

# ***Archon***

Archon is a simple, d20 system that is meant to be picked up and played as either a long campaign, or just a quick one shot. Being classless, everyone is their own person, and have picked up skills and powers along the way. As such, there is no class system, or any limitations on what a character can do.

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## ***Statistics***

Unlike most other games, statistics are also your skills. They gauge what a character is generally good at, under normal conditions. If a roll is made, and a power is not used, it falls under the category of base statistics. Stat rolling requires limited amount of Stamina, but runs the risk of failure.

A character may have a max stat of 20, at which point a character cannot crit fail that skill check. They may still fail the check, however, as they meet the roll required. In addition, increase critical success to 1-2 instead of just 1.

Stats may be rolled (4d6, drop lowest, reroll 1s) or Point Buy 35 (Base of 8), and may be placed in the following stats. If a player chooses Point Buy, they may reduce stats below 8, and allocate these new points into stats of their choosing.

***Fighting, Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma.***

### ***Fighting***

Determines rolls done in combat. This is fighting capability, combat magic, and combat psionics. A good fighting score means a character is generally good at combat situations, brawls, and wars.

### ***Strength***

The physical capabilities of a character. The higher it is, the more likely they are to be able to overpower an activity through sheer physical force.

### ***Dexterity***

Agility, flexibility, and the capability of being subtle. Unlocking doors, picking pockets, and all the underhanded things one would expect from a thief.

### ***Constitution***

The ability of a person to withstand hardships, toxins, and blows that may render them unconscious from sheer abuse.

### ***Intelligence***

The ability to problem solve, knowledge of lore and cultures. Intelligence determines general knowledge, as well as deduction of a situation based on current evidence.

### ***Wisdom***

Street smarts, ability to read people, and the ability to perceive the truth. Often seen as gut feeling, instinct, and perception.

### ***Charisma***

The ability to speak, command a room, and power of presence. Charisma is used to dictate to others your thoughts, as well as what you want them to do in words or body language.

Once rolled, or bought with points, you may move onto Health and Stamina

### ***Health***

Health, Hit Point, or Health Points, is how many points you have before a character is knocked unconscious. When hitting 0 Health, a character is placed into a dazed state, suffering -2 to all rolls. If they fall below 0 Health, they enter Unconscious.

While Unconscious, you may take no actions, other than powers that state may be used while unconscious. An Unconscious character remains this way until they are healed, or heal naturally. If a character hits half their Health in negative value, they enter into a Dying State.

Dying means a character is on their last legs. A character must make a Constitution roll every round. On a failed roll, a character is finally dead. A dead character is gone, unless a quest is taken to revive them.

*Base Health is 30*

### ***Stamina***

Stamina is how many points a character has before they reach exhaustion. While Stamina persists, a character may use Powers at will, without needing to roll any stat rolls. When a character runs out of Stamina, they become unable to use Powers until they rest. While at 0 Stamina, a character suffers -5 to all their stats.

*Base Stamina is 25*

### ***Resting***

Rest determines Health and Stamina returned, depending on how long is taken to rest. Generally, one gains 1 Health and 1 Stamina per hour spent at rest. Use the following table to determine passive restoration.

Inactive, Sleeping, Relaxing in a nice place: 2 Health and Stamina per hour.

Inactive, Sleeping, Resting at a camp: 1 Health and Stamina per hour.

Alert but inactive at camp: 1 Health and Stamina per 2 hours.

Alert and Active: 1 Health and Stamina per 5 hours.

### ***Elemental Affinity***

Rather than races, a character is instead directly linked to one of the elements of Archon. An element gives bonuses akin to normal racial bonuses. This gives strengths and weaknesses to a character. When creating a character, you may choose from one of the following elements.

*Fire, Water, Earth, Wood, Metal*

If the DM allows, you may also include the following two divine elements

*Void and Heaven*

If strong against an opponent of another element, you gain damage resistance 2 against them, while dealing +2 to damage to them. If weak against them, you instead deal -2 to them, and take +2 against all attacks they make against you.

### *Fire*

That which burns bright, representing strength as well as self destruction. Fire Affinity characters often seem like short fused, quick to anger, but often strong individuals. Fire is powerful, and believes the best strategy is to take to the offensive.

+2 Strength, +2 Charisma

Strong to Metal, Weak to Water

### *Wood*

Old watchers, representing wisdom as well as fatalism. Wood Affinity characters are seen as wise, slow moving, and often overly pragmatic individuals. Wood is wise, often wishing to see the whole picture before deciding on the best action to take.

+2 Wisdom, +2 Intelligence

Strong to Earth, Weak to Metal

### *Water*

Gentle, quiet, but a roaring torrent, representing reflection and self indulgence. Water Affinity characters are seen as warm, empathic, but at times selfish and passive. Water is versatile, often changing their minds based on situation.

+2 Charisma, +2 Intelligence

Strong to Fire, Weak to Earth

### *Earth*

Family orientated, representing problem solving as well as control. Earth Affinity characters are seen as natural born leaders, peacekeepers, but are sometimes demanding of control. Earth is enduring, but often prefers to weather things to keep the peace.

+2 Constitution, +2 Wisdom

Strong to Water, Weak to Wood

### *Metal*

Unyielding, representing both rigidness as well as coldness. Metal Affinity characters are seen as determined, disciplined, but often emotionally cold to others. Metal is enduring, but sees the need to be focused and sharpened to a goal.

+2 Constitution, +2 Intelligence

Strong to Wood, Weak to Fire

If allowed by the DM, a player may instead take either the divine elements of Void or Heaven. Unlike the previously mentioned elemental affinities, Void and Heaven are considered 'ruling' affinities, gaining bonuses the others don't get. Most notably, both Void and Heaven are considered strong against all previous mentioned elements, with their only neutral element being their counterpart.

### *Void*

Nothingness, Void represents freedom without restriction. Void affinity characters often seen aloof, cold, calculating, and ultimately free from morality. They are hungering for more, and are often more inclined to disagree with authority.

+2 Intelligence, +2 Dexterity

Strong to All Elements, Neutral to Heaven

### *Heaven*

Majesty, Heaven represents divine will and law. Heaven affinity characters are seen as regal, proud, majesterial, but believe in divine law and natural order above all else. They are the lawbringers, and believe everything has its place.

+2 Charisma, +2 Intelligence

Strong to All Elements, Neutral to Void

## ***Powers***

Powers are a means to avoid making a skill check, avoid damage, heal, or a myriad of other uses. The drawback of using Powers is that they take more Stamina than a standard skill check.

The more potent the Power, the more stamina it will remove from a character. There are also Passive Powers that give a character a boost at all times, but generally require more power slots than an active Power.

Starting characters gain 10 Power Slots, which can be used for any of the following. Characters gain additional Power Slots as they level.

### ***Dodge***

Keywords: Martial, Defensive

Application: Immediate Interrupt

Trigger: An enemy makes a successful Fighting Check, or uses a single target Power against you.

Effect: You negate the attack.

Stamina Use: 4

Power Slots: 1

### ***Block***

Keyword: Martial, Damage Resistance, Defensive

Application: Immediate Interrupt

Trigger: An enemy makes a successful Fighting Check, or uses a Power against you.

Effect: You take 1 less damage from the attack. If using a shield, takes -2 to damage instead.

Stamina Use: 2

Power Slots: 1

### ***Counter Strike***

Keyword: Martial, Offensive

Application: Immediate Interrupt

Trigger: An enemy makes a successful Fighting Check, or uses a Power while within range of your primary weapon.

Effect: You may immediately make a Fighting check, or use a Power against them. Success negates the attack.

Stamina Use: 8

Power Slots: 1

### ***Evasion***

Keyword: Martial, Defensive

Application: Immediate Interrupt

Trigger: An enemy uses a Power against you.

Effect: Take half damage, and negate any status effects imposed by the attack.

Stamina Use: 6

Power Slots: 1

### ***Counter Spell***

Keyword: Magic, Defensive

Application: Immediate Interrupt

Trigger: An enemy uses a Power.

Effect: Negate the Power.

Stamina Use: 6

Power Slots: 1

### ***Two Weapon Defense***

Keyword: Martial, Defensive, Passive

Application: Passive

Trigger: None

Effect: If using a one handed weapon in the main hand and off hand, you count as using a shield.

Stamina Use: 0

Power Slots: 3

### ***Shield Mastery***

Keyword: Martial, Defensive, Passive

Application: Passive

Trigger: None

Effect: Increases the passive damage reduction of using a Shield to -3 instead of -2.

Stamina Use: 0

Power Slots: 3

### ***Armor Proficiency: Leather***

Keyword: Defensive, Armor

Application: Passive

Trigger: None

Effect: Gain the use of leather armor, reducing damage taken by 1.

Stamina Use: 0

Power Slots: 2

### ***Armor Proficiency: Mail Armor***

Keyword: Defensive, Armor

Application: Passive

Trigger: None

Effect: Gain the use of mail armor, reducing damage taken by 2. Also increases Stamina costs by +1.

Stamina Use: 0

Power Slots: 3

### ***Armor Proficiency: Plate***

Keyword: Defensive, Armor

Application: Passive

Trigger: None

Effect: Gain the use of plate armor, reducing damage taken by 3. Also increases Stamina costs by +2.

Stamina Use: 0

Power Slots: 4

### ***Defensive Fighter***

Keyword: Defensive, Martial

Application: Passive

Trigger: None

Effect: Reduce the Stamina costs from Powers marked with the Defensive Keyword by 1.

Stamina Use: 0

Power Slots: 4

### ***Unencumbered***

Keyword: Passive

Application: Passive

Trigger: None

Effect: Reduce the stamina drain of wearing Mail and Plate armor by one. This Passive can be taken up to two times.

Stamina Use: 0

Power Slots: 3

### ***Shield Slam***

Keyword: Martial, Offensive

Application: Attack

Trigger: You make a Fighting check

Effect: Deal 5 damage, and stun a target until the start of your next turn. After which, the target is immune to this effect for one round. Shield Slam requires a shield to use.

Stamina Use: 4

Power Slots: 1

### ***Fading Strike***

Keyword: Martial, Offensive

Application: Attack

Trigger: You make a Fighting check.

Effect: Deal your weapon damage plus damage modifier, and negate the next attack made against you before the beginning of your next turn.

Stamina Use: 5

Power Slots: 1

### ***Power Strike***

Keywords: Martial, Offensive

Application: Attack

Trigger: You make a Fighting check.

Effect: Deal two weapon damage plus damage modifier.

Stamina Use: 5

Power Slots: 1

### ***Full Attack***

Keywords: Martial, Offense

Application: Attack

Trigger: You make a Fighting check

Effect: Deal three weapon damage.

