

Controller Archetype Bonus

Mark: They can give their allies Advantage against one creature they target.

Once Per Day: They can blind up to Five Creatures you can see within Fifty Feet of you. **Difficult Reflex Save.** On a failed save, **Disadvantage** on all Dice Pool Checks and automatically fail any **Reflex** Saving Throws for the next minute.

Attack Actions

Melee Attack

Dice Pool = Skill + Weapon Modifier + Misc

Melee Attack Bonus = STR x 1.5

Ranged Attack

Dice Pool = Weapon Modifier + Misc

Ranged Attack Bonus = DEX x 1.5

Spell Attack

Dice Pool = Skill + Misc

Spell Attack Bonus = POW x 1.5

Additional Actions

Surprise

There are times when you catch foes by surprise, when this occurs, you gain **Advantage** on your Initiative roll.

Hide

Characters can take the Hide action. You can make a Stealth skill checks at **Advantage**.

Ready

Characters can take a Ready action, allowing you to prepare an action in response to a predetermined trigger.

Grapple

You can attempt to grapple with another creature when you make a Successful Unarmed Strike. While grappled, the creature is only able to attack you. Attacks against this creature are at **Advantage**. They can escape if they succeed on a **Moderate Reflex Save**.

Knockback

You can attempt to knock back another character with your attack. On a success, the target is pushed back ten feet falling Prone until the start of your next turn.

Trip

You can attempt to trip a creature, knocking the creature Prone, on a Successful Unarmed Strike.

Shield Bash

If you are using a shield, you can use your shield to bash another creature, adding **+2 Dice** to the dice pool and knocking them prone on a successful attack.

Movement Actions

Dash

Characters can take a Dash action, allowing them to move twice their normal speed as a full round action.

Disengage

Characters can take a Disengage action, allowing them to withdraw from melee without provoking opportunity attacks.

Move

Characters can move up to thirty feet before or after taking an action. You can also split your movement, moving to an enemy, attacking, then use the rest of your movement to move away.

Retreat

Characters can take a Retreat action to disengage from combat and move away from enemies without provoking opportunity attacks.

Reactions

Brace

You brace yourself against incoming attacks. Until the start of your next turn, you have a **+4** bonus to your **Armor AC**. In addition, you have **Advantage** on your next **Saving Throw**.

Dodge

Characters can Dodge as a reaction used to evade an incoming attack. When you dodge, your enemies' attack roll will be at **Disadvantage**. You also gain an **Advantage** on any Reflex save you need to make against that attack.

Help

You can give another player the Help action. The player receiving help gains **Advantage** on the skill check they are trying to attempt.

Opportunity Attack

When an enemy passes within five feet of you in combat, you can make an opportunity attack against them. The attack is at **Disadvantage** unless you are trained in the Opportunity Attack skill.

Parry

Parry allows you to make one single melee attack in response to an enemy attack. If your attack result is higher than your enemies, they miss.

Initiative

Dice Pool = DEX / 2, (rounded down.) + three Dice

Armor AC of Common Materials

Cloth Paper Rope	1	Iron or Steel	8
Crystal Glass or Ice	3	Tungston Steel	10
Bone or Wood	4	Mithral	14
Polymer	5	Adamantine	18
Carbon Fiber	7	Diamond	20

DPS Archetype Bonus

Nic: When they hit the Armor AC but don't exceed it they hit for one damage and force a **Moderate Reflex Save** reducing their Armor AC by -1 on a failed save.

Once Per Day: They can Haste without getting exhaustion for one Minute. They can move into and out of Melee Range without provoking Opportunity Attacks.

Blinded

While blinded you cannot see unless you have the Blind Fighting skill. All attacks against you are at Advantage, all attacks you make are at Disadvantage.

Charmed

A charmed creature believes the creature that charmed them is friendly and will carry out simple requests so long as it does not violate their core beliefs. You must make a Difficult Will save to end the condition.

