

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.