Stamina Use: 8

Power Slots: 1

### ***Bloody Rush***

Keywords: Martial, Offense

Application: Attack

Trigger: You make a Fighting Check.

Effect: Deal one weapon damage plus damage modifier damage. Increase damage by +2 for every 5 missing health of the user.

Stamina Use: 5

Power Slots: 1

### ***Blade Storm***

Keywords: Martial, Offense

Application: Attack

Trigger: You make a Fighting Check.

Effect: Deal one weapon damage plus modifier to the primary target, and all nearby enemies.

Stamina Use: 8

Power Slots: 1

### ***Heart Piercer***

Keywords: Martial, Offense

Application: Attack

Trigger: You make a Fighting Check.

Effect: Deal one weapon damage plus damage modifier damage, ignoring the enemies damage resistance.

Stamina Use: 7

Power Slots: 1

### ***Offensive Fighter***

Keywords: Martial, Offense

Application: Passive

Trigger: None

Effect: Reduce the Stamina cost of powers marked with the Offense keywords by 1.

Stamina use: 0

Power Slots: 3

### ***Iron Fist***

Keywords: Martial, Passive, Mastery

Application: Passive

Trigger: None

Effect: Increase Unarmed damage by +2. This Passive can be taken multiple times.

Stamina Use: 0

Power Slots: 3

### ***Blade Master***

Keywords: Martial, Passive, Mastery

Application: Passive

Trigger: None

Effect: Increase One Handed damage by +2. This Passive can be taken multiple times.

Stamina Use: 0

Power Slots: 3

### ***Berserker***

Keywords: Martial, Passive, Mastery

Application: Passive

Trigger: None

Effect: increase Two Handed damage by +2. This Passive can be taken multiple times.

Stamina Use: 0

Power Slots: 3

### ***Archer***

Keywords: Martial, Passive, Mastery

Application: Passive

Trigger: None

Effect: Increase One Handed and Two Handed ranged weapons (None Guns) by +2. This Passive can be taken multiple times.

Stamina Use: 0

Power Slots: 3

### ***Gun Slinger***

Keywords: Passive, Martial, Mastery

Application: Passive

Trigger: None

Effect: Increase One Handed Gun damage by +2. This Passive can be taken multiple times.

Stamina Use: 0

Power Slots: 3

Note: Only applicable in setting where guns are DM approved.

### ***Rifleman***

Keywords: Passive, Martial, Mastery

Application: Passive

Trigger: None

Effect: Increase Two Handed Gun damage by +2. This Passive can be taken multiple times.

Stamina Use: 0

Power Slots: 3

Note: Only applicable in settings where guns are DM approved.

### ***Quick Loader***

Keywords: Martial

Application: Immediate Reaction

Trigger: The Gun you are using runs out of ammo.

Effect: You immediately reload all ammo.

Stamina Use: 3

Power Slots: 1

Note: Only applicable in settings where guns are DM approved.

### ***Blood Thirsty***

Keywords: Martial, Passive

Application: Passive

Trigger: None

Effect: Restore 2 Health to self when using Powers marked with Martial Keywords. If hitting multiple enemies, this effect applies for every enemy hit.

Stamina Use: 0

Power Slots: 5

### ***Ambidexterity***

Keywords: Martial, Mastery, Passive

Application: Passive

Trigger: None

Effect: Remove the penalty of using two one handed melee or ranged weapons. If using Monkey's Grip, reduce the penalty from +5 to +2.

Stamina Use: 0

Power Slots: 4

### ***War God***

Keywords: Martial, Mastery

Application: Passive

Trigger: Fighting Stat is 16+

Effect: You may take this Power once your Fighting Statistic is 16 or higher. Negates Damage Resistance that an enemy may have to you. Gain a +1 increase to Advantage Elemental Affinity damage.

Stamina Use: 0

Power Slots: 2

### ***Weapon Master***

Keywords: Martial, Mastery

Application: Passive

Trigger: Fighting Stat is 16+

Effect: You may take this Power once your Fighting Statistic is 16 or higher. When taking this, choose Unarmed, One Handed Melee, Two Handed Melee, One Handed Range, Two Handed Range, One Handed Gun, or Two Handed Gun. Increase damage of the selected weapon type by +5, and increase critical range on it by +2. You may only choose this Power once.

Stamina Use: 0

Power Slots: 2

### ***Motor Mouth***

Keywords: Magic, Mastery

Application: Passive

Trigger: Your Fighting Stat is 16+

Effect: You may take this Power once your Fighting Statistic is 16 or higher. When using attacks with the Magic keyword, initiative rolled is considered Melee initiative rather than Magic.

Stamina Use: 0

Power Slots: 2

### ***Health Boost***

Keywords: Stat Boost

Application: Passive

Trigger: None

Effect: Increase Health by +5. Can be taken multiple times.

Stamina Use: 0

Power Slots: 3

### ***Stamina Boost***

Keywords: Stat Boost

Application: Passive

Trigger: None

Effect: Increase Stamina by +5. Can be taken multiple times.

Stamina Use: 0

Power Slots: 3

### ***Stat Boost***

Keywords: Stat Boost

Application: Passive

Trigger: None

Effect: Increase one of your statistics by +1, up to 20. The statistic that can be boosted can be Fighting, Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma. Can be taken multiple times, but the stat chosen cannot be increased beyond 20.

Stamina Use: 0

Power Slots: 3

### ***Critical Boost***

Keywords: Stat Boost

Application: Passive

Trigger: None

Effect: Increases the critical range of rolling a stat by +1. Can be taken multiple times, up to 15.

Stamina Use: 0

Power Slots: 5

### ***Critical Power***

Keywords: Unique

Application: Immediate Interrupt

Trigger: You use a Power instead of making a roll.

Effect: You may also roll the statistic that the Power is directly related to. Rolling a critical causes the Power to become a critical effect, doubling the damage or intended effect. Powers marked with the Defensive keyword use Fighting.

Stamina Use: 3

Power Slots: 1

### ***\*Note on Magic***

Magic also can be used to warp the mind, or in the case of trickery. When attempting to use

magic in this way, the target may roll a Intelligence or Wisdom roll to determine on the success of the effect. Tier 1 magic imposes no detriment to this roll, while further Tiers do. Tier 2 imposes a -2 penalty to both Wisdom and Intelligence to resist the effect. Tier 3 imposes a -5. And tier 4 imposes a -8.

In the case of Physical changes, such as transmogrify (Ex. Turning a person into a frog), the negative penalty is imposed on Constitution instead of Intelligence or Wisdom. While in the new form, the creature has reduced stats and Health.

Positive effects such as buffs on the willing require no roll, and instead boost a chosen character stat by the Tier level, as well as the duration. A tier 4 spell, for example, would boost a chosen stat by 4, for 4 rounds or 4 skill checks, or 4 days, whichever comes first.

Cost of Stamina is reduced for every higher tier of the same type gained by half. So taking Affinitied Magic Tier 1 and 2 reduces the Stamina cost of tier 1 magic to 3. Gaining Tier 3 would reduce it to 2, and gaining tier 4 would reduce it to 1. In the case of Neutral Magic Tier, they must share the same elemental type to gain this effect.

### ***Affinitied Magic Tier 1***

Keywords: Magic

Application: Attack, Immediate Interrupt

Trigger: A Fighting Check, an attack is made, Fiction established

Effect: You gain magic of your elemental affinity at tier 1. This deals 7 damage, is capable of absorbing 7 damage, and anything created has 7 Health. Any further effect is established by player intent upon using this Power.

Stamina Use: 6 (+1 for every ally or enemy targeted)

Power Slots: 1

### ***Affinitied Magic Tier 2***

Keywords: Magic

Application: Attack, Immediate Interrupt

Trigger: A Fighting Check, an attack is made, Fiction established

Effect: You gain magic of your elemental affinity at tier 2. This deals 12 damage, is capable of absorbing 12 damage, and anything created has 12 Health. Any further effect is established by player intent upon using this Power.

Stamina Use: 9 (+1 for every ally or enemy targeted)

Power Slots: 1

### ***Affinitied Magic Tier 3***

Keywords: Magic

Application: Attack, Immediate Interrupt

Trigger: A Fighting Check, an attack is made, Fiction established

Effect: You gain magic of your elemental affinity at tier 3. This deals 17 damage, is capable of absorbing 17 damage, and anything created has 17 Health. Any further effect is established by player intent upon using this Power.

Stamina Use: 12 (+1 for every ally or enemy targeted)

Power Slots: 1

#### ***Affinitied Magic Tier 4***

Keywords: Magic

Application: Attack, Immediate Interrupt

Trigger: A Fighting Check, an attack is made, Fiction established

Effect: You gain magic of your elemental affinity at tier 4. This deals 30 damage, is capable of absorbing 30 damage, and anything created has 30 Health. Any further effect is established by player intent upon using this Power.

Stamina Use: 15 (+1 for every ally or enemy targeted)

Power Slots: 1

#### ***Aberrant Magic Tier 1***

Keywords: Magic

Application: Attack, Immediate Interrupt

Trigger: A Fighting Check, an attack is made, Fiction established

Effect: You gain magic of your opposing elemental affinity at tier 1. This deals 7 damage, is capable of absorbing 7 damage, and anything created has 7 Health. Any further effect is established by player intent upon using this Power.

Stamina Use: 6 (+1 for every enemy or ally targeted)

Power Slots: 1

#### ***Aberrant Magic Tier 2***

Keywords: Magic

Application: Attack, Immediate Interrupt

Trigger: A Fighting Check, an attack is made, Fiction established

Effect: You gain magic of your opposing elemental affinity at tier 2. This deals 12 damage, is capable of absorbing 12 damage, and anything created has 12 Health. Any further effect is established by player intent upon using this Power.

Stamina Use: 9 (+1 for every enemy or ally targeted)

Power Slots: 1

#### ***Aberrant Magic Tier 3***

Keywords: Magic

Application: Attack, Immediate Interrupt

Trigger: A Fighting Check, an attack is made, Fiction established

Effect: You gain magic of your opposing elemental affinity at tier 3. This deals 17 damage, is capable of absorbing 17 damage, and anything created has 17 Health. Any further effect is established by player intent upon using this Power.

Stamina Use: 12 (+1 for every enemy or ally targeted)

Power Slots: 1

#### ***Aberrant Magic Tier 4***

Keywords: Magic

Application: Attack, Immediate Interrupt

Trigger: A Fighting Check, an attack is made, Fiction established

Effect: You gain magic of your opposing elemental affinity at tier 4. This deals 30 damage, is capable of absorbing 30 damage, and anything created has 30 Health. Any further effect is established by player intent upon using this Power.

