

# Spellblade: a Rule System For fantasy Tabletop Role-play gaming

## Welcome to the World of Spellblade

Spellblade is a tabletop role-playing system written to be dense but compact. It's built around consequence, precise calculations, and imagination. The game runs on a d100 core using a Composite Dice System, keeping every roll meaningful without flattening the odds. You'll roll a lot of dice here.

Character creation is quick: pick a race, a background, and a class. Assign your stats. That's it. All you need is a handful of dice, your character sheet, a few friends, a Game Master, and some extra paper to take notes on.

Combat in Spellblade leans heavily on buffs, debuffs, conditions, and changing numbers. Keeping track of them is part of the game's texture, and good note-taking will save your life more than once.

Classes are simple but flexible. There are five base classes, each with its own unique pool of abilities. As you level, you select from that pool to shape your character's playstyle, building a toolkit that reflects how *you* want to fight, cast, survive, or support your allies.

Combat is direct and deadly. Battles are tense rather than quick, and the rules are built to stop fights turning into drawn-out slogs. When you swing a weapon or cast a spell, the consequences land hard. This isn't a game about slowly shaving away hit points — it's about surviving your own decisions.

Magic is shaped, not pre-written. Every spell you cast is built from an element or effect, a shape, a spell tier, and a power level. You're crafting the spell as you cast it. But power carries risk: the stronger the spell, the more likely unstable magic is to lash back.

Spellblade takes the danger and uncertainty of old-school games and rebuilds them with clarity. The numbers are big, the risks are sharp, and the rules are written to support logical, enjoyable play at the table rather than getting bogged down in detail. It's strongly advised to read the book once before playing.

Adventure is waiting.  
Let the game begin.

I hope you enjoy playing it as much as I enjoyed writing it.

Design & Writing: Jonas Deschaek  
Illustrations, Artwork & Layout: Jonas Deschaek  
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Epilogue
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# Core rules

## I Core Terms and Abbreviations

This section outlines the core concepts and abbreviations used throughout the system.

Abbreviation / Term	Meaning
HP	<b>Hit Points</b> – Your character’s health. When it reaches 0, you fall unconscious or die.
Mana	Energy used in spell casting.
DR	<b>Damage Reduction</b> – A percentage that reduces incoming <b>physical</b> damage. Comes from armour, traits, or spells.
HCR	<b>Hit Chance Reduction</b> – Reduces an enemy’s chance to hit you.
DS	<b>Discipline Skill</b> – Your skill percentage in a combat or casting discipline. Determines hit chance.
Skills	<b>Minor skill</b> – Non-combat skills. These represent learned crafts, instincts, and knowledge. Skill rolls are d100 checks modified by proficiency level and local modifiers.
CR	<b>Challenge Rating</b> – A target number set by the GM. Used in skill checks and saving throws.
CD(S)	<b>Composite Di(c)e (System)</b> – Used for damage. Combines a primary die (d4–d20) with a d10.
Health Die	The number of dice a class has to heal during a breather or a long rest, only resets upon a long rest
MR	Morale; The measure of a creature’s will to fight.
GM	The Game Master
HC	Hit chance, refers to your chance to hit after everything has been calculated in
HRM	Hit range modifier
Breather	Short resting period to regain 1 Health Die (+CON)
Long rest	A 6–8-hour period of sleep, or up to 12 hours with light activity. Restores <b>Health</b> and <b>Mana</b> based on Health Die left.
Downtime	An extended break between adventures, ranging from days to years. Used for <b>crafting</b> , <b>training</b> , or <b>role-play activities</b> .
HD	Health Die (dice)

### Notes

- If it bonuses and buffs do not explicitly say it doesn’t stack, it stacks.
- Some abilities refer to “when enemy is below a certain hp threshold, the players don’t know the exact hp an enemy is at but it’s the GM’s job to describe the states an enemy is in for example; the enemy looks fresh, the enemy looks slightly wounded(below or at 75%, the enemy looks wounded (below or at 50%), the enemy looks heavily wounded (below or at 25%).
- All mentions of “melee attack rolls”, “ranged attack rolls”, “physical attack rolls” or spell attack rolls refer to your Discipline skill (DS) but are more specific.
- DR caps at 85%
- only DR coming from Magical sources such as spells or Magical/enchanted items count as DR for damage from Magical sources
- DR coming from Magical sources also count against physical sources of damage

## 2 Dice Usage

This system relies on two distinct kinds of dice rolls:

d100 rolls for checks and accuracy, and the Composite Dice System (CDS) for damage and spell effects.

### 2.1 d100 rolls

Most actions in *Spellblade* — whether combat, skill use, or spellcasting — are resolved using a percentile roll (1d100).

Your goal is always to roll **under your effective percentage**.

If your **Discipline Skill (DS)** with **Versatile Blades** (for example, a longsword) is **75%**, and your opponent has **20% Hit Chance Reduction (HCR)**, your final chance to hit is **55%**. Rolling **55 or under** succeeds; rolling **higher** fails.

The same rule applies to spellcasters and skills alike.

A **Sorcerer** with **80% Elemental Sorcery** hurls a ball of ice at a lightly armoured bowman with **35% HCR** — their final hit chance is **45%**.

Or a **thief** sneaks into a guarded city: base minor skill **50%**, **Proficient (+20%)**, and **night (+20%)**, for a total of **90%**. The player rolls a d100 — a **90 or lower** means success.

Regardless of modifiers or bonuses:

A natural roll of **01** always succeeds.

A natural roll of **100** always fails.

### 2.2 Composite Dice System

This system determines damage and spell potency using two dice: a **primary die** and a **secondary die**. Together, they form a single two- or three-digit result representing the total damage dealt.

The primary die determines the tens or hundreds digit. (e.g. *d4, d6, d8, d10, or d12 depending on the weapon or spell*)

The secondary die is always a *d10* and provides the ones digit (0–9).

Together, these two dice create a result between 10 and the weapon's maximum value (e.g. 10–120).

If you roll the maximum number on the primary die, the result is automatically the maximum possible damage for that weapon or effect. The secondary die is ignored in this case. Minimum damage is always 10, even if both dice roll their lowest values.

**Example 1:** Rolling a d60 weapon

You wield an iron axe that deals 1d60 damage. This uses a d6 (primary) and a d10 (secondary).

You roll a 3 on the d6 (tens) and a 7 on the d10 (ones).

Result: 37 damage.

**Example 2:** Rolling a d120 weapon

You wield a greatsword made from iron, which deals 1d120 damage. This uses a d12 (primary) and a d10 (secondary).

You roll a 12 on the d12 and a 5 on the d10.

Since the primary die rolled its maximum, the total damage is 120, regardless of the secondary roll.

### 2.3 Saving and Minor skill Rolls (d100)

When resisting an effect like poison, fear, or Magical influence, or skill while attempting something, roll a d100 and add the relevant core stat modifier. The GM sets a CR, typically ranging from:

80 (very easy)

60 (easy, with modifiers otherwise medium)

40 (Challenging)

20 (difficult)

Use the following attributes depending on the nature of the effect:

(WIL / WIT)\*5 – Mental resistance, illusions, fear, mind control

CON\*5 – Endurance, poison, disease, cold

DEX\*5 – Reflexes, traps, explosions

STR\*5 – Overpowering force, pulling yourself free

CHA\*5 – Resisting social based effects

You add this to the CR. Example GM sets CR for the saving throw at 45 your modifier gives 20 making the CR 65 or under

If your result meets or is below the CR, you resist or reduce the effect.

### 2.4 Edge/Hindrance

Some situations grant **Edge** or **Hindrance**:

**Edge:** Roll twice, take the better result.

**Hindrance:** Roll twice, take the worse result.

### 2.5 Critical Hits and Fumbles

In addition to normal hits and misses, each combat roll may result in a critical hit or a fumble, depending on the result of the die.

The normal critical range is 01–04: these are only critical hits if they fall within your final hit chance.

The normal fumble range is 97–100: these are only fumbles if they fall outside your hit chance.

### 2.6 Blind Luck roll

At the GM's discretion, a **Blind Luck** roll may be called for when outcome depends entirely on chance, luck or fate.

## 3 Disciplines, Stats, Skills & their use

### 3.1 Stats

Your stats represent your character's natural capabilities — physical, mental, and spiritual. They determine how well you fight, think, endure, cast spells, and survive in the world. A score of 0 is considered *average* for most humanoid beings. Above 0 means superior talent or training; below 0 means weakness, injury, or inexperience. There is technically **no natural cap**, though mortal limits tend to plateau around 10–14.

STAT	Name	Description
STR	Strength	Physical power. Adds damage to melee attacks using two-Handed, versatile, or some thrown weapons.
DEX	Dexterity	Agility, reflexes, and precision. Adds damage to attacks using graceful, archery weapons or some thrown weapons.
CON	Constitution	Health, toughness, resistance to poison, fatigue, or disease.
WIL	Willpower	Spellcasting strength, focus, mental fortitude, and mana pool.
CHA	Charisma	Influence, presence, and leadership in social encounters.
WIT	Wits	Awareness, reaction time, and tactical thinking.

#### 3.1.1 Derived stats

Derived stats are calculated from your core attributes. They represent how those natural abilities translate into measurable performance — speed, endurance, Awareness, and other essential combat values.

Attribute	Formula	Description
Readiness	DEX + WIT	Determines turn order in combat. Higher values act first.
Speed	Base 6 m (4 sq) + 1.5 m (1 sq) for every 2 DEX above 4	Measures how far a character moves per action.
HP	At character creation Health Die + CON *10	Represents total health.
Mana	level one: WIL × 2	Determines spellcasting fuel. Grows with level and Willpower.
Awareness	WIT*10	Used for passive detection and ambush resistance.

### 3.2 Discipline Skills

Disciplines represent your **formal combat** or **Magical training** — the specialized techniques your character has mastered through experience and focus. They define your **Discipline Skill (DS)**: your chance (in %) to hit, block, or successfully cast a spell using that form of training.

#### Baseline:

Everyone can wield any weapon at a **base 25% chance** — enough to swing it.

Training in a specific discipline raises this significantly through your Stats.

#### 3.2.1 List of Disciplines

Not all disciplines are available to every class — some are class-restricted or require specific training.

Melee and ranged disciplines rely mainly on **physical stats**, while Magical disciplines rely on **Willpower (WIL)** and **Wit (WIT)** — or **Charisma (CHA)** for divine casters. All disciplines start at a **base of 35%**.

	Discipline
Two-Handed Blade (str)	Arcane Warding (wil + wit /2)
Two-Handed Blunt(str)	Elemental destruction(wil + wit/2)
Versatile Blade (str+dex/2)	Druidic Lore(wil +dex)
Versatile Blunt (str+dex/2)	Divine power (wil + cha)
Graceful Blade (dex)	Illusionry (wil)
Light Blunt (dex)	Arcana (wil)
Polearms (str+dex/2)	Necromancy (wil)
Archery (dex)	
Thrown Weapons (str+dex/2)	
Dual Wielding (dex)	
Unarmed (str+dex/2)	

#### 3.2.2 Calculating Discipline Skill

Each **discipline** is tied to one or two core stats. You add the discipline's **base value (30%)** to a modifier derived from those stats to determine your personal **baseline DS (Discipline Skill)**. This baseline becomes the foundation for all future calculations — modifiers from gear, abilities, and conditions are applied on top of it.

**Formula:** DS = 30% + (Stat × 5) or, if two stats apply: DS = 30% + ((Stat1 + Stat2) / 2 × 5) (Round the result up to the nearest whole number.)

#### Example:

A Level 1 Warrior with 5 STR and 3 DEX is trained in **Two-Handed Blunt** and **Versatile Blade**.

**Two-Handed Blunt;** (STR-based): 30 + (5 × 5 = 25) = 55% Base DS

**Versatile Blade;** (STR + DEX / 2): 30 + (((5 + 3) / 2) × 5 = 20) = 50% Base DS

### 3.3 Minor Skill Checks

Minor Skills represent the countless learned talents, instincts, and trades that don't fall under a combat discipline. They cover everything from sneaking through a city, forging documents, treating wounds, to holding your liquor. A skill check represents your character's ability to apply that knowledge under pressure or your success of doing it. You can tell your GM that you have a bonus you think will fit this Check

#### 3.3.1 Skill list

Skill	Core Stat(*2)	Use	Skill	Core Stat(*2)	Use
Sneaking	DEX+WIT/2	Move silently, avoid detection	History	WIT	Recall historical facts, lore, or events
Persuasion	CHA	Convince or inspire someone	Forgery	DEX + WIT / 2	Fake documents, mimic handwriting or seals
Crafting	WIT + DEX / 2	Create or repair mundane items, tools, gear	Leadership	CHA + WIT / 2	How well you lead or attract followers
Insight	WIT	Sense motive, read a lie	Cartography	WIT + DEX / 2	Draw or interpret maps accurately
guerilla tactics	WIT + DEX / 2	ambushes, hit-and-run attacks, sabotage and Harassment	Etiquette	CHA + WIT / 2	Behave properly in high society
Tracking	WIT+DEX/2	Follow footprints or trails	Appraisal	WIT	Estimate item value, authenticity
Lockpicking	DEX	Pick locks or disable mechanisms	Deception	CHA+WIT/2	Lie, trick, bluff
Pickpocketing	DEX + WIT/2	Lift items unseen	Intimidation	STR+CHA/2	Force compliance through threat
Survival	CON+WIT/2	Find food, resist cold, navigate wilds	Monster Lore	WIT + WIL / 2	Identify creatures, weaknesses, habits
Diplomacy	CHA + WIT / 2	Resolve conflicts peacefully, negotiate terms	Cooking	WIT + CON / 2	Prepare or preserve meals, detect poison
Climbing	STR+DEX/2	Climb surfaces or scale obstacles	Performing	CHA	Entertain with music, speech, acting
Taming	CHA+DEX/2	Calm, train, or command animals	Ambush	DEX + WIT / 2	Set traps, prepare surprise attacks
First Aid	WIT + CON / 2	Stabilize wounds, treat bleeding	Streetwise	CHA + WIT / 2	Know black market, urban survival, gang politics
Calligraphy	DEX + WIT / 2	Create elegant scrolls & documents	Interrogation	CHA + WIT / 2	Extract information under pressure
Animal Care	CHA + WIT / 2	Manage livestock & breeding	Linguistics	WIT	Learn or decipher unfamiliar languages
Fishing	DEX + WIT / 2	Catch fish, identify aquatic species,	Navigation	WIT	Use maps, stars, and terrain to find your way
Farming	WIT + CON / 2	Maintain crops & herbs	Tailoring	DEX + WIT / 2	Create or modify clothing and light gear
Grifting	CHA + WIT / 2	Con games, scams, fake rituals	Mysticism	WIT + WIL / 2	Understand and identify Magic
Tattooing	DEX + WIT / 2	Ink permanent designs, Social/Magical	Smuggling	WIT + CHA / 2	Hide contraband, bypass customs, bribe guards
Metalworking	STR + DEX / 2	General tool metal shaping	Stonemasonry	STR + WIT / 2	Shape stone, maintain walls or dungeon integrity
Divinity	WIL + WIT / 2	Knowledge of gods, faiths, dogma	Woodworking	STR + WIT / 2	Carve, build/maintain wooden items and structures
Bartering	CHA + WIT / 2	Haggle for goods, detect bad deals	Tatterspeak	CHA + WIT / 2	Understand slang, criminal language
Gambling	WIT + CHA / 2	Play Tavern games	Ritualism	WIL + CHA / 2	Knowledge of and how to perform
Drinking	CON	Hold your liquor.	Hunting	WIT + DEX / 2	Track, bait, and kill wild game
Herbalism	WIT + WIL / 2	Making herbal remedies and tea's	mechanics	WIT	Know-how about machines
Geology	WIT	Recognizing rock, caving knowledge	Horsemanship	CON + DEX / 2	Riding animals

#### 3.3.2 Skill Proficiency and Modifiers

Every character may attempt any skill, trained or not. Training only shifts how safe or risky the roll becomes. The GM sets the Challenge Rating (CR), then adds the relevant skill modifier and your proficiency bonus. Example: forging a document. The GM sets the base CR at 40. Your modifier is (DEX + WIT) / 2. With 7 DEX and 5 WIT you get 8, doubled to 16%. New CR: 56. You're Adept, so add +10%, giving a final CR of 66. You need to roll under 66 to succeed. The GM keeps the final CR hidden, so the player only *believes* the forgery is convincing.

Roll a d100, add or subtract your proficiency level

Proficiency level	CR Modifier	Stat multiplier	Description
Incompetent	-30	*1.0	You are completely incompetent in this skill.
Untrained	-20	*1.5	You are Clumsy, noisy, or obvious.
Familiar	-10	*2.0	Someone who <i>almost</i> knows what they're doing.
Novice	/	*2.5	You know the concept but not the craft.
Adept	10	*3.0	getting the hang of it
Proficient	+20	*3.5	You are practiced or properly trained. Reliable results.
Specialized	+30	*4.0	This skill defines you. You act with instinctive precision.

#### 3.3.3 Natural Aptitude Discovery

Not all skills are known from the start — some emerge naturally as the character's story unfolds. A character's underlying ability in any skill is determined by their core stat and a short roll representing instinct and experience. This process may happen during character creation or the first time the skill is used in play. When a skill first comes up, compare the character's relevant core stat *as it was at creation*:

If the core stat is 3 or higher: roll 1d10

1-3 = Novice      4-7 = Adept      8-9 = Proficient      10 = Specialized

If the core stat is below 3: roll 1d10

1 = Incompetent      2-5 = Untrained      6-8 = Familiar      9-10 = Novice

These results reflect how natural or awkward the skill feels for the character — whether it's something they've done before, or something they bumble through. The GM may adjust results to fit the character's backstory or past experiences (e.g. a sailor who grew up on the coast might automatically be *Novice or better* with Fishing and shouldn't roll). Once discovered, record the result; it becomes the character's default proficiency unless improved through training or story progression.

### 3.4 Healing, Recovery And death

Injuries, fatigue, and overuse of mana take their toll. Rest and recovery are essential to survival. A character can take either a **Breather** or a **Long Rest** to recover health and stamina. Your total number of **Healing Dice** resets only after a Long Rest.

- Breather (15–30 minutes):** Regain 1 Health Die worth of HP + (CON \* 10) modifier. Subtract the Health Die from your daily pool.
- Long Rest (6–8 hours):** Recover your remaining healing dice worth of HP + (CON \* 20) modifier.

A level 3 Warrior has **two Healing Dice** and a maximum of 338 HP. After a battle, she is reduced to 173 HP. She takes a **Breather**, spending 1 **Health Die (1d120)**. She rolls 65, adds CON \* 10 (4 \* 10 = 40), restoring 105 HP, bringing her to 278 HP. She now has 1 **Healing Die remaining** for the day. Later that day she drops to 43 HP and takes a **Long Rest**, spending her **remaining Healing Die**. She rolls 78, adds CON \* 20 (4 \* 20 = 80), restoring 158 HP, bringing her to 201 HP. After the Long Rest, her Healing Dice pool resets to 2 dice. She may rest another day to heal further or return to adventuring.

#### 3.4.1 Death and Dying

When reduced to 0 HP, you fall Unconscious and begin rolling Death Saving Throws each round. Roll 1d100 + CON each turn.

- 50 or lower : 1 Success
- 51 or higher: 1 Failure
- 97-100: 2 Failures
- 02-04: 2 Successes
- Natural 01: Regain 1 HP and awaken
- Three successes = Stabilised (at 0 HP) Three failures = Death

A stabilised character remains unconscious until healed. Allies can revive a stabilized character with **First Aid** or **healing Magic**.

#### 3.4 Mana Recovery

A character regains 20 Mana after a Long Rest.

Mana can fall below zero up to **-(natural Mana maximum)** (equal to *WIL \* base multiplier*).

If a caster has +5 total Mana with 30 from their natural pool, they can drop to -30, but they risk catastrophic backlash — death, Unstable Magic, or worse. When Mana falls below zero, the caster must rest at least **one full day** to return to 0 Mana, and an additional day to begin recovering normally

### 3.5 Character progression

When your character gains a level, you grow in power, discipline, and resilience. Each level provides fixed gains and occasionally unlocks new traits.

