Attack: Roll 2d6 + Melee or Accuracy if using a melee or ranged weapon)

Double 6's = Auto hit, maximum weapon damage

Melee Maneuvers : On hit you can deal your Brawling skill as damage instead to incur an extra effect

- Physique roll to knock prone if same size or smaller
- Finesse roll to retreat half your movement speed
- Physique to move yourself and your target forward 1 yard
- Finesse roll to disarm
- Physique or Finesse to grapple

Called Shots: You can make a ranged attack roll with 2 Trouble to target a specific limb on a target with a physical body to have an extra effect up to the GM

Dodge: 2d6 + Finesse - Armor WT
On success you may move 1 yard away from your attacker

Block: 2d6 + Physique (Requires Shield or Weapon with Guard trait)
Reduce damage from attack to 0 on success.
On a 1 or lower the shield or weapon breaks

Block w/ Improvised Shield: 2d6 w/ 3 Trouble (Requires some form of improvised shield)
Same as Block, but improvised shield breaks regardless of failure or success
Splinter Shield (Requires Shield)

If you roll a critical hit pick which weapon does max damage and roll for the other

Strain

Strain is the measure of physical exertion your character has endured. Characters can strain themselves to enhance their abilities, whether it's putting their back into an attack, Projecting your voice more or focusing while performing an activity. Characters can gain up to 5 Strain. You can perform multiple strain actions on the same turn but cannot use the same Strain action multiple times at once

Base Strain Uses

- Before you roll a melee attack, spend 1 strain to add +1 to hit chance
- Before you roll a melee attack, spend 1 strain to add +1 to damage
- Before you roll defense, spend 1 strain to add +1 to a defense roll

Break shield in response to attack. done before damage is applied

Parry

Reduce incoming damage by the damage roll of your melee weapon + your Brawling skill. Half of the excess damage is dealt to the attacker (minimum 1). If the incoming damage is higher than the parry roll the weapon used to parry breaks

Retreat

Use your action to move half your speed without triggering free attacks

Hop

Use all of your movement to move 1 yard without triggering free attacks

Free Attacks

Upon leaving a hostile enemy's melee attack range without Retreating they may attempt a free attack as a triggered action.

If you are ever trigger an attack from an enemy while mid movement you may defend as normal, however defending with block or parry will cost half of your movement

Dual Wielding

When holding a weapon in both hands you can make an attack with 1 Trouble, if the attack hits roll the damage of both weapons and take the highest result

- While moving add an extra 2 yards moved for every 1 strain spent
- Avoid gaining wounds while down

Damage and Dying

All player character's life is measured in Vitality, wounds and loss of life energy is measured in Damage. When Damage equals Vitality the player is Downed.

Wounds are harder to mend and cannot be healed by conventional means like resting or eating, usually heavy medical attention will be needed, Wounds are tallied along side damage and keep damage from being healed until the Wounds are healed first

Damage comes in many different types. Damage cannot be defended in certain ways depending on what type of damage is being inflicted

Armor and Ward is used to negate damage, each one negates Physical and non-physical damage respectively.

When your damage equals your Vitality you fall prone and begin to die.

At the start of every turn you are dying you must succeed a Resolve challenge or begin to slip closer to death taking a wound. You take 1 more wound for every failed Resolve challenge (1 Wound on the first fail, 2 on the second, Then 3 Wounds, etc.) until you resuscitate.

You cannot stand and must crawl at half your movement speed while dying

After 3 Successes you will resuscitate and heal 1 damage

If you receive healing while dying will resuscitate you

Damage you take while Dying all count as Wounds, once your Wounds equal your Vitality you die

If you begin to die while at maximum wounds you die instantly

If you take damage equal to your maximum health you die instantly

Injuries

Some wounds are so serious they result in injuries. Injuries take up inventory space and require very serious medical attention to treat. When you would gain an unspecified injury roll on the tables