Stamina Use: 15

Power Slots: 1

#### ***Neutral Magic Tier 1***

Keywords: Magic

Application: Attack, Immediate Interrupt

Trigger: A Fighting Check, an attack is made, Fiction established

Effect: You gain magic of one neutral elemental affinity (Chosen when taking this power) at tier 1. This deals 7 damage, is capable of absorbing 7 damage, and anything created has 7 Health. Any further effect is established by player intent upon using this Power.

Stamina Use: 6 (+1 for every ally or enemy targeted)

Power Slots: 1

#### ***Neutral Magic Tier 2***

Application: Attack, Immediate Interrupt

Trigger: A Fighting Check, an attack is made, Fiction established

Effect: You gain magic of one neutral elemental affinity (Chosen when taking this power) at tier 2. This deals 12 damage, is capable of absorbing 12 damage, and anything created has 12 Health. Any further effect is established by player intent upon using this Power.

Stamina Use: 9 (+1 for every ally or enemy targeted)

Power Slots: 1

#### ***Neutral Magic Tier 3***

Application: Attack, Immediate Interrupt

Trigger: A Fighting Check, an attack is made, Fiction established

Effect: You gain magic of one neutral elemental affinity (Chosen when taking this power) at tier 3. This deals 17 damage, is capable of absorbing 17 damage, and anything created has 17 Health. Any further effect is established by player intent upon using this Power.

Stamina Use: 12 (+1 for every ally or enemy targeted)

Power Slots: 1

#### ***Neutral Magic Tier 4***

Application: Attack, Immediate Interrupt

Trigger: A Fighting Check, an attack is made, Fiction established

Effect: You gain magic of one neutral elemental affinity (Chosen when taking this power) at tier 4. This deals 30 damage, is capable of absorbing 30 damage, and anything created has 30 Health. Any further effect is established by player intent upon using this Power.

Stamina Use: 15 (+1 for every ally or enemy targeted)

Power Slots: 1

### ***Heaven/Void Magic Tier 1***

\*Heavy/Void Magic is considered a separate category from other magic types, and can be learned. If a character is already Heaven or Void elemental affinity (with DM approval), this is instead registered as Affinitied Magic, with the opposite being considered Neutral Magic.

Keywords: Magic

Application: Attack, Immediate Interrupt

Trigger: A Fighting Check, an attack is made, Fiction established

Effect: You gain magic of Heaven or Void elemental affinity (Chosen when taking this power) at tier 1. This deals 7 damage, is capable of absorbing 7 damage, and anything created has 7 Health. Any further effect is established by player intent upon using this Power.

Stamina Use: 6 (+1 for every ally or enemy targeted)

Power Slots: 2

### ***Heaven/Void Magic Tier 2***

\*Heavy/Void Magic is considered a separate category from other magic types, and can be learned. If a character is already Heaven or Void elemental affinity (with DM approval), this is instead registered as Affinitied Magic, with the opposite being considered Neutral Magic.

Keywords: Magic

Application: Attack, Immediate Interrupt

Trigger: A Fighting Check, an attack is made, Fiction established

Effect: You gain magic of Heaven or Void elemental affinity (Chosen when taking this power) at tier 2. This deals 12 damage, is capable of absorbing 12 damage, and anything created has 12 Health. Any further effect is established by player intent upon using this Power.

Stamina Use: 9 (+1 for every ally or enemy targeted)

Power Slots: 2

### ***Heaven/Void Magic Tier 3***

\*Heavy/Void Magic is considered a separate category from other magic types, and can be learned. If a character is already Heaven or Void elemental affinity (with DM approval), this is instead registered as Affinitied Magic, with the opposite being considered Neutral Magic.

Keywords: Magic

Application: Attack, Immediate Interrupt

Trigger: A Fighting Check, an attack is made, Fiction established

Effect: You gain magic of Heaven or Void elemental affinity (Chosen when taking this power) at tier 3. This deals 17 damage, is capable of absorbing 17 damage, and anything created has 17 Health. Any further effect is established by player intent upon using this Power.

Stamina Use: 12 (+1 for every ally or enemy targeted)

Power Slots: 2

#### ***Heaven/Void Magic Tier 4***

\*Heavy/Void Magic is considered a separate category from other magic types, and can be learned. If a character is already Heaven or Void elemental affinity (with DM approval), this is instead registered as Affinitied Magic, with the opposite being considered Neutral Magic.

Keywords: Magic

Application: Attack, Immediate Interrupt

Trigger: A Fighting Check, an attack is made, Fiction established

Effect: You gain magic of Heaven or Void elemental affinity (Chosen when taking this power) at tier 4. This deals 30 damage, is capable of absorbing 30 damage, and anything created has 30 Health. Any further effect is established by player intent upon using this Power.

Stamina Use: 15 (+1 for every ally or enemy targeted)

Power Slots: 2

#### ***Indiscrimination***

Keywords: Magic, Passive

Application: Passive

Trigger: None

Effect: Remove the Stamina increase for targeting multiple enemies when using Powers with the Magic keyword. However, this also targets all allies as well, with a Fighting check made against every ally targeted to determine a hit or miss.

Stamina Use: 0

Power Slots: 3

#### ***Support Mage***

Keywords: Magic, Passive

Application: Passive

Trigger: None

Effect: Remove the Stamina increase for targeting multiple allies when using Powers with the Magic keyword.

Stamina Use: 0

Power Slots: 3

#### ***Untapped Power***

Keywords: Magic, Passive, Mastery

Application: Passive

Trigger: None

Effect: Increase damage done with Powers with the Magic Keyword by +2. This Power can be taken multiple times.

Stamina Use: 0

Power Slots: 3

### ***Mana Flow***

Keywords: Magic, Passive

Application: Passive

Trigger: None

Effect: Reduce the Stamina cost of all Powers with the Magic Keyword by -1. This Power can be taken multiple times.

Stamina Use: 0

Power Slots: 3

### ***Blood Magic***

Keywords: Magic, Defensive

Application: Reaction

Trigger: An enemy hits you with an attack, or you self inflict damage upon yourself

Effect: Take full damage, and convert 10% (Rounded Up) to restore that much stamina on yourself.

Stamina Use: 0

Power Slots: 5

### ***Summoner***

Keywords: Magic, Passive

Application: Passive

Trigger: None

Effect: Your constructs now live, having your base stats (Other than Health), and Tier 1 Affinitied Magic. They have Stamina equal to your own at the time of summoning them, and +5 more Health than standard magic constructs. You may summon any number of creatures, although each after the first increase the cost of the next by +1, increasing by further +1 for every additional summon.

Stamina Use: 0

Power Slots: 5

### ***Necromancer***

Keywords: Magic, Passive

Application: Passive

Trigger: None

Effect: Powers with the Magic Keyword now restore 2 Health per ally and enemy hit to yourself.

Stamina Use: 0

Power Slots: 5

### ***White Mage***

Keywords: Magic, Healing

Application: Passive

Trigger: None

Effect: When choosing to heal an ally, or allies, your spells restore an additional +3 Health, and cost 3 less Stamina.

Stamina Use: 0

Power Slots: 5

### ***Animal Companion***

Keywords: Companion, Instinct, Creature

Application: Passive

Trigger: None

Effect: You have an animal companion that actively follows you around, assists in combat, as well as having unique abilities.

Health: 15

Stamina: 15

Fighting: 14

Dexterity: 10

Constitution: 10

Intelligence: 4

Wisdom: 8

Charisma: 12

Damage: 4

When choosing Animal Companion, they gain 3 Heritage Traits. Domesticated animals can be chosen Heritage traits, while Wild ones have their own. A Domesticated Animal Companion costs vary, while a Wild Companion has no cost.

An animal companion is considered loyal, and will instinctively act to protect its owner, unless otherwise instructed. Instructed acts include trained commands or riding it. If an animal companion dies, it can be revived for 1000 silver. Otherwise, it is gone forever, and a new companion must be found. It takes 1 month in game time to bond with a domesticated animal, and 3 months for a wild one. An animal companion cannot understand complex commands, only simple phrases. Any information the animal learns is not known by the owner, although the animal may give hints on what it knows through simple gestures.

Once Animal companion is taken, the number of animals under the control of the user is related to the character's Charisma score. For example, a character with a Charisma of 5 can have one Animal Companion. While a character with a Charisma of 20 can have up to 4. You may only give one command per round. A character only starts out with one animal companion once

this power is taken, but can find and train new ones if they are so inclined. Animal Elemental Affinity is chosen by the player (If domesticated), or randomly selected by the DM(if wild).

Stamina Use: 0, 1 to give a command

Power Slots: 2

### ***Divine Beast Mastery***

Keywords: Companion, Creature, Unique

Application: Passive

Trigger: This Power is Taken

Effect: You gain the ability to find and train creatures of the Heaven and Void elemental affinity. These are considered divine creatures of myth and legend, and are far more powerful and intelligent than standard beasts. Divine Beasts require bargaining or subjection through force. With the former, you are given a task to complete, with the latter you initiate combat with the creature. Divine Beast stats and heritage are determined by the DM, but the creatures will always have a Heaven or Void Elemental Affinity. Creatures in this category include dragons, wild gods, and dangerous creatures such as sphinxes and so on.

Stamina Use: 0

Power Slots: 6

### ***Animal Husbandry***

Keywords: Companion, Creature

Application: Passive

Trigger: None

Effect: All animal companions gain +3 Health

Stamina Use: 0

Power Slots: 3 (Can be taken multiple times)

### ***Beast Mastery***

Keyword: Companion, Creature

Application: Passive

Trigger: None

Effect: Animal Companions deal +2 damage.

Stamina Use: 0

Power Slots: 3 (Can be taken multiple times)

### ***War Beast***

Keywords: Companion, Creature

Application: Passive

Trigger: None

Effect: Animal Companions get 1 Damage Resistance.

Stamina Use: 0

Power Slots: 2 (Can be taken multiple times)

### ***Dual Attack***

Keywords: Offensive, Companion, Creature

Application: Fighting

Trigger: You Command an Animal Companion to Fight

Effect: You may use your Fighting score instead of theirs for the attack, and make your attack with them. You may also use a Power of your choosing. This attack does not use your turn, and you may choose to go after the effect resolves.

Stamina Use: 5

Power Slots: 1

### ***Mighty Lift***

Keywords: Strength, Skill

Application: Strength

Trigger: You make a Strength check to lift or carry something.

Effect: You are able to lift or carry the object without the need for the check.

Stamina Use: 3

Power Slots: 1

### ***Smash***

Keywords: Strength, Skill

Application: Strength

Trigger: You make a Strength check to batter down a wall, door, or destroy an object.

Effect: You successfully destroy your intended target. This can only be used against inanimate objects. If you make this check against a Magic Object, you must be wielding a magical weapon with a material of higher quality than the intended target.