#### 3.5.1 Level Up Benefits

When you gain a level, apply the following bonuses:

- +7 Discipline Points
- +1 Core Stat Point (Allocate to STR, DEX, CON, WIL, CHA, or WIT.)
- Every 3rd Level: You may unlock a *new Discipline* at 30% baseline

Level	XP needed	Cumulative XP
1 → 2	100	100
2 → 3	300	400
3 → 4	600	1,000
4 → 5	1,200	2,200
5 → 6	2,200	4,400
6 → 7	4,000	8,400
7 → 8	7,600	16,000
8 → 9	12,000	28,000
9 → 10	21,000	49,000
10 → 11	26,000	75,000
11 → 12	30,000	105,000
12 → 13	40,000	145,000
13 → 14	55,000	200,000

## 4 Combat

Combat occurs when two or more opposing parties are unable or unwilling to resolve a situation peacefully. This can take many forms—bandits blocking the road and demanding your belongings, mindless skeletons attacking in the dark halls of a forgotten dungeon, or rival factions clashing over territory. When diplomacy fails, spell and steel decide the outcome.

### 4.1 Readiness

At the start of combat, the opposing teams go in order of their groups average. except if an ability says otherwise  
The turn order is fixed for the duration of the encounter unless modified by abilities or effects.

#### 4.1.1 Surprise

Surprise occurs when one side acts before the other is aware of danger — for example, an ambush, an attack from hiding, or combat triggered by deception. When combat begins, the GM determines who is surprised. Usually this involves an **Awareness** check versus the attacker's **Stealth, Deception or Guerrilla tactics**

If **all members** of one side are surprised, the opposing side gains a **Surprise Round**. During this round, only the attackers act in their chosen order. After this exchange the 'first' round of combat begins.

Before the first full round begins, **each surprised creature must immediately make a Morale Check**.

Failure follows the standard Morale rules (becoming *Shaken* on the first failure).

Surprised creatures suffer the following effects during the first full round:

- Cannot take a **Primary Action, Secondary Action, or Reaction**.
- 25 HCR (harder to defend).
- **Readiness halved**.

#### Example:

The party sneaks up on a group of bandits. The party rolls **Stealth**; the bandits roll **Awareness**. The bandits fail, so the heroes act in a **Surprise Round**. The bandits may only react and roll for their **Readiness** (with penalty) after that first exchange.

### 4.2 Turn Structure

Each round represents roughly **5 seconds** of action. On your turn, you may perform:

#### 4.2.1 On Your Turn

Each turn, you may perform:

- One Primary Action** (unless you gain more from abilities or features)
- One Secondary Action** (unless you gain more from abilities or features)
- Movement** (up to your Speed stat)

#### 4.2.2 Reactions

if granted by an ability, feature, or effect a reaction may be used outside of your turn.

### 4.3 Actions in Combat

Primary Actions	Secondary Actions	Reactions <i>(if granted)</i>
Attack	Draw or swap weapon	Class- or ability-specific reactions
Cast a spell	Drink a potion	
Special action	Interact (open door, pull lever, etc)	

#### 4.3.1 Special Actions

Tactical options usable in combat or narration:

Action	Check / Opposed Roll	Effect
Grapple	STR vs STR	Target becomes restrained if you win.
Push	STR vs DEX	Target is knocked prone if you win.
Disarm	DEX vs STR	Target drops their weapon if you succeed.
Overwatch	No roll	Ready an attack that triggers if a target moves into your range.
Hide	DEX + WIT / 2 vs enemy Awareness	You break line of sight or vanish into cover, removing target lock.
Dash	No roll	Move up to double your movement speed

## Step-by-Step Example

Let's say you try to Grapple an enemy (STR vs STR).

1. **Both roll 1d100.**

Each tries to roll **under** their chance (their STR × 10 by default or modified by DS/skill bonuses if they have relevant training).

2. **If one succeeds and the other fails**, the success wins automatically.

3. **If both succeed**, compare *margin of success*. The **higher margin** wins (the one who rolled lower relative to their target).

4. **If both fail**, compare *margin of failure* (how close they were). The lesser failure wins (they almost managed to pull it off).  
If equal → it's a stalemate. The GM can decide that it failed or succeeded if the results were close to succeeding

### Example 1: initiator wins – Grapple

Player: STR 6 → 60% chance

Orc: STR 8 → 80% chance

Player rolls 41 (success by 19)

Orc rolls 68 (success by 12)

→ Player wins — he rolled further under his target number.

### Example 2: failure on both sides– Disarm

Player: DEX 7 → 70%

Enemy Knight: STR 5 → 50%

Player rolls 75 (fail by 5)

Knight rolls 83 (fail by 33)

→ Both failed, but Player's failure was smaller, so the GM decides he narrowly succeeds — the weapon's knocked loose but not far.

## 4.4 Combat Resolution (d100)

All attacks use percentile resolution. Your chance to hit is based on your Discipline Skill (DS) and the opponent's Hit Chance Reduction (HCR).

### Step 1 – Determine Hit Chance

Subtract the target's HCR from your DS to determine your Hit Chance (HC).

Example: 75% DS – 20% HCR = 55% HC.

### Step 2 – Roll to Hit

Roll 1d100 and compare the result to your HC using the Hit Range Modifier (HRM) table below.

Result Range	Outcome	Hit Range Modifier
HC	Direct Hit	100%
HC + 10	Partial Hit	50%
HC + 25	Weak Hit	25%
HC 25+	Miss	0%

These bands apply symmetrically to all combatants (PCs and NPCs). The GM may adjust band width (+/-) for faster or grittier combat.

### Step 3 – Damage Roll

On a successful hit, roll your weapon's damage die. First subtract the Hit Range Modifier (HRM) from the roll. Then subtract the target's total Damage Reduction (DR%) from the remaining damage (from armour, abilities, spells, etc.). Always round the final damage **up to nearest full number**.

## End of Round

Once all combatants have acted, begin a new round and process the morale, continuing in the same Readiness order. Until one side surrenders, flees or dies.

## 5 Morale

### 5.1 Morale System Overview

Morale represents a creature's or group's will to fight — the fragile blend of courage, faith, and conviction that decides whether they stand their ground or break under pressure. It prevents battles from devolving into mechanical slugfests; every clash becomes psychological, emotional, and spiritual. When morale falters, soldiers stop thinking in tactics — they think in fear.

Low morale introduces uncertainty into combat: some panic, some retreat, and a few fight on in a frenzy of desperation or glory.

### 5.2 How It Works

Each creature or group — whether bandits, monsters, mercenaries, or heroes — carries a **morale value** (1–12) (cannot normally go over 12) or “/” meaning not bound by morale or fear. This rises or falls as the battle turns, depending on who's winning, who's dying, and whether hope still feels real.

Morale can shift from:

The loss of comrades or leaders.

Overwhelming power displayed by the enemy (divine miracles, demonic presence, Powerful Magic).

Inspiring acts such as rallying cries, miracles, or decisive strikes.

Faith and leadership — a strong cause or commanding presence can hold the line even when all seems lost.

Groups united by conviction fight longer. Fanatics, Divine orders, and Magically bound beings may be near unbreakable, or morale could even have a reverse effect fighting with even more conviction the more comrades fall. Bandits, mercenaries, and beasts often fight only while survival or victory seems possible.

### 5.3 Effects of Morale

Morale exists in four emotional states, These describe how organized or broken the group is:

**Steady** — Confidence intact. They fight in formation and follow orders.

**Shaken** — -10 DS and -10 HCR.

**Desperate Last Stand** — When cornered, some fight with pathetic, suicidal resolve. -30 DS, -20 HCR, Hindrance on all combat rolls and skill checks.

**Heroic Last Stand** — When trapped with no escape, a few find heroic courage. +30 DS, +10 HCR, +10 DR, +1d80+20 bonus damage. For 2 turns, after they dissolve to **desperate last stand**

### 5.4 Personal Morale

Used for solitary foes or small groups (1-5 members) where individual courage matters.

#### Losing morale

-1 morale on being hit when below 60%

-1 morale when seeing a comrade die.

-2 when surrounded or cut off.

-3 when reduced below 20% HP.

-2 seeing your leader flee or die.

#### Gaining morale

+2 when grievously wounding an enemy (50%+ HP in one hit).

+2 when killing or disabling an enemy.

+.. From inspiration.

#### 5.4.1 Triggers for a Morale Check — Roll 1d6 on or under your current Morale score when:

You fall below 25% HP.

You fall below 3 morale

A roll of 1 is always pass a roll of 6 is always fail.

#### On a Failure

**First fail:** Become *Shaken*.

**Second fail:** The creature flees, chooses *Heroic Last Stand* or surrenders (GM decides).

If flight is impossible, roll 1d2

1 = *Desperate Last Stand*.

2 = *Heroic Last Stand*.

### 5.5 Group Morale

For bands, squads, or mobs of six or more members.

Group Morale = average morale of all members (rounded up)+ 1 for every Three members.

#### Loss of Morale

-1 per casualty (adjusted for size: for every 2 extra members, it takes 1 additional death to lose -1 morale).

-1 if the leader drops below half HP, -3 if slain.

-1 if the group loses half its total HP pool.

-2 when facing overwhelming or divine force.

-1 if surrounded or cut off.

#### 5.5.1 Group Morale Check

Whenever morale drops to 3 or below, roll 1d6 on or under the current morale score:

**First fail:** Group becomes *Shaken*.

**Second fail:** Group *Routs* (flees, surrenders, or scatters — GM decides).

If trapped, roll 1d2 to determine *Desperate* or *Heroic Last Stand*.

## 6 Positioning, Cover and flanking

Combat is measured on a grid where 1 square = 1.5 meters. Positioning determines visibility, attack angles, and access to cover. Cover represents partial concealment or obstruction between an attacker and target.

### 6.1 Types of Cover

Type	Description	Effect
Half Cover	Target is partially obscured (behind low wall, tree trunk, corner, etc.).	+25% HCR, -15% DS while attacking from cover.
Three-Quarter Cover	Target is mostly obscured (behind stone barrier, battlement, or thick pillar).	+50% HCR, -35% DS while attacking from cover.
Full Cover	Target completely obscured. No line of sight.	Cannot be targeted directly; attacks automatically miss. if cover could be pierced somehow +50% HCR for defender instead

#### Notes

HCR bonuses apply only to attacks from outside the cover's angle of protection.

DS penalties apply only to attacks made from behind that cover (leaning, shooting over, etc.).

If both attacker and defender are in cover, apply both modifiers normally — they stack.

The GM may adjust values for unusual materials or height differences (e.g., arrow slits, ramparts, waist-high rubble)

### 6.2 Flanking

Position matters. When attacking from advantageous angles, combatants can exploit blind spots and unguarded defenses.

Position	Description	Effect
Side Flank	Attacker strikes from the target's side or peripheral vision.	+10% DS on attack rolls.
Rear Flank	Attacker strikes from directly behind the target.	+20% DS on attack rolls.

#### Notes:

Bonuses apply only if the defender is **actively engaged** with another visible threat or unaware of the attacker's position.

Flanking bonuses do **not** stack with Surprise modifiers. Use the higher value. See §4.1

Some creatures (those with multiple heads, full body awareness, or supernatural senses) may be immune to flanking bonuses.

## 7 Status Effects and Conditions

Conditions are temporary effects that impair or alter a character's capabilities. These may be caused by Magic, combat, traps, or environmental hazards. Conditions remain until cured, saved against, or removed by rest or Magic.

Condition	Effect
Stunned	Lose next Primary Action. Cannot take Reactions.
Bleeding	Take bleeding damage at the start of your turn until healed.
Frightened	Hindrance on attacks and WIT checks. Cannot willingly approach source.
Blinded	All attacks have hindrance. Awareness fails automatically.
Entangled	Immobilized. Cannot make saves. Fire or slashing to be freed Immediately.
Charmed	Cannot attack the charmer. Treats them as an ally.
On Fire	Take fire damage each turn. Requires action or water to extinguish.
Frozen	Immobilized. Cannot make saves. Fire damage can thaw Immediately.
Slowed	Movement reduced by 50%. No Reactions.
Poisoned	Take poison damage per turn. CON save ends the effect.
Confused	At start of turn, roll 1d4: 1=Normal, 2=Skip turn, 3=Attack ally, 4=Flee.
Prone	Must stand before moving, attacks against you gain Edge.
Silenced	Cannot speak or cast verbal spells.
Unconscious	Cannot act. Begins death saves if at 0 HP.
Enthralled	obeys the controller's commands, unable to take independent actions

## 7.1 Exhaustion

Exhaustion represents the gradual breakdown of the body and mind through fatigue, hunger, exposure, or relentless effort. It accumulates over time and stacks in severity. Each level includes all previous effects.

### 7.1.1 Recovering from Exhaustion:

A *Long Rest* in safe conditions removes one level of Exhaustion. Magical restoration, healing spells, or proper nourishment may remove additional levels at the GM's discretion.

Characters reduced to Level 5 collapse into unconsciousness and remain incapacitated until their exhaustion is reduced below that threshold.

Level	Effect
1	Hindrance on saves involving CON or STR
2	Movement speed halved
3	Hindrance on all attack rolls, ability checks and saves -10HCR and -10DS
4	Cannot use Secondary Actions or Reactions -15HCR and -15DS
5	Unconscious. Cannot act until rested, healed, or revived

#### Notes

Exhaustion can come from forced marches, starvation, extreme heat or cold, drowning, lack of sleep, or other environmental pressures (see § 9.5 and § 9.6).

If a source would cause exhaustion beyond Level 5, the character risks death or permanent injury (GM discretion).

Non-living or Magically sustained creatures may ignore some or all exhaustion effects.

## 8 Damage Types

Different sources of damage interact with armour, resistances, and status effects. Most DR (Damage Reduction) applies only to **Physical** damage unless stated otherwise.

Type	Source	Additional Effects (some will be part of the advanced ruleset)
Slashing	Swords, axes	May cause Bleeding.
Piercing	Arrows, spears	May ignore DR
Bludgeoning	Maces, clubs	May cause Stun or Knockdown.
Fire	Fire spells, explosions	May cause On Fire.
Frost	Ice Magic, winter hazards	May cause Slow or Freeze.
Shock	Lightning, storm Magic	May Stun or chain to another target.
Poison	Toxins, venom, swamp exposure	Delayed damage over time; can be fatal if untreated.
Divine	Divine Magic	Effective vs Undead and Demons.
Necrotic	Death Magic, curses	May bypass DR; often restores health to caster.
Psychic	Illusion, mental Magic	May cause Frightened or Confused.
Force	Arcane blasts, kinetic explosions	May push or knock targets prone.

## 9 Exploration and General Gameplay

This section is meant to provide flexible but structured rules for adventuring, General skill usage, movement mechanics, exploration and environmental interaction. These rules help guide both structured gameplay and freeform narrative moments.

### 9.1 Movement and Physical Challenges

Actions such as jumping, climbing, and swimming can be attempted in or outside combat. In combat, use checks and strict rules. Outside combat, GMs are encouraged to adapt based on context and narrative.

Action	In Combat	Outside Combat
Jumping	STR check; Base 1.5m far and 1.5m high, for every 2 STR you can jump +1.5m further   for every 3 STR you can jump +1.5m Higher (STR + DEX) / 2 check. Gear can grant Edge /Hindrance. Failing check may result in falling prone or down.	Based on terrain and momentum; GM may impose a STR or DEX check
Climbing	Simple CON check, or auto-pass in calm water.	Single check or staged challenge. Risk increases with height and weather.
Swimming	1d60 per 3m fallen. Add injury, broken limbs, or gear damage.	Simple CON check, or auto-pass in calm water. Long swims may exhaust.
Falling	STR check vs CR	1d60 per 3m fallen. Add injury, broken limbs, or gear damage.
Breaking Objects		STR or tool-based roll. May alert enemies, break gear or even hurt the player

### 9.2 Exploration Tasks

Exploration represents the party's activities while traveling or camping — engaging with their surroundings, uncovering secrets, navigating terrain, repairing gear, and tracking game or enemies through observation, skill, and resourcefulness.

Task	Mechanics
Searching	Awareness check to detect traps, hidden doors, or clues.
Listening	Awareness check. Opposed by speaker's volume or stealth.
Foraging	Handled with checks & narratively. The GM considers terrain, time, and relevant skills.
Tracking	Handled with checks & narratively. The GM considers terrain, time, and relevant skills.
Navigating	GM adjudicates based on map quality, terrain, and character experience and relevant skills.
Crafting/Repair	Handled narratively. Relevant skills and time invested affect success.

### 9.3 Time and Travel

Travelling covers the long stretches between destinations, testing endurance, planning, and the party's ability to manage time, supplies, and morale. Extended journeys without proper rest can lead to exhaustion and morale loss at GM's discretion.

Travel Mode	Daily Distance (6 – 8 hours)	Notes
Foot (normal)	15–40 km	Depends on terrain and road quality.
Foot (forced march)	+50% distance	Roll CON; failure = gain 1 level of Exhaustion.
Mounted (normal)	+200% distance	Horses or other mounts. Requires rest/feed.
Mounted (fast pace)	+300% distance	Horses or other mounts. Requires rest/feed. Roll CON; failure = you and the mount gain 1 level of Exhaustion.
Carriage / Wagon	+150% distance	More comfortable, offers light cover. Cannot access rough terrain.
Rowboat	10–20 km	Requires 1–2 people rowing. Slow but steady in calm conditions.
Sailing Ship (coastal)	40–80 km	Fast in good wind; halved in poor conditions or sailing against current.
Sailing Ship (open sea)	60–120 km	Weather-dependent. Requires navigation rolls for accuracy or a trained captain.
River Barge (with current)	50–100 km	Can be poled or drifted. Faster with strong current.
Magical / Air Travel	Varies	Define per setting; expensive or rare.

## 9.4 Light and Vision

Light determines how clearly creatures perceive their surroundings. Darkness and limited vision can turn even simple encounters into chaos, as Awareness and accuracy drop sharply without illumination.

Aspect	Effect / Mechanics
Normal Vision	Clear sight as far the eye can see
Darkness	Without a light source, you suffer Hindrance on Awareness and attack rolls.
Darkvision	(i.e., Dark Feyan) See clearly in black-and-white up to 6m; vaguely up to 30m.
Torch	Illuminates 7.5m bright, 15m dim.
Lantern	Illuminates 10.5m bright, 21m dim.
Bullseye Lantern	Illuminates 15m bright cone, 30m dim cone.

## 9.5 Environmental Hazards & Terrain examples

The world itself can be as deadly as any blade. Weather, terrain, and natural dangers test endurance and awareness, forcing characters to adapt or suffer the consequences.

Hazard	Effect
Extreme Cold/Heat	CON save every so often or gain 1 level of Exhaustion
Slippery Ground	DEX save or fall prone
Thin Ice / Fragile Ledge	WIT to notice; DEX to cross. Fail = fall or trigger hazard
Poison Gas / Smoke	CON save or gain Poisoned condition or become Blinded temporarily
Toxic Plants / Terrain	Contact may trigger Poison, Paralysis, or Illusion CR checks

## 9.6 Camping and Shelter

Resting outdoors requires suitable conditions. Without shelter or warmth, a long rest may fail or cause exhaustion.

Players are encouraged to roleplay these situations to the best of their ability—ask yourself: *Would you sleep on the cold ground during a thunderstorm?*

Consider how your character prepares, reacts, and improvises in the wild.

Situation	Effect
No shelter	CON save CR 14 or gain 1 level of Exhaustion. Character who are experts at surviving or have certain skills can negate this effect, for some time
Poor weather	WIT or Survival check to find protection. Failure disrupts rest. Can incur a check
No food or water	To see if the players suffer from exhaustion
Guard duty (rotating)	Gain 1 level of Exhaustion per 24 hours without sustenance.
Campfire	At least 1 character must stay alert. WIT check to spot threats.
	Grants comfort, fend off beasts, but increases visibility.

## 9.7 Encumbrance and Load

Carry weight is handled narratively in this system. Instead of strict limits, players and GMs are encouraged to think realistically about what a character could logically carry. Consider your character's size, strength, gear, and the context of the journey. Are you wearing heavy armour while climbing cliffs? Trying to haul three chests of loot with no cart? Use common sense and storytelling.

There are many ways to expand your carrying capacity:

- Pack animals (horses, mules, etc.)
- Magical bags or extradimensional storage
- Carts, sleds, or companions to help
- Spells that reduce weight or increase capacity

Load Level	Effect
Light Load	Within capacity. No penalties.
Encumbered	4.5m Movement, Hindrance on DEX checks.
Overburdened	3m Movement Cannot Dash or Jump. Hindrance on STR and DEX checks.

Work with your GM to keep encumbrance immersive and believable, not tedious.

A more mechanical carry weight system will be provided in the advanced rules.