Table 1

1. Arm Loss: Lose an arm of your choice
2. Broken Arm: Break an arm of your choice
3. Ruptured Organ: You gain 1 Wound whenever you strain yourself
4. Coughing Blood: Gain 2 Strain instead of 1 to activate abilities that require you strain yourself
5. Damaged Vision: 2 Trouble to rolls that involve seeing, If your vision is damaged again you lose your sight and become blind
6. Fractured Spine: -3 to inventory rolls, takes up two inventory slots instead of one

Table 2

1. Leg Loss: Lose a leg of your choice, your speed is halved
2. Broken Leg: Break a leg of your choice, your speed is halved
3. Ripped Muscle: 2 Trouble to physique rolls, if your physique bonus is positive do not add it to rolls
4. Concussion: 2 Trouble to wits rolls, your wits bonus becomes -1 unless lower
5. Cracked Rib: 2 Trouble to finesse rolls, your finesse bonus becomes -1 unless lower
6. Skull Fracture: 2 Trouble to resolve rolls, if your resolve bonus becomes -1 unless lower

Luck

Luck is awarded by the GM when a player pulls off a remarkable stunt, performs exceptional roleplay, or generally makes the game more fun for everyone. Luck can be used for the following actions

- Turn one of your failures into a success
- Add 1 Edge to an allies roll
- Whenever anyone rolls a d6 you may use Luck to make the roll a 6
- Ignore instant death

Weapon List

Unarmed: 0H; 1d6-3; Cannot Parry

Basic Weapons (5-10g)

Dagger/Hatchet: 0H; 1d6-1; Small; Thrown 5;

Hammer/Bludgeon: 1H; 1d6; Stun

Axe: 1H; 1d6; Rend

Staff: 2H; 1d6; Push

Scythe: 2H; 1d6 Reach; Pull

Spear 1H; 1d6; Versatile; Thrown 10

Ranged Basic Weapons (50-100g)

Bow: 2H; 1d6; Range 25; Loads Arrows

Arbalest: 2H; 2Hd6; Range 50; Active Reload (Loads Bolts)

Sling: 0H 1d6-3; Range 10; Plentiful Ammo; Cannot Rapid Fire (5g)

Military Weapons (50-100g)

Sword: 1H; 1d6; Versatile; Dueling

Great Sword: 2H; 1d6+1; Heavy; Guard

Battle Axe: 2H; 1d6+1; Heavy; Bleed/Rend

War Hammer: 2H; 1d6+1; Heavy; Push/Stun

Whip/Chain: 0H; 1d6-1; Pull/Trip

Rapier: 1H; 1d6; Evasive; Dueling

Glaive: 2H; 1d6; Reach; Push/Bleed

Firearms (500-5000g)

Pistol: 0H; 2Hd6+1; Magazine 2; Misfire 2; Range 50

Revolver 1H; 2Hd6+1; Magazine 1 (Small Rounds); Misfire 3; Range 50

Shotgun: 2H; 2Hd6; Magazine 2 (Shells); Point Blank; Misfire 2; Range 50

Rifle: 2H; 2Hd6+1; Magazine 2 (Rifle Rounds); Range 100

Submachine Gun: 1H; 2Hd6; Magazine 4 (Small Rounds); Full Auto 2; Misfire 2; Range 50

Assault Rifle: 2H; 2Hd6+1; Magazine 8 (Rifle Rounds); Full Auto 3; Misfire 2; Brutal; Range 100

Weapon Traits

Small: This weapon is easily concealable. +1 Trouble on melee attacks

Thrown X: Can be thrown out to X yards as a ranged attack

Dueling: +1 to Parry rolls

Crude: Weapon breaks on an attack roll of 2 or lower

Heavy: +1 Trouble to melee attacks, must have 1 or higher Physique to use. Instead of attacking you can perform a slow action to auto attack an adjacent enemy and deal maximum damage on hit at the beginning of your next turn.

Active Reload: You can use your movement action instead of your action to reload this weapon. Attacks after doing so have +1 Trouble

Guard: Can be used to block damage as a shield

Plentiful Ammo: You're always assumed to have common ammo for this weapon

Glancing Traits (Activate on a roll of 1 on damage dice. If a weapon has multiple only choose one.)