Stamina Use: 3

Power Slots: 1

### ***Powerful Throw***

Keywords: Strength, Skill

Application: Strength

Trigger: You make a strength check to throw a creature or object.

Effect: You successfully pass the check, successfully throwing the object.

Stamina Use: 3

Power Slots: 1

### ***Power Climb***

Keywords: Strength, Skill

Application: Strength

Trigger: You make a strength check to climb.

Effect: You successfully climb the object.

Stamina Use: 3

Power Slots: 1

### ***Superior Might***

Keywords: Strength, Mastery, Passive

Trigger: Your Strength Stat is 16+

Effect: You may take this Power once you gain a 16 or above statistic of Strength. Reduce the Stamina cost of all Powers marked with the Strength Keyword by 1.

Stamina Use: 0

Power Slots: 2

### ***Monkey's Grip***

Keywords: Martial, Mastery, Passive

Application: Passive

Trigger: Your Strength Stat is 16+

Effect: You may take this Power once you gain a 16 or above statistic of Strength. Allows the use of two handed melee and ranged weapons in one hand. Suffer a +5 to rolls from all Fighting rolls.

Stamina Use: 0

Power Slots: 3

### ***Over Powered***

Keywords: Strength, Mastery, Passive

Trigger: Your Strength Stat is 16+

Effect: You may take this Power once you gain 16 or above statistic in Strength. Increase damage done with One Handed Melee, Unarmed, and Two handed Melee weapons by half your Strength statistic.

Stamina Use: 0

Power Slots 2

### ***Pilfer***

Keywords: Dexterity, Skill

Application: Dexterity

Trigger: You make a Dexterity check to steal something without them noticing.

Effect: You steal the desired object without raising any alarms. Depending on the item, it may be recognizable to others, and mark a character as a thief if they carelessly show it. Mundane and massed produced items with no discernable features do not draw attention.

Stamina Use: 3

Power Slots: 1

### ***Pick Lock***

Keywords: Dexterity, Skill

Application: Dexterity

Trigger: You make a Dexterity check to pick a lock.

Effect: You successfully pick the lock without needing the roll the check. If there are multiple locks, this Power picks the most difficult one first.

Stamina Use: 3

Power Slots: 1

### ***Sleight of Hand***

Keywords: Dexterity, Skill

Application: Dexterity

Trigger: You make a Dexterity check to hide something on your person, or an action.

Effect: You successfully hide the action or object without needing to roll the check.

Stamina Use: 3

Power Slots: 1

### ***Safe Fall***

Keywords: Dexterity, Skill

Application: Dexterity

Trigger: You make a Dexterity check to avoid taking fall damage.

Effect: You successfully avoid taking damage, or reduce it by half. Damage is still taken if the height fallen exceeds 30 feet and doesn't have a soft potential landing spot, but is reduced.

Stamina Use: 3

Power Slots: 1

### ***Stealthy Movement***

Keywords: Dexterity, Skill

Application: Dexterity

Trigger: You make a Dexterity check to avoid being detected.

Effect: You successfully avoid detection.

Stamina Use: 3

Power Slots: 1

### ***Superior Agility***

Keywords: Dexterity, Mastery, Passive

Application: Passive

Trigger: Your Dexterity statistic is 16 or above

Effect: You may take this Power if your Dexterity is 16 or above. Reduce the Stamina costs of all Powers with the Dexterity keyword by 1.

Stamina Use: None

Power Slots: 2

### ***Lightning Reflexes***

Keywords: Dexterity, Mastery, Passive

Application: Passive

Trigger: Your Dexterity statistic is 16 or above

Effect: You may take this Power if your Dexterity is 16 or above. You may use Ranged initiative rolls while using melee weapons. If using a ranged weapon, you are considered to roll a 1 on initiative.

Stamina Use: None

Power Slots: 2

### ***Acrobatics***

Keywords: Dexterity, Mastery, Passive

Application: Passive

Trigger: Your Dexterity statistic is 16 or above

Effect: You may take this Power if your Dexterity is 16 or above. You may use this as a substitute for the Power Dodge, Perform, or Safe Fall.

Stamina use: 3

Power Slots: 2

### ***Iron Liver***

Keywords: Constitution, Skill

Application: Constitution

Trigger: You make a Constitution roll when afflicted with poison.

Effect: You ignore the poison effect.

Stamina Use: 3

Power Slots: 1

### ***Laugh it Off***

Keywords: Constitution, Skill

Application: Constitution

Trigger: You make a Constitution roll to endure a natural element such as severe cold or heat.

Effect: You ignore the effect.

Stamina Use: 3

Power Slots: 1

### ***Retain Form***

Application: Constitution

Trigger: An effect would cause your form to unwillingly change into that of another, and a Constitution check is rolled.

Effect: The effect is negated.

Stamina Use: 4

Power Slots: 1

### ***Fat Reserves***

Keywords: Constitution, Skill

Application: Constitution

Trigger: You enter Starvation state.

Effect: Make a Constitution check. On a success, reduce Constitution by 1. On a fail, reduce Constitution by 2. You are not starving. This Power cannot be used if your Constitution is 8 or Below.

Stamina Use: 1

Power Slots: 1

### ***Fat Shield***

Keywords: Constitution, Mastery, Passive

Application: Constitution, Fighting

Trigger: Your Constitution is 16+

Effect: This Power can only be taken once your Constitution is 16 or above. Gain 1 Damage Resistance, and you are considered to be using a Shield at all time, even while not using one.

Stamina Use: 0

Power Slots: 2

### ***Gargantua***

Keywords: Constitution, Mastery, Passive

Application: Constitution

Trigger: Your Constitution is 16+

Effect: This Power can only be taken once your Constitution is 16 or above. Gain Health equal to half your Constitution value.

Stamina Use: 0

Power Slots: 2

### ***Written Lore***

Keywords: Intelligence, Skill

Application: Intelligence

Trigger: You make an Intelligence check to determine character knowledge on history or creatures.

Effect: You gain all knowledge on the subject, as it pertains to the written word. This is based off written history, and may be favorable to one side in a conflict or another.

Stamina Use: 3

Power Slots: 1

### ***Myths and Legends***

Keywords: Intelligence, Skill

Application: Intelligence

Trigger: You make an Intelligence check to determine character knowledge on history or creatures.

Effect: You gain all knowledge on the subject, as it pertains to legends and myths surrounding it. This is based on tall tales, old wives tales, and old superstitions.

Stamina Use: 3

Power Slots: 1

### ***Scientific Knowledge***

Keywords: Intelligence, Skill

Application: Intelligence

Trigger: You make an intelligence check to determine knowledge on general science and knowledge.

Effect: You gain the knowledge needed at a basic understanding of it.

Stamina Use: 3

Power Slots: 1

### ***Researching***

Keywords: Intelligence, Skill

Application: Intelligence

Trigger: You make an Intelligence check to determine knowledge gained from a source of information that you currently have at your disposal.

Effect: You gain all knowledge that the information source can provide.

Stamina Use: 3

Power Slots: 1

### ***True Lore***

Keywords: Intelligence, Skill, Mastery

Application: Intelligence

Trigger: Requires an Intelligence score of 16 or greater. You make an Intelligence check to determine character knowledge on creatures or history.

Effect: You may take this Power once you have an Intelligence Score of 16 or above. You gain all known knowledge on the subject, based on fact as opposed to hearsay. This is not biased knowledge in any way, and you know the true story behind it.

Stamina Use: 3

Power Slots: 1

### ***Deduction***

Keywords: Intelligence, Skill, Mastery

Application: Intelligence

Trigger: Requires an Intelligence of 16 or greater. Make an Intelligence roll to reason a situation or a mystery

Effect: You may take this Power once you have an Intelligence of 16 or above. Based on all evidence gathered, you are able to make the most educated guess. The more evidence and items gathered, the better the deduction. This effect will always lead a character on generally the right, or most logical path.

Stamina Use: 3

Power Slots: 1

### ***Mastermind***

Keywords: Intelligence, Skill, Mastery

Application: Intelligence

Trigger: Requires an Intelligence of 16 or greater

Effect: You may take this Power once you have an Intelligence of 16 or above. Reduce the Stamina use of all Powers with the Intelligence Keywords by 1.

Stamina Use: 0

Power Slots: 2

### ***Eagle Eye***

Keywords: Wisdom, Skill

Application: Wisdom

Trigger: You make a Wisdom roll to look for clues, people, or items of interest

Effect: You see anything or anyone who might prove useful.

Stamina Use: 3

Power Slots: 1

### ***Sense Intent***

Keywords: Wisdom, Skill

Application: Wisdom

Trigger: You attempt to catch someone in a lie, or sense their true intent.

Effect: You determine they are hiding something, or are lying to you.

Stamina Use: 3

Power Slots: 1

### ***Appraisal***

Keywords: Wisdom, Skill

Application: Wisdom

Trigger: You make a Wisdom check to appraise value on an object

Effect: You gain, within 100 silver, the correct value of an object

Stamina Use: 3

Power Slots: 1

### ***Thieves Cant***

Keywords: Wisdom, Skill, Passive

Application: Wisdom

Trigger: You make a Charisma check while dealing with criminals, thieves, and homeless individuals.

Effect: You make a Wisdom check instead

Stamina Use: 0

Power Slots: 4

### ***Trap Sense***

Keywords: Wisdom, Skill

Application: Wisdom

Trigger: A trap would trigger due to self or ally proximity

Effect: You may use a Wisdom check. On a success, the trap is not sprung, although still remains active.

Stamina Use: 4

Power Slots: 1

### ***Street Wise***

Keywords: Wisdom, Skill, Mastery

Application: Wisdom

Trigger: You may take this Power once you have 16 or above Wisdom

Effect: You may take this Power once you have 16 or above Wisdom. Reduce the Stamina costs of all Powers with the Wisdom keyword by 1.

Stamina Use: 0

Power Slots: 2

### ***Salt the Wounds***

Keywords: Wisdom, Skill, Mastery, Passive

Application: Wisdom

Trigger: You may take this Power once you have 16 or above Wisdom.

Effect: You may take this Power once you have 16 or above Wisdom. Increase the duration of all negative effects on enemies by 25% of current Wisdom score, rounded down.

Stamina Use: 0

Power Slots: 2

### ***Gilded Merchandise***

Keywords: Wisdom, Skill, Mastery, Passive

Application: Wisdom

Trigger: You may take this Power once you have 16 or above Wisdom.

Effect: You may take this Power once you have 16 or above Wisdom. When selling an item, temporarily increase the value of an item by 25% of its total price.