Confused

A confused creature attacks anyone near them with no regard for who is an ally or enemy. You must make a Moderate Will Save to end the condition.

Cowering

A cowering creature is unwilling to attack or defend. You are frozen and cannot take a move action. Attacks against them are at Advantage. You must make a Moderate Will Save to end the condition.

Dazzled

A dazzled creature is entranced by what it sees. While dazzled, it cannot maintain concentration and all skill checks are at Disadvantage. You must make a Moderate Will Save to end the condition.

Deafened

You automatically fail any skill checks or save based on sound. Any attacks against you from angles you cannot see are at Advantage.

Dominated

While dominated, you are under the complete control of a powerful creature or entity. You must carry out any instruction they give you with no regard for the lives of others or yourself. You must make a Moderate Will Save to end the condition.

Conditions

Entangled

A creature that has been entangled is ensnared by vines, ropes or some similar obstruction. Their movement speed is five feet they are prone and must make a **Moderate Reflex Save** to escape

Fascinated

Not to be confused with dazzled, being fascinated takes hold of a player's curiosity and puts them into a hyperfocus. While in this state they have **Disadvantage** on any check not related to the focus of your fascination. You must make a **Moderate Will Save** to end the condition.

Flat-Footed

You are flatfooted when you are caught off guard in battle. While flatfooted, you suffer a -2 penalty to their Armor.

Frightened

While frightened you try to move away from an enemy that you are afraid of using the Dash action. You must make a **Moderate Will Save** to end the condition.

Grappled

Grappled creatures can only attack the creature grappling with them. A creatures Speed is reduced to zero while grappled. A grappled creature can attempt to grapple the creature grappling with no penalty so long as they are not two times smaller or larger. You must make a **Moderate Reflex Save** to end the condition.

Helpless

A helpless character is in a condition where they are unable to attack or defend. They are treated as prone, and frightened or cowering per GM Discretion. All attacks against helpless creatures are at **Advantage**. You must make a **Moderate Will Save** to end the condition.

Incapacitated

While incapacitated, you are either unconscious or in a state where you cannot react to the environment. All saving throws and skill checks automatically fail. Attacks against an incapacitated creature are at **Advantage**. Only magic or healing can end this condition.

Invisible

While you are invisible, you have **Advantage** on all attacks against enemies. All enemies have **Disadvantage** on attacks against you. You can end the condition by attacking an enemy.

Nauseated

When nauseated, you are sensitive to smells that otherwise would not have issue with and cannot take a Reaction. You must pass a **Moderate Fortitude Save** to end the condition.

Paralyzed

While paralyzed, you are still conscious but unable to move. Attacks against you succeed automatically in dealing damage as if you were wearing no armor. Only magic or healing can end this condition.

Petrified

When you are petrified, you become a statue. You can reverse the petrification by succeed on a **Moderate Fortitude Save**. If you fail, you remain a statue for one hour. If the statue is damaged or destroyed, the afflicted character dies.

Poisoned

While poisoned, your Speed is halved, you cannot Dodge, Parry, or Brace for an attack. All attacks made are at **Disadvantage**. Additional effects may apply depending on the poison used. The Save required to end the condition is dependent upon the poison used.

Support Archetype Bonus

Link: They can pass damage from one target to another. Receiving targets Armor AC, Body Score and Mind Score are used for attack and damage purposes.

Once Per Day: Gives their allies **+10 Dice +20** temporary Hit Points.

Prone

When you are prone, your Speed is zero. All attacks against you are at **Advantage**. The only movement you can do is crawl or stand up using a full round action. You can stand up to end the condition.

Restrained

While restrained, your mobility is restricted due to your hands or feet being bound by rope, chains or similar restraints. You cannot carry out any actions. You must make a **Moderate Reflex Save** to end the condition.

Sickened

When sickened, you are limited to one attack per round. Moving more than half your movement speed causes you to throw up. You must make a **Difficult Fortitude Save** to end the condition.