Push: You can move target 1d6 yards away from you

Pull: You can move a target 1d6 yards towards you

Evasive: You may move 1 yard after an attack

Bleed: Target takes 1d3 damage every turn, on a roll of 3 the Bleed stops

Rend: Target incurs a d3 bonus to attacks made against it, this bonus reduces by 1 at the end of each turn

Stun: Target must choose to move or attack instead of doing both for 1d3 turns

Firearm Traits

Magazine X: This weapon can use X ammo before it needs an action to reload

Misfire X: On an attack roll of X or lower the gun misfires. On a misfire roll a d6: on a 1-3 the gun explodes dealing damage to the user and destroying all ammo in the magazine, on a 4-6 the gun jams, one ammo is wasted and the user must use an action to clear the jam

Point Blank: No penalty to attacking adjacent targets. Adjacent targets take +1 damage, enemies outside of range take -1 damage

Brutal: If a pair of doubles are rolled on a 2Hd6 weapon add them for the final damage

Double Barrel: Spend 1 Ammo to give your weapon Brutal

Armor

Light: 1 Armor, WT-1

Medium: 2 Armor, WT-2

Heavy: 3 Armor, WT-3, + 1 Trouble on finesse rolls

Shield: 0H, Guard, WT-3

(Shields made of certain kinds of materials will always be destroyed by certain types of damage. For example wooden shields always burn if they block fire)



Spells

Spells are usually bound to books and cast when read. Unless noted otherwise a spell weighs 1 WT. Spells become exhausted after they've been cast, and recharge after a rest.

[p] = potency. All spells are potency 1 by default and can be enhanced to potency 2 with strain. You can always end a spell at will. You can strain yourself to add +1 to a spell casting roll, unless otherwise stated a spell lasts for 10 minutes.

11. **Ember Bolt**
(Wits Attack: Throw a flaming bolt of embers out to 25 yards that deals 1d6 + [p] to creatures and sets them on fire)
12. **Blink**
(Teleport to a point you can see and fit in within 10x[p] yards)
13. **Feather Fall**
(Instead of plummeting from great heights [p] targets in 10 yards fall slowly and gently taking no damage on a fall, can be cast as a quick action)
14. **Mage Eye**
(You can see through a magical floating eyeball that flies around at your command. The eye cannot go more than 30 yards from you)
15. **Dream Vault**
(After casting this spell the next time you go to sleep you may place [p] weight worth of items under your head and store them in your dreams. The next time you go to sleep you may bring the item out of your dream)
16. **Air Bubble**
(Create a bubble of air around your head or a creature within 10 yard's head that allows them to breath for 10 x [p] minutes)
21. **Mirror Walk**
(To cast this spell you must mark a mirror by touching it. You may use any mirror within 10 x [p] Miles as a portal to your marked mirror. If the mirror breaks the spell's effect ends)
22. **Zap**
(Wits Attack: Send a volt of electricity through a target you are touching dealing 1d6 + [p] if 6 or more damage is dealt the target is stunned)
23. **Barrier**
(Target is surrounded by a faint blue barrier that can act as either Armor or Ward before breaking for 10 x [p] minutes)
24. **Light**
(a mote of light as strong as a torch follows you around for 10 x [p] You can fling the light at an enemy making Wit attack vs Finesse to blind them for [p] rounds)
25. **Arcane Spikes**
(1d3+[p] glowing blue stakes of arcane energy emerge and unerringly strike any target the caster can see within 10 yards dealing 1 damage each, no roll required)
26. **Healing Touch**
(Heal 1d3+[p] damage or remove 1+[p] wounds from a creature you're touching)
31. **Gust**
(Wits Attack vs Physique: Create a strong gust of wind against a target within 10 yards moving them 1d6+[p] yards)
32. **Earthquake**
(Wits Attack vs Finesse: Cause a 3x3 (+1 yard per Str) patch of earth within 10 yards to rumble and shake sending all creatures inside prone not allowing them to stand upright until the end of the round)
33. **Walking Cauldron**
(Summon a size 1/2 cauldron with arms and legs. The cauldron moves at 8 speed, has 5 + [p] vigor, has 6 + [p] inventory space, and can access it's inventory without rolling, but refuses to fight. If the cauldron dies it's contents scatter across the floor. The cauldron disappears after [p] Hours)
34. **Sleep**
(Wits Attack vs Resolve: [p] Targets within 10x[p] yards falls into a deep sleep at the end of the round, Automatically succeeds against relaxed or unalert targets)
35. **Telekinesis**
(You use an invisible to lift and manipulate 1 + [p] items within 10 x [p] yards no heavier than 1 WT x [p])
36. **Matryoshka**
(The caster and [p] others may occupy the same space as another physical object large enough to contain them. While in the object no one may move but may continue to perceive events outside of the object as if filtered through murky glass)