Stamina Use: 0

Power Slots: 2

### ***Rousing Speech***

Keywords: Charisma, Skill

Application: Charisma

Trigger: You would make a Charisma check to be diplomatic.

Effect: You successfully persuade the individual of the check with your speech. Works on friendly and neutral characters, but not hostile.

Stamina Use: 3

Power Slots: 1

### ***Baleful Glare***

Keywords: Charisma, Skill

Application: Charisma

Trigger: You would make a Charisma check to be intimidating.

Effect: You successfully intimidate the target. Works on all characters, but turns their disposition one lower (Friendly to neutral, neutral to hostile). If a character becomes hostile, they will attack on sight during the next meeting.

Stamina Use: 3

Power Slots 1

### ***Liar's Tongue***

Keywords: Charisma, Skill

Application: Charisma

Trigger: You would make a Charisma check to lie to someone.

Effect: You successfully lie to them. This may change disposition later, depending on NPC personality and situation.

Stamina Use: 3

Power Slots: 1

### ***Rally***

Keywords: Charisma

Application: Charisma

Trigger: An ally or allies are below half Health

Effect: All allies below Half Health regain Health equal to 25% of this character's Charisma score, and 3 Stamina. This effect does not work on the user.

Stamina Use: 8

Power Slots: 1

### ***Inspire***

Keywords: Charisma, Buff

Application: Combat

Trigger: You start your turn

Effect: All allies gain 25% of your Charisma score reduction to their next roll. If this would cause their roll to fall into the character's critical range, it is considered a Critical.

Stamina Use: 10

Power Slots: 1

### ***Barter***

Keywords: Charisma, Skill

Application: Skill

Trigger: You enter into a transaction with an NPC

Effect: You get the best possible price given by the NPC for the item as it is.

Stamina use: 3

Power Slots: 1

### ***Leadership***

Keywords: Charisma, Skill, Mastery, Passive

Application: Skill

Trigger: You may take this Power once you have 16 or above Charisma

Effect: You may take this Power once you have 16 or above Charisma. Reduce the Stamina cost of all Powers with the Charisma keyword by 1.

Stamina Use: 0

Power Slots: 2

### ***Warlord***

Keywords: Charisma, Skill, Mastery, Fighting, Passive

Application: Fighting

Trigger: You may take this Power once you have 16 or above Charisma

Effect: You may take this Power once you have 16 or above Charisma. Reduce the roll of all allies Initiative Order by 25% of your Charisma score. If this would reduce the roll below 1, treat the roll as a 1 instead.

Stamina Use: 0

Power Slots: 2

### ***First Aid***

Keywords: Skill

Application: Skill

Trigger: None

Effect: You may only use this Power once per day. Restore 25% of self or the target's total Health.

Stamina Use: 3

Power Slots: 2

### ***Job Level Increase***

Keywords: Job

Application: Job

Trigger: None

Effect: Increase the Job Level of one Job by 1, up to rank 4. This can be taken multiple times

Stamina Use: 0

Power Slots: 4

### ***Secondary Job***

Keywords: Job

Application: Job

Trigger: None

Effect: Take another Job at rank 1. This can be taken multiple times

Stamina Use: 0

Power Slots: 6

### ***Rare Genome***

Keywords: Heritage

Application: Heritage

Trigger: None

Effect: You take an additional Heritage option. This can be taken multiple times.

Stamina Use: 0

Power Slots: 6

## ***Jobs***

All characters start somewhere, often having received some training long before they set out on a life of adventure. While they may not ever mastered this school of training, it still lingers with them to this day. When creating a character, choose one Job at rank 1.

Each job confers progressively better bonuses. This can be greater crafting skills, to social, or even greater starting Silver.

### ***Professional Soldier***

You've always been on the battlefield, fighting for someone else. Even as a child, your games were of swords and sorcery, likely with a soldier or a parental figure that trained you. Battle has forged you, and you're more at home on the field of combat than anywhere else.

#### ***Rank 1: Weapon Specialty***

Choose Unarmed, One Handed melee, two handed melee, one handed ranged, two handed range, One handed Gun, two handed Gun, or Magic. Increase Critical Range by +1, and damage done by the specialty by +3.

#### ***Rank 2: Weapon Versatility***

Choose a second Weapon Specialty.

#### ***Rank 3: Mercenary Lord***

All Silver rewards from quests are increased by +100 silver.

#### ***Rank 4: Vital Mastery***

Increase Critical Range with Weapon Specialty by an additional +2.

## ***Merchant***

You spent your time learning the barter system, and how to be a salesman of various goods and services. For whatever reason, the career wasn't quite as enticing, or perhaps you needed a change of scenery. You see adventure as a way to get back on your feet, perhaps even finding products to sell.

### Rank 1: Wagon

You have a horse drawn wagon and beast of pack animal of your choosing. The pack animal's stats are the same as an Animal Companion's, but you have no control over it unless that Power is taken. The Wagon can hold up to 30 items and gear. If in a modern setting, this can be exchanged for a small truck, or in sci fi a cargo bay.

### Rank 2: Trade Deal

You've made a Trade Deal with an NPC. You may buy items for a 10% discount at base, but must sell items for 10% cheaper than normal. The more you sell your discounted items, the more the discount you receive is increased. This effect increases by +5% per visit, up to 50%.

### Rank 3: Investment

You've invested in properties during your travels. You may invest in properties of businesses along the journey. For every 5 exp gained, you gain 5% of your total invested Silver back. This effect stacks per investment, but can only be received upon reaching a safe settlement.

### Rank 4: Shop

You own a Shop and a place of residence in a city of your choosing, and receive 80% of all sales, or 100% if no additional employees are hired. What you sell is chosen upon reaching rank 4, although inventory must be supplied to the business.

## ***Homeless***

You were homeless, having to scrape by a living on the streets. Life has always been a struggle, and transitioning into an adventurer was not as much as a transition as it was to many.

### Rank 1: Scavenger

You receive 10% (rounded down) more food and items when attempting to scavenge them from anywhere.

### Rank 2: No Waste

When failing a roll using resources, you do not expend them. Stamina is still used, however.

### Rank 3: Eye for Valuables

Receive an additional 10% from Scavenger.

#### Rank 4: Beggar King

Having a good reputation with other homeless, you have +5 to all Charisma checks involving homeless individuals during your travels. All Homeless are considered Friendly or Neutral.

### ***Thief***

You spent your formative years stealing and burgling, often at the wrong end of the lawful spectrum. While not necessarily evil, you undoubtedly were doing wrong to survive. But picking locks and picking pockets surprisingly works well in dungeons.

#### Rank 1: Thieves Guild

Choose a city, you are considered part of their thieves guild, or whatever crime organization governs them. You may enter these areas unimpeded, as well as trade for discounted prices for stolen goods. You may also fence items.

#### Rank 2: Secrets of the City

You understand a code left behind by other thieves. Places of note, such as places of danger, places of high value, as well as potential hazards inside.

#### Rank 3: Safe House

You have knowledge of all a single cities safe house. A place where the authorities can't get to, and you can be safe while within. The safe house is always stocked with 5 days of food and water, but does not replenish until after the thief leaves, or replenishes them.

#### Rank 4: Thief of Legend

Reduce the Stamina Cost of Pilfer, Stealthy Movement, and Pick lock by 1.

### ***Prostitute***

You sold your body for a living. It wasn't a noble profession, but it kept you fed for the duration. While some look down at it, you looked at it as a bit of an chance to learn well above your station, moving up in position while using your sexuality.

#### Rank 1: Network of Clients

You have a Network of 3 NPCs that are considered clients. At any time during the campaign, you may designate an NPC as one of the three that you served. You may choose to privately interact with them, gaining +5 to Charisma checks for any information you may need.

#### Rank 2: Courtesan

You gain 2 additional contacts of Nobility.

#### Rank 3: Spy Network

You gain a small network of 4 fellow prostitutes, acting as their Madame or Monsieur. Each one gives you an additional contact, as well as 20% of their earnings gained every 5 exp gained.

#### Rank 4: High Class Brothel

You own a Brothel in a city of your choosing. You gain 2 additional prostitutes, and access to 30% of their revenue.

### ***Blacksmith***

You spent your time at a forge most of your early life. Forging weapons and armor for other heroes, while always dreaming of more. To this day, you know your way around a forge hammer, even if you aren't a master at it.

#### \*Note on Forging

Forging requires 1 day per rank of weapon to forge. For example, a poor quality weapon requires one day, a standard two days, with a mastercraft taking 4 days to craft. You are capable of crafting things for cost of materials, as opposed to buying them outright. Stamina does not regenerate during this time.

#### Rank 1: Apprentice Blacksmith

You are capable of crafting one handed melee weapons, two handed melee weapons, chainmail armor, and plate armor of poor quality. In addition, you may repair items in these categories to maximum durability over a period of 3 hours.

#### Rank 2: Novice Blacksmith

You are capable of crafting one handed melee weapons, two handed melee weapons, chainmail armor, and plate armor of standard quality.

#### Rank 3: Journeyman Blacksmith

You are capable of crafting one handed melee weapons, two handed melee weapons, chainmail armor, and plate armor of superior quality.

#### Rank 4: Master Smith

You are capable of crafting one handed melee weapons, two handed melee weapons, chainmail armor, and plate armor of Mastercraft quality. In addition, choose a location. You have a forge there with all items needed, and gain a 20% discount for all materials while commissioned to do a weapon for an NPC.

### ***Fletcher***

You crafted arrows and ranged weaponry for your homelands. Hunters would come to you and your master and conscript you to make sure the town always had meat from the hunt. There is an art to it, even if you never got the prestige that most blacksmiths get.

**\*Note on Forging**

Forging requires 1 day per rank of weapon to forge. For example, a poor quality weapon requires one day, a standard two days, with a mastercraft taking 4 days to craft. You are capable of crafting things for cost of materials, as opposed to buying them outright. Stamina does not regenerate during this time.

**Rank 1: Apprentice Fletcher**

You are capable of crafting one handed ranged weapons and two handed ranged weapons of poor quality. You are also capable of repairing said weapons back to maximum durability over a period of three hours.

**Rank 2: Novice Fletcher**

You are capable of crafting one handed ranged weapons and two handed ranged weapons of standard quality. You are also capable of crafting arrows, which boost damage of said weapons by +1 as special, limited ammunition given an hour of time per arrow, as well as 10 silver worth of material or currency.

**Rank 3: Journeyman Fletcher**

You are capable of crafting one handed ranged weapons and two handed ranged weapons of superior quality.

**Rank 3: Master Fletcher**

You are capable of crafting one handed ranged and two handed ranged weapons of mastercraft quality. In addition, the specialized ammo you can make now has +2 additional damage to them.