# Economy & Gear

## I Economy

The world of *Spellblade* runs on exchange — coin, goods, and favours. While the rules offer guidance on prices and wages, the Game Master decides what value truly means in their setting. Economy should feel grounded, not rigid. Gold should matter; wealth should buy comfort, power, and temptation.

### I.1 Currency & Conversion

small text about the monetary system

From \ To	Copperling	Silverling	Gilderling	Mithralling
Copperling	1	0,01	0,001	0,000001
Silverling	100	1	10	0.0001
Gilderling	1000	10	1	0,001
Mithralling	1,000,000	10,000	1,000	1

### I.2 Income & Expense Overview

The following are rough weekly income and living expenses. They assume relative peace and stable trade. Adjust freely for scarcity or social status.

Class Level	Examples	Weekly Income	Typical Savings
<i>Destitute</i>	Beggars, Homeless, Outcasts	???	None or Debt
<i>Poor</i>	Farmhands, Porters, Fisherfolk	Typically between 20–50 cp	None or Debt
<i>Working Class</i>	Carpenters, Masons, Blacksmiths, Guards	Typically between 50 – 100 cp	Negligible and maybe they own a home with the whole family
<i>Middle Class</i>	Scholars, Master Artisans, Clergy	Typically between 100 cp – 200 sp	some property like small shops and houses, family jewellery, some art, stock inventory, ..
<i>Affluent</i>	Merchants, Captains, Bankers	Typically between 1.000 gp – 20.000 gp	property, like mines, markets, trading ships, banks, and could have lots of cash and jewellery
<i>Nobility</i>	High Nobles, Generals, Landed Lords	Typically 20.000+ cp	owns castles, farmlands and tenants, towns or cities
<i>Elite</i>	Kings, Queens, Emperors, Rulers	???	whole kingdoms and empires

### I.3 Property & Rent

Most common folk rent their homes, paying weekly or monthly to landlords or guilds. Ownership is rare and reserved for the wealthy or those who've inherited land. Those who don't own, rent — and those who own, rent *out*.

Property represents more than comfort; it's a measure of standing and stability. Owning or leasing a building gives characters a foothold in the world — a place that can be robbed, taxed, burned, expanded, or turned into a base of operations.

Property type	Monthly Rent in Copperlings
Peasant hut	serfdom
Rural Cottage	8 – 15 or serfdom
Comfortable farmstead	25 - 50
Townhouse (small)	25 - 50
Comfortable city home	100 - 500

Property type	Average buy price in Gilderlings
Rural Cottage	1+
farmstead	10+
Small Townhouse	10+
Comfortable Townhouse	100+
City manor	1000+
Noble Estate	10000+

## 1.4 lists of common prices for stuff

These values represent averages, not absolutes. GMs are encouraged to adjust prices based on scarcity, distance, and danger. *As a rule of thumb: remote or war-torn regions could have much higher prices, while prosperous cities or industrial bases have much lower prices.*

General Services & Lodging	price
Private room	12 cp
Common room (shared)	3 cp pp
Bath	2 cp
Laundry	2 cp
Meal (poor / modest / good)	2 / 4 / 8 cp
Ale (pint / fine / fancy)	1 / 3 / 15 cp
Wine (glass - cheap / fine / bottle)	4 / 25 / 40-250 cp
Fancy wine (bottle)	250+ cp
Wagon travel (per person / 15 km)	20 cp
Ship passage (per person)	20 - 250 cp
Bridge or ferry toll	5-15 cp
Healer (basic / medium / heavy)	50 / 250 / negotiable
Messenger (local / long distance)	20 / 100 cp
Bribe (small town / city / capital)	10 / 40 / 200 cp
Fortune reading	2 - 10 cp

Clothing	Price
Ragged clothes	1-5 cp
Basic clothes	25-100 cp
Special travel clothes	100+ cp
Fancy clothes	1,000+ cp
Cloak (water-resistant)	100 cp
Gloves (wool)	25 cp
Boots (leather)	25-150 cp
Blanket	10 cp

Travel Gear	Price
Rope (15 m)	20 cp
Lantern	20 cp
Bullseye lantern	30 cp
Oil flask	50 cp
Tent (2-person)	200 cp
Travel tent (3-person)	300 cp
Waterskin	8 cp
Bedroll	15 cp
Backpack	50 cp
Cooking pot	20 cp
Utensils	4 cp
Flint and steel	10 cp
Torch	1 cp
Signal whistle	3 cp
Compass	50 cp
Map (region)	30-50 cp
Travel rations (1 day)	2 cp
Fancy rations (1 day)	6 cp

Tools	Price
Tools or skill kit	100-1,000 cp
Hunting trap	150 cp
Sealing wax	8 cp
Ink	12 cp
Quill	50 cp
Roll of paper	50 cp
Whetstone	10 cp

### Light armour

Material	Coif	Cuirass	Greaves	Total	Rarity
Softleather	100	200	100	400	Very common
Hardleather	225	450	225	900	Very common
Chimera Scale	5.000	15.000	5.000	25.000	Uncommon
Wyvern Scale	25.000	100.000	25000	150.000	Legendary
Dragon Scale	200.000	600.000	200.000	1.000.000	Mythic

### Medium Armour

Material	Halfhelm	Brigandine	Tassets	Total	Rarity
Iron	300	600	300	1.200	Very common
Steel	600	1.500	600	2.700	Very common
Bluesteel	15.000	45.000	15.000	75.000	Rare
Adamantine	75.000	300.000	75.000	450000	Legendary
Mithral	500.000	2.000.000	500.000	3000000	Mythic

### Heavy armour

Material	Plate Helm	Chest plate	Plate Greaves	Total	Rarity
Iron	800	2.000	800	3.600	Very common
Steel	1.550	5.000	1.550	8.100	Common
Bluesteel	37.500	150.000	37.500	225.000	Rare
Adamantine	275.000	800.000	275.000	1.350.000	Legendary
Mithral	1.500.000	6.000.000	1.500.000	9.000.000	Mythic

### Spellrobes

Material	Hood	Vestments	Robe	Total	Rarity
Spellthread	800	2.000	800	3.600	uncommon
Runewoven	1.550	5.000	1.550	8.100	Rare
Umbrasilk	37.500	150.000	37.500	225.000	Rare
Dragonweave	275.000	800.000	275.000	1.350.000	Legendary
Astral shroud	1.500.000	6.000.000	1.500.000	9.000.000	Mythic

## 2 Overview of Gear & weapons in Spellblade

Gear in *Spellblade* is divided into four main groups:

'Armour', 'Weapons', 'Items & Tools', and 'Magical Items'.

Armour comes in five forms — Unarmoured, Spellrobes, Light, Medium, and Heavy — each with its own balance between mobility, protection, and bonuses.

Weapons are grouped by their respective **Discipline**. A character's skill in that discipline determines how effectively they can wield any weapon within it.

**Items & Tools** cover everything that isn't a true weapon or piece of armour — adventuring equipment, Quest items, crafting tools, or even the odd bit of junk collected along the way.

**Magical and Enchanted Gear** represents rare or unique equipment that goes beyond normal limits, often carrying special effects or lore.

### 2.1 Armour Sets, shields their Bonuses

armour is divided into Five distinct categories—Unarmoured, Spell robes (Magical materials) Light(leather and scales), Medium (Brigandine) and Heavy (Plate)—and is worn across three slots: Head, Chest, and Legs. Each category offers its own set of advantages and trade-offs, giving players meaningful options in both defence and character identity.

Armour is crafted from a wide range of progressive materials, each tied to a specific tier of rarity and power. Higher-tier materials grant not only stronger Damage Reduction (DR) or Hit Chance Reduction (HCR) but also unique bonuses that deepen character builds and encourage exploration, loot hunting, and specialisation.

#### 2.1.2 Spellrobes

Arcane garments woven from Magical materials. Favoured by spellcasters for their mobility and mana flow. Grants you:

3 mana per tier

Add a 10% to your WIL during Checks

#### 2.1.4 Medium armour

Balanced protection used by soldiers and adventurers who value both endurance and freedom of movement. grants you:

Add a +15% during CON Checks

#### 2.1.6 Shields

Shields provide additional HCR and grant a chance to fully block a hit as a reaction (once per combat round and declared before damage roll).

Tier 1 shield grants +3 HCR and a 20% chance reaction to fully block an attack that went through (roll 1d100)

Tier 2 shield grants +5 HCR and a 25% chance reaction to fully block an attack that went through (roll 1d100)

Tier 3 shield grants +8 HCR and a 30% chance reaction to fully block an attack that went through (roll 1d100)

Tier 4 shield grants +11 HCR and a 35% chance reaction to fully block an attack that went through (roll 1d100)

Tier 5 shield grants +15 HCR and a 60% chance reaction to fully block an attack that went through (roll 1d100)

#### 2.1.1 Unarmoured

Characters wearing no armour, robes, or shields rely on agility and awareness over direct defence.

**Bonuses:**

$HCR = (DEX+WIT)*4$

+3 Readiness

Add a +20% to your DEX during Checks

+3m Movement Speed (2 squares)

+30% on Stealth checks

+15% on Saving Throws against Area Effects

You may Dash as a Secondary Action

#### 2.1.3 Light armour

Flexible protection designed for scouts, rogues and agile fighters. Grants you

+15% on stealth checks

Add a +10% to your DEX during Checks

#### 2.1.5 Heavy armour

Full plate designed for knights and front-line warriors who trade subtlety for sheer defence.

Add a +10% during STR Checks

Add a +6% per tier to your CHA during Checks

A 50% Penalty on stealth

### 3 Armour and Shields

#### 3.1 Spell robe Armour sets

Tier	Material	Piece	Total HCR	Mana	HCR	mana
1	Spellthread	Hood	5%	15	1	3
	Spellthread	Vestment			3	7
	Spellthread	Robe			1	5
2	Runewoven	Hood	10%	30	2	5
	Runewoven	Vestment			5	15
	Runewoven	Robe			3	10
3	Kelpiethread	Hood	15%	45	4	9
	Kelpiethread	Vestment			7	22
	Kelpiethread	Robe			4	14
4	Dragonweave	Hood	20%	60	4	10
	Dragonweave	Vestment			10	30
	Dragonweave	Robe			6	20
5	Starweave	Hood	25%	75	5	14
	Starweave	Vestment			13	37
	Starweave	Robe			7	24

#### 3.2 Light Armour sets

Tier	Material	Piece	Total HCR	Total DR	HCR	DR
1	Soft Leather	Coif	20%	0%	5	0
	Soft Leather	Cuirass			10	0
	Soft Leather	Greaves			5	0
2	Hard Leather	Coif	30%	10%	6	2
	Hard Leather	Cuirass			15	5
	Hard Leather	Greaves			9	3
3	Chimera Scale	Coif	40%	20%	10	4
	Chimera Scale	Cuirass			18	10
	Chimera Scale	Greaves			12	6
4	Wyvern Scale	Coif	50%	25%	12	4
	Wyvern Scale	Cuirass			23	12
	Wyvern Scale	Greaves			15	9
5	Dragon Scale	Coif	65%	30%	15	6
	Dragon Scale	Cuirass			30	15
	Dragon Scale	Greaves			20	9

### 3.3 Medium Armour Sets

Tier	Material	Piece	Total HCR	Total DR	HCR	DR
1	Iron	Helm	10%	10%	2	2
	Iron	Brigandine			5	5
	Iron	Tassets			3	3
2	Steel	Helm	20%	20%	4	4
	Steel	Brigandine			10	10
	Steel	Tassets			6	6
3	Bluesteel	Helm	30%	30%	6	6
	Bluesteel	Brigandine			15	15
	Bluesteel	Tassets			9	9
4	Adamantine	Helm	35%	40%	7	10
	Adamantine	Brigandine			17	18
	Adamantine	Tassets			11	12
5	Mithral	Helm	45%	50%	8	12
	Mithral	Brigandine			22	23
	Mithral	Tassets			15	15

### 3.4 Heavy Armour sets

Tier	Material	Piece	Total HCR	Total DR	HCR	DR
1	Iron	Greathelm	0%	20%	0	3
	Iron	Chestplate			0	10
	Iron	Platelegs			0	7
2	Steel	Greathelm	10%	30%	2	5
	Steel	Chestplate			5	15
	Steel	Platelegs			3	10
3	Bluesteel	Greathelm	20%	40%	3	8
	Bluesteel	Chestplate			10	20
	Bluesteel	Platelegs			7	12
4	Adamantine	Greathelm	25%	50%	4	11
	Adamantine	Chestplate			12	25
	Adamantine	Platelegs			9	14
5	Mithral	Greathelm	30%	65%	5	11
	Mithral	Chestplate			15	32
	Mithral	Platelegs			10	22

### 3.5 Shields

Tier	Materials	Name	HCR bonus	Block chance
1	Wood & Iron	Iron (Flavour) shield	3 HCR	20%
2	Ashwood & Steel	Steel (Flavour) shield	5 HCR	25%
3	Ironwood & Bluesteel	Bluesteel (Flavour) shield	8 HCR	30%
4	Elderwood & Adamantine	Adamantine (Flavour) shield	11 HCR	35%
5	Dragonthorn & Mithral	Mithral (Flavour) shield	15 HCR	60%

## 4 Weapons, and how they progress

### 4.1 List of all weapons in the game and their base damage die

Category	Weapon	Damage Type	Base Damage die	Category	Weapon	Damage Type	Base Damage die
Light Blade	Dagger	Piercing	d40	Two-Handed Blade	Zweihänder	Slashing	d120
Light Blade	Rapier	Piercing	d60	Two-Handed Blade	Beard Axe	Slashing	d120
Light Blade	Shortsword	Piercing	d60	Two-Handed Blunt	Maul	Bludgeoning	d120
Light Blade	Light axe	slashing	d60	Two-Handed Blunt	Greatclub	Bludgeoning	d120
Light Blade	Sickle	slashing	d40	Polearm	Halberd	Slashing	d100
Light Blade	Gladius	piercing	d60	Polearm	Pike	Piercing	d100
Versatile Blade	Longsword	Slashing	d80/d100	Polearm	Lance	Piercing	d100
Versatile Blade	Battleaxe	Slashing	d80/d100	Thrown	Light Axe	Slashing	d60
Versatile Blade	Spear	Piercing	d80/d100	Thrown	Dagger	Piercing	d40
Light Blunt	Light hammer	Bludgeoning	d40	Thrown	Javelin	Piercing	d80
Light Blunt	Cudgel	Bludgeoning	d40	Light Archery	Shortbow	Piercing	d60
Light Blunt	Knuckles	Bludgeoning	d40	Light Archery	Sling	Bludgeoning	d40
Versatile Blunt	Warhammer	Bludgeoning	d80/d100	Light Archery	Hand Crossbow	Piercing	d80
Versatile Blunt	Flail	Bludgeoning	d80/d100	Heavy Archery	Longbow	Piercing	d100
Versatile Blunt	Mace	Bludgeoning	d80/d100	Heavy Archery	Heavy Crossbow	Piercing	d120
Versatile Blunt	Morningstar	Bludgeoning	d80/d100	Heavy Archery	Blunderbuss	Piercing	d120

### 4.2 Weapon progression

#### Base d40

Tier	Damage	Min–Max Damage
1	1d60	10–60
2	1d60+20	30–80
3	2d60+10	30–130
4	3d60+10	40–190
5	3d60+50	80–230

#### Base d60

Tier	Damage	Min–Max Damage
1	1d40	10–40
2	1d40+20	30–60
3	2d40+10	30–90
4	3d40+10	40–130
5	3d40+50	80–170

#### Base d80

Tier	Damage	Min–Max Damage
1	1d80	10–80
2	1d80+20	30–100
3	2d80+10	30–170
4	3d80+10	40–250
5	3d80+50	80–290

#### Base d100

Tier	Damage	Min–Max Damage
1	1d100	10–100
2	1d100+20	30–120
3	2d100+10	30–210
4	3d100+10	40–310
5	3d100+50	80–350

#### Base d120

Tier	Damage	Min–Max Damage
1	1d120	10–120
2	1d120+20	30–140
3	2d120+10	30–250
4	3d120+10	40–370
5	3d120+50	80–410

## 5 Tools, Items and junk

Items in *Spellblade* represent the gear, kits, and instruments that help characters survive, craft, or adapt outside of combat. Tools and items can be bought, crafted, or found, and are divided into four rough categories.

For ease of use, items should be recorded and kept separate by these categories.

### 5.1 Tools

Common instruments such as lockpicks, needles and thread, smithing tools, musical gear, and similar equipment.

Used for general tasks, exploration, or skill applications. The following are some useful examples:

Common Tools
Lockpicks
Smithing tools
Needle & Thread
Musical Instrument
Travel Alchemy Set
Healer's Kit
Carpenter's Tools
Carpenter's Tools
Herbalist Pouch
Cooking Set
Fishing Rod
Pen & parchment

### 5.2 Adventuring gear

Essential equipment for travel and survival — backpacks, tents, maps, bedrolls, rations, torches, lamps, and other necessities for life on the road.

Adventuring Gear	
Backpack	Compass
Bedroll	Shovel
Tent	Crowbar
Rations	Torch
Waterskin	Rope
Lantern	Map

### 5.3 Junk

Even junk, useless as it might seem, can find purpose in the right hands. Scrap, trinkets, broken parts – anything could be useful with a bit of creativity.

### 5.4 Quest Items

Certain quests may provide specific items — something to deliver, recover, or protect. These are for the player to manage as they choose but should be recorded separately if planning to complete the related quest.

## 6 Magical and enchanted Gear

[Placeholder]

# Races & Classes

## I The races of Spellblade

There are four closely related races in *Spellblade*: the **Humans**, **Auran**, **Wyrren**, and **Douwrén**.

**Humans** are numerous and adaptable, thriving wherever they settle.

The **Auran** are tall and slender, golden-skinned, long-lived, and known for their proud and distant nature. They dwell in grand cities adorned with marble, fountains, and gold.

The **Wyrren** are shy and reclusive, with faint green or brown skin and a deep affinity for nature. They prefer the quiet life of forest communes to the bustle of cities.

The **Douwrén** are small but stout, with onyx skin and dark eyes. They dwell in deep caverns beneath the earth and are often mistrusted by the surface races.

### 1.1 Humans

Humans are the most widespread and adaptable of all races. They thrive in every corner of the world — from bustling trade cities to remote frontier villages — and are known for their ambition, curiosity, and resilience.

They stand between **155 and 190 centimetres tall** and have an **average lifespan of around seventy years**.

Where other races specialise, humans adapt and improvise. Their short lifespans drive them to achieve, explore, and invent at a pace few can match. This restlessness makes them both builders and destroyers, scholars and soldiers — unpredictable but undeniably driven.

Humans maintain **working relations with all races**, though not without friction. Their industrious and expansionist nature often clashes with the **Wyrren**, whose slower, more natural way of life contrasts sharply with human ambition. The **Auran**'s aloofness and sense of superiority frustrate many humans, who fail to understand why they are viewed as lesser. Relations with the **Douwrén** are mostly distant but peaceful.

#### 1.1.1 traits, Characteristics, natural skills & Proficiencies

On character creation gain 1d3 trait points

+1 STR when class = Warrior

+1 WIL when class = Templar

1d2 professions

Natural Ability “Adaptable” Once per long rest, a Human may reroll a failed skill or stat check, taking the second result

#### 1.1.2 Drawbacks

-1 WIL

### 1.2 Auran

The Auran are tall, slender, and long-lived. Their skin carries a faint golden hue, and their hair ranges from pale blue to deep green — colours often seen as marks of Magical lineage. They stand between **180 and 210 centimetres tall** They live on average for around **three centuries**.

The Auran see themselves as the pinnacle of civilization and rarely bother to hide it. Their cities of marble, water, and gold stand as proof of their supposed superiority. They view the shorter-lived races as pawns in their greater designs — useful, perhaps even admirable, but ultimately beneath them. The **Wyrren** are regarded as close kin, lesser yet still worthy of respect. The **Douwrén**, however, are seen as a shameful reminder of imperfection — degenerated and best forgotten cousins. Humans draw no strong feeling either way; to an Auran, their kind can be as inspiring as they are irritating.

#### 1.2.1 traits, Characteristics, natural skills & Proficiencies

+2 WIL

+1 WIL when class = Sorcerer

+1 CHA when class = Vicar

1d3 professions

Natural Ability “Regal presence” Once per long rest, a Auran may try to **Charm up to 3 creatures at once** it is not actively hostile with. The creatures have to pass CR 60 WIL check to resist. The effect ends immediately if the charmer **physically harms** a charmed creature in any way.