41. **Haste**
(Increase your movement speed by 2x[p], gain 1+[p] Edge to finesse rolls,)
42. **Handy Rope**
(A rope you are holding or that is tied around you no longer than 5x[p] Yards acts as a third, mind-controlled yet semi-sentient, fully capable hand. The rope can wield a light weapon and make an extra attack in combat)
43. **Slip Knot**
(Any knot you can see within 10x[p] Yards becomes undone no matter how taught it is)
44. **Black Ice**
(A thick ice layer spreads across a touched surface, up to [p]x10ft in radius.
45. **Changeling**
(Your appearance and voice perfectly mimic another person you have seen for [p] Hours or until you take damage)
46. **Whirlwind Cloak**
(Winds whip around you granting +1 Edge to defending against physical attacks and pushing back creatures size [p] or smaller)
51. **Fog Cloud**
(A dense fog spreads out in a 4x4 (+1 to the dimensions for each extra potency) cloud completely obstructing vision)
52. **Eye Trick**
(A silent, immobile, illusion of your choice appears, up to the size of a bedroom for 10x[p] Minutes)
53. **Mute Bubble**
(Summon a ethereal bubble in which sound cannot be heard)
54. **Gelatinous Form**
(Your flesh becomes gelatinous for 10x[p] minutes. You can squeeze through gaps as small as keyhole with a great deal of effort. You take no damage from bludgeoning weapons for the duration of the spell. Any acid damage you take heals Vigor instead. Your clothes and items are not affected by this spell)
55. **Land Swim:**
(You can swim in solid earth as if it were water for 10x[p] minutes. If the spell ends and you're still in solid material you'll be shunted back on out whichever direction out of the earth is closest)
56. **Mimic**
(Become an object between the size of an apple and a grand piano)
61. **Manipulate Flame**
(Snuff, weaken, or change the color of target fire no bigger than [p] size)
62. **Earth Wall**
(A straight wall of earth 5 x [p] yards long and 2 yards + [Str] high rises from the ground)
63. **Water Walk**
(You can walk on water as if it were solid for 10x[p] Minutes)
64. **Skittering Swarm**
(Duration 10 x [p] Minutes: You become a swarm of small land crawling creatures such as rats, snakes, or cockroaches. Take half damage from single target attacks, your bites and scratches deal 1d6-2 Damage and +1 bonus damage for every potency increase)
65. **Icarus**
(Your arms become large feathered wings for 10x[p] minutes allowing you to fly)
66. **Venom**
(Wits Attack: Fire a glob of toxic magic at a poisoning them for [p] rounds. Creatures poisoned by venom take [p] damage at the end of each round they are afflicted)



CLASSES

SLAYER

1

Got Guts: Once per combat gain GUTS. As long as you have GUTS your attacks have +1 Edge; GUTS can be used to negate physical damage as armor, make an attack auto hit, or make an attack deal max damage. You regain spent GUTS on kill or by successfully performing a combat maneuver.

Combat Training: When you strain to add +1 to an attack's damage you add +1d3 damage instead. You can learn an additional Combat Art, you can learn another Combat Art at level 3

2

War Sense: On a successful attack or defense roll you may strain yourself against your target to do one of the following.

- Learn the targets max vigor and current damage

- Learn a weakness of the target

- Learn an attack or ability the target has

- Learn the target's defense

- Grant +1 Edge to you and your allies defense rolls against the target for 1d3+1 rounds.