Unconscious

While unconscious, you are asleep and cannot speak, hold an item or react to an attack. Any action that causes harm or makes you move wakes you up.

Gravity

The standard gravity on a fantasy world is equal to one earth gravity or about **32 ft/s²**. Increasing or decreasing gravity can affect how high Characters can jump, the height trees, mountain height, the height of waves and damage taken from falling from a height.

Falling

If you fall from a height in standard gravity, the damage taken for every ten feet is equal to **+5 Dice +2** vs Body damage. If you double the gravity, the fall damage would increase by four times, so falling from ten feet becomes **+20 Dice +8** vs Body damage taken. If the force of gravity is half standard gravity, the damage becomes **+2 Dice +1** vs Body for every ten feet they fall.

Extreme Cold

Extreme cold occurs when an area becomes so cold that it can cause water to freeze in seconds. Characters should treat areas with extreme cold as **Hazardous Terrain**. If Characters do not have appropriate protection from extreme cold, they must make a **Difficult Fortitude Save** taking **+4 Dice +3** vs Body Cold damage and taking one level of exhaustion on a Failed Save. Creatures repeat the Save once a minute. After each **Difficult Fortitude Save** failure, the dice and damage for Cold damage increase **+1 Dice +1**.

Extreme Heat

Extreme heat occurs when an area becomes so hot that water can boil in seconds. Characters should treat areas with extreme heat as **Hazardous Terrain**. If Characters do not have appropriate protection from extreme heat, they must make a **Difficult Fortitude Save** taking **+4 Dice+3** vs Body Fire damage and taking one level of exhaustion on a Failed Save. Creatures repeat the Save once a minute. After each **Difficult Fortitude Save** failure, the dice and damage for Fire damage increase **+1 Dice +1**.

Cover

Partial Cover

Partial cover grants a bonus to the AC of any adventurer or creature that makes use of it in battle. Partial cover can raise the **Armor AC** by **+4**.

Full Cover

Full cover gives you immunity to all attacks from one or more directions. A Tower Shield is an example of an item that can grant full cover.

Foraging

Abundant Food & Water	Easy Save
Limited Food & Water	Moderate Save
Very Little Food & Water	Difficult Save

Exhaustion

Exhaustion occurs when characters face hostile conditions or push themselves beyond their limits. Exhaustion is an overtaxing of one's abilities.

Exhaustion Levels

Exhaustion occurs when players fail saving throws in extreme situations. Each level of exhaustion causes the character to have a cumulative **-2** applied to all Attributes, Skill checks and Saving Throws. Each additional Exhaustion level increases the penalties by **-2**. Once any of their attribute scores reach zero, the Character falls unconscious beginning **Death Save** throws.

Removing Exhaustion

A long rest of eight hours or more removes one level of exhaustion. The spell Radiant Restoration can remove all levels of exhaustion.

Death and Dying

When a player's Body Score or Mind Score falls to zero, the character becomes unconscious and begins making Death Saving Throws.

Death Saving Throws

The player rolls a one dice to determine the fate of their character. A roll of four, five, or six constitutes a successful save. Three successes are needed to stabilize a creature. Three failures and the character dies.

Saving Throws

Easy Saves

Two out of ten successes pass the save..

Moderate Saves

Four out of ten successes pass.the save.

Difficult Saves

Six out of ten successes pass the save.

Deadly Saves

Ten out of ten successes pass the save.

Tank Archetype Bonus

Fortify: Your Body Score calculated as follows. Body Score = CON *(5 + STR)

Once Per Day: They can increase their Armor AC for one Minute by a number equal to five times the Rank of your lowest Core Skill.

Terrain

Difficult Terrain

Difficult terrain is filled with obstacles, barriers and obstructions. Craggy hills, thick undergrowth and a city road in the middle of a festival are examples of difficult terrain. **Movement Speed** is reduced by half. Saving throws are **Moderate** Difficulty

Hazardous Terrain

Hazardous, possess minor risks to health and life of adventurers. A raging river, a powerful storm and unstable land are examples of hazardous terrain.