#### 1.2.2 Drawbacks

-1 STR

### 1.3 Wyrren (*VIE-rén*)

The Wyrren are a quiet, reclusive people deeply tied to the natural world. Their skin carries soft shades of green or brown, blending easily with the forests they call home. Their eyes are often pale or amber, and their movements deliberate and fluid. They stand between **160 and 185 centimetres** tall and live for roughly **one and a half centuries**.

Wyrren communities are small and self-sufficient, living in **clans formed of close family lines**. Their homes are often built among great trees or hidden valleys, shaped to flow with the land rather than dominate it. They live close to the rhythm of nature — patient, watchful, and slow to act. Outsiders sometimes mistake this calm for weakness, yet when threatened, the Wyrren defend their homes with fierce resistance.

The Wyrren hold a cautious respect for the **Auran**, who they see as proud but wise kin. Their relationship with **Humans** is uneasy — human ambition and restless growth often clash with Wyrren patience and balance. They have little contact with the **Douwrén**, whom they find unsettling and strange — not out of hatred, but because their ways feel alien and unnatural to the Wyrren's quiet harmony.

#### 1.3.1 traits, Characteristics, natural skills & Proficiencies

+1 WIL

+1 DEX

1 profession

+ 1 DEX when class = Stalker

+1 WIL when class = Seer

Natural ability “call of the wild” Once per long rest, a Wyrren may **call upon the creatures of the wild** to come to their aid, if any are nearby.

#### 1.3.2 Drawbacks

Alien Mannerisms- can come over as unsettling for other races

Extreme lack of urgency- slow to act upon changes in the world

Canibalistic - consume their dead as an act of reverence

### 1.4 Douwrén (*DOW-RÉN*)

The Douwrén are a short, dark-skinned people who dwell in the endless cave systems beneath the world. Their skin ranges from ash grey to onyx black, and their eyes are adapted to the dark, faintly reflecting any trace of light. They stand between **140 and 165 centimetres** tall and live for around **seventy to eighty years**.

Once kin to the Auran, the Douwrén long ago abandoned the surface, driven below by conflict, exile, or choice — no one remembers which.

Centuries underground have reshaped them: their bodies lean and wiry, their senses sharp, their voices hushed and deliberate. They are neither cruel nor kind, but pragmatic, living by quiet cooperation and ruthless efficiency in the dark.

The Douwrén view the **Auran** as arrogant and self-absorbed, and resent the disdain those surface-dwellers hold for them.

They see the **Wyrren** not in a bad light, but too close to the Auran for comfort, and they dislike their extreme lack of urgency.

They have a neutral relationship with **Humans**, finding them impatient but practical — noisy traders and builders who, at least, understand necessity and ambition.

#### 1.4.1 traits, Characteristics, natural skills & Proficiencies

+1 WIT

+1 CON

Can see clearly in total darkness up to 9 m and vaguely up to 21 m.

Naturally oriented underground; never gets lost in caves

Natural ability “echo-Location” Can detect creatures up to 50 m away. They can sense which species it is if they are familiar with that species, as well as how many there are and the direction and speed of their movement. Creatures hit with the “echo-location” within 9m become confused for 1d3 turns.

#### 1.4.2 Drawbacks

Hurt by sunlight – While in direct sunlight, suffer -10 HCR and -10 DS, and -10 % on all skill checks.

Conversely, while underground or during night, gain +10 HCR and +10 DS, and +10 % on all skill checks.

# Classes

## 1 The Classes of Spellblade

A class in *Spellblade* represents who a character is and how they face the world. It defines their strengths, how they fight, and the role they play within a group.

Each class carries its own way of surviving. Warriors rely on skill and strength to endure. Sorcerers twist raw power into something they can control. Druids call upon the wild, walking the line between man and beast. Stalkers strike with precision and patience, while Templars turn faith and conviction into power.

Classes aren't just sets of abilities — they shape personality, choices, and growth. A class changes with its wielder; through experience and hardship, it can evolve into something entirely new.



# The Warrior

## Level 1

Starting HP = full health die (warrior =d120) + con\*10

## Level 2

Increase your total HP by 1 Health Die + (CON × 5) and add 1 Health Die to your pool.

+1 Upgrade point

## Level 3

Increase your total HP by 1 Health Die + (CON × 5)

+1 Upgrade point

## Level 4

+1 Upgrade point

## Level 5

Increase your total HP by 1 Health Die + (CON × 5) and add 1 Health Die to your pool.

Gain an additional Primary Action

+1 Upgrade point

## Level 6

Increase your total HP by 1 Health Die + (CON × 5)

+1 Upgrade point

## Level 7

+1 Upgrade point

## Level 8

Increase your total HP by 1 Health Die + (CON × 5) and add 1 Health Die to your pool.

+1 Upgrade point

## Level 9

Increase your total HP by 1 Health Die + (CON × 5)

+1 Upgrade point

## Level 10

+1 Upgrade point

## Level 11

Increase your total HP by 1 Health Die + (CON × 5) and add 1 Health Die to your pool.

Gain an additional Primary Action

+1 Upgrade point

## Level 12

Increase your total HP by 1 Health Die + (CON × 5)

## Level 13

## Level 14

Increase your total HP by 1 Health Die + (CON × 5) and add 1 Health Die to your pool.

## Tier 1 Warrior abilities

**Second Wind** (Tier 1 | Secondary action | 1 / long rest) (minimum required level: 1) (Cost: 1 upgrade point)

Once per rest, recover [1d80 + CON\*10] HP as a secondary action or reaction

**Martial stance** (Tier 1 | Secondary action | 1 / long rest) (minimum required level: 1) (Cost: 1 upgrade point)

At the start of a combat round, choose one *Martial Stance*:

**Aggressive Stance** – Gain +10% to all **melee attack rolls**, but lose 10% HCR (lasts one round)

**Defensive Stance** – Gain +5% DR and +10% HCR, but suffer -15% to all **attack rolls** (lasts one round)

**Balanced Stance** – Gain +5% to **melee attack rolls** and +5% HCR (lasts two rounds)

**Rally!** (Tier 1 | Secondary action | 1 / long rest) (minimum required level: 1) (Cost: 1 upgrade point)

Grant all allies within 15m +10HCR(for one round) and +3MR

**Relentless Endurance:** (Tier 1 | Secondary action | 1 / long rest) (minimum required level: 5) (Cost: 2 upgrade point)

Once per long rest, as a **free action**, you may remove 1 level of **Exhaustion** from yourself. This ability can be used at any time, even during combat or while **Unconscious**. If used while you are unconscious you immediately regain consciousness at 10 HP and may act normally on your next turn.

**Warrior of honour:** (Tier 1 | Secondary action | 1 / long rest) (minimum required level: 7) (Cost: 2 upgrade point)

You may challenge any creature you can see to a duel. The target must succeed on a **CR 40 WIL check** or becomes **compelled to attack only you**. While the duel lasts: Both participants gain +10 % to **Melee Attack rolls**. Each successful hit scored between the two combatants affects morale across the battlefield: every ally who can see the duel gains +1 MR when you hit, or -1 MR when you are struck. Both duel participants are **immune to Morale effects** and **cannot flee for three turns**. The duel ends if either combatant is incapacitated or retreats by any means.

**Battlefield Orders:** (Tier 1 | Secondary action | once per encounter) (locks out; Honour Guard & Bloodlust) (minimum required level: 3) (Cost: 1 upgrade point)

issue one *Order* to up to three allies within 15m (10sq)

Choose one of the following:

**Advance:** The allies may immediately **move up to 4.5m (3sq)** as a free action without provoking reactions.

**Strike:** The ally gains +10% to their **next attack roll** before the end of their turn.

**Brace:** The ally gains +10% DR until the start of their next turn.

Allies hit by this ability gain +1 MR (Morale)

**Bloodlust:** (Tier 1 | free action | once per encounter) (locks out; Battlefield orders & Honour Guard) (minimum required level: 3) (Cost: 1 upgrade point)

When killing an enemy, enter the *Bloodlust* state. take a 30% **penalty** to your HCR. the closest enemy suffers a -1 to it's MR.

Gain an extra +15% **Damage** and +15% on all **Melee Attacks** for each enemy you slay (Stacks up to three times)

You cannot use **Defensive** or **Balanced** stances while in Bloodlust.

If no enemies are slain within the next turn, your Bloodlust fades.

If Bloodlust lasts longer than 3 turns, gain one level of **Exhaustion**.

If it lasts longer than 5 turns, you collapse from overexertion, fall **Unconscious**, and gain two levels of **Exhaustion**.

**Honour Guard:** (Tier 1 | Reaction | once per encounter) (locks out; Bloodlust & Battlefield orders) (minimum required level: 3) (Cost: 1 upgrade point)

You may move up to 4.5 m (3 squares) during an enemy's turn to intercept an attack targeting an ally by placing yourself between the enemy and that ally. The ally gains +1 MR You gain +16% HCR until the end of the round and may make an immediate **counterattack** with a 35% penalty to your DS if within melee range on all enemy's attacking either you or the guarded ally.

## Tier 2 Warrior abilities

**Second Wind** (Tier 2 | Secondary action or reaction | 2 / long rest) (minimum required level: 4) (Cost: 1 upgrade point)

Once per rest, recover [2d80 + CON\*10] HP

**Martial stance** (Tier 2 | Secondary action | 2 / long rest) (minimum required level: 4) (Cost: 1 upgrade point)

At the start of a combat round, choose one *Martial Stance*:

**Aggressive Stance** – Gain +10% to all **melee attack rolls**, but lose 10% HCR (lasts two rounds)

**Defensive Stance** – Gain +5% DR and +10% HCR, but suffer -15% to all **attack rolls** (lasts two rounds)

**Balanced Stance** – Gain +5% to **melee attack rolls** and +5% HCR (lasts two round)

**Execution Stance:** for one round, Gain +35% bonus on all physical attack rolls vs enemies below 50% HP. (lasts one round)

**Precision Stance:** Gain +5% bonus on all physical attack rolls, and expand your critical threshold to 1-10 (lasts three rounds, or until you choose another stance)

**Warrior of honour:** (Tier 2 | Secondary action | 1 / long rest) (minimum required level: 10) (Cost: 2 upgrade points)

You may challenge up to **three creatures you can see** to a duel. Each target must succeed on a **CR 35 WIL check** or becomes **compelled to attack only you**. While a duel lasts: you gain a +10% to all Melee, and your opponent(s) gain +5% to **Melee Rolls**. Every time you successfully strike a duelling opponent, **allies who can see the duel gain +1 MR**. All duel participants are **immune to Morale effects** and **cannot flee** for three turns. You gain +5 % DR per enemy currently duelling you. the duels end separately if any combatant is **incapacitated, retreats, or the encounter ends**.

**Bloodlust:** (Tier 2 | free action | once per encounter) (minimum required level: 6) (Cost: 2 upgrade points)

When killing an enemy, you enter the *Bloodlust* state. While in Bloodlust — increase your **critical range to 1–12**. You gain +20% **Damage** and +20% **Melee Attack** per enemy slain, stacking up to three times. However, you also suffer -15% **HCR** and -10% **DR per stack** as your defenses collapse into wild aggression. While in this state, you are **compelled to attack the closest possible enemy**. All **enemies who can see you** suffer a -2 **penalty to MR**, while all **allies who can see you** suffer -1 **MR**. If no enemies are slain within the next turn or the combat is finished, your Bloodlust fades. When Bloodlust fades, roll a **WIL check (CR 35)** — on a failure, you immediately attack the nearest creature, friend or foe. If it lasts longer than **3 turns**, gain **1 level of Exhaustion**. If it lasts longer than **5 turns**, you collapse from overexertion, fall **Unconscious**, and gain **2 levels of Exhaustion**.

**Battlefield Orders:** (Tier 2 | Secondary action | twice per encounter) (minimum required level: 6) (Cost: 2 upgrade point)

issue one *Order* to up to three allies within 15m (10sq)

Choose one of the following:

**Advance:** The allies may immediately **move up to 6 m** as a free action without provoking reactions.

**Strike:** The ally gains +12% to their next attack roll.

**Brace:** The ally gains +12% **DR** until the start of their next turn.

**Flanking:** the ally gains on their next physical attack, if it is a **flanking attack**, +25 % **DS** and +10 % **Damage**.

Allies hit by this ability gain +1 **MR (Morale)**

**Honour Guard:** (Tier 2 | Reaction | once per encounter) (minimum required level: 6) (Cost: 2 upgrade point)

You may move up to **6m (4 squares)** during an enemy's turn to intercept an attack targeting an ally by placing yourself between the enemy and that ally. The ally gains +1 **MR** You gain +20%**HCR** until the end of the next round and may make an immediate **counterattack** with a 22% penalty to your **DS** if within melee range on all enemy's attacking either you or the guarded ally. While guarding an ally, you become a **magnet for hostile spells** — any single-target damaging spells cast by an enemy that passes within **6 m (4 squares)** of you has a **50% chance** to be redirected toward you instead of its original target. you gain **40% reduction to spell damage**

## Tier 3 Warrior abilities

**Second Wind** (Tier 3 | Secondary action or reaction | 2 / long rest) (minimum required level: 8) (Cost: 2 upgrade points)

Once per rest, recover [2d100 + CON\*20] **HP**, and can be given to allies within 3m(2sq)

**Martial stance** (Tier 3 | Secondary action | 2 / long rest) (minimum required level: 9) (Cost: 2 upgrade point)

At the start of a combat round, choose one *Martial Stance*:

**Overwhelm Stance** (lasts one round)

Gain +15% to **Melee Attack Rolls** but lose 35% **HCR**.

Gain 1 extra **Primary Action**.

**Bulwark Stance:** (lasts two rounds) (Requires an equipped shield) (does not stack with itself.)

Gain +15% **DR** and +30% **HCR** but suffer -35% to **Attack Rolls**.

Enemies attacking adjacent allies within 3 m (2 squares) suffer -10% to all **DS rolls**.

Gain a **Counterattack** with a -25% **penalty to DS** against all opponents attacking either you or an ally within 3 m.

If another ability already grants you **Counterattack**, you may make 1 **Counterattack without the penalty**.

**Balanced Stance:** (lasts two rounds)

Gain +10% to **Melee Attack Rolls**, +10% **HCR**, and +5% **DR**.

Gain 1 extra **Secondary Action**.

Gain 1 **Counterattack Reaction** with a -25% **penalty to DS**.

Gain +1 **Morale**.

**Execution Stance:** (lasts one round)

for one round, Gain +35% bonus on all physical attack rolls vs enemies below 50% **HP**. (lasts one round)

**Precision Stance:** (lasts three rounds, or until you choose another stance)

Gain +5% bonus on all physical attack rolls, and expand your critical threshold to 1–10

**Battlefield Orders:** (Tier 3 | Secondary action | 2 / Long Rest ) (minimum required level: 11) (Cost: 3 upgrade point)

give up to two different battle orders (one per ally) in one round, to all allies within 15m (10q)

Choose one or two of the following:

**Reposition:** Allies may move up to **9 m (6 squares)** as a secondary action and gain **+10% HCR** until the start of their next turn.

**Strike:** The ally gains **+15%** to their next attack roll and **+10% Damage** before the end of their turn.

**Brace:** The ally gains **+15 DR** and **+15% HCR** until the start of their next turn.

**Flanking:** the ally gains on their next physical attack, if it is a **flanking attack**, **+35 % DS** and **+20 % Damage**.

If the attack hits, the struck enemy suffers **-10 % HCR** until the end of its next turn. (*This penalty does not stack*)

Allies affected by any of your Orders gain **+2 MR (Morale)**.

**Honour Guard:** (Tier 3 | Reaction | once per encounter) (minimum required level: 11) (Cost: 3 upgrade points)

You may move up to **7.5m (5 squares)** during an enemy's turn to intercept an attack targeting an ally by placing yourself between the enemy and that ally. The ally gains **+2 MR**.

You gain **+24% HCR** until the end of the next round and may make an immediate **counterattack** with a 13% penalty to your DS if within melee range on all enemies attacking either you or the guarded ally.

While guarding an ally, you become a **magnet for hostile spells** — any single-target damaging spells cast by an enemy that passes within **6 m (4 squares)** of you has a **60% chance** to be redirected toward you instead of its original target. you gain **60% reduction to spell damage**

**Bloodlust:** (Tier 3 | free action | once per encounter) (minimum required level: 11) (Cost: 3 upgrade point)

You may choose to enter the Bloodlust state as a **Secondary Action**. Once active, it cannot be ended voluntarily and only ends when no enemies remain or you collapse from exhaustion. You gain **+1 Primary Action** while Bloodlust is active.

While in Bloodlust, you cannot use Defensive/Balanced Stances

While in Bloodlust, you are immune to **Charmed, Frightened, Frozen, and Tangled** effects.

While in Bloodlust; you are compelled to attack the nearest valid enemy.

your **Critical Range** becomes **1-20**, and your **HCR** is fixed at **10 %** and you have **no DR**, ignoring all other modifiers.

You gain **+20 %** to all **Melee Attack Rolls** and **+20 %** to **Damage Rolls** for each enemy slain, stacking up to **five times**.

You also **take +20 % more damage** from all sources, but each time you suffer damage, your **maximum stack limit** increases by **1**, allowing your rage to grow beyond its normal cap.

You suffer an additional **+5 % damage per stack** while Bloodlust is active. All enemies who can see you suffer **-2 MR**, and all allies who can see you suffer **-1 MR**.

If no enemies are slain within your next turn or the encounter ends, Bloodlust fades. When Bloodlust fades, roll a **WIL check (CR 40)** — on a failure, you immediately attack the nearest creature, friend or foe. If Bloodlust lasts longer than 3 turns, gain 1 level of Exhaustion. If it lasts longer than 5 turns, you collapse from overexertion, fall Unconscious, and gain 2 levels of Exhaustion.

# The Sorcerer

## Level 1

Starting HP = full health die (Sorcerer =d40) + con\*10

Starting Mana modifier; Mana = WIL\*2

Choose a focus (Wizard or Warlock)

## Level 2

Increase your total HP by 1 Health Die + (CON × 5) and add 1 Health Die to your pool.

+1 Upgrade point

## Level 3

Increase your total HP by 1 Health Die + (CON × 5)

+1 Upgrade point

Gain access to Adept-tier spell Level and Spell power Level.

## Level 4

+1 Upgrade point

## Level 5

Increase your total HP by 1 Health Die + (CON × 5) and add 1 Health Die to your pool.

Mana modifier; Mana = WIL\*3

Gain an additional Primary Action

Gain access to Expert-tier Spell Level and Spell power Level.

+1 Upgrade point

## Level 6

Increase your total HP by 1 Health Die + (CON × 5)

+1 Upgrade point

## Level 7

+1 Upgrade point

Gain access to master-tier Spell Level and Spell power Level.

## Level 8

Increase your total HP by 1 Health Die + (CON × 5) and add 1 Health Die to your pool.

+1 Upgrade point

## Level 9

Increase your total HP by 1 Health Die + (CON × 5)

Mana modifier; Mana = WIL\*4

+1 Upgrade point

## Level 10

+1 Upgrade point

Gain access to Grandmaster-tier Spell Level and Spell power Level.

## Level 11

Increase your total HP by 1 Health Die + (CON × 5) and add 1 Health Die to your pool.

Gain an additional Primary Action

+1 Upgrade point

## Level 12

Increase your total HP by 1 Health Die + (CON × 5)

## Level 13

Increase your total HP by 1 Health Die + (CON × 5)

Mana modifier; Mana = WIL\*5

## Tier 1 Sorcerer abilities

**Elemental Proficiency** (tier 1 | Passive) (minimum required level: 1) (Cost: 1 upgrade points)

From the School of Elemental Destruction, choose one Element you are proficient with. All spells with this Element cost 1 less Mana to cast (minimum cost: 1 Mana). Record this as [Element] Proficiency on your Character Sheet.

**Overcast Shield** (tier 1 | Passive) (minimum required level: 1) (Cost: 1 upgrade points)

Whenever you overcast a spell, you gain temporary DR equal to 10% per spell level until the end of your next turn.

**Magical Resonance** (tier 1 | Passive) (minimum required level: 1) (Cost: 2 upgrade points)

Casting a spell of the same element consecutively reduces its Mana Cost by 1 each time (stacks up to five). Resets on a Long Rest, you change element, or you cast a non-elemental spell. applies per-cast; does not affect maintenance costs.