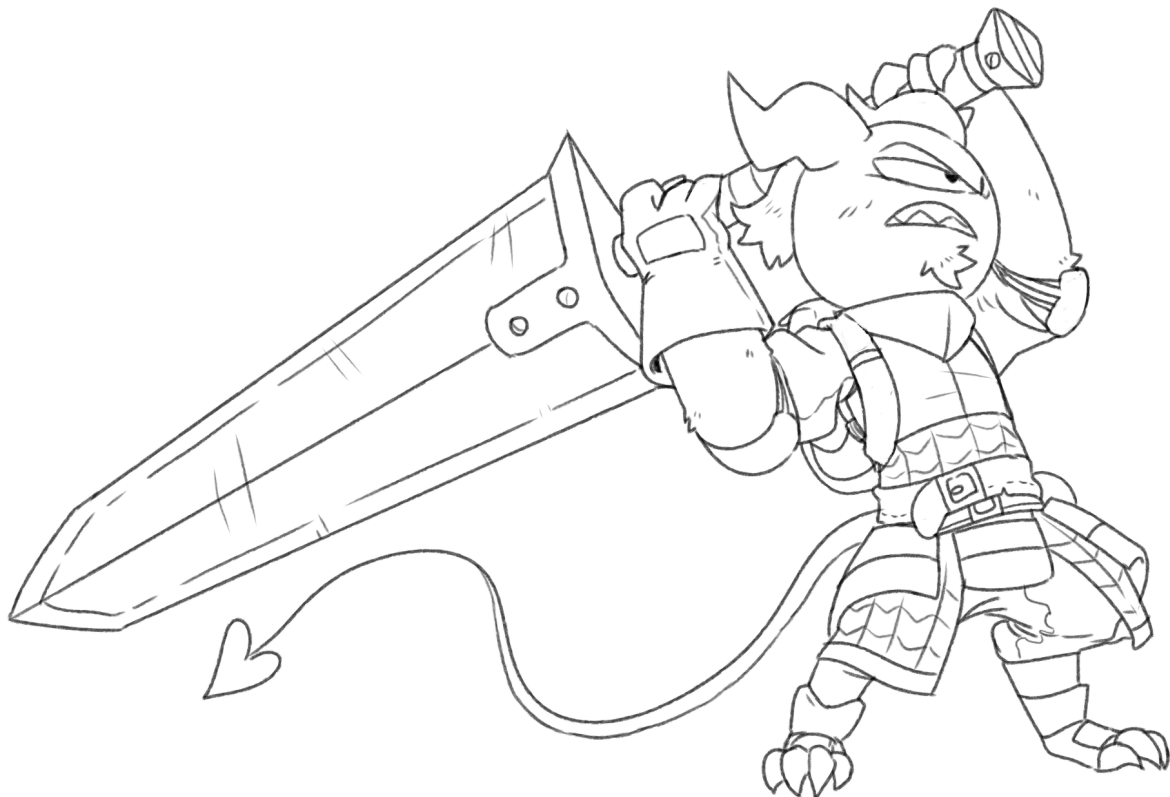
You may perform each option once vs a target once per rest

3

Shake it Off: You may strain yourself as an action to heal damage with 1 strain equal to one point of damage healed. Once per rest you can strain yourself as an action to remove afflictions such as stunned or poison or heal 1d3+1 Wounds

4

Enhanced Guts GUTS can be used to negate ethereal damage as Ward and resist afflictions. GUTS can be spent to make two attack as a part of your attack action instead of one



VAGABOND

1

Sneaky: +1 Edge to stealth rolls. You make no noise moving across non-difficult terrain while walking. Once per round when you use a one or off handed melee weapon to attack a target who is unaware of your presence or engaged with another enemy you gain +1 Edge to the attack and +1 to the damage, this increases to +2 at level 3

Organized Inventory: Half of your inventory slots count as quick slots. You may strain yourself to retrieve items from your inventory as a free action instead of a quick action.