***Clothier***

You spent your youth in tanning works, working on calloused hands from needles, and stitching together cloth and armor. While it took a skilled hand, for whatever reason you dropped out of it, but still retain basic knowledge.

**\*Note on Forging**

Forging requires 1 day per rank of weapon to forge. For example, a poor quality weapon requires one day, a standard two days, with a mastercraft taking 4 days to craft. You are capable of crafting things for cost of materials, as opposed to buying them outright. Stamina does not regenerate during this time.

**Rank 1: Apprentice Clothier**

You are capable of crafting Cloth and Leather armor of poor quality. You are also capable of repairing said items to maximum durability given 3 hours of time.

Rank 2: Novice Clothier

You are capable of crafting Cloth and Leather armor of standard quality. In addition, you may sew in pouches, allowing for small items to be stowed away without detection.

Rank 3: Journeyman Clothier

You are capable of crafting Cloth and Leather armor of superior quality.

Rank 3: Master Clothier

You are capable of crafting Cloth and Leather armor of mastercraft quality. Leather armor crafted by you gain an additional +1 on Damage Resistance, while Cloth armor gives +1 to Charisma.

### ***Gunsmith***

\*Note: Requires Guns to be within the campaign

You craft firearms and ammunition. While some have said guns are less than honorable, you know that they are the way of the future. For whatever reason, you left the profession. Perhaps you needed an outside look at effects, or perhaps you felt you learned everything you needed to know.

\*Note on Forging

Forging requires 1 day per rank of weapon to forge. For example, a poor quality weapon requires one day, a standard two days, with a mastercraft taking 4 days to craft. You are capable of crafting things for cost of materials, as opposed to buying them outright. Stamina does not regenerate during this time.

Rank 1: Apprentice Gunsmith

You are capable of crafting one handed and two handed guns of poor quality. In addition, you are capable of crafting ammunition at one bullet per hour, as well as repair the gun to maximum durability over 3 hours.

Rank 2: Novice Gunsmith

You are capable of crafting one handed and two handed guns of standard quality. In addition, guns you craft have 1 additional ammo slot.

Rank 3: Journeyman Gunsmith

You are capable of crafting one handed and two handed guns of superior quality. In addition, guns you craft have a further 1 additional ammo slot.

Rank 4: Master Gunsmith

You are capable of crafting one handed and two handed guns of mastercraft quality. In addition, guns you craft have a further 1 additional ammo slot.

### ***Alchemist***

Chemicals, formulas, and a bit of mysticism. Alchemy is the principle of transmutation and spell like effects. While not as potent as true magic, an alchemist doesn't spend nearly the same amount of energy to craft a potion as a mage does to cast a spell.

#### Note\*

Each potion requires roughly 5 hours to craft, increased by three hours per rank of spell the potion mimics. Each hour spent drains 1 Stamina instead of restoring it. The material cost of each potion is 20 plus 100 silver per level of tier magic being mimicked after tier 1. As such, a tier 1 Potion costs 20 silver, a tier 2 costs 120, tier 3 220, and a tier 4 costs 320 silver.

#### Rank 1: Apprentice Alchemist

You are capable of crafting potions that mimic Tier 1 magic of your choosing. Grenades mimic attacks spells, mutagens mimic buff spells, poisons mimic negative stat spells (and do not have a duration if ingested, requiring it to be cured), and health potions mimic curative spells. Using a potion requires one action, appropriate checks, and 1 stamina. The effect of the potion must be stated during creation, and uses a Ranged Initiative check for use in combat. Potions can only be used against one opponent or ally.

#### Rank 2: Novice Alchemist

You are capable of crafting potions that mimic Tier 2 magic of your choosing. Grenades mimic attacks spells, mutagens mimic buff spells, poisons mimic negative stat spells (and do not have a duration if ingested, requiring it to be cured), and health potions mimic curative spells. Using a potion requires one action, appropriate checks, and 1 stamina. The effect of the potion must be stated during creation, and uses a Ranged Initiative check for use in combat. Potions can only be used against one opponent or one ally.

#### Rank 3: Journeyman Alchemist

You are capable of crafting potions that mimic Tier 3 magic of your choosing. Grenades mimic attacks spells, mutagens mimic buff spells, poisons mimic negative stat spells (and do not have a duration if ingested, requiring it to be cured), and health potions mimic curative spells. Using a potion requires one action, appropriate checks, and 1 stamina. The effect of the potion must be stated during creation, and uses a Ranged Initiative check for use in combat. Potions can only be used against one opponent or one ally.

#### Rank 4: Master Alchemist

You are capable of crafting potions that mimic Tier 4 magic of your choosing. Grenades mimic attacks spells, mutagens mimic buff spells, poisons mimic negative stat spells (and do not have a duration if ingested, requiring it to be cured), and health potions mimic curative spells. Using

a potion requires one action, appropriate checks, and 1 stamina. The effect of the potion must be stated during creation, and uses a Ranged Initiative check for use in combat. Potions can only be used against one opponent or one ally. In addition, you may transmute materials of one type to another, at the cost of 4 stamina and 1 hour per transmutation.

### ***Tinkerer***

\*note: Level of Tinkerer is limited by campaign technological level. For example, a High Fantasy Tinkerer is limited to clockwork and magical stones, while a sci fi Tinkerer is capable of sci fi and future tech.

You're an inventor by trade, always striving to dream beyond what is current, and what could be. You want to expose the inner workings of science to the world, crafting things that perhaps have never been seen before.

#### **\*Note on Tinkering**

Due to the nature, Material costs and duration of crafting are determined by the GM. To start, the player states the idea, and the DM determines if it is within the scope of their current job level.

#### **Rank 1: Aspiring Inventor**

You can craft simple things that come to your mind. While not weapons or armor, things such as improvements to current technology, as well as something to solve a problem.

#### **Rank 2: Mad Thinker**

You can craft more advanced items to solve problems.

#### **Rank 3: Engineer**

You may craft things that are larger, such as golems and the like, given enough time and materials.

#### **Rank 4: Renaissance Thinker**

You are capable of crafting anything within your technological level, and anything you can think of within that technological level.

### ***Enchanter***

Rather than craft, you place powerful wards on mundane items. Amulets of protection, armor that shrugs off even the most powerful attacks, and weapons that inspire ferocity. Working with dangerous magics, you are capable of turning something into something far more dangerous.

Note\*

Enchanting requires one full day to enchant items. Material costs are roughly 80% of standard Magical Item sales, although magical items on hand can be disenchanting to give 50% of their listed value as materials. During enchantment, Stamina does not replenish.

Enchanting effects are determined at the time of the Enchantment. The effects may vary, although must still fall into the category of enchanting level. For example, a low job level enchanter could enchant weapons to shed a dim light in the area, while a master one sheds a near blinding light.

Example Enchant: +1 Brutal Longsword

+1 damage

Enchant Effect: Reroll any damage dice on this weapon if it is a 1.

If enchanted to a Brutal 2, the effect becomes Reroll any damage dice on this weapon that is a 2 or below. And so on.

Enchanted Weapons automatically gain +1 to damage per level, and armor gives +1 damage resistance. Amulets and Rings give no further benefit, but multiple can be worn at any given time.

Rank 1: Apprentice Enchanter

You may place minor enchantments on objects, and minor effects on weapon and armor. (+1)

Rank 2: Novice Enchanter

You may place more powerful enchantments on objects, and moderately stronger effects on weapons and armor (+2).

Rank 3: Journeyman Enchanter

You may place powerful enchantments on objects, and powerful effects on weapons and armor (+3)

Rank 4: Master Enchanter

You may place the strongest enchantments (+4). In addition, disenchanting an item gives full value return on materials.

### ***Noble***

You are, or were, a Noble within the aristocracy of a kingdom. Due to circumstances known only to you, you have taken to the roads. Perhaps to deal with a family legacy, or perhaps to prove yourself as something more than a spoiled rich kid.

Rank 1: Wealth

You have a starting wealth of 800 Silver instead of 300

#### Rank 2: Family Manor

Choose a kingdom, you own a family manor within the borders. This is a mansion that your family owns, that you may visit and live within. It has servants that keep it, and feasts are prepared whenever you arrive back. While within it, you restore Health and Stamina as if you were sleeping in a Nice Place, restoring 2 Health and Stamina per Hour.

#### Rank 3: Political Sway

While within your kingdom, you have a +3 bonus to Charisma dealing with nobles or the monarch. They will generally agree with any reasonable request, although likely a favor is traded for a favor.

#### Rank 4: Foreign Diplomacy

While within other kingdoms that recognize the sovereignty of your kingdom, you gain the Charisma bonuses from Political Sway. Enemies of your Kingdom instead lose this benefit, but may be willing to speak with you at a neutral level.

### ***Ranger***

You are, at heart, a survivalist. You eschew society in favor of knowing the lay of the land around you. For whatever reason, you decided to leave your homeland, although the wilds that called to you have never really left you.

#### Rank 1: Survivalist

Choose one of the following. Forest, Desert, Arctic, or Mountains. While in these locations, you may find food, water, and shelter without needing to roll stats. The amount gathered is one day for one person, although further use may be used. This effect is counted as a Power, and uses 3 Stamina

#### Rank 2: Versatile Survivalist

Choose a second location for Survivalist benefit.

#### Rank 3: Land Walker

Choose a third location for Survivalist benefit.

#### Rank 4: Trail Blazer

Choose a fourth location for Survivalist benefit. In addition, travel within these areas is reduced by half due to knowledge of hidden paths and backcountry.

### ***Mage Apprentice***

You spent your time learning under another mage, or at an academy. Your time growing up was spent learning spellcraft, and proper magical use and theory. This has always given you an advantage in magic.

Rank 1: Apprentice

Learn one Tier 1 Neutral Magic Power.

Rank 2: Magician

Learn a second Tier 1 Neutral Magic Power, and reduce the Stamina cost of all Powers with the Magic keyword by 1.

Rank 3: Wizard

Learn a third Tier 1 Neutral Magic Power. Further reduce the Stamina cost of all powers with the Magic Keyword by 1.

Rank 3: Arch Mage

Increase all damage done with Powers with the Magic Keyword by +3. Further reduce the Stamina cost of all Powers with the Magic Keyword by 1.

### ***Cleric***

You've dedicated your life to your god. The divine presence has always been with you, and you see yourself as an instrument of their will. For whatever reason, you've left the temple. Perhaps you disagree with their doctrine, or perhaps you just wish to spread the word.

Rank 1: Priest

Gain Tier 1 Heaven or Void Magic Power.

Rank 2: High Priest

You are accepted by any temple dedicated to your god. Treat these temples as a safe place, with the same level of rest as a standard in.