**Forcefield;** (tier 1 | primary action | 1 / long rest) (minimum required level: 4) (Cost: 1 upgrade points)

Create a Forcefield that requires concentration centred on yourself with dimensions up to  $6 \times 6 \times 3 \text{ m}$  ( $4 \times 4 \times 2 \text{ sq}$ ). All creatures **inside** the Forcefield are **immune to ranged and magical attacks** originating from **outside** the field. Vice versa, you can't attack creatures outside from inside the field. The Forcefield lasts until the **end of the next round**. When the Forcefield ends, it **explodes outwards**, dealing **1d60 Force Damage** to all creatures within **7.5 m (5 sq)** of its perimeter. All creatures within **3 m (2 sq)** of the Forcefield are **pushed 3 m (2 sq)** directly away. Any creature pushed in this way must make a **DEX Check (CR 70)** — on a failure, they are **Knocked Prone**.

**Seasoned Caster** (tier 1 | Passive) (minimum required level: 5) (Cost: 1 upgrade points)

Casting a spell that cost up to 2 mana and is not meant as a combat spell is now free, but you still have to roll an instability check. (GM decides if it's a non-combat usage of the ability)

**Reflection**(tier 1 | Reaction | 1 / long rest) (minimum required level: 6) (Cost: 1 upgrade points)

Reflect a spell back at its caster that target's you or an ally standing next to you. This costs  $\frac{3}{4}$  the **Mana Cost** of the reflected spell (rounded down). You must make a **DS Check** using your best Spellcasting Discipline and take -15% penalty to it. If successful, the spell is reflected in full back at its originator.

## Unique Wizard

**Arcane Studies:** (tier 1 | Passive) (minimum required level: 1) (Cost: 1 upgrade points) (Wizard)

You may maintain concentration on **two spells simultaneously** and gain **Edge** on all Concentration Checks (while concentrating on at least one spell). While maintaining two spells at once, **halve the Mana maintenance cost** of both.

**Wizard's Spellbook** (tier 1 | Passive) (minimum required level: 1) (Cost: 1 upgrade points) (Wizard)

Create three personal spells of up to **4 Mana each**. Record, name, and study them.

**Arcane Conduit** (tier 1 | Secondary action | 1 / long rest) (minimum required level: 1) (Cost: 1 upgrade points) (Wizard)

You make eye contact with up to **three creatures within 12 m (8 sq)** and **siphon off up to 3 Mana** from each.

For every creature you successfully drain, gain **+1 additional Mana**.

If a target's **WIL** is greater than your own, they may make a **WIL Save (CR = 15 + their WIL × 5)** to negate and reverse the effect.

**Sigil Preparation** (tier 1 | primary action | 1 / long rest) (minimum required level: 3) (Cost: 1 upgrade points) (Wizard)

You may prepare **1 stored spell** (up to 6 Mana). This spell remains suspended in a visible sigil near you. Roll for **Arcane Instability** when the Sigil is created. can be cast as secondary action, or as a reaction.

## Unique Warlock

**Arcane Vampirism:** (tier 1 | Secondary action | 1 / long rest) (minimum required level: 1) (Cost: 1 upgrade points) (Warlock)

make eye contact with a **creature within 12 m (8 sq)** and **steal up to 9 Mana** from it and heal 10HP per stolen mana If a target's **WIL** is greater than your own, they may make a **WIL Save (CR = 15 + their WIL × 5)** to negate and reverse the effect.

**Uncontrolled power!** (tier 1 | Primary action | 1 / long rest) (minimum required level: 1) (Cost: 1 upgrade points) (Warlock)

When casting a spell, using this ability, ignore all level requirements for spells. you may voluntarily take a **-35 Instability penalty per upcast level** to raise the spell by 1 Tier and 1 Power Level. For each stack of upcast applied this way, add **+1d80 Damage**.

Taking this ability gives you a **+0.5** on you Mana modifier

**Unstable Genius** (tier 1 | Passive) (minimum required level: 3) (Cost: 0 upgrade points) (Warlock)

Whenever you fail an Instability Check, you may choose to suppress the effect and absorb the chaos instead.

Doing so grants you **one Chaos Stack** (maximum 2). You may expend your Chaos Stack as a **Secondary Action** before casting a spell. When you do, that spell gains **+1d80 Damage** and a **-5 %** penalty to your DS. After the spell resolves, the Chaos Stack is removed. You also have a 25% chance of releasing a stack when attacked with a melee weapon as a reaction. If you end combat with an active Chaos Stack, roll once on the **Moderate Instability Table**.

**Vampiric enthralling** (tier 1 | Secondary action | 1 / long rest) (minimum required level: 4) (Cost: 2 upgrade points) (Warlock)

Convert **HP into Mana** at a rate of **30 HP = 1 Mana**. You cannot regain HP in any way for **1d3 Rounds** after doing so. You may draw HP from yourself or another creature within **touch range**. If the target is **unwilling or suspicious**, make an **Opposed DEX Check** to establish contact. If the target is **not yourself and unwilling**, you may drain HP for up to **1d6 + 2 seconds**, stealing **15 HP per second**. This process inflicts pain upon the target. Afterwards, the target must succeed on a  $((WIT + WIL) / 2)$  **Save, CR 60**, or become **Enthralled** for **1d3 days**, obeying all commands that do not directly result in self-inflicted death.

**Blink:** (tier 1 | Secondary action or Reaction | 1 / long rest) (minimum required level: 6) (Cost: 2 upgrade points) (Warlock)

As a **Secondary Action** or **Reaction**, you momentarily phase out of existence and reappear elsewhere. **Secondary Action:** Teleport up to **15 m (10 sq)**. Roll an **Instability Check** at **CR (50 - (DistanceInSq \* 5))**. On failure, roll on the *Moderate Instability Table*.

**Reaction:** When targeted by an attack or spell, roll **1d5**. You instantly teleport that **amount squares**. Roll an **Instability Check** at **CR (40 - (DistanceInSq \* 5))**.

## Tier 2 Sorcerer abilities

**Elemental Proficiency** (tier 2 | Passive) (minimum required level: 4) (Cost: 1 upgrade points)

From the School of Elemental Destruction, choose another Element you are proficient with. All spells using the element you are proficient with cost 2 less Mana to cast (minimum cost: 1 Mana). Record this as [Element] Proficiency on your Character Sheet.

**Overcast Shield** (tier 2 | Passive) (minimum required level: 4) (Cost: 1 upgrade points)

Whenever you overcast a spell, you gain temporary DR equal to 15% per spell level until the end of your next turn.

**Forcefield**; (tier 2 | primary action | 1 / long rest) (minimum required level: 9) (Cost: 2 upgrade points)

Create a Forcefield that requires concentration centred on yourself with dimensions up to 6 × 6 × 3 m (4 × 4 × 2 sq). All creatures inside the Forcefield are **immune to ranged and magical attacks** originating from outside the field. Vice versa, you can't attack creatures outside from inside the field. The Forcefield lasts until the **end of the next round**. When the Forcefield ends, it **explodes outwards**, dealing 2d60 Force Damage to all creatures within 7.5 m (5 sq) of its perimeter. All creatures within 4.5 m (3 sq) of the Forcefield are **pushed 4.5 m (3 sq)** directly away. Any creature pushed in this way must make a DEX Check (CR 60) — on a failure, they are **Knocked Prone**.

**Reflection**(tier 2 | Reaction | 2 / long rest) (minimum required level: 9) (Cost: 2 upgrade points)

Reflect a spell back at its caster target's you or an ally standing next to you. This costs ½ the Mana Cost of the reflected spell (rounded down). You must make a DS Check using your best Spellcasting Discipline. If successful, the spell is reflected in full back at its originator.

## Unique Wizard

**Sigil Preparation**; (tier 2 | Primary action | 1 / long rest) (minimum required level: 5) (Cost: 2 upgrade points) (Wizard)

You may prepare 2 stored spells (up to 12 Mana). This spell remains suspended in a visible sigil near you. Roll for **Arcane Instability** when the Sigil is created. Both can be casted as secondary action, or as a reaction.

**Arcane Conduit**; (tier 2 | Secondary action | 1 / long rest) (minimum required level: 5) (Cost: 1 upgrade points) (Wizard)

make eye contact with up to four creatures within 12 m (8 sq) and steal up to 5 Mana from each.

For every creature you successfully drain, gain +1 additional Mana.

If a target's WIL is greater than your own, they may make a WIL Save (CR = 15 + their WIL × 5) to negate the effect.

**Wizard's Spellbook** (tier 2 | Passive) (minimum required level: 6) (Cost: 2 upgrade points) (Wizard)

Create two additional personal spells of up to 8 Mana each. Record, name, and study them.

You may cast these specific spells **without triggering Arcane Instability**, but they cost +2 Mana to cast.

Taking this ability gives you a -0.5 on you Mana modifier

**Arcane Studies**; (tier 2 | Passive) (minimum required level: 4) (Cost: 1 upgrade points) (Wizard)

You may maintain concentration on **two spells simultaneously** You are now immune to losing concentration from damage. and gain Edge on all Concentration Checks. While maintaining two spells at once, **halve the Mana cost** of both. While maintaining concentration, gain a 25% bonus to your DR.

Choosing this ability give you a +0.5 bonus to your Mana Modifier

## Unique Warlock

**Arcane Vampirism**; (tier 2 | Secondary action | 2 / long rest) (minimum required level: 6) (Cost: 1 upgrade points) (Warlock)

make eye contact with a creature within 12 m (8 sq) and steal up to 18 Mana from it and heal 10HP per stolen mana. If a target's WIL is greater than your own, they may make a WIL Save (CR = 15 + their WIL × 5) to negate the effect.

**Uncontrolled power!** (tier 2 | Primary action | 2 / long rest) (minimum required level: 6) (Cost: 1 upgrade points) (Warlock)

When casting a spell, using this ability, ignore all level requirements for spells. you may voluntarily take a -30 Instability penalty per upcast level to raise the spell by 1 Tier and 1 Power Level. For each stack of upcast applied this way, add +2d80 Damage. After casting you Replenish 5 mana

**Vampiric enthralling** (tier 2 | Secondary action | 1 / long rest) (minimum required level: 6) (Cost: 1 upgrade points) (Warlock)

As a Bonus Action, you may convert HP into Mana at a rate of 30 HP = 1 Mana. You cannot regain HP in any way for 1d2 Rounds after doing so. You may draw HP from yourself or another creature within touch range. If the target is **unwilling or suspicious**, make an Opposed DEX Check to establish contact. If the target is **not yourself and unwilling**, you may drain HP for up to 1d8 + 3 seconds, stealing 30 HP per second. This process inflicts pain upon the target. Afterwards, the target must succeed on a ((WIT + WIL) / 2) Save, CR 45, or become **Enthralled** for 1d3 days, obeying all commands that do not directly result in self-inflicted death.

**Unstable Genius** (tier 2 | Passive) (minimum required level: 6) (Cost: 0 upgrade points) (Warlock)

You may store Instability instead of immediately resolving it. When you fail an Instability Check, you may choose to absorb the chaos rather than triggering Arcane Instability. For each absorbed Instability, gain one **Chaos Stack** (maximum 3). You may expend one Chaos Stack as a **Secondary Action** before casting a spell. For each stack expended, add +1d100 **Damage** and apply -5% **penalty** to your DS for that spell. When you have at least 2 **Chaos Stacks**, there is a 50% **chance** to automatically release one as a **Reaction** when attacked in melee, unleashing the stored energy on your attacker (resolved as a Moderate Instability effect). If you end combat with any unspent Chaos Stacks, roll once on the **Moderate Instability Table** per remaining stack.

### Tier 3 Sorcerer Abilities

**Elemental Specialisation** (tier 3 | Passive) (minimum required level: 9) (Cost: 2 upgrade points) (Requires elemental proficiency)

Choose one of your two Elements you are proficient with and upgrade it to **Specialised**. All spells using this Element gain +10% to your DS and cost 3 less **Mana** to cast (minimum 1 Mana). All Elements you are **not at least Proficient** with now cost 20% more **Mana** to cast, rounding up.

**Overcast Shield** (tier 3 | Passive) (minimum required level: 7) (Cost: 2 upgrade points)

Whenever you overcast a spell, you gain temporary DR equal to 20% per spell level until the end of your next turn.

### Unique Wizard

**Arcane Conduit** (tier 3 | Secondary action | 2 / long rest) (minimum required level: 9) (Cost: 2 upgrade points) (Wizard)

You may make eye contact with up to **four creatures within 12 m (8 sq)** and **steal up to 8 Mana** from each.

For every creature you successfully drain, gain +2 **additional Mana**.

If a target's **WIL** is greater than your own, they may make a **WIL Save** (CR = 15 + their **WIL** × 5) to negate the effect.

Draining a creature to 0 Mana inflicts **1d100 Arcane Damage** on them.

**Wizard's Spellbook** (tier 3 | Passive) (minimum required level: 10) (Cost: 1 upgrade points) (Wizard)

Create **two personal spells** of up to 12 **Mana** each. Record, name, and study them.

You may cast these specific spells without triggering **Arcane Instability**, and you may add one **additional Spell Level Die** when rolling for their damage or effect. These spells cost +4 **Mana** to cast.

**Sigil Preparation** → **Runic Array** tier 3 (tier 3 | Primary action | 1 / long rest) (minimum required level: 9) (Cost: 2 upgrade points) (Wizard)

You may now prepare up to 3 **stored spells** (up to 15 **Mana** each). You may detonate all active Sigils simultaneously as your **Primary and secondary action**; each stored spell resolves its stored effect. When detonating Sigils this way, apply +1d100 **bonus damage** in a 4.5 m (3 sq) **radius**, centred on its Sigil. All creatures within the blast radius must make a **STR Save** (CR 65) or be **Knocked Prone**.

### Unique Warlock

**Unstable Genius** → **Living Cataclysm** (tier 3 | Passive) (minimum required level: 10) (Cost: 1 upgrade points) (Warlock)

You may now hold up to **five Chaos Stacks**. Whenever you are struck by a melee or spell attack, you automatically release one Chaos Stack at the attacker, resolving it as a **Moderate Instability** effect. When you cast a spell while holding **three or more Chaos Stacks**, add +3d100 **bonus damage** to its total. You may voluntarily detonate all stored Chaos Stacks as a **Secondary Action**, releasing them outward in a 9 m (6 sq) **radius explosion** centred on yourself. Each Stack deals **1d100 Arcane Damage** to all other creatures in range (10% **damage** to you). After this detonation, roll once on the **Catastrophic Instability Table**. If you end combat with any unspent Chaos Stacks, you instead take **1d60 True Damage** per remaining Stack.

**Uncontrolled power!** (tier 3 | Primary action | 3 / long rest) (minimum required level: 10) (Cost: 1 upgrade points) (Warlock)

When casting a spell, using this ability, ignore all level requirements for spells. you may voluntarily take a -25 **Instability penalty** per **upcast level** to raise the spell by 1 Tier and 1 Power Level. For each stack of upcast applied this way, add +3d80 **Damage**. After casting you Replenish 6 mana

# The Vicar

## Level 1

Starting HP = full health die (Vicar =d100) + con\*10

Starting Mana modifier; Mana = ((WIL+CHA) /2)\*2

## Level 2

Increase your total HP by 1 Health Die + (CON × 5) and add 1 Health Die to your pool.

+1 Upgrade point

## Level 3

Increase your total HP by 1 Health Die + (CON × 5)

+1 Upgrade point

Gain access to Adept-tier spell Level and Spell power Level.

## Level 4

+1 Upgrade point

## Level 5

Increase your total HP by 1 Health Die + (CON × 5) and add 1 Health Die to your pool.

Mana modifier; Mana = ((WIL+CHA) /2)\*3

Gain an additional Primary Action

Gain access to Expert-tier Spell Level and Spell power Level.

+1 Upgrade point

## Level 6

Increase your total HP by 1 Health Die + (CON × 5)

+1 Upgrade point

## Level 7

+1 Upgrade point

Gain access to master-tier Spell Level and Spell power Level.

## Level 8

Increase your total HP by 1 Health Die + (CON × 5) and add 1 Health Die to your pool.

+1 Upgrade point

## Level 9

Increase your total HP by 1 Health Die + (CON × 5)

Mana modifier; Mana = ((WIL+CHA) /2)\*4

+1 Upgrade point

## Level 10

+1 Upgrade point

Gain access to Grandmaster-tier Spell Level and Spell power Level.

## Level 11

Increase your total HP by 1 Health Die + (CON × 5) and add 1 Health Die to your pool.

Gain an additional Primary Action

+1 Upgrade point

## Level 12

Increase your total HP by 1 Health Die + (CON × 5)

## Level 13

Increase your total HP by 1 Health Die + (CON × 5)

Mana modifier; Mana = ((WIL+CHA) /2)\*5

## Tier 1 Vicar Abilities

**Intercession** (Tier 1 | reaction | 1 / Long Rest) (minimum required level: 1) (Cost: 1 upgrade points)

When an ally within 3 m (2 sq) takes a single hit dealing 50 % or more of their total HP, you may intercede and absorb half of that damage yourself. For every 20 damage absorbed, you regain +1 Mana.

**Benediction** (Tier 1 | Passive) (minimum required level: 1) (Cost: 1 upgrade points)

Every time you cast a spell, gain +4 HCR until the end of the encounter.

**Absolution** (Tier 1 | Secondary action | 1 / Long Rest) (minimum required level: 1) (Cost: 1 upgrade points)

For 1d3 rounds, you radiate a 3 m (2 sq) holy aura around you. All allies within the aura gain *Edge* on all Saves against Status Effects and receive +2 on Morale Checks.

**Divine Warrior** (Tier 1 | Passive) (minimum required level: 1) (Cost: 1 upgrade points)

When you strike an enemy under the effect of *Pass Judgement*, deal +1d80 Divine Damage and restore +1 Mana

**In My Hour of Need** (Tier 1 | Reaction | 1 / long rest) (minimum required level: 3) (Cost: 1 upgrade points)

When reduced below 15% HP, immediately heal for 2d80 HP and gain +20 DR for 1 Round.

**Protected by Faith** (Tier 1 | Passive) (minimum required level: 1) (Cost: 1 upgrade points)

When wearing Spellrobes and no other armour, gain +10 HCR.

**Crusader's Resolve** (Tier 1 | Passive) (minimum required level: 1) (Cost: 1 upgrade points)

Whenever you slay an enemy under *Pass Judgement*, regain +1d40 HP and +1 Mana.

**Martyr** (Tier 1 | Passive) (minimum required level: 1) (Cost: 1 upgrade points)

You may heal others using your own HP. Heal the target for 10 HP for every 20 HP you sacrifice. For every 200 HP given, gain +1 Faith Point. Gain +10 on all CHA Rolls for one day.

**Inquisitor** (Tier 1 | Passive ) (minimum required level: 3) (Cost: 1 upgrade points)

Whenever Demonic creatures are nearby, your weapon alights in holy fire, dealing +1d60 Divine Damage to all attacks made against them. While alight, your weapon emits light equal to a lantern.

**Sword of Judgement** (Tier 1 | Primary Action | 1 / Long Rest) (minimum required level: 3) (Cost: 1 upgrade points)

Make a melee attack; if it hits, deal an additional +2d80 Divine Damage.

The target must pass a WIL Save (CR 60) or be *Frightened* for 1 Round.

**Prayer of Destruction** (Tier 1 | Passive) (minimum required level: 4) (Cost: 2 upgrade points)

You can create a spell from *Elemental Destruction* of up to 8 Mana. You can now cast this spell but must roll on the Instability Table with a -12 penalty (pass if rolling under 88).

## Tier 2 Vicar Abilities

**In My Hour of Need** (Tier 2 | Reaction | 1 / long rest) (minimum required level: 4) (Cost: 1 upgrade points)

When reduced below 15% HP, immediately heal for 3d80 HP and gain +25 DR for 1 Round.

**Divine Warrior** (Tier 2 | Passive) (minimum required level: 4) (Cost: 1 upgrade points)

When you strike an enemy under the effect of *Pass Judgement*, deal +2d80 Divine Damage and restore +2 Mana.

**Protected by Faith** (Tier 2 | Passive) (minimum required level: 4) (Cost: 1 upgrade points)

When wearing Spellrobes and no other armour, gain +20 HCR.

**Crusader's Resolve** (Tier 2 | Passive) (minimum required level: 4) (Cost: 1 upgrade points)

Whenever you slay an enemy under *Pass Judgement*, regain +2d40 HP and +1 Mana.