2

Expertise: Gain an extra profession. Choose a profession you have, you can auto succeed rolls related to this profession a number of times equal to your Vagabond level per rest. You can change which profession Expertise effects during a rest

3

Quick Thinking: You cannot be surprised, you always go first in combat unless you do not wish to. Items that require an action to throw, consume, deploy or otherwise require a quick action instead of a full action

4

Fleet Foot: You gain +1 to movement and ignore difficult terrain. As a quick action you can strain yourself to allow all allies within 25 yards of you that can see you to move up to their movement speed unless they're immobilized.



ARCANIST

1

Mana Blood: Once per rest as an action you can strain yourself to recharge a used spell book you're holding. +1 Edge to spell casting.

Magic Stench: You can smell magic. You can strain yourself to sense the stench of magic from out to 50 yards coming from magic books, magic items, the effects of magic or things created by magic for 10 minutes. If there are multiple sources of magic stench you can separate each one as distinct.

2

Spell Potency: You can strain yourself to increase the potency and casting roll of a spell to 3 times instead of once.

3

Runic Lobe: During a rest you can perform a ritual to memorize a spell from a book you own allowing you to cast the spell without holding the book once until next rest. You can only memorize one spell like this at a time.

4

Spell Link: While touching a book or scroll you can link to it as a free action. as long as the linked book is within 25 yards of you, you may cast it's spell as if you were holding it. The spell may either originate from you or from the book or scroll. You can only link to one book at a time



PAGAN

1

Circles: Choose a circle to be a part of. You gain the ability to create a charm once per rest if you perform a ritual that takes 10 minutes. All charms weigh 1/2

Sun: You can capture sunlight you are standing in into a glass bottle or jar and create liquid light.

- Liquid light gives off sunlight out to 10 yards
- Liquid sunlight is as refreshing and crisp as spring water. Upon drinking can cure poison and heal 2 damage
- When thrown the jar shatters into a burst of blinding sunlight out to 5 yards, the user makes an Aim roll against the Finesse of all creatures in the area blinding them on a hit.
- The liquid light stays potent until spilled or another bottle is made

Moon: You can capture moonlight you are standing in into a handful of sand, ash, dust, or some other fine powdered substance to create lunar dust.

- When held out wisps of dust will trail off in a path towards any undead within 100 yards.
- Lunar dust can obscure the living from the undead. The dust can be scattered out in a 3 yard radius cloud, all living in the cloud become invisible to undead for 30 minutes or until they attack or touch the undead
- Lunar dust can act as silver dust and make the ethereal physical. The dust can be scattered out in a 3 yard radius cloud making all incorporeal or spectral creatures in the cloud physical, unable to phase through objects, and vulnerable to physical damage.
- Lunar dust stays potent until scattered or another batch is made

Stars: While you can see a star in the sky you can bind starlight by carving a chunk of stone, bone, or wood into a star amulet.

- You can see and hear from this amulet if you close your eyes and hold your breath as long as the amulet is within 250 yards.
- Star amulets can be used to divine the future to an extent. Break your amulet to ask your DM a yes or no question they must answer truthfully
- You can use a star amulet to speak to the spirits of the dead; If you place a star amulet under the head or skull of a dead creature you may allow the creature's spirit to speak for 10 minutes. After 10 minutes or when the conversation ends the charm breaks.
- Star amulets retain their power until broken or another amulet is made

All charms can be sacrificed by their creator in order to grant a Protection to themselves or an ally within 10 yards. Protection acts as armor or ward, a target may only have one protection at a time. You have +1 Edge to casting spells related to your circle.

2

Resist Malady: As a quick action you can strain yourself to become immune to poison or disease for template number rounds in addition you can strain yourself template times per rest to purify 1 WT worth of rotten food or polluted water

3

Circle Casting: While holding a symbol of your circle such as a pendant or your circle charm you can cast spells related to your circle as long as you have the scroll or spellbook in your inventory

4

Halo: As an action you may target a creature you can see and sacrifice your charm to outline them with a shimmering halo of light and making them unable to hide and grant 1 Edge to all attacks and defense rolls against the creature for 1 minute. You and any of your allies may make their next attack or defense roll against an outlined creature automatically succeed, this breaks the halo and ends the effect.