Rank 3: Arch Priest

Gain Tier 2 Heaven or Void Magic Magic Power. What you gain is dependant on the rank 1.

Rank 4: Divine Instrument

Once per year, you may make a Wish to your god. The Wish is always heard, although whether it is granted is up to the DM. This Wish may be for anything, and is more inclined to be agreed to if it helps the will of your chosen deity.

### ***Heritage***

There are no true races in Archon. As such, players may choose to play as anything they wish to, as long as it falls within the rules of the game. Instead, characters have Heritage, or racial

benefits that fit their chosen race to play. These range from flight, shapeshifting, to even durable flesh.

When making a character, choose 3 from the following list of Heritage traits. A character may gain more Heritage through Powers, or being Afflicted. An Afflicted character is one who has a Heritage forced upon them. They gain no control of when this power activates, and likely negative consequences from it.

### ***Thickened Epidermis***

Your skin is thick, scaled, or even potentially stone. This makes you remarkably hard to wound or slash at. Thickened Epidermis grants +2 Damage Resistance at all times.

### ***Quadruped***

You have 4 legs instead of two. This makes you faster, more stable, albeit it is a bit harder to pick things up. Quadrupeds gain -3 to Initiative checks and gain +3 to Dexterity checks to stay on their feet.

### ***Extra Arm***

You possess an extra limb, tail, or some further appendage that has an arms tactile strength. You treat this as an extra arm, using weapons, shields, or perform actions. You may take this Heritage trait multiple times.

### ***Eidetic Memory***

You are able to recall in perfect detail events, people, and anything you've ever seen. When attempting to recall information not readily at hand that you have come across in the past, you are not required to make an Intelligence or Wisdom check.

### ***Shapeshifter***

You are capable of perfectly assuming a person or object upon seeing it. You gain a +3 to Charisma score, further increased by using their clothing, or mimicking mannerisms, to convince people you are the mimicked person or item. You gain no additional stats while in the assumed form, nor any memories they may have.

### ***Mimic Sound***

You are capable of mimicking any sound you have heard. When attempting to convince others that the noise is not coming from you, roll a Dexterity check or use the Sleight of Hand Power. If the creatures are not aware of your presence, they react accordingly to what they believe the sound is.

### ***Flight***

You are capable of flight. You do not take fall damage unless unconscious or paralyzed, and cannot be attacked by melee weapons or unarmed strikes. You may make ranged or magical

attacks from the sky, although must take your first action in combat where you are not already airborne to take flight. This action is considered Ranged in Initiative order.

### ***Water Breathing***

You are capable of breathing underwater through gills or other means. You cannot drown while submerged underwater.

### ***Hyper Swimming***

You are capable of swimming at quick speeds in the water. No longer requires a Strength check in order to swim, and you move faster in the water than on land.

### ***Hyper Running***

You are capable of great bursts of speed while running. -3 to Initiative, and you are capable of traveling faster than normal people on land.

### ***Acute Hearing***

Your hearing is sensitive, capable of picking up sounds that others may not hear. You are capable of hearing far away sounds and conversations, and gain a +3 to Wisdom rolls to detect creatures that are sneaking near you.

### ***Acute Eyesight***

Your eyes are eagle like, capable of picking up small details of even far away things. You are capable of seeing far away things, and no longer requires a Wisdom check in order to see things or people of interest within your line of sight.

### ***Acute Sense of Smell***

You have a heightened sense of smell, capable of picking up minute details. You can smell toxins in objects, strange scents in the area, and gain a +4 to Wisdom when attempting to pick up trails or track a person.

### ***Dark Vision***

You see perfectly clear even in the darkest of places. You may see at night, as well as pitch black areas such as deep water or deep underground.

### ***Large***

You are much larger than others, towering over most foes and allies. Increase Health by 20, and increase weapon damage by one die size, and unarmed damage by +2. Due to large size, you cannot fit through small passages and must find larger routes.

### ***Small***

You are a small creature, looking up at most normal sized ones from waist level. Small creatures may enter small places and passages without any checks needed to squeeze through.

### ***Tiny***

You are extremely small, likely insect sized or smaller. You have -10 to starting health, but can fit through spaces the size of a keyhole, under doors, and get into places that most other creatures can't.

### ***Fang and Claw***

You possess claws, fangs, or some other natural weapon. You gain +4 to unarmed attacks, with a natural weapon on your person. If this is lost, you lose the bonus to damage.

### ***Ageless***

You age slow, or not at all. You are immune to the effects of aging, and have a life span measured in centuries and thousands of years.

### ***Rebirth***

Your race is born, grows old, and dies, just to be reborn again. On death, your character is reborn, rapidly aging to adulthood. Stats remain the same, although only gaining back starting Powers.

### ***Serial Immortality***

You can't die, not really. While you can be injured, grow old, and enter a death like trance, your lifespan can never really stop. When taking this, choose a bane. This bane is the only way your character can die. Upon hitting Death state, your character instead enters a death like trance, regenerating from their wounds, and reviving upon hitting 1 Health.

### ***Bio Vampirism***

You drink the bodily fluids of other creatures to sustain your own life. When taking this, choose a bodily fluid, this serves as your food. When making an unarmed attack, you may choose to feed. Feeding restores 3 Health, and gives you 1 additional health Regeneration per hour for the day.

### ***Essence Vampirism***

You drink the souls and essence of other creatures. As this can only be done with sentient creatures, ones with souls, it is considered an evil act. When making an attack with the Magic keyword or unarmed attack restore 3 Stamina, and regenerate an additional 1 Stamina per hour for the day.

### ***Predatory***

You, or your race, is highly territorial and jumps on weakness. Increase damage bonus and resistance from having an Element advantage by +5, or +3 if Heaven or Void element.

### ***Great Strength***

You possess Physical Strength greater than most. +3 to Strength score.

### ***Natural Dexterity***

You are quick and more agile than most. +3 to Dexterity score.

### ***Titanic Constitution***

Your fortitude is greater than that of a normal individual. +3 to Constitution score.

### ***Highly Intelligent***

You or your species is extremely intellectual. +3 to Intelligence score.

### ***Natural Wisdom***

You or your species is especially adept at discerning true motive. +3 to Wisdom score.

### ***Social Creature***

You or your species are especially good at speech and communal in nature. +3 to Charisma.

### ***Unliving***

You or your species are not in the same category of what fits a 'living creature', this is either through being undead or a magical construct of some sort. You do not to breath or sleep, but must have some sort of food source. Whether this is magical crystals, flesh of the living, or some other substance is chosen at character creation. This makes your character immune to sleep, as well as allowing them stamina regeneration as if they are asleep while they remain inactive.

### ***Slime Physiology***

Your body composition isn't normal, instead consisting of a more slime like substance. You have limited shapeshifting (cannot change skin coloration, or the liquid like gloss to skin), reduce all damage done by non-magical weapons by half, but take +5 increased damage from magical weapons and Powers with the Magic Keyword.

### ***Troll Blood***

Your regeneration is to the point that your wounds seem to rapidly close in seconds. You gain double passive Health regeneration per hour. In combat, you regenerate 1 Health per round.

### ***Hearty***

You are exceptionally hardy, seemingly getting stamina out of nowhere and endless of breath. You gain double passive Stamina regeneration per hour. In combat, you regenerate 1 Stamina per round.

### ***Feral Transformation***

You can change into a more bestial form. Whether this is at will, or up to fate is up to you. Perhaps you were afflicted, or born with it. While transformed gain a +2 bonus to Fighting,

Strength, and Dexterity, and +1 Damage Resistance. But lose -2 to Intelligence, Wisdom, and Charisma.

### ***Sleepless***

Your character doesn't sleep, ever. Instead, they enter into a trance, torpor, or a state of inactivity. This makes the character immune to sleep, and they gain full stamina regeneration as if they were asleep as long as they remain inactive.

### ***Spider Climb***

Your character is capable of climbing sheer walls. A character can crawl up walls without making checks or rolls to determine if they fall.

## ***Weapons, Enchantments, and Items***

Weapons, enchantments, and armor is something every budding adventurer needs. In this section, listing weapon types, damage, and enchantment rules.

### ***Unarmed***

Unarmed weapons are bare fists, gloves, or weapons that fit over the hands or feet to augment damage capabilities of unarmed strikes. Unarmed weapons cannot be disarmed (unless a loss of limb is suffered), although any quality of unarmed weapon other than poor can lose durability over time.

Unarmed weapons primary benefit is static damage as opposed to rolled damage, as well as high durability. The major drawback is lowest damage (although not rolled).

\*Note: Unarmed attacks can be dual wielded as normal, suffering no detirements to rolls for doing so.

### ***One Handed Melee Weapons***

Daggers, one handed swords, axes, and so on. One Handed Melee weapons are commonly used weapons between damage and defensive builds, offering moderate damage.

One Handed Melee Weapons offer no major benefit or detriment for use

### ***Two Handed Melee Weapons***

Great Swords, Double Swords, Hammers, and so on. Two Handed Melee weapons offer less options for defense, favoring high damage strikes.

Highest raw damage save for Two Handed Guns, but loss of defense options such as shields unless multiple arms are taken.

#### *One Handed Ranged Weapons*

Hand Crossbows, Slings, and so on. One Handed Ranged Weapons favor low damage, but quick strikes.

Lowest rolled damage and low durability, but are easy to conceal.

#### *Two Handed Ranged Weapons*

Greatbows, Longbows, and so on. Two Handed Ranged weapons offer high damage at range. The general creed of these weapons is to offer the ability to disable or kill before it gets to them.

Two Handed Ranged Weapons offer high damage, although low durability.

#### *One Handed Guns*

Pistols, Revolvers, Handguns. If within the campaign, one handed guns are comparable to one handed weapons, but at ranged.

Offers high damage, but low durability. Guns also require the player to buy ammunition to be able to fire them.

#### *Two Handed Guns*

Rifles, shotguns, ect. If within the campaign, Two Handed Guns are comparable to two handed melee weapons, but at ranged.

Offers high damage, but low durability. Guns also require the player to buy ammunition to be able to fire them.

#### ***Enchantments***

Magical empowerments, curios, trinkets. Enchantments boost your items to make sure you are more likely to survive the ordeals faced as your adventure continues. Enchantments can be placed on Weapons, Armor, Amulets, Rings, and even normal items like a bag or a stone.

Enchantments and their level are determined by the DM, although the standard rule of thumb is the settings magic level, the size of the city, and how magically inclined the residents are in. For example, a city based around magic and wizards are more likely to have higher level magical items over, say, a small country town.

Cost of each item is item cost, plus 300 silver, multiplied by the magical level of the item itself. So a rank 1 Magical one handed sword would cost roughly 340 Silver, while a Rank 4 would be 1240.