Movement Speed is reduced by half. Saving throws are **Difficult** Difficulty.

Deadly Terrain

Deadly terrain is the most challenging type of terrain. A Volcanic eruption, acid pools and rolling mists of miasma are examples of deadly terrain. **Movement Speed** is reduced by half. Saving throws are **Deadly** Difficulty.

Day and Night

Day

Monsters are less likely out on the open roads. They prefer to hide in caves, forests or other secret places.

Night

Dark, Cold and harder to see. Monsters are much more likely to be encountered and Night is when they prefer to strike.

Permanent Day and Night

Places of permanent night are cold, frozen, and lit only by moonlight, auroras or the faint glow of stars. Places of permanent day are often hot and inhospitable.

Opposing Checks

Characters can find themselves in a contest such as a Grapple check. To resolve an opposing check. Both parties make a the same skill check and the higher result wins.

Vision and Light

Bright Light

Areas illuminated by natural sunlight or artificial sources provide clear visibility, allowing characters to perceive details and colors with ease. Visibility in Bright Light has no restrictions.

Dim Light

Dimly lit is light provided by distant sources such as the light of a full moon, the time just after sunset or a torch more than fifty feet away. Dim light reduces visibility, with dull colors and dark shadows that obscure all they cover. Visibility in Dim light is 120 feet.

Night Vision

Night Vision is something all creatures have to a degree. Described as seeing objects in shades of grey and white. Characters take thirty seconds to adjust to night vision, dim or bright light. Visibility with un-augmented night vision is thirty feet. Night vision magic and devices extend the range to 300 feet.

Absolute Darkness

Deep underground far from natural light or in buildings with no windows and no power experience absolute darkness. Visibility in absolute darkness for all creatures is zero. The Darkvision Spell can provide darkvision to up to sixty feet for six Characters.

Blindsight

Blindsight allows you to be aware of creatures while you do not have your sight. Blindsight has a range. Creatures inside that range can be attacked as normal and cannot gain advantage due to the conditions.

Truesight

Truesight allows you to see in any lighting conditions as if it were bright light. You can also see invisible creatures and see through illusions.

Swimming & Drowning

Water is Difficult Terrain. Characters Swim speed unless otherwise noted is half their Movement Speed.

If Characters can hold their breath for 1+CON +Swim Skill minutes.

Once the character runs out of air, they must make a Difficult Fortitude Save, taking +5 Dice vs Body +2 damage and one level of exhaustion on a Failed Save. Creatures repeat the Save once a minute.

After each Difficult Fortitude Save failure, the damage increases +1 Dice +1.

Damage Type	Related School	Saving Throw
Fire	Evocation	Reflex Save
Air	Evocation	Reflex Save
Water	Conjuration	Reflex Save
Earth	Evocation	Reflex Save
Electric	Evocation	Reflex Save
Cold	Evocation	Reflex Save
Magnetic	Evocation	Reflex Save
Force	Evocation	Reflex Save
Sonic	Evocation	Reflex Save
Necrotic	Necromancy	Fortitude Save
Radiant	Abjuration	Will Save
Void	Voidweaving	Will Save
Gravity	Gravimurgy	Reflex Save
Corewill	Radiomancy	Reflex Save
Wither	Radiomancy	Reflex Save
Eldritch	Abjuration	Fortitude Save
Psionic	Psionics	Will Save
Disease	Evocation	Fortitude Save
Poison	Evocation	Fortitude Save
Life	Conjuration	Fortitude Save

Travel Pace

Walking	Hour	Day
Slow Pace	5 miles	2 miles
Normal Pace	2 miles	5 miles
Fast Pace	4 miles	10 miles
Mounted	10 miles	50 miles
Speeds faster than these are excessive triggering a Fortitude Saving Throw once an hour, taking a level of exhaustion on a failed save.		