**Intercession**(Tier 2 | reaction | 1 / Long Rest ) (minimum required level: 4) (Cost: 1 upgrade points)

Range increases to 4.5 m (3 sq). You absorb half of the incoming damage but only suffer half of that amount yourself (effectively 25 % of the original hit). For every 20 damage absorbed, you regain +2 Mana.

**Benediction** (Tier 2 | Passive) (minimum required level: 4) (Cost: 1 upgrade points)

Every time you cast a spell, gain +7 HCR and +4 DR until the end of the encounter.

**Absolution** (Tier 2 | Secondary action | 1 / Long Rest) (minimum required level: 4) (Cost: 1 upgrade points)

For 1d3 rounds, you radiate 6m(4sq) aura around you, all allies inside this aura have edge on all saves against all status effects, also gives a +2 on morale checks. At the start of each of your turns while the aura is active, all affected allies also recover 2d40 HP. Each round

**Inquisitor** (Tier 2 | Passive) (minimum required level: 6) (Cost: 1 upgrade points)

Whenever Demonic creatures are nearby, your weapon alights in holy fire, dealing +2d60 Divine Damage to all attacks made against them. While alight, your weapon emits light equal to a lantern. Demonic creatures within this light have *Hindrance* on WIL Saves and suffer -1 Morale per Round.

**Sword of Judgement** (Tier 2 | Primary Action | 1 / Long Rest) (minimum required level: 6) (Cost: 1 upgrade points)

Make a melee attack; if it hits, deal an additional +3d80 Divine Damage.

The target must pass a WIL Save (CR 50) or be *Frightened* for 1d2 Rounds.

**Prayer of Destruction** (Tier 2 | Passive) (minimum required level: 9) (Cost: 2 upgrade points)

You can create an additional spell from *Elemental Destruction* of up to 12 Mana. You can now cast this spell but must roll on the Instability Table with a -18 penalty (pass if rolling under 82).

### Tier 3 Vicar Abilities

**Divine Warrior** (Tier 3 | Passive) (minimum required level: 7) (Cost: 2 upgrade points)

When you strike an enemy under the effect of *Pass Judgement*, deal +3d80 Divine Damage and restore +2 Mana. And 1 faith point.

**Absolution** (Tier 3 | Secondary action | 2 / Long Rest) (minimum required level: 7) (Cost: 2 upgrade points)

For 1d3 rounds, you radiate 9m(6sq) aura around you, all allies inside this aura have edge on all saves against all status effects, also gives a +2 on morale checks. At the start of each of your turns while the aura is active, all affected allies also recover 4d40 HP. Each round

**Benediction** (Tier 3 | Passive) (minimum required level: 7) (Cost: 1 upgrade points)

Every time you cast a spell, gain +10 HCR and +7 DR until the end of the encounter.

**Sword of Judgement** (Tier 3 | Primary Action | 1 / Long Rest) (minimum required level: 7) (Cost: 2 upgrade points)

Make a melee attack; if it hits, deal an additional +5d80 Divine Damage.

The target must pass a WIL Save (CR 40) or be *Frightened* for 1d2 Rounds.

**Intercession**(Tier 3 | reaction | 1 / Long Rest) (minimum required level: 7) (Cost: 2 upgrade points)

Range increases to 6 m (4 sq). You absorb  $\frac{3}{4}$  of the incoming damage but only suffer 20% (rounded up) of that amount yourself (effectively 15 % of the original hit). For every 20 damage absorbed, you regain +3 Mana.

**In My Hour of Need** (Tier 3 | Reaction | 1 / long rest) (minimum required level: 7) (Cost: 2 upgrade points)

When reduced below 15% HP, immediately heal for 5d80 HP and gain +30 DR for 1 Round.

# The Shaman

## Level 1

Starting HP = full health die (Shaman =d60) + con\*10

Starting Mana modifier; Mana = WIL\*2

## Level 2

Increase your total HP by 1 Health Die + (CON × 5) and add 1 Health Die to your pool.

+1 Upgrade point

## Level 3

Increase your total HP by 1 Health Die + (CON × 5)

Gain access to Adept-tier Spell Level and Spell power Level.

+1 Upgrade point

## Level 4

Increase your total HP by 1 Health Die + (CON × 5)

Mana modifier; Mana = WIL\*2.5 (rounded up)

+1 Upgrade point

## Level 5

Increase your total HP by 1 Health Die + (CON × 5) and add 1 Health Die to your pool.

+1 Upgrade point

## Level 6

Mana modifier; Mana = WIL\*3

Gain access to Expert-tier Spell Level and Spell power Level.

Increase your total HP by 1 Health Die + (CON × 5)

+1 Upgrade point

## Level 7

+1 Upgrade point

## Level 8

Increase your total HP by 1 Health Die + (CON × 5) and add 1 Health Die to your pool.

Gain access to master-tier Spell Level and Spell power Level.

+1 Upgrade point

## Level 9

Increase your total HP by 1 Health Die + (CON × 5)

Mana modifier; Mana = WIL\*3.5(rounded up)

+1 Upgrade point

## Level 10

Increase your total HP by 1 Health Die + (CON × 5)

+1 Upgrade point

## Level 11

Mana modifier; Mana = WIL\*4

Increase your total HP by 1 Health Die + (CON × 5) and add 1 Health Die to your pool.

Gain access to Grandmaster-tier Spell Level and Spell power Level.

+1 Upgrade point

## Level 12

Increase your total HP by 1 Health Die + (CON × 5)

## Level 13

## Level 14

Increase your total HP by 1 Health Die + (CON × 5) and add 1 Health Die to your pool.

## Tier 1 Shaman abilities

Feral Aspects; (Tier 1 | Secondary Action | 1 / Long Rest ) (minimum required level: 1) (Cost: 1 upgrade points)

Choose one for 2 rounds:

Wolf: +10% Melee DS, movement +3 m (2 sq).

Bear: +10% DR; when you're hit in melee, deal 1d60 back.

Hawk: +10% Ranged DS; your attacks ignore half target cover.

spirit form (Tier 1 | Secondary Action | 1 / Long Rest ) (minimum required level: 1) (Cost: 1 upgrade points)

Assume a spectral overlay for 1 minute (10 rounds): +20% HCR, gain a +10% DR(magical), melee attacks deal +1d60 Psychic and are magical. You can move through creatures' squares and squeeze through 0.5 m gaps; You cannot wear Medium or Heavy armour while this is active. Requires Concentration or spirit for stops.

**Totems** (Tier 1 | Secondary Action | 1 / Long Rest ) (minimum required level: 1) (Cost: 0 upgrade points)

Place one totem) within **3m (2 sq)** lasting **2 rounds**:

Stone: range: 1.5m (1sq); allies within 3 m (2 sq) gain +10% HCR.

Storm: range: 3m (2sq); your ranged attacks gain +1d60 Lightning vs targets within 15 m (10 sq) of the totem.

**Call of the Wild** (Tier 1 | Secondary Action | 1 / Long Rest ) (minimum required level: 1) (Cost: 1 upgrade points)

When first casting this spell, choose a spectral animal of size: **Small** (discuss with GM beforehand).

Summon your spectral animal adjacent to you; it lasts **3 rounds** and has **free will** but understands you perfectly.

On its turn it can move up to its speed and has **1 Primary Action. Moves and attacks on your turn.**

The spectral animal cannot move through walls but can move through openings at least 10cm wide.

**Wood whisperer;** (Tier 1 | Passive) (minimum required level: 1) (Cost: 0 upgrade points)

**Woodland beasts** (natural animals native to forests/woods) treat you as **Indifferent** unless already hostile by command or injury.

You can **commune and negotiate** with woodland beasts of **WIT 2 or less**.

You gain **+20%** on social Checks (CHA or WIL, GM's call) made to calm, befriend, or direct such beasts.

Causing harm to a creature or its young/den **breaks the truce**.

**Spirit Bond** (Tier 1 | Secondary action | 1 / Long Rest ) (minimum required level: 1) (Cost: 1 upgrade points)

Bond with a willing ally within **6m (4sq)** for 3 rounds. Ends if either moves beyond 12 m (8 sq) or if either falls Unconscious. When one of you takes damage, after the recipient applies their DR, split the remainder equally between you; do the same with healing

**Ancestral Ward** (Tier 1 | Reaction | 1 / Long Rest ) (minimum required level: 3) (Cost: 1 upgrade points)

When you or an ally within **3m (2sq)** is about to take damage grant **+25% DR (magical)** on that hit and gain **temp HP = 1d60 + WIL\*5**.

**Animorph** (Tier 1 | Secondary Action | 1 / Long Rest ) (minimum required level: 6) (Cost: 2 upgrade points)

Choose two medium sized animals to change into, you gain the stats of this animal (discuss with GM beforehand)

When activating, choose one of your creatures, morph into this creature for up to 12 hours or it's HP is depleted to zero

while in this form all your attacks are magical, you gain abilities that fit the animal, you cant use magic or weapons while in this form, can't use your other shaman abilities while in this form, unless stated.

**Entropic attunement** (Tier 1 | Passive) (minimum required level: 9) (Cost: 1 upgrade points)

While in **Avatar Form**, once per encounter, cast up to two spell of 12 mana or less per Primary action.

While in **Avatar of Bloom**: allies (including you) that start their turn within **6 m (4 sq)** **regain 1d60 HP**

Creatures **Charmed** by your Bloom aura suffer **-10% DS** if they attempt to attack you or your allies.

While in **avatar of Rot**: creatures poisoned by you must pass a CR 65 WIL check or be controlled by you and move up to 3m (2sq) and perform 1 primary or secondary action. For every creature you control over one; take 1d80 psychic damage

## Tier 2 Shaman abilities

**Feral Aspects;** (Tier 2 | Secondary Action | 2 / Long Rest ) (minimum required level: 4) (Cost: 1 upgrade points)

Can be used while in **Animorph**

Choose one for **2 rounds**:

Wolf: **+15% Melee DS**, movement **+4.5 m (3 sq)**.

Bear: **+15% DR**; when you're hit in melee, deal **2d60** back.

Hawk: **+15% Ranged DS**; your attacks ignore **target cover**. You can also see through obscuring woodland objects.

**Totems** (Tier 2 | Secondary Action | 1 / Long Rest ) (minimum required level: 4) (Cost: 1 upgrade points)

Place one totem) within **4.5m (3 sq)** lasting **2 rounds**:

Stone: range: 3m (2sq); allies within 3 m (2 sq) gain +15% HCR.

Storm: range: 4.5m (3sq); your ranged attacks gain +1d80 Lightning vs targets within 15 m (10 sq) of the totem.

Bloom: range 6 m (4 sq); allies that start their turn within range recover 1d60+10 HP. Makes small flowers spawn around the totem.

**Call of the Wild** (Tier 2 | Secondary Action | 2 / Long Rest ) (minimum required level: 4) (Cost: 1 upgrade points)

Choose a spectral animal of size: **Medium** (discuss with GM beforehand).

Summon your **one** of your spectral animals adjacent to you; it lasts **3 rounds (or up to one hour outside of combat)** and has **free will** but understands you perfectly. On its turn it can move up to its speed and has **1 Primary Action**.

You may assign **one complex task** (flank, fetch/drag, guard, trigger a lever). Risky or non-instinctive tasks require a **CHA or WIL Check (CR 50)** to obey. **Moves and attacks on your turn**. The spectral animal cannot move through walls but can move through openings at least 10cm wide.

**Woud whisperer;** (Tier 2 | Passive) (minimum required level: 4) (Cost: 2 upgrade points)

**Woodland spirits and guardians** (dryads, ents, lesser wardens) **won't initiate hostility** against you **without cause** (cause = you desecrate, harm their ward, or attack them)

**Woodland beasts** (natural animals native to forests/woods) treat you as **Indifferent** unless already hostile by command or injury. You can **commune and negotiate** with woodland beasts of **WIT 4or less**.

You gain **+30%** on social Checks (CHA or WIL, GM's call) made to calm, befriend, or direct such beasts or even ask for favours.

Causing harm to a creature or its young/den **breaks the truce**.

**Spirit Bond** (Tier 2 | Secondary action | 1 / Long Rest ) (minimum required level: 4) (Cost: 1 upgrade points)

Bond with a willing ally within **9 m (6 sq)** for **5 rounds**. Ends if either moves beyond **18 m (12 sq)** or if either falls Unconscious.

When one of you takes damage, **after the recipient applies their DR**, split the remainder equally between you; Do the same with healing. While bonded, both of you gain **+10% DR (magical)**.

**Counterattack Reaction:** when your bonded ally is hit by an attack and the attacker is within range for you to make an attack on, you may make one immediate counterattack with melee or ranged weapons at **-20% DS** (maximum 1 such counterattack per round).

**Ancestral Ward** (Tier 2 | Reaction | 1 / Long Rest ) (minimum required level: 6) (Cost: 1 upgrade points)

When you or an ally within **4.5m (3sq)** is about to take damage grant **+50% DR (magical)** on that hit and gain **temp HP = 2d60 + WIL\*5**.

**spirit form** (Tier 2 | Secondary Action | 1 / Long Rest ) (minimum required level: 6) (Cost: 2 upgrade points)

Assume a spectral overlay for 1 minute (10 rounds): **+25% HCR**, gain a **+15% DR(magical)**, melee attacks deal **+2d60 Psychic** and are magical. You can move through creatures' and move through non-magical walls or barriers up to 5 cm thick. You cannot wear Medium or Heavy armour while this is active. Requires Concentration or spirit form stops.

**Animorph** (Tier 2 | Secondary Action | / Long Rest ) (minimum required level: 10) (Cost: 2 upgrade points)

Choose one Large sized animals to change into, you gain the stats of this animal (discuss with GM beforehand)

When activating, choose one of your creatures, morph into this creature for up to 12 hours or it's HP is depleted to zero

while in this form all your attacks are magical, you gain abilities that fit the animal, you cant use magic or weapons while in this form, can't use your other shaman abilities while in this form, unless stated.

## Tier 3 Shaman abilities

**Feral Aspects;** (Tier 3 | Secondary Action | 3 / Long Rest ) (minimum required level: 7) (Cost: 2 upgrade points)

Can be used while in **Animorph**

Choose one for 2 rounds:

Wolf: **+20% Melee DS**, movement **+6 m (4 sq)**.

Bear: **+20% DR**; when you're hit in melee, deal **2d60** back.

Hawk: **+20% Ranged DS**; your attacks ignore **all target cover**. You can also see through obscuring woodland objects.

**Totems** (Tier 3 | Secondary Action | 2 / Long Rest ) (minimum required level: 7) (Cost: 2 upgrade points)

Place one totem within **6m (4sq)** of yourself lasting **3 rounds**:

Stone: range: **4.5m (3sq)**; allies within range gain **+20% HCR**.

Storm: range: **6m (4sq)**; your ranged attacks gain **+1d100 Lightning** vs targets within **15 m (10 sq)** of the totem.

Bloom: range **6m (4sq)**; allies that start their turn within range recover **2d60+20HP**. Makes small flowers spawn around the totem.

Blight: range **6m (4sq)**; enemies that start their turn within range take **1d60 Poison** and must pass a **CON Save (CR 55)** or be Poisoned for 3 rounds.

**Call of the Wild** (Tier 3 | Secondary Action | 3 / Long Rest ) (minimum required level: 7) (Cost: 2 upgrade points)

Choose a spectral animal of size: **Large** (discuss with GM beforehand). Summon your spectral animal adjacent to you; it lasts **5**

rounds and has **free will** but understands you perfectly. Its turn it can move up to its speed and has **1 Primary Action**. May assign

**multiple complex tasks** during its activation. Hazardous or highly non-instinctive tasks require a **CHA or WIL Check (CR 65)** to

obey this. **Moves and attacks on your turn**. The spectral animal cannot move through walls but can move through openings at least

**10cm** wide. The spirit is the soul of a real animal so it has memory, if it really likes you it could come to your aid even when not called

for (at GM's discretion).

**spirit form** (Tier 3 | Secondary Action | 1 / Long Rest ) (minimum required level: 11) (Cost: 2 upgrade points)

Assume a spectral overlay for 1 minute (10 rounds): **+30%HCR**, gain a **+20% DR(magical)**, melee attacks deal **+3d60 Psychic** and are

magical. You can move through creatures' and move through non-magical walls or barriers up to 15 cm thick. You cannot wear

Medium or Heavy armour while this is active. Requires Concentration or spirit form stops.

# The Hunter

## Level 1

Starting HP = full health die (Hunter =d80) + con\*10

## Level 2

Increase your total HP by 1 Health Die + (CON × 5) and add 1 Health Die to your pool.

+1 Upgrade point

## Level 3

Increase your total HP by 1 Health Die + (CON × 5)

+1 Upgrade point

## Level 4

Increase your total HP by 1 Health Die + (CON × 5)

+1 Upgrade point

## Level 5

Increase your total HP by 1 Health Die + (CON × 5) and add 1 Health Die to your pool.

Gain an additional Primary Action

+1 Upgrade point

## Level 6

Increase your total HP by 1 Health Die + (CON × 5)

+1 Upgrade point

## Level 7

+1 Upgrade point

## Level 8

Increase your total HP by 1 Health Die + (CON × 5) and add 1 Health Die to your pool.

+1 Upgrade point

## Level 9

Increase your total HP by 1 Health Die + (CON × 5)

+1 Upgrade point

## Level 10

Increase your total HP by 1 Health Die + (CON × 5)

+1 Upgrade point

## Level 11

Increase your total HP by 1 Health Die + (CON × 5) and add 1 Health Die to your pool.

Gain an additional Primary Action

+1 Upgrade point

## Level 12

Increase your total HP by 1 Health Die + (CON × 5)

## Level 13

## Level 14

Increase your total HP by 1 Health Die + (CON × 5) and add 1 Health Die to your pool.

## Tier 1 Hunter Abilities

**Mark of the Prey;** (Tier 1 | Secondary Action | 2 / long rest) (minimum required level: 1) (Cost: 1 upgrade points)

Mark a creature as prey, reducing their HCR by 10% and Deal +1d60 extra damage regardless of the success of the hit.  
If the creature moves, you may move 3m(2sq) as a free reaction (1/round) (does not stack with itself)

**Apex targeting** (Tier 1 | Secondary Action | 2 / long rest) (minimum required level: 1) (Cost: 1 upgrade points)

Place a targeting mark on a creature, You may re roll your attack roll, Increase your hit chance by 10%, Increase your critical range 1-9, If you haven't moved this turn increase your damage by 1d80 (double if the creature is a beast)

**Nature Caster;** (Tier 1 | Passive) (minimum required level: 1) (Cost: 1 upgrade points)

Ability to cast druidic lore spells; capped at 2 mana

**Ambush** (Tier 1 | Secondary Action | 1 / day) (minimum required level: 1) (Cost: 1 upgrade points)

When Ambushing a creature or a group; Always act first. for the first round; gain an extra primary attack, move up to an additional 6m (4sq).

**Animal Whisperer;** (Tier 1 | Passive) (minimum required level: 1) (Cost: 0 upgrade points)

*You can speak with animals and try to command Animals with WIT 1 or less*

**Shadowstep;** (Tier 1 | Reaction | 1 / long rest) (minimum required level: 1) (Cost: 1 upgrade points)

As a reaction teleport up to 1d2 squares away.

**Trapper** (Tier 1 | Secondary Action | 1 / day) (minimum required level: 1) (Cost: 1 upgrade points)

Place **one** of the following within 3m (2 sq):

**Caltrops (2\*2 sq):** first creature entering must make a DEX Save (CR 60) or take 1d60 Piercing, suffer -10% HCR, and its speed is halved until it spends a Secondary Action to clear.

**Snare (1 sq):** first creature entering must make a DEX Save (CR 60) or become **Tangled** until it spends a Primary Action to escape (or an ally spends a Secondary Action to free). Traps last 3 rounds or until triggered.

**Cutpurse** (Tier 1 | Secondary Action | 2 / long rest) (minimum required level: 1) (Cost: 1 upgrade point)

Target an adjacent creature. Make sleight of hand check with your DEX vs their WIT CR 50. On success, choose one:

Lift a small worm/held item (potion, scroll, key, etc) into your hand, or

Disarm a one-handed weapon (it's dropped in its square).

On success the target also suffers -10% HCR until the end of its next turn and -1 MR. On failure, no effect and you become Exposed (-10% HCR) until your next turn. (Boss-type targets have Edge on the WIT Save; artifacts/quest items at GM's discretion.

**share the Hunt** (Tier 1 | Passive) (minimum required level: 3) (Cost: 1 upgrade points)

All allies gain +7% Hit Chance and +7% Damage against all creatures you have marked;

**Smoke Bomb;** (Tier 1 | Secondary Action | 1 / encounter) (minimum required level: 3) (Cost: 0 upgrade points)

Create a 3\*3 sq smoke cloud within 6 m (4 sq), lasting 2 rounds. **Hindrance** on ranged attacks on creatures inside the smoke.

Creatures inside suffer -15% DS. If you enter the smoke when you use this, you become **Hidden** and may immediately reposition 3 m (2 sq) as a free reaction.

## Tier 2 Hunter Abilities

**Mark of the Prey;** (Tier 2 | Secondary Action | 3 / long rest) (minimum required level: 4) (Cost: 1 upgrade points)

Mark up to two creatures as prey, reducing their HCR by 20% and Deal +2d60 extra damage regardless of the success of the hit.  
If the creature moves, you may move 4.5m (3sq) as a free reaction (1/round) (does not stack with itself)

**Apex targeting** (Tier 2 | Secondary Action | 3 / long rest) (minimum required level: 4) (Cost: 1 upgrade points)

Place a targeting mark on up to two creatures, You may re roll your attack roll, Increase your hit chance by 20%, Increase your critical range to 1-14, If you haven't moved this turn increase your damage by 2d80 (double if the creature is a beast)

**Nature Caster** (Tier 2 | Passive) (minimum required level: 4) (Cost: 1 upgrade points)

Ability to cast druidic lore spells; capped at 4 mana

**Ambush** (Tier 2 | Secondary Action | 2 / day) (minimum required level: 4) (Cost: 1 upgrade points)

When Ambushing a creature or a group; Always act first. for the first round; gain an extra two primary attacks, move up to an additional 9m (6sq)

**Animal Whisperer;** (Tier 2 | Passive) (minimum required level: 4) (Cost: 1 upgrade points)

*You can speak with animals and try to command Animals with WIT 2 or less*

**Shadowstep;** (Tier 2 | Reaction | 2 / long rest) (minimum required level: 4) (Cost: 2 upgrade points)

As a reaction teleport up to 1d4 squares away. And make one counterattack

**Trapper** (Tier 2 | Secondary Action | 2 / day) (minimum required level: 4) (Cost: 1 upgrade points)

Place one of the following within 4.5m (3 sq):

**Caltrops (4×2 sq):** first creature entering must make a DEX Save (CR 50) or take 1d60 Piercing, suffer -15% HCR, and its speed is halved until it spends a Secondary Action to clear.

**Snare (3 sq):** first creature entering must make a DEX Save (CR 50) or become Tangled until it spends a Primary Action to escape (or an ally spends a Secondary Action to free). Traps last 3 rounds or until triggered. You can maintain up to 2 active traps; placing a third removes the oldest.

**share the Hunt** (Tier 2 | Passive) (minimum required level: 7) (Cost: 1 upgrade points)

All allies gain +14% Hit Chance and +14% Damage against all creatures you have marked;

**Smoke Bomb;** (Tier 2 | Secondary Action | 1 / encounter) (minimum required level: 7) (Cost: 1 upgrade point)

Create a 4×4 sq smoke cloud within 6 m (4 sq), lasting 2 rounds. Hindrance on ranged attacks on creatures inside the smoke.

Creatures inside suffer -15% DS. If you enter the smoke when you use this, you become Hidden and may immediately reposition 4.5 m (3 sq) as a free reaction.

**Cutpurse** (Tier 2 | Secondary Action | 3 / long rest) (minimum required level: ) (Cost: 0 upgrade point)

Target an adjacent creature. Make sleight of hand check with your DEX vs their WIT CR 40. On success, choose one:

Lift a small worn/held item (potion, scroll, key, etc) into your hand, and

Swipe & Use: if you steal a potion/scroll, you may immediately use it as part of this action.

or

Disarm a one or two-handed weapon (it's dropped in its square).

Sabotage: instead of disarming, subtly foul the weapon; the target suffers Falter (-15% DS on its next attack) and cannot make Reactions until the start of its next turn.

On success the target also suffers -15% HCR until the end of its next turn and -1 MR. On failure, no effect and you become Exposed (-10% HCR) until your next turn. (Boss-type targets have Edge on the WIT Save; artifacts/quest items at GM's discretion.)

## Tier 3 Hunter Abilities

**Mark of the Prey;** (Tier 3 | Secondary Action | 4 / long rest) (minimum required level: 8) (Cost: 2 upgrade points)

Mark up to three creatures as prey, reducing their HCR by 30% and Deal +4d60 extra damage regardless of the success of the hit.

If the creature moves, you may move 4.5m (3sq) as a free reaction (1/round) (does not stack with itself)

**Apex targeting** (Tier 3 | Secondary Action | 4 / long rest) (minimum required level: 8) (Cost: 2 upgrade points)

Place a targeting mark on up to three creatures, You may re roll your attack roll, Increase your hit chance by 30%, Increase your critical range to 1-20 If you haven't moved this turn increase your damage by 3d80 (double if the creature is a beast)

**Ambush** (Tier 3 | Secondary Action | 3 / day) (minimum required level: 8) (Cost: 2 upgrade points)

When Ambushing a creature or a group; Always act first. for the first round; gain an extra three primary attacks, move up to an additional 9m (6sq), and deal 1d80 extra damage

**Nature Caster** (Tier 3 | Passive) (minimum required level: 8) (Cost: 2 upgrade points)

Ability to cast druidic lore spells; capped at 6 mana, and cast druidic spells up to 1 mana cost as a secondary action

**Animal Whisperer;** (Tier 3 | Passive) (minimum required level: 8) (Cost: 1 upgrade points)

You can speak with animals and try to command Animals with WIT 3 or less

# Introduction to Magic

## I Magic in Spellblade

Magic in this system is built to be flexible, logical, and rewarding. Instead of relying on prewritten spell lists, casters shape their Magic in real time using a modular system of **Elements**, **Effects**, **Shapes**, and **Power Levels**. This design gives players tactical freedom while keeping rules consistent and intuitive.

Spell rules are **foundations**, not exact formulas — they're meant to be interpreted. Work with your GM to decide whether your intended spell fits the effects and parameters you've chosen. Creativity is encouraged, but all Magic must make sense within the limits of the system and the world.

This approach encourages creativity and narrative problem-solving. Whether flinging lightning bolts, healing wounded allies, raising stone walls, or weaving illusions, spells adapt to the caster's intent and style.

There are three **core schools of Magic**, each unique to a spellcasting class:

**Elemental Destruction** — mastered by *Sorcerers*, focused on unleashing raw elemental power.

**Druidic Lore** — practiced by *Seers*, channelling the balance between Life and Decay.

**Divine Power** — wielded by *Acolytes*, fuelled by faith and divine favour rather than will alone.

Each follows the same core principle: choose **elements**, **themes**, and **effects**, combine them with a **shape**, and define the **power level** (in the case of *Divine Power*, this is determined by rolling on its prayer tables).

In addition to these class-specific paths, there are universal disciplines of Magic accessible to any skilled or attuned caster:

**Arcane Warding**, the art of Magical defense and protection.

**Illusionry**, the manipulation of perception, deception, and fear.

**Enchanting**, the craft of binding Magical properties into objects, weapons, and tools.

Finally, one forbidden discipline stands apart — **Necromancy**, a school not taught through ordinary means. To learn it, a caster must seek forbidden knowledge, pay steep personal costs, and delve into long forgotten dungeons, ruins and libraries.

all schools of Magic shares a core philosophy:

**Pick a purpose:** What do you want the spell to do?

**Select your element or effect:** Fire, Frost, Radiance, force, poison, vines, etc

**Shape the spell:** Decide how it manifests—Bolt, Wall, Field, Cone, etc.

**Cast with power:** Determine how strong it is by selecting a casting level and optional enhancements like overcasting.

## 2 Core Concepts

Mana is the resource used to cast spells. Each spell level has a base mana cost, which increases when overcasting or combining multiple effects. Spell Level determines the strength of the spell. Higher levels grant more hit dice, stronger secondary effects, or access to larger or more complex shapes. The Composite Dice System (CDS) is used for Magical damage and or other effects,. Overcasting lets you amplify a spell at a cost. This may increase dice, duration, or add a secondary effect. Concentration is required to maintain fields or ongoing effects. You may only concentrate on one spell at a time unless stated otherwise.

### 2.1 Casting Magic

1. Choose your spell school based on your class or training.
2. Select your element(s) from that school.
3. Choose one or more effects—damage, healing, shield, charm, etc.
4. Determine the shape the spell takes—bolt, cone, field, wall, etc.
5. Choose spell level, any overcasting, and your hit dice.
6. Pay the total mana cost and resolve the effect.

### *Magic and Spell Levels*

*Spellcasting is governed by tiers of power, called **Spell Levels**. A caster's access to these levels is determined by their **Class & Willpower (WIL)** score.*

Spell Level	WIL Requirement
Apprentice	Automatically unlocked for all casters
Adept	Requires WIL 6 or higher
Expert	Requires WIL 8 or higher
Master	Requires WIL 10 or higher
Grandmaster	Requires WIL 13 or higher

### 2.1.1 Example:

A Sorcerer wants to create a wave of flames that burns and pushes enemies back.

She chooses the **Fire** element from *Elemental Destruction*.

She selects the **Cone** shape and extends its basic range by **1.5 m (1 sq)**.

She decides on the **Expert casting level** and chooses to **overcast** for stronger effects.

She also applies the **Expert power level** for higher damage potential.

To add the pushing effect, she selects a **secondary element: Air**, combining it with Fire to create a heated shockwave.

The GM agrees that the spell concept is valid and helps calculate the total mana cost:

**Total Mana** = 7 (base) + 4 (overcast) + 6 (shape extension, +2 mana per spell level) + 6 (extra effect) + 9 (power level) = 32 Mana

The result: a devastating but costly **Fire Wave** that scorches and blasts everything in front of her.

Each affected creature takes **7d100** damage and must make a **CR 30 STR Save** or be pushed back **4.5 m (1.5 × 3)**.

## 3 Arcane instability

Magic is volatile. Every spell strains the fabric of reality. When control slips, **Arcane Instability** occurs. A surge of raw Chaotic power that twists spells, alter their effects, in dangerous, or hilariously inconvenient ways or even tear open rifts to different planes. The stronger the spell, the greater the risk.

### When Does It Happen?

Before resolving any spell, after you made your DS check, roll for **Instability**. The spell's effect still resolves as normal unless stated otherwise.

### Cost penalty;

For every 10 Mana your spell costs, subtract an additional 3 from the Instability Threshold

### Overcasting Penalty:

Each level of Overcasting makes your Magic more volatile. For every level of overcast, subtract an **additional 3** from the instability Threshold.

### Mechanic:

After making your DS check, roll **1d100**.

Subtract the **total Mana** cost of the spell (including modifiers and Overcasting), the cost penalty and the **Overcast penalty** from 100.

This number is your **Instability Threshold**.

If your roll is **equal to or higher** than the Threshold, a **Surge of unstable Magic** occurs.

If your roll is **lower**, the spell resolves normally.

A natural **1–3** **never triggers** a surge.

A natural **98–100** **always triggers** one.

If you fail your roll, roll the Minor Instability table

If you fail your roll with 10 or more, roll the Moderate Instability table

If you fail your roll with 35 or more roll the Catastrophic Instability table

### Example:

The Sorcerer casts a spell costing 32 Mana.

Since her spell costs over 30 Mana, she applies the Cost Penalty: +3 per 10 Mana, for a total of +9.

Her spell was Overcast at level 3, adding another +9.

Together, the total penalty is **50** (32 + 9 + 9).

Subtracting 50 from 100 gives an **Instability Threshold of 50**.

She rolls 83 on her Instability Check — since  $83 \geq 50$ , she fails and triggers Instability.

The failure margin ( $83 - 50 = 33$ ) means she must roll on the **Moderate Instability Table**.

The GM (or the player, at the GM's discretion) rolls on the appropriate Instability Table or improvises an effect, then the GM narrates what happens.

# Elemental Destruction

Elemental Destruction is the art of turning nature's raw forces into pure Magical destruction.

This school of Magic is not subtle — it's designed to break, burn, crush, and obliterate. Every spell channels an element into a direct, physical expression of power. Casters who follow this path are siege engines in human form: they end battles, shatter walls, and rewrite landscapes through violence.

Destruction spells are always cast through voice and motion — shouted words of power and violent gestures that command the elements into action. The body becomes the conduit, the voice the spark, and the will the fuse. The greater the power invoked, the more force the caster must exert to keep control.

You decide how to destroy — the form of energy (element), how it manifests (shape), and how much power you're willing to pour into it (spell level). The more force you unleash, the higher the mana is burned and the greater the risk of Magical backlash.

This system is built for flexibility and improvisation. Spells aren't pre-written; they are created in the moment, shaped by imagination and judged by the GM for logic and balance. A fireball, lightning beam, or quaking floor are all built from the same rules — what matters is how the caster channels the elements and describes the spell.

Choose the element

Element	level	Possible Magical effects
Air	Apprentice	Pushes over, exerts force upon something,
Fire	Apprentice	Burns and ignites. Excels at raw destructive power and crowd denial.
Water	Apprentice	Drowns, erodes, and douses flame. Can flood, wash away, can overwhelm and drag creatures or object away.
Frost	Adept	Freezes, slows, hardens. Creates ice, snow, or crystal barriers. Perfect for control and restraint.
Shock	Adept	Jolts, stuns, arcs between targets, may ignite volatile materials. Fast, unpredictable energy ideal for crowd disruption. Or tasing
Earth	expert	Creates tremors, throws enemies to the ground, could bring down walls

Choose the Shape

Shape	Size and/or range	level	Mana costs	Description
Bolt	21m range	Apprentice	+1 mana per 1.5m(1sq) / per spell level after 21m(14sq)	Single target ranged projectile. Up to three per spell (each bolt costs the full mana cost)
Touch	Self or melee range	Apprentice	No extra mana cost	Melee-range spell.
Cone	6m(4sq)range - 90°	Adept	+2 mana per 1,5m(1sq) / per spell level up to maximum of 4,5m or 3 squares	90° frontal blast
Line	6m(4sq) range line	Adept	+1 mana per 3m(2sq) per level, up to a maximum of 21m(14sq)	Straight line AoE, can be maintained for ½ initial mana cost per turn and requires the caster to maintain concentration.
Trap	Placement range max. 21m	Adept	No extra mana cost	Placed effect that triggers on contact or delay. Can be time or turns. Target square must be visible. trap lingers for up to 7 days
Field	Max. 9m(6sq) out from the caster Must be a rectangle up to max.9x9sq	Expert	+1 mana/3m(2sq) per level +1 mana/1sq per level	Persistent AoE that lingers over time. Requires concentration and ½ initial mana cost per turn
Seeker bolt	9m (6sq) range	Expert	+1 mana/3m per level	A bolt that follows it's intended target. Can easily hit target behind corners, cover or walls IF the spell can travel there unobstructed
Exploding bolt	21m range (14sq) between 3x3sq -6x6sq size	Expert	Costs +3/lvl and +1/lvl per size increase	Explosion dealing extra 2dx dmg/lvl to all targets in its radius, beware of casting in confined or unstable spaces

Choose Spell level And Spell Power

level	Base Mana	Overcast cost	Number of Health Die	Extra effect	Save CR
Apprentice	2	+1	2 (3)	+2 mana	60
Adept	4	+2	4 (5)	+4 mana	50
Expert	7	+4	6 (7)	+6 mana	40
Master	15	+7	8 (9)	+8 mana	30
Grandmaster	20	+10	10(12)	+10 mana	20

level	dice	Mana cost
Apprentice	d4(0)	-1 (per lvl)
Apprentice	D6(0)	0 (per lvl)
Adept	D8(0)	+1 (per lvl)
Adept	D10(0)	+3 (per lvl)
Expert	D12(0)	+5 (per lvl)
Grandmaster	D20(0)	+10 (per lvl)

## Druidic lore

All druids walk the Cycle of Entropy, the endless rhythm of growth and decay that sustains the world. Their Magic does not command nature — it *joins* it, channelling the same forces that cause roots to split stone and corpses to feed the soil.

Every act of druidic Magic shifts the caster's balance between Life and Decay. Healing, protection, and growth pull the druid toward Life, while poison, rot, and withering draw them toward Decay. This state of attunement is tracked on the Cycle of Entropy Meter.

The further a druid leans toward either extreme, the more powerful their Magic becomes — but the more visibly they change. A druid steeped in Life becomes overgrown and Divine, while one consumed by Decay grows cold and blighted. True mastery lies not in purity, but in *balance*: to let both creation and ruin breathe through you without losing yourself to either.

### Entropy meter

+5 life	+4 life	+3 life	+2 life	+1 life	neutral	+1 decay	+2 decay	+3 decay	+4 decay	+5 decay
Meter Zone	Magical Effect					Visual or Narrative Mutation				
+5 Life – Avatar of Bloom	Life spells cost –3 mana. Decay spells cost +3 mana All creatures in a 15m radius need to pass a CR 50 WIT check or be Charmed for 1d4 turns.					The druid's body transforms into a living garden—bark and bone intertwine, flowering stalks rise from the body, and every breath releases golden pollen amid the heavy fragrance of summer rain and wild growth.				
+4 Life – Overgrowth	Vulnerable to frost. Life spells cost –2 mana. All creatures in a 15m radius need to pass a CR 60 WIT check or be Charmed for 1d4 turns.					Moss and ivy spread across the body, bark-like patterns form along limbs, and leaves unfurl from the hair and shoulders. The scent becomes thick and earthy, like a living forest.				
+3 Life – Flourishing	Life spells cost –1 mana.					Veins glow faintly with green light; thin vines trace beneath the skin, and the scent deepens to wet soil and blooming plants.				
+2 Life – Balanced Bloom	Cosmetic only. All spells behave normally.					Small moss-like freckles and tiny leaf buds appear on the skin; the air around carries a fresh forest scent.				
+1 Life – Minor Growth	Cosmetic only. All spells behave normally.					Eyes slightly green; breath carries scent of fresh rain.				
Neutral (0)	All spells behave normally.					Ordinary state; perfect equilibrium.				
+1 Decay – Minor Wither	Cosmetic only. All spells behave normally.					Skin tone dulls and cools; faint Gray hue appears around the eyes; a thin mist of cold air follows the druid.				
+2 Decay – Fading Balance	Cosmetic only. All spells behave normally.					Veins grow faintly dark beneath the skin; fingernails and lips take on a gray tint; a moist, fungal scent surrounds them.				
+3 Decay – Withering Form	Decay spells cost –1 mana.					Eyes lose colour and turn pale Gray; skin thins and grows cold to the touch; faint fungal markings or dark lines trace along the body.				
+4 Decay – Blighted Vessel	Decay spells cost –2 mana.					Veins blacken visibly; faint spores drift from the clothing and hair; patches of dry lichen or mold appear on the shoulders and neck. The air around them smells of damp earth and iron.				
	All creatures in a 15m radius need to pass a CR 60 WIL check or be frightened every attack be it Magical or physical deals and additional 1d80 poison									
+5 Decay – Avatar of Rot	Decay spells cost –3 mana. life spells cost +3 mana All creatures in a 15m radius need to pass a CR 50 WIL check or be frightened					Flesh shows signs of petrified decay—ashen skin cracked with black veins; parts hardened like bark or bone. Wisps of dark spores trail from every movement, and the air grows heavy with the scent of rot, fungus, and wet dirt.				
	All creatures, including Allies in a 15m radius need to pass a CR 50 CON check or be Poisoned.									
	every attack be it Magical or physical deals and additional 2d80 poison vulnerable to fire									

### Choose Shape:

Shape	Range and size	Mana costs	Tier	Description
Touch	Melee range (1.5 m / 1 sq)	No extra costs	Apprentice	Melee spell. May manifest as a natural weapon, vine strike, or Magical touch from the caster's hands.
Trap	Up to 21 m (14 sq) from the caster; 1.5 × 1.5 m (1 sq) area	No extra costs	Apprentice	Hidden and/or delayed trigger. Can be cast as a secondary action with no extra costs
Vine	12 m (8 sq) straight line from the caster	+1 mana per extra 3m(2sq) extension per casting level, up to a maximum of 21m (14sq)	Apprentice	Creates a growing line of vines or roots that strike or apply effects to all targets along its path.
Breath	6 m (4 sq) cone in front of the caster, 90° arc	Costs +1 mana per casting level Costs +1 mana per extra 1.5m(1sq) extension per casting level, up to a maximum of 12m (8sq)	adept	Emits a 90° cone of deadly breath. Closest targets take ×1.25 damage or effect strength.
Wall	6 m (4 sq) long, placed within 6 m (4 sq) of the caster	Costs +1 mana per extra 1.5m(1sq) extension per casting level up to a maximum of 12m (8sq)	adept	Summons a defensive barrier of living matter. The wall's HP equals 2 × the damage roll. It can be imbued with effects on contact.
Spore cloud	Rectangle or square up to 10 × 10 sq (15 × 15 m)	Costs +1 mana per extra 1.5x1.5m square (1x1sq)	expert	Creates a lingering cloud or area of effect Can be maintained with concentration at ½ the original mana cost per turn.