Enchanted weapons deal +1 damage for every rank of enchantment is on them. Enchanted armor and shields gain +1 damage resistance for every rank of enchantment on them.

Multiple Enchantments can be placed on the same item, but doubles the cost for every further enchantment placed on them.

Rings, Amulets, and items may be enchanted, but do not confer Damage Bonus or Damage Resistance, unless the enchantment is placed on them to do so.

### ***Weapons, Armor, and Ammunition***

The following is a list of weapons, armor, and ammunition damage, costs, and durability. Durability is considered infinite if Enchanted or Mastercrafted, but can still be damaged by items of higher quality, or destroyed through disenchantment.

A character starts out with 300 Silver.

<i>Item</i>	<i>Poor Quality</i>	<i>Standard Quality</i>	<i>Superior Quality</i>	<i>Mastercraft</i>	<i>Durability</i>
Unarmed	3	4	5	6	30
Cost:	Free	30	90	270	
*Note: Durability for Poor Quality Unarmed is infinite					
1H Melee	1d6	1d8	1d10	1d12	20
Cost:	40	120	360	1080	
2H Melee	1d10	1d12	2d6	2d8	20
Cost:	60	180	540	1620	
1H Ranged	1d4	1d6	1d8	1d10	12
Cost:	20	60	180	540	

2H Ranged	1d6	1d8	1d10	1d12	12
Cost:	30	90	270	810	
1H Guns	1d6	1d8	1d10	1d12	12
Cost:	40	120	360	1080	
Ammunition: 6					
Ammunition Cost: 5 silver per 6 ammo					
2H Guns	1d10	1d12	2d6	2d8	16
Cost:	80	240	720	2160	
Ammunition: 8					
Ammunition Cost: 10 Silver per 8 ammo					

Item	Damage Resistance	Cost	Durability
Cloth	0	Free	20
Leather	1	30	30
Chainmail	2	90	50
Plate	3	300	100
Shield	2	40	40

Listed are Poor Quality Armor. Increase cost by 150 per level, gaining an additional 1 damage resistance. Levels are Poor, Standard, Superior, and Mastercraft. Once an item reaches Mastercraft, it no longer loses durability, although can be destroyed by items of superior quality materials, magic, or destroyed through disenchantment.

Further items cost and durability are determined by the DM when found or constructed. Materials can be scavenged or bought through merchants, and can be used in place of currency when crafting or trading for weapons and armor. Food, Items, and taverns are determined by the DM as well, generally based on location that the characters are at, as well as favorability of those they're attempting to get things from.

## ***Combat Rules***

Combat begins when players are attacked, or choose to attack. It ends when one side falls to 0 Health, at which point the winning side can determine to deal a death blow, capture, or simply leave their unconscious foes to lay where they are.

Combat actions are determined by Intent of the player as the combat round begins. Each Player and Enemy states their Intent (DM may keep Enemy Intent hidden), and Initiative is rolled.

Intent can be placed in one of the following categories for Initiative.

Ranged, Melee, Magic.

A D20 is rolled, with the turn order determined by Intent, and the lower the roll.

For example, a Ranged Intent of 20 has a higher initiative order than a Melee Intent of 1.

All characters have 1 Action, although can use as many interrupts or triggered powers as they wish, assuming they have the Stamina to do so.

Once all Combat Actions are completed, Initiative is rerolled with whatever new Intent the player or enemy units may wish to do.

### ***Enemies***

Enemies come in all shapes and sizes, and generally have negative disposition to the players. When determining stats of the enemies, the DM may use the following chart.

#### ***Minions***

Have roughly half the stats of Player Characters, and generally very few Powers. These are untrained, unnamed individuals who generally rely heavily on attacking in large numbers than anything else. Minions have extremely low Stamina, generally only dishing out a Power or two during combat, usually around 6 Stamina at highest. Power Points should be very very low, with 1 or 0 Heritage points given.

#### ***Standard***

Standard enemies, considered to have some training, and will have roughly 75% of the players total stats. Standard enemies have some Powers, but low Stamina, likely 10 or below. Power points should be used very sparingly, with perhaps 1 Heritage power gained.

#### ***Elite***

These characters are antagonists of note, royal guards, and magicians. They have a fair number of powers, and share roughly equal levels of stats that players may have. Stamina is moderate, likely 20 or below. Power Points and Heritage Points should be roughly the same as the character's total.

#### ***Boss***

Extremely dangerous foes that have the capability of wiping out an entire party of unwary adventurers. Bosses have higher stats than NPC, likely maxing out several ability scores at 20, and have a large numbers of Powers. Stamina is high, around 40 or 50. Power Points given should be roughly twice as high as the PCs, with 6 Heritage traits chosen at creation.

### *Epic*

The strongest enemies that a Player can face, that bards would often recall in sonnets of legends. Epic enemies should be limited to one per campaign, and often has legends of their own on the danger they possess. Epic enemies should likely be, or very nearly, maxed out at 20 in most of their statistics, possess 100 Stamina, with the DM choosing whatever Powers and Power Points, as well as Heritage, they view as being a credible and potentially lethal threat for their players.

### **EXP**

A character slowly learns and gains over time, bettering themselves based on experiences they have had over the course of their career. This is called as EXP.

Characters start out at 0 EXP, gaining 1 EXP for every completed skill check, item crafted, or combat cleared. EXP can be gained from everything from picking a lock, to slaying a powerful foe. A DM may determine certain actions gain bonus EXP if the check is particularly clever, or the foe is powerful enough. Once a character reaches 10 EXP, they gain 2 Power Slots, and reset back to 0 EXP.

\*Note: DMs need to keep track of current Power Points that the players have to determine combat encounters.

### **Disposition**

Characters have ideas of our heroes based on previous knowledge and actions within the area. All NPCs start out as Neutral or Hostile, but may be willing to change their mind based on characters actions.

For example, a hero who has saved the kingdom will likely have a better time making a favorable deal than one that is known for being a robber or indifferent. The following are the Dispositions that an NPC can have.

#### *Hostile/Hated*

There is a reason the NPC hates your guts. Not only are they violent to you, but they have a blood vendetta against you and your friends. They cannot be reasoned with, and will ignore all attempts and Powers to stave them off peacefully.

#### *Hostile/Neutral*

The NPC is hostile to you, but for business reasons. Often includes bandits, mercenaries, and guards after you. They can be talked to and reasoned with, although are more inclined to attempt to kill you.

#### *Neutral*

A character doesn't think much of you one way or another. This is often the disposition of newbie adventurers, merchants, and those the NPCs seek out for employment.

### *Friendly*

You've made a good impression on this NPC, and they have a favorable disposition of you. They will help if asked, and will generally give discounts based on your friendship. While they may ask for compensation, a Friendly NPC might be willing to go on an IOU.

### *Exalted*

This NPC worships the ground you walk on. You are one of the greatest heroes the land has ever seen, and they will do whatever they can to be in your legend. NPCs will generally seek out players for jobs, will pay very well, and offer discounts. Often will give gifts based on player preference.

## **Skill Checks**

A skill check is determined when a character attempts an action that requires more than a cursory glance or action. An action such as flipping a light switch, sheathing a sword, or throwing something away wouldn't require a skill check. However, a complex action such as looking for something, picking a lock, or fixing an engine would require various skills to come into play that a character may or may not have.

When rolling a Skill, the DM determines what Statistic will be used for it. Each Skill Check requires one Stamina to perform, and may require a consecutive series of checks in order to complete it. Certain Powers may be substituted for each Skill, negating the need for a roll, but often will deplete Stamina far faster than simply rolling a check.

A complex series of Skill Checks is instead called a Skill Challenge, and will often require multiple players to participate in order to manage Stamina effectively.

A Skill may have several results depending on the roll. A Critical Success (1, or falls within the character's Critical Range), will yield the best possible result, possibly negating any further rolls, or netting a bonus to EXP due to the flawlessness of the outcome. A Success is determined when a character rolls under the statistic chosen for the skill roll. A Neutral outcome is determined if a character matches their score, and is neither a success or a fail. A Failed roll occurs when they roll above the statistic chosen for the check, usually resulting in damage, loss of resources, or simply a loss of stamina and a fail. And a Critical Failure occurs when a player rolls a Natural 20 on the skill challenge, effectively destroying or completely failing what was attempted, generally resulting in no further rolls to be attempted on.

### *Skill Strikes/Successes*

When attempting to complete a Skill Check, the DM assigns a certain number of Skill Strikes to whatever they are attempting to do. A Skill Strike is the number of times a skill can be failed before it is considered to be damaged, hostile, or worked over to attempt any more. A DM may keep the number of potential strikes hidden, or divulge how many chances they have to fail before they must move on.

In the case of a Skill Challenge, often the number of successes and strikes have a set limit that determines the overall outcome of it. For example, while running through a collapsing mine, the DM may assign that 5 successes before 4 Strikes occur. During the skill check, the Party succeeds or fails, and determines the outcome. In the previous example, if the party succeeds, they escape and the story continues. But should they fail, they're now trapped in the mine, and must find another way out. Above all else, a DM should avoid the 'Rocks Fall, Everyone Dies' scenario if possible.

### ***Optional Rules***

When playing the game, Players may use Hunger rules and Durability rules.

#### ***Durability***

Durability in weapons and armor gives players and crafters a chance to repair weapons if they so choose. Durability determines the number of hits a character can dish out or take before their weapon or armor becomes broken and useless. Once a weapon or Armor is broken, it remains broken until repaired, and grants no value to the player.

Magic Items are considered infinite durability, unless hit by items of superior quality. For example, a Poor Quality magic item will begin taking durability damage if struck by an item of Standard quality. If an item is mastercraft for both parties, both items take durability per normal.

#### ***Hunger***

The Hunger optional rules require characters to eat and drink to regain Stamina. After 3 days of not eating or drinking, a character ceases to regain Stamina. After that, a character's stats degrade by -1 per day. Note that Animal Companions suffer similar losses.

After 8 days of not eating or drinking a character enters Starvation status, they may no longer use Powers unless the Power specifically states they can, and must begin to make Intelligence or Wisdom checks (Animal Companions as well), or risk attacking allies for food.

Characters with Bio Vampirism or Essence Vampirism Heritage must instead feed once per day, or start suffering Starvation status after day 2.

After 10 days, or if their Constitution falls to 0, a character dies.

Ration costs are 5 Silver per day.

#### Archon Character Sheet

Name

Age

Race

Job (Choose 1 Job at Rank 1 for Free)

Heritage (Choose 3)

Powers (10 Power Slots)

\*Note: Keep track of total number of Power Slots

Equipment (Starting Gold 300)

History

EXP: 0/10

Elemental Affinity

Health:

Stamina:

Fighting

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma