

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	Graviturgy	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.		