### Choose one or more effects;

effect	Cycle modifier	description	Wall effect
Regenerate	50 % chance to shift 1 step toward Life on the Cycle Meter	Restores the target's health	-
shield	50 % chance to shift 1 step toward Life on the Cycle Meter	Grants the target damage reduction (DR).	-
evasiveness	50 % chance to shift 1 step toward Life on the Cycle Meter	Grants the target increased hit chance reduction (HCR) or evasion.	-
immobilize	50 % chance to shift 1 step toward Life on the Cycle Meter	Forces the target to make a save or become restrained by natural growth.	Same effect, but with a reduced save CR.
Blight	50 % chance to shift 1 step toward Decay on the Cycle Meter	Halves dmg but poisons target	Applies the poisoned status to any creature that touches the wall.
Wither	50 % chance to shift 1 step toward Decay on the Cycle Meter	Deals blunt, piercing, or slashing damage based on the caster's chosen form and or description of the spell	Deals 1d40 piercing damage per casting level of the wall to any creature that touches the wall.
Leech Life	50 % chance to shift 1 step toward Decay on the Cycle Meter	Deals half damage and restores health to the caster equal to half the damage dealt.	Damages attackers for 1d30 per casting level and restores HP to the wall equal to half the damage dealt.
Essence Drain	50 % chance to shift 1 step toward Decay on the Cycle Meter	Deals half damage and restores mana to the caster equal to half damage dealt ÷ 10.	-

### Choose spell level and the spell's Power

Level	Base Mana	Overcast cost	Number of Health Die	Extra effect costs
Apprentice	2	+1	2 (3)	-
Adept	4	+2	4 (5)	Max 1 +2 per
Expert	7	+4	6 (7)	Max 1 +4 per
Master	15	+8	8 (10)	Max 2 +7 per
Grandmaster	20	+12	10(12)	Max 3 +12 per

level	dice	Mana cost
Apprentice	d4(0)	-1 (per lvl)
Apprentice	D6(0)	0 (per lvl)
Adept	D8(0)	+1 (per lvl)
Adept	D10(0)	+3 (per lvl)
Expert	D12(0)	+5 (per lvl)
Grandmaster	D20(0)	+10 (per lvl)

## Divine Power

God needs his loyal vessels to identify evil and suffering for him to bestow his power or unleash his wrath upon.

Celestial Power represents the divine will of God— it is granted or withheld according to *faith, conviction, and Favour*. Every prayer is a request, not a command. I pray to thee, Almighty GOD! Grant me the power to [intend] on [Target]!

**Earning Faith Points** (At the GM's discretion, major deeds of selfless faith can Gain multiple points.)

Earning	Faith points cost	Result
Prayer or Meditation	1	-1 mana costs
Acts of Mercy	2	Add + or - 1 to your roll result.
Righteous Judgement	3	Reroll your result.
Charity and Sacrifice	5	Choose any result on the table instead of rolling.
Confession and Repentance	10	Choose any result on the table AND cast for 50% of mana cost

First choose intend;

Intend	Tier	Description
Have Mercy	Apprentice	Restores health, removes afflictions
Lend Strength	Apprentice	Strengthens allies with Protection and Divine damage.
Bestow Blessing	Apprentice	Blesses Allies with buffs
Pass Judgement	Apprentice	Weakens the resolve or defences of enemies.
Unleash Wrath	Adept	Unleashes Divine or Divine damage against foes.

Secondly Roll for effect power; Roll a d8, you can choose your result or lower

Have Mercy Table

Roll	Level	Effect	Mana Cost
1	Apprentice	Your prayers fall upon deaf ears, and you lose 1 faith point. - 1 morale for you and all allies	1
2	Apprentice	Target gains 1d40+10 HP 30% (d12) chance to heal one affliction . +1 morale	2
3	Apprentice	Target gains 2d40+10 HP 50% (d10)chance to heal one affliction. +1 morale	3
4	Apprentice	Target gains 2d60+20 HP Heals one affliction. +1 morale	4
5	Apprentice	Target gains 3d60+20HP Heals one affliction. +1 morale	5
6	Adept	Target gains 4d60+30 HP Heals all afflictions. +2 morale	6
7	Adept	Target gains 4d80+30 HP Heals all afflictions.+2 morale	7
8	Adept	Target gains 5d80+30 HP Heals all afflictions. +2 morale	8
9	Expert	Target is fully restored to max HP, if down, gets back up at 1hp without a need for dead saving throws. and afflictions. And gains 2d80 temp HP for one day. Both caster and target gains +2 morale	10

Lend Strength table

Roll	Level	Effect	Mana Cost
1	Apprentice	Your prayers fall upon deaf ears, and you lose 1 faith point. - 1 morale for you and all allies	1
2	Apprentice	Target gains +20DR for 1d2 turns. +1 morale	5
3	Apprentice	Target gains +20HCR for 1d2 turns. +1 morale	5
4	Apprentice	Weapon deals +2d60+20 Divine damage for 1d4 turns. +1 morale	8
5	Adept	Target gains +15DR, +15HCR and 1d60+20 Divine damage for 1d3 turns. +1 morale	5
6	Adept	Target gains +40DR for 1d3 turns. +2 morale	7
7	Adept	Target gains +40HCR for 1d3 turns. +2 morale	7
8	Expert	Weapons Deal +2d80+40 Divine Damage, All lesser demons and Undead touched need to pass a CR13 WIL save or be Frightened for 1d3 turns. +2 morale	8
9	Expert	Cannot be Critically hit for 1d4 turns, Weapons Deal +2d100+50 Divine Damage, All lesser demons and Undead touched need to pass a CR14 WIL save or Crumble in 1d4 turns. Both the caster and the target gain +2 morale	12

Bestow Blessing table;

Roll	Level	Effect	Mana Cost
1	Apprentice	Your prayers fall upon deaf ears, and you lose 1 faith point. - 1 morale for you and all allies	1
2	Apprentice	Target gains +1.5m(1sq) Movement Speed for 1d3 Turns. +1 Morale.	2
3	Apprentice	Target gains Nightvision for 1d6+2 minutes	3
4	Apprentice	Target gains Edge on the next saving throw / skill check. +1 Morale.	5
5	Adept	Target gains Edge on all Attacks for 1 round. +2 Morale.	6
6	Adept	Target gains +4.5m(3sq) Movement Speed for 1d3 Turns. +2 Morale.	7
7	Adept	Target becomes near weightless for 1d6 minutes +2 morale	7
8	Expert	Target becomes coated in a soothing, Divine light, gains edge and a +30 on all CHA checks for 1d6 hours all allies seeing the target gain a +3 to morale	8
9	Expert	Target gains 3m(2sq), Immune to Fear, Charm, and other Mind effects for 1d3 Turns. All attacks coming from undead or demonic entities have hindrance for 1d2 turns +2 Morale.	10

Pass Judgement table;

Roll	Level	Effect	Mana Cost
1	Apprentice	Your prayers fall upon deaf ears, and you lose 1 faith point. - 1 morale for you and all allies	1
2	Apprentice	Target suffers -5% DR for 1d3 Turns.	2
3	Apprentice	Target suffers -5% DR and -5% HCR for 1d3 Turns.	3
4	Adept	Target suffers -8% DR and -8% HCR for 1d3 Turns.	4
5	Adept	Target must CR50 WIL (65 if target is a demon) save or becomes frightened for 1d3 turns	6
6	Adept	Target suffers -25% DR and becomes Vulnerable to Divine Damage (+25% taken).	8
7	Expert	Target cannot benefit from healing for 1d2 Turns. CR 45 WIL save	10
8	Expert	Target is <i>Blinded by Light</i> , -50% HCR, cannot perform ranged attacks for 1d2 Turns.	12
9	Master	Target suffers -25% DR and -25%, HCR and gains weakness to Divine for 1d3 Turns. Target must make a CR 40 WILL save or be burned by Divine fire for 1d120 and be set upon fire.	15

Unleash Wrath table;

Roll	Level	Effect	Mana Cost
1	Apprentice	Your prayers fall upon deaf ears, and you lose 1 faith point. - 1 morale for you and all allies	1
2	Apprentice	1d80 Divine Damage.	1
3	Apprentice	2d80 Divine Damage.	3
4	Adept	3d80 Divine Damage and Blinds target for 1 Turn.	6
5	Adept	4d80 Divine Damage; ignores 25% DR.	9
6	Adept	5d100 Divine Damage; ignores 50% DR; sets target ablaze for 1d3 Turns (1d60 per Turn).	13
7	Expert	6d100 Divine Damage; ignores 75% DR; explosion in 3 m (2 sq) radius.	16
8	Expert	7d120 Divine Damage; explosion 6 m (4 sq);	20
9	Master	8d120 Divine Damage; ignores all DR; targets slain are reduced to ash; caster gains +1 Faith Point.	25

Lastly, Choose shape;

Shape	Range and size	Tier	Mana Cost (min cost is 1 mana)	Description
Touch	Melee range (1.5 m / 1 sq)	Apprentice	free	You must physically touch the target. Cannot be dodged unless the target moves out of reach
Bolt	Up to 21 m (14 sq)	Apprentice	+2 mana	A single projectile of Divine energy that strikes one visible target within range. Requires line of sight.
beam	12 m (8 sq) straight line from the caster	Adept	+4 mana	A focused, continuous beam of Divine power that pierces through all targets in a straight line.
Guided Bolt	Moving target visible to the caster	Adept	+5 mana	A Divine missile that homes in on a visible creature. It cannot miss unless the target breaks line of sight or moves behind full cover.
Divine Cone	6 m (4 sq) cone in front of the caster, 90° arc. Up to 12m (8sq)	Adept	+3 mana + 2 per size increase	Emits a wave of divine light that bathes all creatures in the cone. Useful for cleansing or crowd attacks.
Blessed field	Rectangle or square up to 10 × 10 sq (15 × 15 m), min 2 × 2 sq	Expert	+1 mana per sq	Creates an area of divine influence. Allies inside are blessed or healed, while enemies suffer Divine damage or weakened defences depending on the prayer used.

# Arcane Warding

Arcane Warding is the disciplined art of shaping raw Magic into barriers, shields, and protective wards.

It embodies control and preservation — the mastery to hold back the chaos of creation through focus and precision.

Casters of this school weave their protection from the metaphysical fabric of reality itself, drawing power from the same forces that bind the planes together. With practiced gestures, glowing sigils, or a staff struck to the ground, they anchor their will into the world and raise unseen walls of pure force.

Warding is never passive. Each barrier consumes willpower to sustain, draining the caster's focus and mana with every passing moment. When the caster's mind falters or their resolve breaks, so too does the shield — often with catastrophic consequences.

Choose Desired Effect;

Effect	Level	Description
Shield (DR)	Apprentice	Grants $x dx\%$ DR Loses 25% DR per turn but can be reinforced and stacks. Can be modified with elemental effects
Shield (HCR)	Apprentice	Grants $x dx(0)*2$ HCR per casting level; loses 25% each turn but can be reinforced and stacks. Can be modified with elemental effects
Reflect	Adept	Reflects $x dx(0) / 4$ damage back. Can be modified with elemental effects
Absorb mana	Adept	Absorb $\frac{1}{4}$ of the damage as Mana. Can be modified with elemental effects
Wall	Adept	Creates a wall. Can be modified with elemental effects

Choose desired shape:

Shape	Size and/or range	Mana modifier	Tier	Description
Touch	Melee range	free	Apprentice	Self-applied or touch-range warding. Maintaining costs $\frac{1}{4}$ initial cost per turn
bolt	Range: 15m(10sq)	Free	Apprentice	Ranged ...
	Range: 6m(4sq)	+1 mana/1sq per level		Defensive barrier to block attacks or movement. Maintaining costs $\frac{1}{4}$ initial cost per turn
Wall	Size: min 4sq Size: max 8sq		Adept	
Seeker	Moving target visible to the caster	+1 mana/3m per level	Expert	Deploys protection to moving target. Maintaining costs $\frac{1}{4}$ initial cost per turn

Elemental table

Element	level	Description
Fire	Adept	1d60 fire damage per level and sets him on fire dealing 10 damage per turn
Frost	Adept	1d40 frost damage per level and slows attacker by 20% speed per level CON 10 save (+2 per lvl)
Shock	Adept	1d40 frost damage per level and chains to one extra enemy per level on failed CON 10 save (+2 per lvl)
Force	Adept	1d40 force damage per level and pushed enemies away 1,5m per level on failed STR 10 save (+2 per lvl)
Earth wall	Adept	Creates a reinforced wall of stone, iron, or available material. Gains +25 % DR or HCR and is immune to piercing and damage But is weak to crushing damage.

Choose desired casting level and power

level	Base Mana	Overcast cost	Number of Health Die	Elemental modification
Apprentice	2	+1	1 (2)	+1
Adept	4	+2	3 (4)	+3
Expert	7	+4	5 (6)	+6
Master	15	+7	7 (8)	+10
Grandmaster	20	+10	9(10)	+15

level	dice	Mana cost
Apprentice	d4(0)	-1 (per lvl)
Apprentice	D6(0)	0 (per lvl)
Adept	D8(0)	+1 (per lvl)
Adept	D10(0)	+3 (per lvl)
Expert	D12(0)	+5 (per lvl)
Grandmaster	D20(0)	+10 (per lvl)

# Illusionry

Illusionry manipulates perception, forcing creatures to react to threats that may not be real. These spells disrupt concentration, distort the senses, create convincing false images, or hide the caster entirely. Illusions rely on WIT checks to resist and excel at control, misdirection, and battlefield manipulation rather than raw damage.

Choose effect

Effect	Tier	cost	Description
Distraction	Apprentice	/	Breaks concentration, WIT CR 10 +2 per spell level
Deception	Apprentice	/	Creates false sensory input (auditory/visual) WIT CR 10 +2 per spell level
Fear	Adept	+1/level	Target makes WIT save or suffers Hindrance on next attack WIT CR 10+2/level
Veil	Adept	+1/level	Target becomes hard to see; faint outline visible. Lasts xdx seconds dispels on attack
Phantom Pain	Adept	+1/level	Target takes xdx(0) damage WIT CR 10+2/level or becomes frightened
Hallucination	Expert	+2/level	Target misperceives ally/enemy/location/objects WIT
Conjure shape	Expert	+2/level	Illusion moves and draws attention; can absorb 1 attack
Domination	Expert	+2/level	Target acts on false Awareness or suggestion WIT CR 10 +2/level
invisibility	Master	+/level	Target becomes Fully invisible for xdx seconds. Dispel on attack

Choose shape

Shape	Tier	Range and size	Mana Cost	Notes
touch	Apprentice	Melee range	/	Targets you, something or someone you can touch
Trap	Apprentice	2lm (14sq) 1sq in size	/	Delayed illusion effect — image, sound, or illusionary damage trigger, cast up to three at once, each with their unique effect
Bolt	adept	2lm (14sq)	+1 mana/3m per level above 2lm	Cast to a visible target, up to three bolts at once (each bolt can be fully customized)
Field	Expert	Rectangle, 6m away from caster	+1 mana per 1,5m(1sq) range +1 mana per 1,5m(1sq) size, rectangle up to 10x10sq(15x15m)	Creates phantom terrain, creates cover, blocks LoS fake objects, or mass illusions, illusions remain in place until touched.

Optional, choose one;

Contact Punishment	Extra Cost	Tier	Effect
Echo Agony	+2/level	Adept	1d40/level psychic on touching illusion. WIT Save CR 8+2/level or flees 1d6sq
Phantom Flame	+2/level	Adept	1d40/level fire on touching illusion. WIT save CR 8+2/level or become terrified
Pain Feedback	+2/level	Expert	1d40/level psychic on touching illusion. WIT save CR 8+2/level or be confused

Choose spell level;

level	Base Mana	Number of Damage Die
Apprentice	1	2
Adept	2	4
Expert	5	6
Master	10	8
grandmaster	15	10

Choose Power Level;

level	dice	Mana cost
Apprentice	d4(0)	-1 (per lvl)
Apprentice	D6(0)	0 (per lvl)
Adept	D8(0)	+1 (per lvl)
Adept	D10(0)	+3 (per lvl)
Expert	D12(0)	+5 (per lvl)
Grandmaster	D20(0)	+10 (per lvl)

## Character Creation

**Step 1 – Choose a Race:** Your race determines your heritage and physical form. It grants fixed stat bonuses and a unique racial trait. Choose carefully — your race influences how you interact with the world, and how the world interacts with you. This world is inhabited by four major races, the *Humans* who are by far the most populous of all the races, the illustrious and haughty *Auran*, the shy and nature-loving *Wyrrén* and the mysterious and reclusive *douwrén*

**Step 2 – Choose a Background:** When choosing a background you should take into consideration the life your character has lived before. This is heavily implied to be used as roleplaying mechanic. \*(players are free to invent their own, discuss with your GM beforehand) see \_\_\_

Background	Skill	Background	Skill	Background	Skill
Craftsman	Crafting	Soldier	Intimidation	Alchemist's Apprentice	Herbalism
Wanderer	Survival	Librarian	History	Initiate Mage	Mysticism
Statesman	Diplomacy	Performer	Performing	Initiate Druid	Ritualism
Trader	Bartering	Charlatan	Grifting	Temple initiate	Divinity
Medic	First aid	Fisherman	Fishing	Town drunk	Drinking
Hunter	Hunting	Scout	Tracking	Shepherd	Taming
Urchin	Pickpocketing	Messenger	Linguistics	Grave keeper	Gambling
Sailor	Navigation	Stablehand	Animal care	Cook	Cooking
Servant	Etiquette	Noble	Leadership	Blacksmith	Metalworking
mineworker	Geology	Cartographer	Cartography	Farmer	Farming

**Step 3 – Choose a Class and Combat Disciplines:** “You know who your character was; now it’s time to decide what they are becoming. Your class determines your available disciplines — the skills that define how you fight, survive, or channel power.”

Health Die	Class	Description	Primary stats	School of Magic	Choose Discipline(s)
d60	Seer	Resilient mystic attuned to the natural world through will Spirit	WIL	Druidic lore	Arcane Warding, Illusionry, Graceful Blade, Light Blunt, Versatile Blunt, light Archery
d40	Sorcerer	Magical domination	WIL	Elemental Destruction	Arcane Warding, Illusionry, Graceful Blade, Light Blunt, Versatile Blunt,
d100	Acolyte	Godly Tank/Support	CON < STR < WIL	Divine power	Two-Handed Blade, Two-Handed Blunt, Versatile Blunt, Versatile Blade, Heavy Archery
d120	Warrior	Balanced combatant with both power and technique	STR < DEX < CON	None	Two-Handed Blade, Two-Handed Blunt, Versatile Blunt, Versatile Blade, Polearms, Thrown-Weapons, Unarmed
D80	Rogue	Tough, mobile survivalist with stamina	DEX < STR < CON	None	Versatile Blunt, Versatile Blade, Graceful Blade, Light Blunt, Light Archery, Heavy Archery Thrown Weapons, Dual Wielding, Unarmed, Illusionry

### Step 4 – Assign Stat Points and calculate derived stats

Your stats define your character's physical and mental capabilities. You begin with 12 points to distribute across the six core stats before applying racial bonuses. No stat may exceed 5 at this stage. Stats can be 0. A stat of 0 does not mean total absence — it represents an average, unremarkable level. Anything above 0 reflects above-average capability, while higher values represent exceptional skill or strength. See page .. for the derived stats

### Step 5 – Assign armour proficiency.

Class	Armour Proficiency
Warrior	Light, Medium, Heavy, shields
Stalker	Light, Medium, Shields
Sorcerer	Light, Robes
Templar	Medium, heavy, shields
Seer	Light, Robes

Step 6 – Assign Backstory skills if applicable.

**You are now finished creating your character!**